DAA Assignment No.: 6 Minimizing the sum of roots of a given polynomial

Lovely Digra IIT2017090 Abhishek Vishwakarma IIT2017091 Anuj Raj IIT2017092

Abstract—This paper introduces us to an algorithm to find a polynomial by rearranging the coefficients of the given polynomial such that sum of its roots is minimum. We solve the problem by using fundamental theorem of algebra and Vieta's formulas. While designing our problem we calculated the time complexity for the algorithm which comes to be O(n) and plotted graphs and found the nature of graph is straight line.

I. INTRODUCTION

Any general polynomial of degree n:

$$P(x) = a_n x^n + a_{n-1} x^{n-1} + a_{n-2} x^{n-2} + \dots$$

Fundamental theorem of Algebra says that, in a n-degree polynomial, total number of roots is n,real or complex not necessarily distinct. Vieta's formulas relate the polynomial's coefficients a_k to signed sums as follows:

$$x_1 + x_2 + \dots + x_n = -\frac{a_{n-1}}{a_n}$$

For further discussion a_n and a_{n-1} is referred as a and b respectively. We are given an array of coefficients of the polynomial. If the polynomial is of degree n then the array contains n+1 elements one for constant. Except the first element, any element can be a zero. Also length of the array is greater than 1.

II. ALGORITHM DESIGN AND EXPLANATION

[H]

The problem of minimizing the sum of roots is converted into maximizing the ratio $\frac{b}{a}$. For this, b should be the maximum value in the array and a should be the minimum value and also a.b>0. So the coefficients of array is divided in three set: positive coefficients, negative coefficients and zero coefficients. This type of grouping will result in the following four cases. a and b are swapped according to the following cases. Note that the non-zero a_n constraint is followed.

Case 1: When the number of positive coefficients and the number of negative coefficients both are greater than or equal to 2. In this case, we will find a maximum and minimum from positive elements and from negative elements also and we will check which is smallest among $-(\max Pos)/(\min Pos)$ and $-(\max Pos)/(\min Pos)$ and $-(\max Pos)/(\min Pos)$ and $-(\max Pos)/(\min Pos)$

abs(maxNeg))/ (abs(minNeg)) and print the answer after swapping accordingly.

Case 2: When the number of positive coefficients is greater than equal to 2 but the number of negative coefficients is less than 2. In this case, we will consider the case of the maximum of positive and minimum of positive elements only. Because if we picked up one from positive elements and the other from negative elements, the result of -b/a will be a positive value which is not minimum (as we require a large negative value).

Case 3: When the number of negative coefficients is greater than equal to 2 but the number of positive coefficients is less than 2. In this case, we will consider the case of the maximum of negative and minimum of negative elements only. Because if we picked up one from positive elements and the other from negative elements, the result of -b/a will be a positive value which is not minimum (as we require a large negative value).

Case 4: When both the counts are less than or equal to 1. In this case whatever value of a and b are selected the product will be negative or zero , so the maximum possible value of the ratio can zero. Thus this case can be further divided in two sub cases. case 4.1: Atleast one coefficient is zero: If there is a zero coefficient in the array , b is swapped with zero. for example :

input: 1 -2 0 0 output: -2 0 1 0

i.e. if given polynomial is $x^3 - 2x^2$

output polynomial is $-2x^3 + x$ with sum zero.

case 4.2:There are two coefficient. None of them is zero. The answer is found by simple comparision.

III. EXPERIMENTAL STUDY

For the experimental analysis of this algorithm, we will take no.of coefficients of a polynimial(n) as an input and plot a graph of no. of coefficients vs execution time. A .dat file is generated. For graph refer Fig 1.

IV. TIME COMPLEXITY AND DISCUSSION

The General Time Complexity of the above algorithm comes to be : O(n), where n is number of coefficients of the given polynomial.

Best Time Complexity: Omega(n), when all the coefficients are positive or negative and the maximum and minimum value among them are first and second term respectively.

Worst Time Complexity: O(n), when all the coefficients are positive or negative and the maximum and minimum value among them are nth and (n-1)th term respectively.

Space Complexity: O(n), as the number of coefficients is n. Therefore, n is size array or vector is used to store these coefficients.

