

CS 381 – FALL 2019

Week 4.1, Monday, Sept 9

Homework 2 Due: September 16th, 2019 @ 11:59PM on Gradescope

5.5 Integer Multiplication

Motivation: Complex Multiplication

Complex multiplication. $(a + bi)(c + di) = x + yi$.

Grade-school. $x = ac - bd$, $y = bc + ad$.

4 multiplications, 2 additions

Q. Is it possible to do with fewer multiplications?



Ask
your
question

Our Prices Are Fantastic!

Multiplication: \$100 (reals only \mathbb{R})

Addition: \$1 (reals only \mathbb{R})

\$402 for Grade-School Approach: 4 multiplications, 2 additions

Complex Multiplication

Complex multiplication. $(a + bi)(c + di) = x + yi$.

Grade-school. $x = ac - bd$, $y = bc + ad$.

↖
4 multiplications, 2 additions

Q. Is it possible to do with fewer multiplications?

Yes. [Gauss] $x = ac - bd$, $y = (a + b)(c + d) - ac - bd$.

① ② ③ ① ②

$$(y = ac + ad + bc + bd - ac - bd = bc + ad)$$

↑
3 multiplications, 5 additions (\$305)

Remark. Improvement if no hardware multiply.

Clicker Question

$$\begin{aligned}x &= 2^{n/2} \cdot x_1 + x_0 \\y &= 2^{n/2} \cdot y_1 + y_0\end{aligned}$$

Suppose we have computed x_0y_0 and x_1y_1 how can we compute $x_0y_1 + x_1y_0$ with only one additional multiplication (and $O(1)$ addition/subtraction operations)?

- A. Impossible! Two multiplications are necessary
- B. $x_0y_1 + x_1y_0 = (x_0 + x_1)(y_0 + y_1) - x_0y_0 - x_1y_1$
- C. $x_0y_1 + x_1y_0 = (x_0 + y_1)(y_0 + x_1) - x_0y_0 - x_1y_1$
- D. $x_0y_1 + x_1y_0 = (x_0 + y_0)(y_1 + x_1) - x_1y_0 - x_0y_1$

Clicker Question

$$\begin{aligned}x &= 2^{n/2} \cdot x_1 + x_0 \\y &= 2^{n/2} \cdot y_1 + y_0\end{aligned}$$

Suppose we have computed x_0y_0 and x_1y_1 how can we compute $x_0y_1 + x_1y_0$ with only one additional multiplication (and $O(1)$ addition/subtraction operations)?

A. Impossible! Two multiplications are necessary

B. $x_0y_1 + x_1y_0 = (x_0 + x_1)(y_0 + y_1) - x_0y_0 - x_1y_1$

C. $x_0y_1 + x_1y_0 = (x_0 + y_1)(y_0 + x_1) - x_0y_0 - x_1y_1$

D. $x_0y_1 + x_1y_0 = (x_0 + y_0)(y_1 + x_1) - x_1y_0 - x_0y_1$

Integer Addition

Addition. Given two n -bit integers x and y , compute $x + y$.

Grade-school. $\Theta(n)$ bit operations.

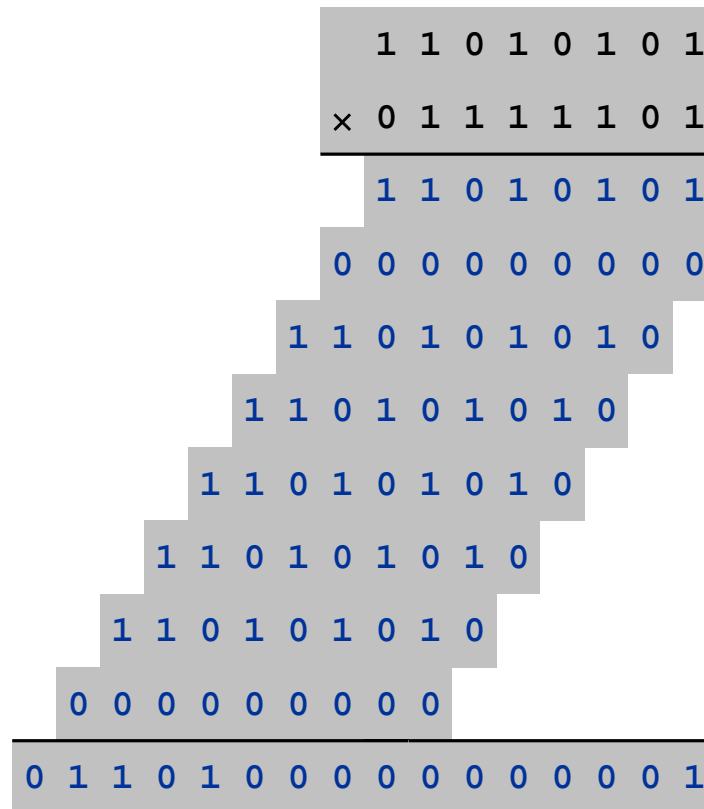
	1	1	1	1	1	1	0	1	
		1	1	0	1	0	1	0	1
+	0	1	1	1	1	1	1	0	1
<hr/>									
	1	0	1	0	1	0	0	1	0

Remark. Grade-school addition algorithm is optimal.

Integer Multiplication

Multiplication. Given two n -bit integers x and y , compute $x \times y$.

Grade-school. $\Theta(n^2)$ bit operations.



Q. Is grade-school multiplication algorithm optimal?

Divide-and-Conquer Multiplication: Warmup

To multiply two n -bit integers x and y :

- Multiply four $\frac{1}{2}n$ -bit integers, recursively.
- Add and shift to obtain result.

$$\begin{aligned}x &= 2^{n/2} \cdot x_1 + x_0 \\y &= 2^{n/2} \cdot y_1 + y_0 \\xy &= (2^{n/2} \cdot x_1 + x_0)(2^{n/2} \cdot y_1 + y_0) \\&= 2^n \cdot \underbrace{x_1 y_1}_1 + 2^{\frac{n}{2}} \cdot (\underbrace{x_0 y_1}_2 + \underbrace{x_1 y_0}_3) + \underbrace{x_0 y_0}_4\end{aligned}$$

Ex. $x = \underbrace{10001101}_{x_1} \underbrace{}_{x_0}$ $y = \underbrace{11100001}_{y_1} \underbrace{}_{y_0}$

$$T(n) = \underbrace{4T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, shift}} \Rightarrow T(n) = \Theta(n^2)$$

