

# **Algorithm Problem Solving**

## **17ECSE309**

# Horner's Rule

USN: 01FE15BCS149

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# What problem does it solve?

- It helps in solving polynomial equations when the value of the variable is given
- Polynomial equation:
  - $P(X) = c_n x^n + c_{n-1} x^{n-1} + c_{n-2} x^{n-2} + \dots + c_1 x + c_0$ 
    - $C_n$  – Constant coefficients
    - $X$  – variable
- Example:  $P(X) = 2x^3 - 6x^2 + 2x - 1$  where  $x = 3$  must give 5 as the solution

# Horner's Rule

- Taking the previous example -  $P(X) = 2x^3 - 6x^2 + 2x - 1$  where  $x = 3$
- By Horner's rule we can solve it as:
  - Given coefficients: 2, -6, 2, -1  $\rightarrow$  (store in an array p)
  - Store p[0] in a variable result
  - Keeping the 1<sup>st</sup> element as initial and starting from 2<sup>nd</sup> element to last element of p
    - multiply value of x with previous result and add current element
    - i.e.  $\text{result} = \text{result} * x + p[i] \rightarrow$  (where i iterates from 2<sup>nd</sup> index to last index of p)
- $P(3) = (2*3 - 6) \rightarrow (0*3 + 2) \rightarrow (2*3 - 1)$   
 $= 5$

# C code – Horner's rule function

```
int horner( int poly[] , int n, int x)
{
    int result = poly[0]; // Initialize result

    // Evaluate value of polynomial using Horner's method
    for ( int i = 1; i < n; i++ )
        result = result*x + poly[i];
    return result;
} →[1]
```

# Time complexity and Advantages

- Time Complexity:  $O(n)$
- Problems with normal approach:
  - A naive way to evaluate a polynomial is to one by one evaluate all terms. First calculate  $x^n$ , multiply the value with  $c_n$ , repeat the same steps for other terms and return the sum. Time complexity of this approach is  $O(n^2)$  if we use a simple loop for evaluation of  $x^n$ . Time complexity can be improved to  $O(n \log n)$  if we use  [\$O\(\log n\)\$  approach for evaluation of  \$x^n\$](#) .
- Why to go for Horner's rule:
  - As multiplication and addition operations are done only  $n$  times – we get a time complexity of  $O(n)$  instead of  $O(n \log n)$  and proves to have better time complexity compared to the improved naïve approach.

# Applications

- To solve Newton's polynomial:
  - Example: Use Horner's rule to evaluate the Newton polynomial defined by the points  $\mathbf{x} = (0.5, 5.9, 1.3, 4.7, 3.5)^T$  with corresponding coefficients  $\mathbf{c} = (0.39, 0.47, 0.63, -0.53, 1.23)^T$  at the points  $x = 3.7$  and  $x = 4.2$ .  $\rightarrow [2]$
- Extension of horner's method can be used in synthetic division of polynomials:
  - Example: Use Horner's method to solve  $-(x^4 + 4x^3 + 3x^2 - 4x - 4) / (x - 1)$   
The result comes out to be  $x^3 + 5x^2 + 8x + 4 \rightarrow [3]$

# References

- [1] Horner's Method Polynomial Evaluation, Link:  
<https://www.geeksforgeeks.org/horners-method-polynomial-evaluation/>
- [2] Numerical Analysis, Link:  
<https://ece.uwaterloo.ca/~dwharder/NumericalAnalysis/05Interpolation/horner/>
- [3] Introduction To Horner's Method Of Synthetic Division / Polynomials / Maths Algebra, Link:  
<https://www.youtube.com/watch?v=3LjFgqDFxHQ>