

## Assignment 1 Question 2

**Part (a)** Implementing the binary GCD algorithm.

```
> restart;
BINGCD := proc(A::posint,B::posint)
local a,b,i,j,g,t;
  a := A;
  b := B;
  for i from 0 while irem(a,2)=0 do a := iquo(a,2) od;
  for j from 0 while irem(b,2)=0 do b := iquo(b,2) od;
  printf("a=%d=2^%d*d, b=%d=2^%d*d\n",A,i,a,B,j,b);
  g := 2^min(i,j);
  while true do # a and b are both odd
    if a<b then (a,b) := (b,a); fi;
    printf("a=%d, b=%d\n",a,b);
    a := a-b;
    if a=0 then RETURN( b*g ) fi;
    while irem(a,2)=0 do a := iquo(a,2) od;
  od;
end;
```

```
> BINGCD(16*3*101,8*3*203);
```

```
a=4848=2^4*303, b=4872=2^3*609
a=609, b=303
a=303, b=153
a=153, b=75
a=75, b=39
a=39, b=9
a=15, b=9
a=9, b=3
a=3, b=3
```

24

**Part (b)** Timing Maple's igcd command. (This is in Maple 9.5).

```
> a := rand(10^20000)();
> b := rand(10^20000)();
> length(a), length(b);
20000, 20000

> time(igcd(a,b));
0.006
```

This time is too small on my machine. Let's start with 50,000 digits integers.

```
> a := rand(10^100000)();
> b := rand(10^100000)();
> length(a), length(b);
100000, 100000

> st := time(): igcd(a,b); T1 := time()-st;
```

5

```

T1 := 0.071
> a := a^2:
  b := b^2:
  length(a),length(b);
200000, 200000
> st := time(): igcd(a,b); T2 := time()-st;
25
T2 := 0.268
> T2/T1;
3.774647887
> a := a^2:
  b := b^2:
  length(a),length(b);
400000, 400000
> st := time(): igcd(a,b); T3 := time()-st;
625
T3 := 1.102
> T3/T2;
4.111940298
That's close to a factor of 4 but it should approach 4 from below. Let's do another step
> a := a^2:
  b := b^2:
  length(a),length(b);
800000, 799999
> st := time(): igcd(a,b); T4 := time()-st;
390625
T4 := 4.336
> T4/T3;
3.934664247
Well, this looks like it's approaching 4.0 which would suggest the algorithm is  $O(n^2)$ .
Let's try one more.
> a := a^2:
  b := b^2:
  length(a),length(b);
1599999, 1599998
> st := time(): igcd(a,b); T5 := time()-st;
152587890625
T5 := 17.247
> T5/T4;
3.977629151

```

Obviously we can keep going and wait ...