

<b>NAME</b>	VISHAKA HOLE
<b>UID</b>	2021300043
<b>BATCH</b>	C
<b>SUBJECT</b>	DAA
<b>EXPERIMENT NO</b>	3
<b>DATE OF PERFORMANCE</b>	27-02-2023
<b>DATE OF SUBMISSION</b>	06-03-2023
<b>AIM</b>	To understand and implement Strassen's Matrix Multiplication.
<b>THEORY</b>	<p>Given two square matrices A and B of size <math>n \times n</math> each, find their multiplication matrix.</p> <p>Naive Method takes the Time Complexity of <math>O(N^3)</math>.</p> <p>Divide and Conquer :</p> <p>Following is a simple Divide and Conquer method to multiply two square matrices.</p> <ol style="list-style-type: none"> <li>1. Divide matrices A and B in 4 sub-matrices of size <math>N/2 \times N/2</math> as shown in the below diagram.</li> <li>2. Calculate following values recursively. <math>ae + bg</math>, <math>af + bh</math>, <math>ce + dg</math> and <math>cf + dh</math>.</li> </ol> <p>Simple Divide and Conquer also leads to <math>O(N^3)</math>, can there be a better way?</p> <p>In the above divide and conquer method, the main component for high time complexity is 8 recursive calls. The idea of Strassen's method is to reduce the number of recursive calls to 7. Strassen's method is similar to above simple divide and</p>

	<p>conquer method in the sense that this method also divide matrices to sub-matrices of size <math>N/2 \times N/2</math> as shown in the above diagram, but in Strassen's method, the four sub-matrices of result are calculated using following formulae.</p> <p>Time Complexity of Strassen's Method</p> <p>Addition and Subtraction of two matrices takes <math>O(N^2)</math> time. So time complexity can be written as</p> $T(N) = 7T(N/2) + O(N^2)$ <p>Generally Strassen's Method is not preferred for practical applications for the following reasons.</p> <p>The constants used in Strassen's method are high and for a typical application Naive method works better. For Sparse matrices, there are better methods especially designed for them.</p> <p>The submatrices in recursion take extra space.</p> <p>Because of the limited precision of computer arithmetic on non-integer values, larger errors accumulate in Strassen's algorithm than in Naive Method.</p>
<b>ALGORITHM</b>	<ol style="list-style-type: none"> <li>1. Start</li> <li>2. Declare two matrices A and B and take the values from the user.</li> <li>3. Find S1 to S10 using provided formulae.</li> <li>4. Find P1 to P7 using provided formulae.</li> <li>5. Find the elements of matrix C which is the multiplication of A and B.</li> <li>6. Print the result.</li> </ol>
<b>PROGRAM</b>	<pre>#include&lt;stdio.h&gt; #include&lt;time.h&gt;</pre>

```

void main()
{
    int i,j;
    int a[2][2],b[2][2],c[2][2];
    int s[10],p[7];
    clock_t start,end;
    printf("\nEnter matrix A in order - a11, a12, a21, a22 :
");
    for(i=0;i<2;i++)
    {
        for(j=0;j<2;j++)
        {
            scanf("%d",&a[i][j]);
        }
    }
    printf("\nEnter matrix B in order - b11, b12, b21, b22 :
");
    for(i=0;i<2;i++)
    {
        for(j=0;j<2;j++)
        {
            scanf("%d",&b[i][j]);
        }
    }
    start=clock();
    s[0]=b[0][1]-b[1][1];
    s[1]=a[0][0]+a[0][1];
    s[2]=a[1][0]+a[1][1];
    s[3]=b[1][0]-b[0][0];
    s[4]=a[0][0]+a[1][1];
    s[5]=b[0][0]+b[1][1];
    s[6]=a[0][1]-a[1][1];
    s[7]=b[1][0]+b[1][1];
    s[8]=a[0][0]-a[1][0];
    s[9]=b[0][0]+b[0][1];
    printf("\n");
    for(i=0;i<10;i++)
    {
        printf("\nS%d = %d", (i+1),s[i]);
    }
    p[0]=s[0]*a[0][0];
    p[1]=s[1]*b[1][1];
    p[2]=s[2]*b[0][0];
    p[3]=s[3]*a[1][1];
    p[4]=s[4]*s[5];

```

```

p[5]=s[6]*s[7];
p[6]=s[8]*s[9];
printf("\n");
for(i=0;i<7;i++)
{
    printf("\nP%d = %d", (i+1), p[i]);
}
c[0][0]=p[4]+p[3]-p[1]+p[5];
c[0][1]=p[0]+p[1];
c[1][0]=p[2]+p[3];
c[1][1]=p[4]+p[0]-p[2]-p[6];
printf("\n\nMatrix A =");
for(i=0;i<2;i++)
{
    printf("\n");
    for(j=0;j<2;j++)
    {
        printf("%d\t", a[i][j]);
    }
}
printf("\n\nMatrix B =");
for(i=0;i<2;i++)
{
    printf("\n");
    for(j=0;j<2;j++)
    {
        printf("%d\t", b[i][j]);
    }
}
printf("\n\nMatrix C =");
for(i=0;i<2;i++)
{
    printf("\n");
    for(j=0;j<2;j++)
    {
        printf("%d\t", c[i][j]);
    }
}
printf("\n");
end=clock();
printf("Time taken = %lf\n", (double)(end-
start)/CLOCKS_PER_SEC);
}

```

**RESULT ( SNAPSHOT):**

Enter matrix A in order - a11, a12, a21, a22 : 1 4 5 2

Enter matrix B in order - b11, b12, b21, b22 : 5 6 0 1

P5 = 18  
P6 = 2  
P7 = -44

Matrix A =  
1 4  
5 2

Matrix B =  
5 6  
0 1

Matrix C =  
5 10  
25 32

Time taken = 0.005000

PS C:\Users\vishu\Downloads> cd "c:\Users\vishu\Downloads\" ; if (\$?) { gcc Strassens.c -o Strassens } ; if (\$?) { .\Strassens }

S1 = -2  
S2 = 3  
S3 = 7  
S4 = 2  
S5 = 5  
S6 = 7  
S7 = -2  
S8 = 9  
S9 = -2  
S10 = 5

P1 = -2  
P2 = 15  
P3 = 14  
P4 = 8  
P5 = 35  
P6 = -18  
P7 = -10

Matrix C =  
5 10  
25 32

Time taken = 0.005000

PS C:\Users\vishu\Downloads> cd "c:\Users\vishu\Downloads\" ; if (\$?) { gcc Strassens.c -o Strassens } ; if (\$?) { .\Strassens }

S1 = -2  
S2 = 3  
S3 = 7  
S4 = 2  
S5 = 5  
S6 = 7  
S7 = -2  
S8 = 9  
S9 = -2  
S10 = 5

P1 = -2  
P2 = 15  
P3 = 14  
P4 = 8  
P5 = 35  
P6 = -18  
P7 = -10

Matrix A =  
1 2  
3 4

Matrix B =  
2 3  
4 5

Matrix C =  
10 13  
22 29

Time taken = 0.000000

PS C:\Users\vishu\Downloads> █

**CONCLUSION :**

With the help of this experiment, I was successfully able to understand and implement the concept of Strassen's multiplication.