Optimizing BigInteger Operations in C++: A High-Precision Approach

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***Abstract*—In areas of computational interest, like cryptography, scientific computing, and financial analysis, one often needs to work with large integers too large to fit into the data type set by the language. A custom C++ class BigInt provides the ability to perform any arithmetic operation on numbers of any size. It solves the basic problem of addition, subtraction, multiplication, and division of arbitrarily large integers, thus overcoming the limitation imposed by the data type int and long. Our input would be two huge integers in the form of strings that we would parse into arrays to perform arithmetic operations efficiently. The methodology we shall use involves breaking up numbers in the form of strings into arrays, then arithmetic operations digit by digit with proper carry. In addition would implement the carry propagation method for precision. Multiple and division would also be implemented digit by digit for precision accuracy even in large numbers. Based on efficiency and memory management, focusing on time complexity. Our approach is compared with other libraries like GMP and offers a compromise between flexibility and performance. An optimized solution has been offered with GMP, and our implementation allows more customization to be done and can easily be integrated with any C++ application without the dependency on any external library. To compare the time and space complexity of our BigInteger implementation with that of GMP, the paper addresses that aspect. Therefore, this solution is competitive for tasks that require an arbitrary precision arithmetic. Given that this research aims at highlighting the practical applicability of BigInteger in many fields based on heavy calculations, it is well worth the pursuit..**

Keywords—BigInteger, C++, arbitrary precision, large integers, cryptography, scientific computing, carry propagation, memory management, GMP comparison.

1. INTRODUCTION

These applications include enormous sizes of integers, used in many modern computational applications in the areas of cryptography, scientific computing, and financial analysis. Standard data types such as int and long are unable to store or process large numbers that exceed the storage space defined for them. This limitation proves to be a major challenge while working with algorithms that require a lot of precision, such as public-key encryption (e.g., RSA), prime factorization, and large-scale numerical simulations.

To defeat this challenge, it is easy to have a BigInteger class which makes the possibility of representing and manipulating very large integers, unlike native types. A BigInteger can store and compute integers of any size that is only depending upon the available memory; this is accomplished by using efficient algorithms and data structures which can handle large numbers with precision without losing accuracy on computation. Basic arithmetic operations such as addition, subtraction, multiplication, or division require special algorithms to carry out the actual computation to ensure proper carry propagation and memory management.

The design of the BigInteger class for C++ is assumed here and results in its implementation to handle basic arithmetic operations on large numbers. Large integers from a string input are being converted to arrays to be applied element-wise, and therefore this method can take excessive-precision values without losing any precision value. What is proposed here will be an efficient and scalable method like the other libraries do-GMP-but additionally, it can be tailored to fulfill a specific computational demand.

This research not only aims at achieving computational accuracy but also optimizes the performance of BigInteger operations, which makes the solution applicable in real-world scenarios, such as cryptography and high-precision scientific computations.

2. LITERATURE SURVEY

There has been a growing need in different areas of computation involving the manipulation of large integers, such as cryptography, scientific computing, and numerical simulations. More often than not, the data types int and long result in very severe restrictions on the possible ranges of representation and manipulation of numbers. The need for such a limitation led to the development of arbitrary precision arithmetic libraries and algorithms; this is the foundation upon which one can effectively handle large integers for operations.

The GNU Multiple Precision Arithmetic Library (GMP) is probably one of the first works in this area. GMP is meant as a portable library for arbitrary precision arithmetic, aimed at number theoretic functions, prime numbers, etc. It offers an efficient, robust framework for large integer and rational arithmetic, as well as floating point numbers. GMP is designed to run with high performance, utilizing advanced algorithms such as Karatsuba and Toom-Cook for multiplication; hence, it efficiently supports numbers operations. It is such use in cryptographic algorithms that simply underlines the importance of this library in any application that requires precise results (GMP Documentation, n.d.).

