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PRN : - 2020BTECS00042

BATCH : - T7

SUB :- DAA LAB

Assignment: 4

Q1)

A) Implement **Naive Method** multiply two matrices. and justify Complexity is $O(n^3)$

Algorithm:-

matrixMultiply(A, B):

Assume dimension of A is (m x n), dimension of B is (p x q)

Begin

if n is not same as p, then exit

otherwise define C matrix as (m x q)

for i in range 0 to m - 1, do

for j in range 0 to q - 1, do

for k in range 0 to p, do

 $C[i, j] = C[i, j] + (A[i, k] * A[k, j])$

done

done

done

End

Code

```
#include<iostream>
using namespace std;
const int n1 = 3, m1 = 2, n2 = 2, m2 = 3;
void multiply(int mat1[][m1],int mat2[][m2])
{
    int result[n1][m2];

    for (int i = 0; i < n1;i++)
    {
        for (int j = 0;j<m2;j++)
        {
            result[i][j] = 0;
            for (int k = 0; k < m1;k++)
            {
                result[i][j] += mat1[i][k] * mat2[k][j];
            }
        }
    }

    for (int i = 0; i < n1;i++)
    {
```

```
        for (int j = 0; j < m2; j++)
        {
            cout<<result[i][j]<<" ";
        }
        cout<<endl;
    }
}
int main()
{
    int mat1[3][2] = {
        {1, 1},
        {2, 2},
        {3, 3}};
    int mat2[2][3] = {
        {1, 1, 1},
        {2, 2, 2}};

    cout<<endl<<"Mat1 " <<endl<<endl;
    for (int i = 0; i < n1; i++)
    {
        for (int j = 0; j < m1; j++)
        {
            cout << mat1[i][j] << " ";
        }
        cout << endl;
    }
    cout << endl
        << "Mat2 " << endl
        << endl;

    for (int i = 0; i < n2; i++)
    {
        for (int j = 0; j < m2; j++)
        {
            cout << mat2[i][j] << " ";
        }
        cout << endl;
    }
    cout << endl<<"Multiplication" << endl;
    multiply(mat1, mat2);

    return 0;
}
```

Time Complexity :-

Here we are running three nested loop from 1 – n so here time complexity is $O(N^3)$

Output:-

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Mat1

1 1
2 2
3 3

Mat2

1 1 1
2 2 2

Multiplication

3 3 3
6 6 6
9 9 9

PS D:\sem5\DAA Lab\Assignment4>

B) Implement **Divide and Conquer** multiply tow matrices . and justify Complexity is $O(n^3)$

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

A B C

A, B and C are square metrices 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 $N/2 \times N/2$

Step1 :- Divide matrix in the group in 4 parts .

Step2 :- when size of each matrix is 2 thane multiply then and return result

Step3 :- combine the result of multiplication of individual parts and return result

```
#include <iostream>
#include <vector>
using namespace std;

void add(vector<vector<int>> matrix_A,
        vector<vector<int>> matrix_B,
        vector<vector<int>> &matrix_C,
        int mid)
{
    for (auto i = 0; i < mid; i++)
        for (auto j = 0; j < mid; j++)
            matrix_C[i][j] = matrix_A[i][j] + matrix_B[i][j];
}

vector<vector<int>> DACM(vector<vector<int>> mat1, vector<vector<int>> mat2)
{
    int n1 = mat1.size();
    int m1 = mat1[0].size();
    int n2 = mat2.size();
    int m2 = mat2[0].size();
    vector<vector<int>> result(n1, vector<int>(m1, 0));
    if (n1 == 1)
    {
        result[0][0] = mat1[0][0] * mat2[0][0];
    }
    else{
        int mid = m1 / 2;
        vector<vector<int>> a1(mid, vector<int>(mid, 0));
        vector<vector<int>> a2(mid, vector<int>(mid, 0));
        vector<vector<int>> a3(mid, vector<int>(mid, 0));
        vector<vector<int>> a4(mid, vector<int>(mid, 0));
        vector<vector<int>> b1(mid, vector<int>(mid, 0));
        vector<vector<int>> b2(mid, vector<int>(mid, 0));
        vector<vector<int>> b3(mid, vector<int>(mid, 0));
        vector<vector<int>> b4(mid, vector<int>(mid, 0));
```

```
vector<vector<int>> r1(mid, vector<int>(mid, 0));
vector<vector<int>> r2(mid, vector<int>(mid, 0));
vector<vector<int>> r3(mid, vector<int>(mid, 0));
vector<vector<int>> r4(mid, vector<int>(mid, 0));

for (int i = 0; i < mid; i++)
{
    for (int j = 0; j < mid; j++)
    {
        a1[i][j] = mat1[i][j];
        a2[i][j] = mat1[i + mid][j];
        a3[i][j] = mat1[i][j + mid];
        a4[i][j] = mat1[i + mid][j + mid];
        b1[i][j] = mat2[i][j];
        b2[i][j] = mat2[i + mid][j];
        b3[i][j] = mat2[i][j + mid];
        b4[i][j] = mat2[i + mid][j + mid];
    }
}
add(DACM(a1, b1), DACM(a2, b3), r1, mid);
add(DACM(a1, b2), DACM(a2, b4), r2, mid);
add(DACM(a3, b1), DACM(a4, b3), r3, mid);
add(DACM(a1, b1), DACM(a2, b3), r4, mid);

for (auto i = 0; i < mid; i++)
    for (auto j = 0; j < mid; j++)
    {
        result[i][j] = r1[i][j];
        result[i][j + mid] = r2[i][j];
        result[mid + i][j] = r3[i][j];
        result[i + mid][j + mid] = r4[i][j];
    }

r1.clear();
r2.clear();
r3.clear();
r4.clear();
a1.clear();
a2.clear();
a3.clear();
a4.clear();
b1.clear();
b2.clear();
b3.clear();
b4.clear();
}

return result;
}
int main()
{
```

```

vector<vector<int>> mat1 = {{1, 1, 1, 1},
                           {2, 2, 2, 2},
                           {3, 3, 3, 3},
                           {2, 2, 2, 2}};

vector<vector<int>> mat2 = {{1, 1, 1, 1},
                           {2, 2, 2, 2},
                           {3, 3, 3, 3},
                           {2, 2, 2, 2}};

vector<vector<int>> result = DACM(mat1, mat2);
for (int i = 0; i < result.size(); i++)
{
    for (int j = 0; j < result[0].size(); j++)
    {
        cout << result[i][j] << " ";
    }
    cout << endl;
}

return 0;
}

