

## Integer Multiplication

Let 2  $n$ -bit positive integers  $x$  and  $y$  be given. We wish to find their product  $xy$ . Standard multiplication algorithm takes  $\Theta(n^2)$  bit operations. We will present an algorithm that beats this bound.

Gauss once made the following observation: Computing the product of two complex numbers,

$$(a + bi)(c + di) = (ac - bd) + (bc + ad)i,$$

seems to involve four real-number multiplications:  $ac$ ,  $bd$ ,  $bc$ , and  $ad$ . Nevertheless, it can be achieved with three:  $ac$ ,  $bd$ , and  $(a + b)(c + d)$ . This is because

$$bc + ad = (a + b)(c + d) - ac - bd.$$

Gauss' observation is the basis for the following divide-and-conquer integer multiplication algorithm.

---

**Input:** Nonnegative integers  $x$  and  $y$ , each  $n$  bits long

**Output:**  $x \cdot y$

```
MULTIPLY( $x$ ,  $y$ ) {
  if  $n = 1$  then return  $x * y$ 
   $x_1 \leftarrow$  leftmost  $\lfloor n/2 \rfloor$  bits of  $x$ ;   $x_0 \leftarrow$  rightmost  $\lceil n/2 \rceil$  bits of  $x$ 
   $y_1 \leftarrow$  leftmost  $\lfloor n/2 \rfloor$  bits of  $y$ ;   $y_0 \leftarrow$  rightmost  $\lceil n/2 \rceil$  bits of  $y$ 
   $p_1 \leftarrow$  MULTIPLY( $x_1$ ,  $y_1$ )
   $p_2 \leftarrow$  MULTIPLY( $x_0$ ,  $y_0$ )
   $p_3 \leftarrow$  MULTIPLY( $x_1 + x_0$ ,  $y_1 + y_0$ )
  return  $p_1 * 2^{2\lfloor n/2 \rfloor} + (p_3 - p_1 - p_2) * 2^{\lfloor n/2 \rfloor} + p_2$ 
}
```

---

The procedure's worst-case running time  $T(n)$  satisfies the recurrence

$$T(n) = \begin{cases} 1 & \text{if } n = 1 \\ n + 3T(n/2) & \text{if } n > 1. \end{cases}$$

By the Master Theorem,  $T(n) = \Theta(n^{\log_2 3}) = \Theta(n^{1.59})$ , which is  $o(n^2)$ .

**Remarks.**

1. Multiplying an  $n$ -bit number  $z$  by a perfect power of two, say  $2^k$ , where  $k$  is  $O(n)$ , takes time  $O(n)$  since it can be done simply by shifting the bits of  $z$ .
2. In practice, instead of  $n = 1$ , use the base case that corresponds to the natural word size of the processor (say  $n = 32$ ).
3. An even faster multiplication algorithm exists and is based on the FFT.