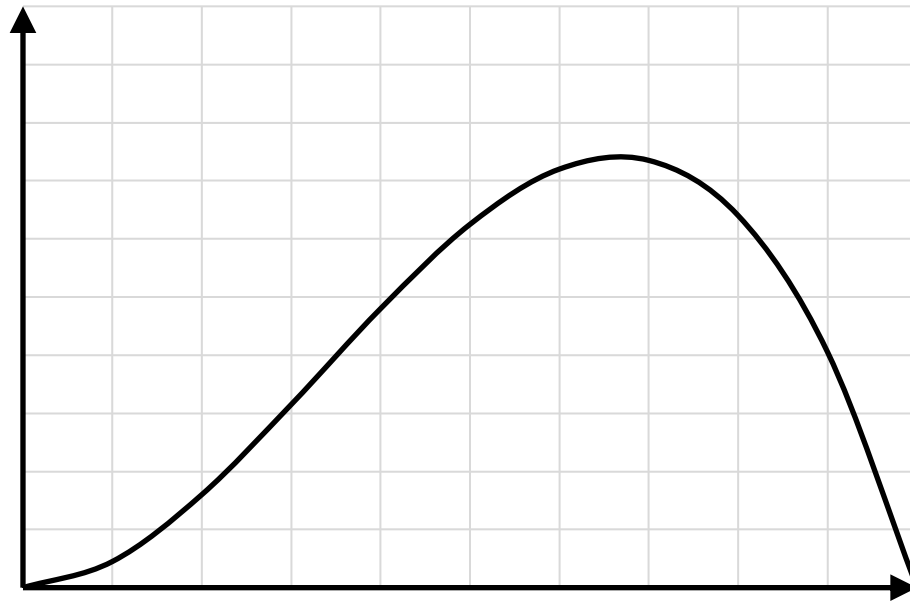


# Lecture 4

## Polynomial multiplication



# Administrative corner

I hope everyone had a nice Labor Day!

## Homeworks:

1. Hwk 1 due **tonight**. Good luck!
2. Hwk 2 due next Monday.

## New discussion sections:

- Tuesday 3-4pm
- Thursday 10-11am
- Thursday 11am-12pm

## Office hours:

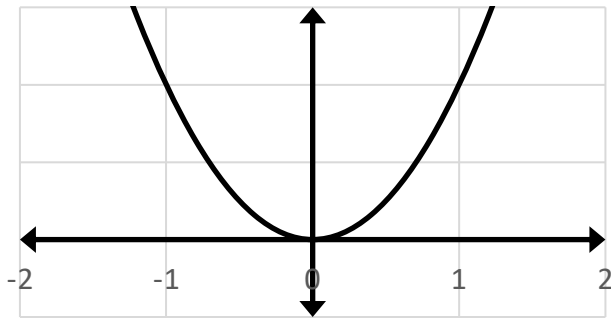
- From now on
- using OH queue ([oh.cs170.org](https://oh.cs170.org))
  - special system for Hwk Parties

*(see weekly post)*

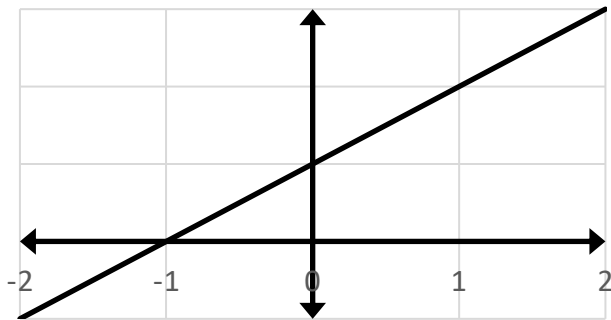
**Lectures 1&2:** How do you multiply **numbers** quickly?

**Lecture 3:** How do you multiply **matrices** quickly?

**Today:** How do you multiply **univariate polynomials** quickly?

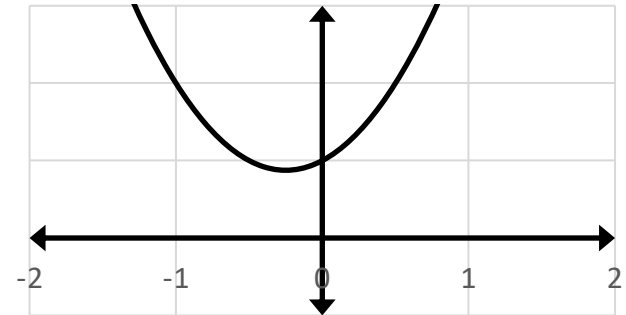


$$p(x) = x^2$$

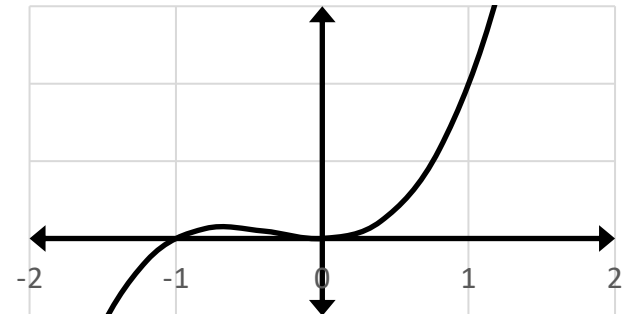


$$q(x) = 0.5 + 0.5x$$

**Addition:**  $p(x) + q(x) = 0.5 + 0.5x + x^2$



**Multiplication:**  $p(x) \cdot q(x) = 0.5x^2 + 0.5x^3$



## Lectures 1&2: How do you multiply **numbers** quickly?



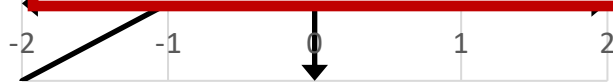
**Warning!**



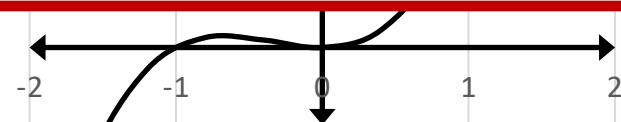
This is a **challenging** lecture.

