

More about gcd's: the extended
Euclidean algorithm.

Recall that for $a, b \in \mathbb{Z}$, $\exists x, y \in \mathbb{Z}$
s.t. $\gcd(a, b) = xa + yb$.

Let's see how to find x, y .

Aside: one application, useful in cryptography,
is to find modular inverses.

That is, given $a, n \in \mathbb{Z}^+$, find
 $x \in \mathbb{Z}^+$ s.t. $ax \bmod n = 1$.

(This is possible only when $\gcd(a, n) = 1$.)

If $\gcd(a, n) = 1$, then if $x, y \in \mathbb{Z}$ s.t.

$ax + by = 1$, then note

that $ax = 1 - by$

so $ax \bmod n = (1 - by) \bmod n = 1$. ✓

How to compute x, y when given a, b ?

Again, we'll use recursion.

Possible prototype:

storage for
outputs!

int xgcd(int a, int b, int& x, int& y);

Base case? Before, we used $b == 0$.

If $b == 0$, what are valid choices of

$$x, y? \quad x=1, y=0$$

$$\text{so that } xa + yb = 1 \cdot a + 0 \cdot 0 \\ = a = \gcd(a, 0).$$

Now, assuming our $x\gcd$ works for any smaller value of b , how could we find x, y for a, b when $b \neq 0$?

$$\text{Say } a = qb + r, \quad q \in \mathbb{Z}, \quad r \leq b.$$

As we saw before, $\gcd(a, b) = \gcd(b, r)$.

Assuming $x\gcd$ works for smaller values of the second input, we can find x', y' s.t.

$$x'b + y'r = d \quad (d = \gcd(a, b))$$

$$\text{But } r = a - qb \quad (q = a/b, \quad r = a \% b)$$

$$\begin{aligned} \text{So, } d &= x'b + y'(a - qb) \\ &= x'b + y'a - y'qb \\ &= y'a + \underbrace{(x' - y'q)}_y b \\ &\quad \parallel \quad \parallel \\ &\quad x \quad \quad y \end{aligned}$$

x', y' are the right values for b, r .

$$\text{I.e., } x'b + y'r = d$$

Yay. ✓

Analysis: how many recursive calls will be made, relative to $|b|$?

Claim: only takes $\approx c \cdot \log_2 |b|$
steps for a small constant c .

How to see this?

If r is "large", the "next r "
won't be...

Exercise/TODO: make this argument
formal + precise!