

Calculation of extended gcd by parametrization. Modular geometric sequence solving equation $au + b^n v = 1$.

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Abstract

Firstly, we propose an algorithm for calculating the extended gcd by providing a solution that minimizes one of the two coordinates. The algorithm relies on elementary arithmetic properties to parameterize the solutions.

Secondly, we propose a modular geometric sequence to solve the linear diophantine equation $au + b^n v = 1$ with a and b coprime integers and n a not null natural number.

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1 Introduction

1.1 The problem of extended gcd

Let a and b be two integers, the extended gcd's problem consists in finding three integers u, v and g such that :

$$ua + vb = g$$

with g equal to gcd of a and b .

In number theory, this problem occurs in many situations like in the theory of corrector codes [BK84] or for the factorization of integers [B86]. Moreover, it is the elementary component of the classical algorithm of Smith invariants computation of a matrix with integer coefficients, which allows the general resolution of the linear diophantine equations [Ser]. See also [DSL15] for a recent application of the Euclid algorithm.

1.2 Notation

Let x and y be two integers, we denote " $x \bmod y$ " the remainder of the Euclidean division of x by y , which belongs to $\llbracket 0, y - 1 \rrbracket$ by convention.

2 Extended GCD with a and b are coprime integers.

We assume therefore that a and b are *coprime* integers. Because we can reverse a and b , we will assume that a is an *odd* integer. If they are both odd, we will assume $a < b$ for reducing number of arithmetic operation.

2.1 Parameter v_c

To each integer c , we associate the following equation in u and v :

$$ua + vb = c \tag{E_c}$$

As a reminder, the set of solutions of (E_c) is equal to $\{(u_0 + kb, v_0 - ka), k \in \mathbb{Z}\}$, with (u_0, v_0) corresponding to a particular solution.

Definition 1. we name *normal solution* of (E_c) the unique solution (u_c, v_c) with the condition $v_c \in \llbracket 0, a - 1 \rrbracket$. We call v_c the *parameter* of (E_c) .

Remark. By setting $u_c = (c - v_c b)/a$, (u_c, v_c) is the normal solution of (E_c) .

From the structure of solutions of (E_c) , we get the following proposition:

Proposition 1. For any solution (u, v) of (E_c) , $v \equiv v_c \pmod{a}$.

2.2 Arithmetic properties of the parameter

Proposition 2. *In immediately way, the parameter is additive :*

$$\forall c, c' \in \mathbb{Z}, v_{c+c'} \equiv v_c + v_{c'} \pmod{a}$$

Corollary 1. *the parameter is multiplicative :*

$$\forall c \in \mathbb{Z}, t_c \equiv t_1 * c \pmod{a}$$

Corollary 2. *If c is even,*

$$\begin{aligned} v_{c/2} &= \frac{v_c}{2}, \text{ if } v_c \text{ is even} \\ &= \frac{v_c + a}{2}, \text{ otherwise.} \end{aligned}$$

We deduce the following algorithm which will be used as an elementary component of the final algorithm: with (c, v) , and v as parameter of (E_c) , it returns the pair of integers obtained by dividing as many times as possible c by 2.

Algorithm 1 Function Div1(c,v)

```

while  $c$  is even do
   $c \leftarrow c/2$ 
  if  $v$  is even then
     $v \leftarrow v/2$ 
  else
     $v \leftarrow (v + a)/2$ 
  end if
end while
return  $(c, v)$ 

```

▷ we divide as many times as possible c by 2.

The parameter is obviously *linear* in c , but we only need the following proposition :

Proposition 3.

$$\forall c, c' \in \mathbb{Z}, v_{c-c'} \equiv v_c - v_{c'} \pmod{a}$$

Proposition 4. *We determine two particular values of the parameter :*

- for $c = b \pmod{a}$, $v_c = 1$
- for $c = -b \pmod{a}$, $v_c = a - 1$

Proof. Case 1 : $c = b \pmod{a}$

Let q be the quotient of the Euclidean division of b by a . We obtain the following equality :

$$-qa + b = c$$

ie $(-q, 1)$ is solution of (E_c) . Then $v_c = 1$

Case 2 : $c = -b \pmod a$

Let us proceed in a similar way. Let q' be the quotient of the Euclidean division of $-b$ by a . One gets the following equality :

$$-q'a - b = c$$

ie $(-q', -1)$ is solution of (E_c) . Then $v_c = a - 1$. □

We will initialize the algorithm with these two values. A sole Euclidean division is performed before applying the binary algorithm.

2.3 Presentation of the algorithm

Solving the problem of extended gcd with a and b being coprime integers leads to determine v_1 . The algorithm **WWL1** proceeds by step: starting from the two values of v_c given by the precedent proposition, it uses the corollary 2 of proposition 2 to determine v_1 .

