

# An Algorithm for Multiplication of Two Biquaternions

Aleksandr Cariow\*, Galina Cariowa and Anna Malewicz

Faculty of Computer Science and Information Technology, West Pomeranian University of Technology, Szczecin, Żołnierska 49, 71-210 Szczecin, Poland

Received: 9 Jun. 2015, Revised: 7 Aug. 2015, Accepted: 8 Aug. 2015

Published online: 1 Jan. 2016

**Abstract:** In this paper we introduce efficient algorithm for the multiplication of biquaternions. The direct multiplication of two biquaternions requires 64 real multiplications and 56 real additions. More effective solutions still do not exist. We show how to compute a product of the Pauli numbers with 24 real multiplications and 64 real additions. During synthesis of the discussed algorithm we use the fact that product of two biquaternions may be represented as vector-matrix product. The matrix that participates in the product calculating has unique structural properties that allow performing its advantageous decomposition. Namely this decomposition leads to significant reducing of the computational complexity of biquaternion multiplication.

**Keywords:** biquaternion, multiplication of biquaternions, fast algorithm, matrix notation

## 1 Introduction

The Clifford and hypercomplex algebras [1] are seeing increased application to digital signal and image processing [2,3,4], computer graphics and machine vision [5,6,7], telecommunications [8,9] and in public key cryptography [10]. Preliminary studies show that when solving problems of data processing are often used quaternions and biquaternions or complexfield quaternions [11, 12, 13, 14, 15, 16, 17, 18].

Among other arithmetical operations in the Clifford and hypercomplex algebras, multiplication is the most time consuming one. The reason for this is, because the usual multiplication of these numbers requires  $N(N - 1)$  real additions and  $N^2$  real multiplication. It is easy to see that the increasing of dimension of hypernumber increases the computational complexity of the multiplication. Therefore, reducing the computational complexity of the multiplication of Clifford and hypercomplex numbers is an important theoretical and practical task. Efficient algorithms for the multiplication of quaternions, octonions and sedenions already exist [19, 20, 21, 22]. No such algorithms for the multiplication of the biquaternions have been proposed. In this paper, an efficient algorithm for this purpose is suggested.

## 2 Formulation of the problem

A biquaternion is defined as follows [11]

$$b = b_0 + b_1e_1 + b_2e_2 + b_3e_3 + b_4e_4 + b_5e_5 + b_6e_6 + b_7e_7,$$

where  $\{b_i\}$ ,  $i = 0, 1, \dots, 7$  are real numbers, and  $\{e_j\}$ ,  $j = 1, 2, \dots, 7$  are imaginary units whose products are defined by the following table [12]:

| $\times$ | $e_1$  | $e_2$  | $e_3$  | $e_4$  | $e_5$  | $e_6$  | $e_7$  |
|----------|--------|--------|--------|--------|--------|--------|--------|
| $e_1$    | -1     | $e_3$  | $-e_2$ | $e_5$  | $-e_4$ | $e_7$  | $-e_6$ |
| $e_2$    | $-e_3$ | -1     | $e_1$  | $e_6$  | $-e_7$ | $-e_4$ | $e_5$  |
| $e_3$    | $e_2$  | $-e_1$ | -1     | $e_7$  | $e_6$  | $-e_5$ | $-e_4$ |
| $e_4$    | $e_5$  | $e_6$  | $e_7$  | -1     | $-e_1$ | $-e_2$ | $-e_3$ |
| $e_5$    | $-e_4$ | $e_7$  | $-e_6$ | $-e_1$ | 1      | $-e_3$ | $e_2$  |
| $e_6$    | $-e_7$ | $-e_4$ | $e_5$  | $-e_2$ | $e_3$  | 1      | $-e_1$ |
| $e_7$    | $e_6$  | $-e_5$ | $-e_4$ | $-e_3$ | $-e_2$ | $e_1$  | 1      |

