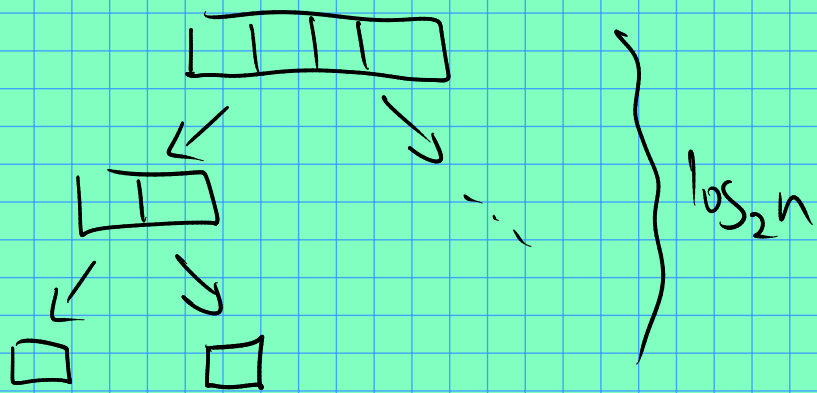


```

mergeSort(int* A, int n, int* Aux)
{
    if (n < 2) return;
    int mid = n/2;
    mergeSort(A, mid, Aux); // Sort A[0, ... mid-1]
    mergeSort(A+mid, n-mid, Aux); // sort A[mid, ... n-1]
    merge(A, mid, A+mid, n-mid, Aux);
    // now copy Aux → A
    for (i = 0; i < n; i++) A[i] = Aux[i];
}

```



Extended GCD algorithm.

Fact: if $d = \gcd(a, b)$, then $\exists x, y \in \mathbb{Z}$
 s.t. $d = ax + by$.

How to find x & y ?

$$\gcd(12, 18) = 6 = 12 \cdot (-1) + 18 \cdot 1$$

$$x = -1, y = 1.$$

```
int xgcd(int a, int b, int& x, int& y) {  
    ↖──────────────────┐ outputs ───────────────────┐ ↗
```

```
    if (b == 0) {
```

```
        x = 1;
```

```
        y = 0;
```

```
        return a;
```

```
    }
```

```
    int xx, yy, q = a/b, r = a % b;
```

```
    int d = xgcd(b, r, xx, yy);
```

```
    // d = b · xx + r · yy
```

```
    // Note:  $a = qb + r$ 
```

```
    // goal: find x, y s.t.  $d = ax + by$ .
```

```
    // but  $a = qb + r \Rightarrow r = a - qb$ 
```

```
    // So,  $d = b \cdot xx + (a - qb) \cdot yy$ 
```

```
    //      =  $a \cdot yy + b(xx - qyy)$ 
```

```
    x = yy;
```

```
    y = xx - qyy;
```

```
    return d;
```

```
}
```