

## CSCI 355: ALGORITHM DESIGN AND ANALYSIS

### 6. DIVIDE AND CONQUER II

- ▶ *master theorem*
- ▶ *integer multiplication*
- ▶ *matrix multiplication*

#### Divide-and-conquer recurrences

**Goal.** A recipe for solving common divide-and-conquer recurrences:

$$T(n) = a T\left(\frac{n}{b}\right) + f(n)$$

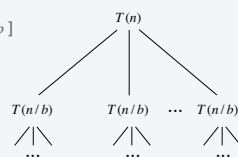
with  $T(0) = 0$  and  $T(1) = \Theta(1)$ .

**Terms.**

- $a \geq 1$  is the number of subproblems.
- $b \geq 2$  is the factor by which the subproblem size decreases.
- $f(n) \geq 0$  is the work to divide and combine subproblems.

**Recursion tree.** [ assuming  $n$  is a power of  $b$  ]

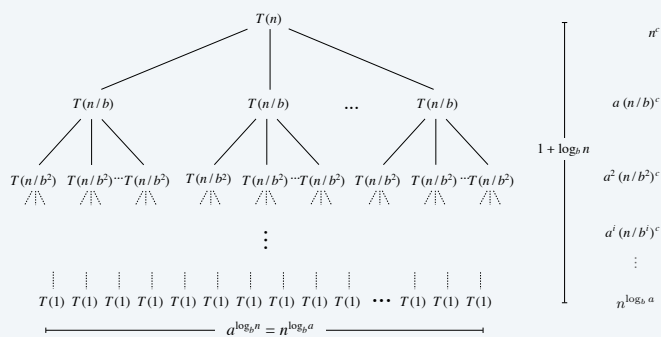
- $a$  = branching factor.
- $a^i$  = number of subproblems at level  $i$ .
- $1 + \log_b n$  levels.
- $n / b^i$  = size of subproblem at level  $i$ .



3

#### Divide-and-conquer recurrences: recursion tree

Suppose  $T(n)$  satisfies  $T(n) = a T(n/b) + n^c$  with  $T(1) = 1$ , for  $n$  a power of  $b$ .



$$r = a / b^c \quad T(n) = n^c \sum_{i=0}^{\log_b n} r^i$$

4

## Divide-and-conquer recurrences: recursion tree

Suppose  $T(n)$  satisfies  $T(n) = aT(n/b) + n^c$  with  $T(1) = 1$ , for  $n$  a power of  $b$ .

Let  $r = a/b^c$ . Note that  $r < 1$  if and only if  $c > \log_b a$ .

$$T(n) = n^c \sum_{i=0}^{\log_b n} r^i = \begin{cases} \Theta(n^c) & \text{if } r < 1 \quad c > \log_b a \quad \leftarrow \text{cost dominated by cost of root} \\ \Theta(n^c \log n) & \text{if } r = 1 \quad c = \log_b a \quad \leftarrow \text{cost evenly distributed in tree} \\ \Theta(n^{\log_b a}) & \text{if } r > 1 \quad c < \log_b a \quad \leftarrow \text{cost dominated by cost of leaves} \end{cases}$$

### Geometric series.

- If  $0 < r < 1$ , then  $1 + r + r^2 + r^3 + \dots + r^k \leq 1/(1-r)$ .
- If  $r = 1$ , then  $1 + r + r^2 + r^3 + \dots + r^k = k + 1$ .
- If  $r > 1$ , then  $1 + r + r^2 + r^3 + \dots + r^k = (r^{k+1} - 1)/(r - 1)$ .

5

## Divide-and-conquer recurrences: master theorem

**Master theorem.** Let  $a \geq 1$ ,  $b \geq 2$ , and  $c > 0$  and suppose that  $T(n)$  is a function on the non-negative integers that satisfies the recurrence

$$T(n) = aT\left(\frac{n}{b}\right) + \Theta(n^c)$$

with  $T(0) = 0$  and  $T(1) = \Theta(1)$ , where  $n/b$  means either  $\lfloor n/b \rfloor$  or  $\lceil n/b \rceil$ . Then,