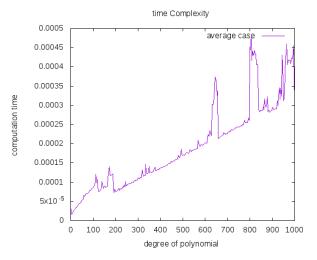


Fig. 1: Fig 1

V. CONCLUSION

We designed an algorithm to find a polynomial by rearranging the coefficients of the given polynomial such that sum of its roots is minimum. We also analyzed the algorithm that resulted in general time complexity of O(n) and plotted the graph number of coefficients vs time elapsed and found that the nature of graph is straight line.

REFERENCES

- [1] https://www.geeksforgeeks.org/minimize-sum-roots-given-p/
- [2] https://en.wikipedia.org/wiki/Vieta
- [3] https://www.mathsisfun.com/algebra/polynomials-sums-prod

Algorithm 1 PseudoCode for Approach

```
procedure getMinSum(intarr[], intn)
   vector<int> res;
   //Store coefficients of final polynomial
   vector<int> pos;
   //Store indices of positive no
   vector<int> neg;
   //Store indices of negative no
   vector<int> zero;
   //Store indices of occurrence of zero
   for all i = 0 to n do
       if A[i] < 0 then
           neg.push_back(i);
       else
           pos.push_back(i);
   if pos.size() >= 2 \&\& neg.size() >= 2 then
       findRatio_of_both();
   else if pos.size() >= 2 then
       findRatio_of_pos();
   else if neg.size() >= 2 then
       findRatio_of_neg();
   else
       findRatio();
   //Print coefficients of final polynomial
   for all i = 0 to res.size() do
       Print(res[i])
```

Algorithm 2 Case: 1

```
//For pos.size() \geq 2 && neg.size() \geq 2
procedure findRatio_of_both()
   posMax \leftarrow maximium positive number
   posMin \leftarrow minimum positive number
   posMaxIdx \leftarrow index of max + ve number
   posMinIdx \leftarrow index of min + ve number
   negMax \leftarrow maximium negative number
   negMin \leftarrow minimum negative number
   negMaxIdx \leftarrow index of max -ve number
   negMinIdx \leftarrow index of min -ve number
   //Store value of ratios
   posVal \leftarrow -1.0*(posMax / posMin);
   neqVal \leftarrow -1.0*(negMax /negMin);
   //Store coefficients of final polynomial in res
   if posVal < negVal then
       res.push_back(arr[posMinIdx]);
       res.push_back(arr[posMaxIdx]);
       for all i = 0 to n do
           if i \neq posMinIdx\&\&1 \neq posMaxIdx then
               res.push_back(arr[i]);
   else
       res.push_back(arr[negMinIdx]);
       res.push back(arr[negMaxIdx]);
       for all i = 0 to n do
           if i \neq negMinIdx\&\&1 \neq negMaxIdx then
               res.push back(arr[i]);
```

Algorithm 3 Case: 2

Algorithm 4 Case: 3

```
//For neg.size() >= 2
Input: vector res,
vector neg,
int arr[],
int n
procedure findRatio\_of\_neg()

negMax \leftarrow maximium negative number
negMin \leftarrow minimum negative number
negMaxIdx \leftarrow index of max -ve number
negMinIdx \leftarrow index of min -ve number
res.push_back(arr[negMinIdx]);
res.push_back(arr[negMaxIdx]);
for all i=0 to n do

if i \neq negMinIdx && i \neq negMaxIdx then
res.push_back(arr[i]);
```

Algorithm 5 Case: 4

```
//For pos.size <=1 && neg.size <=1
Input: vector res,
vector zero,
int arr∏,
int n
procedure findRatio()
    if zero.size() == 0 then
       //Store value of ratios
       val1 \leftarrow -1.0*(arr[1] / arr[0]);
       val2 \leftarrow -1.0*(arr[0] / arr[1]);
       if val1 \le val2 then
           res.push back(arr[0]);
           res.push back(arr[1]);
       else
           res.push_back(arr[1]);
           res.push_back(arr[0]);
    else
       res.push_back(arr[0]); //rest as it is
       res.push_back(0); // b = 0
       for all i = 0 to n do
           if i \neq zero[0] then
               res.push_back(arr[i]);
```