Introduction to N-adic numbers Practical Applications

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- Motivation
 - Objective
 - Basic Properties
 - Previous Work
- Results
 - Main Results
 - Basic Ideas for Implementation

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Sufficiency

Consideration for the following reasons ultrametrics (non-Archimedean metric spaces) is natural:

- in the context of a real analysis of the computer is a discrete system, but in terms of a 2-adic - continuous
- the modern computer is essentially an analog in terms of non Archimedean analysis

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Quick calculations

2-adic continuity of the basic operations of the processor allows the creation of models that use floating point numbers, and all calculations are made in the set of integers.

- 32 bit integer algorithms have good specifications for optimizing on existing processors
- number-theoretical Fourier transform works well for convolutions with large kernels

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Main Result

formulation of the problem Valentin Vovk, Mobile Lab 2

Implemented a two-dimensional convolution with algebraic methods for the size of $2^n \times 2^m$

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$$0 \le m, n \le 10$$
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Main Result

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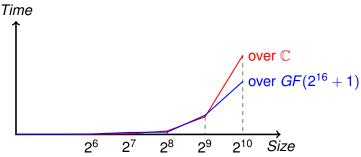
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Plot Test Results

tests conducted by Andrei Zavorotny, Mobile Lab 2

As we see algebraic methods for convolution yield the best results on large sizes



Test Results

Test results for large sizes

Size	1024	512	256
Furie	2092	467	91.27
Ferma	1402	506	61.12

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Base Technical Points

During construction of the algorithm we are

- reducing the number of using modulo field's size
- using the FFT algoritm of length 32 based on symmetry of transform matrix
- transition from 64-bit to 32-bit arithmetic

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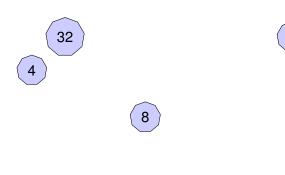
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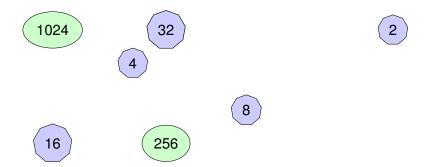


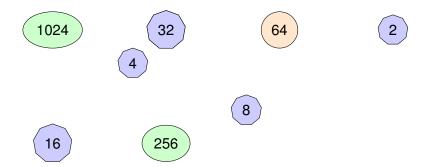
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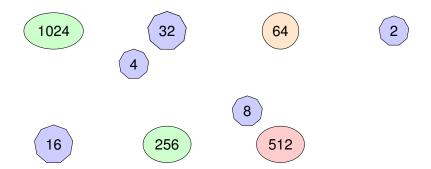
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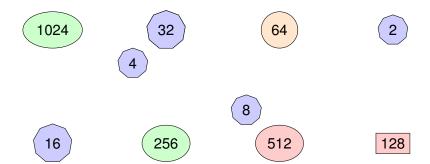
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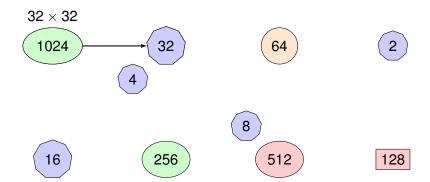


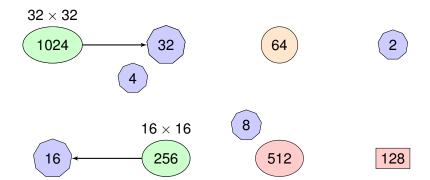


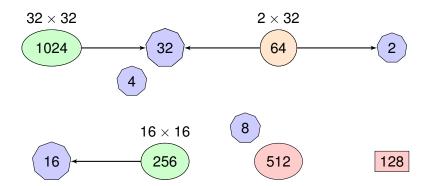


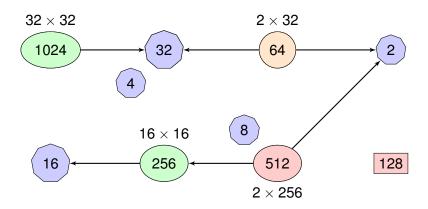


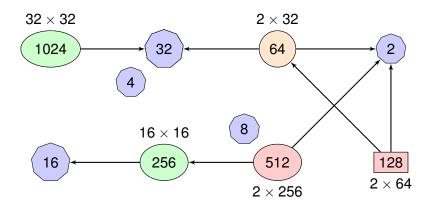












Summary

- In this work implemented a two-dimensional integer convolution
- Possible sizes are 2, 4, 8, 16, 32, 64, 128, 256, 512, 1024
- Outlook
 - Next task to investigate the possibility of constructing fast two-dimensional convolution for sizes that are not powers of two

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For Further Reading I



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Fast Algorithms for Digital Signal Processing [Russian translation].

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The calculation of the convolution with the number-theoretical transforms

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