# EE4013 Assignment-1

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## Download all codes from

https://github.com/dks2000dks/IIT-Hyderabad-Semester-Courses/tree/master/EE4013/ Assignment1/codes

#### and latex-tikz codes from

https://github.com/dks2000dks/IIT-Hyderabad-Semester-Courses/tree/master/EE4013/ Assignment1

#### 1 Problem

Consider the following ANSI C function:

```
int SomeFunction(int x, int y){
    if ((x == 1) || (y == 1)) return 1;
    if (x == y) return x;
    if (x > y) return SomeFunction(x-y, y);
    if (x < y) return SomeFunction(x, y-x);
}</pre>
```

The value of returned by SomeFunction(15,255) is

## 2 Solution

#### 2.1 Answer

Let **SomeFunction** be represented as f. The recursion goes as follows:

$$f(15,255) = f(15,240) = f(15,225) = f(15,210)$$

$$= f(15,195) = f(15,180) = f(15,165) = f(15,150)$$

$$= f(15,135) = f(15,120) = f(15,105) = f(15,90)$$

$$= f(15,75) = f(15,60) = f(15,45) = f(15,30)$$

$$= f(15,15) = 1$$

One other approach is that knowing or recognising that f is an implementation of Euclidean Algorithm by Subtraction for calculating GCD of positive integers x and y.

$$gcd(15, 255) = 15 \text{ (As } 15 \times 17 = 255)$$
 (2.1.1)

# 2.2 Euclidean Algorithm by Subtraction

Euclidean Algorithm is a recursive method of finding Greatest Common Divisor of 2 numbers. For some positive integers a and b, Euclidean Algorithm by Subtraction repeatedly subtracts the smaller number from the larger one. gcd(a,b) = gcd(a-b,b) considering that a > b. We repeat the procedure till convergence i.e both numbers are equal. At this point, the value of either term is the greatest common divisor of our inputs.

#### **Proof:**

Proof involves proving that, subtracting between a and b doesn't change GCD. Let a, b be 2 positive integers such that gcd(a,b) = m and a > b. So, it can be written as,

$$a = a_1 \times m \tag{2.2.1}$$

1

$$b = b_1 \times m \tag{2.2.2}$$

$$gcd(a,b) = m \implies gcd(a_1,b_1) = 1$$
 (2.2.3)

We need to prove that gcd(a - b, b) = m. We will prove it by contradiction. Let gcd(a - b, b) = M where  $M > m \implies k \ne 1$ 

$$a - b = (a_1 - b_1) \times m$$
 (2.2.4)

$$b = b_1 \times m$$
 (2.2.5)

$$gcd(a - b, b) = M$$
 (2.2.6)

$$M = k \times m$$
 (For some integer k) (2.2.7)

$$a - b \equiv 0 \pmod{M}$$
 and  $b \equiv 0 \pmod{M}$  (2.2.8)

$$a - b \equiv 0 \pmod{km}$$
 and  $b \equiv 0 \pmod{km}$  (2.2.9)

$$a_1 - b_1 \equiv 0 \pmod{k}$$
 and  $b_1 \equiv 0 \pmod{k}$  (2.2.10)

$$a_1 \equiv 0 \pmod{k}$$
 and  $b_1 \equiv 0 \pmod{k}$  (2.2.11)

We know that  $gcd(a_1,b_1) = 1$ , so a and b cannot have a common divisor k. Hence by contradiction, there doesn't exist a  $M \neq m$  such that gcd(a-b,b) = M. Hence it can be proved that, gcd(a,b) = gcd(a-b,b) = m for a > b.