**Case 1.** If  $c < \log_b a$ , then  $T(n) = \Theta(n^{\log_b a})$ .

**Case 2.** If  $c = \log_b a$ , then  $T(n) = \Theta(n^c \log n)$ .

**Case 3.** If  $c > \log_b a$ , then  $T(n) = \Theta(n^c)$ .



Bentley



Haken



Saxe

### Proof sketch.

- Prove when  $b$  is an integer and  $n$  is an exact power of  $b$ .
- Extend domain of recurrences to reals (or rationals).
- Deal with floors and ceilings.  $\leftarrow$  at most 2 extra levels in recursion tree

$$\begin{aligned} \lceil \lceil n/b \rceil / b \rceil &< n/b^3 + (1/b^2 + 1/b + 1) \\ &\leq n/b^3 + 2 \end{aligned}$$

6

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Bentley



Haken



Saxe

### Extensions.

- Can replace  $\Theta$  with  $O$  everywhere.
- Can replace  $\Theta$  with  $\Omega$  everywhere.
- Can replace initial conditions with  $T(n) = \Theta(1)$  for all  $n \leq n_0$  and require the recurrence to hold only for all  $n > n_0$ .

7

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**Case 3.** If  $c > \log_b a$ , then  $T(n) = \Theta(n^c)$ .



**Ex 1.**  $T(n) = 3T(\lfloor n/2 \rfloor) + 5n$ .

- $a = 3$ ,  $b = 2$ ,  $c = 1$
- $\log_b a = 1.58 (> c)$ .
- $T(n) = \Theta(n^{\log_2 3}) = \Theta(n^{1.58})$ .

8

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**Case 3.** If  $c > \log_b a$ , then  $T(n) = \Theta(n^c)$ .



okay to intermix floor and ceiling

**Ex 2.**  $T(n) = T(\lfloor n/2 \rfloor) + T(\lceil n/2 \rceil) + 17n$ .

- $a = 2$ ,  $b = 2$ ,  $c = 1$
- $\log_b a = 1 (= c)$
- $T(n) = \Theta(n \log n)$ .

9

## Divide-and-conquer recurrences: master theorem

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**Case 3.** If  $c > \log_b a$ , then  $T(n) = \Theta(n^c)$ .



**Ex 3.**  $T(n) = 48T(\lfloor n/4 \rfloor) + n^3$ .

- $a = 48$ ,  $b = 4$ ,  $c = 3$ ,
- $\log_b a = 2.79 (< c)$
- $T(n) = \Theta(n^3)$ .

10

## Divide-and-conquer recurrences: master theorem

Gaps in the master theorem (inadmissible equations).

- Number of subproblems is not a constant.

$$T(n) = \Theta(n)T(n/2) + n^2$$

- Number of subproblems is less than 1.

$$T(n) = \left(\frac{1}{2}\right)T(n/2) + n^2$$

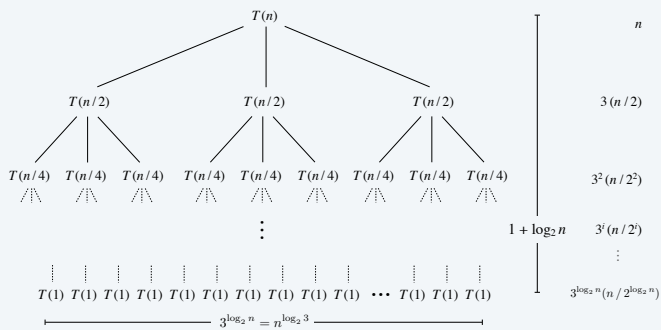
- Work done to divide and combine subproblems is not  $\Theta(n^c)$ .

$$T(n) = 2T(n/2) + \Theta(n \log n)$$

11

## Recurrence tree: cost dominated by cost of leaves

Ex 1. If  $T(n)$  satisfies  $T(n) = 3T(n/2) + n$ , with  $T(1) = 1$ , then  $T(n) = \Theta(n^{\log_2 3})$ .

