MODULAR DRITHMETK

If  $a,b \in \mathbb{Z}$  and  $m \in \mathbb{Z}^+$ , then  $a = b \pmod{m}$ iff  $m \mid a - b$ . O a = b mod milif both a and b have same remainder when divided by m'. eg. 36 = 24 med 12 (2) a = b mod m [If m dindes (a-b)]ie m a-b e.g. 20 = 3 mod 17 [17 dindes (20-3=17)] (3) If a = y mod m and a = b mod m then (21+a) = (y+b) mod m eg. 17 = 4 mod 13 and 42 = 3 mod 13 => 59=7 mod 13 (4) If  $n = y \mod m \le a = b \mod m$  Hen  $(n-a) = (y-b) \mod m$ eg.  $42 = 3 \mod 13$  =  $28 = 2 \mod 13$   $14 = 1 \mod 13$  =  $28 = 2 \mod 13$ (5) a= k,m+b

Group, Ring, Integral Domain & field

1 Group

A set of objects along with a binary operation on the element of the set that must satisfy the following four properties to be called as a comm be called as a gooup.

- a) Closure: with respect to an operation i.e. if a & b are in a set then a ob = c & also in the set where . -> operator for the delived operation.
- b) associativity: with respect to operation i.e. (a.b) c = a (b.c)
- c) Guaranteed existence of a unique identity closure with regards

to the operation i.e.

i. > called identity element if for every a in a set in

a.iza

a) The existence of inverse dement for each element with regard to the operation in for every 'a' in the set, the set must also contain element 'b' such that a.b=i (: i - identity element)

In general a group is denoted by & 9,0% where 9 is the set of objects, 0 - operator

=) Instead of denoting good operator 'O', we may denote

Infinite us Finite Group

The group based on a set of infinite size are rather easy to imagine is called infinite group. For example:

The set of integers (the, -ve & O) along with the operation of arithmetic addition constituets a group.

Differ a given value of N, the set of N\*N matrix over real number under aperation of matrix addition constitutes again

w set of all even Integers.

West of all 3x3 non singular matrix along with matrix multiplication as operator froms a group. This group is Denoted at GL(3), plays a Vital role. In computer graphics of computer Vision, GL stands for General Linear.

Finite Gooup

Let  $L_n = \S 1, 2, 3 - - - \S$  denotes a set of labels for nobjects which is not the set turning into group. Hence the set that will turn into a group is the set of permutations of label  $L_n$  is called finite group.

In other woords, considering the set of all permutational abels in the set  $L_n$ . Denoting the set by  $S_n$  provided that each element of the set stands a permutation  $(P_1, P_2, \dots, P_n)$  wherever  $i \neq j$ . For example: the case when  $L_3 = S_1, 2, 3f$ . In this case the set of permutation of labels will be  $S_2 = S_1(1,2,3), (1,3,2), (2,1,3), (2,3,1), (3,1,2), (3,2,1)$ 

The set Sz is of size 6. In a broad way we say earding

Let binary operation on the element of  $S_n$  be that of composition of permutations. We will denote a composition of two permutation by symbol O. For any two elements S S, T of the set  $S_n$ , the composition  $TI_OS$  means that we want to repermutate the elements of S according to the element of TI. Let  $S_1 = S_1, 2, 3$   $S_1 = S_2$ .

each element of  $S_3$  is a distinct permutation of three labels i.e.  $S_3 = S(P_1, P_2, P_3) G \mid P_1, P_2, P_3 \in L_3$  with  $P_1 \neq P_2 \neq P_3$ . Consider following two elements TI & S in the set of permutations.

TI = (3,2,1) · S = (1,3,2)

Let us consider the following composition of two permutations. The  $S = (3,2,1) \circ (1,3,2)$ 

i.e. permute  $\xi_{2n0}$  element of  $\xi_{2n0}$ . Finally resulting permutation is given by  $\xi_{2,3,1}$  so we can say  $\xi_{2,3,1}$  so  $\xi_{2,3,1}$   $\xi_{2,3,1}$   $\xi_{2,3,1}$ 

Clearly Tros & by . This shows that so I dosed with respect to composition of two permutation.

