

# Design and Analysis of Algorithms: Lecture 3

Ben Chaplin

## Contents

<b>1</b>	<b>Polynomials</b>	<b>1</b>
1.1	Operations . . . . .	1
1.2	Representations . . . . .	1
<b>2</b>	<b>Fast Fourier Transform</b>	<b>2</b>
2.1	Naive approach . . . . .	2
2.2	Collapsing sets . . . . .	2
2.3	Algorithm . . . . .	3

## 1 Polynomials

**Definition.** A **polynomial of degree  $n$**  is a function of the form  $A(x) = a_0 + a_1x + \dots + a_{n-1}x^{n-1}$ , with the **coefficient vector**  $\langle a_0, a_1, \dots, a_{n-1} \rangle$ .

### 1.1 Operations

- **Evaluation:**  $f : A(x), x_0 \mapsto A(x_0)$   
A naive algorithm would take  $O(n^2)$  time, but if one saves the values of  $x_0^k$  (**Horner's rule**), evaluation takes  $O(n)$ .
- **Addition:**  $f : A(x), B(x) \mapsto A(x) + B(x)$   
Takes  $O(n)$  time.
- **Multiplication:**  $f : A(x), B(x) \mapsto A(x)B(x)$   
If we use coefficient form, it seems the best that can be done is  $O(n^2)$ .

Our problem for today: can we do polynomial multiplication faster than  $O(n^2)$ .

### 1.2 Representations

There are more ways to represent a polynomial  $A(x) = a_0 + a_1x + \dots + a_{n-1}x^{n-1}$ .

- **Coefficient vector:**  $\langle a_0, a_1, \dots, a_{n-1} \rangle$  (what we're used to).
- **Roots:**  $r_0, r_1, \dots, r_{n-1}$  where  $A(x) = c(x - r_0)(x - r_1) \dots (x - r_{n-1})$  for some constant  $c$  (by the Fundamental Theorem of Algebra,  $n$  roots uniquely determine a polynomial).
- **Samples:**  $(x_k, y_k)$  for  $k = 0, 1, \dots, n - 1$ , where  $A(x_k) = y_k$ , and the  $x_k$ 's are unique ( $n$  unique samples also uniquely determine a polynomial, by the FTA).

Differing the representation of polynomials results in different complexities of the operations discussed above:

	Coefficient vector	Roots	Samples
Evaluation	$O(n)$	$O(n)$	$O(n^2)$
Addition	$O(n)$	$\infty$	$O(n)$
Multiplication	$O(n^2)$	$O(n)$	$O(n)$

## 2 Fast Fourier Transform

So how can we do polynomial multiplication in  $\leq O(n^2)$  time?

The idea is to convert polynomials from coefficient form to sample form. Then, multiplying them takes  $O(n)$  time, as seen above. Then, we will convert the product back to coefficient form. Thus, what we need is:

- A way to convert polynomials: **coefficients**  $\rightarrow$  **samples** in  $\leq O(n \log n)$  time.
- A way to convert polynomials: **samples**  $\rightarrow$  **coefficients** in  $\leq O(n \log n)$  time.

**Fast Fourier Transform** is the name of the algorithm we will use to do these conversions.

### 2.1 Naive approach

**Coefficients  $\rightarrow$  Samples:**

Let  $\langle a_0, a_1, \dots, a_{n-1} \rangle$  be the coefficient vectors of a polynomial  $A$ . Select some  $X = \langle x_0, x_1, \dots, x_{n-1} \rangle$  to define the sample. Then, we want to calculate  $Y = \langle y_0, y_1, \dots, y_{n-1} \rangle$ , where  $A(x_k) = y_k$ . This can be represented as evaluating the following equation:

$$V = \begin{pmatrix} 1 & x_0 & x_0^2 & \dots & x_0^{n-1} \\ 1 & x_1 & x_1^2 & \dots & x_1^{n-1} \\ \vdots & & & & \\ 1 & x_{n-1} & x_{n-1}^2 & \dots & x_{n-1}^{n-1} \end{pmatrix}, A = \begin{pmatrix} a_0 \\ a_1 \\ \vdots \\ a_{n-1} \end{pmatrix}, Y = \begin{pmatrix} y_0 \\ y_1 \\ \vdots \\ y_{n-1} \end{pmatrix}$$

$$V \cdot A = Y$$

However, this takes  $O(n^2)$  time.

**Samples  $\rightarrow$  Coefficients:**

Now suppose we are given  $X$  and  $Y$ , and asked to determine  $A$ :

$$V^{-1} \cdot Y = A$$

This also takes  $O(n^2)$  time.

### 2.2 Collapsing sets

We will use divide & conquer to evaluate the polynomial. However, if we continue using any values for  $X$ , we will face the following problem – our recursion will look like:

$$T(n, |X|) = 2T\left(\frac{n}{2}, |X|\right) + O(n + |X|)$$

Note, while  $n$  shrinks by half as we recurse,  $|X|$  stays the same. This needs to change if we are to beat  $O(n^2)$ .

**Definition.** A set  $X$  is **collapsing** if  $|X^2| = \frac{|X|}{2}$  and  $X^2$  is collapsing, or  $|X| = 1$ .

**Example.** Let us build some collapsing sets:

- Let  $X = \{1\}$ , then  $X$  collapses by the base case.
- Let  $X = \{-1, 1\}$ , then  $X^2 = \{1\}$ , which collapses.
- Let  $X = \{-i, i, -1, 1\}$ , then  $X^2 = \{-1, 1\}$ , which collapses.
- ...

We see by this example that the  $(2^n)^{th}$  roots of unity collapse for any  $n \in \mathbb{N}$ .

**Definition.** The **Discrete Fourier Transform** is the matrix-vector product  $V \cdot A$  for  $x_k = e^{ik\tau/n}$  (where  $\tau = 2\pi$ ).

So what we want to compute is the **Discrete Fourier Transform**, as  $e^{ik\tau/n}$  are the  $n^{th}$  roots of unity. This will give us our sample, and we can compute it in  $O(n \log n)$  time.

## 2.3 Algorithm

---

**Algorithm 1** Divide & conquer algorithm for FFT

---

**Input**

$A$  polynomial represented as coefficient vectors

**Output**

$(X, Y)$  a valid sample of  $A$

- 1: Pad  $A$  so that  $|A| = 2^m$  for the smallest  $m \in \mathbb{N}$  such that  $2^m \geq |A|$ .
  - 2:  $n \leftarrow 2^m$
  - 3:  $X \leftarrow \{e^{ik\tau/n} \mid k = 0, 1, \dots, n-1\}$
  - 4:  $Y \leftarrow \text{DC}(A, X)$
  - 5: **return**  $(X, Y)$
  - 6: **procedure**  $\text{DC}(A, X)$
  - 7: **end procedure**
  - 8: **procedure**  $\text{MERGE}(A_e, A_o, x)$
  - 9:     **return**  $A_e(x^2) + x(A_o(x^2))$
  - 10: **end procedure**
-