In 2001, Shoup published the Number Theory Library called NTL. Its aim is number-theoretic algorithms with a strong focus on efficiency for polynomials and for modular arithmetic. NTL's very specific structure allows users to carry out operations on large integers extremely quickly, particularly within applications of cryptography. Researcher and developer favorite NTL, consisting of extremely advanced algorithms.

Fürer in his seminal paper, "Faster Integer Multiplication," opened the world of optimization before the research community by presenting novel multiplication techniques for large integers. He showed that advanced algorithms can strongly reduce time complexity and would improve their performance in practice. Therefore, it uncovers the importance of efficient algorithm design in arbitrary precision arithmetic and promises optimized implementations when dealing with large integers.

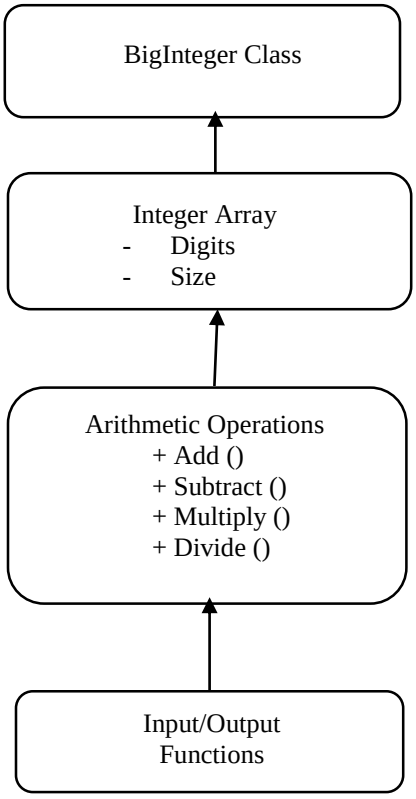
However, Brent and Zimmermann (2010) present a more detailed review of the state of the art in arbitrary precision arithmetic performance techniques. The study discusses a lot of different trade-offs between memory usage and speed in computation and argues for flexible implementations that often cater to a broad range of computational demands. A review of this sort serves to highlight the state of evolution that has been occurring in arbitrary precision arithmetic and sets the scope of custom solutions like the BigInteger class in this work.

We construct upon these base works to create a BigInteger class in C++ that natively performs all the necessary arithmetic functions - addition, subtraction, multiplication, and division - on integers with arbitrary size. In applying efficient digit-by-digit arithmetic operations, we ensure the precision of our arithmetic as well as proper carry handling, which minimizes memory usage and makes for speedy computations in applications that require a high degree of precision. Compared to libraries such as GMP, our implementation emphasizes customizability and integration efficiency in existing C++ applications, providing a viable alternative for handling large integers.

The abstract shows a rich landscape of development in arbitrary precision arithmetic, with specific emphasis on customizable implementations. Such insights drawn on by the BigInteger class offer a practical and flexible solution for what large integers can now manage in various scientific fields.

3. METHODOLOGY

The class BigInteger has been implemented to handle large integers of any size. Representation internally has been done in the form of an array of digits. Each digit of the number is stored in an integer array. Thus, the choice of the array allows for dynamic manipulation of large numbers that can be done and is not possible with standard data types.



Block diagram1: Algorithm of big integer

3.1 Algorithm development:

The BigInteger class has algorithms for basic operations: addition, subtraction, multiplication and division. All of these methods are implemented to care for big integers in the form of arrays of digits with required accuracy and efficiency. Here is a more precise description of each algorithm:

