

Applied Symbolic Computation

(CS 300)

Karatsuba's Algorithm for Integer Multiplication

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Introduction

- **Objective: To derive a family of asymptotically fast integer multiplication algorithms using polynomial interpolation**
 - Karatsuba's Algorithm
 - Polynomial algebra
 - Interpolation
 - Vandermonde Matrices
 - Toom-Cook algorithm
 - Polynomial multiplication using interpolation
 - Faster algorithms for integer multiplication

References: Lipson, Cormen et al.

Karatsuba's Algorithm

- Using the classical pen and paper algorithm two n digit integers can be multiplied in $O(n^2)$ operations. Karatsuba came up with a faster algorithm.
- Let A and B be two integers with
 - $A = A_1 10^k + A_0, A_0 < 10^k$
 - $B = B_1 10^k + B_0, B_0 < 10^k$
 - $C = A * B = (A_1 10^k + A_0)(B_1 10^k + B_0)$
 $= A_1 B_1 10^{2k} + (A_1 B_0 + A_0 B_1) 10^k + A_0 B_0$

Instead this can be computed with 3 multiplications

- $T_0 = A_0 B_0$
- $T_1 = (A_1 + A_0)(B_1 + B_0)$
- $T_2 = A_1 B_1$
- $C = T_2 10^{2k} + (T_1 - T_0 - T_2) 10^k + T_0$

Complexity of Karatsuba's Algorithm

- Let $T(n)$ be the time to compute the product of two n -digit numbers using Karatsuba's algorithm. Assume $n = 2^k$.
 $T(n) = \Theta(n^{\lg(3)}), \lg(3) \approx 1.58$

- $T(n) \leq 3T(n/2) + cn$
 $\leq 3(3T(n/4) + c(n/2)) + cn = 3^2T(n/2^2) + cn(3/2 + 1)$
 $\leq 3^2(3T(n/2^3) + c(n/4)) + cn(3/2 + 1)$
 $= 3^3T(n/2^3) + cn(3^2/2^2 + 3/2 + 1)$
...
 $\leq 3^i T(n/2^i) + cn(3^{i-1}/2^{i-1} + \dots + 3/2 + 1)$
...
 $\leq cn[((3/2)^k - 1)/(3/2 - 1)] \quad \text{--- Assuming } T(1) \leq c$
 $\leq 2c(3^k - 2^k) \leq 2c3^{\lg(n)} = 2cn^{\lg(3)}$

Divide & Conquer Recurrence

Assume $T(n) = aT(n/b) + \Theta(n)$

- $T(n) = \Theta(n)$ $[a < b]$
- $T(n) = \Theta(n \log(n))$ $[a = b]$
- $T(n) = \Theta(n^{\log_b(a)})$ $[a > b]$

Polynomial Algebra

- Let $F[x]$ denote the set of polynomials in the variable x whose coefficients are in the field F .
- $F[x]$ becomes an algebra where $+$, $*$ are defined by polynomial addition and multiplication.

$$A(x) = \sum_{i=0}^m a_i x^i, B(x) = \sum_{j=0}^n b_j x^j$$

$$C(x) = A(x)B(x) = \sum_{k=0}^{m+n} c_k x^k,$$

$$c_k = \sum_{k=i+j} a_i b_j = \sum_{i=\max(0, k-n)}^{\min(k, m)} a_i b_{k-i}$$

Interpolation

- A polynomial of degree n is uniquely determined by its value at $(n+1)$ distinct points.

Theorem: Let $A(x)$ and $B(x)$ be polynomials of degree m . If $A(\alpha_i) = B(\alpha_i)$ for $i = 0, \dots, m$, then $A(x) = B(x)$.

Proof.

Recall that a polynomial of degree m has m roots.

$A(x) = Q(x)(x - \alpha) + A(\alpha)$, if $A(\alpha) = 0$, $A(x) = Q(x)(x - \alpha)$, and $\deg(Q) = m-1$

Consider the polynomial $C(x) = A(x) - B(x)$. Since $C(\alpha_i) = A(\alpha_i) - B(\alpha_i) = 0$, for $m+1$ points, $C(x) = 0$, and $A(x)$ must equal $B(x)$.

Lagrange Interpolation Formula

- Find a polynomial of degree m given its value at $(m+1)$ distinct points. Assume $A(\alpha_i) = y_i$

$$A(x) = \sum_{i=0}^m \left(\prod_{j \neq i} \frac{(x - \alpha_j)}{(\alpha_i - \alpha_j)} \right) y_i$$

- Observe that

$$A(\alpha_k) = \sum_{i=0}^m \left(\prod_{j \neq i} \frac{(\alpha_k - \alpha_j)}{(\alpha_i - \alpha_j)} \right) y_i = y_k$$

Matrix Version of Polynomial Evaluation

- Let $A(x) = a_3x^3 + a_2x^2 + a_1x + a_0$
- Evaluation at the points $\alpha, \beta, \gamma, \delta$ is obtained from the following matrix-vector product

$$\begin{bmatrix} A(\alpha) \\ A(\beta) \\ A(\gamma) \\ A(\delta) \end{bmatrix} = \begin{bmatrix} 1 & \alpha^1 & \alpha^2 & \alpha^3 \\ 1 & \beta^1 & \beta^2 & \beta^3 \\ 1 & \gamma^1 & \gamma^2 & \gamma^3 \\ 1 & \delta^1 & \delta^2 & \delta^3 \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix}$$