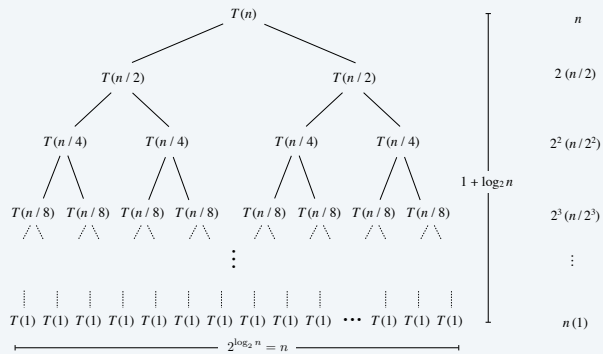


$$r = 3/2 > 1 \quad T(n) = (1 + r + r^2 + r^3 + \dots + r^{\log_2 n})n = \frac{r^{1+\log_2 n} - 1}{r - 1}n = 3n^{\log_2 3} - 2n$$

13

## Recurrence tree: cost evenly distributed among levels

Ex 2. If  $T(n)$  satisfies  $T(n) = 2T(n/2) + n$ , with  $T(1) = 1$ , then  $T(n) = \Theta(n \log n)$ .

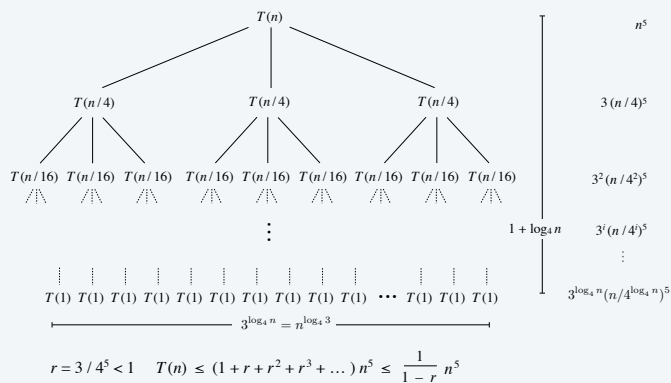


$$r = 1 \quad T(n) = (1 + r + r^2 + r^3 + \dots + r^{\log_2 n})n = n(\log_2 n + 1)$$

15

## Recurrence tree: cost dominated by cost of root

**Ex 3.** If  $T(n)$  satisfies  $T(n) = 3T(n/4) + n^5$ , with  $T(1) = 1$ , then  $T(n) = \Theta(n^5)$ .



## CSCI 355: ALGORITHM DESIGN AND ANALYSIS 6. DIVIDE AND CONQUER II

- ▶ master theorem
- ▶ integer multiplication
- ▶ matrix multiplication

## Integer addition and subtraction

**Addition.** Given two  $n$ -bit integers  $a$  and  $b$ , compute  $a + b$ .

**Subtraction.** Given two  $n$ -bit integers  $a$  and  $b$ , compute  $a - b$ .

**Grade school algorithm.**  $\Theta(n)$  bit operations. ← "bit complexity" (instead of word RAM)

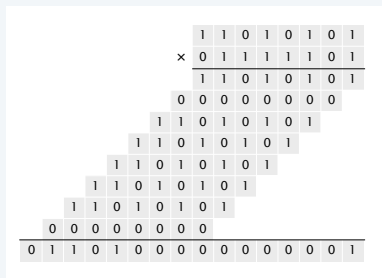
|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
|   | 1 | 1 | 1 | 1 | 1 | 0 | 1 |
|   | 1 | 1 | 0 | 1 | 0 | 1 | 0 |
| + | 0 | 1 | 1 | 1 | 1 | 0 | 1 |
|   | 1 | 0 | 1 | 0 | 1 | 0 | 1 |

**Remark.** Grade school addition and subtraction algorithms are optimal.

## Integer multiplication

**Multiplication.** Given two  $n$ -bit integers  $a$  and  $b$ , compute  $a \times b$ .

**Grade school algorithm (long multiplication).**  $\Theta(n^2)$  bit operations.



Kolmogorov



Karatsuba

**Conjecture.** [Kolmogorov 1956] Grade-school algorithm is optimal.

**Theorem.** [Karatsuba 1960] Conjecture is false.

20

## Integer multiplication: divide-and-conquer

To multiply two  $n$ -bit integers  $x$  and  $y$ :

- Divide  $x$  and  $y$  into low- and high-order bits.
- Multiply *four*  $\frac{1}{2}n$ -bit integers, recursively.
- Add and shift to obtain result.

$$m = \lceil n / 2 \rceil$$

$$a = \lfloor x / 2^m \rfloor \quad b = x \bmod 2^m$$

$$c = \lfloor y / 2^m \rfloor \quad d = y \bmod 2^m$$

← use bit shifting  
to compute 4 terms

$$x y = (2^m a + b)(2^m c + d) = 2^{2m} ac + 2^m (bc + ad) + bd$$

1 2 3 4

Ex.  $x = \underbrace{1000}_a \underbrace{1101}_b \quad y = \underbrace{1110}_c \underbrace{0001}_d$

21

## Integer multiplication: divide-and-conquer

**MULTIPLY**( $x, y, n$ )

**IF** ( $n = 1$ )

**RETURN**  $xy$ .

**ELSE**

$m \leftarrow \lceil n / 2 \rceil$ .

