

1.1 Classic Sequential Multiplication

Description:

- This algorithm uses a straightforward nested loop approach to compute the product of two polynomials.
- Time Complexity: $O(n^2)$ where n is the degree of the polynomials.

Steps:

1. Create a result list of size $p1.degree + p2.degree + 1$, initialized to zeros.
 2. For each coefficient i in $p1$:
 - For each coefficient j in $p2$:
 - Compute the product of the coefficients at i and j .
 - Add this product to the corresponding position in the result ($i+j$).
 3. Return the result as a new polynomial.
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1.2 Classic Parallel Multiplication

Description:

- This is a parallelized version of the classic multiplication algorithm, dividing the computation into smaller tasks executed concurrently.
- Time Complexity: $O(n^2)$ but parallel execution reduces the runtime depending on the number of threads.

Steps:

1. Divide the result polynomial into segments based on the number of threads.
 2. Assign each segment to a PolynomialTask that calculates the partial results for that segment.
 3. Use a ThreadPoolExecutor to execute the tasks concurrently.
 4. Wait for all tasks to complete, then return the final result.
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1.3 Karatsuba Multiplication

Description:

- A divide-and-conquer algorithm that reduces the number of coefficient multiplications compared to the classic approach.
- Time Complexity: $O(n^{\log_2(3)}) \approx O(n^{1.59})$.

Steps:

1. **Base Case:** If the degree of the polynomials is small, use the classic sequential algorithm.
 2. Split each polynomial into "low" and "high" halves:
 - $p1 = \text{lowP1} + x^m \cdot \text{highP1}$
 - $p2 = \text{lowP2} + x^m \cdot \text{highP2}$
 3. Compute three partial products:
 - $z1 = \text{lowP1} \cdot \text{lowP2}$
 - $z2 = (\text{lowP1} + \text{highP1}) \cdot (\text{lowP2} + \text{highP2})$
 - $z3 = \text{highP1} \cdot \text{highP2}$
 4. Combine the results:
 - Final result = $z^3 \cdot x^{2m} + (z2 - z3 - z1) \cdot x^m + z1$
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1.4 Karatsuba Parallel Multiplication

Description:

- A parallelized version of the Karatsuba algorithm that executes the recursive calls for $z1$, $z2$, and $z3$ concurrently.
- Time Complexity: $O(n^{\log_2(3)}) \approx O(n^{1.59})$. with reduced runtime due to parallel execution.

Steps:

1. **Base Case:** If the depth of recursion exceeds a threshold or the degree is small, fall back to the sequential Karatsuba algorithm.
 2. Split the polynomials into "low" and "high" halves.
 3. Use Callable tasks to compute $z1$, $z2$ and $z3$ in parallel.
 4. Combine the results using the same approach as the sequential Karatsuba algorithm.
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2. Synchronization in Parallelized Variants

2.1 Classic Parallel Multiplication

- **Shared State:** The result polynomial is shared among threads.
- **Synchronization:**
 - Each thread operates on a separate segment of the result polynomial, avoiding race conditions.
 - No explicit synchronization is required due to non-overlapping segments.

2.2 Karatsuba Parallel Multiplication

- **Shared State:** Recursive tasks operate on different polynomial segments, so there is no shared state in intermediate computations.
 - **Synchronization:**
 - A ThreadPoolExecutor manages tasks, ensuring that threads are reused efficiently.
 - Futures are used to retrieve results from concurrent tasks, and the awaitTermination method ensures all tasks complete before combining results.
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3. Performance Measurements

Environment:

- **Processor:** Modern multi-core processor (e.g., Intel Core i5-8300H).
- **Input:** Polynomials of degree 10,000.
- **Number of Threads:** 2 threads for classic parallel and dynamic threads for Karatsuba parallel.

Results (Example):

Algorithm	Execution Time (ms)
Classic Sequential	1354
Classic Parallel (2 threads)	999
Karatsuba Sequential	846
Karatsuba Parallel	296

Analysis:

1. Classic Sequential vs. Parallel:

- Parallelization significantly reduces runtime for large polynomials by leveraging multiple CPU cores.
- The benefit diminishes for smaller polynomials due to thread management overhead.

2. Karatsuba Sequential vs. Classic Sequential:

- The Karatsuba algorithm is faster for large inputs due to reduced multiplications.
- It outperforms classic multiplication for polynomials with a degree greater than ~ 500 .

3. Karatsuba Parallel:

- The parallelized version of Karatsuba achieves the best performance, as it combines algorithmic efficiency with concurrency.
- Scalability improves with more threads, but diminishing returns may occur due to overhead and limited CPU resources.

$$\begin{array}{r}
 (2+0) \\
 \times \quad (3+1) \\
 \hline
 (2+0) \cdot (3+1)
 \end{array}$$

$$\begin{array}{r}
 (2+0) \\
 \times \quad (3+1) \\
 \hline
 2 \cdot 3 + 2 \cdot 1 + 3 \cdot 0 + 0 \cdot 1 \\
 2 \cdot 3 \qquad \qquad \qquad 0 \cdot 1 \\
 \hline
 6 \qquad \qquad \qquad 0
 \end{array}$$

$$\begin{array}{r}
 (2+0) \\
 \times \quad (3+1) \\
 \hline
 2 \cdot 3 + 2 \cdot 1 + 3 \cdot 0 + 0 \cdot 1 \\
 - 2 \cdot 3 \qquad \qquad \qquad - 0 \cdot 1 \\
 \hline
 6 \qquad 2 \qquad \qquad 0
 \end{array}$$