Divide-and-Conquer Multiplication: Warmup

To multiply two n -bit integers x and y :

- Multiply four $\frac{1}{2}n$ -bit integers, recursively.
- Add and shift to obtain result.

$$\begin{aligned}
 x &= 2^{n/2} \cdot x_1 + x_0 \\
 y &= 2^{n/2} \cdot y_1 + y_0 \\
 xy &= (2^{n/2} \cdot x_1 + x_0)(2^{n/2} \cdot y_1 + y_0) \\
 &= 2^n \cdot x_1 y_1 + 2^{\frac{n}{2}} \cdot (x_0 y_1 + x_1 y_0) + x_0 y_0
 \end{aligned}$$

①
②
③
④

Bit Shifts: $O(n)$ cheap

Ex. $x = \underbrace{10001101}_{x_1} \underbrace{}_{x_0}$ $y = \underbrace{11100001}_{y_1} \underbrace{}_{y_0}$

$$T(n) = \underbrace{4T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, shift}} \Rightarrow T(n) = \Theta(n^2)$$

Master's Theorem: $a = 4, b=2, c=1$ $\left(\frac{a}{b^c}\right) > 1, O(n^{\log_b a}) = O(n^2)$

Karatsuba Multiplication

To multiply two n -bit integers x and y :

- Add two $\frac{1}{2}n$ bit integers.
- Multiply **three** $\frac{1}{2}n$ -bit integers, recursively.
- Add, subtract, and shift to obtain result.

$$x = 2^{n/2} \cdot x_1 + x_0$$

$$y = 2^{n/2} \cdot y_1 + y_0$$

$$\begin{aligned} xy &= 2^n \cdot x_1 y_1 + 2^{\frac{n}{2}} \cdot (x_0 y_1 + x_1 y_0) + x_0 y_0 \\ &= 2^n \cdot \underset{\textcircled{1}}{x_1 y_1} + 2^{\frac{n}{2}} \cdot \left(\underset{\textcircled{2}}{(x_0 + x_1)(y_0 + y_1)} - \underset{\textcircled{3}}{x_0 y_0} - \underset{\textcircled{1}}{x_1 y_1} \right) + \underset{\textcircled{3}}{x_0 y_0} \end{aligned}$$

$$T(n) = \underbrace{3T\left(\frac{n}{2}\right)}_{\substack{\text{Recursive calls} \\ (1), (2) \text{ and } (3)}} + \underbrace{O(n)}_{\substack{\text{Add, Shift,} \\ \text{Subtract}}}$$

Clicker Question: Karatsuba Multiplication

The running time of Karatsuba is:

A. $\Theta(n \log n)$

B. $\Theta(n^{\log_3 2})$

C. $\Theta(n^2)$

D. $\Theta(n^{\log_2 3})$

E. $\Theta(n!)$

$$T(n) = \underbrace{3T\left(\frac{n}{2}\right)}_{\substack{\text{Recursive calls} \\ (1), (2) \text{ and } (3)}} + \underbrace{O(n)}_{\substack{\text{Add, Shift,} \\ \text{Subtract}}}$$

Clicker Question: Karatsuba Multiplication

The running time of Karatsuba is:

A. $\Theta(n \log n)$

B. $\Theta(n^{\log_3 2})$

C. $\Theta(n^2)$

D. $\Theta(n^{\log_2 3})$

E. $\Theta(n!)$

$$T(n) = \underbrace{3T\left(\frac{n}{2}\right)}_{\substack{\text{Recursive calls} \\ (1), (2) \text{ and } (3)}} + \underbrace{O(n)}_{\substack{\text{Add, Shift,} \\ \text{Subtract}}}$$

Karatsuba Multiplication

To multiply two n -bit integers x and y :

- Add two $\frac{1}{2}n$ bit integers.
- Multiply **three** $\frac{1}{2}n$ -bit integers, recursively.
- Add, subtract, and shift to obtain result.

$$x = 2^{n/2} \cdot x_1 + x_0$$

$$y = 2^{n/2} \cdot y_1 + y_0$$

$$xy = 2^n \cdot x_1y_1 + 2^{\frac{n}{2}} \cdot (x_0y_1 + x_1y_0) + x_0y_0$$

$$= 2^n \cdot \underbrace{x_1y_1}_{\textcircled{1}} + 2^{\frac{n}{2}} \cdot \left(\underbrace{(x_0 + x_1)}_{\textcircled{2}} \underbrace{(y_0 + y_1)}_{\textcircled{3}} - \underbrace{x_0y_0}_{\textcircled{1}} - \underbrace{x_1y_1}_{\textcircled{3}} \right) + \underbrace{x_0y_0}_{\textcircled{3}}$$

Theorem. [Karatsuba-Ofman 1962] Can multiply two n -bit integers in $O(n^{1.585})$ bit operations.

$$T(n) \leq \underbrace{T(\lfloor n/2 \rfloor) + T(\lceil n/2 \rceil) + T(1 + \lceil n/2 \rceil)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, subtract, shift}} \Rightarrow T(n)$$

Master's Theorem: $a = 3, b = 2, c = 1$ $\left(\frac{a}{b^c}\right) > 1 \Rightarrow T(n) \in O(n^{\log_b a})$

$$[\log_2 3 < 1.585]$$

Toom-3 Generalization

Split into 3 parts \longrightarrow

$$\begin{aligned} a &= 2^{2n/3} \cdot a_2 + 2^{\frac{n}{3}} \cdot a_1 + a_0 \\ b &= 2^{2n/3} \cdot b_2 + 2^{\frac{n}{3}} \cdot b_1 + b_0 \end{aligned}$$

Requires: 5 multiplications of $n/3$ bit numbers and $O(1)$ additions, shifts

$$T(n) = 5 \cdot T\left(\frac{n}{3}\right) + O(n) \Rightarrow T(n) \in O(n^{\log_3 5})$$

$$1.465 \approx \log_3 5 < \log_2 3 \approx 1.585$$

Toom-Cook Generalization (split into k parts): merge w/ $(2k-1)$ mults

$$a = 2^{\frac{n(k-1)}{k}} \cdot a_{k-1} + \dots + 2^{\frac{n}{k}} \cdot a_1 + a_0$$

$$b = 2^{\frac{n(k-1)}{k}} \cdot a_k + \dots + 2^{\frac{n}{k}} \cdot a_1 + a_0$$

$$T_k(n) = (2k - 1) \cdot T_k\left(\frac{n}{k}\right) + O(n) \Rightarrow T_k(n) \in O(n^{\log_k(2k-1)})$$

$$\forall \varepsilon > 0 \exists k \text{ s.t. } T_k(n) \in O(n^{1+\varepsilon})$$

$$\lim_{k \rightarrow \infty} (\log_k(2k - 1)) = 1$$

Toom-3 Generalization

Split into 3 parts \longrightarrow

$$a = 2^{2n/3} \cdot a_2 + 2^{\frac{n}{3}} \cdot a_1 + a_0$$
$$b = 2^{2n/3} \cdot b_2 + 2^{\frac{n}{3}} \cdot b_1 + b_0$$

