


Towards Optimal Toom-Cook Matrices

for Integer and Polynomial Multiplication

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 - Higher Toom-Cook methods
 - Some graphics

Long integer and polynomial multiplication

Some notation

Let \mathbf{R} be \mathbb{Z} or $\mathbb{Z}[X]$,

$$a(x) = \sum_{i=0}^{d_a} a_i x^i \quad , \quad b(x) = \sum_{i=0}^{d_b} b_i x^i \in \mathbf{R}[x]$$

We want to compute their product

$$c(x) = \sum_{i=0}^{d_c} c_i x^i \in \mathbf{R}[x]$$

$$\deg(a) = d_a \quad ; \quad \deg(b) = d_b \quad ; \quad \deg(c) = d_c = d_a + d_b$$

Long integer and polynomial multiplication

The classical Toom-Cook approach

- Toom-Cook methods concern univariate polynomials multiplication.
- Toom- n method refers to factors having n parts each (degrees $d_a = d_b = n - 1$).
- It is an absolutely standard procedure to apply these methods to general univariate polynomials and long integers multiplication by a simple base changing.

Multiplication algorithms

Many algorithms are known for polynomial multiplication.

- Naïve

$O(d^2)$

Each one has a different complexity, and its own range where it is the fastest one.

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- Karatsuba (1962) $O(d^{\log_2 3})$

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Multiplication algorithms

Many algorithms are known for polynomial multiplication.

- Naïve $O(d^2)$
- Karatsuba (1962) $O(d^{\log_2 3})$
- **Schönhage-Strassen (1971)** $O(d \log d \log \log d)$

Each one has a different complexity, and its own range where it is the fastest one.

In 2007, Martin Fürer announced a new algorithm that should have a better asymptotic complexity.

Multiplication algorithms

Many algorithms are known for polynomial multiplication.

- Naïve $O(d^2)$
- Karatsuba (Toom-2) (1962) $O(d^{\log_2 3})$
- **Toom-Cook- n (1963)** $O(d^{\log_n(2n-1)})$
- Schönhage-Strassen (1971) $O(d \log d \log \log d)$

Each one has a different complexity, and its own range where it is the fastest one.

We aim to analyse the optimality of Toom-Cook methods within their respective ranges of applicability.

Recall on Toom- n algorithm

3 (core) phases

- 1 Splitting: choose a base and split
- 2 Evaluation
- 3
- 4
- 5 Recomposition: shift and add.

Phase 2, some linear algebra

Evaluate polynomials $a(x), b(x)$ in $2n - 1$ different points $\{v_i\} \in \mathbb{Z}$.

This can be obtained by multiplying a (non square) Vandermonde matrix by the vector of coefficients.

Recall on Toom- n algorithm

3 (core) phases

- 1 Splitting: choose a base and split
- 2 Evaluation: $2 \times$ matrix-vector multiplication
- 3 Multiplication
- 4
- 5 Recomposition: shift and add.

Phase 3, recursive application

▶ see unbalanced

Evaluate the product by multiplying factors evaluations.

$$c(v_i) = a(v_i) \cdot b(v_i)$$

(degree $n - 1$) \times (degree $n - 1$) \rightsquigarrow degree $2n - 2$.

(n parts) \times (n parts) $\rightsquigarrow 2n - 1$ parts. $\Rightarrow 2n - 1$ multiplications.

Recall on Toom- n algorithm

3 (core) phases

- 1 Splitting: choose a base and split
- 2 Evaluation: $2 \times$ matrix-vector multiplication
- 3 Multiplication: $(2n - 1) \times$ smaller multiplication
- 4 Interpolation
- 5 Recomposition: shift and add.

Phase 4, some more linear algebra

Interpolate to obtain coefficient of the product polynomial.

Obtain this by multiplying the inverse of a (square) Vandermonde matrix by the vector of evaluations.

Recall on Toom- n algorithm

3 (core) phases

- 1 Splitting: choose a base and split
- 2 Evaluation: $2 \times$ matrix-vector multiplication
- 3 Multiplication: $(2n - 1) \times$ smaller multiplication
- 4 Interpolation: *inverse matrix-vector multiplication*
- 5 Recomposition: shift and add.

Phases 2 and 4 are critical

Splitting order n results in $(2n - 1)$ multiplications in phase 3, and asymptotic behaviour $\Theta(d^{\log_n(2n-1)})$. Rigidly.

