

# Homework 1: Problem 5

Andrew Tseng

September 2016

## 1.14

**part a:** We know that  $a$  and  $b$  have a unique quotient meaning there is a unique set  $(q, r)$  for  $a$  and  $b$ .

From the Euclidean algorithm, we know that  $a = a - bq$  where  $q \in \mathbb{Z}$ , since  $b > 0$  we know that  $r \geq 0$  since it is a remainder of  $a|b$ .

**part b:** Since  $b > 0$  and  $r \in a - bq : q \in \mathbb{Z}$ , we know that the remainder is  $r$  since  $a - bq$  where  $q$  is the unique quotient  $a - bq > 0$ .

Because  $(q, r)$  is a unique quotient,  $a - bq > 0$ , this means that  $r$  is a remainder.

**part c:** We know that  $r = a - bq$ . Through the Euclidean algorithm, we can say that  $r$  is a remainder since  $a = bq + r$  where  $b > 0$ .

**part d:** Because  $a$  and  $b$  have a unique quotient,  $a = bq + r_1$ , we know that  $q_1 = q_2$  which means that  $r_1 = r_2$ .

## 1.23

Looking the two cases of  $n$ :

Case 0 ( $n$  is even):  $n = 2Z$  s.t.  $z \in \mathbb{Z}$ .

$$n^2 = (2z)^2 = 4z^2$$

We know that:

$$0 \equiv 4z^2 \pmod{4}$$

Case 1 ( $n$  is odd):  $n = 2Z + 1$  s.t.  $z \in \mathbb{Z}$ .

$$n^2 = (2z + 1)^2 = 4z^2 + 4z + 1$$

This means that:

$$1 \equiv 4z^2 + 4z + 1 \pmod{4}$$

This means in order for  $n$  to be a perfect square:  $n \bmod 4 = 1$  or  $n \bmod 4 = 0$ .

By the definition of modular arithmetic:

$$2m + a^2 \bmod 4 = (2m \bmod 4) + (a^2 \bmod 4)$$

We know  $a^2$  is a perfect square because  $a \in \mathbb{Z}$ . Thus  $a^2 \bmod 4 = 0$  or  $1$ . Since  $m$  is an odd integer, we can know that  $2 \equiv 2m \bmod 4$ . This is because:

$$2m \bmod 4 = (2 \bmod 4) * (m \bmod 4) = 2$$

This indicates that  $2 \equiv 2m + a^2 \bmod 4$  or  $3 \equiv 2m + a^2 \bmod 4$ .

In conclusion:  $2m + a^2$  cannot be a perfect square.

## 1.25

Condition in the while loop: The while loop checks all bits of the binary expansion of  $A$ . When it is in the loop, we check the least-significant-bit in order to see if we multiply the  $b$  by  $g^{(2^i)}$ .  $i$  is the position of the bit. We then shift the bit to the left by executing the  $A/2$  where it result in a integer.

Setting  $a \equiv a^2 \bmod m$  is the squaring portion of the algorithm. Such as when  $g^2 = g * g \bmod m$ .