

Computer Arithmetic Assignment, Karatsuba Multiplication of big and small numbers

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Part1: Multiplication of small numbers:

We have two numbers in format of:

$$A = a_k B^m + a_r$$

$$B = b_j B^m + b_r$$

If the base is 2 then we can write the numbers in format of:

$$A = 2^j A_r$$

$$B = 2^k B_r$$

Then the result of karatsuba multiplication in base 2 is : $\{2^{j+k} + Br * A + Ar * 2^k\}$. We can see that the first and last terms are only shift operations, but to compute the middle term ($Br * A$) we need to call the function again, up to the time that Br or A becomes zero. So we will have a recursive function to do this.

The C code of this part is in attachments.

Part2: Multiplication of Big numbers

Constructing big numbers:

I make my big numbers by making them in format of table of 8bit arrays. It is possible to define the size of this table in the program.

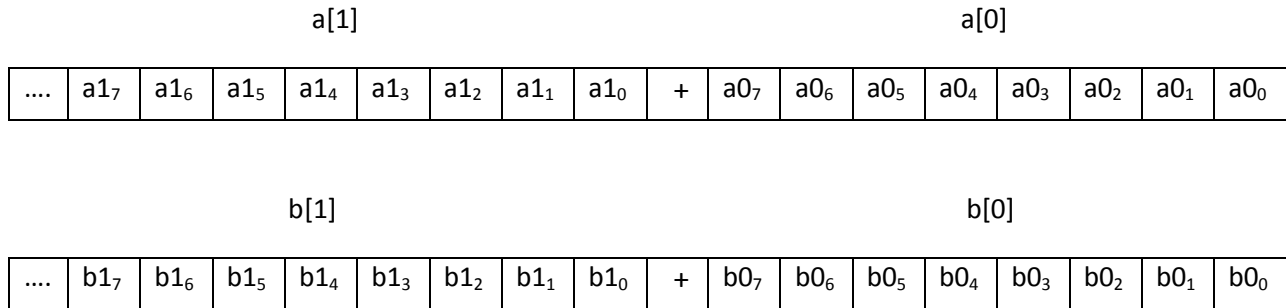
	a1 ₇	a1 ₆	a1 ₅	a1 ₄	a1 ₃	a1 ₂	a1 ₁	a1 ₀		a0 ₇	a0 ₆	a0 ₅	a0 ₄	a0 ₃	a0 ₂	a0 ₁	a0 ₀
....	a3 ₇	a3 ₆	a3 ₅	a3 ₄	a3 ₃	a3 ₂	a3 ₁	a3 ₀		a2 ₇	a2 ₆	a2 ₅	a2 ₄	a2 ₃	a2 ₂	a2 ₁	a2 ₀

How does the program work for big numbers?

As shown above there are a few operations done to calculate the multiplication, these operations are :Addition, Subtraction and Shifting. So I have made functions of these operations so that they can be applied to the format of my big numbers. These functions are described below:

Addition:

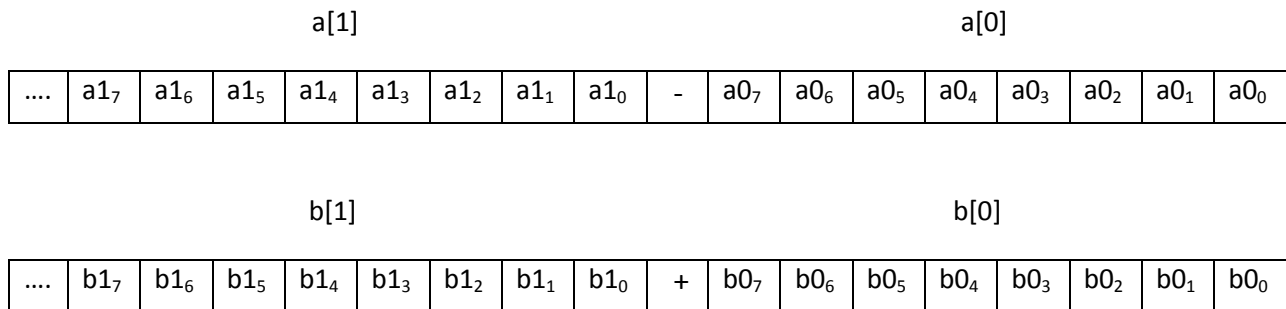
When we add two numbers of width W_N and W_p the maximum width of the result will be W_n+W_p+1 . So in order to be able to do addition for such a number which is located in a big table we should recognize if a carry is generated or not from addition of two 8 bit arrays, and if it is generated we propagate this carry all in the table. A way to understand this is to say if the result of addition of two 8bit arrays is more than 255 then a carry is generated.