Requires: 5 multiplications of $n/3$ bit numbers and $O(1)$ additions, shifts

$$T(n) = 5 \cdot T\left(\frac{n}{3}\right) + O(n) \Rightarrow T(n) \in O(n^{\log_3 5})$$

\uparrow
 ≈ 1.465

Schönhage-Strassen algorithm

$$T(n) \in O(n \log n \log \log n)$$

Only used for really big numbers: $a > 2^{2^{15}}$

State of the Art: $O(n \log n g(n))$ for increasing small
 $g(n) \ll \log \log n$

5.4 Closest Pair of Points

Closest Pair of Points

Closest pair. Given n points in the plane, find a pair with smallest Euclidean distance between them.

Fundamental geometric primitive.

- Graphics, computer vision, geographic information systems, molecular modeling, air traffic control.
- Special case of nearest neighbor, Euclidean MST, Voronoi.

↑
fast closest pair inspired fast algorithms for these problems

Brute force. Check all pairs of points p and q with $\Theta(n^2)$ comparisons.

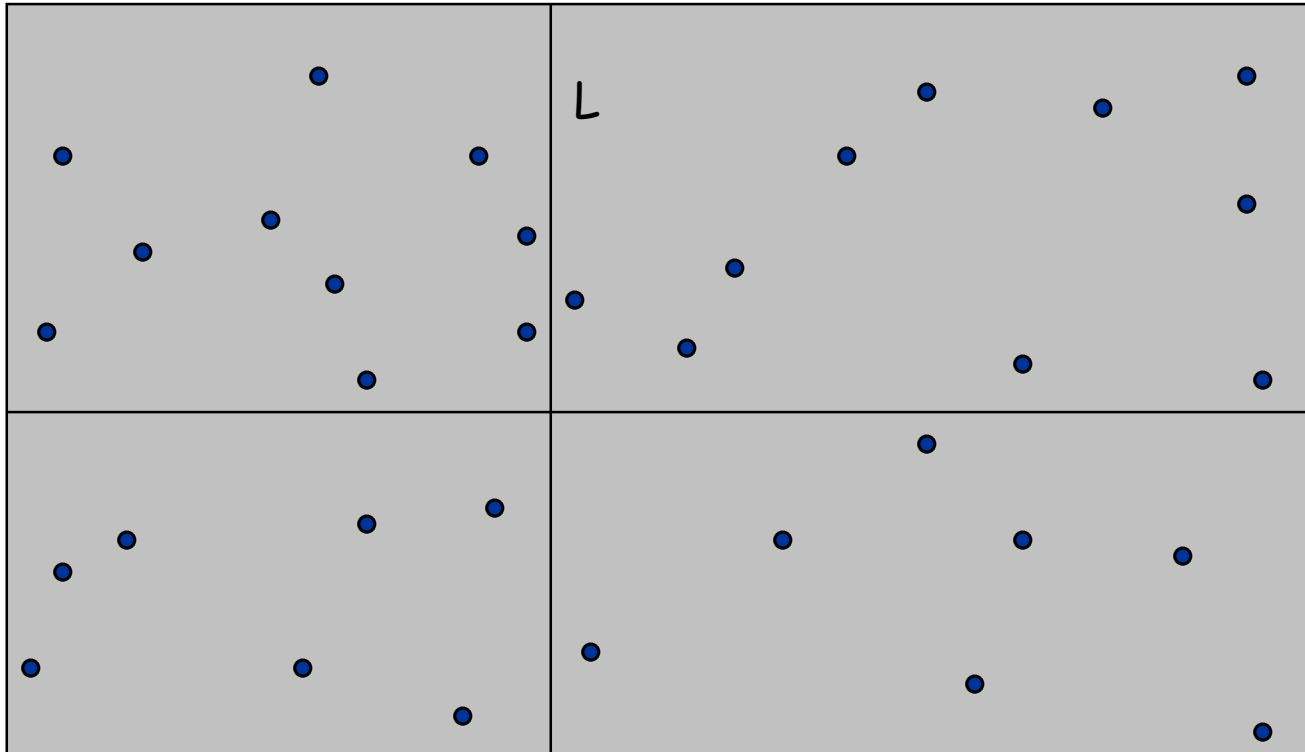
1-D version. $O(n \log n)$ easy if points are on a line.

Assumption. No two points have same x coordinate.