The hidden constant is determined by the evaluation/interpolation points **and** operation sequences for **phases 2 and 4**.

Unbalanced operands

Factors with different degrees

Toom- $(n+m)/2$

[◀ back to balanced](#)

(degree $n - 1$) \times (degree $m - 1$) \rightsquigarrow degree $n + m - 2$
(n parts) \times (m parts) \rightsquigarrow $n + m - 1$ parts

Toom methods can thus be applied also to polynomials with different degrees. The evaluation phase depends on m and n separately, while **the interpolation phase only on $n + m$** .

Toom-2.5

Unbalanced Toom-3

(deg 2) \times (deg 1) \rightsquigarrow deg 3	(deg 3) \times (deg 1) \rightsquigarrow deg 4
(3 parts) \times (2 parts) \rightsquigarrow 4 parts	(4 parts) \times (2 parts) \rightsquigarrow 5 parts

Some examples for basic cases

The matrices of Toom-2.5 and Toom-3 interpolation phase are

$$A_{2.5} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ -1 & 1 & -1 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \end{pmatrix} ; \quad A_3 = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 16 & 8 & 4 & 2 & 1 \\ 1 & -1 & 1 & -1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

Theorem

For $n \geq 3$, $\det(A_n)$ is not a power of 2 (one division is needed).

Theorem

Let A_n be generated by $\{\infty, 1, -1, v_4, \dots, v_{2n-2}, 0\}$. At most $2n - 5$ divisions are needed in the interpolation phase.

The setting

GOAL: we want the best (most efficient) sequence of elementary operations on rows to transform matrix A_n into identity.

- There are ∞ possible inversion sequences (IS).
- We restrict the admissible operations by defining two criteria.
- They define a finite “model” such that an exhaustive search is possible.
- We describe this model as a weighted graph.
- The goal is reached by solving a shortest path problem on the graph.

Some useful definitions

For a square matrix M :

$M[i, j]$: the entry in position (i, j)

$M^{(i)}$: the i^{th} line

$M^{[j]}$: the j^{th} column

Definition

The **support** of $M^{(i)}$ is the set $s(M^{(i)})$ of column indexes $j \in \mathbb{N}$ such that $M[i, j] \neq 0$. Similarly for $M^{[j]}$.

The **support** of M is the set $s(M)$ of pairs $(i, j) \in \mathbb{N} \times \mathbb{N}$ such that $M[i, j] \neq 0$.

$\#M^{(i)}$ = cardinality of $s(M^{(i)})$. Similarly for $\#M^{[j]}$ and $\#M$.

The model criteria

$$\dots \rightarrow M \xrightarrow{(i)} \tilde{M} \rightarrow \dots \rightarrow I$$

(A) Support reduction :

$$(\#\tilde{M}^{(i)} < \#M^{(i)}) \wedge (M[i,j] = 0 \Rightarrow \tilde{M}[i,j] = 0)$$

At least one more zero entry. "Old" 0 entries are not modified.

(B) Regularisation : $\tilde{M}[i,j]/M[i',j] = \tilde{M}[i,j']/M[i',j']$.

More entries differing from the corresponding ones in another line by a common multiplicative factor than before.

Example (A,B): in A_3 ,

$$(16 \ 8 \ 4 \ 2 \ 1) + 2(1 \ -1 \ 1 \ -1 \ 1) \rightarrow (18 \ \boxed{6 \ 6} \ 0 \ 3) \\ (1 \ \boxed{1 \ 1} \ 1 \ 1)$$

Operations we count on for linear algebra

Linear combinations

$l_i \leftarrow (c_i \cdot l_i + c_j \cdot l_j) / d_i$, where c_i, c_j, d_i are “small” constants.

“small” actually means fixed: asymptotically small. Typically fits in 1 WORD.