It contains a lot of different ideas.


Please ask questions!



$$q(x) = 0.5 + 0.5x$$



# Representing polynomials

Let  $p(x) = p_0 + p_1x + p_2x^2 + \cdots + p_{n-1}x^{n-1}$   degree  $n-1$

Its **coefficient representation** is the array of real numbers

$(p_0, p_1, p_2, \dots, p_{n-1})$   (the input)

## Modeling assumptions

1. Think of  $n$  as **large**. (Say,  $n = 10^{10}$ .)
2. Think of  $p_0, \dots, p_{n-1}$  as **small**. (32-bit float)

So all arithmetic operations take  $O(1)$  time.

**Goal:** Measure runtime as function of  $n$ . E.g.  $T(n) = O(n^2)$

# Task 1: adding polynomials

**Input:** 1.  $p(x) = p_0 + p_1x + p_2x^2 + \dots + p_{n-1}x^{n-1}$   
2.  $q(x) = q_0 + q_1x + q_2x^2 + \dots + q_{n-1}x^{n-1}$

**Output:** the polynomial  $p(x) + q(x)$  (i.e. its coefficients)

**Q:** How fast can you do this?

$$p(x) = p_0 + p_1x + p_2x^2 + \dots + p_{n-1}x^{n-1}$$

$$+ \quad q(x) = q_0 + q_1x + q_2x^2 + \dots + q_{n-1}x^{n-1}$$

---

$$p(x) + q(x) = (p_0 + q_0) + (p_1 + q_1)x + (p_2 + q_2)x^2 + \dots + (p_{n-1} + q_{n-1})x^{n-1}$$

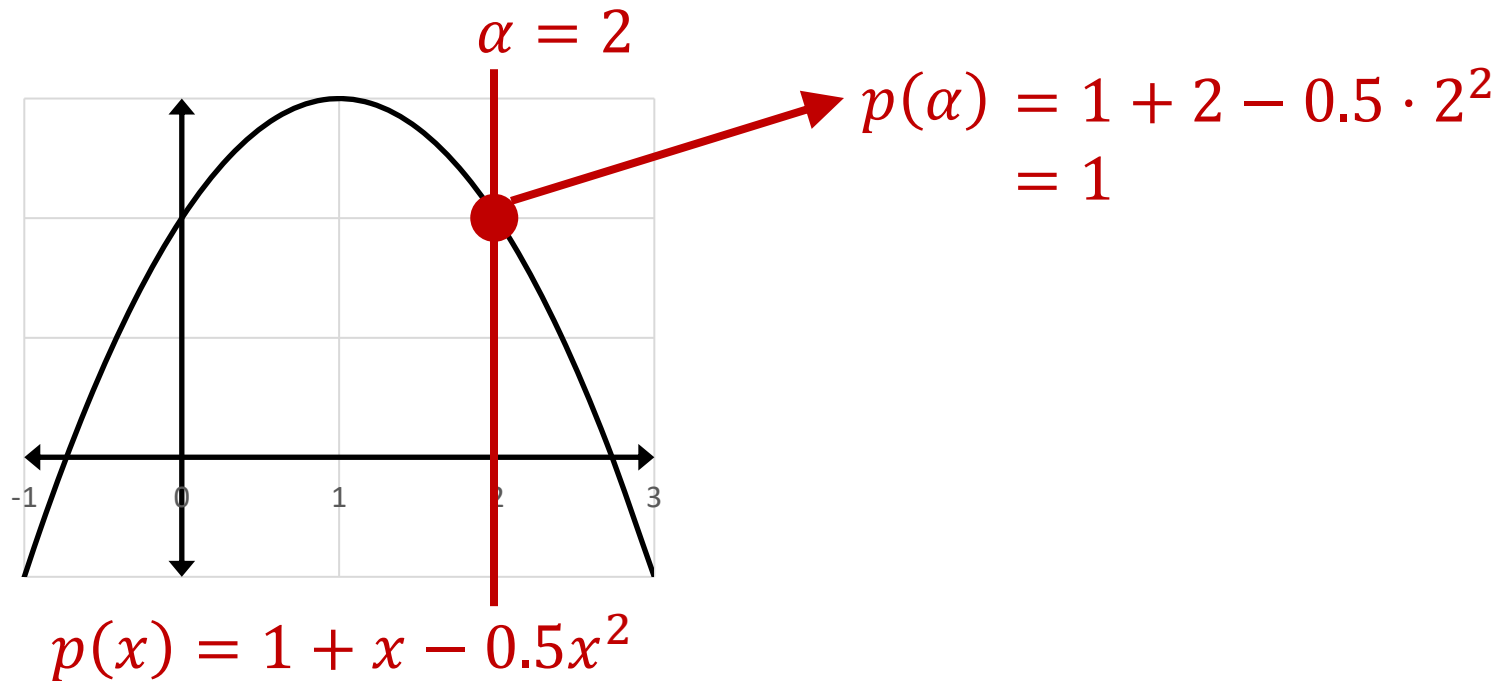
**A:** In  $O(n)$  time.

