

Recursive Euclidean Algorithm ¹

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Summary. The earlier SCM computer did not contain recursive function, so Trybulec and Nakamura proved the correctness of the Euclid's algorithm only by way of an iterative program. However, the recursive method is a very important programming method, furthermore, for some algorithms, for example Quicksort, only by employing a recursive method (note push-down stack is essentially also a recursive method) can they be implemented. The main goal of the article is to test the recursive function of the SCMPDS computer by proving the correctness of the Euclid's algorithm by way of a recursive program. In this article, we observed that the memory required by the recursive Euclidean algorithm is variable but it is still autonomic. Although the algorithm here is more complicated than the non-recursive algorithm, its focus is that the SCMPDS computer will be able to implement many algorithms like Quicksort which the SCM computer cannot do.

MML Identifier: SCMP_GCD.

The articles [12], [14], [1], [3], [5], [4], [16], [15], [11], [2], [10], [18], [9], [8], [6], [7], [17], and [13] provide the notation and terminology for this paper.

1. PRELIMINARIES

For simplicity, we adopt the following rules: m, n denote natural numbers, i, j denote instructions of SCMPDS, s denotes a state of SCMPDS, and I, J denote Program-block.

One can prove the following three propositions:

- (1) If $m > 0$, then $\gcd(n, m) = \gcd(m, n \bmod m)$.
- (2) For all integers i, j such that $i \geq 0$ and $j > 0$ holds $i \gcd j = j \gcd i \bmod j$.

¹This research is partially supported by the National Natural Science Foundation of China Grant No. 69873033.

- (3) For every natural number m and for every integer j such that $\text{inspos } m = j$ holds $\text{inspos } m + 2 = 2 \cdot (|j| \div 2) + 4$.

Let k be a natural number. The functor $\text{intpos } k$ yields a Int position and is defined as follows:

- (Def. 1) $\text{intpos } k = \mathbf{d}_k$.

Next we state three propositions:

- (4) For all natural numbers n_1, n_2 such that $n_1 \neq n_2$ holds $\text{intpos } n_1 \neq \text{intpos } n_2$.
- (5) For all natural numbers n_1, n_2 holds $\text{DataLoc}(n_1, n_2) = \text{intpos } n_1 + n_2$.
- (6) For every state s of SCMPDS and for all natural numbers m_1, m_2 such that $\mathbf{IC}_s = \text{inspos } m_1 + m_2$ holds $\text{ICplusConst}(s, -m_2) = \text{inspos } m_1$.

The Int position GBP is defined by:

- (Def. 2) $\text{GBP} = \text{intpos } 0$.

The Int position SBP is defined as follows:

- (Def. 3) $\text{SBP} = \text{intpos } 1$.

The following propositions are true:

- (7) $\text{GBP} \neq \text{SBP}$.
- (8) $\text{card}(I; i) = \text{card } I + 1$.
- (9) $\text{card}(i; j) = 2$.
- (10) $(I; i)(\text{inspos } \text{card } I) = i$ and $\text{inspos } \text{card } I \in \text{dom}(I; i)$.
- (11) $(I; i; J)(\text{inspos } \text{card } I) = i$.

2. THE CONSTRUCTION OF RECURSIVE EUCLIDE ALGORITHM

The Program-block GCD – Algorithm is defined by:

- (Def. 4) $\text{GCD} - \text{Algorithm} = (\text{GBP} := 0); (\text{SBP} := 7); \text{saveIC}(\text{SBP}, \text{RetIC}); \text{goto } 2;$
 $\mathbf{halt}_{\text{SCMPDS}}; ((\text{SBP}, 3) \leq 0_goto9); ((\text{SBP}, 6) := (\text{SBP}, 3));$
 $\text{Divide}(\text{SBP}, 2, \text{SBP}, 3); ((\text{SBP}, 7) := (\text{SBP}, 3)); ((\text{SBP}, 4 + \text{RetSP}) :=$
 $(\text{GBP}, 1)); \text{AddTo}(\text{GBP}, 1, 4); \text{saveIC}(\text{SBP}, \text{RetIC}); \text{goto } (-7); ((\text{SBP}, 2) :=$
 $(\text{SBP}, 6)); \text{return } \text{SBP}.$

3. THE COMPUTATION OF RECURSIVE EUCLIDE ALGORITHM

One can prove the following propositions:

- (12) $\text{card } \text{GCD} - \text{Algorithm} = 15$.
- (13) $n < 15$ iff $\text{inspos } n \in \text{dom } \text{GCD} - \text{Algorithm}$.