↑
to make presentation cleaner

Closest Pair of Points: First Attempt

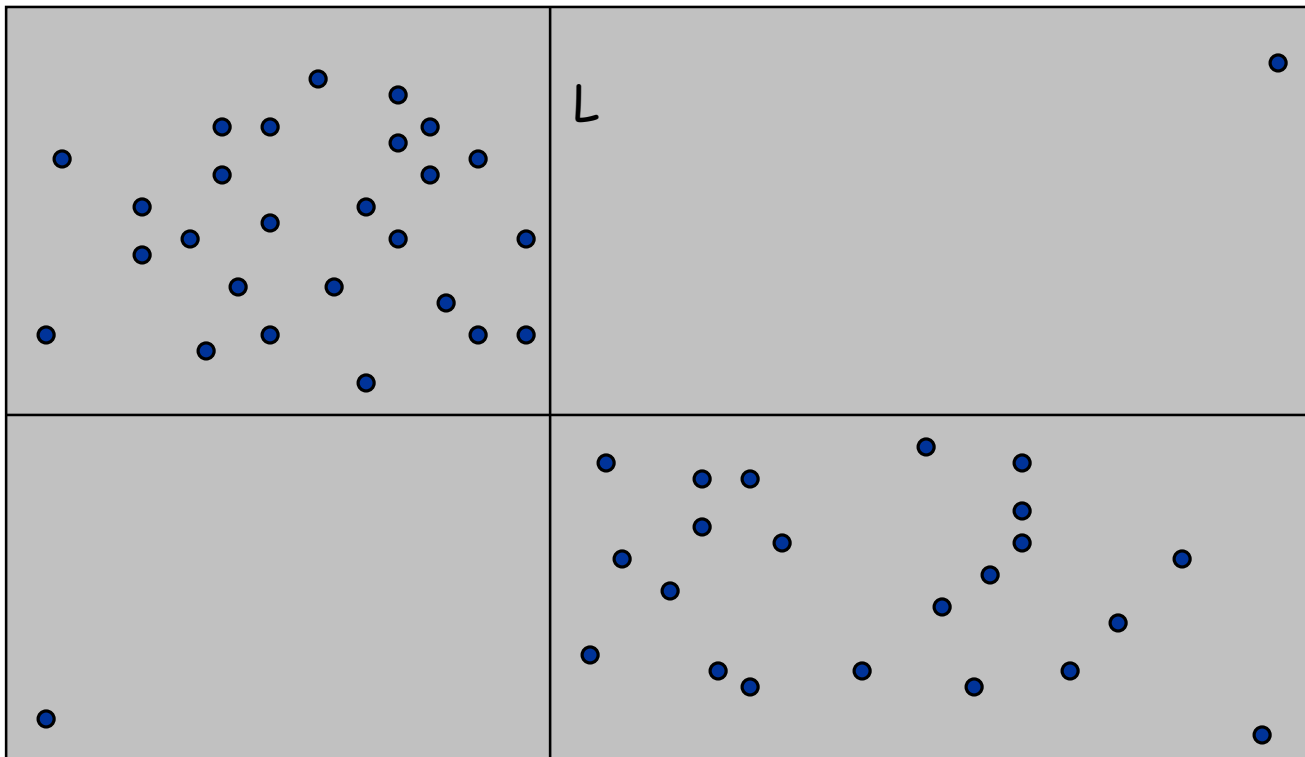
Divide. Sub-divide region into 4 quadrants.



Closest Pair of Points: First Attempt

Divide. Sub-divide region into 4 quadrants.

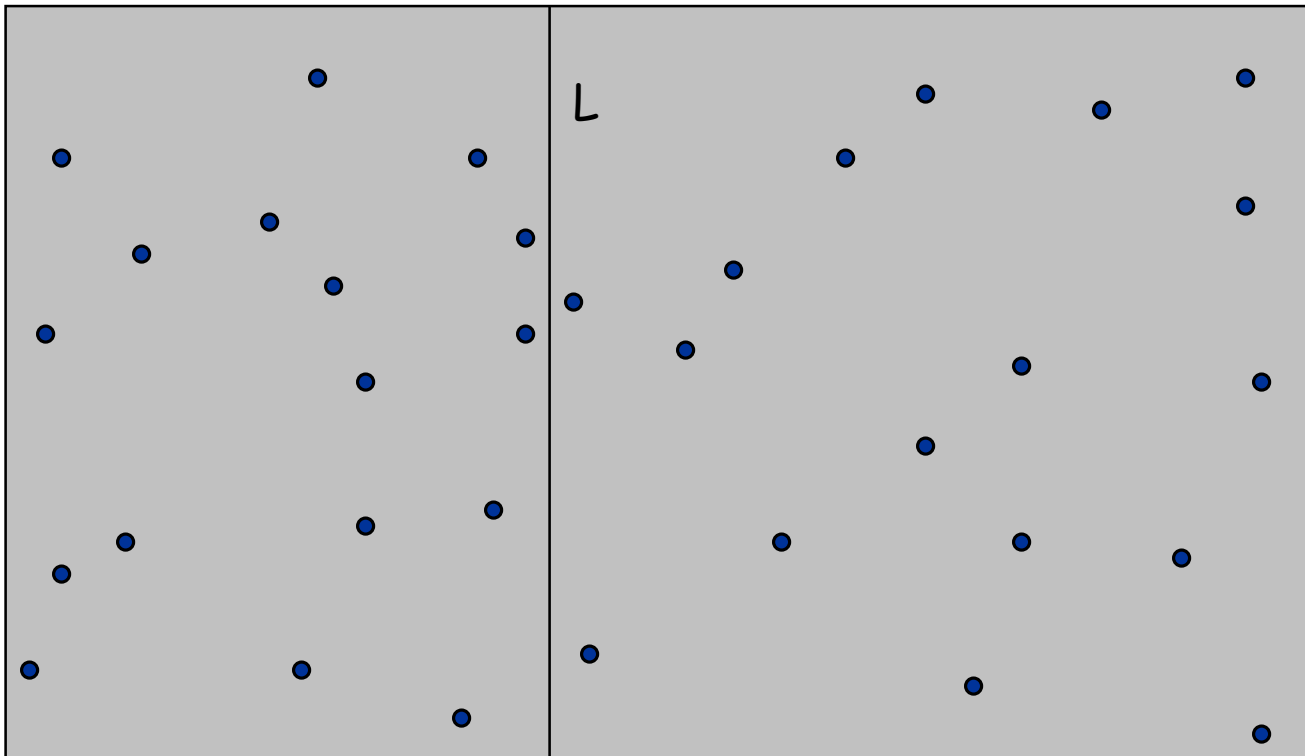
Obstacle. Impossible to ensure $n/4$ points in each piece.



Closest Pair of Points

Algorithm.