**Note:** Like adding integers, but simpler. Why? No carries!

## Task 2: evaluating polynomials

**Input:** 1.  $p(x) = p_0 + p_1x + p_2x^2 + \cdots + p_{n-1}x^{n-1}$   
2. a real number  $\alpha \in \mathbb{R}$

**Output:**  $p(\alpha) = p_0 + p_1\alpha + p_2\alpha^2 + \cdots + p_{n-1}\alpha^{n-1} \in \mathbb{R}$



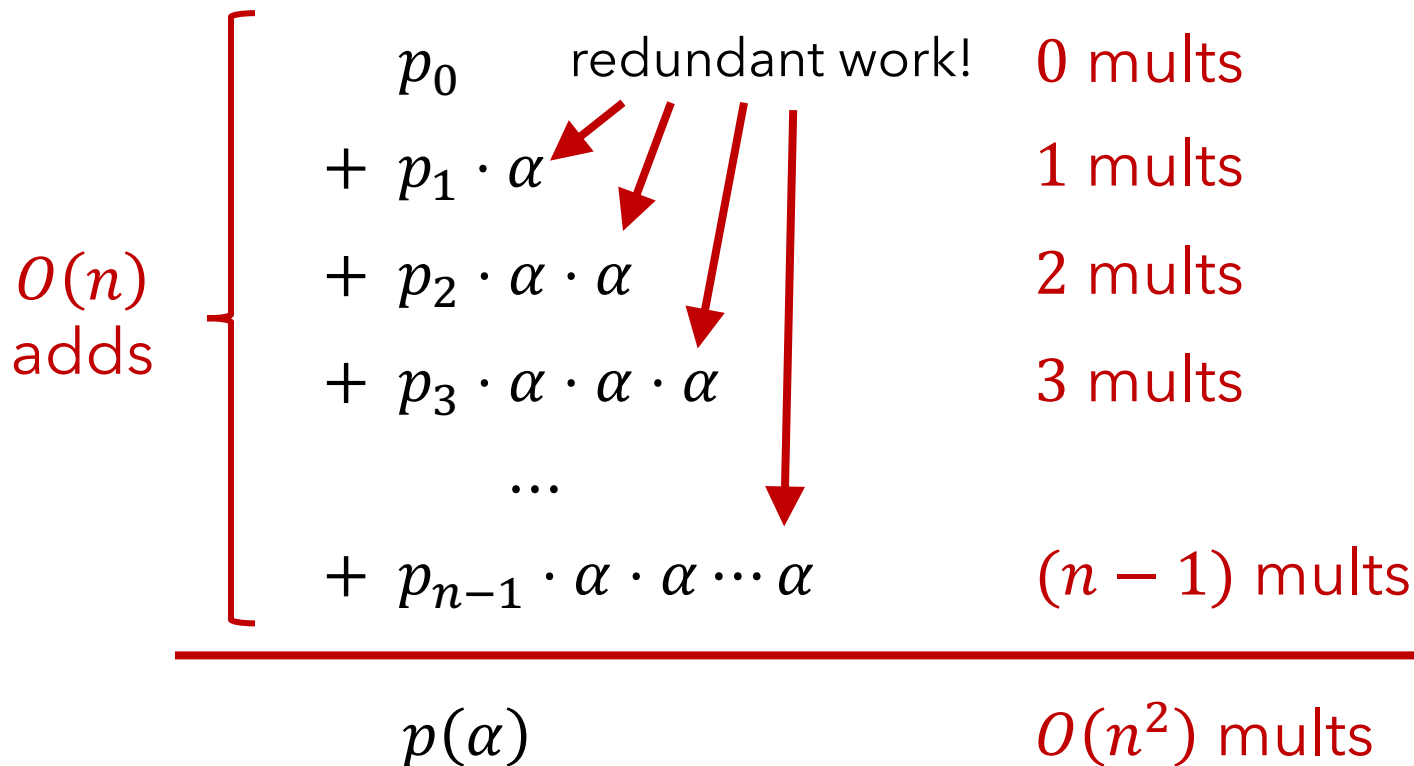
**Q:** How fast can you do this?

# Task 2: evaluating polynomials

**Input:** polynomial  $p(x)$  and  $\alpha \in \mathbb{R}$

**Output:**  $p(\alpha)$

**Algorithm #1:** time  $O(n^2)$





# Task 2: evaluating polynomials

**Input:** polynomial  $p(x)$  and  $\alpha \in \mathbb{R}$

**Output:**  $p(\alpha)$

**Algorithm #2:** time  $O(n)$

Initialize  $A = [1, \alpha, \alpha^2, \alpha^3, \dots, \alpha^{n-1}]$   $O(n)$  mults

Set  $A[i] = \alpha \cdot A[i - 1]$  for each  $i = 1, 2, \dots$  1 mult each

$$\begin{array}{lcl} O(n) & & \\ \text{adds} & \left[ \begin{array}{l} p_0 \cdot A[0] \\ + p_1 \cdot A[1] \\ + p_2 \cdot A[2] \\ + p_3 \cdot A[3] \\ \dots \\ + p_{n-1} \cdot A[n-1] \end{array} \right. & \begin{array}{l} 1 \text{ mult} \\ 1 \text{ mult} \\ 1 \text{ mult} \\ 1 \text{ mult} \\ \\ 1 \text{ mult} \end{array} \end{array}$$

---

$p(\alpha)$

$O(n)$  mults

# Task 3: multiplying polynomials

**Input:** two polynomial  $p(x)$  and  $q(x)$

**Output:**  $p(x) \cdot q(x)$

**Example:**  $(7 + 5x) \cdot (1 + 3x + 2x^2)$

---

$$7 + 21x + 14x^2$$

$$5x + 15x^2 + 10x^3$$

---

$$7 + 26x + 29x^2 + 10x^3$$

**Q:** How fast can you do this?

# Task 3: multiplying polynomials

**Input:** two polynomial  $p(x)$  and  $q(x)$

**Output:**  $p(x) \cdot q(x)$   $\longleftarrow$  possibly degree- $(2n - 2)$

## Algorithm

$$(p_0 + p_1x + \cdots + p_{n-1}x^{n-1}) \cdot (q_0 + q_1x + \cdots + q_{n-1}x^{n-1})$$

---

$$p_0 \cdot (q_0 + q_1x + \cdots + q_{n-1}x^{n-1}) \quad \longleftarrow O(n) \text{ time}$$

$$p_1 \cdot (q_0x + q_1x^2 + \cdots + q_{n-1}x^n) \quad \longleftarrow O(n) \text{ time}$$

...

