## Games, graphs, and machines

Modular arithmetic

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# Visualising modular arithmetic

#### Arithmetic modulo 10

- $a \equiv b \pmod{1}0$  if and only if a and b have the same units digit (when written in base 10).
- Arithmetic modulo 10 = units digit arithmetic

$$\overline{7}\cdot\overline{6}=\overline{2}$$

#### Laws of arithmetic:

Fix d. All the usual laws of arithmetic for  $\mathbb Z$  hold for equivalence classes modulo d. That is, + and  $\times$  are commutative and associative, have identity elements, and  $\times$  distributes over +.

- 1. What is the negative of  $\overline{3}$  modulo 7?
- 2. Compute  $\overline{3} \times \overline{5} \overline{1}3 \pmod{8}$ .

### Laws of arithmetic: surprises

But some things are different. For example, it may happen that  $a \times b = 0$  but  $a \neq 0$  and  $b \neq 0$ .

Prove that  $\overline{4} \cdot \overline{4} = \overline{0} \pmod{8}$  but  $\overline{4} \neq \overline{0} \pmod{8}$ .

#### **Squares**

Notation:  $\mathbb{Z}/d\mathbb{Z}$  denotes the equivalence classes of  $\mathbb{Z}$  under the equivalence relation  $\sim_d$ .

Of the 7 elements of  $\mathbb{Z}/d\mathbb{Z}$ , which ones are perfect squares?

### **Square roots**

What are the sqaure roots of  $\overline{-1}$  ...

- 1. modulo 5?
- 2. modulo 7?
- 3. modulo 8?