Suppose we must to compute the product of two biquaternions  $\tilde{b}_3 = \tilde{b}_1\tilde{b}_2$ , where

$$\begin{aligned} \tilde{b}_1 &= x_0 + x_1e_1 + x_2e_2 + x_3e_3 + x_4e_4 + x_5e_5 + x_6e_6 + x_7e_7, \\ \tilde{b}_2 &= b_0 + b_1e_1 + b_2e_2 + b_3e_3 + b_4e_4 + b_5e_5 + b_6e_6 + b_7e_7, \\ \tilde{b}_3 &= y_0 + y_1e_1 + y_2e_2 + y_3e_3 + y_4e_4 + y_5e_5 + y_6e_6 + y_7e_7. \end{aligned}$$

\* Corresponding author e-mail: [atariov@wi.zut.edu.pl](mailto:atariov@wi.zut.edu.pl)

Using ‘‘pen and paper’’ method we can write:

$$\begin{aligned} \tilde{b}_3 = & x_0b_0 + x_0b_1e_1 + x_0b_2e_2 + x_0b_3e_3 + \\ & + x_0b_4e_4 + x_0b_5e_5 + x_0b_6e_6 + x_0b_7e_7 + \\ & + x_1b_0e_1 + x_1b_1e_1e_1 + x_1b_2e_1e_2 + x_1b_3e_1e_3 + \\ & + x_1b_4e_1e_4 + x_1b_5e_1e_5 + x_1b_6e_1e_6 + x_1b_7e_1e_7 + \\ & + x_2b_0e_2 + x_2b_1e_2e_1 + x_2b_2e_2e_2 + x_2b_3e_2e_3 + \\ & + x_2b_4e_2e_4 + x_2b_5e_2e_5 + x_2b_6e_2e_6 + x_2b_7e_2e_7 + \\ & + x_3b_0e_3 + x_3b_1e_3e_1 + x_3b_2e_3e_2 + x_3b_3e_3e_3 + \\ & + x_3b_4e_3e_4 + x_3b_5e_3e_5 + x_3b_6e_3e_6 + x_3b_7e_3e_7 + \\ & + x_4b_0e_4 + x_4b_1e_4e_1 + x_4b_2e_4e_2 + x_4b_3e_4e_3 + \\ & + x_4b_4e_4e_4 + x_4b_5e_4e_5 + x_4b_6e_4e_6 + x_4b_7e_4e_7 + \\ & + x_5b_0e_5 + x_5b_1e_5e_1 + x_5b_2e_5e_2 + x_5b_3e_5e_3 + \\ & + x_5b_4e_5e_4 + x_5b_5e_5e_5 + x_5b_6e_5e_6 + x_5b_7e_5e_7 + \\ & + x_6b_0e_6 + x_6b_1e_6e_1 + x_6b_2e_6e_2 + x_6b_3e_6e_3 + \\ & + x_6b_4e_6e_4 + x_6b_5e_6e_5 + x_6b_6e_6e_6 + x_6b_7e_6e_7 + \\ & + x_7b_0e_7 + x_7b_1e_7e_1 + x_7b_2e_7e_2 + x_7b_3e_7e_3 + \\ & + x_7b_4e_7e_4 + x_7b_5e_7e_5 + x_7b_6e_7e_6 + x_7b_7e_7e_7. \end{aligned}$$

Then we have:

