

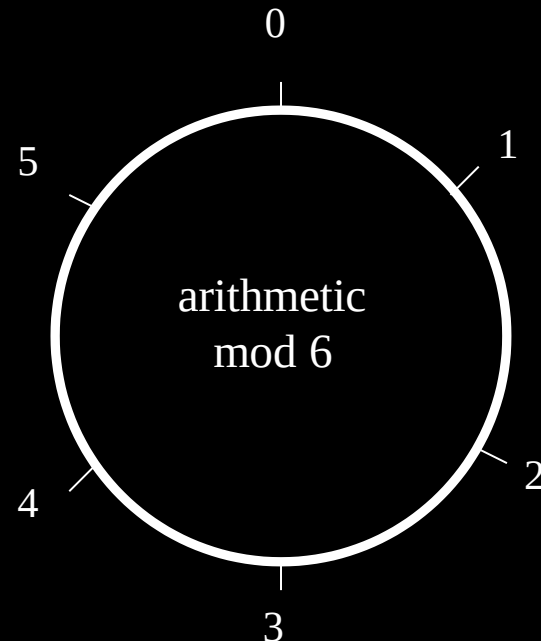
Modular Arithmetic (Review)

“Clock” Arithmetic

- For integers x and n , $x \bmod n$ is the remainder of x divided by n

- Examples

- $7 \bmod 6 = 1$
- $33 \bmod 5 = 3$
- $33 \bmod 6 = 3$
- $51 \bmod 17 = 0$
- $17 \bmod 6 = 5$



A Note on

Notation

- As computer scientists, we are used to seeing

$$7 \bmod 3 == 1$$

- Mathematicians would more likely write

$$7 = 1 \pmod{3}$$

and they might not bother with
parenthesis

- You will see both forms in this class and your book. They mean the same thing

Modular

Addition

- Notation and facts
 - $7 \bmod 6 = 1$
 - $7 = 13 = 1 \bmod 6$
 - $((a \bmod n) + (b \bmod n)) \bmod n = (a + b) \bmod n$
 - $((a \bmod n)(b \bmod n)) \bmod n = ab \bmod n$
- Addition Examples
 - $3 + 5 = 2 \bmod 6$
 - $2 + 4 = 0 \bmod 6$
 - $3 + 3 = 0 \bmod 6$
 - $(7 + 12) \bmod 6 = 19 \bmod 6 = 1 \bmod 6$
 - $(7 + 12) \bmod 6 = (1 + 0) \bmod 6 = 1 \bmod 6$

Modular Multiplication

• Multiplication Examples

$$- 3 \blacktriangledown 4 = 0 \pmod{6}$$

$$- 2 \blacktriangledown 4 = 2 \pmod{6}$$

$$- 5 \blacktriangledown 5 = 1 \pmod{6}$$

$$- (7 \blacktriangledown 4) \pmod{6} = 28 \pmod{6} = 4 \pmod{6}$$

$$- (7 \blacktriangledown 4) \pmod{6} = (1 \blacktriangledown 4) \pmod{6} = 4 \pmod{6}$$

Additive Inverse

- Additive inverse of $x \bmod n$
 - the number that must be added to x to get $0 \bmod n$
 - denoted $-x$
- $-2 \bmod 6 = 4$,
since: $2 + 4 = 0$
 $\bmod 6$

Multiplicative Inverse

- Multiplicative inverse of $x \bmod n$
 - denoted x^{-1}
 - the number that must be multiplied by x to get $1 \bmod n$
- $3^{-1} \bmod 7 = 5$,
since $3 \blacktriangleright 5 = 1 \bmod 7$

Modular Arithmetic

Quiz

- Q: What is $-3 \bmod 6$?
- A: 3
- Q: What is $-1 \bmod 6$?
- A: 5
- Q: What is $5^{-1} \bmod 6$?
- A: 5
- Q: What is $2^{-1} \bmod 6$?
- A: No number works!
- Multiplicative inverse might not exist

Relative Primality

- x and y are **relatively prime** if they have no common factor other than 1
- $x^{-1} \bmod y$ exists only when x and y are relatively prime
- $x^{-1} \bmod y$ is easy to find (when it exists) using the Euclidean Algorithm