2.2.1 Complexity Analysis: Let a > b and T(n) denote time complexity of gcd(a,b) where n = a+b.

Then,

$$T(n) = 1 + T(n - b)$$

$$(2.2.12)$$

$$T(n - b) = 1 + T(n - 2b) \text{ if } a > 2b$$

$$(2.2.13)$$

$$T(n - b) = 1 + T(n - a - b) \text{ if } b < a < 2b$$

$$(2.2.14)$$

On assuming  $n > (x_1a + x_2b)$  for some  $x_1, x_2, T(n)$  can be written as:

$$T(n) = k + T(n - x_1 a - x_2 b)$$
 (For  $k = x_1 + x_2$ ) (2.2.15)

No.of steps vary linearly with n = a + b. So, in the worst-case scenerio the algorithm performs a + b subtractions. Hence Worst Case Time-Complexity for calculating GCD of a and b using Euclidean Algorithm by Subtraction is O(a + b).

Codes of Euclidean Algorithm by Subtraction:

codes/Euclid\_Subtraction.py codes/Euclid\_Subtraction.c

## 2.3 Euclidean Algorithm by Division

Euclidean Algorithm by Division involves divison rather than subtraction. For some positive integers a and b,  $gcd(a,b) = gcd(b,a \mod b)$ . We repeat the procedure until convergence.

Let a and b be 2 positive integers such that a > b. By applying Euclid's Algorithm from  $0^{th}$ -step,

$$a = q_0 b + r_0 (2.3.1)$$

$$b = q_1 r_0 + r_1 \tag{2.3.2}$$

$$r_0 = q_2 r_1 + r_2 \tag{2.3.3}$$

$$r_1 = q_3 r_2 + r_3 \dots (2.3.4)$$

Here a > b,  $b > r_0$ ,  $r_0 > r_1$ ,  $r_1 > r_2$ .. and so on. So, remainders are decreasing after each step. Let at  $n^{th}$ -step  $r_{n-2} = q_n r_{n-1}$  i.e  $r_n = 0$ .

$$r_{n-2} = q_n r_{n-1} (2.3.5)$$

$$r_{n-3} = q_{n-1}r_{n-2} + r_{n-1}$$
 (2.3.6)

$$r_{n-1}$$
 divides  $r_{n-2}, r_{n-3}, r_{n-4}, ..., r_1, r_0, b, a$  (2.3.7)

$$a \equiv 0 \pmod{r_{n-1}} \text{ and } b \equiv 0 \pmod{r_{n-1}}$$
 (2.3.8)

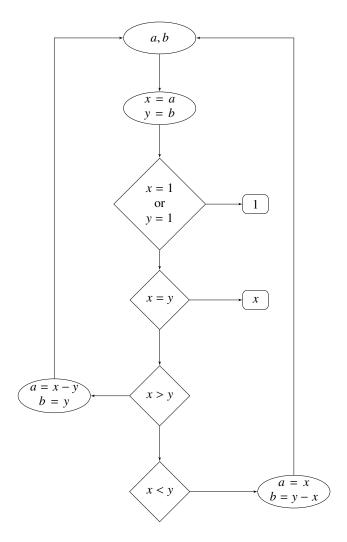


Fig. 0: Flowchart of Euclidean Algorithm by Subtraction

So,  $r_{n-1}$  is a common divisor of both a and b. Let  $gcd(a,b) = M \implies M > r_{n-1}$ ,

$$a = a_1 \times M \text{ and } b = b_1 \times M$$
 (2.3.9)

$$r_0 = a - q_0 b = M(a_1 - q_0 b_1)$$
 (2.3.10)

$$r_1 = b - q_1 r_0 = M(b_1 - q_1 a_1 + q_1 q_0 b_1)$$
 (2.3.11)

So, M divides  $a, b, r_0, r_1, ...$  and so on all the following remainders. So, M should divide  $r_{n-1}$ , which implies  $r_{n-1} \ge M$  which is a contraction as  $M > r_{n-1}$ . Hence by contradiction, there doesn't exist a  $M > r_{n-1}$  which is a divisor of a and b. So,  $gcd(a,b) = r_{n-1}$ .

