$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 \\ 4 & 4 & 4 & 4 \end{bmatrix} \times \begin{bmatrix} 5 & 6 & 7 & 8 \\ 5 & 6 & 7 & 8 \\ 5 & 6 & 7 & 8 \end{bmatrix} = \begin{bmatrix} 20 & 24 & 28 & 32 \\ 40 & 48 & 56 & 64 \\ 60 & 72 & 84 & 96 \\ 80 & 96 & 112 & 128 \end{bmatrix}$$

The next few slides show how divide & conquer works for 4x4 matrices (using the example above, so that you can easily check the arithmetic)

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 \\ 4 & 4 & 4 & 4 \end{bmatrix} \times \begin{bmatrix} 5 & 6 & 7 & 8 \\ 5 & 6 & 7 & 8 \\ 5 & 6 & 7 & 8 \end{bmatrix} = \begin{bmatrix} 20 & 24 & 28 & 32 \\ 40 & 48 & 56 & 64 \\ 60 & 72 & 84 & 96 \\ 80 & 96 & 112 & 128 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} \times \begin{bmatrix} 5 & 6 \\ 5 & 6 \end{bmatrix} + \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} \times \begin{bmatrix} 5 & 6 \\ 5 & 6 \end{bmatrix}$$

$$\begin{bmatrix} 10 & 12 \\ 20 & 24 \end{bmatrix}$$
  $\begin{bmatrix} 10 & 12 \\ 20 & 24 \end{bmatrix}$ 

$$\left[\begin{array}{cc} 10 & 12 \\ 20 & 24 \end{array}\right]$$

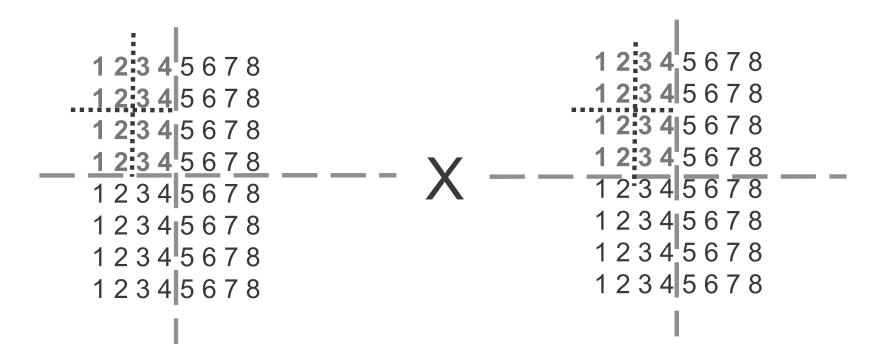
$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 \\ 4 & 4 & 4 & 4 \end{bmatrix} \times \begin{bmatrix} 5 & 6 & 7 & 8 \\ 5 & 6 & 7 & 8 \\ 5 & 6 & 7 & 8 \end{bmatrix} = \begin{bmatrix} 20 & 24 & 28 & 32 \\ 40 & 48 & 56 & 64 \\ 60 & 72 & 84 & 96 \\ 80 & 96 & 112 & 128 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} \times \begin{bmatrix} 5 & 6 \\ 5 & 6 \end{bmatrix} + \begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} \times \begin{bmatrix} 5 & 6 \\ 5 & 6 \end{bmatrix}$$

$$\begin{bmatrix} 10 & 12 \\ 20 & 24 \end{bmatrix} + \begin{bmatrix} 10 & 12 \\ 20 & 24 \end{bmatrix} = \begin{bmatrix} 10 + 10 & 12 + 12 \\ 20 + 20 & 24 + 24 \end{bmatrix}$$

$$-\begin{bmatrix} 1 & 1 & | 1 & 1 \\ 2 & 2 & | 2 & 2 \\ \hline 3 & 3 & | 3 & 3 \\ 4 & 4 & | 4 & 4 \end{bmatrix} \times \begin{bmatrix} 5 & 6 & | 7 & 8 \\ 5 & 6 & | 7 & 8 \\ \hline 5 & 6 & | 7 & 8 \end{bmatrix} = \begin{bmatrix} 20 & 24 & | 28 & 32 \\ 40 & 48 & | 56 & 64 \\ \hline 60 & 72 & 84 & 96 \\ 80 & 96 & 112 & 128 \end{bmatrix} - \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 2 & 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & | 2 & |$$

$$\begin{bmatrix} 3 & 3 \\ 4 & 4 \end{bmatrix} \times \begin{bmatrix} 7 & 8 \\ 7 & 8 \end{bmatrix} + \begin{bmatrix} 3 & 3 \\ 4 & 4 \end{bmatrix} \times \begin{bmatrix} 7 & 8 \\ 7 & 8 \end{bmatrix} = \begin{bmatrix} 42 + 42 & 48 + 48 \\ 56 + 56 & 64 + 64 \end{bmatrix}$$



Similarly, if the matrices were 8 x 8 the recursion would compute the four 4x4 products (and each 4x4 product would be done as in the previous slide, i.e. by recursive calls to its four 2x2 matrices). Etc for larger matrices.

Note: if the input matrices are not  $2^p x 2^p$  (ie not 2x2 or 4x4 or 8x8 or ...) add rows and columns filled with zeroes to make them so.