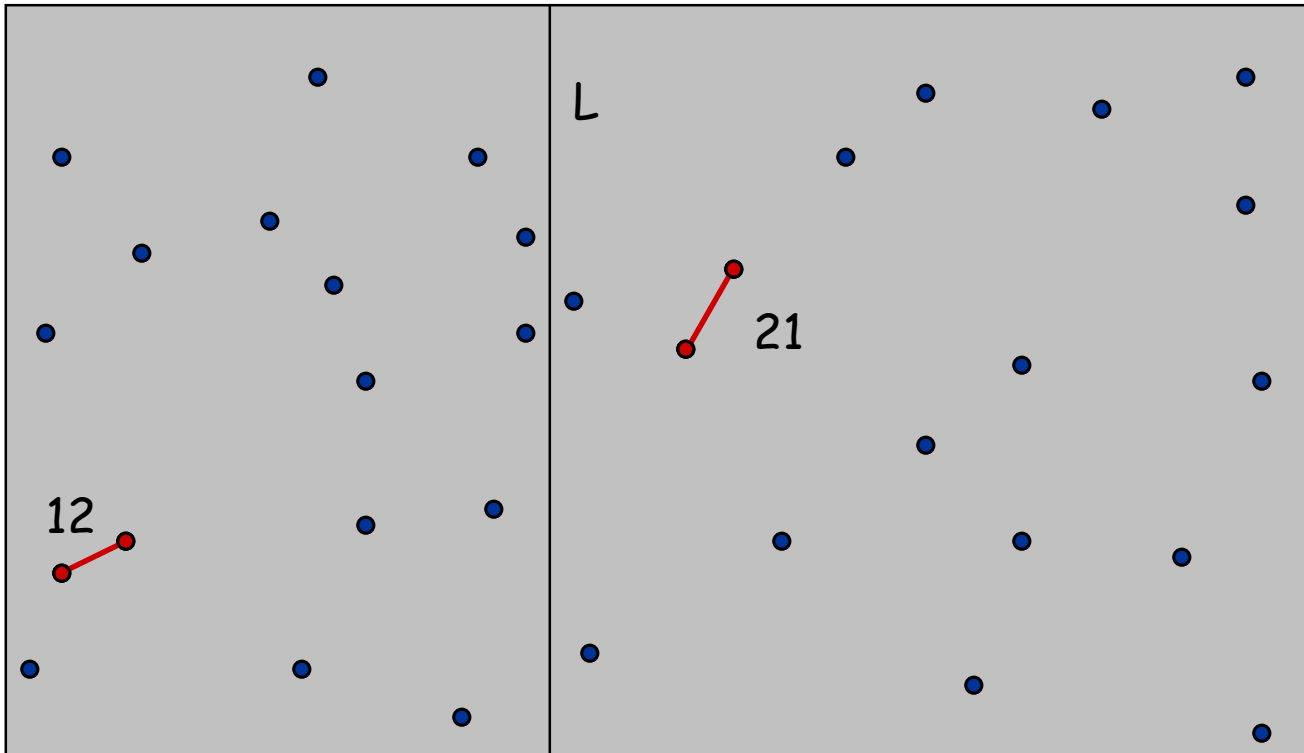
- **Divide:** draw vertical line L so that roughly $\frac{1}{2}n$ points on each side.



Closest Pair of Points

Algorithm.

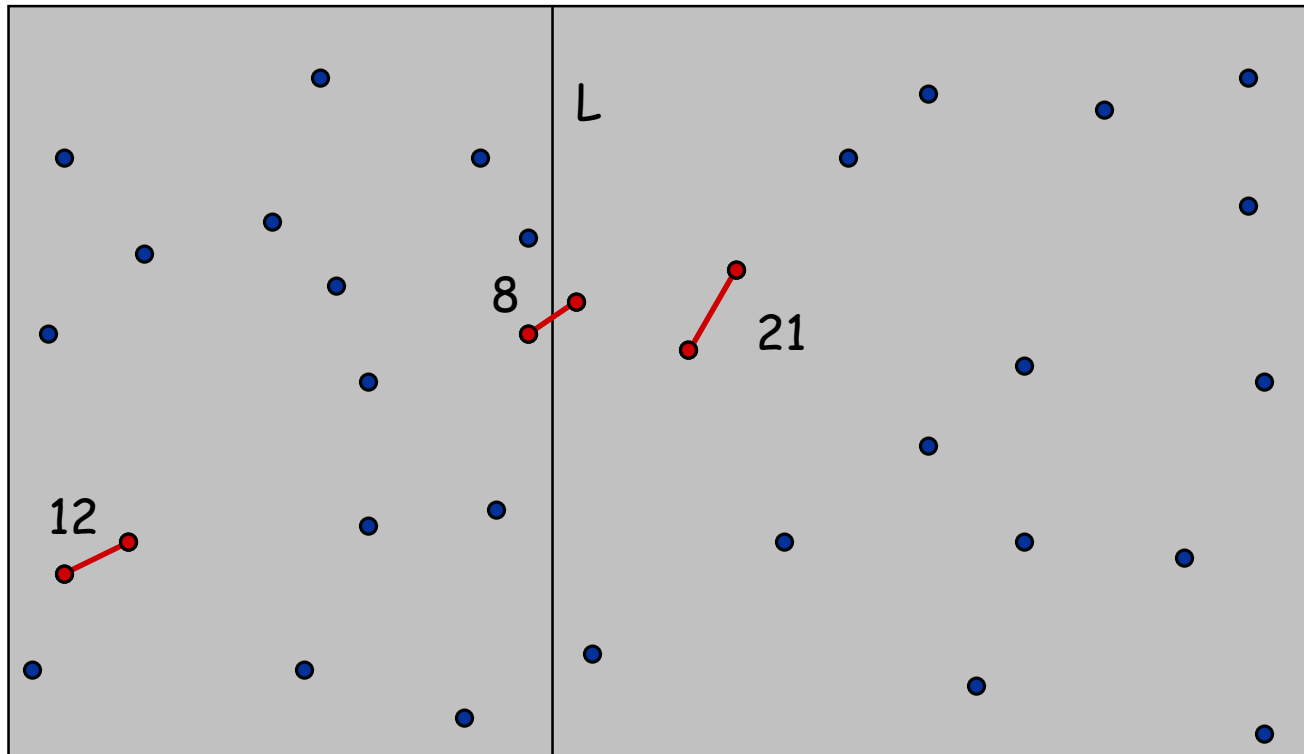
- Divide: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side.
- **Conquer**: find closest pair in each side recursively.