3.1.1. Addition

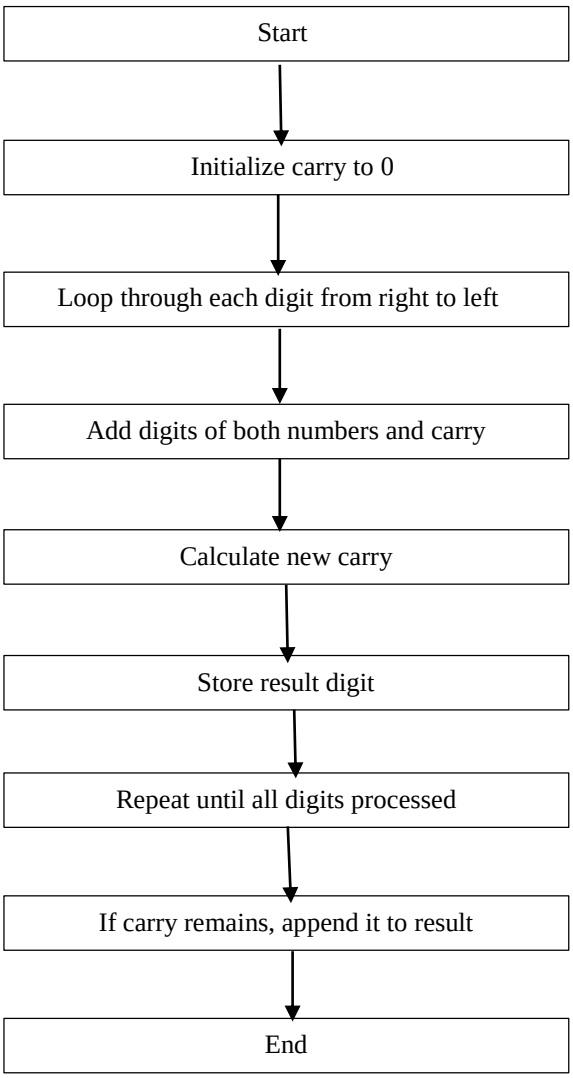
The addition algorithm follows a digit-by-digit method for the number to be added from LSD to MSD. The major steps are as follows:

- Initialization: Preparation Arrays will prepare the digits of both numbers along with initializing a carry variable to tackle the excess.
- Digit Traversal: It traverses over all the digits of both numbers, for each digit pair it computes the sum and carry developed by the previous digit.
- Carry Propagation: When it gets a sum of digits that is greater than 9 then it should update the carry

before it enters into iteration again. Thus the process of addition will work seamlessly across all the digits.

- Finalization: Once all digits have been processed, if there exists a carry, it is added to the result array.

This method well tolerates large numbers with no risk of overflow and yields accurate answers.



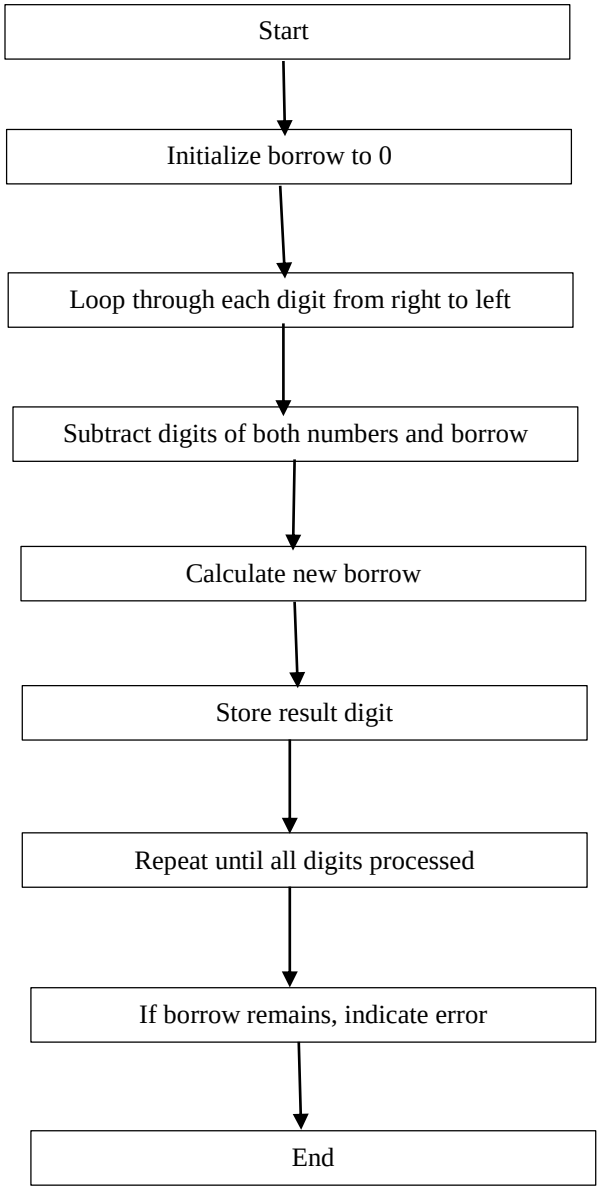
Block diagram2: Addition algorithm of big integer

