# So You Think You Can Multiply? 

## A History of Multiplication

## Stephen Lucas

Department of Mathematics and Statistics James Madison University, Harrisonburg VA

February 282010

## Outline

- Ancient Techniques
- Definitions
- Squares and Triangular Numbers
- Doubling and Halving
- Geometry
- Positional Notation
- Positional Definition
- Hinge and Scratch
- Cross
- Lattice
- Napier's Rods and the "Modern" method
- Genaille's Rods
- Multiplication as Addition
- Prosthaphaeresis
- Logarithms
- Powers and Pascal's Triangle
- High Precision
- Karatsuba
- Toom-Cook
- Schönhage-Strassen


## Definitions

(a) If $a$ and $b$ are natural numbers, $a \times b$ equals $a$ added to itself $b$ times, or $b$ added to itself $a$ times, $=b \times a$.

## Definitions

(a) If $a$ and $b$ are natural numbers, $a \times b$ equals $a$ added to itself $b$ times, or $b$ added to itself $a$ times, $=b \times a$.
(b) If $a, b$ and $c$ are natural numbers, $a(b+c)=a b+a c$.

## Definitions

(a) If $a$ and $b$ are natural numbers, $a \times b$ equals $a$ added to itself $b$ times, or $b$ added to itself $a$ times, $=b \times a$.
(b) If $a, b$ and $c$ are natural numbers, $a(b+c)=a b+a c$.

(a)
(b)


## Using Squares \& Triangular Numbers

Ancient Babylon:

$$
\begin{gathered}
(a+b)^{2}=a^{2}+2 a b+b^{2} \text { and }(a-b)^{2}=a^{2}-2 a b+b^{2} . \text { Subtract: } \\
a b=\frac{(a+b)^{2}-(a-b)^{2}}{4} .
\end{gathered}
$$

## Using Squares \& Triangular Numbers

Ancient Babylon:

$$
\begin{gathered}
(a+b)^{2}=a^{2}+2 a b+b^{2} \text { and }(a-b)^{2}=a^{2}-2 a b+b^{2} . \text { Subtract: } \\
a b=\frac{(a+b)^{2}-(a-b)^{2}}{4}
\end{gathered}
$$

Needs a table of squares, which can be built by adding successive odd integers: $(n+1)^{2}=n^{2}+(2 n+1)$.

## Using Squares \& Triangular Numbers

Ancient Babylon:

$$
(a+b)^{2}=a^{2}+2 a b+b^{2} \text { and }(a-b)^{2}=a^{2}-2 a b+b^{2} . \text { Subtract: }
$$

$$
a b=\frac{(a+b)^{2}-(a-b)^{2}}{4}
$$

Needs a table of squares, which can be built by adding successive odd integers: $(n+1)^{2}=n^{2}+(2 n+1)$.

Also: $a b=\left((a+b)^{2}-a^{2}-b^{2}\right) / 2$ or $(A+d)(A-d)=A^{2}-d^{2}$.

## Using Squares \& Triangular Numbers

Ancient Babylon:
$(a+b)^{2}=a^{2}+2 a b+b^{2}$ and $(a-b)^{2}=a^{2}-2 a b+b^{2}$. Subtract:

$$
a b=\frac{(a+b)^{2}-(a-b)^{2}}{4}
$$

Needs a table of squares, which can be built by adding successive odd integers: $(n+1)^{2}=n^{2}+(2 n+1)$.

Also: $a b=\left((a+b)^{2}-a^{2}-b^{2}\right) / 2$ or $(A+d)(A-d)=A^{2}-d^{2}$.
Teacher Resources on Line: If $T_{n}=1+2+\cdots+n=n(n+1) / 2$, then $a b=T_{a}+T_{b-1}-T_{a-b}$.

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59$

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59$

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59$

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59$

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59=5 \times 472+$ 59

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59=5 \times 472+$ $59=4 \times 472+472+59$

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59=5 \times 472+$ $59=4 \times 472+472+59=2 \times 944+531$

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59=5 \times 472+$ $59=4 \times 472+472+59=2 \times 944+531=1 \times 1888+531$

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59=5 \times 472+$ $59=4 \times 472+472+59=2 \times 944+531=1 \times 1888+531=2419$.

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59=5 \times 472+$ $59=4 \times 472+472+59=2 \times 944+531=1 \times 1888+531=2419$.

Traditional way: list halvings of first number (round down) and doublings of second, add second numbers with odd first number.

## Russian(?) Peasant

Doubling and Halving: If $a$ is even, $a \times b=(a / 2) \times(2 b)$, and if $a$ is odd, $a \times b=(a-1+1) \times b=(a-1) \times b+b$.
$41 \times 59=40 \times 59+59=20 \times 118+59=10 \times 236+59=5 \times 472+$ $59=4 \times 472+472+59=2 \times 944+531=1 \times 1888+531=2419$.

Traditional way: list halvings of first number (round down) and doublings of second, add second numbers with odd first number. For example

| $\sqrt{ }$ | 41 | 59 |
| :---: | :---: | :---: | :---: |
|  | 20 | 118 |
|  | 10 | 236 |
| $\sqrt{ }$ | 5 | 472 |
|  | 2 | 944 |
| $\sqrt{ }$ | 1 | 1888 |$\quad 59+472+1888=2419$.

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two:

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$.