...

$$p_{n-1} \cdot (q_0x^{n-1} + q_1x^n + \cdots + q_{n-1}x^{2n-2})$$

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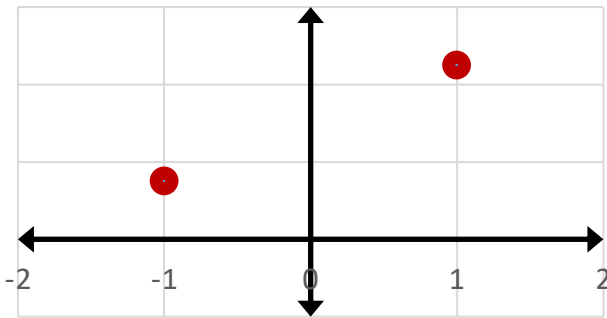
**Total:**  $O(n^2)$  time

**Goal of this lecture:** improve this to  $O(n \log(n))$  time

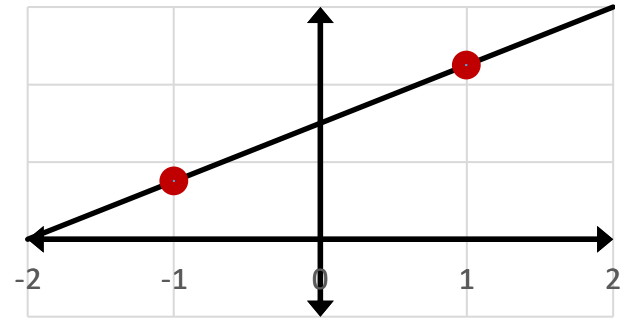
**Fact:**  $n$  points determine a degree- $(n - 1)$  polynomial

## Examples:

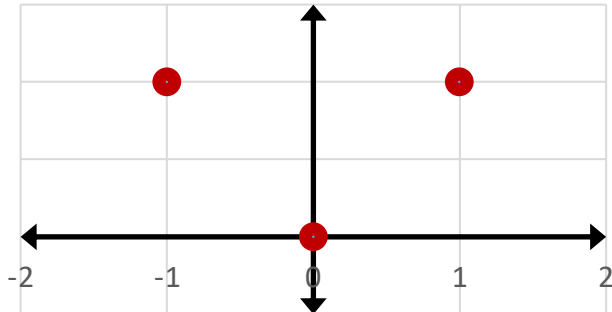
1.  $p(x)$  is degree-**1** and we know **2** points



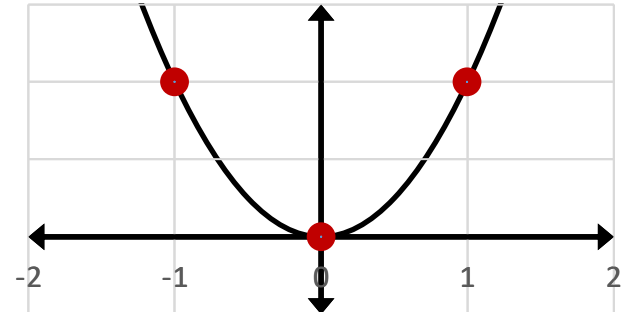
$\Rightarrow p(x) =$



2.  $p(x)$  is degree-**2** and we know **3** points



$\Rightarrow p(x) =$



**Fact:**  $n$  points determine a degree- $(n - 1)$  polynomial

Fix points  $\alpha_1, \alpha_2, \dots, \alpha_m \in \mathbb{R}$

Let  $p(x) = p_0 + p_1x + p_2x^2 + \dots + p_{n-1}x^{n-1},$

where  $n \leq m$

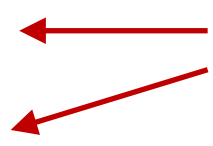
Its **value representation** is the array of real numbers

$$(p(\alpha_1), p(\alpha_2), \dots, p(\alpha_m))$$

**Note:** a “typical” choice of  $m$  is  $m = O(n)$

# Adding and multiplying w/ value rep

**Input:** 1.  $(p(\alpha_1), p(\alpha_2), \dots, p(\alpha_m))$   
2.  $(q(\alpha_1), q(\alpha_2), \dots, q(\alpha_m))$

 degree  $(n - 1)$ ,  
so  $m \geq n$

**Addition:** Output  $(p(\alpha_1) + q(\alpha_1), \dots, p(\alpha_m) + q(\alpha_m))$   
(value representation of  $p + q$ )

