

ECS 122A Lecture 5

Integer multiplication

Setting: Given 2 n -bit integers x, y ,
compute $z = xy$.

Standard alg: $O(n^2)$ time.
w/ long multiplication

$$\begin{array}{r} 1101 \\ \times 0101 \\ \hline 1101 \\ 0000 \\ 1011 \\ + 0000 \\ \hline 0110001 \end{array}$$

Can we do better (like Strassen's)?

First step, D+C view:

$$\begin{aligned} x &= x_{low} + 2^{\lfloor \frac{n}{2} \rfloor} x_{high} \\ y &= y_{low} + 2^{\lfloor \frac{n}{2} \rfloor} y_{high} \end{aligned} \quad \text{where} \quad \begin{aligned} x_{low} &= x \% 2^{\lfloor \frac{n}{2} \rfloor} \\ &\text{(bottom bits)} \end{aligned}$$

$$\begin{aligned} x_{high} &= x \operatorname{div} 2^{\lfloor \frac{n}{2} \rfloor} \end{aligned}$$

↙ bit shift ↘

$$xy = x_{low} y_{low} + 2^{\lfloor \frac{n}{2} \rfloor} (x_{high} y_{low} + y_{high} x_{low}) + 2^{\lfloor \frac{n}{2} \rfloor} x_{high} y_{high}$$

Simple method, compute 4 products
then do bit shift to compute product

w/ $2^{\lfloor \frac{n}{2} \rfloor}$
and $2^{\lfloor \frac{n}{2} \rfloor}$

Recurrence:

$$T(n) \leq 4T\left(\frac{n}{2}\right) + O(n)$$

$$\Rightarrow T(n) \approx O(n^2)$$

How to improve to 3 multiplications?

Compute - $x_{low} y_{low} \leftarrow a$
 - $x_{high} y_{high} \leftarrow b$

 - $(x_{low} + y_{low})(x_{high} + y_{high}) \leftarrow c$

Then $x_{high} y_{low} + y_{high} x_{low} = c - a - b$

$$T(n) \leq 3T\left(\frac{n}{2}\right) + \alpha n$$

$\Rightarrow T(n) \leq n^{\lg 3} - \beta n$ by induction
for some $\beta \gg \alpha$

Polynomial multiplication

Setting: Given two degree- n polynomials

$$P(x) = p_0 + p_1 x + \dots + p_n x^n$$

$$q(x) = q_0 + q_1 x + \dots + q_n x^n$$

Compute the product $(p \cdot q)(x)$.

Same alg!

Let $p_{low}(x) =$ terms of p up to degree $\lfloor \frac{n}{2} \rfloor$

$$p_{high}(x) = (p(x) - p_{low}(x)) / x^{\lfloor \frac{n}{2} \rfloor + 1}$$

(i.e., terms with degree $> \lfloor \frac{n}{2} \rfloor$)

$$\begin{aligned} \text{Compute } p \cdot q &= p_{low} q_{low} \\ &\quad + x^{\lfloor \frac{n}{2} \rfloor + 1} (p_{low} q_{high} + q_{low} p_{high}) \\ &\quad + x^{2\lfloor \frac{n}{2} \rfloor + 2} p_{high} q_{high} \end{aligned}$$

Exactly same structure as before

$O(n \lg^3)$ alg!

Can we do even better? YES.

Can improve (basically) to $O(n \log n)$

Convolution

Setting: Given 2 length- n seq

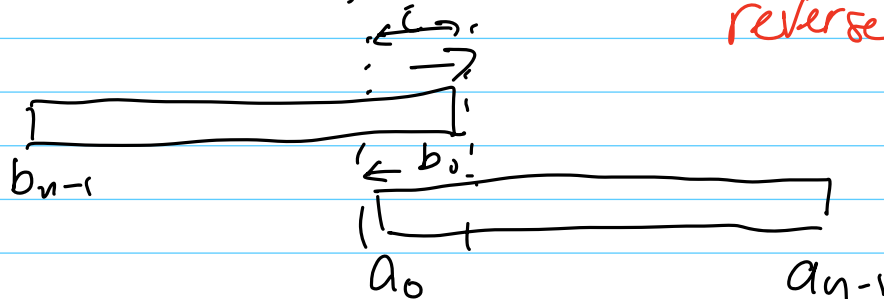
$$a = [a_0 \ a_1 \ a_2 \ \dots \ a_{n-1}]$$