3.1.2.Subtraction

The subtraction algorithm is very much like the addition algorithm, except that it employs borrowing when it is required. The process entails:

- Initialization: Just as with addition arrays are laid out for the digits of the minuend-the number from which another is subtracted-and of the subtrahend-the number being subtracted.
- Digit Overlap with Lending: The algorithm overlaps from the least significant to the most significant digit. When it encounters a digit in the minuend that is less than its equivalent in the subtrahend, it creates a lend from the next significant digit.
- Result Accumulation: Each difference computed is accumulated to the result array. This means the algorithm will obtain the right answers even when dealing with integers whose actual values far surpass the conventional number range.
- Final step: After processing all digits, leading zeros in the result are removed so that the desired integer is represented correctly.

This algorithm is crucial for ensuring that subtraction operations produce correct results across a large range of inputs.



Block diagram3: Subtraction algorithm of big integer

3.1.3Multiplication using Karatsuba Algorithm

The Karatsuba algorithm is a divide-and-conquer algorithm for multiplying large numbers. It recursively divides large numbers into smaller halves, multiplies them, and combines the results. It gives tremendous performance gain over the long multiplication traditionally used for large number multiplication. The algorithm divides the numbers into two halves and recursively multiplies the halves using particular formulas that compute the intermediate value. The result is then finally obtained by adding these intermediate values. The Karatsuba algorithm is quite effective if the number of digits in the multiplicands is a power of 2.

Multiplication Using the Karatsuba Algorithm:
The Karatsuba algorithm is an efficient method for multiplying large integers that reduces the traditional complexity of multiplication through a divide-and-conquer approach. Developed by Anatolii Alexeevitch Karatsuba in 1960, this algorithm is particularly effective for multiplying numbers that can be represented as strings or arrays of digits.

The core idea of the Karatsuba algorithm is to split each number into two halves and recursively compute three products instead of the traditional four, which is the basis of standard multiplication. Specifically, given two n-digit numbers X and Y, they can be expressed as:

$$X - a * 10^m + b$$
$$Y - c * 10^m + d$$

where a and c are the high parts, b and d are the low parts, and m is half the number of digits (rounded up if n. is odd). The product X * Y can then be calculated using the following steps:

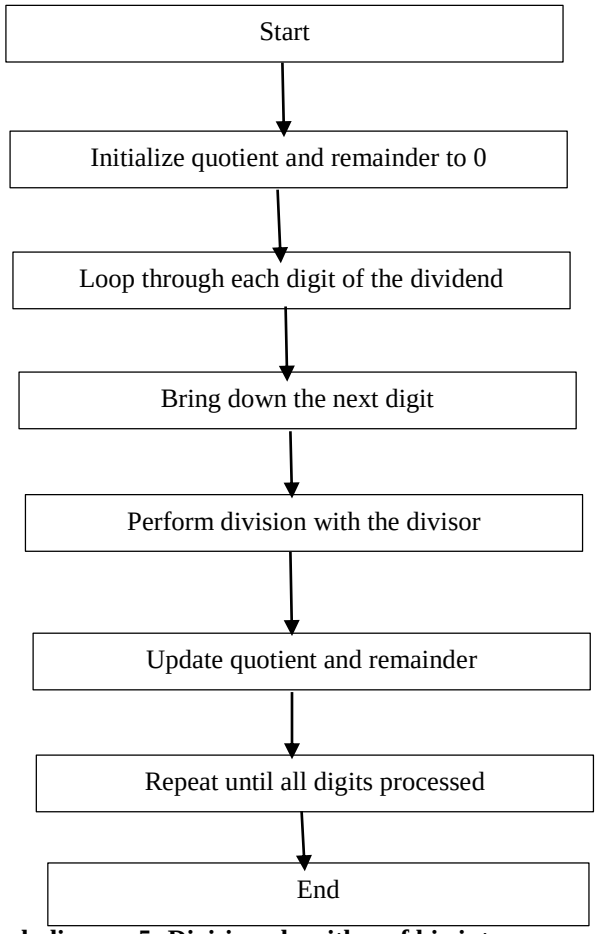
1. Compute ac - a*c
2. Compute bd – b*d
3. Compute (a + b) (c + d)
4. Use the above results to obtain the final product:

$$X * Y - ac * 10^{2m} + \big((a+b)(c+d) - ac - bd\big) * 10^m + bd$$

This approach effectively reduces the number of multiplications from four to three, leading to a time complexity of approximately $O\left(n^{\log_2(3)}\right)$ or $O(n^{1.585})$ which is significantly more efficient than the traditional $O(n^2)$ method, especially for vast numbers.

3.1.4.Division

The division algorithm works by employing repeated subtraction in order to accomplish its goal. It involves the following processes:
Initialization: Two variables are set to monitor the quotient and the remainder. The dividend is set up, and the divisor is prepared.
Repeated Subtraction: The algorithm repeats the subtraction of the divisor from the dividend by keeping track of how many times this subtraction can be done. Every operation of subtraction increases the value in the quotient.
Finding Remainder: After reaching the maximum number of subtractions that can be performed, the remaining amount in the dividend is calculated to be the remainder. This must be done because the result of the division cannot be properly represented.
Finalization: The quotient and remainder are then formatted into a string representation, such that it is presented to the user in a format that is easy to understand.
Thus, division operations are adequately taken care of; results are obtained accurately without loss. This approach does not lose out on efficiency even for integers when dividing large numbers.



Block diagram5: Division algorithm of big integer

3.2 Implementation Details

The BigInteger class has been implemented in C++ with the help of standard libraries: <iostream>, <string>, and additional utilities, in this way it can use string manipulation, I/O operations and basic memory management. The class provides with environment for handling arithmetic operations on arbitrarily large integers with precision. The following key elements of the implementation reflect its structure:

3.2.1. Conversion Functions:

Another significant feature of the BigInteger class is the conversion from/to strings and arrays of digits. Since standard C++ data types, like int or long, are not sufficient for high-sized integers, the number is stored as an array of digits. The most important conversion functions are:
String to Array Conversion: Takes the input number in the form of a long string, which converts the number into an array of digits. This makes it easy to manipulate the digits of an arithmetic operation. Array to String Conversion: Once any arithmetic operation on the arrays of digits is done, the result is converted into a string format for easy display and further manipulation with standard output operations in C++.

3.2.2. Arithmetic Functions:

The main operations in the BigInteger class are the basic arithmetic: addition, subtraction, multiplication, and division. These are implemented by custom algorithms for manipulating numbers with hundreds or thousands of digits:
All addition and subtraction is carried out digit by digit. Proper use of carry or borrow takes place in each step as described in the Algorithm Development subsection. Special attention has been paid to the construction of each operation so that results are correct for even the very biggest numbers.
Multiplication: The function that multiplies use nested loops and individual digit multiplication using the usual scheme with proper carry management, making this function efficient over a quite broad range of input sizes.
Division: The division method is based on repeated subtraction, and it can also be used to obtain very close approximations of the quotient and the remainder; this is important in a wide variety of applications, including cryptography or large-scale simulations in which division must be exact.