$O(m)$  time =  $O(n)$  time for "typical"  $m$

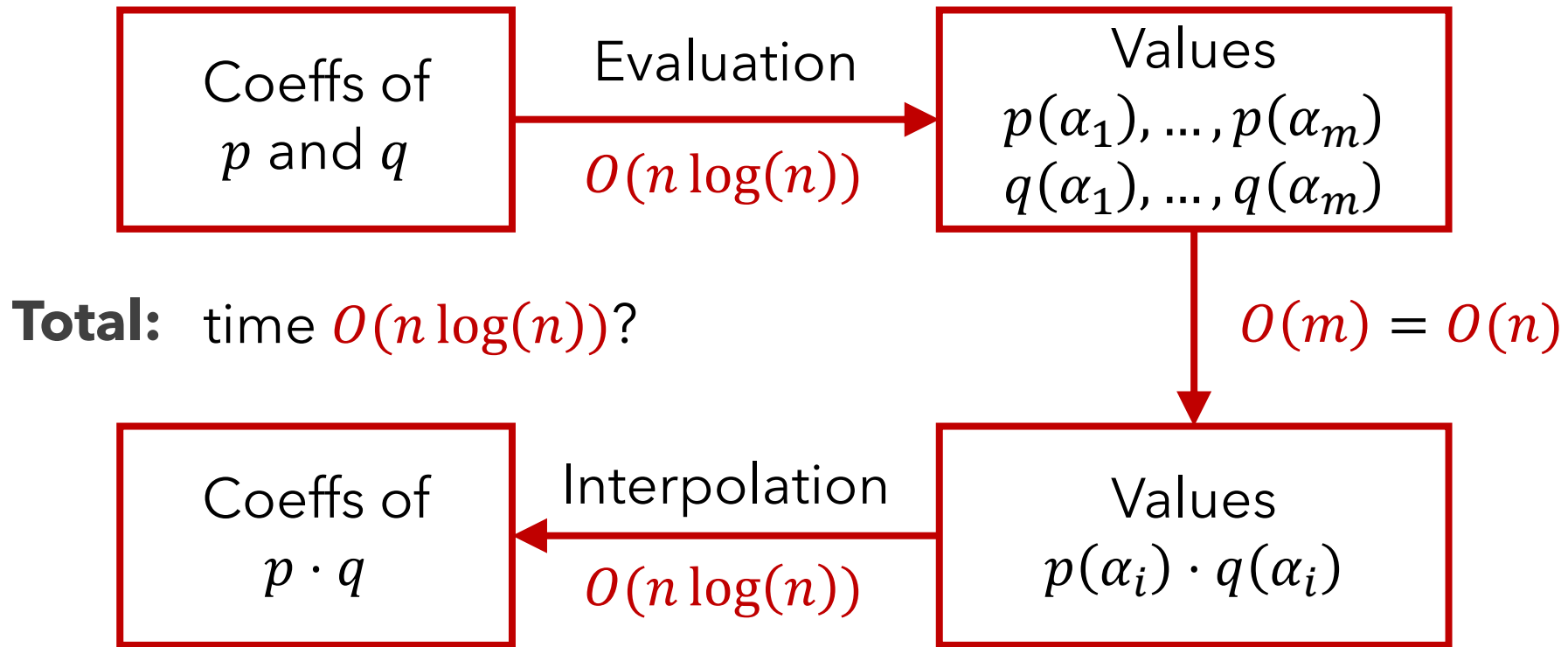
**Multiplication:** Output  $(p(\alpha_1) \cdot q(\alpha_1), \dots, p(\alpha_m) \cdot q(\alpha_m))$   
(value representation of  $p \cdot q$ )

$O(m)$  time =  $O(n)$  time for "typical"  $m$

**Note:**  $p \cdot q$  is degree- $(2n - 2)$ , so need  $m \geq 2n - 1$

Multiplication much faster in value representation!

# Fast polynomial multiplication algorithm



Evaluation takes time  $O(m \cdot n) = O(n^2)$

**Hope:** pick  $\alpha_1, \dots, \alpha_m$  cleverly = **using complex numbers!!!**  
so that evaluation takes  $O(n \log(n))$  time  
(same for interpolation)

# Outline

1. Complex numbers
2. Polynomial multiplication I: fast evaluation
3. Polynomial multiplication II: fast interpolation
4. The matrix viewpoint
5. Applications




# Complex numbers

3-minute break

and close the doors

# Complex numbers

$$a + b \cdot i, \quad i = \sqrt{-1}$$



real      imaginary

$$\begin{aligned}(1 + 2 \cdot i) + (3 + 4 \cdot i) &= (1 + 3) + (2 + 4) \cdot i \\ &= 4 + 6 \cdot i\end{aligned}$$

$$\begin{aligned}(1 + 2 \cdot i) \cdot (3 + 4 \cdot i) &= 1 \cdot 3 + 1 \cdot 4i + 2i \cdot 3 + 2i \cdot 4i \\ &= 3 + 4i + 6i + 8i^2 \\ &= 3 + 10i - 8 \\ &= -5 + 10i\end{aligned}$$

# Complex plane

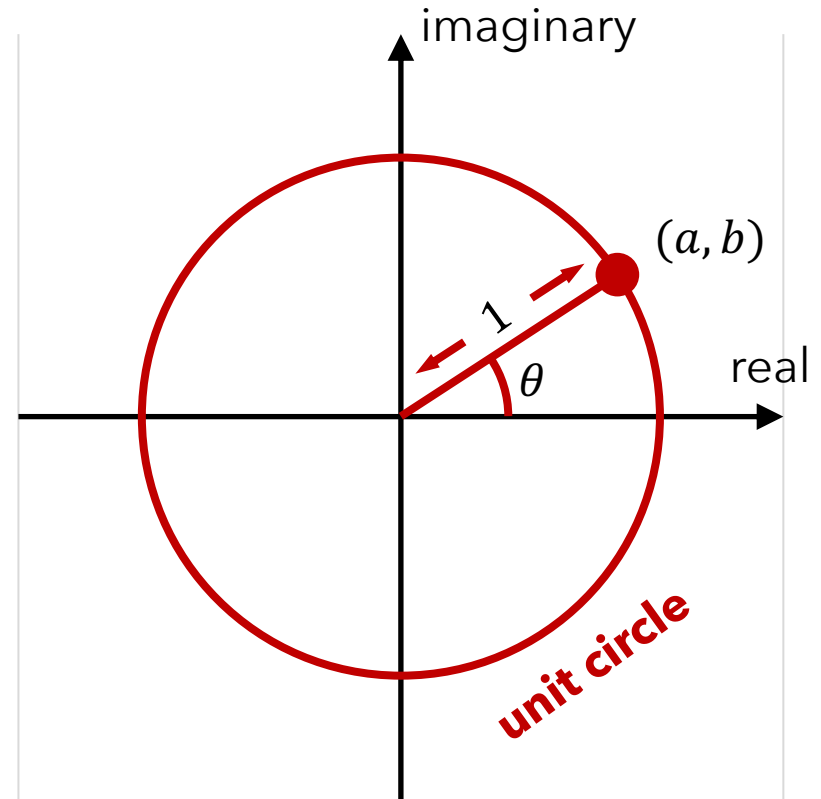
The number  $a + b \cdot i$   
is  $(a, b)$  in the **complex plane**