Basic on long operands: linear operations

	$ c_i $	$ c_j $	d_i	cost
Add/Sub	1	1	1	STEP
l.c of first type	1	2^k	1	STEP + (_1_2)
	2^k	1	1	STEP + (_1_2)
l.c of second type	1	$\neq 2^k$	1	STEP + (_1_X)
	$\neq 2^k$	1	1	STEP + (_1_X)
Division by 2^k (shift)	1	0	2^k	SHIFT
Exact division	1	0	$\neq 2^k$	DIV

The Toom graph

Let $G = (V, E, w)$ the weighted graph such that

- 1 V is the set of matrices obtained by A_n with \rightarrow^* subject to criteria (A) and (B).
- 2 E is the set of edges such that $(M, \tilde{M}) \in E \Leftrightarrow \tilde{M}$ can be obtained by M by means of an admissible linear combination.

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Definition (weight function)

For $\varepsilon \in E$, $w(\varepsilon)$ is the cost of the corresponding linear combination. For a chain \mathcal{C} , $w(\mathcal{C}) = \sum_{\varepsilon \in \mathcal{C}} w(\varepsilon)$.

$$w(M) = \min_{\mathcal{C}(M,I)} \{w(\mathcal{C})\}$$

Example (Karatsuba graph): Let $(v_1 = \infty, v_2 = 1, v_3 = 0)$

$$\begin{array}{ccc} \begin{pmatrix} 1 & 0 & 0 \\ \mathbf{1} & \mathbf{1} & \mathbf{1} \\ 0 & 0 & 1 \end{pmatrix} & \xrightarrow{\varepsilon_1} & \begin{pmatrix} 1 & 0 & 0 \\ \mathbf{0} & \mathbf{1} & \mathbf{1} \\ 0 & 0 & 1 \end{pmatrix} \\ \varepsilon_2 \downarrow & & \downarrow \varepsilon_3 \\ \begin{pmatrix} 1 & 0 & 0 \\ \mathbf{1} & \mathbf{1} & \mathbf{0} \\ 0 & 0 & 1 \end{pmatrix} & \xrightarrow{\varepsilon_4} & / \end{array}$$

Example (Knuth graph): Let $(v_1 = \infty, v_2 = -1, v_3 = 0)$

$$\begin{array}{ccc} \begin{pmatrix} 1 & 0 & 0 \\ \mathbf{1} & -\mathbf{1} & \mathbf{1} \\ 0 & 0 & 1 \end{pmatrix} & \xrightarrow{\varepsilon_1} & \begin{pmatrix} 1 & 0 & 0 \\ \mathbf{0} & -\mathbf{1} & \mathbf{1} \\ 0 & 0 & 1 \end{pmatrix} \\ \varepsilon_2 \downarrow & & \downarrow \varepsilon_3 \\ \begin{pmatrix} 1 & 0 & 0 \\ \mathbf{1} & -\mathbf{1} & \mathbf{0} \\ 0 & 0 & 1 \end{pmatrix} & \xrightarrow{\varepsilon_4} & / \end{array}$$

Heuristics for search pruning

We use a recursive function f to visit G , keeping **some** vertexes for **some** time to benefit from already made evaluations.

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- We make **estimates** (from below) $e(M)$ of $w(M)$ by exploiting various heuristics (matrix support cardinality, determinant value, submatrices, etc).
- We introduce a **threshold** t (parameter for f) to avoid analysing not interesting subgraphs. If $e(M) > t$ the subgraph under M is not analysed (no better IS can be drawn from it).
- t is updated while f visits G : if $M \xrightarrow{\varepsilon} \tilde{M}$ and $f(M, t)$ calls itself, then the recursive call is $f(\tilde{M}, t - w(\varepsilon))$.

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Toom-2.5 optimal IS

$A_{2.5}$ generated by $\{\infty, -1, 1, 0\}$, with $\det(A_{2.5}) = 2$.

A Toom-graph with 17 nodes was built. The weight is

4 · STEP + SHIFT

$$A_{2.5} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ -1 & 1 & -1 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \end{pmatrix} \xRightarrow{2--=3} \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 2 & 0 & 2 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \end{pmatrix} \xRightarrow[3--=1]{2\gg(1)} \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \end{pmatrix} \xRightarrow[2--=4]{3--=2} I$$

There are 16 minimal equivalent IS.

Toom-3 optimal IS

A_3 generated by $\{\infty, 2, -1, 1, 0\}$, with $\det(A_3) = 12$.

