

# Euler's Theorem

## Reading

- Section 9.3

## Practice Problems

**9.3** 1-12, 15-18

## Notes

Euler's Theorem is an extension of Fermat's Little Theorem to the case of non-prime numbers.

### Euler's Theorem

#### Euler's Theorem

If  $a$  is relatively prime to  $n$ , then:

$$a^{\phi(n)} \equiv 1 \pmod{n}$$

Since when  $n$  is prime we have  $\phi(n) = n - 1$ , this reverts back to Fermat's theorem.

The proof is very similar to the one for Fermat's:

- Consider the set of reduced residues (those relatively prime to  $n$ ). Let us denote them by  $b_1, b_2, b_3, \dots, b_{\phi(n)}$ .
- Because  $a$  is also a reduced residue, multiplying those reduced residues by  $a$  gives back reduced residues.
- Multiplying by the (invertible)  $a$  is also 1-1, so it will simply permute them.
- We can then multiply them together:  $(ab_1)(ab_2) \cdots (ab_{\phi(n)}) = b_1 b_2 \cdots b_{\phi(n)}$  in  $\mathbb{Z}_n$ .
- Pulling the  $a$ 's out, we would have:  $a^{\phi(n)} b_1 b_2 \cdots b_{\phi(n)} = b_1 b_2 \cdots b_{\phi(n)}$
- The  $b$ 's are invertible, so we can cancel them out from both sides.
- So we end up with  $a^{\phi(n)} = 1$ .

### Repeated Squaring for fast exponentiation

It is time to discuss how to quickly compute powers of a number. The trick here is repeated squaring. But first:

If  $a$  is relatively prime to  $n$ , and  $k \equiv r \pmod{\phi(n)}$ , then:

$$a^k \equiv a^r \pmod{n}$$

So Euler's and Fermat's theorems can considerably lessen the work involved in computing  $a^k \pmod{n}$  by reducing the power  $k$  to a number less than  $\phi(n)$ . This might still be a very high number however. This is where repeated squaring comes in.

Let us suppose for example that we want to compute  $6^{91} \pmod{715}$ . The trick to answer that is the **binary representation** of 91: We can find that representation by looking at the powers of 2 and taking one power out at a time:

$$91 = 64 + 27 = 64 + 16 + 11 = 64 + 16 + 8 + 3 = 64 + 16 + 8 + 2 + 1$$

Based on this, we can tell that:

$$6^{91} = 6^{64+16+8+2+1} = 6^{64}6^{16}6^86^26^1$$

So if we have computed 6 raised to those powers of 2, we can put those answers together to get the answer for all other powers. Let us compute them:

$$6^1 = 6$$

$$6^2 = 36$$

$$6^4 = 36^2 = 1296 \equiv 581$$

$$6^8 = 581^2 = 337561 \equiv 81$$

$$6^{16} = 81^2 = 6561 \equiv 126$$

$$6^{32} = 126^2 = 15876 \equiv 146$$

$$6^{64} = 146^2 = 21316 \equiv 581$$

As we compute those, we would at the same time multiply those that we need:

$$6^1 = 6$$

$$6^2 \cdot 6^1 = 36 \cdot 6 = 216$$

$$6^8 \cdot 6^2 \cdot 6^1 = 81 \cdot 216 = 17496 \equiv 336$$

$$6^{16} \cdot 6^8 \cdot 6^2 \cdot 6^1 = 126 \cdot 336 = 42336 \equiv 151$$

$$6^{64} \cdot 6^{16} \cdot 6^8 \cdot 6^2 \cdot 6^1 = 581 \cdot 151 = 87731 \equiv 501$$

So that's our final answer,  $6^{91} \equiv 501 \pmod{715}$ .

This may have been a lot of work, but let us count the operations: We had to do 7 multiplications to compute 6 raised to the powers of 2, and at most another 7 multiplications to combine those powers to get our answer. So a total of  $2 \times 7 = 14$  multiplications (instead of 91).

Exponentiation via repeated squaring requires  $\log_2(k)$  multiplications.

This scales very well as the power  $k$  grows.

For completeness, let us describe an algorithm for carrying the fast exponentiation out. Those of you with programming inclinations should try implement the algorithm.

### **Algorithm for fast exponentiation**

Inputs:  $n, k, a$

Output:  $a^k \bmod n$

Local variables:

- “prod” accumulates the final product
- “b” keeps track of the power  $a^{2^x}$  as we compute each new one

Steps:

- Initialize:  $\text{prod} = 1, b = a$
- Repeat:
  - If  $a = 0$  we are done. Return “prod”.
  - Divide  $a$  by 2:  $a = 2q + r$ . (You wouldn’t need to do this step as is, can rely on using the operators for mod and div. But conceptually it happens.)
  - If  $r = 1$  we need to use this  $b$ . So  $\text{prod} \leftarrow \text{prod} \cdot b \bmod n$ .
  - $b \leftarrow b \cdot b \bmod n$ .
  - $a \leftarrow q$ .