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

$$
41
$$

59

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 | 59 |
| :--- | :--- | :--- |
| 1 |  | 59 |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 |
| :---: | :---: |
| 1 |  |
| 2 |  |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 |
| :---: | :---: |
| 1 |  |
| 2 |  |
| 4 |  |
|  |  |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 | 59 |
| :---: | :---: | :---: |
| 1 |  | 59 |
| 2 |  | 118 |
| 4 |  | 236 |
| 8 |  | 472 |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 | 59 |
| :---: | :---: | :---: |
| 1 |  | 59 |
| 2 |  | 118 |
| 4 |  | 236 |
| 8 |  | 472 |
| 16 |  | 944 |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 |
| :---: | :---: |
| 1 |  |
| 2 |  |
| 4 |  |
| 8 |  |
| 16 |  |
| 32 |  |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 | 59 |
| :---: | :---: | :---: |
| 1 |  | 59 |
| 2 |  | 118 |
| 4 |  | 236 |
| 8 |  | 472 |
| 16 |  | 944 |
| 32 | $41-32=9$ | 1888 |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 | 59 |
| :---: | :---: | :---: |
| 1 |  | 59 |
| 2 |  | 118 |
| 4 |  | 236 |
| 8 | $9-8=1$ | 472 |
| 16 |  | 944 |
| 32 | $41-32=9$ | 1888 |

## Egyptian Doubling

Doubling and halving is equivalent to converting from base ten to base two: $41_{10}=101001_{2}$, so $41 \times 59=\left(2^{5}+2^{3}+2^{0}\right) \times 59$. But you can convert to base two by subtracting powers of two.

|  | 41 | 59 |
| :---: | :---: | :---: |
| 1 | $1-1=0$ | 59 |
| 2 |  | 118 |
| 4 |  | 236 |
| 8 | $9-8=1$ | 472 |
| 16 |  | 944 |
| 32 | $41-32=9$ | 1888 |

## Geometry



## Positional Definition Example

By the definition,

$$
\begin{aligned}
& 243 \times 596 \\
& =\left(2 \times 10^{2}+4 \times 10^{1}+3 \times 10^{0}\right) \times\left(5 \times 10^{2}+9 \times 10^{1}+6 \times 10^{0}\right)
\end{aligned}
$$

## Positional Definition Example

By the definition,

$$
\begin{aligned}
& 243 \times 596 \\
& =\left(2 \times 10^{2}+4 \times 10^{1}+3 \times 10^{0}\right) \times\left(5 \times 10^{2}+9 \times 10^{1}+6 \times 10^{0}\right) \\
& =(2 \times 5) \times 10^{4}+(2 \times 9) \times 10^{3}+(2 \times 6) \times 10^{2}+(4 \times 5) \times 10^{3} \\
& \quad+(4 \times 9) \times 10^{2}+(4 \times 6) \times 10^{1}+(3 \times 5) \times 10^{2}+(3 \times 9) \times 10^{1} \\
& \quad+(3 \times 6) \times 10^{0}
\end{aligned}
$$

## Positional Definition Example

By the definition,

$$
\begin{aligned}
& 243 \times 596 \\
&=\left(2 \times 10^{2}+4 \times 10^{1}+3 \times 10^{0}\right) \times\left(5 \times 10^{2}+9 \times 10^{1}+6 \times 10^{0}\right) \\
&=(2 \times 5) \times 10^{4}+(2 \times 9) \times 10^{3}+(2 \times 6) \times 10^{2}+(4 \times 5) \times 10^{3} \\
&+(4 \times 9) \times 10^{2}+(4 \times 6) \times 10^{1}+(3 \times 5) \times 10^{2}+(3 \times 9) \times 10^{1} \\
&+(3 \times 6) \times 10^{0} \\
&= 10 \times 10^{4}+(18+20) \times 10^{3}+(12+36+15) \times 10^{2} \\
&+(24+27) \times 10^{1}+18 \times 10^{0}
\end{aligned}
$$

## Positional Definition Example

By the definition,

$$
\begin{aligned}
& 243 \times 596 \\
&=\left(2 \times 10^{2}+4 \times 10^{1}+3 \times 10^{0}\right) \times\left(5 \times 10^{2}+9 \times 10^{1}+6 \times 10^{0}\right) \\
&=(2 \times 5) \times 10^{4}+(2 \times 9) \times 10^{3}+(2 \times 6) \times 10^{2}+(4 \times 5) \times 10^{3} \\
&+(4 \times 9) \times 10^{2}+(4 \times 6) \times 10^{1}+(3 \times 5) \times 10^{2}+(3 \times 9) \times 10^{1} \\
&+(3 \times 6) \times 10^{0} \\
&= 10 \times 10^{4}+(18+20) \times 10^{3}+(12+36+15) \times 10^{2} \\
&+(24+27) \times 10^{1}+18 \times 10^{0} \\
&= 10 \times 10^{4}+38 \times 10^{3}+63 \times 10^{2}+51 \times 10^{1}+18 \times 10^{0}
\end{aligned}
$$

## Positional Definition Example

By the definition,

$$
\begin{aligned}
& 243 \times 596 \\
&=\left(2 \times 10^{2}+4 \times 10^{1}+3 \times 10^{0}\right) \times\left(5 \times 10^{2}+9 \times 10^{1}+6 \times 10^{0}\right) \\
&=(2 \times 5) \times 10^{4}+(2 \times 9) \times 10^{3}+(2 \times 6) \times 10^{2}+(4 \times 5) \times 10^{3} \\
&+(4 \times 9) \times 10^{2}+(4 \times 6) \times 10^{1}+(3 \times 5) \times 10^{2}+(3 \times 9) \times 10^{1} \\
& \quad+(3 \times 6) \times 10^{0} \\
&= 10 \times 10^{4}+(18+20) \times 10^{3}+(12+36+15) \times 10^{2} \\
&+(24+27) \times 10^{1}+18 \times 10^{0} \\
&= 10 \times 10^{4}+38 \times 10^{3}+63 \times 10^{2}+51 \times 10^{1}+18 \times 10^{0} \\
&= 1 \times 10^{5}+4 \times 10^{4}+4 \times 10^{3}+8 \times 10^{2}+2 \times 10^{1}+8 \times 10^{0} \\
&= 144228
\end{aligned}
$$

## Positional Example Continued

Laying out the digit products:

|  |  |  | 2 | 4 | 3 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $\times$ | 5 | 9 | 6 |
| 1 | 0 |  |  |  |  |
|  | 1 | 8 |  |  |  |
|  |  | 1 | 2 |  |  |
|  | 2 | 0 |  |  |  |
|  |  | 3 | 6 |  |  |
|  |  |  | 2 | 4 |  |
|  |  | 1 | 5 |  |  |
|  |  |  | 2 | 7 |  |
|  | 1 | 1 | 1 | 1 | 8 |
| 1 | 4 | 4 | 8 | 2 | 8 |

## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)

## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)

|  |  | 2 | 4 | 3 |
| :--- | :--- | :--- | :--- | :--- |
| 5 | 9 | 6 |  |  |

## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Hinge Multiplication

Lay out the digit multiples, the entire second number times the digits of the first, then add. (Early Hindu texts, Medieval English)


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.

## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.


## Scratch Multiplication

As for hinge, but add new products above the line. Very popular in Medieval Europe.

$243 \times 596=144828$

## Cross Multiplication

In terms of digits, $a b c \times d e f=a d \times 10^{4}+(a e+b d) \times 10^{3}+$ $(a f+b e+c d) \times 10^{2}+(b f+c e) \times 10^{1}+c f \times 10^{0}$.

## Cross Multiplication

In terms of digits, $a b c \times$ def $=a d \times 10^{4}+(a e+b d) \times 10^{3}+$ $(a f+b e+c d) \times 10^{2}+(b f+c e) \times 10^{1}+c f \times 10^{0}$.


ac
$\mathrm{ad} \quad \mathrm{bd}$
bc

| bd | cd |
| :--- | :--- |
| ae | be |
|  | af |

## Cross Multiplication

$$
\begin{aligned}
& \text { In terms of digits, } a b c \times d e f=a d \times 10^{4}+(a e+b d) \times 10^{3}+ \\
& (a f+b e+c d) \times 10^{2}+(b f+c e) \times 10^{1}+c f \times 10^{0} \text {. } \\
& \text { af }
\end{aligned}
$$

Same effort as hinge, different order of digits. Recommended for mental arithmetic.

## Lattice

Hinge separates digit multiples from carries, scratch and cross don't. Lattice is like hinge, but easier.

## Lattice

Hinge separates digit multiples from carries, scratch and cross don't. Lattice is like hinge, but easier.

For example, $24 \times 89=2136$ and $876 \times 56=49056$.


## Napier's Rods

To make digit products easier, in 1617 John Napier built rods engraved with the digit multiplication table.

| 0 |
| :---: |
| 0 |
| 0 |
| 0 |
| 0 |
| $0$ |
| 0 |
| $0$ |
| $0$ |



## Napier's Rods Example

## Consider $878 \times 944$.

## Napier's Rods Example

Consider $878 \times 944$.


## Napier's Rods Example

Consider $878 \times 944$.


|  |  |  | 8 | 7 | 8 |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | $\times$ | 9 | 4 | 4 |
|  |  | 3 | 5 | 1 | 2 |
|  | 3 | 5 | 1 | 2 |  |
| 7 | 9 | 0 | 2 |  |  |
| 8 | 2 | 8 | 8 | 3 | 2 |

or


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself.

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

| 878 |
| ---: |
| $\times \quad 944$ |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

|  | 3 | 3 |  |
| :---: | :---: | :---: | :---: |
|  | 8 | 7 | 8 |
| $\times$ | 9 | 4 | 4 |
| 3 | 5 | 1 | 2 |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

| 3 |  |  |
| ---: | ---: | ---: |
| 3 | 3 |  |
| 8 | 7 | 8 |
| $\times$ | 9 | 4 |
| 3 | 5 | 1 |
|  | 2 |  |
|  |  |  |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

|  | 3 |  |  |
| :---: | :---: | :---: | :---: |
| 3 | 3 |  |  |
|  | 8 | 7 | 8 |
| $\times$ | 9 | 4 | 4 |
| 3 | 5 | 1 | 2 |
|  | 1 | 2 |  |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

|  | 3 | 3 |  |  |
| :--- | :--- | :--- | :--- | :--- |
|  | 3 | 3 |  |  |
|  | 8 | 7 | 8 |  |
|  | $\times$ | 9 | 4 | 4 |
|  | 3 | 5 | 1 | 2 |
| 3 | 5 | 1 | 2 |  |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

|  |  | 7 | 3 |  |
| :--- | :--- | :--- | :--- | :--- |
|  | 3 | 3 | 3 |  |
|  |  | 8 | 7 | 8 |
|  | $\times$ | 9 | 4 | 4 |
|  | 3 | 5 | 1 | 2 |
| 3 | 5 | 1 | 2 |  |
|  |  | 2 |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

| 7 | 7 | 3 | 3 |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  | 8 | 7 | 8 |
|  | $\times$ | 9 | 4 | 4 |
|  | 3 | 5 | 1 | 2 |
| 3 | 5 | 1 | 2 |  |
|  | 0 | 2 |  |  |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

|  |  | 7 | 3 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  | 7 | 3 | 3 | 3 |  |
|  |  | 8 | 7 | 8 |  |
|  |  |  | 9 | 4 | 4 |
|  |  | 3 | 5 | 1 | 2 |
|  | 3 | 5 | 1 | 2 |  |
| 7 | 9 | 0 | 2 |  |  |

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example


## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

$$
\left.\begin{array}{llllll}
1 & 7 & \begin{array}{l}
7 \\
3
\end{array} & 3 & 3 & \\
& & & 8 & 7 & 8 \\
& & & & 9 & 4
\end{array}\right)
$$

$$
\begin{array}{r} 
\\
8 \\
\times \quad 9 \\
\hline
\end{array} \begin{aligned}
& 8 \\
& \hline
\end{aligned}
$$

$$
\begin{array}{llllll} 
& 3 & 5_{3} & 1_{3} & 2 & \\
7 & 9_{7} & 0_{7} & 2 & & \\
\hline 8_{1} & 2 & 8 & 8 & 3 & 2
\end{array}
$$

## The Modern Method

Just like Napier's Rods, but you have to do digit multiplications and intermediate carries yourself. For example

| 1 | 7 | 7 | 3 | 3 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | 3 | 3 |  |  |  |
|  |  |  | 8 | 7 | 8 |  |
|  |  | $\times$ | 9 | 4 | 4 |  |
|  |  | 3 | 5 | 1 | 2 |  |
|  | 3 | 5 | 1 | 2 |  |  |
| 7 | 9 | 0 | 2 |  |  |  |
| 8 | 2 | 8 | 8 | 3 | 2 |  |


|  |  |  | 8 | 7 | 8 |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | $\times$ | 9 | 4 | 4 |
|  |  | 3 | $5_{3}$ | $1_{3}$ | 2 |
|  | 3 | $5_{3}$ | $1_{3}$ | 2 |  |
| 7 | $9_{7}$ | $0_{7}$ | 2 |  |  |
| $8_{1}$ | 2 | 8 | 8 | 3 | 2 |

I prefer the second: product and sum carries are with the associated numbers.