$a \leftarrow \lfloor x / 2^m \rfloor$ ;  $b \leftarrow x \bmod 2^m$ .

$c \leftarrow \lfloor y / 2^m \rfloor$ ;  $d \leftarrow y \bmod 2^m$ .

$e \leftarrow \text{MULTIPLY}(a, c, m)$ .

$f \leftarrow \text{MULTIPLY}(b, d, m)$ .

$g \leftarrow \text{MULTIPLY}(b, c, m)$ .

$h \leftarrow \text{MULTIPLY}(a, d, m)$ .

**RETURN**  $2^{2m} e + 2^m (g + h) + f$ .

←  $\Theta(n)$

←  $4T(n/2)$

←  $\Theta(n)$

22

## Karatsuba's trick

To multiply two  $n$ -bit integers  $x$  and  $y$ :

- Divide  $x$  and  $y$  into low- and high-order bits.
- To compute the middle term  $bc + ad$ , use the identity:

$$bc + ad = ac + bd - (a - b)(c - d)$$

- Multiply only *three*  $\frac{1}{2}n$ -bit integers, recursively.

$$\begin{aligned}
 m &= \lceil n / 2 \rceil \\
 a &= \lfloor x / 2^m \rfloor \quad b = x \bmod 2^m \\
 c &= \lfloor y / 2^m \rfloor \quad d = y \bmod 2^m \\
 xy &= (2^m a + b)(2^m c + d) = 2^{2m} ac + 2^m (bc + ad) + bd \\
 &= 2^{2m} ac + 2^m (ac + bd - (a - b)(c - d)) + bd
 \end{aligned}$$

24

## Integer multiplication: Karatsuba's algorithm

KARATSUBA-MULTIPLY( $x, y, n$ )

IF ( $n = 1$ )

    RETURN  $x y$ .

ELSE

$m \leftarrow \lceil n / 2 \rceil$ .

$a \leftarrow \lfloor x / 2^m \rfloor$ ;  $b \leftarrow x \bmod 2^m$ .

$c \leftarrow \lfloor y / 2^m \rfloor$ ;  $d \leftarrow y \bmod 2^m$ .

$e \leftarrow \text{KARATSUBA-MULTIPLY}(a, c, m)$ .

$f \leftarrow \text{KARATSUBA-MULTIPLY}(b, d, m)$ .

$g \leftarrow \text{KARATSUBA-MULTIPLY}(|a - b|, |c - d|, m)$ .

    Flip sign of  $g$  if needed.

    RETURN  $2^{2m} e + 2^m (e + f - g) + f$ .

$\Theta(n)$

$3 T(\lceil n / 2 \rceil)$

$\Theta(n)$

25

## Karatsuba's algorithm: analysis

**Proposition.** Karatsuba's algorithm requires  $O(n^{1.585})$  bit operations to multiply two  $n$ -bit integers.

**Pf.** Apply Case 1 of the master theorem to the recurrence:

$$\begin{aligned}
 T(n) &= \begin{cases} \Theta(1) & \text{if } n = 1 \\ 3T(\lceil n/2 \rceil) + \Theta(n) & \text{if } n > 1 \end{cases} \\
 \implies T(n) &\in \Theta(n^{\log_2 3}) \in O(n^{1.585})
 \end{aligned}$$

**In practice.**

- Use base 32 or 64 (instead of base 2).
- Faster than grade-school algorithm for about 320–640 bits.