If $b[0]+a[0] >255$ then we have carry and we should propagate it in table.

Subtraction:

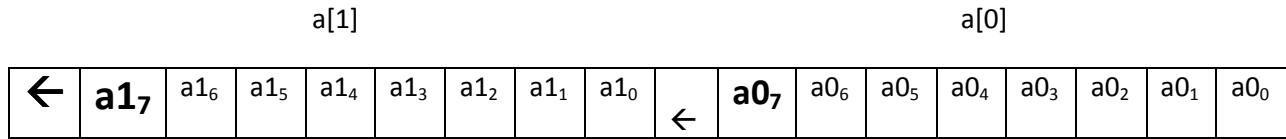
The subtraction is also like addition and it works for subtraction of two numbers in format of big table. So we need a mechanism to recognize the carry in subtraction of two 8bit arrays and then we consider it in the whole table.



If $b[0]-a[0] <0$ then we have carry and we should propagate it in table.

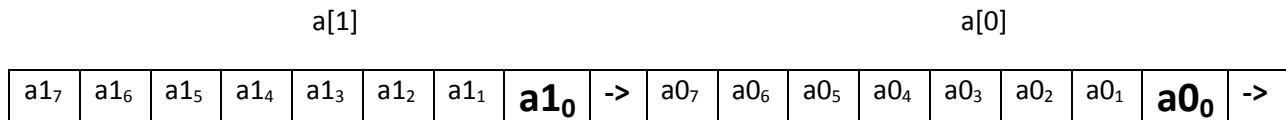
Shift left:

When we shift left a number of a format of big table then the issue is the MSB bits of the 8 bit arrays that are becoming shifted to the left, by recognizing if this number is 0 or 1 the left, shifting can be done easily.



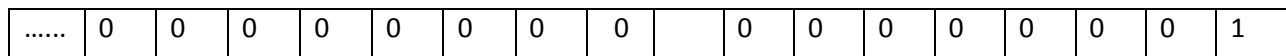
Shift right:

While right shifting a number of a format of a big table the key point is to recognize the LSB bits of the 8 bit arrays to see whether it is 0 or 1, when this test is done right shifting will be done easily.



Initialization:

This is a function to initialize a number of a format of big table with LSB “1” and the other bits to zero.



Copy:

This is for copying two numbers of format of big tables.

Iszero:

This is to recognize if a number of format of a big table is equal to zero or not.

My algorithm result:

807A36360955EFB10DA0B1DF4254F71C01932A14078C929A01CA787058C56F9C292EE08
A4033EDBB67671C6CC1805799662B3C4646751FF1707D0326A68C6FAADD9498E2F554E
FE08FAB08CCC198805822D4A6B8D2889947D51AC553F0B05D8B4681A5DE

Process Time:0m0.466s

Result=722 digits

Number1=00
00
00
00BF
C1FC4F8D1680ACD2A6F6A5DEC7B7DDE13A2485732E5104122F13238ADA65FBECDBE
884A2D291CFA1E8DA4C1B86E1A5F5EDF0CBFA84AE1FF09F88822C40288D597FFFCBD
46B1416BD4F12F640D9022BF5D674056BE21DCE4E5CD9ECE252A3E2C28AE0F97428670
F5C602F709E6732DCAA9F004CC5A33DA11BA60D322B60AE8A161F071F52C4A99FA764
E701617EB01ECB1F6B9B3558

Number2=00
00
00
009E
DD89B19BF3DA23AA08D4F1EA41B7463510605CB2F3D6A3FEB40B64278081CD80DE71
929D8B534F07CAECA3080DE51D7A494BF94F828A04B545D23F3668665BAAF4A149707
FF8DA1E60521AC6E47D98B8368F4BDC91F6B56B354C11C34149F4668A9874742DB2990
14A16AB995E3C5829166CCCC28F66C445B49612610F09C63ED23EBD5FDEF7ED8593AC
23229970B8D862A7405AD7

GMPresult:76FFAB53C3B7D1A5E84E92FF1793FDAD6493EF984A943EE1D2A8697B9CC7
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86A14F57BAADBE4E75340C49B170A3A678297725B29872C122A5D389FC3C5CC098CF4
29D3DB5C5E837DAB36DDBBD50DAAF6651D9495E0C691CF154704C590C46818E3549F8

References:

Course notes of Computer Arithmetic , Lambert Spaanenburg ,2008

<http://gmplib.org/>