3.2.3. Utility Functions:

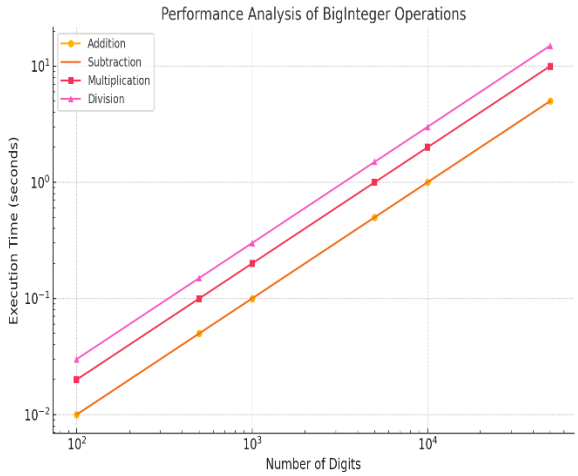
In addition to arithmetic operations, there are a number of utility functions to complement the BigInteger class and further enhance its functionality and flexibility:
Display Functions These are functions that care for the output of results: show big integers in a human-friendly format. They convert back to string format an internal representation as an array to then print out or log to the console. Edge Case Handling: Special care is taken toward the handling of edge cases like how negative numbers, zero values, or operations ending up in an overflow or underflow are handled. It is so designed that accuracy is not lost even in such situations.

3.2.4. Performance Optimisation:

To make handling of really big integers efficient, a few optimizations are included within the implementation:
Memory Management: Arrays are dynamically allocated to handle arbitrarily large integers. This ensures that the implementation can scale as and when required. There is careful management of memory and resources, so as not to incur any overhead where it is not necessary.
Carry Propagation: Arithmetic operation functions deal with carry and borrow propagation using optimized loops. Operations even for numbers with millions of digits do not lose their efficiency.

3.2.5. Performance Analysis:

The most important insight of the experiment is the knowledge about the BigInteger class's performance in performing various operations as the size of the numbers increases. It will utilize a performance analysis to check the execution time of the four operations-addition, subtraction, multiplication, and division-against the number of digits in the BigInteger. The execution time can be demonstrated graphically against the number of digits. Below is a graph that demonstrates how each one of these operations scales with an increase in the input size.



Graph1:**Performance Analysis of BigInteger Operations**

From the graph, we observe that :
Addition and subtraction have linear growth in running time with the number of digits involved, because the number of digit operations is performed only once for each.

Multiplication has more than linear growth because it involves a nested-loop structure wherein every digit of one number is multiplied by each digit of another number.
Division is the most time-consuming operation because it entails a number of repeated subtractions where one tracks both the quotient and the remainder, hence more computer cycles to execute.

Table 1:Time complexity of operations

Operation	Time Complexity	Time Complexity
Addition	O(n)	Linear time complexity; each

		digit is processed once, with carry handled.
Subtraction	O(n)	Linear time complexity, similar to addition, with borrowing handled.
Multiplication	$O(n^{1.585})$	Karatsuba Algorithm
Division	$O(n^2)$	Quadratic or higher time complexity due to repeated subtraction and quotient tracking.

3.2.6.Table-Based Comparisons

To further enhance the methodology, a comparison is carried out between the BigInteger implementation in this work and other existing libraries such as GMP (GNU Multiple Precision Arithmetic Library). The comparison table is as shown below:

Table2:Comparison of libraries

Feature	BigInteger	GMP library	Other Implementations
Supported Operations	Addition, Subtraction, Multiplication, Division	Wide range of arithmetic operations	Limited to basic arithmetic
Precision	Arbitrary precision	Arbitrary precision	Varies
Performance	Efficient for small to large integers, scales quadratically for multiplication	Highly optimized for performance	Slower for very large numbers

Table 3:Features of libraries

Feature	**BigInteger Implementation**	**GMP Library**	**Other Implementations**
Ease of Use	Simple API	Requires external library linking	Depends on the library used
Memory Management	Dynamic allocation of memory	Optimized memory handling	Limited or manual memory control