- (14) (GCD – Algorithm)(inspos 0) = GBP := 0 and (GCD – Algorithm)(inspos 1) = SBP := 7 and (GCD – Algorithm)(inspos 2) = saveIC(SBP, RetIC) and (GCD – Algorithm)(inspos 3) = goto 2 and (GCD – Algorithm)(inspos 4) = **halt**_{SCMPDS} and (GCD – Algorithm)(inspos 5) = (SBP, 3) <= 0_goto9 and (GCD – Algorithm)(inspos 6) = (SBP, 6) := (SBP, 3) and (GCD – Algorithm)(inspos 7) = Divide(SBP, 2, SBP, 3) and (GCD – Algorithm)(inspos 8) = (SBP, 7) := (SBP, 3) and (GCD – Algorithm)(inspos 9) = (SBP, 4 + RetSP) := (GBP, 1) and (GCD – Algorithm)(inspos 10) = AddTo(GBP, 1, 4) and (GCD – Algorithm)(inspos 11) = saveIC(SBP, RetIC) and (GCD – Algorithm)(inspos 12) = goto (–7) and (GCD – Algorithm)(inspos 13) = (SBP, 2) := (SBP, 6) and (GCD – Algorithm)(inspos 14) = return SBP .
- (15) Let s be a state of SCMPDS. Suppose $\text{Initialized}(\text{GCD – Algorithm}) \subseteq s$. Then $\mathbf{IC}_{(\text{Computation}(s))(4)} = \text{inspos 5}$ and $(\text{Computation}(s))(4)(\text{GBP}) = 0$ and $(\text{Computation}(s))(4)(\text{SBP}) = 7$ and $(\text{Computation}(s))(4)(\text{intpos 7} + \text{RetIC}) = \text{inspos 2}$ and $(\text{Computation}(s))(4)(\text{intpos 9}) = s(\text{intpos 9})$ and $(\text{Computation}(s))(4)(\text{intpos 10}) = s(\text{intpos 10})$.
- (16) Let s be a state of SCMPDS. Suppose $\text{GCD – Algorithm} \subseteq s$ and $\mathbf{IC}_s = \text{inspos 5}$ and $s(\text{SBP}) > 0$ and $s(\text{GBP}) = 0$ and $s(\text{DataLoc}(s(\text{SBP}), 3)) \geq 0$ and $s(\text{DataLoc}(s(\text{SBP}), 2)) \geq s(\text{DataLoc}(s(\text{SBP}), 3))$. Then there exists n such that
- (i) $\text{CurInstr}((\text{Computation}(s))(n)) = \text{return SBP}$,
 - (ii) $s(\text{SBP}) = (\text{Computation}(s))(n)(\text{SBP})$,
 - (iii) $(\text{Computation}(s))(n)(\text{DataLoc}(s(\text{SBP}), 2)) = s(\text{DataLoc}(s(\text{SBP}), 2))$
gcd $s(\text{DataLoc}(s(\text{SBP}), 3))$, and
 - (iv) for every natural number j such that $1 < j$ and $j \leq s(\text{SBP}) + 1$ holds $s(\text{intpos } j) = (\text{Computation}(s))(n)(\text{intpos } j)$.
- (17) Let s be a state of SCMPDS. Suppose $\text{GCD – Algorithm} \subseteq s$ and $\mathbf{IC}_s = \text{inspos 5}$ and $s(\text{SBP}) > 0$ and $s(\text{GBP}) = 0$ and $s(\text{DataLoc}(s(\text{SBP}), 3)) \geq 0$ and $s(\text{DataLoc}(s(\text{SBP}), 2)) \geq 0$. Then there exists n such that
- (i) $\text{CurInstr}((\text{Computation}(s))(n)) = \text{return SBP}$,
 - (ii) $s(\text{SBP}) = (\text{Computation}(s))(n)(\text{SBP})$,
 - (iii) $(\text{Computation}(s))(n)(\text{DataLoc}(s(\text{SBP}), 2)) = s(\text{DataLoc}(s(\text{SBP}), 2))$
gcd $s(\text{DataLoc}(s(\text{SBP}), 3))$, and
 - (iv) for every natural number j such that $1 < j$ and $j \leq s(\text{SBP}) + 1$ holds $s(\text{intpos } j) = (\text{Computation}(s))(n)(\text{intpos } j)$.

4. THE CORRECTNESS OF RECURSIVE EUCLIDE ALGORITHM

The following proposition is true

- (18) Let s be a state of SCMPDS. Suppose $\text{Initialized}(\text{GCD} - \text{Algorithm}) \subseteq s$. Let x, y be integers. If $s(\text{intpos } 9) = x$ and $s(\text{intpos } 10) = y$ and $x \geq 0$ and $y \geq 0$, then $(\text{Result}(s))(\text{intpos } 9) = x \text{ gcd } y$.

5. THE AUTONOMY OF RECURSIVE EUCLIDE ALGORITHM

We now state the proposition

- (19) Let p be a finite partial state of SCMPDS and x, y be integers. If $y \geq 0$ and $x \geq y$ and $p = [\text{intpos } 9 \mapsto x, \text{intpos } 10 \mapsto y]$, then $\text{Initialized}(\text{GCD} - \text{Algorithm}) + p$ is autonomic.

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Received June 15, 1999