```

Output:-

```

PS D:\sem5\DAA Lab\Assignment4> cd "d:\sem5
8 16 24 16
8 8 24 24
8 16 8 16
8 8 8 8
PS D:\sem5\DAA Lab\Assignment4>

```

Time Complexity:-

Time complexity is $O(N^3)$

Q2 recurrence equation for this is.

$$T(n) = 2T\left(\frac{n}{2}\right) + bn^2$$

put $n = n/2$

$$T(n/2) = 2T\left(\frac{n}{4}\right) + \frac{bn^2}{4}$$

$$T(n) = 64T\left(\frac{n}{64}\right) + 3bn^2$$

$$T(n) = k^3T\left(\frac{n}{k}\right) + 3bn^2$$

$\frac{n}{k} = 1$

$$n = k$$

$$T(n) = n^3T(1) + 3bn^2$$

$T(1) = c$

$$T(n) = n^3c + 3bn^2$$

$$T(n) = O(n^3)$$

C) Implement **Strassen's Matrix Multiplication** and justify Complexity is $O(n^{2.8})$

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

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

Algorithm:-

Step1:-

Divide matrix in 4 parts recursively .

Step2:-

When size of input is 1 base case hit and then multiply 2 matrix by starsen multiplication 7 formula and return the answer

Step3:-

After that combine result of 4 parts and return the result

Code:-

```
#include <bits/stdc++.h>
using namespace std;

#define ROW_1 4
#define COL_1 4

#define ROW_2 4
#define COL_2 4

void print(string display, vector<vector<int>> matrix,
          int start_row, int start_column, int end_row,
          int end_column)
{
    cout << endl
         << display << " ==>" << endl;
```



```
for (int i = start_row; i <= end_row; i++)
{
    for (int j = start_column; j <= end_column; j++)
    {
        cout << setw(10);
        cout << matrix[i][j];
    }
    cout << endl;
}
cout << endl;
return;
}

vector<vector<int>>
add_matrix(vector<vector<int>> matrix_A,
           vector<vector<int>> matrix_B, int split_index,
           int multiplier = 1)
{
    for (auto i = 0; i < split_index; i++)
        for (auto j = 0; j < split_index; j++)
            matrix_A[i][j] = matrix_A[i][j] + (multiplier * matrix_B[i][j]);
    return matrix_A;
}

vector<vector<int>>
multiply_matrix(vector<vector<int>> matrix_A,
                vector<vector<int>> matrix_B)
{
    int col_1 = matrix_A[0].size();
    int row_1 = matrix_A.size();
    int col_2 = matrix_B[0].size();
    int row_2 = matrix_B.size();

    if (col_1 != row_2)
    {
        cout << "\nError: The number of columns in Matrix "
                "A must be equal to the number of rows in "
                "Matrix B\n";
        return {};
    }

    vector<int> result_matrix_row(col_2, 0);
    vector<vector<int>> result_matrix(row_1,
                                      result_matrix_row);

    if (col_1 == 1)
        result_matrix[0][0] = matrix_A[0][0] * matrix_B[0][0];
    else
    {
        int split_index = col_1 / 2;
    }
}
```

```
vector<int> row_vector(split_index, 0);

vector<vector<int>> a00(split_index, row_vector);
vector<vector<int>> a01(split_index, row_vector);
vector<vector<int>> a10(split_index, row_vector);
vector<vector<int>> a11(split_index, row_vector);
vector<vector<int>> b00(split_index, row_vector);
vector<vector<int>> b01(split_index, row_vector);
vector<vector<int>> b10(split_index, row_vector);
vector<vector<int>> b11(split_index, row_vector);

for (auto i = 0; i < split_index; i++)
    for (auto j = 0; j < split_index; j++)
    {
        a00[i][j] = matrix_A[i][j];
        a01[i][j] = matrix_A[i][j + split_index];
        a10[i][j] = matrix_A[split_index + i][j];
        a11[i][j] = matrix_A[i + split_index]
                        [j + split_index];