Closest Pair of Points

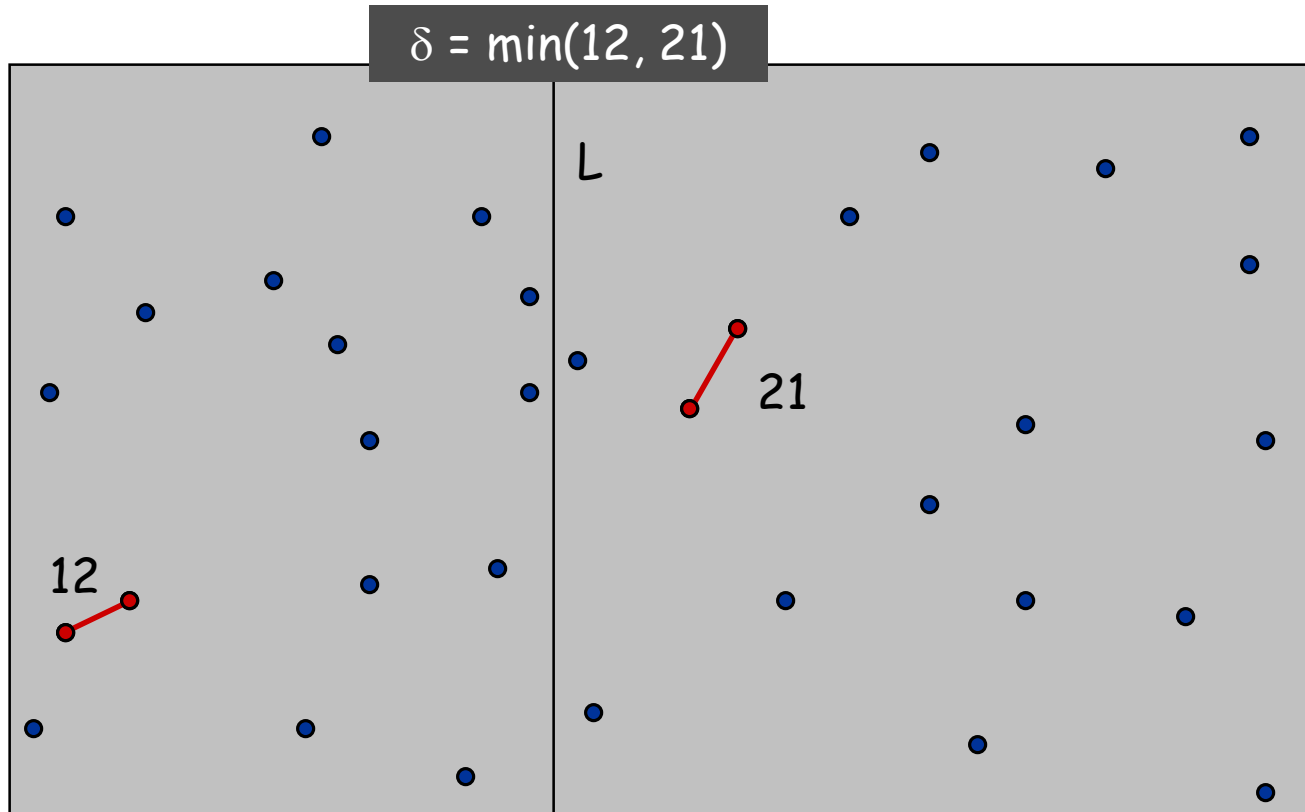
Algorithm.

- Divide: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side.
- Conquer: find closest pair in each side recursively.
- **Combine**: find closest pair with one point in each side. ← seems like $\Theta(n^2)$
- Return best of 3 solutions.



Closest Pair of Points

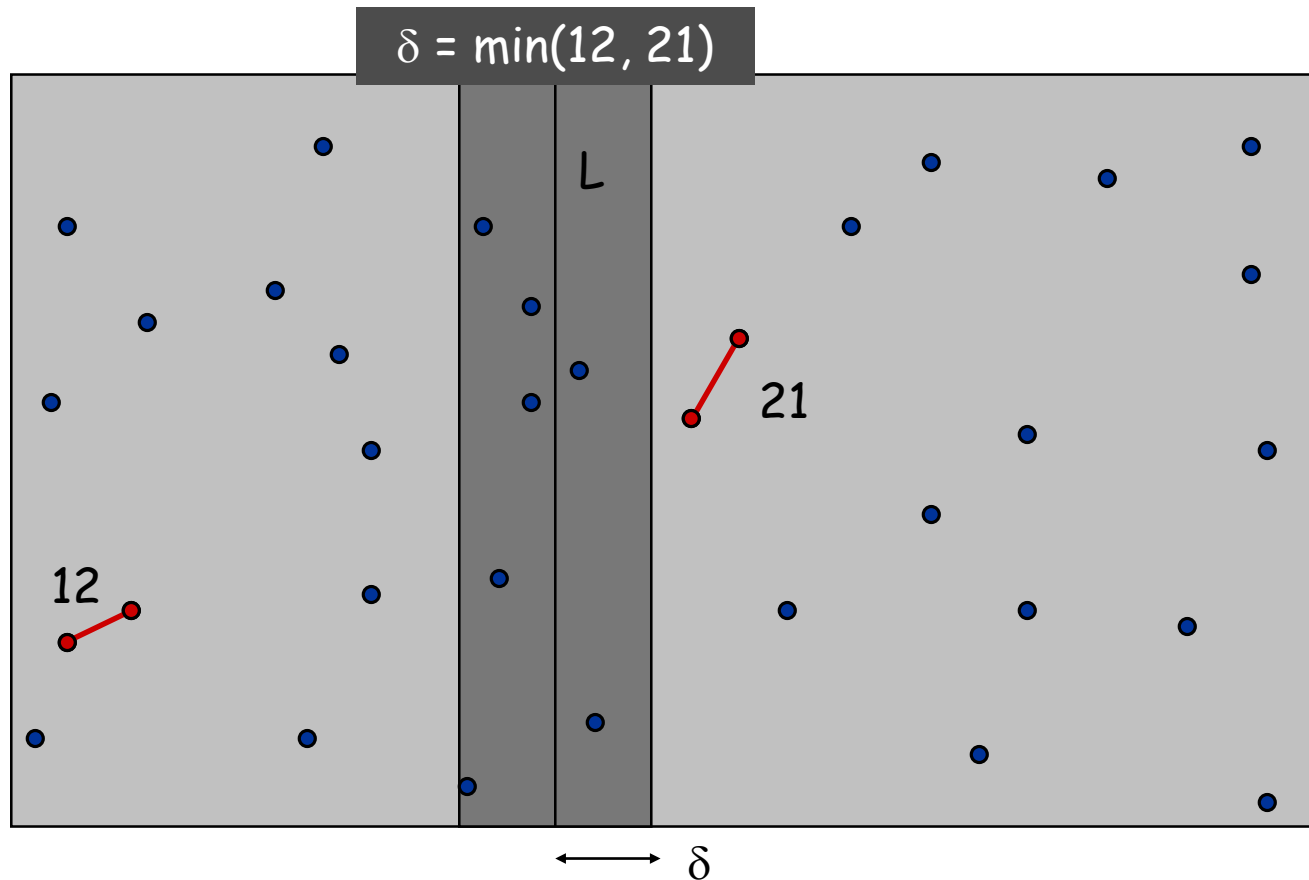
Find closest pair with one point in each side, **assuming that distance $< \delta$** .



Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

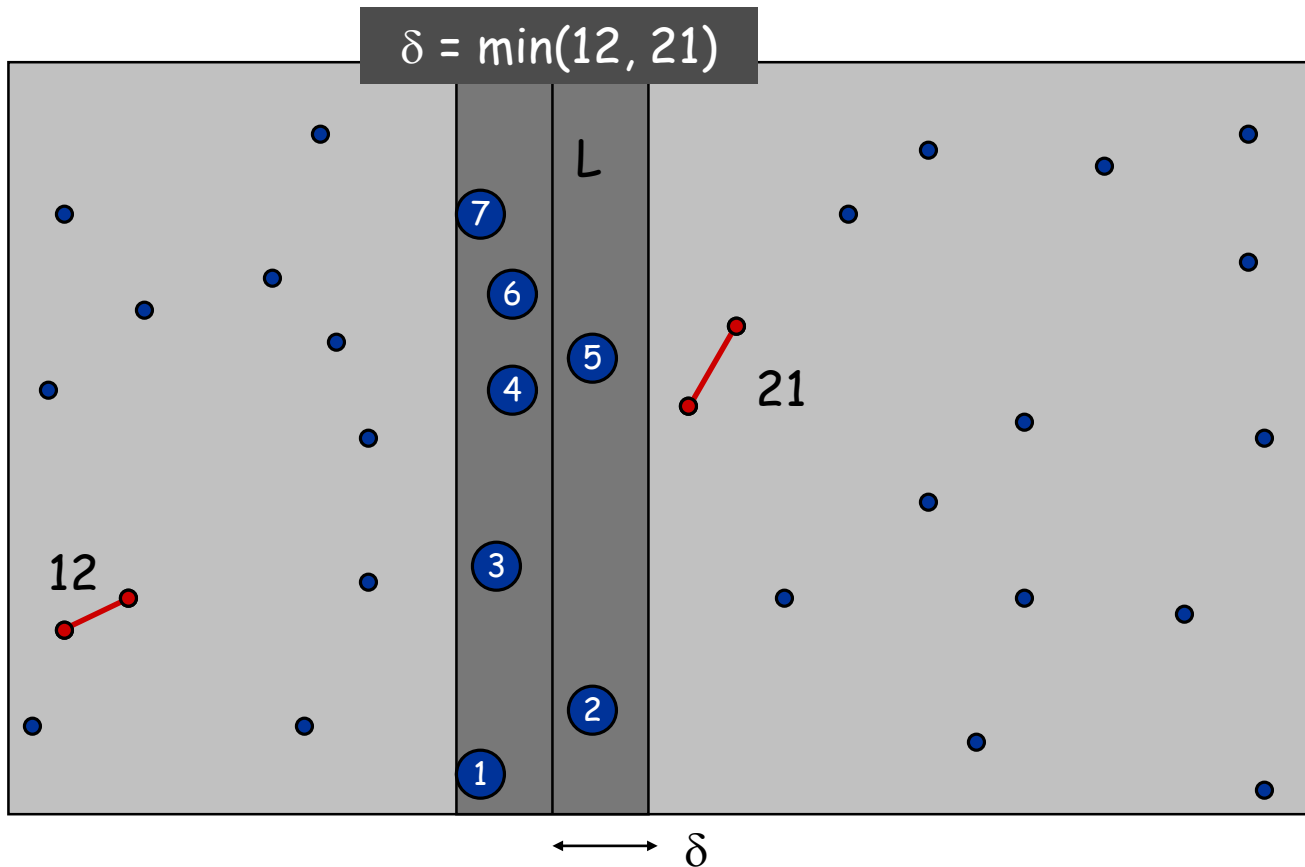
- Observation: only need to consider points within δ of line L .



Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

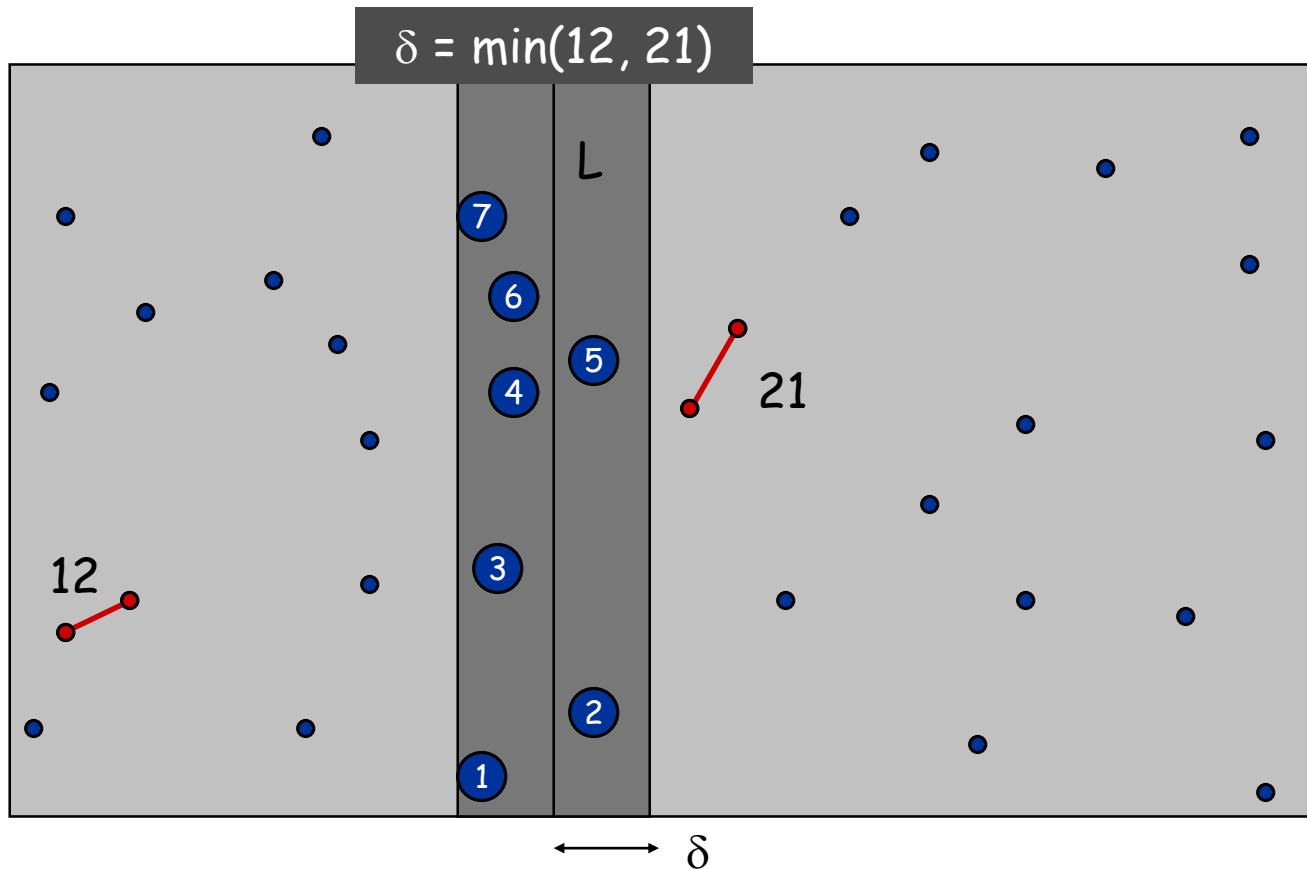
- Observation: only need to consider points within δ of line L .
- Sort points in 2δ -strip by their y coordinate.



