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AIM:	Implement Divide and Conquer technique.
Program	
PROBLEM STATEMENT :	Implement Strassen's Matrix Multiplication algorithm and compare it with standard matrix multiplication.
ALGORITHM/ THEORY:	<pre>// C code of two 2 by 2 matrix multiplication using Strassen's algorithm #include<stdio.h> int main(){ int a[2][2], b[2][2], c[2][2], i, j; int m1, m2, m3, m4 , m5, m6, m7; printf("Enter the 4 elements of first matrix: "); for(i = 0;i < 2; i++) for(j = 0;j < 2; j++) scanf("%d", &a[i][j]); printf("Enter the 4 elements of second matrix: "); for(i = 0; i < 2; i++) for(j = 0;j < 2; j++) scanf("%d", &b[i][j]);</pre>

```
printf("\nThe first matrix is\n");  
  
for(i = 0; i < 2; i++){  
    printf("\n");  
    for(j = 0; j < 2; j++){  
        printf("%d\t", a[i][j]);  
    }  
}
```

```
printf("\nThe second matrix is\n");  
  
for(i = 0; i < 2; i++){  
    printf("\n");  
    for(j = 0; j < 2; j++){  
        printf("%d\t", b[i][j]);  
    }  
}
```

```
m1= (a[0][0] + a[1][1]) * (b[0][0] + b[1][1]);
```

```
m2= (a[1][0] + a[1][1]) * b[0][0];
```

```
m3= a[0][0] * (b[0][1] - b[1][1]);
```

```
m4= a[1][1] * (b[1][0] - b[0][0]);
```

```
m5= (a[0][0] + a[0][1]) * b[1][1];
```

```
m6= (a[1][0] - a[0][0]) * (b[0][0]+b[0][1]);
```

```
m7= (a[0][1] - a[1][1]) * (b[1][0]+b[1][1]);
```

```
c[0][0] = m1 + m4- m5 + m7;
```

```
c[0][1] = m3 + m5;
```

```
c[1][0] = m2 + m4;
```

```

c[1][1] = m1 - m2 + m3 + m6;

printf("\nAfter multiplication using Strassen's algorithm \n");

for(i = 0; i < 2 ; i++){

    printf("\n");

    for(j = 0;j < 2; j++)

        printf("%d\t", c[i][j]);

}

return 0;

}

```

Result:

OUTPUT 1:

```

Enter the 4 elements of first matrix: 5 7 8 3
Enter the 4 elements of second matrix: 6 2 1 4

The first matrix is

5      7
8      3
The second matrix is

6      2
1      4
After multiplication using Strassen's algorithm

37      38
51      28

...Program finished with exit code 0
Press ENTER to exit console.

```

Verification of algorithm:

~~Normal~~ Strassen's

$$R = \begin{bmatrix} 5 & 7 \\ 8 & 3 \end{bmatrix}$$

$$S = \begin{bmatrix} 6 & 2 \\ 1 & 4 \end{bmatrix}$$

$$R \times S = \begin{bmatrix} 5 & 7 \\ 8 & 3 \end{bmatrix} \begin{bmatrix} 6 & 2 \\ 1 & 4 \end{bmatrix}$$

$$= \begin{bmatrix} 30+7 & 10+28 \\ 48+3 & 16+12 \end{bmatrix}$$

$$= \begin{bmatrix} 37 & 38 \\ 51 & 28 \end{bmatrix}$$

OUTPUT2:

```

Enter the 4 elements of first matrix: 4 3 2 1
Enter the 4 elements of second matrix: 3 1 1 2

The first matrix is

4      3
2      1
The second matrix is

3      1
1      2
After multiplication using Strassen's algorithm

15     10
7      4

...Program finished with exit code 0
Press ENTER to exit console.

```

Verification of algorithm:

Normal

$$A = \begin{bmatrix} 4 & 3 \\ 2 & 1 \end{bmatrix} \quad B = \begin{bmatrix} 3 & 1 \\ 1 & 2 \end{bmatrix}$$

$$A \times B = \begin{bmatrix} 4 & 3 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} 3 & 1 \\ 1 & 2 \end{bmatrix}$$

$$= \begin{bmatrix} 12+3 & 4+6 \\ 6+1 & 2+2 \end{bmatrix}$$

$$A \times B = \begin{bmatrix} 15 & 10 \\ 7 & 4 \end{bmatrix}$$

CONCLUSION:	We used Strassen's Matrix Multiplication and compared with Standard Matrix Multiplication logic. On comparison we found out that Strassen's is better than standard method for multiplication of square matrices.
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