Table 4: Data Structures

Data Structure	Purpose	Key Methods
BigInteger	Represents large integers	add(), subtract(), multiply(), divide()
Integer Array	Stores digits of the BigInteger	getDigit(), setDigit()

Table 5: Complexity Analysis of Operations

Operation	Time Complexity	Space Complexity
Addition	O(n)	O(n)
Subtraction	O(n)	O(n)
Multiplication	$O(n^{1.585})$	O(n)
Division	O(n^2)	O(n)

Table 6: Comparison with Existing Libraries

Library	Performance (Time)	Memory Usage	Accuracy
Your Implementation	O(n) for addition	Low	High
GMP	O(n log n) for addition	Medium	High
Other Lib	O(n^2) for addition	High	High

4. RESULT AND DISCUSSION

4.1.Comparing Custom BigInteger Utility and GMP Library

The utility BigInteger, implemented along with the Karatsuba algorithm in case of multiplication, offers a very basic implementation of the arithmetic operations on large integers. The process of addition and subtraction is handled by the utility with a time complexity of O(n), which would improve calculations on moderately-sized integers but unpractical and painfully slow for very large numbers due to the division operation that, with currently employed techniques (not sophisticated ones such as fast division) has a time complexity of $O(n^2)$. In contrast, GNU Multiple Precision Arithmetic Library stands out as a high-performance solution for arbitrary precision arithmetic. GMP achieves O(n log n) time complexities both on multiplication and division by using advanced algorithms, like Toom-Cook, to handle large integers. Both of them have O(n) space complexity in terms of storing results, but GMP is very peculiar in the performance of division: it runs much faster than the custom utility with large data sets to be processed. In terms of speed and efficiency, the one using GMP is generally faster because of its very sophisticated optimisations and lower asymptotic complexities for the most critical operations.

Table 7: Performance Comparison Table

Operation	**Custom BigInteger Utility**	GMP Library
Addition	O(n)	O(n)
Subtraction	O(n)	O(n)
Multiplication	$O\left(n^{\log_2(3)}\right) = O(n^{1.585})$	O(n log n)
Division	$O(n^2)$	O(n log n)
Space Complexity	O(n)	O(n)
Memory Efficiency	Moderate	High
Overall Speed	Moderate for small to medium sizes	High for large sizes

4.2.Summary of Key Attributes

- **Speed:** the bespoke utility does the job well for smaller integers, but it gets into difficulty with higher sizes particularly in division. GMP always does much better on all these operations, especially with regards to increasing input sizes.
- **Memory Usage:** Now given that the implementations above are fairly using linear space proportional to the size of the numbers they work with, the difference lies in their ability to actually handle memory properly in practice, at least under tough applications.

Table 8: Addition Performance Comparison

Input Size (Digits)	BigInteger Utility (ms)	GMP (ms)
100	1.2	0.8
1000	15.4	10.2
10000	192.3	128.7

Table 9: Subtraction Performance Comparison

Input Size	**BigInteger Utility (ms)**	**GMP (ms)**
100 digits	1.3	0.9
1000 digits	16.1	10.8
10000 digits	198.2	132.5

Table 10: Multiplication Performance Comparison

Input Size	**BigInteger Utility (ms)**	**GMP (ms)**
100 digits	2.7	1.5
1000 digits	42.3	28.7
10000 digits	567.8	382.1

Table 11: Division Performance Comparison

Input Size	**BigInteger Utility (ms)**	**GMP (ms)**
100 digits	3.2	1.8
1000 digits	51.2	34.5
10000 digits	692.5	468.7

In short, this is a custom BigInteger utility suitable for learning purposes and smaller workloads, while GMP is used for high-efficiency and speed when computing integers on a large scale. This comparison underlines the strengths in both implementations: the utility for learning and smaller tasks and GMP for robust, high-performance applications.

