

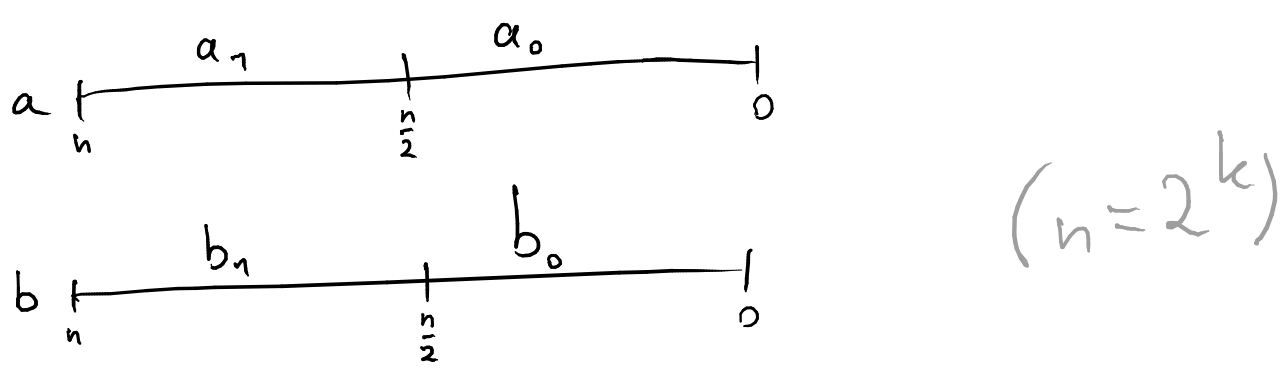
[1h skip]

Mnożenie liczb

Najgorsze: $O(n^2)$

Algorytm Karatsuby

Pomysł 1



$a = a_1 \cdot 2^{\frac{n}{2}} + a_0$
 $b = b_1 \cdot 2^{\frac{n}{2}} + b_0$
 $a \cdot b = a_1 \cdot b_1 \cdot 2^n + (a_0 b_1 + a_1 b_0) 2^{\frac{n}{2}} + a_0 b_0$

$T(n) = 4 \cdot T(\frac{n}{2}) + \Theta(n)$
 $T(n) = \Theta(n^2) \quad :c \quad n^{\log_2 4}$

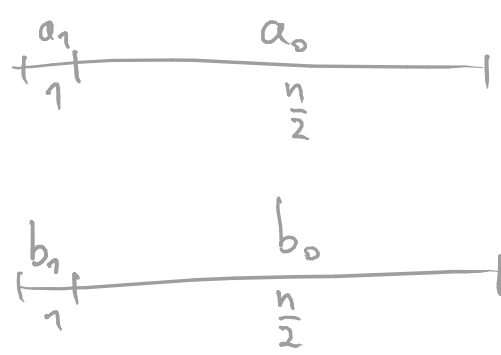
Pomysł 2

$a \cdot b = \underbrace{a_1 \cdot b_1}_{c_2} \cdot 2^n + \underbrace{(a_0 b_1 + a_1 b_0)}_{c_1} 2^{\frac{n}{2}} + \underbrace{a_0 b_0}_{c_0}$

$w_0 = a_0 b_0$
 $w_1 = a_1 b_1$
 $w_2 = (a_0 + a_1)(b_1 + b_0) = \underbrace{a_0 b_1}_{c_1} + a_0 b_0 + a_1 b_1 + \underbrace{a_1 b_0}_{c_2}$
 $c_0 = w_0$

$\begin{bmatrix} 1 & 0 & 0 \\ -1 & 1 & -1 \\ 0 & 0 & 1 \end{bmatrix} \vec{w} = \vec{c}$

$c_1 = w_2 - w_0 - w_1$
 $c_2 = w_1$



$T(n) = 3 T(\frac{n}{2}) + \Theta(n)$
 $T(n) = \Theta(n^{\log_2 3})$
 $a \cdot b = \underbrace{a_1 b_1 2^n + (a_1 b_0 + b_1 a_0) 2^{\frac{n}{2}}}_{O(n)} + \underbrace{a_0 b_0}_{T(\frac{n}{2})}$

$T(n) = k T(\frac{n}{k}) + \Theta(n) \rightarrow T(n) = n \log n$

Czy możemy lepiej?

Podzielić na k części

przykład: $k=3$

$a = a_0 + a_1 2^{\frac{n}{3}} + a_2 2^{\frac{2n}{3}}$
 $b = b_0 + b_1 2^{\frac{n}{3}} + b_2 2^{\frac{2n}{3}}$
 $(n=3^k)$

$a \cdot b = \underbrace{a_0 b_0}_{c_0} + 2^{\frac{n}{3}} \underbrace{(a_0 b_1 + b_0 a_1)}_{c_1} + 2^{\frac{2n}{3}} \underbrace{(a_0 b_2 + b_0 a_2 + a_1 b_1)}_{c_2} +$
 $+ 2^n \underbrace{(a_1 b_2 + b_1 a_2)}_{c_3} + 2^{\frac{4n}{3}} \cdot \underbrace{a_2 b_2}_{c_4}$

$w_0 = a_0 b_0$
 $w_1 = (a_0 + a_1 + a_2)(b_0 + b_1 + b_2)$
 $w_2 =$
 $w_3 =$
 $w_4 = a_2 b_2$

Sumy:

- a_0
- a_1
- a_2
- b_0
- b_1
- b_2
- $a_0 + a_1 + a_2$
- $b_0 + b_1 + b_2$

$\begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} w_0 \\ w_1 \\ w_2 \\ w_3 \\ w_4 \end{bmatrix}$

$\begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} w_0 \\ w_1 \\ w_2 \\ w_3 \\ w_4 \end{bmatrix}$

$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 1 & 2 & 4 & 8 & 16 \\ 1 & 3 & 9 & 27 & \dots \\ 1 & 4 & 16 & 64 & \dots \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$

• dynamiczne dopasowywanie podziału