26

## Integer arithmetic reductions

| arithmetic problem     | formula                            | bit complexity |
|------------------------|------------------------------------|----------------|
| integer multiplication | $a \times b$                       | $M(n)$         |
| integer squaring       | $a^2$                              | $\Theta(M(n))$ |
| integer division       | $\lfloor a / b \rfloor, a \bmod b$ | $\Theta(M(n))$ |
| integer square root    | $\lfloor \sqrt{a} \rfloor$         | $\Theta(M(n))$ |

$$ab = \frac{(a+b)^2 - a^2 - b^2}{2}$$

integer arithmetic problems with the same bit complexity  $M(n)$  as integer multiplication

27

## Integer multiplication in loglinear time

**Integer multiplication.** Given two  $n$ -bit integers  $a = a_{n-1} \dots a_1 a_0$  and  $b = b_{n-1} \dots b_1 b_0$ , compute their product  $a \cdot b$ .

**Convolution algorithm.**

- Form two polynomials.  $A(x) = a_0 + a_1x + a_2x^2 + \dots + a_{n-1}x^{n-1}$
- Note:  $a = A(2), b = B(2)$ .  $B(x) = b_0 + b_1x + b_2x^2 + \dots + b_{n-1}x^{n-1}$
- Compute  $C(x) = A(x) \cdot B(x)$ .
- Evaluate  $C(2) = a \cdot b$ .
- Running time:  $O(n \log n)$  floating-point operations.

**Analysis.** [Schönhage–Strassen 1971]

- $O(n \log^2 n)$  bit operations.  $\leftarrow$  FFT over complex numbers; need  $O(\log n)$  bits of precision
- $O(n \log n \cdot \log \log n)$  bit operations.  $\leftarrow$  FFT over ring of integers (modulo a Fermat number)

28

## History of integer multiplication

| year      | algorithm             | bit operations                  |
|-----------|-----------------------|---------------------------------|
| antiquity | grade school          | $O(n^2)$                        |
| 1962      | Karatsuba–Ofman       | $O(n^{1.585})$                  |
| 1963      | Toom–3, Toom–4        | $O(n^{1.465}), O(n^{1.404})$    |
| 1966      | Toom–Cook             | $O(n^{1+\epsilon})$             |
| 1971      | Schönhage–Strassen    | $O(n \log n \cdot \log \log n)$ |
| 2007      | Fürer                 | $n \log n 2^{O(\log^3 n)}$      |
| 2021      | Harvey–van der Hoeven | $O(n \log n)$                   |
|           | ???                   | $O(n)$                          |

number of bit operations to multiply two  $n$ -bit integers

**Remark.** GNU Multiple Precision Library uses one of the first five algorithms depending on  $n$ .

used in Maple, Mathematica, gcc, cryptography, ...

**GMP**  
«Arithmetic without limitations»

29

## CSCI 355: ALGORITHM DESIGN AND ANALYSIS

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#### Dot product

**Dot product.** Given two length- $n$  vectors  $a$  and  $b$ , compute  $c = a \cdot b$ .

**Grade school algorithm.**  $\Theta(n)$  arithmetic operations.

$$a \cdot b = \sum_{i=1}^n a_i b_i$$

$$a = [.70 \quad .20 \quad .10]$$

$$b = [.30 \quad .40 \quad .30]$$

$$a \cdot b = (.70 \times .30) + (.20 \times .40) + (.10 \times .30) = .32$$

**Remark.** Grade school dot product algorithm is asymptotically optimal.

31

#### Matrix multiplication

**Matrix multiplication.** Given two  $n$ -by- $n$  matrices  $A$  and  $B$ , compute  $C = AB$ .

**Grade school algorithm.**  $\Theta(n^3)$  arithmetic operations.

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}$$

$$\begin{bmatrix} c_{11} & c_{12} & \cdots & c_{1n} \\ c_{21} & c_{22} & \cdots & c_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ c_{n1} & c_{n2} & \cdots & c_{nn} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \times \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \cdots & b_{nn} \end{bmatrix}$$

$$\begin{bmatrix} .59 & .32 & .41 \\ .31 & .36 & .25 \\ .45 & .31 & .42 \end{bmatrix} = \begin{bmatrix} .70 & .20 & .10 \\ .30 & .60 & .10 \\ .50 & .10 & .40 \end{bmatrix} \times \begin{bmatrix} .80 & .30 & .50 \\ .10 & .40 & .10 \\ .10 & .30 & .40 \end{bmatrix}$$