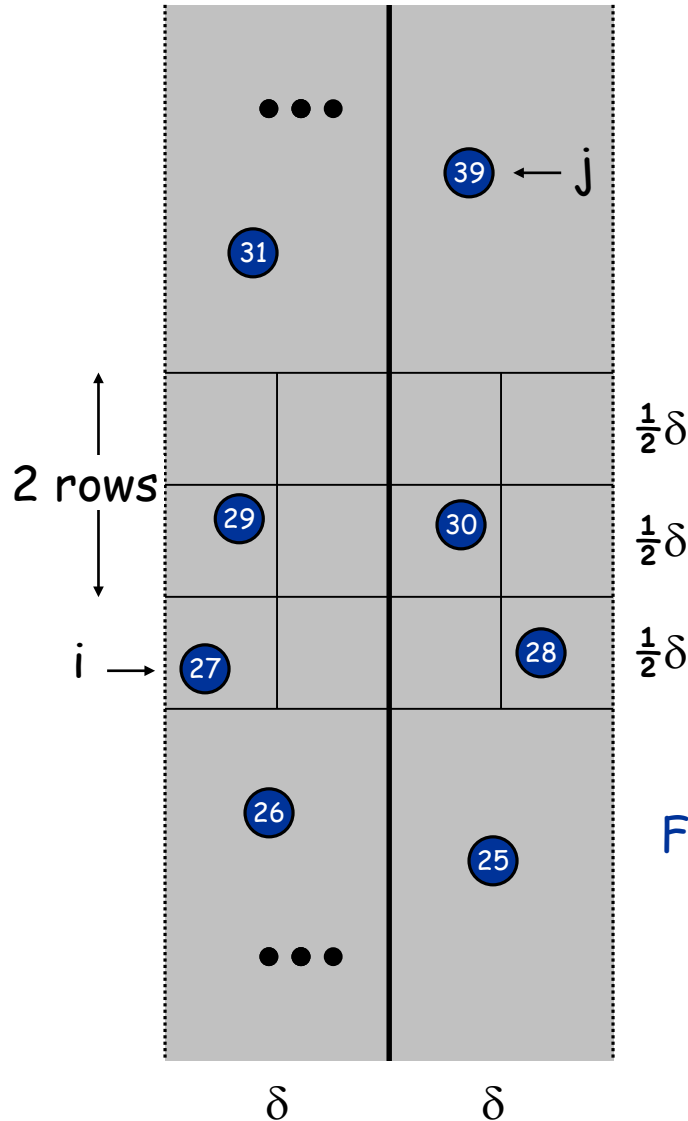
Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

- Observation: only need to consider points within δ of line L .
- Sort points in 2δ -strip by their y coordinate.
- Only check distances of those within 11 positions in sorted list!



Closest Pair of Points



Def. Let s_i be the point in the 2δ -strip, with the i^{th} smallest y -coordinate.

Claim. If $|i - j| \geq 12$, then the distance between s_i and s_j is at least δ .

Pf.

- No two points lie in same $\frac{1}{2}\delta$ -by- $\frac{1}{2}\delta$ box.
- Two points at least 2 rows apart have distance $\geq 2(\frac{1}{2}\delta)$. ▪

Fact. Still true if we replace 12 with 7.

Closest Pair Algorithm

```
Closest-Pair( $p_1, \dots, p_n$ ) {  
  Compute separation line  $L$  such that half the points  
  are on one side and half on the other side.  $O(n \log n)$   
  
   $\delta_1 = \text{Closest-Pair}(\text{left half})$   
   $\delta_2 = \text{Closest-Pair}(\text{right half})$   $2T(n / 2)$   
   $\delta = \min(\delta_1, \delta_2)$   
  
  Delete all points further than  $\delta$  from separation line  $L$   $O(n)$   
  
  Sort remaining points by  $y$ -coordinate.  $O(n \log n)$   
  
  Scan points in  $y$ -order and compare distance between  
  each point and next 11 neighbors. If any of these  
  distances is less than  $\delta$ , update  $\delta$ .  $O(n)$   
  
  return  $\delta$ .  
}
```

Closest Pair of Points

Recurrence of DQ algorithm

$$T(n) \leq 2T(n/2) + O(n \log n) \Rightarrow T(n) = O(n \log^2 n)$$

Use a generalization of case 2 in Master theorem

$f(n) = \Theta(n^{\log_b a} \lg^k n)$ for some constant $k \geq 0$.

• $f(n)$ and $n^{\log_b a}$ grow at similar rates.

Solution: $T(n) = \Theta(n^{\log_b a} \lg^{k+1} n)$.

How do we achieve $O(n \log n)$? We will just give an outline, look at the book for details.

Solution (Idea)

- Use linear time median finding algorithm to determine line L and make the two recursive calls.
- Each recursive call returns its δ **and** the points in its region sorted by y coordinates.
- Merge: Sort y -lists by merging two returned sorted lists in time $O(n)$. Same as mergesort!

Terminate recursion when $n < 4$ or some other small constant and solve the resulting small problem by brute force.

$$T(n) \leq 2T(n/2) + O(n) \Rightarrow T(n) = O(n \log n)$$