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Divide and Conquer | Set 5 (Strassen's Matrix Multiplication)

Given two square matrices A and B of size $n \times n$ each, find their multiplication matrix.

Naïve Method

Following is a simple way to multiply two matrices.

```
void multiply(int A[][N], int B[][N], int C[][N])
{
    for (int i = 0; i < N; i++)
    {
        for (int j = 0; j < N; j++)
        {
            C[i][j] = 0;
```

```

    for (int k = 0; k < N; k++)
    {
        C[i][j] += A[i][k]*B[k][j];
    }
}
}

```

Time Complexity of above method is $O(N^3)$.

Divide and Conquer

Following is simple Divide and Conquer method to multiply two square matrices.

- 1) Divide matrices A and B in 4 sub-matrices of size $N/2 \times N/2$ as shown in the below diagram.
- 2) Calculate following values recursively. $ae + bg$, $af + bh$, $ce + dg$ and $cf + dh$.

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \times \begin{bmatrix} e & f \\ g & h \end{bmatrix} = \begin{bmatrix} ae + bg & af + bh \\ ce + dg & cf + dh \end{bmatrix}$$

A
B
C

A, B and C are square matrices of size $N \times N$

a, b, c and d are submatrices of A, of size $N/2 \times N/2$

e, f, g and h are submatrices of B, of size $N/2 \times N/2$

In the above method, we do 8 multiplications for matrices of size $N/2 \times N/2$ and 4 additions. Addition of two matrices takes $O(N^2)$ time. So the time complexity can be written as

$$T(N) = 8T(N/2) + O(N^2)$$

From [Master's Theorem](#), time complexity of above method is $O(N^3)$ which is unfortunately same as the above naive method.

Simple Divide and Conquer also leads to $O(N^3)$, can there be a better way?

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 conquer method in the sense that this method also divide matrices to sub-matrices of size $N/2 \times N/2$ as shown in the above diagram, but in Strassen's method, the four sub-matrices of result are calculated using following formulae.

$$\begin{aligned}
 p1 &= a(f - h) & p2 &= (a + b)h \\
 p3 &= (c + d)e & p4 &= d(g - e) \\
 p5 &= (a + d)(e + h) & p6 &= (b - d)(g + h) \\
 p7 &= (a - c)(e + f)
 \end{aligned}$$

The A x B can be calculated using above seven multiplications.

Following are values of four sub-matrices of result C

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \times \begin{bmatrix} e & f \\ g & h \end{bmatrix} = \begin{bmatrix} p5 + p4 - p2 + p6 & p1 + p2 \\ p3 + p4 & p1 + p5 - p3 - p7 \end{bmatrix}$$

A B C

A, B and C are square matrices of size N x N

a, b, c and d are submatrices of A, of size N/2 x N/2

e, f, g and h are submatrices of B, of size N/2 x N/2

p1, p2, p3, p4, p5, p6 and p7 are submatrices of size N/2 x N/2

Time Complexity of Strassen's Method

Addition and Subtraction of two matrices takes $O(N^2)$ time. So time complexity can be written as

$$T(N) = 7T(N/2) + O(N^2)$$

From [Master's Theorem](#), time complexity of above method is $O(N^{\log_2 7})$ which is approximately $O(N^{2.8074})$

Generally Strassen's Method is not preferred for practical applications for following reasons.

- 1) The constants used in Strassen's method are high and for a typical application Naive method works better.
- 2) For Sparse matrices, there are better methods especially designed for them.
- 3) The submatrices in recursion take extra space.
- 4) Because of the limited precision of computer arithmetic on noninteger values, larger errors accumulate in Strassen's algorithm than in Naive Method (Source: [CLRS Book](#))

References:

[Introduction to Algorithms 3rd Edition by Clifford Stein, Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest](#)

<https://www.youtube.com/watch?v=LOLebQ8nKHA> 

<https://www.youtube.com/watch?v=QXY4RskLQcI> 

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Ethan Glover • 8 months ago

Fantastic, this simplified things a great bit.

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Gaurav Patil • 9 months ago

```
#include <stdio.h>
```

```
int num;
```

```
void strassen(int a[][num], int b[][num], int c[][num], int size) {
```

```
int p1[size/2][size/2], p2[size/2][size/2], p3[size/2][size/2], p4[size/2][size/2], p5[size/2][size/2],
p6[size/2][size/2], p7[size/2][size/2];
```

```
int temp1[size/2][size/2], temp2[size/2][size/2];
```

```
int q1, q2, q3, q4, q5, q6, q7, i, j;
```

```
if(size >= 2) { //give recursive calls
```

```
//p1
```

```
for(i = 0; i < size / 2; i++) {
```

```
for(j = 0; j < size / 2; j++) {
```

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Really very nice

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nice post.. @admin could you post multiplications of 3*3 matrix by this method.. every where there is only explanation of those formulas and time complexity is explained

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can be done bro, just fill the remaining elements by zero to make it the nearest $2^n \times 2^n$ matrix

3  |  • [Reply](#) • [Share](#) ›**Abhishek** → krishna • 6 months ago

cannot be done as n has to be exact power of 2

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go loopinfinity

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Abhishek Kumar • a year ago

nice...:D

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forgot to see that part ;)

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