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# A NOTE ON EUCLIDEAN AND EXTENDED EUCLIDEAN ALGORITHMS FOR GREATEST COMMON DIVISOR FOR POLYNOMIALS

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**Abstract:** In this note we gave new interpretations of Euclid idea for Greatest Common Divisor for Polynomials (GCDP) and Extended Euclidean Algorithm for Greatest Common Divisor for Polynomials (EEAGCDP). The reason of this interest is wide usage of these algorithms [50], [34]. In our implementation we reduce the number of iterations and now they are 50% of wide spread implementation of Euclidean GCDP and EEAGCDP. In every serious book of algorithms the Euclidean algorithms are part of basic examples [1]-[29], [31]-[50]. Visual C# 2017 programming environment is used.

#### AMS Subject Classification: 11A05, 68W01

**Key Words:** greatest common divisor, extended Euclidean greatest common divisor for polynomials, Euclidean algorithm for polynomials, Knuth's algorithm, reduced number of iterations

#### 1. Introduction

Our work is next part of research in [27]-[30]. Euclidean algorithm for polynomials is well known (see [15], [37]):

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# Algorithm 1.

INPUT: two polynomials a(x) and b(x). OUTPUT: the greatest common divisor of a(x) and b(x). 1. While  $b(x) \mathrel{!=} 0$  do the following: 1.1 Set  $r(x) \leftarrow a(x) \mod b(x)$ ,  $a(x) \leftarrow b(x)$ , and  $b(x) \leftarrow r(x)$ . 2. Return(a(x)).

Extended Euclidean algorithms for polynomials ([15], [37]) is: Algorithm 2.

INPUT: two polynomials a(x) and b(x). OUTPUT:  $d(x) = \gcd(a(x), b(x))$  and polynomials s(x), t(x) which satisfy s(x)a(x) + t(x)b(x) = d(x). 1. Set  $s2(x) \leftarrow 1$ ,  $s1(x) \leftarrow 0$ ,  $t2(x) \leftarrow 0$ , and  $t1(x) \leftarrow 1$ . 2. While b(x) != 0 do the following: 2.1  $q(x) \leftarrow a(x)$  div b(x), and  $r(x) \leftarrow a(x) - b(x)q(x)$ . 2.2  $s(x) \leftarrow s2(x) - q(x)s1(x)$ , and  $t(x) \leftarrow t2(x) - q(x)t1(x)$ . 2.3  $a(x) \leftarrow b(x)$ , and  $b(x) \leftarrow r(x)$ . 2.4  $s2(x) \leftarrow s1(x)$ ,  $s1(x) \leftarrow s(x)$ ,  $t2(x) \leftarrow t1(x)$ , and  $t1(x) \leftarrow t(x)$ . 3. Set  $d(x) \leftarrow a(x)$ ,  $s(x) \leftarrow s2(x)$ , and  $t(x) \leftarrow t2(x)$ . 4. Return(d(x), s(x), t(x)).

## 2. Main Results

Now we set the task to optimize Euclidean GCDP algorithm and EEAGCDP. For testing we will use the following computer: processor - Intel(R) Core(TM) i7-6700HQ CPU 2.60GHz, 2592 Mhz, 4 Core(s), 8 Logical Processor(s), RAM 16 GB, Microsoft Windows 10 Enterprise x64.

with the following programming environment (see Fig. 1.).

We suggest the following algorithms.

## Algorithm 3.

INPUT: two polynomials a(x) and b(x).

OUTPUT: the greatest common divisor of a(x) and b(x).

1a. If degree of a(x) is greater than degree of b(x). While (true) do the following:

1a.1 set  $r(x) \leftarrow a(x) \mod b(x)$ .

1a.2 If r(x) = 0 set gcd(x) = b(x), and break.

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Figure 1: Visual C# 2017

1a.3 set  $r1(x) \leftarrow b(x) \mod r(x)$ . 1a.4 If r1(x) = 0 set gcd(x) = r(x), and break. 1a.5 set  $a(x) \leftarrow r(x)$ , and  $b(x) \leftarrow r1(x)$ . 1b. [else] If degree of b(x) is greater than or equal to the degree of a(x). While (true) do the following: 1b.1 set  $r(x) \leftarrow b(x) \mod a(x)$ . 1b.2 If r(x) = 0 set gcd(x) = a(x), and break. 1b.3 set  $r1(x) \leftarrow a(x) \mod r(x)$ . 1b.4 If r1(x) = 0 set gcd(x) = r(x), and break. 1b.5 set  $b(x) \leftarrow r(x)$ , and  $a(x) \leftarrow r1(x)$ . 2. [Make monic] Set c != 0 as the leading coefficient of gcd(x);  $d(x) = c^{-1}gcd(x)$ ; Return(d(x)).