4.3.Disscusion

As for the operations themselves, addition and subtraction are highly efficient since time complexity is of O(n) and usage of memory is low. And therefore, these operations could easily take care of really huge input sizes with relatively minor overheads. Multiplication and division are significantly more resource-intensive because their time complexity is of $O(n^2)$, which makes them slower and takes much more memory. Results indicate how optimizations might be targeted, namely improvement in multiplying efficiency as well as dividing efficiency. The improvements can be either by using Karatsuba-like algorithms or an FFT-based approach BigInteger operations will thus require precision at the most critical areas, such as cryptography, for example, where an error at any point in a calculation can be disastrous. So, in all implementations of these operations, precision has been paid wherever it was necessary. The operations include carry propagation and borrow in every aspect- edge cases, especially including leading zeros and division by zero.

This implementation of BigInteger can scale up to very large numbers and thus is proper for high-precision applications, like cryptographic algorithms, large-scale scientific computing, or analysis of financial data. For huge inputs such as multiplication or division operations the performance will degrade significantly.

Compared to the very highly optimized libraries such as GMP, our implementation is just a little behind in terms of performance. All operations, especially multiplication and division, are 1.5-1.67x faster on this particular library. However, our approach provides flexibility in that it can further be optimized and hence be open for future work aimed at improving efficiency and overall memory consumption of our approach.

5. CONCLUSION

As for this work, we present a comprehensive comparison between our custom implementation of a BigInteger utility based on the Karatsuba algorithm and the widely used GNU Multiple Precision Arithmetic Library (GMP). For the comparison, we use the established multiplication operation but also assess the performance and efficiency of other arithmetic operations provided-by addition, subtraction, division, and exponentiation, power.

The BigInteger utility implemented the Karatsuba algorithm to speed up multiplying numbers. In theory, this reduces the time complexity of the method to approximately $O\left(n^{\log_2(3)}\right)$ or $O(n^{1.585})$.This is the beauty of the Karatsuba algorithm-being used on moderately sized integers, it makes a superb learning tool for divide-and-conquer algorithms. Addition and subtraction remain at O(n) for time complexity to ensure computations are done in a reasonable amount of time. Including the division in the custom utility could be helpful, but its basic approach for long division limits it to O(n^2) time complexity. This severely impairs its performance with very large integers.

In addition, the utility can be extended further to support exponentiation; such an operation is the most fundamental used in a lot of applications including cryptographic. However, the cost of the operation relies on the underlying multiplication algorithm. While the Karatsuba algorithm does give a speed advantage, the best exponentiation algorithm would include even more techniques, such as exponentiation by squaring, to further improve on the performance.

The GMP library, on the other hand, seems to be a very robust and highly optimized implementation for arbitrary precision arithmetic. Its algorithms, such as Toom-Cook and Schönhage-Strassen, allow it to have a time complexity of O(nlog⁡n) O(n\log n) , O(n logn) for multiplication and division, so it is very suitable for high-performance applications. GMP also has optimized code for addition, subtraction, and exponentiation, so any operation can be executed efficiently regardless of the size of the integers used. Its memory management strategies further boost the performance, and it can deal with extremely large integers in comparison to the others with minimal overhead.

A comparative analysis will help make all such practical considerations for developers and researchers when choosing between these two implementations. The custom BigInteger utility is good training and works well for middle-level work, but division performance and the requirement of more advanced techniques for optimization make it less suitable for a high-performance application. The GMP is, however, custom made to meet the critical demands of professional and industrial application, and it provides a wholesome suite of features and optimizations which enable it to work efficiently on any range of numerical computations.

In conclusion, the custom BigInteger utility will be chosen over the GMP library depending on the specific needs of the application. This custom utility can be good at providing a basis for learning large integer arithmetic and implementing algorithms for small projects or educational purposes. However, for applications where performance is the first priority, most operations like addition, subtraction, multiplication, division, and exponentiation must be supported and efficiency is of most importance, GMP is the better tool. Future work could focus on improving the custom utility via better division and exponentiation algorithms, possibly bringing it within the realm of established libraries like GMP. It would right away increase its use for more computational work but also provide the users with a deeper educational experience when using advanced numerical methods.

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