Once v_1 has been determined, the complete solution is obtained by calculating:

$$u_1 = \frac{1 - v_1 b}{a}.$$

Then (u_1, v_1) is a solution of (E_1) . However, since the Euclidean division of b by a is done at the beginning of the algorithm, computational time is saved with $a < b$ by performing: $u_1 = -v_1 q + (1 - v_1 r)/a$, denoting q and r respectively the quotient and the remainder of the Euclidean division of b by a .

Algorithm 2 WWL1 Let a and b be two integers, with a and b coprimes and a an odd integer, returns a pair of integers (u, v) such that $ua + vb = 1$ and $v \in \llbracket 0, a - 1 \rrbracket$

First step : initialization.

$c_1 \leftarrow b - \lfloor \frac{b}{a} \rfloor a, c_2 \leftarrow a - c_1$
 $v_1 \leftarrow 1, v_2 \leftarrow a - 1$ \triangleright initialization of the two values of parameter v_c .

$(c_1, v_1) \leftarrow Div1(c_1, v_1)$ \triangleright we divide as many times as possible c_1 by 2.
 $(c_2, v_2) \leftarrow Div1(c_2, v_2)$ \triangleright we divide as many times as possible c_2 by 2.

if $c_2 < c_1$ **then**

$(c_1, c_2) \leftarrow (c_2, c_1), (v_1, v_2) \leftarrow (v_2, v_1)$

end if

\triangleright we ensure that $c_1 < c_2$

Second step : iteration.

while $c_1 > 1$ **do**

$c_2 \leftarrow c_2 - c_1$

if $v_2 - v_1 < 0$ **then**

$v_2 \leftarrow v_2 - v_1 + a$

else

$v_2 \leftarrow v_2 - v_1$

end if

\triangleright we modify c_2 and we compute the associated parameter v_2 .

$(c_2, v_2) \leftarrow Div1(c_2, v_2)$

\triangleright we divide as many times as possible c_2 by 2.

if $c_2 < c_1$ **then**

$(c_1, c_2) \leftarrow (c_2, c_1), (v_1, v_2) \leftarrow (v_2, v_1)$

end if

\triangleright we reassign c_1 and c_2 so as to have $c_1 < c_2$.

end while

\triangleright the loop is left when $c_1 = 1$

$v \leftarrow v_1$

$u_1 \leftarrow -vq, u_2 \leftarrow (1 - vr)/a$

$u \leftarrow u_1 - u_2$

return (u, v)

\triangleright the solution is returned

2.4 Validity of the algorithm

It can be noted that " $gcd(c_1, c_2) = gcd(a, b)$ " is a loop invariant. Moreover, since each iteration of the last loop **While** c_1 or c_2 decreases, this proves the *termination* of the algorithm.

According to the precedent propositions, another invariant is: " $bv_{c_i} - c_i \equiv 0 \pmod{a}$, for $i = 1, 2$ ". This finally proves the *correction* of the algorithm.

3 General case

It is easy to adapt the precedent algorithm to the general case where a and b are not assumed to be coprimes. Experimental tests highlighted that it is more advantageous to calculate u at the same time as v as the algorithm works. We do not handle (v, c) with v parameter (E_c) anymore, but (u, v, c) triplets checking the conditions $ua + vb = c$ and $v \in \llbracket 0, a - 1 \rrbracket$. We divide as many times as possible a and b by 2 (which has a low computational cost) and because we can reverse a and b , we assume that a is an *odd* integer.

Algorithm 3 Function Div2(u,v,c) : Let (u, v, c) be a triplet checking the conditions $ua + vb = c$ and $v \in \llbracket 0, a - 1 \rrbracket$, returns a triplet (u, v, c) checking these two conditions, obtained by dividing as many times as possible c by 2. We suppose a an odd integer

```

while  $c$  is even do
  if  $v$  is even then
     $(u, v, c) \leftarrow (u/2, v/2, c/2)$ 
  else
     $(u, v, c) \leftarrow (\frac{u-b}{2}, \frac{v+a}{2}, \frac{c}{2})$ 
  end if
end while
return  $(u, v, c)$ 

```

Proof. Let us note first that, given (u, v, c) satisfying $ua + vb = c$, $(u - b, v + a, c)$ satisfies this same equation. We suppose that c is even. Let us show that we get necessary parities to process the algorithm:

If v is even, then $ua = c - vb$ is even. As a is odd, this requires that u be even.

If v is odd :

- If u is odd, then $vb = c - ua$ is odd, and so v and b are odd integers. Then $u - b$ and $v + a$ are even integers
- If u is even, then $vb = c - ua$ is even and so b is even, and then $u - b$ and $v + a$ are even integers.

