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Experiment No.	3

AIM:	To simulate Strassen's Matrix Multiplication algorithm for square matrices of size 2 x 2	
Program 1		
PROBLEM STATEMENT:	Given 2 matrices of order 2 x 2 each, find their product with an algorithm that has a complexity less than $\Theta(N^2)$. The algorithm to be used is Strassen's Matrix Multiplication algorithm.	
ALGORITHM:	Insertion and selection sort are the 2 most fundamental sorting algorithms. Selection sort is a non-scalable, non-practical algorithm whereas insertion sort is practical for small inputs. Insertion sort is a stable sorting algorithm whereas Selection sort is unstable.	
	Strassen's Matrix Multiplication Algorithm Invariant:	
	1. Divide the input matrices A and B and output matrix C into $n/2 \times n/2$ submatrices, as in equation (4.9). This step takes $\Theta(1)$ time by index calculation, just as in SQUARE-MATRIX-MULTIPLY-RECURSIVE.	
	2. Create 10 matrices S_1, S_2, \ldots, S_{10} , each of which is $n/2 \times n/2$ and is the sum or difference of two matrices created in step 1. We can create all 10 matrices in $\Theta(n^2)$ time.	
	3. Using the submatrices created in step 1 and the 10 matrices created in step 2, recursively compute seven matrix products P_1, P_2, \ldots, P_7 . Each matrix P_i is $n/2 \times n/2$.	
	4. Compute the desired submatrices C_{11} , C_{12} , C_{21} , C_{22} of the result matrix C by adding and subtracting various combinations of the P_i matrices. We can compute all four submatrices in $\Theta(n^2)$ time.	

Algorithm: Square-Matrix-Mu

```
Square-Matrix-Multiply-Strassen (A, B)
 1 \quad n = A.rows
 2 let C be a new n \times n matrix
    if n == 1
          c_{11} = a_{11} \cdot b_{11}
     else partition A, B, and C
          let S_1, S_2, \ldots, and S_{10} be 10 new n/2 \times n/2 matrices
          let P_1, P_2, \ldots, and P_7 be 7 new n/2 \times n/2 matrices
          // calculate the sum matrices
         S_1 = B_{12} - B_{22}
10
11
          S_2 = A_{11} + A_{12}
          S_3 = A_{21} + A_{22}
12
          S_4 = B_{21} - B_{11}
13
        S_5 = A_{11} + A_{22}
14
         S_6 = B_{11} + B_{22}
15
         S_7 = A_{12} - A_{22}
16
          S_8 = B_{21} + B_{22}
17
         S_9 = A_{11} - A_{21}
18
          S_{10} = B_{11} + B_{12}
19
20
          // calculate the product matrices
^{21}
          P1 = \text{Square-Matrix-Multiply-Strassen}(A_{11}, S_1)
22
          P2 = \text{Square-Matrix-Multiply-Strassen}(S_2, B_{22})
23
          P3 = \text{Square-Matrix-Multiply-Strassen}(S_3, B_{11})
24
          P4 = \text{Square-Matrix-Multiply-Strassen}(A_{22}, S_4)
25
          P5 = \text{Square-Matrix-Multiply-Strassen}(S_5, S_6)
26
          P6 = \text{Square-Matrix-Multiply-Strassen}(S_7, S_8)
27
28
          P7 = \text{Square-Matrix-Multiply-Strassen}(S_9, S_{10})
29
          // calculate the final product sub matrices
30
          C_{11} = P_4 + P_5 + P_6 - P_2
31
          C_{12} = P_1 + P_2
32
          C_{21} = P_3 + P_4
33
          C_{22} = P_1 + P_5 - P_3 - P_7
34
35 return C
```

Trace: mathemakally) 18 14 face: Bu= 6 Bu= 4 A12=3 A12=5. B12=8 B12=Z 56 = 6+2=8 (7 = 3-5=-2 S=1+3=4 53 = 7+5 = 12 (x = 4+2-6 Sa=1-7=-6 Sa=4-6=-2 Sio = 8+6=14 55= 1+5=6 Pr = 6x8=48 P, = 1x6=6. P6=-1x6=-12 D=7x4=8 Pa=-6x19=-84 P3 = 11 x 6 = 72

Code:

PR = 5x2 = 10

(12 = 6+8=14

(n = 72-10=62 (n = 54-72+84=66

(11 = -10+48 - 8+(-12) = 18

which is correct

18 14

62 66

```
int B[2][2]={
                {2,0},
                 {0,2} };
print_matrix(A);
                  printf(" X\n"); print_matrix(B);
//sum matrices from sub matrices
int S[11];
S[1]=B[0][1]-B[1][1]; S[6]=B[0][0]+B[1][1];
S[2]=A[0][0]-A[0][1]; S[7]=A[0][1]-A[1][1];
S[3]=A[1][0]-A[1][1]; S[8]=B[1][0]+B[1][1];
S[4]=B[1][0]-B[0][0]; S[9]=A[0][0]-A[1][0];
S[5]=A[0][0]-A[1][1]; S[10]=B[0][0]+B[1][1];
//product matrices from sum matrices
int P[8];
P[1]=A[0][0]*S[1];
                     P[5]=S[5]*S[6];
                     P[6]=S[7]*S[8];
P[2]=B[1][1]*S[2];
                     P[7]=S[9]*S[10];
P[3]=B[0][0]*S[3];
P[4]=A[1][1]*S[4];
//final matrices from product matrices
int ret[2][2];
ret[0][0]=P[5]+P[4]-P[2]+P[6];
ret[0][1]=P[1]+P[2];
ret[1][0]=P[3]+P[4];
ret[1][1]=P[1]+P[5]-P[3]-P[7];
//display
printf(" =\n");
print_matrix(ret);
```

Analysis:

analysis:

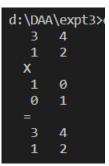
the returned relation is: $T(N) = \#T(N/2) + \theta(n^2)$ now, by master method, $n^{10}g_{b}a = \varepsilon = n^{10}g_{2} + 0 = n^{19}f$ $f(n) = n^2$ now, n^2 is polynomically sharer than $n^{19}f_{a}(n^{2-81})$ hence. $T(n) = \theta(n^{19}f_{a}) = \theta(n^{2-81})$ which is less than the naive method $\theta(n^3)$

RESULT:

Outputs

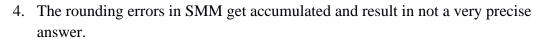






Conclusions:

- 1. There are 7 effective matrix multiplications compared to the 8 in naïve multiplication. This is because we converted the cost of the 8th multiplication from a recurrence cost to an asymptotic cost. Due to this, the coefficient on the recurrence relation was reduced, and the one in the asymptotic cost increased, but it will anyways get subsumed.
- 2. The algorithm is only slightly better than the naïve one, if we compare lg7 with 3, the difference is only 0.20.
- 3. The algorithm is not much effective for practical use due to various reasons like accumulating memory of the submatrices, higher constant factor, ineffectiveness on sparse matrices, etc.



- 5. Although useful for larger matrices, for sparse or small matrices, the naïve method performs better.
- 6. The code is too complex, requiring >50 lines even in languages like Python.