## Genaille's Rods 1891, Napier's rods without carries



## Genaille's Rods Example

|  |  | 4 |  | 0 |  |  | 9 | 6 | 6 | 2 |  | 2 |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0 |  | 4 |  | 0 |  | 9 |  | 6 |  |  |  | 2 |
| 2 | 1 |  | $\begin{aligned} & 8 \\ & 9 \end{aligned}$ |  | 0 1 |  | 8 |  | 2 3 |  | 5 |  | 4 5 |
| 3 | 0 1 2 |  | $\begin{aligned} & 2 \\ & 3 \\ & 4 \end{aligned}$ |  | $\begin{aligned} & 0 \\ & 1 \\ & 2 \end{aligned}$ |  | $\left.\begin{aligned} & 7 \\ & 8 \\ & 9 \end{aligned} \right\rvert\,$ |  | $=\begin{aligned} & 8 \\ & 9 \\ & 0 \end{aligned}$ |  | 8 |  | 6 <br> 7 <br> 8 <br> 8 |
| 4 | $\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \end{aligned}$ |  | $\begin{aligned} & 6 \\ & 7 \\ & 8 \\ & 9 \end{aligned}$ |  | $\begin{array}{\|l\|} \hline 0 \\ 1 \\ 2 \\ 3 \\ \hline \end{array}$ |  | $\begin{array}{\|l} 6 \\ 7 \\ 8 \\ 9 \end{array}$ |  | $\begin{aligned} & 4 \\ & 5 \\ & 6 \\ & 7 \end{aligned}$ |  | 8 9 0 1 |  | 8 <br> 9 <br> 0 <br> 1 |
| 5 | $\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \end{aligned}$ |  | $\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \end{aligned}$ |  | $\begin{array}{\|l\|} 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ \hline \end{array}$ |  | $\begin{aligned} & 5 \\ & 6 \\ & 7 \\ & 8 \\ & 9 \end{aligned}$ |  | 0 <br> 1 <br> 2 <br> 3 <br> 4 |  | 2 |  | 0 <br> 1 <br> 2 <br> 3 <br> 4 |
| 6 | $\begin{array}{\|l\|} \hline 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ \hline \end{array}$ |  | 4 5 6 7 8 9 |  | $\begin{array}{\|l\|} 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ \hline \end{array}$ |  | 4 5 5 6 7 8 9 |  | 6 <br> 7 <br> 8 <br> 8 <br> 9 <br> 0 <br> 1 |  | 2 3 4 5 6 7 |  | 2 <br> 3 <br> 4 <br> 5 <br> 6 <br> 7 |
| 7 | $\begin{array}{\|l\|} \hline 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \\ \hline \end{array}$ |  | 8 <br> 9 <br> 0 <br> 1 <br> 2 <br> 3 <br> 4 |  | $\begin{array}{\|l\|} \hline 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ \hline 6 \\ \hline \end{array}$ |  | 9 3 4 5 6 7 8 9 9 |  | 2 <br> 3 <br> 4 <br> 5 <br> 6 <br> 7 <br> 8 |  | 4 5 6 7 8 9 0 |  | 4 <br> 5 <br> 6 <br> 7 <br> 8 <br> 9 <br> 0 |
| 8 | $\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \\ & 5 \\ & 6 \\ & 7 \end{aligned}$ |  | 2 3 4 5 6 7 8 9 |  | $\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \\ & 5 \\ & 6 \\ & 7 \end{aligned}$ |  | $\begin{array}{\|l} 2 \\ 3 \\ 4 \\ 5 \\ 6 \\ 7 \\ 8 \\ 9 \\ \hline \end{array}$ |  | $\begin{aligned} & 8 \\ & 9 \\ & 0 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \\ & 5 \end{aligned}$ |  | 7 7 8 9 0 1 2 3 |  | 6 7 8 9 0 1 2 3 |
|  | 0 1 2 |  | $\begin{aligned} & 6 \\ & 7 \\ & 8 \\ & 9 \end{aligned}$ |  | $\left.\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \end{aligned} \right\rvert\,$ | / | $\begin{aligned} & 1 \\ & 2 \\ & 3 \\ & 4 \end{aligned}$ |  | $\begin{array}{\|l\|} \hline 4 \\ 5 \\ 6 \\ 7 \\ \hline \end{array}$ |  |  |  | 8 9 0 1 |