**Q.** Is grade school matrix multiplication asymptotically optimal?

32

## Block matrix multiplication

$$\begin{array}{c} \text{C}_{11} \\ \downarrow \\ \begin{bmatrix} 152 & 158 & 164 & 170 \\ 504 & 526 & 548 & 570 \\ 856 & 894 & 932 & 970 \\ 1208 & 1262 & 1316 & 1370 \end{bmatrix} \end{array} = \begin{array}{c} \text{A}_{11} \quad \text{A}_{12} \\ \downarrow \quad \downarrow \\ \begin{bmatrix} 0 & 1 & 2 & 3 \\ 4 & 5 & 6 & 7 \\ 8 & 9 & 10 & 11 \\ 12 & 13 & 14 & 15 \end{bmatrix} \end{array} \times \begin{array}{c} \text{B}_{11} \\ \downarrow \\ \begin{bmatrix} 16 & 17 & 18 & 19 \\ 20 & 21 & 22 & 23 \\ 24 & 25 & 26 & 27 \\ 28 & 29 & 30 & 31 \end{bmatrix} \end{array}$$

$\text{B}_{21}$

33

## Block matrix multiplication

To multiply two  $n$ -by- $n$  matrices  $A$  and  $B$ :

- Divide: partition  $A$  and  $B$  into  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  blocks.
- Conquer: multiply 8 pairs of  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  matrices, recursively.
- Combine: add appropriate products using 4 matrix additions.

$$\begin{array}{c} n\text{-by-}n \text{ matrices} \\ \swarrow \quad \searrow \\ C = A \times B \\ \swarrow \quad \searrow \\ \begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix} \\ \swarrow \quad \searrow \\ \frac{1}{2}n\text{-by-}\frac{1}{2}n \text{ matrices} \end{array}$$

$$\begin{array}{c} 8 \text{ matrix multiplications} \\ \text{(of } \frac{1}{2}n\text{-by-}\frac{1}{2}n \text{ matrices)} \\ \downarrow \quad \downarrow \\ \begin{aligned} C_{11} &= (A_{11} \times B_{11}) + (A_{12} \times B_{21}) \\ C_{12} &= (A_{11} \times B_{12}) + (A_{12} \times B_{22}) \\ C_{21} &= (A_{21} \times B_{11}) + (A_{22} \times B_{21}) \\ C_{22} &= (A_{21} \times B_{12}) + (A_{22} \times B_{22}) \end{aligned} \\ \uparrow \\ 4 \text{ matrix additions} \\ \text{(of } \frac{1}{2}n\text{-by-}\frac{1}{2}n \text{ matrices)} \end{array}$$

Running time. Apply Case 1 of the master theorem.

$$T(n) = \underbrace{8T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, form submatrices}} \Rightarrow T(n) = \Theta(n^3)$$

34

## Strassen's trick

**Key idea.** We can multiply two 2-by-2 matrices via 7 scalar multiplications (plus 11 additions and 7 subtractions).

$$\begin{array}{c} \text{scalars} \\ \swarrow \quad \searrow \\ \begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix} \end{array}$$

$$\begin{aligned} C_{11} &= P_5 + P_4 - P_2 + P_6 \\ C_{12} &= P_1 + P_2 \\ C_{21} &= P_3 + P_4 \\ C_{22} &= P_1 + P_5 - P_3 - P_7 \end{aligned}$$

$$\begin{aligned} P_1 &\leftarrow A_{11} \times (B_{12} - B_{22}) \\ P_2 &\leftarrow (A_{11} + A_{12}) \times B_{22} \\ P_3 &\leftarrow (A_{21} + A_{22}) \times B_{11} \\ P_4 &\leftarrow A_{22} \times (B_{21} - B_{11}) \\ P_5 &\leftarrow (A_{11} + A_{22}) \times (B_{11} + B_{22}) \\ P_6 &\leftarrow (A_{12} - A_{22}) \times (B_{21} + B_{22}) \\ P_7 &\leftarrow (A_{11} - A_{21}) \times (B_{11} + B_{12}) \end{aligned}$$

**Pf.**  $C_{12} = P_1 + P_2$

$$\begin{aligned} &= A_{11} \times (B_{12} - B_{22}) + (A_{11} + A_{12}) \times B_{22} \\ &= A_{11} \times B_{12} + A_{12} \times B_{22}. \quad \checkmark \end{aligned}$$

7 scalar multiplications

35

## Strassen's trick

**Key idea.** We can multiply two  $n$ -by- $n$  matrices via 7 scalar multiplications (plus 11 additions and 7 subtractions).