## Polar coordinates

Radius  $r$  and angle  $\theta$  such that

- $a = r \cdot \cos(\theta) = \cos(\theta)$
- $b = r \cdot \sin(\theta) = \sin(\theta)$

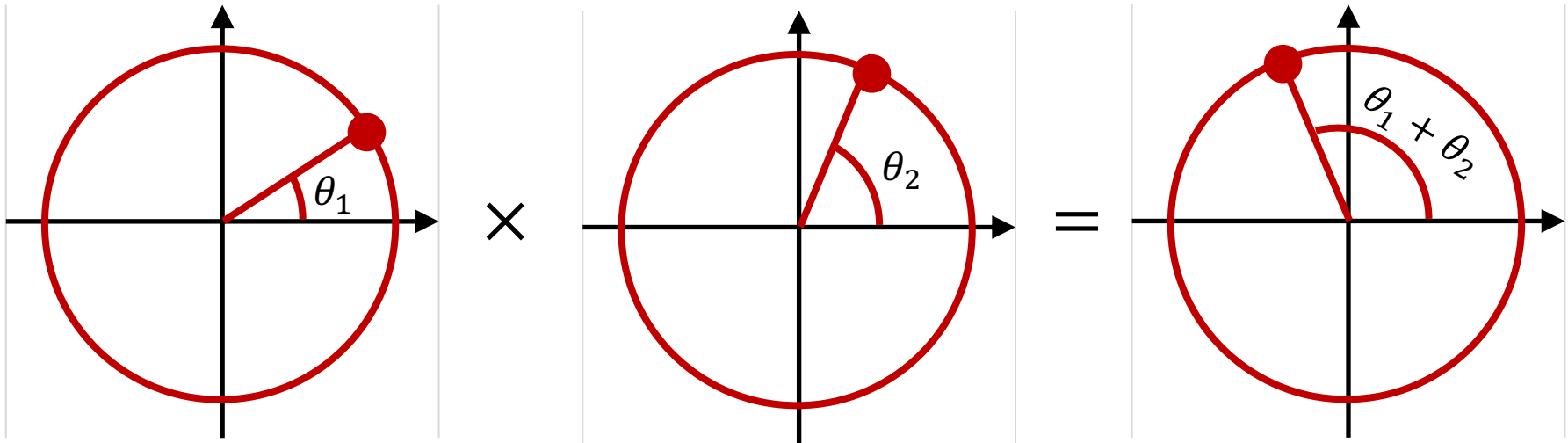
We will only consider  
points with  $r = 1$  today.



# Complex plane

## Multiplication

Consider two complex numbers on the unit circle.



To multiply, just add the angles.

# Roots of unity

- Def:**
- **unity** = fancy word for the number **1**
  - $n^{th}$  roots of unity (**1**) = {solutions to  $x^n = 1$ }

## Examples

$$2^{nd} \text{ roots of unity} = \sqrt{1} = \{\pm 1\}$$

$$4^{th} \text{ roots of unity} = \sqrt[4]{1} = \{+1, -1, +i, -i\}$$

$$i^4 = (i^2)^2 = (-1)^2 = 1$$

$$(-i)^4 = i^4 = 1$$

$$8^{th} \text{ roots of unity} = \sqrt[8]{1} = \left\{ \pm 1, \pm i, \pm \left( \frac{1+i}{\sqrt{2}} \right), \pm \left( \frac{1-i}{\sqrt{2}} \right) \right\}$$

**Note:** Today, will care about  $n = 2, 4, 8, 16, \dots$  roots of unity

# Roots of unity

$n^{\text{th}}$  roots of unity  
=  $n$  equally spaced points  
on unit circle

## Generator fact:

For all  $0 \leq i \leq m - 1$ ,

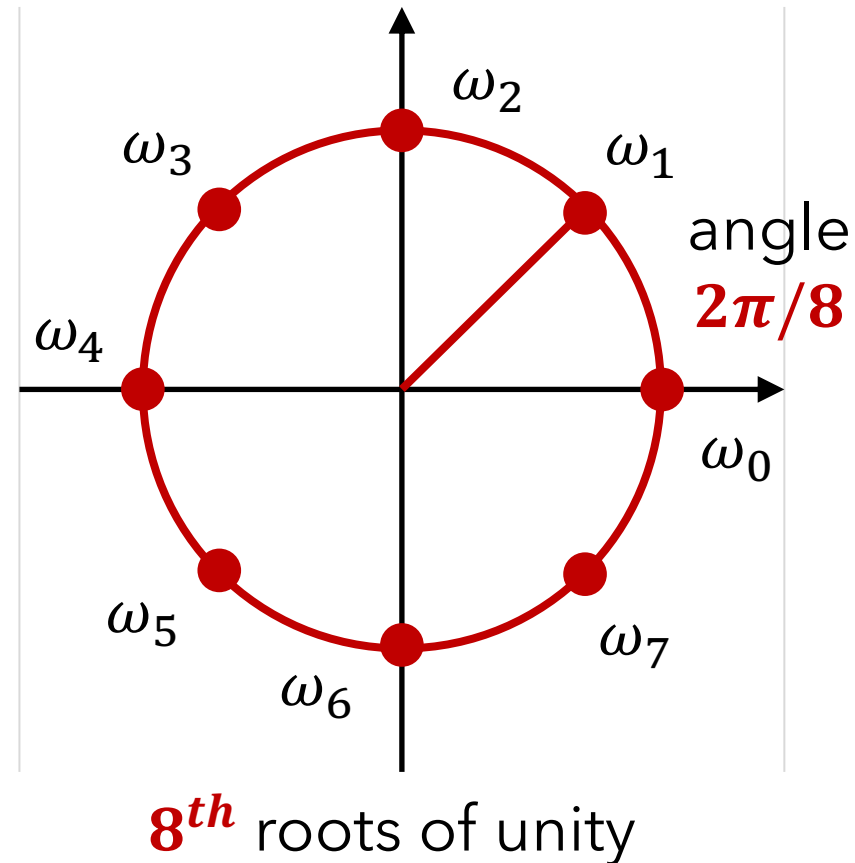
$$\omega_i = \omega_1^i.$$

In addition,  $\omega_1^0 = 1 = \omega_0 = \omega_1^m$ .