The IS implemented in GMP 4.2.1 uses both criteria. Its weight is

$$w_{GMP} = 8 \cdot \text{STEP} + \text{DIV} + 2 \cdot \text{SHIFT} + 2 \cdot (-1.2)$$

Toom-3 optimal IS

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The solution we found uses only criterion (A) and its weight is

$$w_{BZ} = 8 \cdot \text{STEP} + \text{DIV} + \text{SHIFT} + \min(-1.X, \text{SHIFT}) + -1.2$$

depending on which of $-1.X$, SHIFT is smaller.

Toom-3 optimal IS, when SHIFT < 1_X

$$\begin{array}{l}
 A_3 = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 16 & 8 & 4 & 2 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow{2 \dashv= 4} \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 15 & 9 & 3 & 3 & 0 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow{4 \dashv= 3-4} \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 15 & 9 & 3 & 3 & 0 \\ 1 & 1 & 1 & 1 & 1 \\ 0 & 2 & 0 & 2 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow{3 \dashv= 5} \\
 \\
 \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 15 & 9 & 3 & 3 & 0 \\ 1 & 1 & 1 & 1 & 0 \\ 0 & 2 & 0 & 2 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow[4 \gg (1)]{2 \dashv= (3)} \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 5 & 3 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow{2 \dashv= 3} \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 4 & 2 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow{2 \gg (1)} \\
 \\
 \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow{3 \dashv= 4} \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow[3 \dashv= 1]{2 \dashv= (2)1} \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \xrightarrow{4 \dashv= 2} /
 \end{array}$$

Toom-3.5 (4 × 3 or 5 × 2 unbalanced multiplications)

$A_{3.5}$ generated by $\{\infty, 2, -2, 1, -1, 0\}$. The weight is

$$12 \cdot \text{STEP} + 2 \cdot \text{DIV} + 2 \cdot \text{SHIFT} + 2 \cdot (-1_2)$$

$$A_{3.5} = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 32 & 16 & 8 & 4 & 2 & 1 \\ -32 & 16 & -8 & 4 & -2 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 \\ -1 & 1 & -1 & 1 & -1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

One regularisation step (B) is needed.

Toom-4

 $(4 \times 4 \text{ or } 5 \times 3 \text{ or } 6 \times 2)$

A_4 generated by $\left\{ \infty, 2, 1, -1, \frac{1}{2}, -\frac{1}{2}, 0 \right\}$. The weight is

$18 \cdot \text{STEP} + 3 \cdot \text{DIV} + \text{SHIFT} + \min(-1 \cdot X, \text{SHIFT}) + 2 \cdot (-1 \cdot X) + 4 \cdot (-1 \cdot 2)$

$$A_4 = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 64 & 32 & 16 & 8 & 4 & 2 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 & 1 & -1 & 1 \\ 1 & 2 & 4 & 8 & 16 & 32 & 64 \\ 1 & -2 & 4 & -8 & 16 & -32 & 64 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

One regularisation step (B) is used.

Toom-4.5

 $(5 \times 4 \text{ or } 6 \times 3 \text{ or } 7 \times 2)$

$A_{4.5}$ generated by $\left\{ \infty, -1, -2, \frac{1}{2}, 1, 2, -\frac{1}{2}, 0 \right\}$. The weight is

$$22 \cdot \text{STEP} + 4 \cdot \text{DIV} + \text{SHIFT} + 3 \cdot (-1_X) + 6 \cdot (-1_2)$$

$$A_{4.5} = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ -1 & 1 & -1 & 1 & -1 & 1 & -1 & 1 \\ -128 & 64 & -32 & 16 & -8 & 4 & -2 & 1 \\ 1 & 2 & 4 & 8 & 16 & 32 & 64 & 128 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 128 & 64 & 32 & 16 & 8 & 4 & 2 & 1 \\ 1 & -2 & 4 & -8 & 16 & -32 & 64 & -128 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

Toom-5 $(5 \times 5 \text{ or } 6 \times 4 \text{ or } 7 \times 3 \text{ or } 8 \times 2)$