## Algorithm 4.

INPUT: two polynomials a(x) and b(x). OUTPUT: d(x) = gcd(a(x), b(x)) and polynomials s(x), t(x) which satisfy s(x)a(x) + t(x)b(x) = d(x). 1. Set ao(x) = a(x), and bo(x) = b(x). 2a. If degree of a(x) is greater than degree of b(x). Set  $s2(x) \leftarrow 1$ , and  $s1(x) \leftarrow$ 0. While (true) do the following: 2a.1  $q(x) \leftarrow a(x)$  div b(x), and  $r(x) \leftarrow a(x) - b(x)q(x)$ . 2a.2  $s(x) \leftarrow s2(x) - q(x)s1(x), s2(x) \leftarrow s1(x), and s1(x) \leftarrow s(x).$ 2a.3 If r(x) = 0 then set  $d(x) \leftarrow b(x)$ ,  $s(x) \leftarrow s2(x)$ ,  $t(x) \leftarrow (b(x) - s(x)ao(x))bo^{-1}$ 1(x), and break. 2a.4  $q(x) \leftarrow b(x)$  div r(x), and  $r1(x) \leftarrow b(x) - r(x)q(x)$ . 2a.5  $s(x) \leftarrow s2(x) - q(x)s1(x)$ ,  $s2(x) \leftarrow s1(x)$ , and  $s1(x) \leftarrow s(x)$ . 2a.6 If r1(x) = 0 then set  $d(x) \leftarrow a(x)$ ,  $s(x) \leftarrow s2(x)$ ,  $t(x) \leftarrow (a(x) - s(x)ao(x))bo^{-1}$ 1(x), and break. 2a.7  $a(x) \leftarrow r(x)$ , and  $b(x) \leftarrow r1(x)$ . 2b. [else] If degree of b(x) is greater than or equal to the degree of a(x). Set  $s2(x) \leftarrow 0$ , and  $s1(x) \leftarrow 1$ . While (true) do the following: 2b.1  $q(x) \leftarrow b(x)$  div a(x), and  $r(x) \leftarrow b(x) - a(x)q(x)$ . 2b.2  $s(x) \leftarrow s2(x) - q(x)s1(x), s2(x) \leftarrow s1(x), and s1(x) \leftarrow s(x).$ 2b.3 If b(x) = 0 then set  $d(x) \leftarrow a(x)$ ,  $s(x) \leftarrow s2(x)$ ,  $t(x) \leftarrow (a(x) - s(x)ao(x))bo^{-1}$ 1(x), and break. 2b.4  $q(x) \leftarrow a(x)$  div r(x), and  $r1(x) \leftarrow a(x) - r(x)q(x)$ . 2b.5  $s(x) \leftarrow s2(x) - q(x)s1(x), s2(x) \leftarrow s1(x), and s1(x) \leftarrow s(x).$ 2b.6 If a(x) = 0 then set  $d(x) \leftarrow b(x)$ ,  $s(x) \leftarrow s2(x)$ ,  $t(x) \leftarrow (b(x) - s(x)ao(x))bo^{\{-\}}$ 1(x), and break. 2b.7  $b(x) \leftarrow r(x)$ , and  $a(x) \leftarrow r1(x)$ . 3. [Make monic] Set c = 0 as the leading coefficient of d(x).  $(d(x), s(x), t(x)) = (c^{\{-1\}}d(x), c^{\{-1\}}s(x), c^{\{-1\}}t(x)).$ Return(d(x), s(x), t(x)).

The asymptotic of number of divisions of Knuth's revision of Euclid's GCD is known [34], [40] using CAS Mathematica here we will seek approximation of the data where first coordinate of every point is N and second coordinate is average CPU time in seconds. We will use the example given in [15]: a(x) = $7x^{11} + x^9 + 7x^2 + 1$ ,  $b(x) = -7x^7 - x^5 + 7x^2 + 1$ . The gcd(x) =d(x) is  $x^2 + 1/7$ . We will solve this example up to 100 000 000 times using classical algorithm 1 and new algorithm 3. We calculate the CPU time taken by algorithms 1 and 3. Data1 are data taken from Euclidean algorithm [15], [37] and data2 are data which we received from new algorithm 3. The reader can be convinced of the benefits of the new method (see Fig. 2). data1:={{1000000,0.944},{200000,1.527},{3000000,2.281}, {4000000,3.015},{5000000,3.761},{6000000,4.546}, {7000000,5.301},{8000000,6.063},{9000000,6.806},

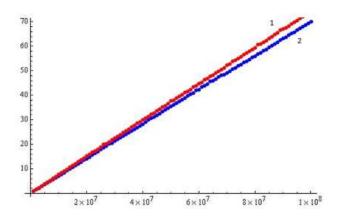


Figure 2: Euclid algorithm (red line - 1) and Iliev-Kyurkchiev algorithm (blue line - 2)