$$\begin{aligned} y_0 = & x_0b_0 - x_1b_1 - x_2b_2 - x_3b_3 - x_4b_4 + x_5b_5 + x_6b_6 + x_7b_7, \\ y_1 = & x_0b_1 + x_1b_0 + x_2b_3 - x_3b_2 - x_4b_5 - x_5b_4 - x_6b_7 + x_7b_6, \\ y_2 = & x_0b_2 - x_1b_3 + x_2b_0 + x_3b_1 - x_4b_6 + x_5b_7 - x_6b_4 - x_7b_5, \\ y_3 = & x_0b_3 + x_1b_2 - x_2b_1 + x_3b_0 - x_4b_7 - x_5b_6 + x_6b_5 - x_7b_4, \\ y_4 = & x_0b_4 - x_1b_5 - x_2b_6 - x_3b_7 + x_4b_0 - x_5b_1 - x_6b_2 - x_7b_3, \\ y_5 = & x_0b_5 + x_1b_4 + x_2b_7 - x_3b_6 + x_4b_1 + x_5b_0 + x_6b_3 - x_7b_2, \\ y_6 = & x_0b_6 - x_1b_7 + x_2b_4 + x_3b_5 + x_4b_2 - x_5b_3 + x_6b_0 + x_7b_1, \\ y_7 = & x_0b_7 + x_1b_6 - x_2b_5 + x_3b_4 + x_4b_3 + x_5b_2 - x_6b_1 + x_7b_0. \end{aligned}$$

We can see that the schoolbook method of multiplication of two biquaternions requires 64 real multiplications and 56 real additions.

Using the matrix notation, we can rewrite the above relations as follows:

$$\mathbf{Y}_{8 \times 1} = \mathbf{B}_8 \mathbf{X}_{8 \times 1} \tag{1}$$

where

$$\begin{aligned} \mathbf{X}_{8 \times 1} &= [x_0, x_1, x_2, x_3, x_4, x_5, x_6, x_7]^T, \\ \mathbf{Y}_{8 \times 1} &= [y_0, y_1, y_2, y_3, y_4, y_5, y_6, y_7]^T, \end{aligned}$$

$$\mathbf{B}_8 = \begin{bmatrix} b_0 & -b_1 & -b_2 & -b_3 & -b_4 & b_5 & b_6 & b_7 \\ b_1 & b_0 & b_3 & -b_2 & -b_5 & -b_4 & -b_7 & b_6 \\ b_2 & -b_3 & b_0 & b_1 & -b_6 & b_7 & -b_4 & -b_5 \\ b_3 & b_2 & -b_1 & b_0 & -b_7 & -b_6 & b_5 & -b_4 \\ \hline b_4 & -b_5 & -b_6 & -b_7 & b_0 & -b_1 & -b_2 & -b_3 \\ b_5 & b_4 & b_7 & -b_6 & b_1 & b_0 & b_3 & -b_2 \\ b_6 & -b_7 & b_4 & b_5 & b_2 & -b_3 & b_0 & b_1 \\ b_7 & b_6 & -b_5 & b_4 & b_3 & b_2 & -b_1 & b_0 \end{bmatrix}.$$

The direct realization of (1) requires 64 real multiplications and 56 real additions too. We shall present the algorithm, which reduce arithmetical complexity to 24 real multiplications and 64 real additions.

### 3 The algorithm

At first, we rearrange the rows of the matrix  $\mathbf{B}_8$  according to the following rule of ordering (1, 2, 3, 4, 5, 6, 7, 8)  $\rightarrow$  (5, 6, 4, 3, 1, 2, 8, 7). Next, we rearrange the columns of obtained matrix according to the following rule of ordering (1, 2, 3, 4, 5, 6, 7, 8)  $\rightarrow$  (1, 2, 8, 7, 5, 6, 4, 3). The next step of modification of the obtained matrix is to perform some artificial transformations which, as we see latter, will bring to minimizing the computational complexity of the final algorithm. Multiply by (-1) the fifth and sixth rows of this matrix and then multiply by (-1) the fifth and sixth columns of obtained matrix. We can easily see that this transformation leads in the future to minimize the computational complexity of the final algorithm. As a result, we obtain the following matrix:

$$\mathbf{B}'_8 = \begin{bmatrix} b_4 & -b_5 & -b_3 & -b_2 & -b_0 & b_1 & -b_7 & -b_6 \\ b_5 & b_4 & -b_2 & b_3 & -b_1 & -b_0 & -b_6 & b_7 \\ b_3 & b_2 & -b_4 & b_5 & b_7 & b_6 & b_0 & -b_1 \\ \hline b_2 & -b_3 & -b_5 & -b_4 & b_6 & -b_7 & b_1 & b_0 \\ -b_0 & b_1 & -b_7 & -b_6 & -b_4 & b_5 & b_3 & b_2 \\ -b_1 & -b_0 & -b_6 & b_7 & -b_5 & -b_4 & b_2 & -b_3 \\ b_7 & b_6 & b_0 & -b_1 & -b_3 & -b_2 & b_4 & -b_5 \\ b_6 & -b_7 & b_1 & b_0 & -b_2 & b_3 & b_5 & b_4 \end{bmatrix}.$$

Then we can write

$$\mathbf{B}'_8 = \mathbf{R}_8 \mathbf{P}_8^{(1)} \mathbf{B}_8 \mathbf{P}_8^{(2)} \mathbf{R}_8,$$

and

$$\mathbf{Y}_{8 \times 1} = \mathbf{P}_8^{(1)} \mathbf{R}_8 \mathbf{B}'_8 \mathbf{R}_8 \mathbf{P}_8^{(2)} \mathbf{X}_{8 \times 1} \tag{2}$$

where

$$\mathbf{P}_8^{(1)} = \begin{bmatrix} & & & & & & 1 & \\ & & & & & & & 1 \\ & & & & & & & & 1 \\ & & & & & & & & & 1 \\ & & & & & & & & & & 1 \\ & & & & & & & & & & & 1 \\ & & & & & & & & & & & & 1 \\ & & & & & & & & & & & & & 1 \end{bmatrix},$$



As shown in [22], the matrices having such block structures can be effectively factorized too.

$$\begin{bmatrix} \mathbf{A}_2 & \mathbf{B}_2 \\ -\mathbf{B}_2 & -\mathbf{A}_2 \end{bmatrix} = [\mathbf{I}_2 \oplus (-\mathbf{I}_2)] (\mathbf{H}_2 \otimes \mathbf{I}_2) \times \frac{1}{2} \text{diag} \begin{bmatrix} \mathbf{A}_2 + \mathbf{B}_2 \\ \mathbf{A}_2 - \mathbf{B}_2 \end{bmatrix} (\mathbf{H}_2 \otimes \mathbf{I}_2) \quad (4)$$

$$\begin{bmatrix} \mathbf{C}_2 & \mathbf{D}_2 \\ -\mathbf{D}_2 & -\mathbf{C}_2 \end{bmatrix} = [\mathbf{I}_2 \oplus (-\mathbf{I}_2)] (\mathbf{H}_2 \otimes \mathbf{I}_2) \times \frac{1}{2} \text{diag} \begin{bmatrix} \mathbf{C}_2 + \mathbf{D}_2 \\ \mathbf{C}_2 - \mathbf{D}_2 \end{bmatrix} (\mathbf{H}_2 \otimes \mathbf{I}_2) \quad (5)$$

$$\begin{bmatrix} \mathbf{E}_2 & \mathbf{F}_2 \\ -\mathbf{F}_2 & -\mathbf{E}_2 \end{bmatrix} = [\mathbf{I}_2 \oplus (-\mathbf{I}_2)] (\mathbf{H}_2 \otimes \mathbf{I}_2) \times \frac{1}{2} \text{diag} \begin{bmatrix} \mathbf{E}_2 + \mathbf{F}_2 \\ \mathbf{E}_2 - \mathbf{F}_2 \end{bmatrix} (\mathbf{H}_2 \otimes \mathbf{I}_2) \quad (6)$$

where “ $\oplus$ ” denotes the direct sum of two matrices [23].

