

14. Use the least-remainder algorithm to find  $(384, 226)$ .
15. Show that the least-remainder algorithm always produces the greatest common divisor of two integers.
- \*\* 16. Show that the least-remainder algorithm is always at least as fast as the Euclidean algorithm. (*Hint*: First show that if  $a$  and  $b$  are positive integers with  $2b < a$ , then the least-remainder algorithm can find  $(a, b)$  with no more steps than it uses to find  $(a, a - b)$ .)
- \* 17. Find a sequence of integers  $v_0, v_1, v_2, \dots$ , such that the least-remainder algorithm takes exactly  $n$  divisions to find  $(v_{n+1}, v_{n+2})$ .
- \* 18. Show that the number of divisions needed to find the greatest common divisor of two positive integers using the least-remainder algorithm is less than  $8/3$  times the number of digits in the smaller of the two numbers, plus  $4/3$ .
- \* 19. Let  $m$  and  $n$  be positive integers and let  $a$  be an integer greater than 1. Show that  $(a^m - 1, a^n - 1) = a^{(m,n)} - 1$ .
- \* 20. Show that if  $m$  and  $n$  are positive integers, then  $(f_m, f_n) = f_{(m,n)}$ .

The next two exercises deal with the *game of Euclid*. Two players begin with a pair of positive integers and take turns making moves of the following type. A player can move from the pair of positive integers  $\{x, y\}$  with  $x \geq y$ , to any of the pairs  $\{x - ty, y\}$ , where  $t$  is a positive integer and  $x - ty \geq 0$ . A *winning move* consists of moving to a pair with one element equal to 0.

21. Show that every sequence of moves starting with the pair  $\{a, b\}$  must eventually end with the pair  $\{0, (a, b)\}$ .
- \* 22. Show that in a game beginning with the pair  $\{a, b\}$ , the first player may play a winning strategy if  $a = b$  or if  $a > b(1 + \sqrt{5})/2$ ; otherwise, the second player may play a winning strategy. (*Hint*: First show that if  $y < x \leq y(1 + \sqrt{5})/2$ , then there is a unique move from  $\{x, y\}$  that goes to a pair  $\{z, y\}$  with  $y > z(1 + \sqrt{5})/2$ .)
- \* 23. Show that the number of bit operations needed to use the Euclidean algorithm to find the greatest common divisor of two positive integers  $a$  and  $b$  with  $a > b$  is  $O((\log_2 a)^2)$ . (*Hint*: First show that the complexity of division of the positive integer  $q$  by the positive integer  $d$  is  $O(\log d \log q)$ .)
- \* 24. Let  $a$  and  $b$  be positive integers and let  $r_j$  and  $q_j$ ,  $j = 1, 2, \dots, n$  be the remainders and quotients of the steps of the Euclidean algorithm as defined in this section.
- a) Find the value of  $\sum_{j=1}^n r_j q_j$ .
- b) Find the value of  $\sum_{j=1}^n r_j^2 q_j$ .
- 25. Suppose that  $a$  and  $b$  are positive integers with  $a \geq b$ . Let  $q_i$  and  $r_i$  be the quotients and remainders in the steps of the Euclidean algorithm for  $i = 1, 2, \dots, n$ , where  $r_n$  is the last nonzero remainder. Let  $Q_i = \begin{pmatrix} q_i & 1 \\ 1 & 0 \end{pmatrix}$  and  $Q = \prod_{i=1}^n Q_i$ . Show that  $\begin{pmatrix} a \\ b \end{pmatrix} = Q \begin{pmatrix} r_n \\ 0 \end{pmatrix}$ .