

PROBLEM DOMAIN – NUMBER THEORY

Basic Problems and Algorithms:

- Euclid's algorithm for *gcd*:
 - Correctness and Time Complexity
- Extended Euclidean / Aryabhatia's algorithm:
 - Correctness

GREATEST COMMON DIVISOR

○ Notation:

- a divides b (i.e. b is divisible by a): $a \mid b$
- a does not divide b: $a \nmid b$

○ Euclid's Algorithm: (given a and b s.t. $a > b > 0$)

- $r_0 = a; r_1 = b$
- $i = 2$
- repeat
 - $r_i = r_{i-2} \bmod r_{i-1};$
 - $q_i = r_{i-2} \div r_{i-1}$
- until $(r_{i-1} \bmod r_i == 0)$
- return r_i

EUCLID'S ALGORITHM - CORRECTNESS

○ Theorem:

- If Euclid's algorithm returns r_k , then r_k is $\gcd(a,b)$

○ Proof:

- Let $g = \gcd(a,b)$.
- We claim: $r_k \mid g$ and $g \mid r_k$
 - and hence the conclusion.

EUCLID'S ALGORITHM - CORRECTNESS

- Algorithm gcd(a,b):
 - //Precondition:(a > b > 0)
 - $r_0 = a; r_1 = b$
 - $i = 2$
 - repeat
 - $r_i = r_{i-2} \bmod r_{i-1};$
 - $q_i = r_{i-2} \div r_{i-1}$
 - until ($r_{i-1} \bmod r_i == 0$)
 - return r_i
- // returns r_k

○ Proof of $r_k \mid g$:

- Observe that $r_k \mid r_{k-1}$ and $r_{k-2} = r_{k-1} * q_k + r_k$
 - Implication: $r_k \mid r_{k-2}$
- Since $r_k \mid r_{k-1}$ and $r_k \mid r_{k-2}$ and $r_{k-3} = r_{k-2} * q_{k-1} + r_{k-1}$
 - $r_k \mid r_{k-3}$
- Inductively, we can show that
 - $r_k \mid r_i$ and $r_k \mid r_{i-1}$ implies $r_k \mid r_{i-2}$ for all i
- Then $r_k \mid r_1 = b$ and $r_k \mid r_0 = a$.
 - i.e. $r_k \mid g$

EUCLID'S ALGORITHM – CORRECTNESS [CONTD.]

- Algorithm gcd(a,b):
- //Precondition:(a > b > 0)

- $r_0 = a; r_1 = b$

- $i = 2$

- repeat

- $r_i = r_{i-2} \bmod r_{i-1};$

- $q_i = r_{i-2} \operatorname{div} r_{i-1}$

- until $(r_{i-1} \bmod r_i == 0)$

- return r_i

// returns r_k

- Proof of $g \mid r_k$:

- Observe that $g \mid r_0$ and $g \mid r_1$

- Since $r_i = r_{i-2} - q_i * r_{i-1}$ for all i

- if $g \mid r_{i-2}$ and $g \mid r_{i-1}$

- then $g \mid r_i$ for all $i \geq 2$

- Inductively,

- $g \mid r_k$

EUCLID'S ALGORITHM – TIME COMPLEXITY

- Algorithm gcd(a,b):
 - //Precondition:(a > b > 0)
 - $r_0 = a; r_1 = b$
 - $i = 2$
 - repeat
 - $r_i = r_{i-2} \bmod r_{i-1};$
 - $q_i = r_{i-2} \operatorname{div} r_{i-1}$
 - until $(r_{i-1} \bmod r_i == 0)$
 - return r_i
- // returns r_k

○ Time Complexity is $O(k \cdot f(a,b))$

- where **k** is the (worst case) number of iterations
- and **f(a,b)** is the cost of basic operations **div** or **mod** which is

○ **O(1)** assuming uniform cost model

○ ?? otherwise

EUCLID'S ALGORITHM – TIME COMPLEXITY

- Algorithm gcd(a,b):
 - //Precondition:(a > b > 0)
 - $r_0 = a; r_1 = b$
 - $i = 2$
 - repeat
 - $r_i = r_{i-2} \bmod r_{i-1};$
 - $q_i = r_{i-2} \div r_{i-1}$
 - until ($r_{i-1} \bmod r_i == 0$)
 - return r_i
- // returns r_k

- When does the worst case happen?
 - Consider the case: $a \approx b$
 - Then $(a \bmod b) \ll b$
 - Consider the case: $a \gg b$,
 - $(a \bmod b) \approx b \ll a$
 - Either case will lead to quick convergence:
 - i.e. they will not result in worst case behavior