Substituting (4), (5) and (6) in (3) we can write:

$$\mathbf{Y}_{8 \times 1} = \mathbf{P}_8^{(1)} \mathbf{R}_8 \mathbf{W}_{8 \times 12} \mathbf{E}_{12} \mathbf{W}_{12} \times \mathbf{D}'_{12} \mathbf{W}_{12} \mathbf{W}_{12 \times 8} \mathbf{R}_8 \mathbf{P}_8^{(2)} \mathbf{X}_{8 \times 1} \quad (7)$$

where

$$\mathbf{E}_{12} = \text{diag}(1, 1, -1, -1, 1, 1, -1, -1, 1, 1, -1, -1),$$

$$\mathbf{D}'_{12} = \frac{1}{2} \text{diag} \begin{bmatrix} \mathbf{A}_2 + \mathbf{B}_2 \\ \mathbf{A}_2 - \mathbf{B}_2 \\ \mathbf{C}_2 + \mathbf{D}_2 \\ \mathbf{C}_2 - \mathbf{D}_2 \\ \mathbf{E}_2 + \mathbf{F}_2 \\ \mathbf{E}_2 - \mathbf{F}_2 \end{bmatrix},$$

$$\mathbf{W}_{12} = \mathbf{I}_3 \otimes (\mathbf{H}_2 \otimes \mathbf{I}_2) =$$

$$= \begin{bmatrix} \begin{array}{cc|cc|cc} 1 & 0 & 1 & 0 & & \\ 0 & 1 & 0 & 1 & & \\ \hline 1 & 0 & -1 & 0 & \mathbf{0}_4 & \mathbf{0}_4 \\ 0 & 1 & 0 & -1 & & \\ \hline & & & & \begin{array}{cc|cc} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ \hline 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \end{array} & \mathbf{0}_4 \\ \hline & & & & & \begin{array}{cc|cc} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ \hline 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \end{array} \end{array} \end{bmatrix},$$

$$\mathbf{A}_2 + \mathbf{B}_2 = \begin{bmatrix} b_4 + b_0 - b_3 + b_7 & -b_5 - b_1 - b_2 + b_6 \\ b_5 + b_1 - b_2 + b_6 & b_4 + b_0 - b_3 - b_7 \end{bmatrix},$$

$$\mathbf{A}_2 - \mathbf{B}_2 = \begin{bmatrix} b_4 + b_0 + b_3 - b_7 & -b_5 - b_1 + b_2 - b_6 \\ b_5 + b_1 + b_2 - b_6 & b_4 + b_0 - b_3 + b_7 \end{bmatrix},$$

$$\mathbf{C}_2 + \mathbf{D}_2 = \begin{bmatrix} -b_4 + b_0 + b_3 + b_7 & b_5 - b_1 + b_2 + b_6 \\ -b_5 + b_1 + b_2 + b_6 & -b_4 + b_0 - b_3 - b_7 \end{bmatrix},$$

$$\mathbf{C}_2 - \mathbf{D}_2 = \begin{bmatrix} -b_4 + b_0 - b_3 - b_7 & b_5 - b_1 - b_2 - b_6 \\ -b_5 + b_1 - b_2 - b_6 & -b_4 + b_0 + b_3 + b_7 \end{bmatrix},$$

$$\mathbf{E}_2 + \mathbf{F}_2 = \begin{bmatrix} -b_0 - b_7 & b_1 - b_6 \\ -b_1 - b_6 & -b_0 + b_7 \end{bmatrix},$$

$$\mathbf{E}_2 - \mathbf{F}_2 = \begin{bmatrix} -b_0 + b_7 & b_1 + b_6 \\ -b_1 + b_6 & -b_0 - b_7 \end{bmatrix}.$$