        b00[i][j] = matrix_B[i][j];
        b01[i][j] = matrix_B[i][j + split_index];
        b10[i][j] = matrix_B[split_index + i][j];
        b11[i][j] = matrix_B[i + split_index]
                        [j + split_index];
    }

vector<vector<int>> p(multiply_matrix(
    a00, add_matrix(b01, b11, split_index, -1)));
vector<vector<int>> q(multiply_matrix(
    add_matrix(a00, a01, split_index), b11));
vector<vector<int>> r(multiply_matrix(
    add_matrix(a10, a11, split_index), b00));
vector<vector<int>> s(multiply_matrix(
    a11, add_matrix(b10, b00, split_index, -1)));
vector<vector<int>> t(multiply_matrix(
    add_matrix(a00, a11, split_index),
    add_matrix(b00, b11, split_index)));
vector<vector<int>> u(multiply_matrix(
    add_matrix(a01, a11, split_index, -1),
    add_matrix(b10, b11, split_index)));
vector<vector<int>> v(multiply_matrix(
    add_matrix(a00, a10, split_index, -1),
    add_matrix(b00, b01, split_index)));

vector<vector<int>> result_matrix_00(add_matrix(
    add_matrix(add_matrix(t, s, split_index), u,
        split_index),
    q, split_index, -1));
vector<vector<int>> result_matrix_01(
    add_matrix(p, q, split_index));
vector<vector<int>> result_matrix_10(
```

```
        add_matrix(r, s, split_index));
    vector<vector<int>> result_matrix_11(add_matrix(
        add_matrix(add_matrix(t, p, split_index), r,
            split_index, -1),
        v, split_index, -1));

    for (auto i = 0; i < split_index; i++)
        for (auto j = 0; j < split_index; j++)
        {
            result_matrix[i][j] = result_matrix_00[i][j];
            result_matrix[i][j + split_index] = result_matrix_01[i][j];
            result_matrix[split_index + i][j] = result_matrix_10[i][j];
            result_matrix[i + split_index]
                [j + split_index] = result_matrix_11[i][j];
        }

    a00.clear();
    a01.clear();
    a10.clear();
    a11.clear();
    b00.clear();
    b01.clear();
    b10.clear();
    b11.clear();
    p.clear();
    q.clear();
    r.clear();
    s.clear();
    t.clear();
    u.clear();
    v.clear();
    result_matrix_00.clear();
    result_matrix_01.clear();
    result_matrix_10.clear();
    result_matrix_11.clear();
}
return result_matrix;
}

int main()
{
    vector<vector<int>> matrix_A = {{1, 1, 1, 1},
                                    {2, 2, 2, 2},
                                    {3, 3, 3, 3},
                                    {2, 2, 2, 2}};

    vector<vector<int>> matrix_B = {{1, 1, 1, 1},
                                    {2, 2, 2, 2},
                                    {3, 3, 3, 3},
                                    {2, 2, 2, 2}};
```

```

vector<vector<int>> result_matrix(
    multiply_matrix(matrix_A, matrix_B));
cout << "Result of multiplication of two matrix<" << endl
    << endl;
for (int i = 0; i < ROW_1; i++)
{
    for (int j = 0; j < COL_1; j++)
    {
        cout << result_matrix[i][j] << " ";
    }
    cout << endl;
}
return 0;
}

```

Explanation :-

Strassen give 7 formula for multiplication of two 2X2 which slightly reduced complexity of multiplication of two matrix

Time complexity :-

Q3 strassen give 7 formula to perform multiplication of 2x2 matrix

∴ its recurrence relation is

$$T(n) = 7T(n/2) + bn^2 \quad \text{--- (1)}$$

put $n = n/2$

$$T(n/2) = 7T(n/4) + b\frac{n^2}{4}$$

By master theorem

$$a=7 \quad b=2 \quad x=2$$

∴ $a > b^x$

∴ by case 1

$$T(n) = O(n^{\log_2 7}) = O(n^{2.8})$$

$$T(n) = O(n^{2.8})$$