$$b = [b_0 \ b_1 \ b_2 \ \dots \ b_{n-1}]$$

Compute the convolution $a * b$ (of length $n+1$)

$$(a * b)_i = \sum_{j=0}^i a_j b_{i-j}$$

reverse then swipe



Naïve algorithm: $O(n^2)$

↑
n terms : each term $O(n)$ work

Improve to $O(n \log n)$ time with

Fast Fourier Transform

Discrete Fourier Transform

Given a length- n seq (vector) s ,
the Discrete Fourier Transform of s
is

$$\tilde{F}_n s$$

$$\text{where } \tilde{F}_n = \begin{pmatrix} 1 & 1 & 1 & 1 & \dots & 1 \\ \vdots & \omega & \omega^2 & \vdots & \vdots & \omega^{n-1} \\ \vdots & \omega^2 & \omega^4 & \ddots & \vdots & \omega^{2(n-1)} \\ \vdots & \omega^3 & \omega^6 & \ddots & \vdots & \vdots \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ \vdots & \omega^{n-1} & \omega^{2(n-1)} & \dots & \omega^{(n-1)^2} & \vdots \end{pmatrix}$$

ω is an n^{th} root of unity (that isn't 1)
i.e. $\omega^n = 1$ (say $e^{\frac{2\pi i}{n}}$)

This is a library call you can find
in most languages.

Why?

$$\tilde{F}_n^{-1} = \frac{1}{n} \begin{pmatrix} 1 & 1 & 1 & \dots & 1 \\ \vdots & \omega^{-1} & \omega^{-2} & \ddots & \omega^{-(n-1)} \\ \vdots & \omega^{-2} & \vdots & \ddots & \omega^{-2(n-1)} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \vdots & \omega^{-(n-1)} & \omega^{-2(n-1)} & \dots & \omega^{-(n-1)^2} \end{pmatrix}$$

Essentially same as Fourier Transform

$$\star \quad \underbrace{a * b}_{\text{seq}} = \underbrace{F_n^{-1}}_{\text{seq}} \left(\underbrace{(F_n a)}_{\text{seq}} \cdot \underbrace{(F_n b)}_{\text{seq}} \right)$$

pointwise multiply

seq

Convolution in normal domain = pointwise mult in Fourier domain

Naive computation of DFT: $O(n^2)$ time
(matrix vector product)

Fast Fourier Transform: $O(n \log n)$

time but numerically unstable

Useful how?

Polynomial multiplication is a convolution

$$p \cdot q = p * q$$

$$(p \cdot q)(x) = \sum_i x^i \sum_j p_j q_{i-j}$$

So we can multiply polynomials in
 $O(n \log n)$ time

MATLAB implements conv() naively ...

Fast Fourier Transform

How to compute

$$\tilde{F}_n v \quad \text{in } O(n \log n) \text{ time?}$$

By defn,

$$(\tilde{F}_n v)_k = \sum_{j=0}^{n-1} v_j e^{i2\pi k j}$$

$$= \sum_{j=0}^{\frac{n}{2}-1} v_{2j} e^{-i2\pi k (2j)}$$

$$+ \sum_{j=0}^{\frac{n}{2}-1} v_{2j+1} e^{-i2\pi k (2j+1)}$$

$$= \left[\sum_{j=0}^{\frac{n}{2}-1} v_{2j} e^{-i2\pi k (2j)} \right] \overset{\text{FFT}(\frac{n}{2})}{\leftarrow} \downarrow$$
$$+ e^{-i2\pi k} \left[\sum_{j=0}^{\frac{n}{2}-1} v_{2j+1} e^{-i2\pi k (2j)} \right]$$

↑

pointwise multiplication

$$T(n) \leq 2T\left(\frac{n}{2}\right) + O(n)$$

$$\Rightarrow T(n) \leq O(n \log n).$$