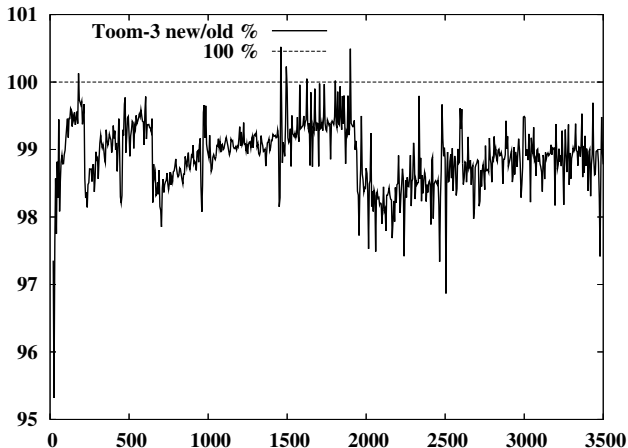
A_5 generated by $\left\{ \infty, -2, \frac{1}{2}, 4, 2, -1, 1, -\frac{1}{2}, 0 \right\}$. The weight is

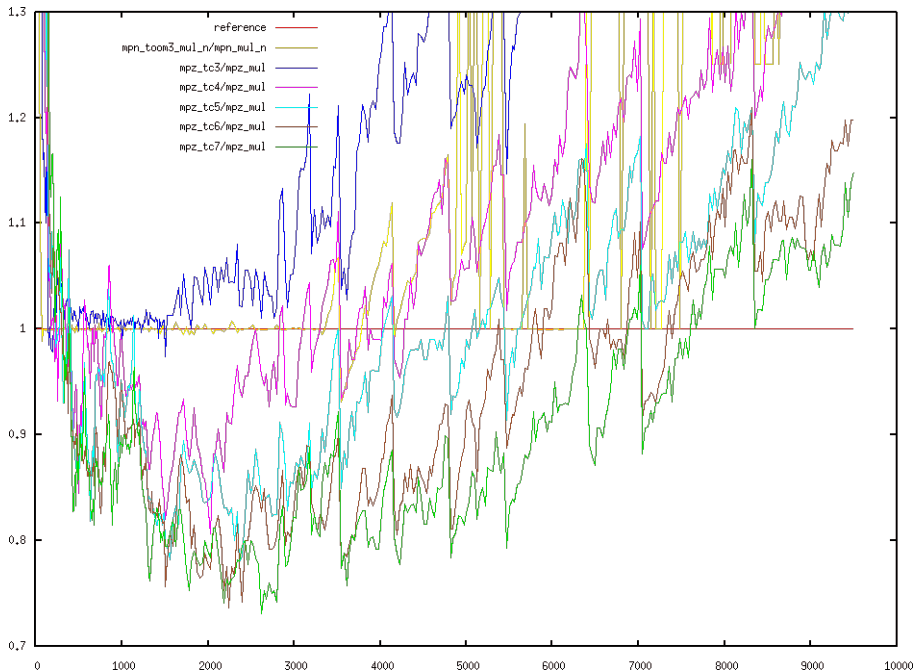
$$32 \cdot \text{STEP} + 5 \cdot \text{DIV} + 2 \cdot \text{SHIFT} + 6 \cdot (-1_X) + 8 \cdot (-1_2)$$

$$A_5 = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 256 & -128 & 64 & -32 & 16 & -8 & 4 & -2 & 1 \\ 1 & 2 & 4 & 8 & 16 & 32 & 64 & 128 & 256 \\ 4^8 & 4^7 & 4^6 & 4^5 & 256 & 64 & 16 & 4 & 1 \\ 256 & 128 & 64 & 32 & 16 & 8 & 4 & 2 & 1 \\ 1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & -2 & 4 & -8 & 16 & -32 & 64 & -128 & 256 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

Toom-3 gain

We implemented new GMP code for Toom-3 with the new IS.





Related results

Complete matrix inversion sequences for
Toom-3.5, Toom-4, Toom-4.5, Toom-5 in

What about Toom-Cook matrices optimality ?

Technical Report 605, Centro "Vito Volterra", Università di Roma
"Tor Vergata", October 2006.

<http://bodrato.it/papers/#CIVV2006>.

Analysis for evaluation sequences,
result for Toom-3 in

Towards Optimal Toom-Cook Multiplication for Univariate and Multivariate Polynomials in Characteristic 2 and 0

presented at WAIFI 2007, Madrid, España, June 21-22, 2007.

<http://bodrato.it/papers/#WAIFI2007>.

That's all folks !

Thank you very much for your very kind attention

Questions ?

Presentation will be available on the web:
<http://bodrato.it/papers/#ISSAC2007>,
released under a CreativeCommons BY-NC-SA licence.