**Formula:**  $n^{\text{th}}$  roots of unity

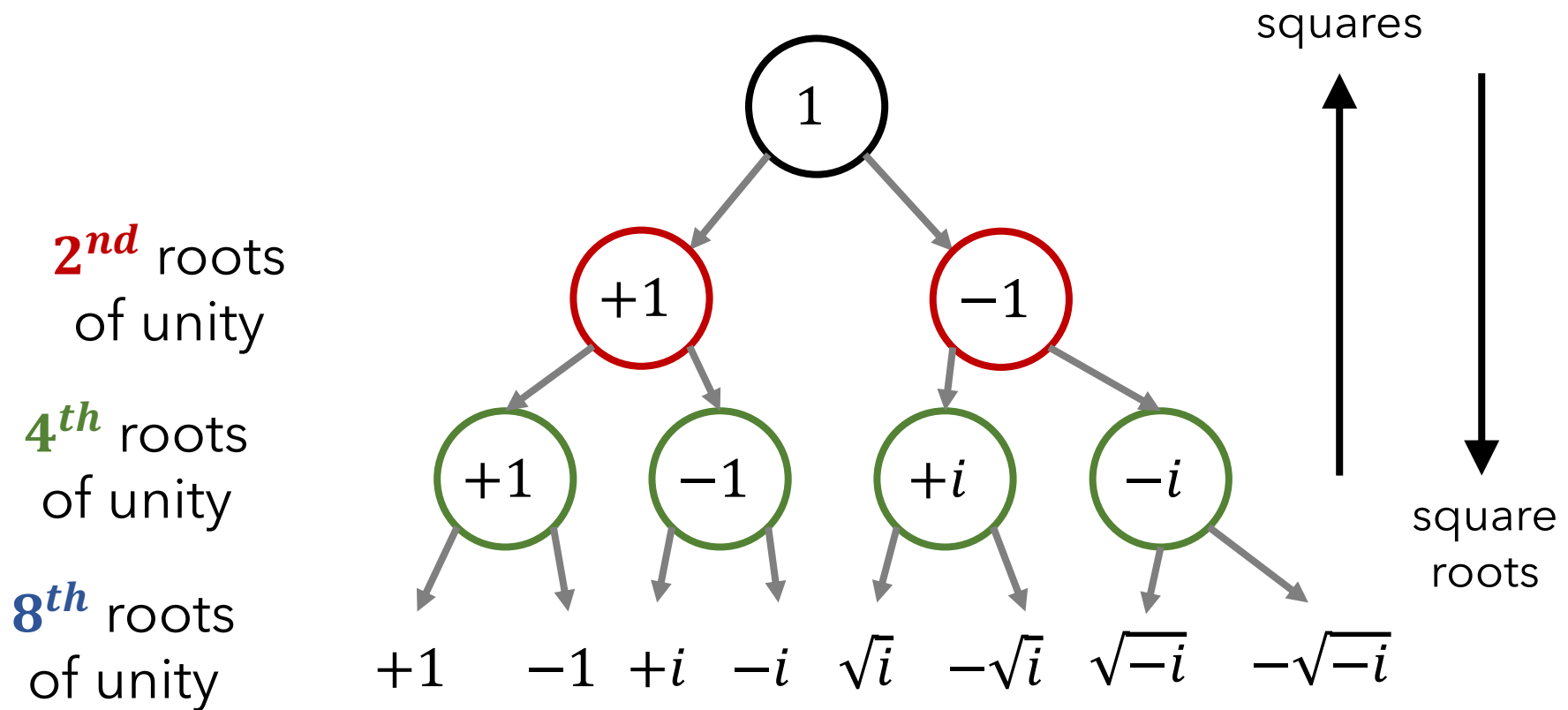
= angles  $0 \cdot \theta, 1 \cdot \theta, 2 \cdot \theta, 3 \cdot \theta, \dots$ , where  $\theta = (2\pi/n)$ ,

=  $\{\cos(\theta \cdot \ell) + \sin(\theta \cdot \ell) \cdot i \mid \ell = 0, 1, \dots, n - 1\}$



# Square roots

Square roots always come in pairs  $\pm\sqrt{a}$



**Magical Fact:** Squares of  $n^{\text{th}}$  roots =  $(n/2)^{\text{th}}$  roots  
(So squaring **halves** the number of roots)

# Complex number takeaways

**Generator fact:** For all  $0 \leq i \leq m - 1$ ,  $\omega_i = \omega_1^i$ .

In addition,  $\omega_1^0 = 1 = \omega_0 = \omega_1^m$ .

**Magical Fact:** Squares of  $n^{th}$  roots =  $(n/2)^{th}$  roots  
(So squaring **halves** the number of roots)

**Not** true of most sets of numbers!

**Example:** the set of numbers  $\{1, 3, 5, 7\}$

squaring them gives  $\{1^2, 3^2, 5^2, 7^2\} = \{1, 9, 25, 49\}$

both sets have 4 elements!