## Genaille's Rods Example

| Ind |  | 4 |  | 0 |  | 9 | 6 | 2 |  | 2 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0 |  | 4 | 0 | < | 9 | $\bigcirc$ | 6 | 2 | 2 |
| 2 | 1 |  | 9 | $\begin{aligned} & \hline 0 \\ & 1 \end{aligned}$ |  | 8 9 |  | 2 | 4 5 | 4 <br> 5 |
| 3 | 0 1 2 |  | 3 <br> 4 | $\begin{aligned} & 0 \\ & 1 \\ & 2 \end{aligned}$ |  | $\begin{aligned} & 7 \\ & 8 \end{aligned}$ |  | 8 | $\left\|\begin{array}{l} 6 \\ 7 \\ 8 \end{array}\right\|$ | 6 7 8 |
| 4 |  |  | $\begin{aligned} & 7 \\ & 8 \end{aligned}$ | $\begin{array}{\|l\|} \hline 0 \\ 1 \\ 2 \\ 3 \\ \hline \end{array}$ |  | $\begin{array}{\|l} 6 \\ 7 \\ 8 \\ 9 \end{array}$ | < |  | $\left[\begin{array}{l} 8 \\ 9 \\ 0 \\ 1 \end{array}\right.$ | $\begin{array}{r} 8 \\ 9 \\ 0 \\ 1 \\ 1 \end{array}$ |
| 5 | 2 |  |  | $\begin{array}{\|l\|} \hline 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ \hline \end{array}$ |  |  |  | $\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \end{aligned}$ | $\begin{array}{\|l\|} \hline 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ \hline \end{array}$ | $\begin{aligned} & 0 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \end{aligned}$ |
| 6 | 0 <br> 1 <br> 2 <br> 3 <br> 4 <br> 5 |  |  | $\begin{array}{\|l} 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ \hline \end{array}$ |  |  |  | $1$ | $\begin{aligned} & 2 \\ & 3 \\ & 4 \\ & 5 \\ & 6 \\ & 7 \\ & 7 \end{aligned}$ | 2 3 4 5 6 7 |
| 7 | 4 <br> 5 <br> 6 |  | $\begin{aligned} & 8 \\ & 9 \\ & 0 \\ & 1 \end{aligned}$ | $\begin{array}{\|l} 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \end{array}$ |  |  |  |  |  | $\begin{array}{\|l} 4 \\ 5 \\ 6 \\ 7 \\ 8 \\ 9 \\ 0 \end{array}$ |
| 8 | 1 2 2 3 4 5 6 7 |  | $\begin{aligned} & 2 \\ & 3 \\ & 4 \\ & 5 \\ & 6 \\ & 7 \\ & 8 \\ & 9 \end{aligned}$ | $\begin{aligned} & 0 \\ & 1 \\ & 1 \\ & 2 \\ & 3 \\ & 4 \\ & 5 \\ & 6 \\ & 7 \end{aligned}$ |  |  |  | $10$ |  | $\begin{array}{\|} \hline 6 \\ 7 \\ 8 \\ 9 \\ 0 \\ 1 \\ 2 \\ 3 \end{array}$ |
|  | 景 | L | 㐌 | 0 1 2 3 |  | ( $\begin{aligned} & 1 \\ & 2 \\ & 3 \\ & 4\end{aligned}$ | / |  |  |  |


|  |  |  | 4 | 0 | 9 | 6 | 2 | 2 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | $\times$ |  |  |  | 3 | 8 | 8 |
|  |  | 3 | 2 | 7 | 6 | 9 | 7 | 6 |
|  | 3 | 2 | 7 | 6 | 9 | 7 | 6 |  |
| 1 | 2 | 2 | 8 | 8 | 6 | 6 |  |  |
| 1 | 5 | 8 | $9_{2}$ | $3_{2}$ | $3_{2}$ | $3_{1}$ | 3 | 6 |

## Prosthaphaeresis

$$
\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b)) .
$$

## Prosthaphaeresis

$\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b))$.
Scale numbers to between zero and one, so $x=\cos a, y=\cos b$, or $a=\cos ^{-1} x, b=\cos ^{-1} y$.

## Prosthaphaeresis

$\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b))$.
Scale numbers to between zero and one, so $x=\cos a, y=\cos b$, or $a=\cos ^{-1} x, b=\cos ^{-1} y$. Then
$x y=\frac{1}{2}\left(\cos \left(\cos ^{-1} x+\cos ^{-1} y\right)+\cos \left(\cos ^{-1} x-\cos ^{-1} y\right)\right)$.

## Prosthaphaeresis

$\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b))$.
Scale numbers to between zero and one, so $x=\cos a, y=\cos b$, or $a=\cos ^{-1} x, b=\cos ^{-1} y$. Then
$x y=\frac{1}{2}\left(\cos \left(\cos ^{-1} x+\cos ^{-1} y\right)+\cos \left(\cos ^{-1} x-\cos ^{-1} y\right)\right)$.
Particularly promoted by Tycho Brahe (1580 on).

## Prosthaphaeresis

$\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b))$.
Scale numbers to between zero and one, so $x=\cos a, y=\cos b$, or $a=\cos ^{-1} x, b=\cos ^{-1} y$. Then
$x y=\frac{1}{2}\left(\cos \left(\cos ^{-1} x+\cos ^{-1} y\right)+\cos \left(\cos ^{-1} x-\cos ^{-1} y\right)\right)$.
Particularly promoted by Tycho Brahe (1580 on).
For example: $43.287 \times 1.1033=0.43287 \times 10^{2} \times 0.11033 \times 10^{1}$.

## Prosthaphaeresis

$\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b))$.
Scale numbers to between zero and one, so $x=\cos a, y=\cos b$, or $a=\cos ^{-1} x, b=\cos ^{-1} y$. Then
$x y=\frac{1}{2}\left(\cos \left(\cos ^{-1} x+\cos ^{-1} y\right)+\cos \left(\cos ^{-1} x-\cos ^{-1} y\right)\right)$.
Particularly promoted by Tycho Brahe (1580 on).
For example: $43.287 \times 1.1033=0.43287 \times 10^{2} \times 0.11033 \times 10^{1}$.
From tables, the best we have is $\cos \left(64^{\circ} 21^{\prime} 1^{\prime \prime}\right) \approx 0.43287$ and $\cos \left(83^{\circ} 39^{\prime} 56^{\prime \prime}\right) \approx 0.11033$.

## Prosthaphaeresis

$\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b))$.
Scale numbers to between zero and one, so $x=\cos a, y=\cos b$, or $a=\cos ^{-1} x, b=\cos ^{-1} y$. Then
$x y=\frac{1}{2}\left(\cos \left(\cos ^{-1} x+\cos ^{-1} y\right)+\cos \left(\cos ^{-1} x-\cos ^{-1} y\right)\right)$.
Particularly promoted by Tycho Brahe (1580 on).
For example: $43.287 \times 1.1033=0.43287 \times 10^{2} \times 0.11033 \times 10^{1}$.
From tables, the best we have is $\cos \left(64^{\circ} 21^{\prime} 1^{\prime \prime}\right) \approx 0.43287$ and $\cos \left(83^{\circ} 39^{\prime} 56^{\prime \prime}\right) \approx 0.11033$. So
$x y=\frac{1}{2}\left(\cos \left(148^{\circ} 0^{\prime} 57^{\prime \prime}\right)+\cos \left(-19^{\circ} 18^{\prime} 55^{\prime \prime}\right)\right) \times 10^{3}=$
$\frac{1}{2}(-0.848194503+0.943712787) \times 10^{3}=0.047759142 \times 10^{3}=$ 47.759142 .

