

# GREATEST COMMON DIVISOR EUCLIDEAN ALGORITHM

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Euclid's Algorithm for find the gcd is of the form

$$\text{gcd}(x, y) = \text{gcd}(y, \text{rem}(x, y))$$

for example,

$$\text{gcd}(72, 26) = \text{gcd}(26, \underbrace{72 - \lfloor 72/26 \rfloor \cdot 26}_{r=20})$$

← one way to find remainder  
or use  $a \% b$

$$= \text{gcd}(20, \underbrace{26 \% 20}_{r=6})$$

$$= \text{gcd}(6, \underbrace{\text{rem}(20, 6)}_{r=2})$$

$$= \text{gcd}(2, \underbrace{r(6, 2)}_{r=6})$$

Stop when  $b$  of  $\text{gcd}(a, b)$   
is 0, then  $a$  is final gcd

so  $\boxed{\text{gcd}(72, 26) = 2}$

It is interesting to note that each iteration of the gcd is exactly equal to its predecessor, for instance

$$\text{gcd}(72, 26) = \text{gcd}(26, 20) = \text{gcd}(6, 2) = 2$$

Recursive Implementation

```
gcd(a, b) {  
  while b ≠ 0  
    gcd(b, a % b)  
  end while  
  return a  
}
```

}

Iterative Implementation

```
gcd(a, b) {  
  while b ≠ 0  
    temp = a  
    a = b  
    b = temp - a % b  
  end while  
  return a  
}
```

# EXTENDED EUCLIDEAN ALGORITHM FOR GCD PULVERIZER / BEZOUT'S IDENTITY

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The Extended Euclidean Algorithm (Bezout's Identity) not only calculates the gcd as done using the general Euclidean Algorithm  $\text{gcd}(x, y) = \text{gcd}(y, \text{rem}(x, y))$  until  $y_i = 0$ , then  $x_i$  is the gcd, but additionally computes scalars  $c, d$  at each step such that we can express the current terms of the gcd  $x_i, y_i$  as a linear combination of the original  $x_0, y_0$  as  $x_i = cx_0 + dy_0$  and similarly we express  $y_i$  as  $y_i = ex_0 + fy_0$ .

<u>Example</u>	$i$	$a, b$	$q$	$r$	$c, d$	$e, f$	linear combinations
$\text{gcd}(899, 493)$	0	899, 493	1	406	1 0	0 1	$899 = 1 \cdot 899 + 0 \cdot 493$
$\text{gcd}(493, 406)$	1	493, 406	1	87	0 1	1 -1	$493 = 0 \cdot 899 + 1 \cdot 493$
$\text{gcd}(406, 87)$	2	406, 87	4	58	1 -1	-1 2	$406 = 1 \cdot 899 + (-1) \cdot 493$
$\text{gcd}(87, 58)$	3	87, 58	1	29	-1 2	5 -9	$87 = (-1) \cdot 899 + 2 \cdot 493$
$\text{gcd}(58, 29)$	4	58, 29	2	0	5 -9	-6 11	$58 = 5 \cdot 899 + (-9) \cdot 493$
$\text{gcd}(29, 0)$	5	29, 0					$b=0$ so STOP $a=29$ this is gcd

## Pseudo code

$$\text{Current Step} \left\{ \begin{array}{l} a_i = c_i X + d_i Y \\ b_i = e_i X + f_i Y \\ q_i = \lfloor a_i / b_i \rfloor \\ r_i = a_i - q_i \cdot b_i \end{array} \right.$$

$$\text{update Steps} \left\{ \begin{array}{l} a_i = b_{i-1} \\ b_i = r_{i-1} \\ c_i = e_{i-1} \\ d_i = f_{i-1} \\ e_i = c_{i-1} - q_{i-1} \cdot e_{i-1} \\ f_i = d_{i-1} - q_{i-1} \cdot f_{i-1} \end{array} \right.$$

$$\text{Initial Values} \left\{ \begin{array}{l} c[0] = 1 \\ d[0] = 0 \\ e[0] = 0 \\ f[0] = 1 \end{array} \right.$$

$$\begin{aligned} b_{i+1} &= r_i = a_i - q_i \cdot b_i \\ &= (c_i X + d_i Y) - q_i (e_i X + f_i Y) \\ &= X \frac{(c_i - q_i e_i)}{e_{i+1}} + Y \frac{(d_i - q_i f_i)}{f_{i+1}} \end{aligned}$$

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