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

$$\begin{aligned} C_{11} &= P_5 + P_4 - P_2 + P_6 \\ C_{12} &= P_1 + P_2 \\ C_{21} &= P_3 + P_4 \\ C_{22} &= P_1 + P_5 - P_3 - P_7 \end{aligned}$$

$$\begin{aligned} P_1 &\leftarrow A_{11} \times (B_{12} - B_{22}) \\ P_2 &\leftarrow (A_{11} + A_{12}) \times B_{22} \\ P_3 &\leftarrow (A_{21} + A_{22}) \times B_{11} \\ P_4 &\leftarrow A_{22} \times (B_{21} - B_{11}) \\ P_5 &\leftarrow (A_{11} + A_{22}) \times (B_{11} + B_{22}) \\ P_6 &\leftarrow (A_{12} - A_{22}) \times (B_{21} + B_{22}) \\ P_7 &\leftarrow (A_{11} - A_{21}) \times (B_{11} + B_{12}) \end{aligned}$$

**Pf.**  $C_{12} = P_1 + P_2$   
 $= A_{11} \times (B_{12} - B_{22}) + (A_{11} + A_{12}) \times B_{22}$   
 $= A_{11} \times B_{12} + A_{12} \times B_{22}. \quad \checkmark$

7 matrix multiplications  
(of  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  matrices)

36

## Block matrix multiplication: Strassen's algorithm

**STRASSEN**( $n, A, B$ )

← assume  $n$  is a power of 2

IF ( $n = 1$ ) RETURN  $A \times B$ .

Partition  $A$  and  $B$  into  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  blocks.

$P_1 \leftarrow \text{STRASSEN}(n/2, A_{11}, (B_{12} - B_{22}))$

$P_2 \leftarrow \text{STRASSEN}(n/2, (A_{11} + A_{12}), B_{22})$

$P_3 \leftarrow \text{STRASSEN}(n/2, (A_{21} + A_{22}), B_{11})$

$P_4 \leftarrow \text{STRASSEN}(n/2, A_{22}, (B_{21} - B_{11}))$

$P_5 \leftarrow \text{STRASSEN}(n/2, (A_{11} + A_{22}), (B_{11} + B_{22}))$

$P_6 \leftarrow \text{STRASSEN}(n/2, (A_{12} - A_{22}), (B_{21} + B_{22}))$

$P_7 \leftarrow \text{STRASSEN}(n/2, (A_{11} - A_{21}), (B_{11} + B_{12}))$

$C_{11} = P_5 + P_4 - P_2 + P_6$

$C_{12} = P_1 + P_2$

$C_{21} = P_3 + P_4$

$C_{22} = P_1 + P_5 - P_3 - P_7$

RETURN  $C$ .

←  $7T(n/2) + \Theta(n^2)$

←  $\Theta(n^2)$

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

37

## Strassen's algorithm: analysis

**Theorem.** Strassen's algorithm requires  $O(n^{2.81})$  arithmetic operations to multiply two  $n$ -by- $n$  matrices.

### Gaussian Elimination is not Optimal

VOLKER STRASSEN\*

Received December 12, 1968

1. Below we will give an algorithm which computes the coefficients of the product of two square matrices  $A$  and  $B$  of order  $n$  from the coefficients of  $A$  and  $B$  with less than  $4.7 \cdot n^{\log_2 7}$  arithmetical operations (all logarithms in this paper are for base 2, thus  $\log 7 \approx 2.8$ ; the usual method requires approximately  $2n^3$  arithmetical operations). The algorithm induces algorithms for inverting a matrix of order  $n$ , solving a system of  $n$  linear equations in  $n$  unknowns, computing a determinant of order  $n$  etc. all requiring less than const  $n^{\log_2 7}$  arithmetical operations.



Strassen

38

## Strassen's algorithm: analysis

**Theorem.** Strassen's algorithm requires  $O(n^{2.81})$  arithmetic operations to multiply two  $n$ -by- $n$  matrices.