## Prosthaphaeresis

$\cos a \cos b=\frac{1}{2}(\cos (a+b)+\cos (a-b))$.
Scale numbers to between zero and one, so $x=\cos a, y=\cos b$, or $a=\cos ^{-1} x, b=\cos ^{-1} y$. Then
$x y=\frac{1}{2}\left(\cos \left(\cos ^{-1} x+\cos ^{-1} y\right)+\cos \left(\cos ^{-1} x-\cos ^{-1} y\right)\right)$.
Particularly promoted by Tycho Brahe (1580 on).
For example: $43.287 \times 1.1033=0.43287 \times 10^{2} \times 0.11033 \times 10^{1}$.
From tables, the best we have is $\cos \left(64^{\circ} 21^{\prime} 1^{\prime \prime}\right) \approx 0.43287$ and
$\cos \left(83^{\circ} 39^{\prime} 56^{\prime \prime}\right) \approx 0.11033$. So
$x y=\frac{1}{2}\left(\cos \left(148^{\circ} 0^{\prime} 57^{\prime \prime}\right)+\cos \left(-19^{\circ} 18^{\prime} 55^{\prime \prime}\right)\right) \times 10^{3}=$
$\frac{1}{2}(-0.848194503+0.943712787) \times 10^{3}=0.047759142 \times 10^{3}=$
47.759142. The true value is 47.7585471 , five digits of accuracy.

## Logarithms

Napier (1614): if $y=\log x$ then $x / 10^{7}=\left(1-10^{7}\right)^{y}$. Then $\log 10^{7}=0$, logs increase as the number decreases, and $\log x y=\log x+\log y$.

## Logarithms

Napier (1614): if $y=\log x$ then $x / 10^{7}=\left(1-10^{7}\right)^{y}$. Then $\log 10^{7}=0$, logs increase as the number decreases, and $\log x y=\log x+\log y$.

Briggs (1617): Common logarithms: $\log 1=0$ and $\log 10=1$, so if $y=\log x$ then $x=10^{y}$.

## Logarithms

Napier (1614): if $y=\log x$ then $x / 10^{7}=\left(1-10^{7}\right)^{y}$. Then $\log 10^{7}=0$, logs increase as the number decreases, and $\log x y=\log x+\log y$.

Briggs (1617): Common logarithms: $\log 1=0$ and $\log 10=1$, so if $y=\log x$ then $x=10^{y}$.

Mercator (1666): Area under the hyperbola $y=1 / x$ from $x=1$ to $x=a$ is called $\ln a$. Geometrically satisfies $\ln a b=\ln a+\ln b$ and the base is $e$.

## Logarithms

Napier (1614): if $y=\log x$ then $x / 10^{7}=\left(1-10^{7}\right)^{y}$. Then $\log 10^{7}=0$, logs increase as the number decreases, and $\log x y=\log x+\log y$.

Briggs (1617): Common logarithms: $\log 1=0$ and $\log 10=1$, so if $y=\log x$ then $x=10^{y}$.

Mercator (1666): Area under the hyperbola $y=1 / x$ from $x=1$ to $x=a$ is called $\ln a$. Geometrically satisfies $\ln a b=\ln a+\ln b$ and the base is $e$.

Slide Rule (Oughtred 1622): Rulers with logarithmic scales add lengths to multiply numbers.

## Pascal's Triangle and Powers of Eleven



## Pascal's Triangle and Powers of Eleven

|  |  |  | 1 |  |  |  | $11^{0}=1$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | 1 |  | 1 |  |  | $11^{1}=11$ |
|  | 1 |  | 2 |  | 1 |  | $11^{2}=121$ |
|  | 1 | 3 |  | 3 | 1 |  | $11^{3}=1331$ |
|  | 4 |  | 6 |  | 4 | 1 | $11^{4}=14641$ |
|  | 5 | 10 |  | 10 | 5 |  | $11^{5}=161051$ |
| 16 | 15 |  | 20 |  | 15 | 6 | $=1771561$ |

## Pascal's Triangle and Powers of Eleven



Using carries, Pascal's triangle rows give powers of eleven.

## Explanation



## Explanation


each number is the sum of the pair diagonally above.
so
$a$
b
$c \quad c+d$

## Generalization

Start with one, then if each digit is $b$ times upper left plus a times upper right, each row is a power of $a \times 10+b$.

## Generalization

Start with one, then if each digit is $b$ times upper left plus a times upper right, each row is a power of $a \times 10+b$. For example 27:


## Generalization

Start with one, then if each digit is $b$ times upper left plus a times upper right, each row is a power of $a \times 10+b$. For example 27:


## Karatsuba

Multiplying a pair of $n$ digit number requires $n^{2}$ digit multiplies. Large numbers lead to life-of-universe timings.

## Karatsuba

Multiplying a pair of $n$ digit number requires $n^{2}$ digit multiplies. Large numbers lead to life-of-universe timings.

Karatsuba (1962): Given base $B$ and $m \approx n / 2$, let $x=x_{1} B^{m}+x_{0}$ and $y=y_{1} B^{m}+y_{0}$.

## Karatsuba

Multiplying a pair of $n$ digit number requires $n^{2}$ digit multiplies. Large numbers lead to life-of-universe timings.

Karatsuba (1962): Given base $B$ and $m \approx n / 2$, let $x=x_{1} B^{m}+x_{0}$ and $y=y_{1} B^{m}+y_{0}$. Then $x y=\left(x_{1} B^{m}+x_{0}\right)\left(y_{1} B^{m}+y_{0}\right)=x_{1} y_{1} B^{2 m}+\left(x_{1} y_{0}+x_{0} y_{1}\right) B^{m}+x_{0} y_{0}$.
Four ( $n / 2$ ) digit multiplications means $n^{2}$ digit multiples.