Also, the set must satisfy the three conditions as:

(S<sub>2</sub>·S<sub>3</sub>) = (S<sub>1</sub>·S<sub>2</sub>)·S<sub>3</sub>

②  $S_3$  contains a special element (1,2,3) as identity element with respect to composition of permutation operator. It is definitely the case of any  $S_1 \in S_2$ , we have,  $(1,2,3) \cdot S_1 = S_2 \cdot (1,2,3) = S_3$ 

Tros (3.2.1) =)(3rd position, 2nd position. 1st p1 )

(3.2.1) (1.3.2).

(2.3.1) =)(3rd-)2, 2nd-3, 1st-1).

3) As S3 is a small street set, we can easily demonstrate that for every ges3 these exists another unique element TTes3 such that

SOTT = 1708 = the "wentity element.

For the sake of confunience we may use a notation - & for such a TT. we say that so along with composition of permutation operator is a group.

- Note that set sn of all permutation of labels in set in an any be finite. As a result, sn along with the operation of composition elevated by 'O' forms a finite group.

- The set Sn of permutations along with the composition of permutation aperator is called permutation group.

-If the operation on the set of the element is convocitative it is called abelian group. a ob = boa (sn = abelian only for not

-The set of all "integers along with operation of asithmetle addition is called abelian aroup.

If we can define one or more abelian group, we have a sting provided that the elements of the set satisfy some proporties with respect to this new aperation. We use the new operation as multiplication (only for convenience) to tell it apart from the operations defined for the abelian group. A ring is typically denoted as SR, t, x i where, R denotes the

set of the object, 't' is the operator with sespect to which R is an abelian group and 'x' is the new operator require to from a ring.

- #) Properties of sing

  1) R must be closed with sespect to the additional operator.
- 2) R must be exhibiting associativity proporties with sespect to
- a) The new additional operator X' must be distributive over group addition operator.

a\*(b+c) = (a\*b) + (a\*c) (a+b)\*c = (a\*c) + (b\*c)

4) The multiplication operation is frequently shown by just concatenation in such equation. albte) = abt ac (a+b) c = ac+ bc

Example: 5) The set of all integers (tve, -ve & zero) under operation of arithmetic addition and multiplication is a ring.

- set of all arouthmetic integers with '+' and 'x' is a ring.

- for a given value of N, set of all NXN square motions addition and multiplication is a sing.

- set of all seal numbers along with operation of adithmetic

#) Commutative Ring

A sing is commutative if the multiplication operation is commutative for all element in sing.
i.e. a.b = b.a. For example: & R, +, \*2 where,
R may be () set of all integers

2 set of all even numbers

3 Integral Domain

An Integral Domain & R, +, \* y se a commutative sing that obeys the following properties:

- OR must include an identity element for the multiplicative operation ire. symbolifically designate an element of set R as 1 so that every element of the set, we can say that a.1 = 1.a = a
- (11) R must include an identity element for the addition operation of any two elements a & b of R societies in zero i.e. if a.b=0 then either a or b must be zero.

# (4) Field

A field denoted by  $SF,+, \times 2$  is an integral domain what satisfies the following additional properties. For every element in F except the 1's designated as 0', there must also exist multiplicative inverse of F j.e.

If a e F and  $a \neq 0$  then

these must exist an element bet such that i.e. for a given 'a', there should be 'b' designated as 'a

## Painne Number

=) should always be greater than one. Ex: \$13,5,7,11,13 and so on?

> pair of prime numbers whose difference is only 2 Example: (3,5), (5,7), (17,13) - ---The largest two poince is unknown.