**Pf.**

- When  $n$  is a power of 2, apply Case 1 of the master theorem:

$$T(n) = \underbrace{7T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, subtract}} \Rightarrow T(n) = \Theta(n^{\log_2 7}) = O(n^{2.81})$$

- When  $n$  is not a power of 2, pad matrices with zeroes to be  $n'$ -by- $n'$ , where  $n \leq n' < 2n$  and  $n'$  is a power of 2.

$$\begin{bmatrix} 1 & 2 & 3 & 0 \\ 4 & 5 & 6 & 0 \\ 7 & 8 & 9 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 10 & 11 & 12 & 0 \\ 13 & 14 & 15 & 0 \\ 16 & 17 & 18 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 84 & 90 & 96 & 0 \\ 201 & 216 & 231 & 0 \\ 318 & 342 & 366 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

39

## Strassen's algorithm: practice

### Implementation issues.

- Sparsity.
- Caching.
- $n$  may not be a power of 2.
- Numerical stability.
- Non-square matrices.
- Storage for intermediate submatrices.
- Crossover to the classical algorithm when  $n$  is "small."
- Parallelism for multi-core and many-core architectures.

**Common misperception.** "Strassen's algorithm is only a theoretical curiosity."

- Research has reported an 8x speedup when  $n \approx 2,048$ .
- Range of instances where it's useful is a subject of controversy.

### Strassen's Algorithm Reloaded

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40

## Numeric linear algebra reductions

| linear algebra problem     | expression          | arithmetic complexity |
|----------------------------|---------------------|-----------------------|
| matrix multiplication      | $A \times B$        | $MM(n)$               |
| matrix squaring            | $A^2$               | $\Theta(MM(n))$       |
| matrix inversion           | $A^{-1}$            | $\Theta(MM(n))$       |
| determinant                | $ A $               | $\Theta(MM(n))$       |
| rank                       | $rank(A)$           | $\Theta(MM(n))$       |
| system of linear equations | $Ax = b$            | $\Theta(MM(n))$       |
| LU decomposition           | $A = LU$            | $\Theta(MM(n))$       |
| least squares              | $\min \ Ax - b\ _2$ | $\Theta(MM(n))$       |

numerical linear algebra problems with the same  
arithmetic complexity  $MM(n)$  as matrix multiplication

41

## Fast matrix multiplication

Q. Can we multiply two 2-by-2 matrices with 7 scalar multiplications?

A. Yes! [Strassen 1969]  $\Theta(n^{\log_2 7}) = O(n^{2.81})$

Q. Can we multiply two 2-by-2 matrices with 6 scalar multiplications?

A. Impossible! [Hopcroft-Kerr, Winograd 1971]  $\Theta(n^{\log_2 6}) = O(n^{2.59})$

Race to  $n^2$ . [Pan 1978, Bini et al. 1979, Schönhage 1981, ...]

- Two 70-by-70 matrices with 143,640 scalar multiplications.  $O(n^{2.7962})$
- Two 48-by-48 matrices with 47,217 scalar multiplications.  $O(n^{2.7801})$

42

## History of matrix multiplication

| year | algorithm            | arithmetic operations |
|------|----------------------|-----------------------|
| 1858 | grade school         | $O(n^3)$              |
| 1969 | Strassen             | $O(n^{2.81})$         |
| 1978 | Pan                  | $O(n^{2.796})$        |
| 1979 | Bini-Capovani-Romani | $O(n^{2.780})$        |
| 1981 | Schönhage            | $O(n^{2.522})$        |
| 1982 | Romani               | $O(n^{2.517})$        |
| 1982 | Coppersmith-Winograd | $O(n^{2.496})$        |
| 1986 | Strassen             | $O(n^{2.479})$        |
| 1989 | Coppersmith-Winograd | $O(n^{2.3755})$       |
| 2010 | Stothers             | $O(n^{2.3737})$       |
| 2011 | Williams             | $O(n^{2.3729})$       |
| 2014 | Le Gall              | $O(n^{2.3728639})$    |
| 2020 | Alman-Williams       | $O(n^{2.3728596})$    |
| 2022 | Duan-Wu-Zhou         | $O(n^{2.371866})$     |
| 2024 | Williams-Xu-Xu-Zhou  | $O(n^{2.371552})$     |
|      | ???                  | $O(n^{2+\epsilon})$   |

galactic algorithms

number of arithmetic operations to multiply two  $n$ -by- $n$  matrices

43