## **VE477**

# Introduction to Algorithms

## Assignment 8

Manuel — UM-JI (Fall 2018)

#### Reminders

- Write in a neat and legible handwriting or use LATEX
- Clearly explain the reasoning process
- Write in a complete style (subject, verb, and object)
- Be critical on your results
- Submission:
  - Hardcopy: mailbox E-08 JI building
  - LATEX source: Canvas

Questions preceded by a \* are optional. Although they can be skipped without any deduction, it is important to know and understand the results they contain.

### **Ex. 1** — Fast multi-point evaluation and interpolation

Let R be a commutative ring,  $u_0, \dots, u_{n-1}$  be n elements in R, and  $m_i = X - u_i$ , with  $0 \le i < n$ , be n degree 1 polynomials in R[X]. Without loss of generality we assume n to be a power of 2.

In order to perform fast multi-point evaluation the set of points  $U = \{u_0, \dots, u_n\}$  is recursively split into two halves of equal cardinality.

- 1. Draw the binary tree resulting from the recursive split of the set U.
- 2. Denote the depth of the binary tree by k and for all  $0 \le i \le k$  and  $0 \le j < 2^{k-i}$ , define  $M_{i,j} = \prod_{l=0}^{2^i-1} m_{i2^i+l}$ . Prove that for each i,j

$$\begin{cases}
M_{i+1,j} = M_{i,2j}M_{i,2j+1} \\
M_{0,j} = m_j.
\end{cases}$$
(1.1)

- 3. How do the  $M_{i,j}$  relate to the binary tree?
- 4. Fast multi-point evaluation.
  - a) Write an algorithm that builds the subproduct tree and returns the polynomials  $M_{i,j}$  as defined in (1.1).
  - b) Write an recursive algorithm which takes a polynomial P of degree less than  $n=2^k$  as input as well as  $u_0, \dots, u_{n-1}$  and the subproducts  $M_{i,j}$ . It should go down the subproduct tree and return  $P(u_0), \dots, P(u_{n-1})$ .
- 5. Correctness and complexity.
  - a) By induction on k, prove the correctness of the previous algorithm.
  - b) Show that the complexity of the algorithm is  $\mathcal{O}(M(n) \log n)$  operations in R.

Reusing the notations from part I, let m be the product of all the  $m_i$ , i.e.  $m = \prod_{i=0}^{n-1} (X - u_i)$ .

- \* 1. Explain how to perform Lagrange interpolation.
  - *Hint*: an element a in R is invertible if there is a b in R such that ab = e, with e a unit in R.
  - 2. Let  $s_i = \prod_{i \neq j} 1/(u_i u_j)$ . Prove that m', the derivative of m, is  $m' = \sum_{j=0}^{n-1} m/(x u_j)$  and that  $m'(u_i) = 1/s_i$ .

- 3. Devise a divide and conquer algorithm which proceeds from the leaves to the root of the binary tree from part I question 1, in order to return the interpolation of P at the points  $u_0, \dots, u_{n-1}$ . Hint: use the  $M_i, j$  to apply a recursive approach to Lagrange interpolation.
- 4. Correctness and complexity.
  - \* a) By induction on k, prove the correctness of the previous algorithm.
    - b) Prove that computing the  $s_i$  in question 2, amounts to  $\mathcal{O}(M(n)\log n)$  operations in R.
    - c) Conclude that the interpolation problem can be solved in  $\mathcal{O}(M(n) \log n)$  ring operations.
- 5. Discuss the possibility of pre-computing the subproducts  $M_i$ , j.

## **Ex. 2** — Critical thinking

- \* 1. Let G be a group such that for all x, y in G,  $(xy)^2 = (yx)^2$ , and for any  $x \neq e$ ,  $x^2 \neq e$ , where e is a unit element. Prove that G is abelian.
  - 2. After passing ve477 two students,  $s_1$  and  $s_2$ , are asked to determine two integers x and y such that 1 < x < y and x + y < 100. Student  $s_1$  is told that x + y, while  $s_2$  is given xy. Remembering the importance of critical thinking they start discussing:

**S<sub>2</sub>**: "No idea what those two numbers could be..."

 $\mathbf{S_1}$ : "I'm not surprised, I knew you couldn't know!"

S2: "Uhm...so now I know..."

**S**<sub>1</sub>: "So do !!"

What about you?

- 3. A total of n ants are walking at speed 1 m/s on a thin 1 m long cable; if they collide they instantly reverse direction, and if an ant reaches the end of the cable it falls. How long will it take before all the ants have fallen?
- \* **Ex. 3** Beyond ve477

Explain what the Swype keyboard is and propose some hints on how it could be implemented.

\* Ex. 4 — IDEA survey

Complete the IDEA survey and get a +5 bonus on the assignments.