Math 303 The Extended GCD Algorithm

Given integers A and B, Euclid's algorithm computes D = gcd(A, B), the greatest common divisor. Using the Extended GCD algorithm, we can also find integers x and y that satisfy the equation Ax + By = D. Here is an illustration of the process. Suppose A = 198061 and B = 115948.

| $\mid row$ | $\mid N$ | q | x | y | Ax + By |
|------------|----------|----|-------|------|---------|
| 1 | 198061 | | 1 | 0 | 198061 |
| 2 | 115948 | 1 | 0 | 1 | 115948 |
| 3 | 82113 | 1 | 1 | -1 | 82113 |
| 4 | 33835 | 2 | -1 | 2 | 33835 |
| 5 | 14443 | 2 | 3 | -5 | 14443 |
| 6 | 4949 | 2 | -7 | 12 | 4949 |
| 7 | 4545 | 1 | 17 | -29 | 4545 |
| 8 | 404 | 11 | -24 | 41 | 404 |
| 9 | 101 | 4 | 281 | -480 | 101 |
| 10 | 0 | | -1148 | 1961 | 0 |

In row 1 we see the obvious formula $A \times 1 + B \times 0 = A$.

In row 2 we see the obvious formula $A \times 0 + B \times 1 = B$.

The first step in the Euclidean algorithm is to compute $A = Bq_1 + r_1$. In this case q = 1, which is recorded in column 3 of row 2. The remainder r_1 is 82113, which is recorded in column 2 of line 3. We subtract the equation in row 2 from the equation in row 1 to get the new equation $A \times 1 + B \times (-1) = 82113 = r_1$.

Now we repeat the process using $115948 = 82113q_2 + r^2$ and find $q_2 = 1$ and $r_2 = 33835$. We can write r_2 as the difference between the previous two expressions:

 $(A \times 0 - B \times 1) - 1(A \times 1 + B \times (-1)) = A \times (-1) + B \times (2) = r_2 = 33835$

Row 9 gives the formula

$$281 \times A - 480 \times B = 101 = D.$$

Row 10 gives the equation (-1148)A + (1961)B = 0. Note that $1148 \times 101 = 115948$ and $1961 \times 101 = 198061$. So the last line expresses the formula

$$A \times \left(-\frac{B}{D}\right) + B \times \frac{A}{D} = 0.$$

We can add any multiple of the last equation to the previous equation to get combinations of A and B equal to D. The result is the formula:

$$(281 - 1148t)198061 + (1961t - 480)115948 = 101 \quad t = \dots - 2, -1, 0, 1, 2, \dots$$