EUCLID'S ALGORITHM – TIME COMPLEXITY

- Algorithm gcd(a,b):
 - //Precondition:(a > b > 0)
 - $r_0 = a; r_1 = b$
 - $i = 2$
 - repeat
 - $r_i = r_{i-2} \bmod r_{i-1};$
 - $q_i = r_{i-2} \div r_{i-1}$
 - until $(r_{i-1} \bmod r_i == 0)$
 - return r_i
 - // returns r_k
- The worst case behavior will not be exhibited
 - if $a \approx b$ or if $a \gg b$
 - The worst case will happen when
 - neither of the above (conditions) is true for a and b
 - i.e. $!(a \approx b)$ and $!(a \gg b)$
 - and that is also the case for r_i and r_{i-1} in each iteration
 - i.e. $!(r_{i-1} \approx r_i)$ and $!(r_{i-1} \gg r_i)$ for each i

EUCLID'S ALGORITHM – TIME COMPLEXITY

- Algorithm gcd(a,b):
- //Precondition:(a > b > 0)

- $r_0 = a; r_1 = b$
- $i = 2$
- repeat
 - $r_i = r_{i-2} \bmod r_{i-1};$
 - $q_i = r_{i-2} \div r_{i-1}$
 - until ($r_{i-1} \bmod r_i == 0$)
- return r_i

// returns r_k

In each iteration, the reduction in size is not significant:
the quotient q_i is 1 and the remainder r_i is comparable to r_{i-1}

- When does the worst case happen?
- Fibonacci numbers fit the bill:
 - Consider $a == F_m$ and $b == F_{m-1}$
 - Then the sequence is:
 - $r_0 = F_m$
 - $r_1 = F_{m-1}$
 - $r_2 = F_m - F_{m-1} = F_{m-2}$
 - $r_3 = F_{m-1} - F_{m-2} = F_{m-3}$
 - ...
 -

EUCLID'S ALGORITHM – TIME COMPLEXITY

- When does the worst case happen?
- Fibonacci numbers fit the bill for the worst case behavior:
 - If $a = F_{m+1}$ $b = F_m$
then $\text{gcd}(a,b)$ will take m steps
 - $F_m \approx ((1 + \sqrt{5})/2)^m$
 - i.e. $m = \Theta(\log(F_m))$

• Time Complexity of **gcd** is $\Theta(\log(N))$, where **N** is the larger of the two inputs, assuming *the uniform cost model*

EUCLID'S ALGORITHM – TIME COMPLEXITY

- Time Complexity of gcd is $\Theta(\log(N))$, where N is the larger of the two inputs, assuming *the uniform cost model*
- What if we use the logarithmic cost model?
 - Division operation would take time that is dependent on the size of the input values:
 - it could cost as much as $\mathbf{b} \cdot \mathbf{b}$ time for \mathbf{b} bits.
 - in which case, the time complexity of gcd is $\Theta((\log(N))^3)$

EXTENDED EUCLID'S THEOREM

- Theorem:

1. For all $a > b > 0$, there exist integers x and y such that

$$\gcd(a,b) = a*x + b*y$$

- Proof : Consider Euclid's algorithm

- Loop Invariant:

- $r_i = r_{i-2} - q_i * r_{i-1}$

- So, if $\gcd(a,b)$ returns r_k

- $r_k = r_{k-2} - q_k * r_{k-1}$

- $= r_{k-2} - q_k * (r_{k-3} - q_{k-1} * r_{k-2})$

- $= \dots$

- $= x*r_0 + y*r_1$

$\gcd(a,b)$

$r_0 = a; r_1 = b$

$i = 2$

repeat

$r_i = r_{i-2} \bmod r_{i-1};$

$q_i = r_{i-2} \operatorname{div} r_{i-1}$

until $(r_{i-1} \bmod r_i == 0)$

return r_i

ARYABHATIA'S ALGORITHM

○ Theorem:

1. For all $a > b > 0$, there exist integers x and y such that
$$\gcd(a,b) = a*x + b*y$$
2. Moreover, x and y can be computed in polynomial time.

○ Proof of 2 (Algorithm):

`gcdAB(a,b): //Precondition:($a > b > 0$)`

`if (b=0) return (a, 1, 0);`

`else {`

`(d, x1, y1) = gcdAB(b, a mod b)`

`// i.e. $d = \gcd(a, b) = \gcd(b, a \bmod b) = b*x1 + (a \bmod b)*y1$`

`// i.e. $d = \gcd(a,b) = b*x1 + a*y1 - (a \div b)*b*y1$`

`return (d, y1, x1 - (a div b)*y1);`

`}`