## Karatsuba

Multiplying a pair of $n$ digit number requires $n^{2}$ digit multiplies. Large numbers lead to life-of-universe timings.

Karatsuba (1962): Given base $B$ and $m \approx n / 2$, let $x=x_{1} B^{m}+x_{0}$ and $y=y_{1} B^{m}+y_{0}$. Then $x y=\left(x_{1} B^{m}+x_{0}\right)\left(y_{1} B^{m}+y_{0}\right)=x_{1} y_{1} B^{2 m}+\left(x_{1} y_{0}+x_{0} y_{1}\right) B^{m}+x_{0} y_{0}$.
Four ( $n / 2$ ) digit multiplications means $n^{2}$ digit multiples. But

$$
\begin{aligned}
x_{1} y_{0}+x_{0} y_{1} & =\left(x_{1} y_{1}+x_{1} y_{0}+x_{0} y_{1}+x_{0} y_{0}\right)-\left(x_{1} y_{1}+x_{0} y_{0}\right) \\
& =\left(x_{1}+x_{0}\right)\left(y_{1}+y_{0}\right)-x_{1} y_{1}-x_{0} y_{0},
\end{aligned}
$$

reduces us to three multiplications: $3 n^{2} / 4$ digit multiples.

## Karatsuba

Multiplying a pair of $n$ digit number requires $n^{2}$ digit multiplies. Large numbers lead to life-of-universe timings.

Karatsuba (1962): Given base $B$ and $m \approx n / 2$, let $x=x_{1} B^{m}+x_{0}$ and $y=y_{1} B^{m}+y_{0}$. Then $x y=\left(x_{1} B^{m}+x_{0}\right)\left(y_{1} B^{m}+y_{0}\right)=x_{1} y_{1} B^{2 m}+\left(x_{1} y_{0}+x_{0} y_{1}\right) B^{m}+x_{0} y_{0}$.
Four ( $n / 2$ ) digit multiplications means $n^{2}$ digit multiples. But

$$
\begin{aligned}
x_{1} y_{0}+x_{0} y_{1} & =\left(x_{1} y_{1}+x_{1} y_{0}+x_{0} y_{1}+x_{0} y_{0}\right)-\left(x_{1} y_{1}+x_{0} y_{0}\right) \\
& =\left(x_{1}+x_{0}\right)\left(y_{1}+y_{0}\right)-x_{1} y_{1}-x_{0} y_{0},
\end{aligned}
$$

reduces us to three multiplications: $3 n^{2} / 4$ digit multiples.
Applied recursively, reduces to $O\left(3 n^{\log _{2} 3}\right) \approx O\left(3 n^{1.585}\right)$.

## Karatsuba

Multiplying a pair of $n$ digit number requires $n^{2}$ digit multiplies. Large numbers lead to life-of-universe timings.

Karatsuba (1962): Given base $B$ and $m \approx n / 2$, let $x=x_{1} B^{m}+x_{0}$ and $y=y_{1} B^{m}+y_{0}$. Then $x y=\left(x_{1} B^{m}+x_{0}\right)\left(y_{1} B^{m}+y_{0}\right)=x_{1} y_{1} B^{2 m}+\left(x_{1} y_{0}+x_{0} y_{1}\right) B^{m}+x_{0} y_{0}$.
Four ( $n / 2$ ) digit multiplications means $n^{2}$ digit multiples. But

$$
\begin{aligned}
x_{1} y_{0}+x_{0} y_{1} & =\left(x_{1} y_{1}+x_{1} y_{0}+x_{0} y_{1}+x_{0} y_{0}\right)-\left(x_{1} y_{1}+x_{0} y_{0}\right) \\
& =\left(x_{1}+x_{0}\right)\left(y_{1}+y_{0}\right)-x_{1} y_{1}-x_{0} y_{0},
\end{aligned}
$$

reduces us to three multiplications: $3 n^{2} / 4$ digit multiples.
Applied recursively, reduces to $O\left(3 n^{\log _{2} 3}\right) \approx O\left(3 n^{1.585}\right)$.
Practically better than traditional method with more than $\sim 400$ (decimal) digits.

## Toom-Cook

Andrei Toom (1963) and Stephen Cook (1966), splits large integers into $k$ smaller parts.

## Toom-Cook

Andrei Toom (1963) and Stephen Cook (1966), splits large integers into $k$ smaller parts.

For example (GNU MP), with $k=3$, let $X(t)=x_{2} t^{2}+x_{1} t+x_{0}$ and $Y(t)=y_{2} t^{2}+y_{1} t+y_{0}$ with $X(b)=x, Y(b)=y$.

## Toom-Cook

Andrei Toom (1963) and Stephen Cook (1966), splits large integers into $k$ smaller parts.

For example (GNU MP), with $k=3$, let $X(t)=x_{2} t^{2}+x_{1} t+x_{0}$ and $Y(t)=y_{2} t^{2}+y_{1} t+y_{0}$ with $X(b)=x, Y(b)=y$.

Let $W(t)=X(t) Y(t)=w_{4} t^{4}+w_{3} t^{3}+w_{2} t^{2}+w_{1} t+w_{0}$, so $x y=W(b)$.

## Toom-Cook

Andrei Toom (1963) and Stephen Cook (1966), splits large integers into $k$ smaller parts.

For example (GNU MP), with $k=3$, let $X(t)=x_{2} t^{2}+x_{1} t+x_{0}$ and $Y(t)=y_{2} t^{2}+y_{1} t+y_{0}$ with $X(b)=x, Y(b)=y$.

Let $W(t)=X(t) Y(t)=w_{4} t^{4}+w_{3} t^{3}+w_{2} t^{2}+w_{1} t+w_{0}$, so $x y=W(b)$. To find the $w_{i}$ 's, evaluate $X(t)$ and $Y(t)$ at five points, giving $W(t)$ at those points.

Andrei Toom (1963) and Stephen Cook (1966), splits large integers into $k$ smaller parts.