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\{1000000, 7.667\}, \{1100000, 8.327\}, \{1200000, 9.136\}, \}
\{13000000, 9.797\}, \{14000000, 10.582\}, \{15000000, 11.342\}, 
\{16000000, 12.095\}, \{17000000, 12.93\}, \{18000000, 13.646\}, 
\{2800000, 21.037\}, \{2900000, 21.789\}, \{3000000, 22.447\}, 
\{31000000, 23.134\}, \{32000000, 23.932\}, \{33000000, 24.794\}, 
\{37000000, 27.748\}, \{38000000, 28.58\}, \{39000000, 29.194\}, 
\{4000000, 29.992\}, \{4100000, 30.724\}, \{4200000, 31.427\}, \}
\{43000000, 32.216\}, \{44000000, 32.887\}, \{45000000, 33.718\}, 
\{4600000, 34.32\}, \{47000000, 35.197\}, \{48000000, 35.819\}, 
\{52000000, 38.867\}, \{53000000, 39.627\}, \{54000000, 40.253\}, 
\{55000000, 41.116\}, \{56000000, 41.624\}, \{57000000, 42.351\}, 
\{58000000, 43.436\}, \{59000000, 43.887\}, \{60000000, 44.758\}, 
\{61000000, 45.376\}, \{62000000, 46.518\}, \{63000000, 46.949\}, 
\{64000000, 47.748\}, \{65000000, 48.338\}, \{66000000, 49.061\}, 
\{67000000, 49.738\}, \{68000000, 50.609\}, \{69000000, 51.277\},
\{7000000, 52.313\}, \{71000000, 52.729\}, \{72000000, 53.912\}, 
\{73000000, 54.431\}, \{74000000, 55.041\}, \{75000000, 55.782\},
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\{79000000.58.843\},\{80000000.59.517\},\{81000000.60.784\},
\{8200000, 60.995\}, \{8300000, 61.737\}, \{8400000, 62.459\}, 
{88000000,65.456},{89000000,66.671},{90000000,67.156},
\{91000000, 67.702\}, \{92000000, 68.405\}, \{93000000, 69.187\}, 
\{9400000, 69.904\}, \{9500000, 70.647\}, \{9600000, 71.471\}, 
\{97000000, 72.129\}, \{98000000, 72.93\}, \{99000000, 73.723\}, 
\{10000000, 74.297\}\};
data2:={{1000000,0.897},{2000000,1.49},{3000000,2.128},
\{400000, 2.894\}, \{500000, 3.576\}, \{600000, 4.256\}, 
\{7000000, 4.981\}, \{8000000, 5.76\}, \{9000000, 6.355\},
\{1000000, 7.092\}, \{11000000, 7.813\}, \{12000000, 8.505\}, \}
\{13000000, 9.232\}, \{14000000, 9.925\}, \{15000000, 10.652\}, 
\{16000000, 11.463\}, \{17000000, 12.069\}, \{18000000, 12.766\}, \}
\{31000000, 21.98\}, \{32000000, 22.838\}, \{33000000, 23.516\}, 
{34000000,24.124},{35000000,24.814},{36000000,25.482},
\{37000000, 26.264\}, \{38000000, 26.877\}, \{39000000, 27.568\}, 
\{4000000, 28.293\}, \{4100000, 29.018\}, \{4200000, 29.931\}, \}
\{43000000, 30.806\}, \{44000000, 31.171\}, \{45000000, 31.944\}, 
\{4600000, 32.622\}, \{47000000, 33.354\}, \{48000000, 34.031\}, 
\{52000000, 36.91\}, \{53000000, 37.574\}, \{54000000, 38.207\},
\{58000000, 41.021\}, \{59000000, 42.038\}, \{60000000, 42.406\}, 
\{61000000, 43.397\}, \{62000000, 43.87\}, \{63000000, 44.609\}, 
\{64000000, 45.846\}, \{65000000, 46.01\}, \{66000000, 46.639\}, 
\{67000000, 47.489\}, \{68000000, 48.171\}, \{69000000, 48.529\}, 
\{7000000, 49.15\}, \{7100000, 49.81\}, \{7200000, 50.766\},
\{73000000, 51.203\}, \{74000000, 52.102\}, \{75000000, 52.628\}, 
\{7600000, 53.546\}, \{77000000, 53.964\}, \{78000000, 54.675\}, 
\{79000000, 55.551\}, \{80000000, 56.085\}, \{81000000, 56.886\}, \}
{82000000,57.418}, {83000000,58.273}, {84000000,58.794},
\{88000000, 61.615\}, \{89000000, 62.571\}, \{90000000, 63.361\},
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 $\begin{array}{l} \{91000000, 63.801\}, \{92000000, 64.632\}, \{93000000, 65.309\}, \\ \{94000000, 65.803\}, \{95000000, 66.673\}, \{96000000, 67.276\}, \\ \{97000000, 68.174\}, \{98000000, 68.708\}, \{99000000, 69.536\}, \\ \{100000000, 70.216\}\}; \end{array}$ 

We can conclude that Algorithms 3 and 4 are faster than the Algorithms 1 and 2 respectively because we reduce some computational operations.

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