# CS 3333: Mathematical Foundations

Modular Arithmetic

 $\triangleright$  Often times in computing, we are more concerned with what the remainder of an integer is when it is divided by some other integer than we are in the actual integer itself.

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- $\triangleright$  Often times in computing, we are more concerned with what the remainder of an integer is when it is divided by some other integer than we are in the actual integer itself.
- $\triangleright$  For example, we might be interested in what time it will be 80 hours from now.

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- $\triangleright$  Often times in computing, we are more concerned with what the remainder of an integer is when it is divided by some other integer than we are in the actual integer itself.
- $\triangleright$  For example, we might be interested in what time it will be 80 hours from now.
- $\triangleright$  We solve this by evaluating  $14 + 80$  mod 24 (14 is the current time, 80 is the amount of hours we are adding on, and 24 is the number of hours in a day).

 $\triangleright$  Definition: Let a and b be integers and m be a positive integer. a is congruent to b modulo m if  $m | (a - b)$ .

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- $\triangleright$  Definition: Let a and b be integers and m be a positive integer. a is congruent to b modulo m if m  $|(a - b)$ .
- $\blacktriangleright$  Notation:
	- $\triangleright$  a  $\equiv$  b (mod *m*) if a is congruent to *b* modulo *m*.
	- $\triangleright$   $a \not\equiv b$  (mod *m*) if *a* is not congruent to *b* modulo *m*.

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 $\blacktriangleright$  Examples:

Is  $2 \equiv 5 \pmod{3}$ ?

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**b** Is 
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? Does  $3 | (2-5)$ ? Yes.

$$
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**Theorem 4**: Let a and b be integers and  $m$  be a positive integer.  $a \equiv b \pmod{m}$  if and only if  $a = b + km$  for some integer k.

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- $\triangleright$  Note that when the claim is "if and only if" that one must prove the theorem in "both directions".

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Example: Let  $a = 6$ ,  $b = 30$ , and  $m = 24$ :

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Example: Let  $a = 6$ ,  $b = 30$ , and  $m = 24$ :

 $\triangleright$  6  $\equiv$  30 (mod 24)

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- Example: Let  $a = 6$ ,  $b = 30$ , and  $m = 24$ :

$$
\bullet \quad 6 \equiv 30 \pmod{24} \implies 6 = 30 + k(24) \text{ for some int } k
$$
  
(k = -1).

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- Example: Let  $a = 6$ ,  $b = 30$ , and  $m = 24$ :

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\implies
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 6 = 30 +  $k(24)$  for some int  $k$   $(k = -1)$ .
\n- ▶ 6 = 30 + -1 · 24
\n

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- Example: Let  $a = 6$ ,  $b = 30$ , and  $m = 24$ :
	- $\triangleright$  6 ≡ 30 (mod 24)  $\implies$  6 = 30 + k(24) for some int k  $(k = -1)$ .

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 $\triangleright$  6 = 30 + -1 · 24  $\implies$  6 ≡ 30 (mod 24).

**Theorem 3**: Let a and b be integers and  $m$  be a positive integer.  $a \equiv b \pmod{m}$  if and only if  $(a \mod m) = (b \bmod m)$ mod  $m$ ).

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- Example: Let  $a = 6$ ,  $b = 30$ , and  $m = 24$ :
	- ▶  $6 \equiv 30 \pmod{24} \implies (6 \mod 24) = (30 \mod 24)$  (both are 6).

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a = 6
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 $\triangleright$  (6 mod 24) = (30 mod 24)  $\implies$  6 ≡ 30 (mod 24).



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 $\triangleright$  Problem 26: List 5 integers that are congruent to 4 modulo 12.

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 $\triangleright$  Problem 26: List 5 integers that are congruent to 4 modulo 12.

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 $\blacktriangleright$  4, 16

 $\triangleright$  Problem 26: List 5 integers that are congruent to 4 modulo 12.

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- $\blacktriangleright$  4, 16, 28, 40, 52
- $\blacktriangleright$  4 + k · 12

- $\triangleright$  Problem 26: List 5 integers that are congruent to 4 modulo 12.
- $\blacktriangleright$  4, 16, 28, 40, 52
- $\blacktriangleright$  4 + k · 12
- In general, to find integers that are congruent to a modulo  $m$ .

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 $\blacktriangleright$  a + k · m for any integer k.

**Theorem 5**: Let a, b, c, d be integers and m be a positive integer. If  $a \equiv b \pmod{m}$  and  $c \equiv d \pmod{m}$ , then

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1. 
$$
a + c \equiv b + d \pmod{m}
$$

2. 
$$
ac \equiv bd \pmod{m}
$$

For any positive integer m, let  $Z_m = \{0, 1, 2, \ldots, m-1\}$ .



