Algorithms Part c: Karatsuba's Algorithm

Ian Ludden

Ian Ludden Algorithms Part c

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• Know the high-level structure of Karatsuba's algorithm and its big-O running time.

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- Find a big-O solution for slightly harder recursive definitions, e.g., requiring use of the change of base formula.

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- Given a recursive algorithm (familiar or unfamiliar) express its running time as a recursive definition.

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Given big integers x and y (n = 2m bits each), find product xy

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Attempt 1: Divide and conquer! (maybe)

$$x = x_1 \cdot 2^m + x_0, \ y = y_1 \cdot 2^m + y_0$$

Then,

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Then,

$$\begin{aligned} xy &= (x_1 \cdot 2^m + x_0)(y_1 \cdot 2^m + y_0) \\ &= x_1 y_1 \cdot 2^{2m} + (x_0 y_1 + x_1 y_0) \cdot 2^m + x_0 y_0 \\ &= A \cdot 2^{2m} + B \cdot 2^m + C. \end{aligned}$$

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Karatsuba's Algorithm

• Idea: Rearrange to eliminate one recursive call

Attempt 2: Divide and *conquer*!

Recall: $A = x_1y_1$, $B = x_0y_1 + x_1y_0$, $C = x_0y_0$.

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Recall: $A = x_1y_1$, $B = x_0y_1 + x_1y_0$, $C = x_0y_0$. Observation: $B = (x_1 + x_0)(y_1 + y_0) - A - C$

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• Idea: Rearrange to eliminate one recursive call

Attempt 2: Divide and *conquer*!

Recall: $A = x_1y_1$, $B = x_0y_1 + x_1y_0$, $C = x_0y_0$. Observation: $B = (x_1 + x_0)(y_1 + y_0) - A - C$ Only one multiplication needed to compute *B*.

K(1) = c

$$K(n) = 3K(n/2) + O(n)$$

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