### Co-paince

=) If bommoon factors of two numbers is only 1, then it is soid to be co-psime. Those numbers themselves should be psime. Ex: (2,3), (3,5), (5,7) ---- The god of these no. will be 1. Jest of humbors which almost have any other factor other than one. Properties of co-prime ex: (8,9). The HCF becomes 1.

set of humbook

=) All the co-pairmed and

# Pagesties of co-painse

- -) All the painse numbers are co-painse to each other.
- -) Pay too consecutive fortegers are always co-pairme.
- -) some of any two pains numbers is always co-painse of their product.

ex: 3+5=8

3\*5=15

- ) 1 is always co-prime with all numbers.
- ) Two numbers (natural) a and b will be co-prime if (2a-1) & (2b-1) are co-prime.

Ex: 2×9-1=5 2x2-1=3

Euclidean Algorithm

1) Find the god of 8,22

8 = 91, 2, 43 92 = 81, 2, 113 -1.900 = 2

- 2) Find the god of 2322, 54 2322 - \$1,2,3 --- 3 = 3×18. 54= \$1, 2, 3, - - 9 = 3×3×3×2 .. god = 3
- =) Algorithm to find out god of any two integers efficiently

Chservation of gcd calculation

=) gcd.(a,a)=a=) If b/a then gcd.(a,b)=b

- =) gcd (0,0)=0. Since "it is always tour that a/o
- =) Assuming without loss of generality that a is goeder

than b, it can be shown that

god (a, b) = god (b, a mod b)

gcd (70,38) = gcd (38,70 mod 38)

= gcd (38,32) = gcd (32,38 mod 32)

= gcd (32,6) = gcd (6,32 mod 6)

= gcd (6,2)

= gcd (2, 6 mod 2)

= gcd (2,0) [When a take one

: gcd (70,38) = 2.

38 = 32×1 + 6

 $32 = 6 \times 5 + 2$ 

6 = 2 + 3 + 0

acol

Extended Eucleidean Algorithm

Find the multiplicative invesse of 3 mod 17. (Using Extended Bulida Algorithm).

3 mod 17 = 1

Check for multiplicative inverse first:

17 = 3x5 + 2

3= 2×1+1

These exists a multiplicative inverse for 3 & 17.

Recorte above equations,

2=17-3x5 - 0

1=3-2x1 -0

Extended Euclidean

1=3-2XI

or, 1 = 3-(17-3×5) ×1 [:2=17-3×5]

00, 1= 3-(17-3x5)

or, 1= 3-17+3x5

Co, 1 = 3+3x5-17

00, 1 = 3x(1+5)-17

or, 1= 3x6-17

so multiplicative invesce of 3 mod 17 is 6.

# Calculate multiplicative inverse of 5 mod 26.

5 mod 28 = 1

Check for multiplicative inverse first:

26 = 5×5+1

5 \* 4 + 6

5 = 2×2+1

6 = 2×2+2

2=2×1+1

2 = 2×1+0

These exists a multiplicative invesse for \$ 1000 26, Revolite above equation,

1=26-5\*5

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10 ml - 30

19 mod 26 Check for multiplicative invesse first: 26 = 19 \* 1 + 7  $79 = 7 \times 9 + 5$ 7 = 5.1 + 95 = 2.2+1 These exists multiplicative inverse for 19 mod 26. Recolite these equations, 7=26-19×1 -0 5=19-7\*2 -0 2= 7-5\*1 -3  $1 = 5 - 2 \times 2 - 9$ Extended Euclidean is, 1=5-2×2 00,1=5-(7-5.1)\*2 Sor, 1=5-[7-(19-7×2).1] ×2 Or, 1=5-[7-(19-(26-19×1)×2]×2 or, 1=5-7.2+5.2 00,1=5-(1-4.00,1=5.3-7.2 00,1=(19-7×2).3-7.2 00,1=19.3-7.6-7.2 00,1-19.3-7.8 00,1=19.3-(26-19.1).8 00,1=19.3-26.8+19.8 00, 1= 19.(1)-26.8

multiplicative invesse of 19 mod 26 = 11

Euler's Totlent Function

 $\phi(n)$  for  $n \ge 1$ : defined as the number of integers less than n that are co-prime to n.