For example (GNU MP), with $k=3$, let $X(t)=x_{2} t^{2}+x_{1} t+x_{0}$ and $Y(t)=y_{2} t^{2}+y_{1} t+y_{0}$ with $X(b)=x, Y(b)=y$.

Let $W(t)=X(t) Y(t)=w_{4} t^{4}+w_{3} t^{3}+w_{2} t^{2}+w_{1} t+w_{0}$, so $x y=W(b)$. To find the $w_{i}$ 's, evaluate $X(t)$ and $Y(t)$ at five points, giving $W(t)$ at those points. Then interpolate! Choosing the $t$ 's carefully leads to easy Gaussian elimination.

## Toom-Cook

Andrei Toom (1963) and Stephen Cook (1966), splits large integers into $k$ smaller parts.

For example (GNU MP), with $k=3$, let $X(t)=x_{2} t^{2}+x_{1} t+x_{0}$ and $Y(t)=y_{2} t^{2}+y_{1} t+y_{0}$ with $X(b)=x, Y(b)=y$.

Let $W(t)=X(t) Y(t)=w_{4} t^{4}+w_{3} t^{3}+w_{2} t^{2}+w_{1} t+w_{0}$, so $x y=W(b)$. To find the $w_{i}$ 's, evaluate $X(t)$ and $Y(t)$ at five points, giving $W(t)$ at those points. Then interpolate! Choosing the $t$ 's carefully leads to easy Gaussian elimination. Finally, recombine.

## Toom-Cook

Andrei Toom (1963) and Stephen Cook (1966), splits large integers into $k$ smaller parts.

For example (GNU MP), with $k=3$, let $X(t)=x_{2} t^{2}+x_{1} t+x_{0}$ and $Y(t)=y_{2} t^{2}+y_{1} t+y_{0}$ with $X(b)=x, Y(b)=y$.

Let $W(t)=X(t) Y(t)=w_{4} t^{4}+w_{3} t^{3}+w_{2} t^{2}+w_{1} t+w_{0}$, so $x y=W(b)$. To find the $w_{i}$ 's, evaluate $X(t)$ and $Y(t)$ at five points, giving $W(t)$ at those points. Then interpolate! Choosing the $t$ 's carefully leads to easy Gaussian elimination. Finally, recombine.

This version is $O\left(n^{\log _{3} 5}\right) \approx O\left(n^{1.465}\right)$, but has a larger constant than Karatsuba. Better with more than 700 digits.

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough
to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.
Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}$

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough
to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.
Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}=\sum_{k=0}^{2 m} 2^{w k} \sum_{i=0}^{k} a_{i} b_{k-i}$

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.

Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}=\sum_{k=0}^{2 m} 2^{w k} \sum_{i=0}^{k} a_{i} b_{k-i}=\sum_{k=0}^{2 m} 2^{w k} c_{k}$ where $a_{i}, b_{j}=0$ for $i, j>m$ and $\left\{c_{k}\right\}$ is the convolution of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$.

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.

Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}=\sum_{k=0}^{2 m} 2^{w k} \sum_{i=0}^{k} a_{i} b_{k-i}=\sum_{k=0}^{2 m} 2^{w k} c_{k}$ where $a_{i}, b_{j}=0$ for $i, j>m$ and $\left\{c_{k}\right\}$ is the convolution of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$.

The convolution can be found by (i) computing the Fast Fourier Transform of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$,

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.

Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}=\sum_{k=0}^{2 m} 2^{w k} \sum_{i=0}^{k} a_{i} b_{k-i}=\sum_{k=0}^{2 m} 2^{w k} c_{k}$
where $a_{i}, b_{j}=0$ for $i, j>m$ and $\left\{c_{k}\right\}$ is the convolution of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$.

The convolution can be found by (i) computing the Fast Fourier Transform of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$, (ii) multiplying the elements term by term,

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.

Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}=\sum_{k=0}^{2 m} 2^{w k} \sum_{i=0}^{k} a_{i} b_{k-i}=\sum_{k=0}^{2 m} 2^{w k} c_{k}$
where $a_{i}, b_{j}=0$ for $i, j>m$ and $\left\{c_{k}\right\}$ is the convolution of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$.

The convolution can be found by (i) computing the Fast Fourier Transform of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$, (ii) multiplying the elements term by term, (iii) computing the inverse Fourier transform,

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.

Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}=\sum_{k=0}^{2 m} 2^{w k} \sum_{i=0}^{k} a_{i} b_{k-i}=\sum_{k=0}^{2 m} 2^{w k} c_{k}$
where $a_{i}, b_{j}=0$ for $i, j>m$ and $\left\{c_{k}\right\}$ is the convolution of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$.

The convolution can be found by (i) computing the Fast Fourier Transform of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$, (ii) multiplying the elements term by term, (iii) computing the inverse Fourier transform, and (iv) add the part of $c_{k}>2^{w}$ to $c_{k+1}$ : dealing with carries.

## Schönhage-Strassen (1971)

Split the numbers into $m+1$ groups, each of which is small enough to fit in a computer variable: $x=\sum_{i=0}^{m} 2^{w_{i}} x_{i}$ and $y=\sum_{j=0}^{m} 2^{w_{j}} y_{j}$.

Then $x y=\sum_{i=0}^{m} \sum_{j=0}^{m} 2^{w(i+j)} a_{i} b_{j}=\sum_{k=0}^{2 m} 2^{w k} \sum_{i=0}^{k} a_{i} b_{k-i}=\sum_{k=0}^{2 m} 2^{w k} c_{k}$
where $a_{i}, b_{j}=0$ for $i, j>m$ and $\left\{c_{k}\right\}$ is the convolution of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$.

The convolution can be found by (i) computing the Fast Fourier Transform of $\left\{a_{i}\right\}$ and $\left\{b_{j}\right\}$, (ii) multiplying the elements term by term, (iii) computing the inverse Fourier transform, and (iv) add the part of $c_{k}>2^{w}$ to $c_{k+1}$ : dealing with carries.

Best with more than about ten to forty thousand digits.

## Conclusion

So, just how would you like to multiply now?

