### **Diary of a Mod Man** Graphing in Modular Arithmetic





### Modular Numbers

#### Design of system

- Finitely many integers
- The number of integers is the modulus, e.g. Z<sub>5</sub>
- Counting wraps around, e.g. 0, 1, 2, 3, 4, 0, 1, 2, 3, 4, 0, 1, 2, 3, 4, ...
- Integers outside the system are replaced, e.g.  $12 \equiv 2 \pmod{5}$  or  $-6 \equiv 4 \pmod{5}$

#### Often called "clock" numbers

- Normal clocks have an hour modulus of 12 and a minute and second modulus of 60
- Military time has hour modulus of 24
- Some people are proponents of a 10-hour day



# Modular Arithmetic

#### Addition

- What is 7 + 9 (mod 12)?
  - Compare to normal clock: "On a 12-hour clock, start at 7 and count forward 9. What time is it?"

• Answer:  $7 + 9 = 16 \equiv 4 \pmod{12}$ 

- What is 7:24 + 9:53 (mod 12:60)?
  - Compare to normal clock: "On a 12-hour: 60-minute clock, start at 7:24 and count forward 9:53. What time is it?
  - Answer:  $7:24 + 9:53 = 16:77 \equiv 17:17 \equiv 5:17 \pmod{12:60}$
  - This is non-trivial to think about, and more cumbersome to write, so is it any wonder children have trouble mastering the clock?
- Subtraction is defined, e.g. 7 9 ≡ 10 (mod 12)



# Modular Arithmetic

#### Multiplication

- What is 10 · 3 (mod 12)?
  - Compare to normal clock: "On a 12-hour clock, start at 10 and triple that time. What time is it?"
    Answer: 10 · 3 = 30 ≡ 6 (mod 12)
- What is  $10:24 \cdot 3 \pmod{12}$ 
  - Ocompare to normal clock: "On a 12-hour: 60-minute clock, start at 10:24 and triple that time. What time is it?
    - Answer:  $10:24 \cdot 3 = 30:72 \equiv 31:12 \equiv 7:12 \pmod{12:60}$
- Division is NOT necessarily defined because the divisor may not have a multiplicative inverse in the system, e.g. 10 ÷ 3 ≡ (10 + 12n) ÷ 3 has no integer solution



- Applying the rules of normal 9 algebra to a modular system at first seems normal
  - Solve:  $x + 4 \equiv 9 \pmod{12}$  $\circ x + 4 \equiv 9 \rightarrow x \equiv 5$
  - Solve:  $5x + 4 \equiv 9 \pmod{12}$  $\circ 5x + 4 \equiv 9 \rightarrow 5x \equiv 5 \rightarrow x \equiv 1$



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- But, because division may be involved, some results can be unexpected
  - Solve:  $4x + 3 \equiv 11 \pmod{12}$   $\circ 4x + 3 \equiv 11 \rightarrow 4x \equiv 8 \rightarrow x \equiv 2$   $\circ 4x + 3 \equiv 11 \rightarrow 4x \equiv 8 \rightarrow 4x \equiv 20 \rightarrow x \equiv 5$   $\circ 4x + 3 \equiv 11 \rightarrow 4x \equiv 8 \rightarrow 4x \equiv 32 \rightarrow x \equiv 8$  $\circ 4x + 3 \equiv 11 \rightarrow 4x \equiv 8 \rightarrow 4x \equiv 44 \rightarrow x \equiv 11$



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- In the previous two problems, the unique solution was obtained when dividing by a number relatively prime to the modulus
- This implies that not every fraction is possible in a modulus that is not prime
  - In mod 12: 1/1, 1/5, 1/7, and 1/11 are possible while 1/2, 1/3, 1/4, 1/6, 1/8, 1/9, 1/10 aren't



#### Notation

Instead of f(x), let f<sub>m</sub>(x) indicate a function in mod m. This notation is chosen to mirror the fact that we are working in Z<sub>m</sub>.
 o f<sub>12</sub>(x) = 5x + 4 is equivalent to y ≡ 5x + 4 (mod 12)

#### Graphing

Instead of the normal four-quadrant system, we need only QI, specifically Z<sub>m</sub> x Z<sub>m</sub>.



