


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)

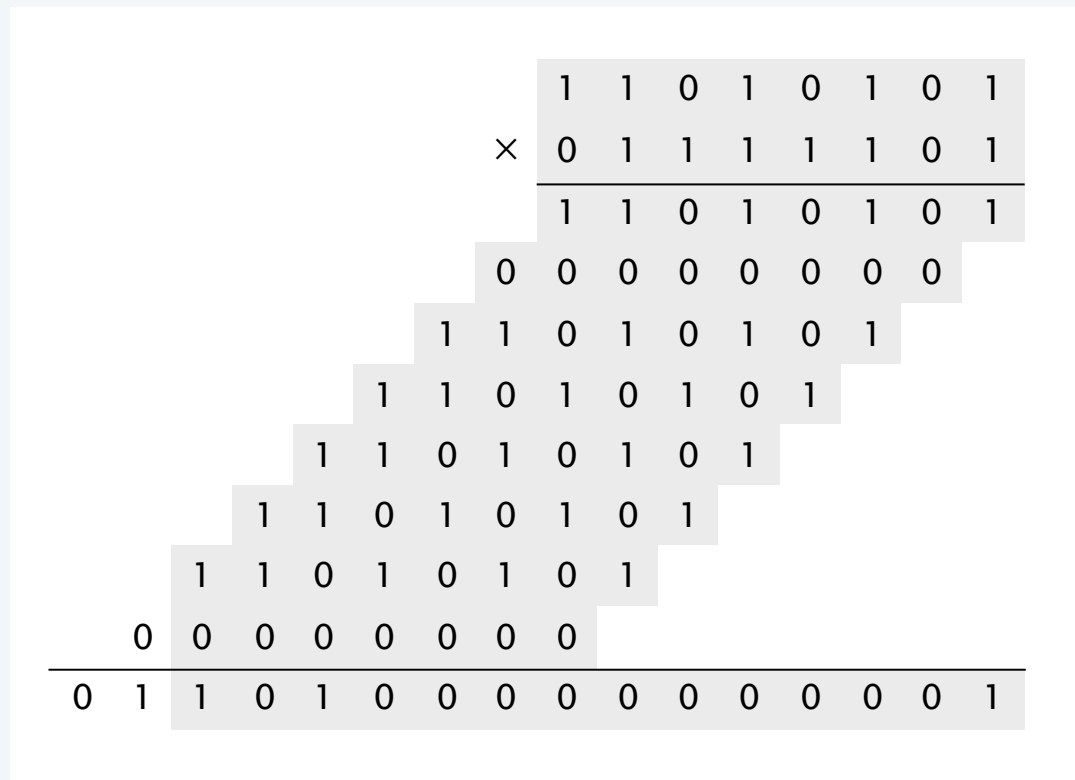
	1	1	1	1	1	1	0	1	
		1	1	0	1	0	1	0	1
+		0	1	1	1	1	1	0	1
	1	0	1	0	1	0	0	1	0

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.



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

Theorem. [Karatsuba 1960] Conjecture is false.

Divide-and-conquer multiplication

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.

$$\begin{array}{l}
 m = \lceil n / 2 \rceil \\
 a = \lfloor x / 2^m \rfloor \quad b = x \bmod 2^m \\
 c = \lfloor y / 2^m \rfloor \quad d = y \bmod 2^m
 \end{array}
 \quad \left| \quad \leftarrow \text{use bit shifting to compute 4 terms}$$

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

Ex. $x = \underbrace{10001}_a \underbrace{101}_b \quad y = \underbrace{111}_c \underbrace{00001}_d$

Divide-and-conquer multiplication

MULTIPLY(x, y, n)

IF ($n = 1$)

RETURN $x \cdot y$.

ELSE

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

$\left\lfloor \frac{x}{2^m} \right\rfloor, c \leftarrow \left\lfloor \frac{y}{2^m} \right\rfloor$ $b \leftarrow x \bmod 2^m$.
 $\left\lfloor \frac{y}{2^m} \right\rfloor, d \leftarrow y \bmod 2^m$. $\leftarrow \Theta(n)$

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

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

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

$h \leftarrow \text{MULTIPLY}(a, d, m)$. $\leftarrow 4 T(\lceil n/2 \rceil)$

RETURN $2^{2m} e + 2^m (g + h) + f$. $\leftarrow \Theta(n)$

What's the complexity?

Karatsuba trick

To multiply two n -bit integers x and y :

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

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

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

$$\begin{aligned}
 m &= \lceil n / 2 \rceil \\
 a &= \lfloor x / 2^m \rfloor & b &= x \bmod 2^m \\
 c &= \lfloor y / 2^m \rfloor & d &= y \bmod 2^m
 \end{aligned}$$

middle term
↓

$$\begin{array}{cccccc}
 x & = & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 1 \\
 & & & & & & \underbrace{\hspace{2em}} & & \underbrace{\hspace{2em}} & \\
 & & & & & & a & & b &
 \end{array}$$

$$\begin{array}{cccccc}
 y & = & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 1 \\
 & & & & & & \underbrace{\hspace{2em}} & & \underbrace{\hspace{2em}} & \\
 & & & & & & c & & d &
 \end{array}$$

$$\begin{aligned}
 xy &= (2^m a + b)(2^m c + d) = 2^{2m} ac + 2^m (bc + ad) + bd \\
 &= 2^{2m} ac + 2^m (ac + bd - (a - b)(c - d)) + bd
 \end{aligned}$$

①
①
③
②
③

Karatsuba multiplication

KARATSUBA-MULTIPLY(x, y, n)

IF ($n = 1$)

RETURN $x \cdot y$.

ELSE

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

$a \leftarrow \lfloor x / 2^m \rfloor$; $c \leftarrow x \bmod 2^m$. ← $\Theta(n)$

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

$f \leftarrow$ **KARATSUBA-MULTIPLY**(a, c, m).

$g \leftarrow$ **KARATSUBA-MULTIPLY**(b, d, m).

KARATSUBA-MULTIPLY($|a - b|, |c - d|, m$) ← $3 T(n/2)$

 Flip sign of g if needed.

RETURN $2^{2m} e + 2^m (e + f - g) + f$. ← $\Theta(n)$

Karatsuba 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:

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

Practice.

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