We get directly that v remains in the interval $\llbracket 0, a - 1 \rrbracket$. □

Algorithm 4 WWL2: Let a and b be two integers, with a an odd integer, returns a triplet (u, v, g) such that $g = \text{pgcd}(a, b)$, $ua + vb = g$ and $v \in \llbracket 0, a-1 \rrbracket$

First step : initialization.

$$c_1 \leftarrow b - \lfloor \frac{b}{a} \rfloor a, c_2 \leftarrow a - c_1, v_1 \leftarrow 1, v_2 \leftarrow a - 1$$

$$u_1 \leftarrow \frac{c_1 - v_1 b}{a}, u_2 \leftarrow 1 - u_1 - b \quad \triangleright \text{initialization of two triplets } (u, v, c)$$

$$(u_1, v_1, c_1) \leftarrow \text{Div2}(u_1, v_1, c_1) \quad \triangleright \text{we divide as many times as possible } c_1 \text{ by } 2.$$

$$(u_2, v_2, c_2) \leftarrow \text{Div2}(u_2, v_2, c_2) \quad \triangleright \text{we divide as many times as possible } c_2 \text{ by } 2.$$

if $c_2 < c_1$ **then**

$$(u_1, v_1, c_1, u_2, v_2, c_2) \leftarrow (u_2, v_2, c_2, u_1, v_1, c_1)$$

end if

\triangleright we ensure that $c_1 < c_2$

Second step : iteration.

while $c_1 > 0$ **do**

$$c_2 \leftarrow c_2 - c_1$$

if $v_2 - v_1 < 0$ **then**

$$v_2 \leftarrow v_2 + a - v_1, u_2 \leftarrow u_2 - u_1 - b$$

else

$$v_2 \leftarrow v_2 - v_1, u_2 \leftarrow u_2 - u_1$$

end if

\triangleright we modify u_2 and v_2 so that they verify (E_{c_2}) .

$$(c_2, v_2) \leftarrow \text{Div2}(c_2, v_2) \quad \triangleright \text{we divide as many times as possible } c_2 \text{ by } 2.$$

if $c_2 < c_1$ **then**

$$(u_1, v_1, c_1, u_2, v_2, c_2) \leftarrow (u_2, v_2, c_2, u_1, v_1, c_1)$$

end if

\triangleright we reassign c_1 and c_2 so as to have $c_1 < c_2$.

$$c_2 \leftarrow c_2 - c_1$$

end while

\triangleright the loop is left when $c_1 = 0$

return (u_2, v_2, c_2)

\triangleright the solution is returned

Proof. c_1 and c_2 follow the same values as with the algorithm which computes the combined gcd (See Appendix), which proves that when we go out of the **While** loop, c_2 is equal to the gcd of a and b .

Moreover, " $u_i a + v_i b = c_i$ for $i = 1, 2$ " is an invariant of the algorithm, which proves its correction. \square

4 Solution of the equation $au + b^n v = 1$

We remind that v_c is the *parameter* of the equation (E_c) with (u_c, v_c) the normal solution of (E_c) . At first, we will define the parameter t_c . Then we will prove that the solution of the Diophantine equation $au + b^n v = 1$ with a and b coprime integers and n a not null natural number, is written as a modular geometric sequence.

4.1 Parameter t_c

We let: $t_c + v_c = 0 \equiv a \pmod{a}$ with $t_c \in \llbracket 0, a-1 \rrbracket$

The pair of integers $(u_c + b, v_c - a)$ is solution of (E_c) . With $x_c = u_c + b$, this solution is written as $(x_c, -t_c)$.

Definition 2. Values of t_c and v_c are defined as being complementary values modulo a .

We named *complementary normal solution* of (E_c) the unique solution $(x_c, -t_c)$ with $x_c = (c + t_c b)/a$ and checking $t_c \in \llbracket 0, a-1 \rrbracket$. We named t_c the *complementary parameter* of (E_c) .

Remark. Because of relationship between the parameters v_c and t_c , arithmetic properties of both parameters are the same.

4.2 Modular geometric sequence

We denote $(E_1)^n$ the following equation: $au + b^n v = 1$. The complementary parameter of this equation is denoted $t_1(n)$.

Definition 3. A modular geometric sequence S_n is defined as follows:
 $S_n \equiv q * S_{n-1} \pmod{M}$ with common ratio $q \in \mathbb{Z}^*$ and value $M \in \mathbb{N}^*$.

