 Marwadi University	Marwari University Faculty of Technology Department of Information and Communication Technology	
Subject: Design and Analysis of Algorithms (01CT0512)	Aim: Implementing Application-based Algorithm using D&C Approach	
Experiment No: 05	Date:	Enrollment No: 92200133030

Aim: Implementing Application-based Algorithm using the D&C Approach

IDE: Visual Studio Code

Karatsuba Algorithm

Theory: -

The Karatsuba algorithm is based on **divide and conquer**. It decomposes the multiplication of two large numbers into smaller, simpler multiplications by splitting each number into parts. Here's a step-by-step breakdown of how it works:

Step 1: Splitting the Numbers

Given two n-digit numbers X and Y:

- Split X and Y into two halves:
 - X can be represented as $X_1 \times 10^m + X_0$
 - Y can be represented as $Y_1 \times 10^m + Y_0$

Here:

- X_1 and X_0 are the higher parts of X and Y.
- Y_1 and Y_0 are the lower parts of X and Y.
- m is chosen to be about half of n.

For example, if X=1234 and Y=5678, we could split them as:

- $X = 12 \times 10^2 + 34$
- $Y = 56 \times 10^2 + 78$

Step 2: Recursive Multiplication

The product $P = X \times Y$ can be expanded as :

$$P = (X_1 \times 10^m + X_0) \times (Y_1 \times 10^m + Y_0)$$

Expanding this, we get:

$$P = X_1 \times Y_1 \times 10^{2m} + (X_1 \times Y_0 + X_0 \times Y_1) \times 10^m + X_0 \times Y_0$$

The Karatsuba algorithm optimizes this by rewriting the middle term:

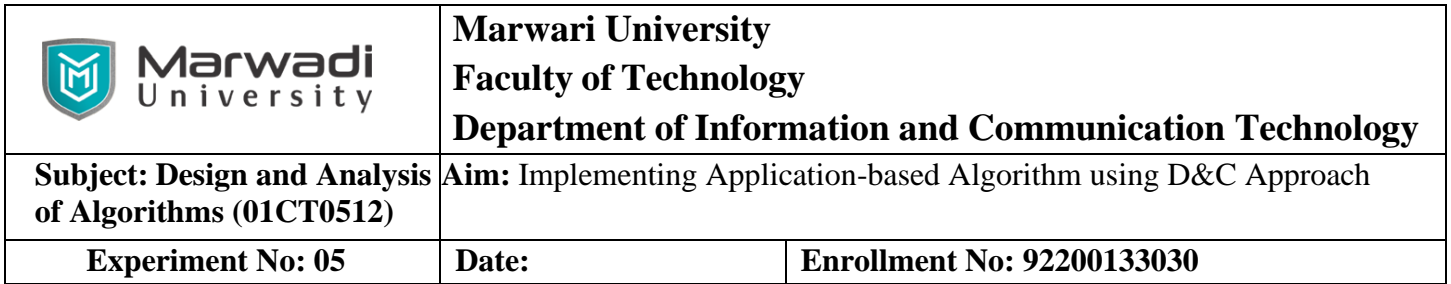
1. Compute $Z_0 = X_0 \times Y_0$
2. Compute $Z_2 = X_1 \times Y_1$
3. Compute $Z_1 = (X_1 + X_0) \times (Y_1 + Y_0) - Z_2 - Z_0$

Thus, we have:

$$P = Z_2 \times 10^{2m} + Z_1 \times 10^m + Z_0$$

Step 3: Recursive Calls and Time Complexity

Each multiplication now requires only three multiplications of half-size numbers instead of four, as in the standard multiplication. This division and recursive approach lead to a recurrence relation that results in a time complexity of $O(n^{\log_2 3}) \approx O(n^{1.585})$.



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This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Code :-

```
#include <bits/stdc++.h>
using namespace std;

int Get_Size(long long num) {
    return num == 0 ? 1 : static_cast<int>(log10(num)) + 1;
}

long long int Karatsuba(long long num1, long long num2) {
    if (num1 < 10 || num2 < 10) {
        return num1 * num2;
    }
}
```

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```

int length = max(Get_Size(num1), Get_Size(num2));
int half = length / 2 + length % 2;
long long powerOf10 = static_cast<long long>(pow(10, half));
long long powerOf102x = powerOf10 * powerOf10;
long long a = num1 / powerOf10;
long long b = num1 % powerOf10;
long long c = num2 / powerOf10;
long long d = num2 % powerOf10;
long long ac = Karatsuba(a, c);
long long bd = Karatsuba(b, d);
long long ab_cd = Karatsuba(a + b, c + d);
long long int ans = ac * powerOf102x + (ab_cd - ac - bd) * powerOf10 + bd;

return ans;
}

int main() {

    long long x;
    cout << "Enter the First Number :- ";
    cin >> x;

    long long y;
    cout << "Enter the Second Number :- ";
    cin >> y;

    long long int ans = Karatsuba(x, y);
    cout << "The Product of " << x << " and " << y << " is: " << ans;

    return 0;
}


```

Output :-

```

PS D:\Aryan Data\Usefull Data\Semester - 5\Design-and-Analysis-of-Algorithms\Lab - Manual\Experiment - 5> cd "d:\Aryan Data\Usefull Data\Semester - 5\Design-and-Analysis-of-Algorithms\Lab - Manual\Experiment - 5\" ; if ($?) { g++ Karatsuba_Multiplication.cpp -o Karatsuba_Multiplication } ; if ($?) { .\Karatsuba_Multiplication }
Enter the First Number :- 123456
Enter the Second Number :- 456789
The Product of 123456 and 456789 is: 56393342784
PS D:\Aryan Data\Usefull Data\Semester - 5\Design-and-Analysis-of-Algorithms\Lab - Manual\Experiment - 5> 

```

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Space Complexity:- _____

Justification: -

Time Complexity:

Best Case Time Complexity: _____

Justification: -

Worst Case Time Complexity:- _____

Justification: -

Conclusion:-