Introduce the following notation:

$$\begin{aligned} c_0 &= 1/2(b_4 + b_0 - b_3 + b_7), \\ c_1 &= 1/2(-b_5 - b_1 - b_2 + b_6), \\ c_2 &= 1/2(b_5 + b_1 - b_2 + b_6), \\ c_3 &= 1/2(b_4 + b_0 + b_3 - b_7), \\ c_4 &= 1/2(b_4 + b_0 + b_3 - b_7), \\ c_5 &= 1/2(-b_5 - b_1 + b_2 - b_6), \\ c_6 &= 1/2(b_5 + b_1 + b_2 - b_6), \\ c_7 &= 1/2(b_4 + b_0 - b_3 + b_7), \\ c_8 &= 1/2(-b_4 + b_0 + b_3 + b_7), \\ c_9 &= 1/2(b_5 - b_1 + b_2 + b_6), \\ c_{10} &= 1/2(-b_5 + b_1 + b_2 + b_6), \\ c_{11} &= 1/2(-b_4 + b_0 - b_3 - b_7), \\ c_{12} &= 1/2(-b_4 + b_0 - b_3 - b_7), \\ c_{13} &= 1/2(b_5 - b_1 - b_2 - b_6), \\ c_{14} &= 1/2(-b_5 + b_1 - b_2 - b_6), \\ c_{15} &= 1/2(-b_4 + b_0 + b_3 + b_7), \\ c_{16} &= 1/2(-b_0 - b_7), \\ c_{17} &= 1/2(b_1 - b_6), \\ c_{18} &= 1/2(-b_1 - b_6), \\ c_{19} &= 1/2(-b_0 + b_7), \\ c_{20} &= 1/2(-b_0 + b_7), \\ c_{21} &= 1/2(b_1 + b_6), \\ c_{22} &= 1/2(-b_1 + b_6), \\ c_{23} &= 1/2(-b_0 - b_7). \end{aligned}$$

Using the above notations and combining partial decompositions in a single computational procedure we finally can write following:

$$\mathbf{Y}_{8 \times 1} = \tilde{\mathbf{P}}_8^{(1)} \tilde{\mathbf{W}}_{8 \times 12} \mathbf{W}_{12} \mathbf{A}_{12 \times 24} \mathbf{D}_{24} \times \mathbf{P}_{24 \times 12} \mathbf{W}_{12} \mathbf{W}_{12 \times 8} \tilde{\mathbf{P}}_8^{(2)} \mathbf{X}_{8 \times 1} \quad (8)$$

where

$$\tilde{\mathbf{P}}_8^{(1)} = \mathbf{P}_8^{(1)} \mathbf{R}_8,$$

$$\tilde{\mathbf{P}}_8^{(2)} = \mathbf{R}_8 \mathbf{P}_8^{(2)},$$

$$\tilde{\mathbf{W}}_{8 \times 12} = \mathbf{W}_{8 \times 12} \mathbf{E}_{12},$$

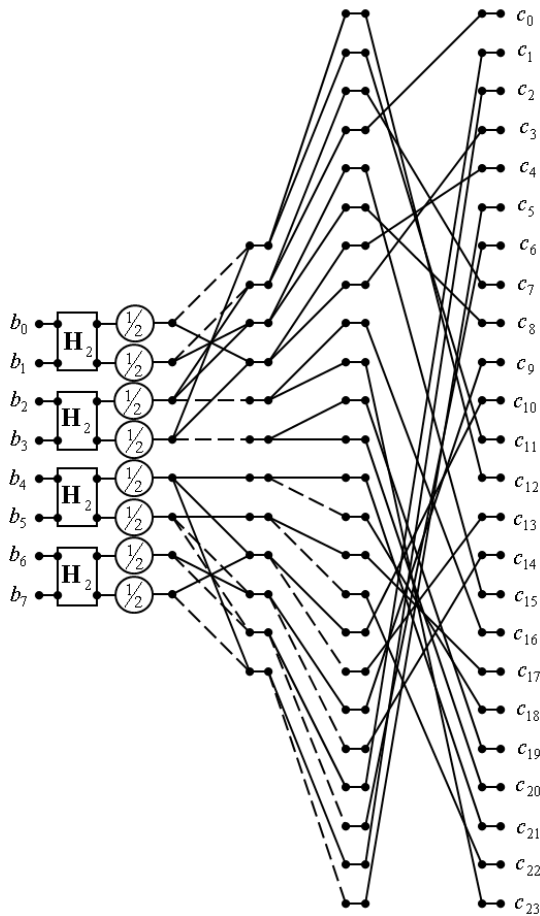
$$\mathbf{P}_{24 \times 12} = \mathbf{I}_3 \otimes \mathbf{I}_2 \otimes \mathbf{1}_{2 \times 1} \otimes \mathbf{I}_2,$$