# Outline



1. Complex numbers

2. Polynomial multiplication I: fast evaluation

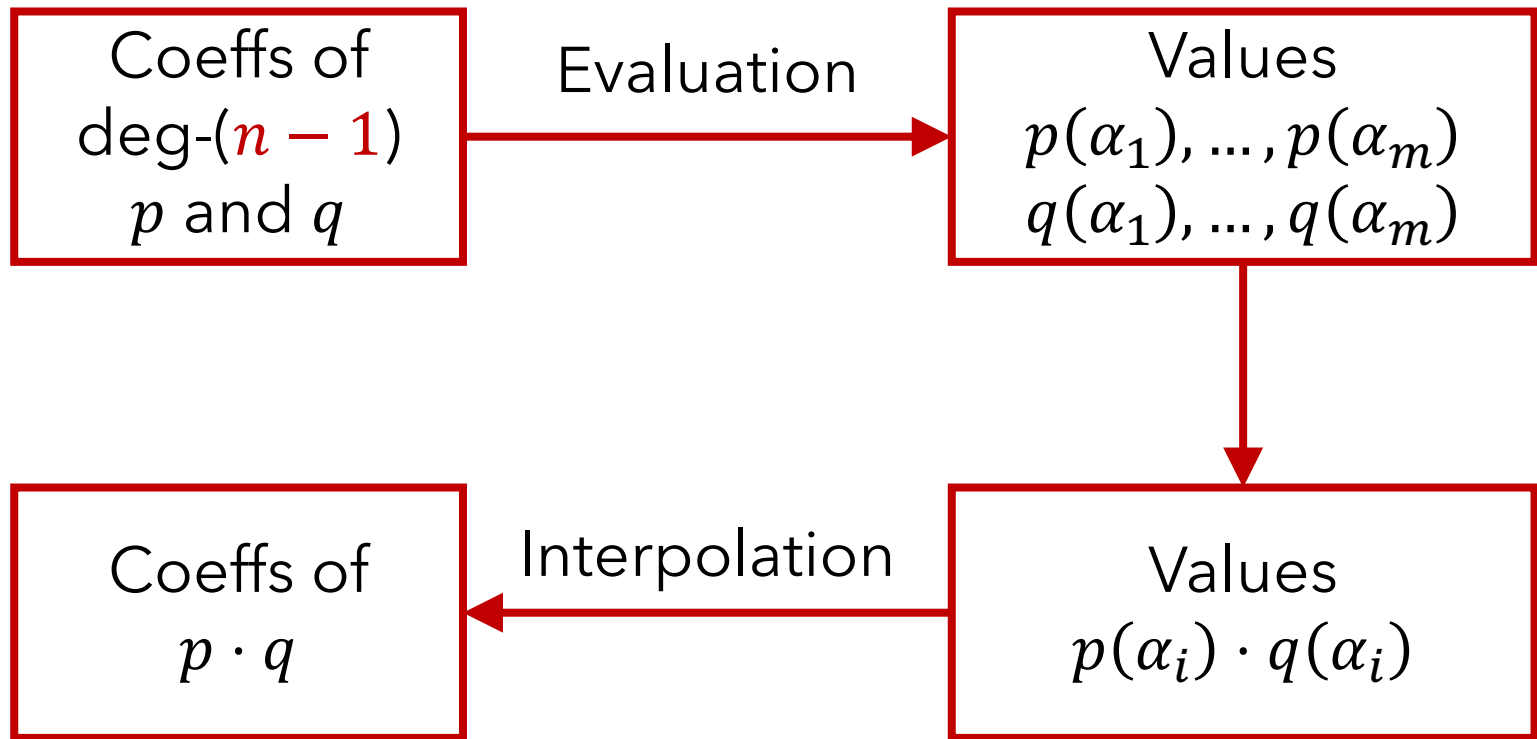
3. Polynomial multiplication II: fast interpolation

4. The matrix viewpoint

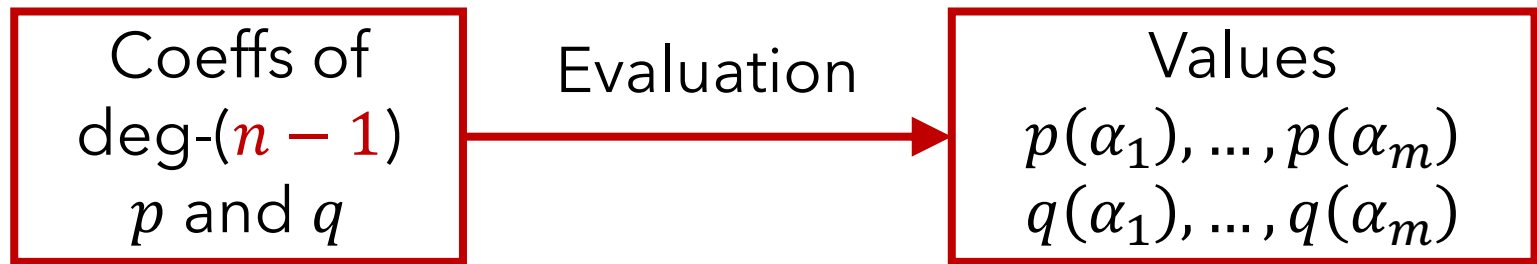
5. Applications

Returning to  
polynomial multiplication:  
Fast evaluation

# Fast polynomial multiplication algorithm



# Fast polynomial multiplication algorithm



**Recall:**  $p \cdot q$  is degree- $(2n - 2)$ , so need  $m \geq 2n - 1$

Let  $m$  be first power of  $2$  such that  $m \geq 2n - 1$

Will evaluate  $p$  and  $q$  on  $m^{th}$  roots of unity

$$\{\omega_0, \omega_1, \dots, \omega_{m-1}\}$$

in time  $O(m \log(m)) = O(n \log(n))$ .

This is the **Fast Fourier transform**.