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• Examine graphs of function in  $Z_5$ .





• Compare to f(x) = x





## **Modular Functions** • Compare to f(x) = 2x + 4v 3 2 111111 OF 0 ЛF

• Include f(x) = 2x - 1 and f(x) = 2x - 6



- Theoretically, f<sub>5</sub>(x) ≡ 2x + 4 could be modeled by any line with slope m ≡ 2 and any y-intercept b ≡ 4
  - $f_5(x) \equiv 7x 1$







• Theoretically,  $f_5(x) \equiv 2x + 4$  could be modeled using fractions defined within  $\mathbf{Z}_5$  as well





•  $f_5(x) \equiv 3 - x^2$ 







•  $f_5(x) \equiv 2^x$ 







•  $f_5(x) \equiv \cos x$ 







•  $f_5(x) \equiv 1/x$ 







- Can factoring be used?
  - Solve graphically:  $x^2 4 \equiv 0 \pmod{5}$  $\circ x^2 - 4 \equiv 0 \Rightarrow x \equiv 2 \text{ or } x \equiv 3$



■ Solve algebraically:  $x^2 - 4 \equiv 0 \pmod{5}$  $x^2 - 4 \equiv 0 \Rightarrow (x + 2)(x - 2) \equiv 0 \Rightarrow x \equiv \pm 2 \Rightarrow x \equiv 2 \text{ or } x \equiv 3$ 



- ...But when modulus is not prime, can it still be used?
  - Solve graphically:  $x^2 4 \equiv 0 \pmod{5}$  $\circ x^2 - 4 \equiv 0 \Rightarrow x \equiv 0 \text{ or } x \equiv 2$





- The Zero Product property is not true in all modular systems
  - For **Z**,  $xy = 0 \rightarrow x = 0$  or y = 0
  - For  $\mathbf{Z}_5$ ,  $xy \equiv 0 \rightarrow x \equiv 0$  or  $y \equiv 0$
  - However, for  $Z_4$ ,  $xy \equiv 0 \rightarrow x \equiv 0$  or  $y \equiv 0$  is false, since  $x \equiv y \equiv 2$  is another solution



- Can squaring be used?
  - Solve graphically:  $\sqrt{x} \equiv 1 \pmod{5}$  $\circ \sqrt{x} \equiv 1 \Rightarrow x \equiv 1$



• Solve algebraically:  $\sqrt{x} \equiv 1 \pmod{5}$  $\circ \sqrt{x} \equiv 1 \Rightarrow x \equiv 1$ 



- ...But the domain of the square root function in Z<sub>5</sub> is not Z<sub>5</sub>
  - $\sqrt{2}$  and  $\sqrt{3}$  are not defined because  $x^2 \equiv 2$  and  $x^2 \equiv 3$  have no solution





- The only operations that can be used in Z<sub>5</sub> are operations that act cyclic on the elements of Z<sub>5</sub>
  - That is to say, the operation must be a bijection (one-to-one and onto) between the elements of the domain and the range
  - Addition, multiplication are both cyclic on Z<sub>p</sub>
  - Note that none of squaring, square rooting, exponentials, cosines, nor most other functions turn out to be cyclic



### **Further Exploration**

- What about graphs of relations, such as conic sections?
  - Parabola:  $y^2 \equiv x \pmod{5}$ 
    - As might be expected, this works out to be identical to the square root function
  - Circle/ellipse:  $x^2 + y^2 \equiv 1 \pmod{5}$
  - Hyperbola:  $x^2 y^2 \equiv 1 \pmod{5}$



### **Further Exploration**

- Since fractions are possible, why confine to integer points?
  - $f_5(x) \equiv 1/x$ y 0



#### Works Cited

Bird, Marion H. "A New Look at Functions in Modular Arithmetic" *The Mathematical Gazette* Jun 1980: 78-86. Print.





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