Proposition 5. The complementary parameter $t_1(n)$ of $(E_1)^n$ with $n \in \mathbb{N}^*$ is written as a modular geometric sequence:

$$t_1(n) \equiv -t_1(1) * t_1(n-1) \pmod{a}$$

Proof: The complementary normal solution of equation $a(x_1(1)) - bt_1(1) = 1$ $(E_1)^1$ is $(x_1(1), -t_1(1))$. The complementary normal solution of equation $ax_1(n) - b^n t_1(n) = 1$ $(E_1)^n$ is $(x_1(n), -t_1(n))$.

We assume that there exists an integer z such that $b^{(n-1)}$ divides $t_1(1) + za$.

We let: $t_1(n) = (t_1(1) + za)/b^{(n-1)}$ with $t_1(n) \in \llbracket 0, a-1 \rrbracket$. The complementary normal solution of $(E_1)^n$ is then $(x_1(1) + bz, -t_1(n))$.

The precedent $t_1(n)$ relation leads to solving the equation $az + b^{(n-1)}(-t_1(n)) = -t_1(1)$ denoted $(E_{-t_1(1)})^{(n-1)}$

The a and $b^{(n-1)}$ coefficients are coprimes. Then there exists a pair of integers $(z, -t_1(n))$ that solves the equation. Value $t_1(n)$ can be written as follows:
 $t_1(n) = t_{-t_1(1)}(n-1)$. Parameter t_c is multiplicative (Corollary 1), so we get:
 $t_1(n) \equiv -t_1(1) * t_1(n-1) \pmod{a}$.

The parameter $t_1(n)$ follows a geometric sequence modulo a with first term equal to $t_1(1)$ and common ratio equal to $-t_1(1)$. So $t_1(n)$ is written :

$$t_1(n) \equiv (-1)^{(n-1)} * (t_1(1))^n \pmod{a}$$

Corollary 3. *the parameter $t_1(n) \in \llbracket 0, a-1 \rrbracket$ is written depending on parity of n :*

Case 1: $\forall k \in \mathbb{N}^*, n = 2k: t_1(n) \equiv a - ((t_1(1))^{2k} \pmod{a})$

Case 2: $\forall k \in \mathbb{N}, n = 2k+1: t_1(n) \equiv (t_1(1))^{2k+1} \pmod{a}$

Corollary 4. *the parameter $v_1(n)$ of $(E_1)^n$ is written as modular geometric sequence: $v_1(n) \equiv v_1(1) * v_1(n-1) \pmod{a}$ and so $v_1(n) \equiv (v_1(1))^n \pmod{a}$.*

5 Conclusion

The solutions of a linear Diophantine equation depend on one parameter denoted v_c such that: $(c - v_c b + hb, v_c - ha)$ with $h \in \mathbb{Z}$ and $v_c \in \llbracket 0, a-1 \rrbracket$. Our algorithm, based on the determination of this parameter, controls the size of the final result but also the size of all the computational intermediaries.

The complementary parameter of a linear Diophantine equation $au + bv = 1$ with a and b coprime integers is defined as $t_1 + v_1 \equiv a \pmod{a}$. When the b integer is raised to the power n , $n \in \mathbb{N}^*$, the parameter $t_1(n)$ is written as a modular geometric sequence.

6 References

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7 Appendix : Euclid algorithms

According to our knowledge the two main algorithms for the calculation of gcd are the Euclidean algorithm [L16] and its binary version [B99]. A combined algorithm which performs Euclidean divisions and divisions by 2 is presented.

Algorithm 5 *Binary* Euclid algorithm: BinaryGCD

Let a et b be two integers, return the gcd

```

 $m = 0$ 
while  $a$  and  $b$  are even do
     $m \leftarrow m + 1, a, b \leftarrow a/2, b/2$ 
end while                                      $\triangleright$  Computation of common power of 2

 $r_1, r_2 \leftarrow \min(a, b), \max(a, b)$ 
while  $r_1 > 0$  do
     $r_2 \leftarrow r_2 - r_1$ 
    while  $r_2$  is even do
         $r_2 \leftarrow r_2/2$ 
    end while
     $r_1, r_2 \leftarrow \min(r_1, r_2), \max(r_1, r_2)$ 
end while

return  $r_2 \times 2^m$ 

```

Algorithm 6 *Combined* Euclid algorithm

Let a and b be two integers, return the gcd

```

 $m = 0$ 
while  $a$  and  $b$  are even do
     $m \leftarrow m + 1, a, b \leftarrow a/2, b/2$ 
end while                                      $\triangleright$  Computation of the common power of 2

 $r_1, r_2 \leftarrow \min(a, b), \max(a, b)$ 
 $(r1, r2) \leftarrow (r2 \bmod r1, r1)$ 
return  $\text{BinaryGCD}(r_1, r_2)$ 

```

\triangleright We perform one Euclidean division
 \triangleright We apply the binary algorithm