$$\mathbf{A}_{12 \times 24} = \mathbf{I}_3 \otimes \mathbf{I}_4 \otimes \mathbf{1}_{1 \times 2}$$

$$\mathbf{D}_{24} = \text{diag}(c_0, c_1, \dots, c_{23}),$$







**Fig. 2:** Data flow diagram describing the process of calculating elements of the vector  $C_{24 \times 1}$  and in accordance with the procedure (9)

### 5 Conclusion

The article presents a new vectorized algorithm for the multiplication of two biquaternions. To reduce the number of real multiplications, we exploit the strategies of the synthesis of fast algorithms for the computation of the matrix-vector products [24]. Minimizing the number of multiplications is especially important in the design of specialized VLSI chips because reducing the number of two-component multipliers also reduces the power dissipation and lowers the power consumption of the entire system being implemented. This also results in a reduction in hardware implementation cost of "biquaternion multiplier" on the one hand and allows to the effective use of parallelization of computations on the other hand. If the VLSI chip already contains embedded two-component multipliers, their number is always limited. This means that if the implemented algorithm contains a large number of multiplications, the developed processor may not always fit into the chip. So, the

implementation of proposed in this paper algorithm on the base of VLSI chips, that possess embedded two-component multipliers, also allows saving the number of these blocks or realizing the biquaternion multiplier with the use of a smaller number of simpler and cheaper VLSI chips. It will enable to design of data processing units using a chips which contain a minimum required number of embedded two-component multipliers and thereby consume and dissipate least power.

So, we have presented an original algorithm which allows multiplying two biquaternions with reduced multiplicative complexity. As a result of streamlining the number of multiplications required to calculate the biquaternion product is reduced from 64 to 24 at the price of 8 more additions. Nevertheless, it should be noted that a hardware multiplier is more complicated unit than an adder and occupies much more chip area than the adder. Therefore, this solution is beneficial. Furthermore, the total number of arithmetic operations decreased by 32 compared with the naive method of calculations. Therefore, the proposed algorithm is better than the naive algorithm, even in terms of its software implementation on a conventional computer.

The authors are grateful to the anonymous referee for a careful checking of the details and for helpful comments that improved this paper.

### References

- [1] R. Abłamowicz (ed.), Clifford Algebras – Applications to Mathematics, Physics, and Engineering, PIM 34, Birkhauser, Basel, 2004.
- [2] V. Labunets, Computational Noncommutative Algebra and Applications, NATO Science Series II: Mathematics, Physics and Chemistry **136**, 197-225, (2004).
- [3] J. Mennesson, Ch. Saint-Jean, L. Mascarilla, Applied Geometric Algebras in Computer Science and Engineering **9**, 1-4, (2010).
- [4] T. Batard, M. Berthier, and C. Saint-Jean. In E. Bayro-Corrochano and G. Scheuermann Eds, editors, Geometric Algebra Computing in Engineering and Computer Science, chapter **8**, 135-161, Springer Verlag, 2010.
- [5] D. Hildenbrand , D. Fontijne , C. Perwass, L. Dorst, Tutorial 3, Proceedings of the 25th Annual Conference of the European Association for Computer Graphics, Interacting with Virtual Worlds, Grenoble, France, INRIA and Eurographics Association, ISSN 1017-4656.
- [6] J. Ebling and G. Scheuermann, IEEE Transactions on Visualization and Computer Graphics **11**, 469-479, (2005).
- [7] R. Wareham, J. Cameron, J. Lasenby, H. Li, P. J. Olver and G. Sommer (Eds.), IWMM 2004, LNCS **3519**, 329-349, (2005).
- [8] S. Karmakar, B. S. Rajan, IEEE Transactions on Information Theory **55**, No. 1, 223-231, (2009).
- [9] M.Ye. Ilchenko, T.N. Narytnik, R.M. Didkovsky, Telecommunications and Radio Engineering **72**, 1651-1663, (2013).
- [10] E. Malekian, A. Zakerolhosseini, A. Mashatan, The ISC Int'l Journal of Information Security **3**, No. 1, 29-42, (2011).

