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# **RTMENT OF INFORMATION TECHNOLOGY**

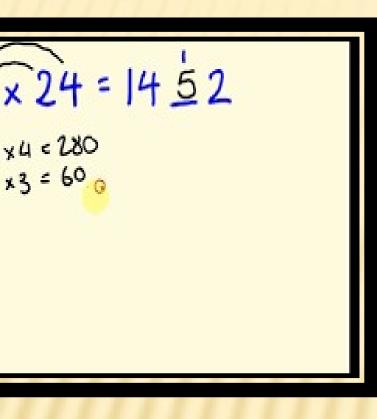
# **TB201 – Design and Analysis of Algorithms**

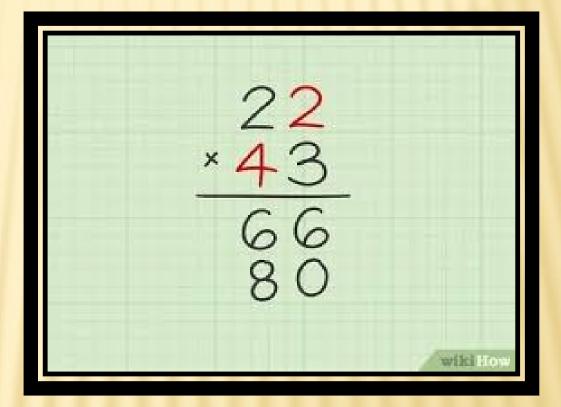
### II YEAR IV SEM

**INIT 2 – Brute Force and Divide and Conquer** 

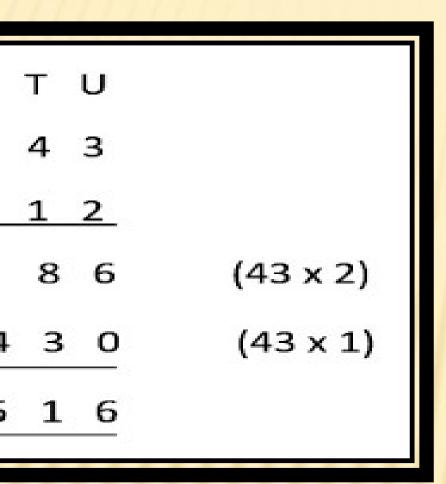
- Divide and Conquer-Multiplication of large Integers

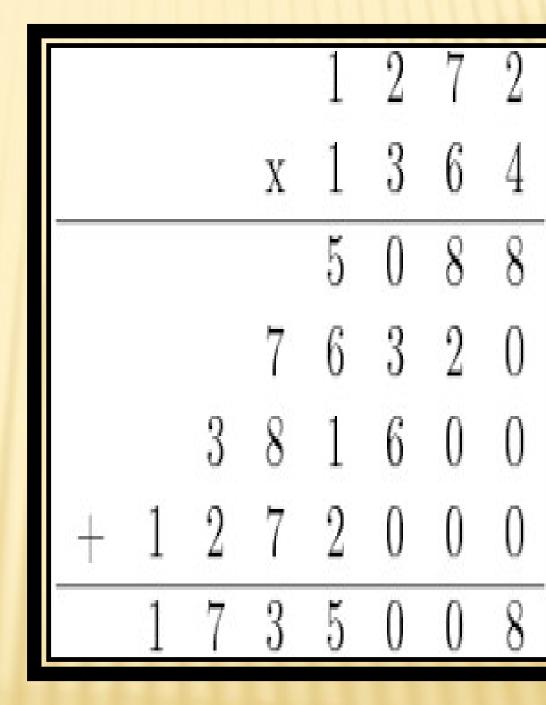
### integers integers





### inprying rour aight integers





er the problem of multiplying two *n*-digit intented by arrays of their digits such as  $a = a_1a_2$ .

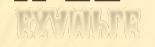
de-school algorithm:  $a_n b_1 b_2 \dots b_n$ 

 $d_{12} \dots d_{1n}$  $d_{22} \dots d_{2n}$ 

... ...

 $d_{n2} \dots d_{nn}$ 

- 2-digit integers *a* = 23 and *b* = 14 can be ed as follows:
- $^{1}$  + 3.10° and 14 = 1.10<sup>1</sup> + 4.10°.
- s multiply them:
- $(2.10^{1} + 3.10^{0}) * (1.10^{1} + 4.10^{0})$
- $0^{2} + (2 * 4 + 3 * 1)10^{1} + (3 * 4)10^{0}$



ula uses four digit multiplications (i.e.,*n*<sup>2</sup>). Frm can be computed by 1 = (2 + 3) \* (1 + 4) - 2 \* 1 - 3 \* 4. Any multiplications? 1 or 3 WAALDANS

-digit integers  $a = a_1 a_0$  and  $b = b_1 b_0$ , the can be computed by  $c_2 10^2 + c_1 10^1 + c_0$ ,

is the product of their first digits,



 $b_0$  is the product of their second digits, +  $a_0$ ) \* ( $b_1$  +  $b_0$ ) - ( $c_2$  +  $c_0$ ) is the product the *a*'s digits and the sum of the *b*'s digit of  $c_2$  and  $c_0$ .

eral, for two *n*-digit integers *a* and *b* where *n* we even number. We denote the first half of the by  $a_1$  and the second half by  $a_0$ ; for *b*, the notation and  $b_0$ , respectively. In these notations, *a* = s that  $a = a_1 10^{n/2} + a_0$ , and  $b = b_1 b_0$  implies that  $a^2 + b_0$ .

ole: *a* = 21 35, *b* = 40 14

# THE SUMPLIES AND A MILLER AND A M

 $= (a_1 10^{n/2} + a_0) * (b_1 10^{n/2} + b_0)$   $= (a_1 10^{n/2} + (a_1 * b_0 + a_0 * b_1) 10^{n/2} + (a_0 * b_0)$  $= c_1 10^{n/2} + c_0, \text{ where}$ 

 $b_1$  is the product of their first halves,

### c and conquer monthmin

\*  $b_0$  is the product of their second halves,  $a_1 + a_0$  \*  $(b_1 + b_0) - (c_2 + c_0)$  is the product of the sum halves and the sum of the b's halves minus the succonditions of the sum of the b's halves minus the succonditions of the succes o

instead of using 4 multiplications to e a \* b, we just need to compute 3 lications (i.e.,  $a_1 * b_1$ ,  $(a_0 * b_0)$ , and  $(a_1 + a_0)$  $b_0$ ).

### e and conquer mgortenni

pply the same method for computing the produce we have recursive algorithm for computing prod egers. The recursion is stopped when *n* becomes c

ply the same method for computing the product ve have recursive algorithm for computing produ ers. The recursion is stopped when *n* becomes on

### e and conquer monthm

- tiplication of n-digit numbers requires three mult git numbers, the recurrence for the nut tions M(n) will be
- (n/2) for n > l, M(l) = l.

### e and conquer mgor tenni

g it by backward substitutions for n

-

 $= 3M(2^{k-1}) = 3[3M(2^{k-2})] = 3^2M(2^{k-2})$   $3^iM(2^{k-i}) = \dots = 3^kM(2^{k-k}) = 3^k.$   $K = \log_2 n,$  $M(n) = 3^{\log_2 n} = n^{\log_2 3} \approx n^{1.585} < n^2.$ 

# e running time of multiplication of large integers nquer?

## er multiplication cant solved by using brute force.

