Current version:

In this version, the final state will contain the desired GCD in x and the correct values of s and t stored in u and v. The second-last state will contain the desired GCD in y and the correct values of s and t. There will be as many transitions as there are steps using the Euclidean Algorithm.

$$\begin{aligned} \text{states} &= \mathbb{N}^6 \\ \text{start state} &= (a,b,0,1,1,0) & (\text{where } a \geq b > 0) \\ \text{transitions} &= (x,y,s,t,u,v) \rightarrow \\ & (y, \text{ rem } (x,y)\,, \ u-sq, \ v-tq, \ s, \ t) & (\text{for } q = \text{qcnt } (x,y)\,, y > 0). \end{aligned}$$

Alternative 1:

In this version, the final state will contain the desired GCD in x and the correct values of s and t. There will be as many transitions as there are steps using the Euclidean Algorithm.

$$\begin{aligned} & \text{states} = \mathbb{N}^6 \\ & \text{start state} = (a, b, 1, 0, 0, 1) & (\text{where } a \geq b > 0) \\ & \text{transitions} = (x, y, \boldsymbol{u}, \boldsymbol{v}, \boldsymbol{s}, \boldsymbol{t}) \rightarrow \\ & (y, \text{ rem } (x, y) \,, \, \boldsymbol{s} - \boldsymbol{u}\boldsymbol{q}, \,\, \boldsymbol{t} - \boldsymbol{v}\boldsymbol{q}, \,\, \boldsymbol{u}, \,\, \boldsymbol{v}) & (\text{for } q = \text{qcnt } (x, y) \,, y > 0). \end{aligned}$$

Alternative 2:

In this version, the final state will contain the desired GCD in y and the correct values of s and t. There will be one transition fewer than there are steps using the Euclidean Algorithm.

$$\begin{aligned} \text{states} &= \mathbb{N}^6 \\ \text{start state} &= (a,b,0,1,1,0) & \text{(where } a \geq b > 0) \\ \text{transitions} &= (x,y,u,v,s,t) \rightarrow \\ & (y, \text{ rem } (x,y)\,, \, s-uq, \, t-vq, \, u, \, v) & \text{(for } q = \text{qcnt } (x,y)\,, \text{\bf rem } (x,y) > 0). \end{aligned}$$