- [11] A. A. Eliovich and V. I. Sanyuk, *Theoretical and Mathematical Physics* **162**, No. 2, 135-148, (2010).
- [12] S. J. Sangwine, T. A. Ell, N. Le Bihan, *Adv. Appl. Cliff ord Algebras* **21**, 607-636 (2011).
- [13] X.-F. Gong, Z.-W. Liu, Y.-G. Xu, *Signal Processing* **91**, 821-831 (2011).
- [14] K. Nand, G. Hamarneh, R. Abugharbieh, 9th IEEE International Symposium on Biomedical Imaging (ISBI), 538-541 (2012).
- [15] S. Said, N. Le Bihan, and S.J. Sangwine, *IEEE Transactions on Signal Processing* **56**, No. 4, 1522-1531, (2008).
- [16] S. Miron, N. Le Bihan, Jérôme I. Mars, *IEEE International Conference on Acoustics, Speech and Signal Processing*, 1077-1080, (2006).
- [17] E.P.J. de Haas, *Apeiron* **15**, No. 4, 358-381 (2008).
- [18] S.-C. Pei, J.-J. Ding, 15th European Signal Processing Conference (EUSIPCO 2007), Poznan, Poland, 1337-1341, (2007).
- [19] O. M. Makarov, *Zh. Vychisl. Mat. Mat. Fiz.* **17**, No. 6, 1574-1575 (1977).
- [20] A. Cariow, G. Cariowa, *Radioelectronics and Communications Systems* (Allerton Press, Inc. USA) **55**, Issue 10, 464-473, (2012).
- [21] A. Cariow, G. Cariowa, *Information Processing Letters* **113**, 324-331 (2013).
- [22] A. Cariow. *Algorithmic aspects of computing rationalization in digital signal processing* (in Polish), West Pomeranian University Press, 2011.
- [23] W. H. Steeb, Y. Hardy, *World Scientific Publishing Company*. 2 edition, 2011.
- [24] A. Cariow, *Journal of Signal Processing Theory and Applications* **3**, No. 1, 1-19 (2014).



**Aleksandr Cariow** received the Candidate of Sciences (PhD) and Doctor of Sciences degrees (DSc or Habilitation) in Computer Sciences from LITMO of St. Petersburg, Russia in 1984 and 2001, respectively. In September 1999, he joined the faculty of Computer Sciences at the West Pomeranian University of Technology, Szczecin, Poland, where he is currently a professor and chair of the Department of Computer Architectures and Telecommunications. His research interests include digital signal processing algorithms, VLSI architectures, and data processing parallelization.



**Galina Cariowa** received the MSc degrees in mathematics from Moldavian State University, Chişinău in 1978 and PhD degree in computer science from West Pomeranian University of Technology, Szczecin, Poland in 2007. She is currently working as an assistant professor in the Department of Multimedia Systems. She is also an Associate-Editor of the *World Research Journal of Transactions on Algorithms*. Her scientific interests include numerical linear algebra and digital signal processing algorithms, VLSI architectures, and data processing parallelization.



**Anna Malewicz** received the Eng. degree in Electronics and Telecommunications and MSc degree in Computer Science from West Pomeranian University of Technology, Szczecin, Poland in 2012 and 2013 respectively. She is currently PhD student in the Department of Computer Architectures and Telecommunications. Her scientific interests include artificial intelligence, digital signal and image processing algorithms, programming languages and biomedical informatics. She is currently working on software quality assurance.