$$\emptyset(5) = \{1,2,3,4\} = \emptyset$$
 These are counts of the numbers.  $\emptyset(6) = \{1,5\} = \emptyset$ 

Case:

when 'n' is a prime numbers,  $\phi(n) = n - 1$   $\phi(23) = 22$ 

\$ (axb)=\$(a)+\$(b) [: a& b are co-prime i.e. gcd (a,b)=1]

Example: 
$$\phi(35) = \phi(7) * \phi(5)$$
  
=  $6 * 4$   
=  $24$ 

#### Euler's Theavern

 $2^{g(n)} = 1 \mod n \ (\text{if } 2g \ n \ ase co-positive})$ 

example:

It implies 480 = 1 mod | 65 z) 20(n). a = 1 mod n

#) Fermat's Theorem (Special case of Buler's Theorem)

If n is prime, use can write  $\phi(n) = n-1$ . Hence, Bullete

Theorem becames

 $e^{-1} = 1 \mod n$ Multiplying
Both sides by e, we have  $e^n = e \mod n$ 

Example:

 $3^5 \equiv 3 \mod 5$   $3^7 \equiv 3 \mod 7$ 

Special case: 20 % not divisible by n.
i.e. 2≠0 mod n

Example:

 $e^{n-1} = 1 \mod n$ Let  $e=3 \ g \ n=5$ Then,

 $3^{1} \equiv 1 \mod 5$   $0r, 3^{4} \equiv 1 \mod 5$  $0r, 81 \equiv 1 \mod 5$  exercises

1) What is the last alight of 35000 9

2 Find the god of Integer 4589, 4849

-) solution,

. The god of (4589, 4849) is 13.

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#) Find the integers s & t such that 81s+64t-1
  Bezout's Identity
    For non-zero integers a gb, let
        d=god (a,b) then these exists integers self y such
  that arethy-d.
     28 y are called bezout's coefficients.
=) solution,
       gcd (64,31) = gcd (31,64 mod 31)
                 = gd (31,2)
                 = gcd (2, 91 mod 2)
                  = gcd (2,1)
         gcd (31,64) =
 Hexe,
       64= 31×2+2-0
       31 = 15×2+1-2
  Recorite above equation,
        2=64-31*2
    Extended Euclidean 95,
       1= 31-15x2
     00, 1 = 31-15 (64-31×2)
     a,1 = 31-15×64+(31×2) 15 [=31(1+30)-15×64]
     00,1 = 31 * 31 - 15 * 64
 compasing it with azetby-d so, 2=31, y=64
  i.e. 8=31 & +=49
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Given equation is 4s+16t=4

god (4,16) = 4

16 = 4 \* 4 + 0 00 = 7 \* 3 + 1 / = 4 \* 5 - 1

s=1, t=0

c=-3, t=1

s=5, t=-1

4x(3)+16=12+16-4

#) Find multiplicative inverse of 11 mod 15.

> Solution,

 $11 \mod 15 = 1$ 

Check for multiplicative inverse fast:

15=1\*×4+4

11 = 4×2+3

 $4 = 2 \times 1 + 1$ 

These exists a multiplicative invesce for 11 & 15

Recosite above equations,

4=15-11\*1 -0

3=11-4\*2 -0

1= 4-3\*1 -3

Extended Euclidean,

1=4-3×1

= 4-(11-4\*2)\*1

=4- (11-4×2)

= 4 (1+2) - 11

=(15-11×1)8-11

= 15×3-11×3-11

= 15×3-11×(3+1)=15×3-11×4

.. multiplicative inverse of 11 = -4 i.e. - 4+15=11.