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**Example 2** Example: 
$$
(a = 7, b = 9, m = 11)
$$
:

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**Example 2** Example: 
$$
(a = 7, b = 9, m = 11)
$$
:

$$
7 +_{11} 9 = 16 \mod 11 = 5.
$$

For any positive integer m, let  $Z_m = \{0, 1, 2, \ldots, m - 1\}$ .  $\triangleright$  Note that for any integer a, (a mod m)  $\in Z_m$ .  $\blacktriangleright$  +<sub>m</sub>:  $a +_m b = (a + b) \mod m$  $\blacktriangleright$  ·<sub>m</sub>:  $a \cdot_m b = a \cdot b \mod m$ Examples ( $a = 7, b = 9, m = 11$ ):  $\triangleright$  7 + 11 9 = 16 mod 11 = 5.  $\triangleright$  7  $\cdot_{11}$  9 = 63 mod 11 = 8.

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 $\blacktriangleright$  The  $+_m$  and  $\cdot_m$  operators satisfy several properties:

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 $\blacktriangleright$  The  $+_m$  and  $\cdot_m$  operators satisfy several properties: ► Closure: If  $a, b \in Z_m$ ,  $a +_m b \in Z_m$  and  $a \cdot_m b \in Z_m$ .

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**Associativity**: If a, b,  $c \in Z_m$  then

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- ► Closure: If  $a, b \in Z_m$ ,  $a +_m b \in Z_m$  and  $a \cdot_m b \in Z_m$ .

- ▶ Associativity: If  $a, b, c \in Z_m$  then
	- $\rightarrow$  a +m b +m c

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- **Associativity**: If a, b,  $c \in Z_m$  then
	- $\triangleright$  a +<sub>m</sub> b +<sub>m</sub> c = (a +<sub>m</sub> b) +<sub>m</sub> c

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- **Associativity**: If a, b,  $c \in Z_m$  then
	- $\bullet$  a +m b +m c = (a +m b) +m c = a +m (b +m c)  $\blacktriangleright$  a ·<sub>m</sub> b ·<sub>m</sub> c

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### ▶ Commutativity: If  $a, b \in Z_m$  then  $a +_m b = b +_m a$  $a \cdot_m b = b \cdot_m a$

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▶ Commutativity: If  $a, b \in Z_m$  then  $a +_m b = b +_m a$  $a \cdot_m b = b \cdot_m a$ ▶ Distributivity: If  $a, b, c \in Z_m$  then  $(a +_m b) \cdot_m c = (a \cdot_m c) +_m (b \cdot_m c).$ 

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#### $\blacktriangleright$  Identity Elements:

 $\blacktriangleright$   $a +_{m} 0 = a \mod m$ 

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### $\blacktriangleright$  Additive Inverse:

If  $a \in Z_m$  then there exists a  $b \in Z_m$  such that  $a +_m b = 0$ .

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Example: if  $m = 11$  and  $a = 7$  then  $b = 4$  ((7+4) mod  $11 = 0$ ).

Applications of Congruences (Section 4.5 in  $[KR]$ ):

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- $\blacktriangleright$  Hash Functions
- **In Pseudorandom Numbers**
- $\blacktriangleright$  Encryption/Decryption

 $\blacktriangleright$  Hash Functions



### $\blacktriangleright$  Hash Functions

 $\blacktriangleright$  Problem: We want to store information based off of some key/ID into memory, and we would like a quick way of storing and retrieving information. We could create an array whose size is the total number of possible keys, but this could require too much memory.

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- Example: Suppose we want to store information about  $100$ UTSA students using their banner id as a key.
- $\triangleright$  Solution: Create an array of size 100, and compute the location in the array to store the information by taking the banner id modulo 100.

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- Example: Suppose we want to store information about  $100$ UTSA students using their banner id as a key.
- ▶ Solution: Create an array of size 100, and compute the location in the array to store the information by taking the banner id modulo 100.

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 $\blacktriangleright$  For a student with banner id 00687581, we would store information in location 00687581 mod  $100 = 81$ .

#### $\blacktriangleright$  Pseudorandom Numbers



#### ▶ Pseudorandom Numbers

 $\triangleright$  Computers cannot simply generate random numbers on their own.

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### $\blacktriangleright$  Pseudorandom Numbers

- $\triangleright$  Computers cannot simply generate random numbers on their own.
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▶ Linear Congruential Method:

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	- $\triangleright$   $x_{n+1} = (a \cdot x_n + c)$  mod *m* where *a* and *c* are constants.

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	- $\blacktriangleright$  To compute random numbers between 0 and m, solve the following recursive function:
	- $\triangleright$   $x_{n+1} = (a \cdot x_n + c)$  mod *m* where *a* and *c* are constants.

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 $\triangleright$  Often times,  $x_0$  (the seed) is the system time mod m.





#### $\blacktriangleright$  Encryption/Decryption

 $\triangleright$  Suppose we want to send a message written with capital letters A to Z. We can encrypt the message by replacing each letter with the letter "three positions" to the right. For X, Y, and Z, we use A, B, and C respectively.

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4 0 > 4 4 + 4 = + 4 = + = + + 0 4 0 +

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- Decrypting:  $(q 3)$  mod 26 where q is the position of the current letter before decrypting.

4 0 > 4 4 + 4 = + 4 = + = + + 0 4 0 +