

Brute Force

Approach:

$$\gcd(x, y) \leq \min(x, y)$$



	12	18
12	✓	×
11	×	×
10	×	×
9	×	×
8	×	✓
7	×	×
6	✓	×
5	×	×
4	✓	✓

$$x = 24$$

$$y = 15$$

Divisor \uparrow Dividend

$$y \leftarrow 15 \overline{) 24} \begin{matrix} 1 \\ 15 \\ \hline 9 \end{matrix}$$

$$y \leftarrow 9 \overline{) 15} \begin{matrix} 1 \\ 9 \\ \hline 6 \end{matrix}$$

$$y \leftarrow 6 \overline{) 9} \begin{matrix} 1 \\ 6 \\ \hline 3 \end{matrix}$$

$$3 \overline{) 6} \begin{matrix} 2 \\ 6 \\ \hline 0 \end{matrix}$$



```
while ( x % y != 0 ) {
```

```
    rem = x % y;
```

```
    x = y
```

```
    y = rem;
```

```
}
```

```
return y;
```



Euclid's Algo.

$$\underline{\gcd(x, y)} = \gcd(y, x \% y)$$

$$\gcd(x, 0) = x$$



$$x = 24$$

$$y = 15$$

Divisor

Dividend

$$15 \overline{) 24} [1$$

$$9 \overline{) 15} [1$$

$$6 \overline{) 9} [1$$

$$3 \overline{) 6} [2$$

$$\gcd(24, 15) = \gcd(15, 9)$$

Euclid's Algo.

$$\gcd(x, y) = \gcd(y, x \% y)$$

$$\gcd(x, 0) = x$$

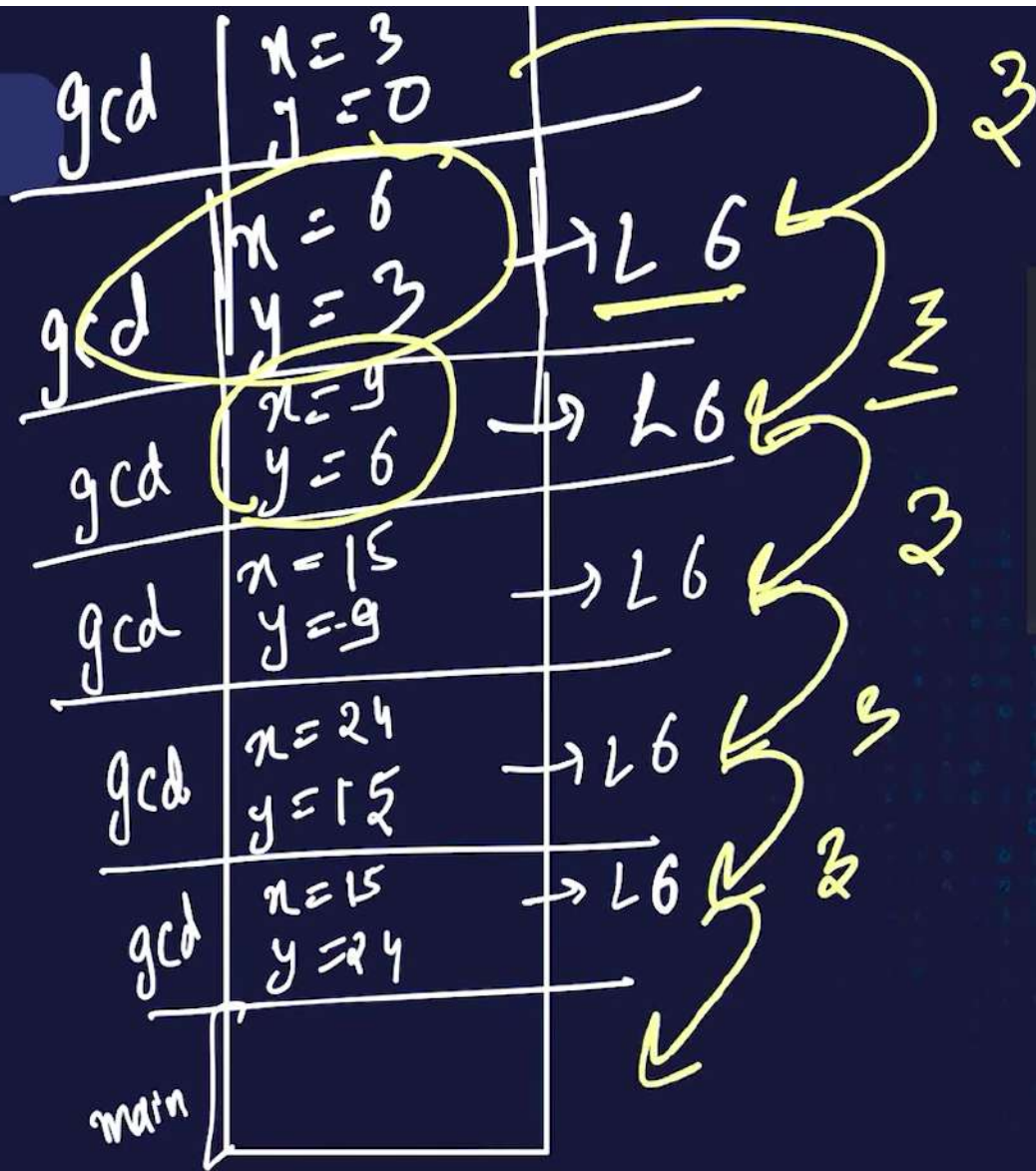
$$\gcd(24, 15) = \gcd(15, 9)$$

$$\gcd(9, 6)$$

$$\gcd(6, 3)$$

$$\gcd(3, 0)$$





```

4 static int gcd(int x, int y){
5     if(y == 0) return x;
6     return gcd(y, x % y);
7 }

```

Handwritten annotations on the code: A yellow circle highlights the recursive call `gcd(y, x % y)`. A yellow circle highlights the return value `3` from the recursive call.



Summary

- In this lecture we have learnt how to find GCD of two numbers using the Euclidean algorithm.

$$\underline{lcm} \times \boxed{gcd} = x \times y \longrightarrow$$

$$\longrightarrow \boxed{\frac{lcm}{gcd} = \frac{(x \times y)}{gcd}}$$



Summary

- In this lecture we have learnt how to find GCD of two numbers using the Euclidean algorithm.

Euclid's algo :-

$$\text{GCD}(x, y) = \text{GCD}(y, x \% y)$$

$$\text{GCD}(x, 0) = x$$

Recursion