On using Euclidean Algorithm by Division the

recursion goes as follows:

$$gcd(15, 255) = gcd(255, 15) = gcd(15, 0) = 15$$

2.3.1 Complexity Analysis: Let  $f_n$  denote elements in Pingala Sequence starting from n = 0 where  $f_0 = 0, f_1 = 1, f_2 = 1, \dots$  and so on. Elements of the sequence can be written as follows:

The above equations are similar to equations in Euclidean Algorithm by Division i.e from (2.3.1) to (2.3.5). Hence it can be proved that  $gcd(f_{n+2}, f_{n+1}) = f_2 = 1$  and takes n steps to converge.

If gcd(a, b) takes n steps to converge by using Euclidean Algorithm by Division, then  $a \ge f_{n+2}$ and  $b \ge f_{n+1}$ .

## **Proof by Mathematical Induction:**

Let a = 2 and b = 1. Then, gcd(2, 1) = 1 takes 1 step to converge.  $a \ge f_3 = 2$  and  $b \ge f_2 = 1$ . Assuming statements hold true at  $n-1^{th}$  step, gcd(b, a%b)takes n-1 steps to converge.

$$b \ge f_{n+1}$$
 (2.3.12)  
 $a\%b \ge f_n$  (2.3.13)  
 $a = q_0b + a\%b$  (2.3.14)

$$a \ge b + a\%b \tag{2.3.15}$$

$$a \ge f_{n+1} + f_n \tag{2.3.16}$$

$$a \ge f_{n+2}$$
 (2.3.17)

Hence proved.

Let gcd(a,b) takes n steps to converge. Then,

$$a \ge f_{n+2}$$
 (2.3.18)

$$b \ge f_{n+1} \qquad (2.3.19)$$

$$f_n = \frac{1}{\sqrt{5}} \left( \left( \frac{1 + \sqrt{5}}{2} \right)^n - \left( \frac{1 - \sqrt{5}}{2} \right)^n \right)$$
 (2.3.20)

$$\phi = \frac{1 + \sqrt{5}}{2} \qquad (2.3.21)$$

$$f_n \approx \phi^n$$
 (2.3.22)

$$f_n \approx \phi^n$$
 (2.3.22)  
 $b \approx \phi^{n+1}$  (2.3.23)

$$n \approx \log_{\phi} (min(a, b))$$
 (2.3.24)

So, in the worst-case scenerio the algorithm performs  $n \approx \log_{\phi}(min(a,b))$  divisons. Hence, Worst Case Time-Complexity for calculating GCD of a and b using Euclidean Algorithm by Division is  $O(\log \min(a, b))$ .

Codes of Euclidean Algorithm by Division:

## **Another Example:**

The following example illustrates the difference in no.of steps between Euclidean Algorithm by Subtraction and Euclidean Algorithm by Divison. To find GCD of two numbers 24 and 92.

By Euclid's Subtraction,

$$f(24, 92) = f(24, 68) = f(24, 44) = f(24, 20)$$
  
=  $f(4, 20) = f(4, 16) = f(4, 12) = f(4, 8)$   
=  $f(4, 4) = 4$ 

By Euclid's Division,

$$f(24, 92) = f(92, 24) = f(24, 20) = f(20, 4)$$
  
=  $f(4, 0) = 4$ 

The difference in no.of steps indicates the performance improvement of Euclidean Algorithm by Division over Subtraction.

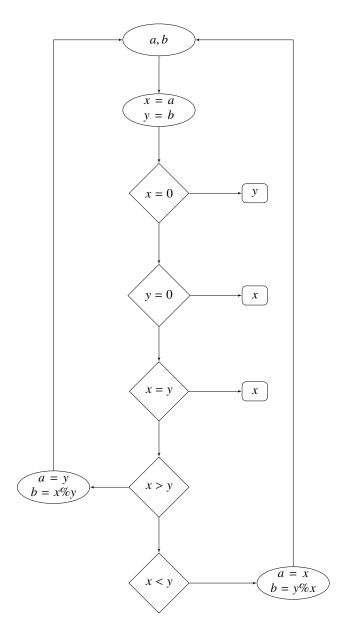


Fig. 0: Flowchart of Euclidean Algorithm by Division