Matrix Interpretation of Interpolation

- Let $A(x) = a_n x^n + \dots + a_1 x + a_0$ be a polynomial of degree n . The problem of determining the $(n+1)$ coefficients a_n, \dots, a_1, a_0 from the $(n+1)$ values $A(\alpha_0), \dots, A(\alpha_n)$ is equivalent to solving the linear system

$$\begin{bmatrix} A(\alpha_0) \\ A(\alpha_1) \\ \dots \\ A(\alpha_n) \end{bmatrix} = \begin{bmatrix} 1 & \alpha_0^1 & \dots & \alpha_0^n \\ 1 & \alpha_1^1 & \dots & \alpha_1^n \\ \dots & \dots & \dots & \dots \\ 1 & \alpha_n^1 & \dots & \alpha_n^n \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ \dots \\ a_n \end{bmatrix}$$

Vandermonde Matrix

$$V(\alpha_0, \dots, \alpha_n) = \begin{bmatrix} 1 & \alpha_0^1 & \dots & \alpha_0^n \\ 1 & \alpha_1^1 & \dots & \alpha_1^n \\ \dots & \dots & \dots & \dots \\ 1 & \alpha_n^1 & \dots & \alpha_n^n \end{bmatrix}$$

$$\det(V) = \prod_{i < j} (\alpha_j - \alpha_i)$$

$V(\alpha_0, \dots, \alpha_n)$ is non-singular when $\alpha_0, \dots, \alpha_n$ are distinct.

Polynomial Multiplication using Interpolation

- Compute $C(x) = A(x)B(x)$, where $\text{degree}(A(x)) = m$, and $\text{degree}(B(x)) = n$. $\text{Degree}(C(x)) = m+n$, and $C(x)$ is uniquely determined by its value at $m+n+1$ distinct points.
- [Evaluation] Compute $A(\alpha_i)$ and $B(\alpha_i)$ for distinct α_i , $i=0, \dots, m+n$.
- [Pointwise Product] Compute $C(\alpha_i) = A(\alpha_i) * B(\alpha_i)$ for $i=0, \dots, m+n$.
- [Interpolation] Compute the coefficients of $C(x) = c_n x^{m+n} + \dots + c_1 x + c_0$ from the points $C(\alpha_i) = A(\alpha_i) * B(\alpha_i)$ for $i=0, \dots, m+n$.

Interpolation and Karatsuba's Algorithm

- Let $A(x) = A_1x + A_0$, $B(x) = B_1x + B_0$, $C(x) = A(x)B(x) = C_2x^2 + C_1x + C_0$
- Then $A(10^k) = A$, $B(10^k) = B$, and $C = C(10^k) = A(10^k)B(10^k) = AB$
- Use interpolation based algorithm:
 - Evaluate $A(\alpha)$, $A(\beta)$, $A(\gamma)$ and $B(\alpha)$, $B(\beta)$, $B(\gamma)$ for $\alpha = 0$, $\beta = 1$, and $\gamma = \infty$.
 - Compute $C(\alpha) = A(\alpha)B(\alpha)$, $C(\beta) = A(\beta)B(\beta)$, $C(\gamma) = A(\gamma)B(\gamma)$
 - Interpolate the coefficients C_2 , C_1 , and C_0
 - Compute $C = C_210^{2k} + C_110^k + C_0$

Matrix Equation for Karatsuba's Algorithm

- **Modified Vandermonde Matrix**

$$\begin{bmatrix} C(0) \\ C(1) \\ C(\infty) \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} C_0 \\ C_1 \\ C_2 \end{bmatrix}$$

- **Interpolation**

$$\begin{bmatrix} C_0 \\ C_1 \\ C_2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ -1 & 1 & -1 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} A_0 B_0 \\ (A_0 + A_1)(B_0 + B_1) \\ A_1 B_1 \end{bmatrix}$$

Integer Multiplication Splitting the Inputs into 3 Parts

- Instead of breaking up the inputs into 2 equal parts as is done for Karatsuba's algorithm, we can split the inputs into three equal parts.
- This algorithm is based on an interpolation based polynomial product of two quadratic polynomials.
- Let $A(x) = A_2x^2 + A_1x + A_0$, $B(x) = B_2x^2 + B_1x + B_0$, $C(x) = A(x)B(x) = C_4x^4 + C_3x^3 + C_2x^2 + C_1x + C_0$
- Thus there are 5 products. The divide and conquer part still takes time = $O(n)$. Therefore the total computing time $T(n) = 5T(n/3) + O(n) = \Theta(n^{\log_3(5)})$, $\log_3(5) \approx 1.46$

Asymptotically Fast Integer Multiplication

- We can obtain a sequence of asymptotically faster multiplication algorithms by splitting the inputs into more and more pieces.
- If we split A and B into k equal parts, then the corresponding multiplication algorithm is obtained from an interpolation based polynomial multiplication algorithm of two degree $(k-1)$ polynomials.
- Since the product polynomial is of degree $2(k-1)$, we need to evaluate at $2k-1$ points. Thus there are $(2k-1)$ products. The divide and conquer part still takes time $= O(n)$. Therefore the total computing time $T(n) = (2k-1)T(n/k) + O(n) = \Theta(n^{\log_k(2k-1)})$.

Asymptotically Fast Integer Multiplication

- Using the previous construction we can find an algorithm to multiply two n digit integers in time $\Theta(n^{1+\varepsilon})$ for any positive ε .
 - $\log_k(2k-1) = \log_k(k(2-1/k)) = 1 + \log_k(2-1/k)$
 - $\log_k(2-1/k) \leq \log_k(2) = \ln(2)/\ln(k) \rightarrow 0$.
- Can we do better?
- The answer is yes. There is a faster algorithm, with computing time $\Theta(n \log(n) \log \log(n))$, based on the fast Fourier transform (FFT). This algorithm is also based on interpolation and the polynomial version of the CRT.