

Reading: 5.6.

Last time:

- Divide and Conquer
- Recurrences
- Mergesort, Integer Multiply

Today:

- Polynomial Multiplication
- Fast Fourier Transform

Convolution and Polynomial Multiplication

Example:

$$A(x) = -2 + 2x$$

$$B(x) = 3/2 - x/2$$

$$C(x) = A(x) \cdot B(x) = -3 + 4x - x^2$$

Fact: let

$$A(x) = a_0 + a_1x + \dots a_{n-1}x^{n-1}$$

$$B(x) = b_0 + b_1x + \dots b_{n-1}x^{n-1}$$

be degree $n - 1$ polynomials. Then,

$$\begin{aligned} C(x) &= A(x) \cdot B(x) \\ &= c_0 + c_1x + \dots c_{2n-2}x^{n-2} \end{aligned}$$

with

$$c_k = \sum_{i,j : i+j=k} a_i b_j$$

Def: $\mathbf{a} = (a_0, \dots, a_{n-1})$ is an n -vector.

Def: \mathbf{c} (above) is the **convolution** of \mathbf{a} with \mathbf{b} , denoted $\mathbf{c} = \mathbf{a} * \mathbf{b}$.

Def: for \mathbf{a} and \mathbf{b} , the **pointwise vector product** is $\mathbf{c} = \mathbf{a} \cdot \mathbf{b}$ with $c_k = a_j \cdot b_j$.

*[[what are runtimes of trivial algorithms]
for convolution and vector product?]]*

Runtimes:

- pointwise product: $O(n)$.
- convolution: $O(n^2)$. *[[optimal?]]*

[[can we do convolution faster?]]

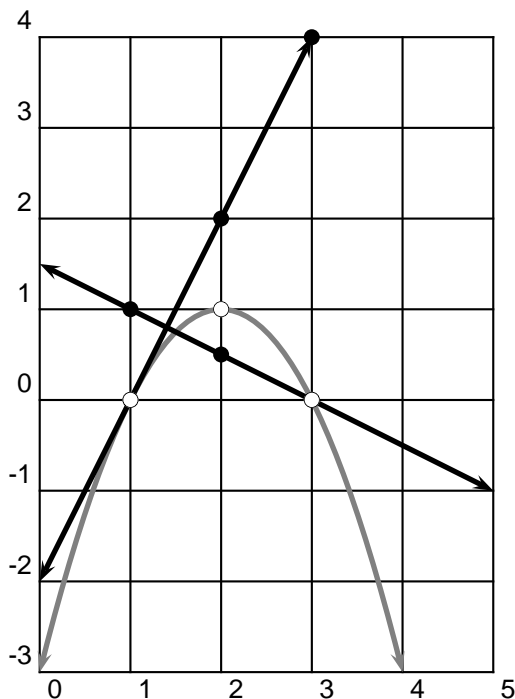
Polynomial multiplication via evaluation

Interpolate: $C(x) = -3 + 4x - x^2$.

[[last step comes from "Algebra 2"]]

Fact: a degree $n - 1$ polynomial is uniquely determined by n points

Example: $A(x) = -2 + 2x$ determined by $(1, 0), (2, 2)$.



[[use fact to do poly mult another way]]

Example:

$$A(x) = -2 + 2x$$

$$B(x) = 3/2 - x/2$$

Evaluate:

x	1	2	3
$A(x)$	0	2	4
$B(x)$	3/2	1/2	0

Multiply:

$C(x) = A(x)B(x)$	0	1	0
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[[What degree 2 poly goes through these points?]]

Conclusion: Given

- x -coordinates x_0, \dots, x_{n-1}
- function values A_0, \dots, A_{n-1}

(with $A_i = A(x_i)$)

there is correspondence:

coefficients $\xrightarrow{\text{evaluate}}$ values
 $\mathbf{a} = (a_0, \dots, a_{n-1}) \xrightarrow{\text{evaluate}} \mathbf{A} = (A_0, \dots, A_{n-1})$
 $\xleftarrow{\text{interpolate}}$

Algorithm: Polynomial Mult (degree $n - 1$)

1. choose \mathbf{x} as $2n - 1$ points x_0, \dots, x_{2n-2}
2. evaluate on \mathbf{x} : $\mathbf{a}, \mathbf{b} \Rightarrow \mathbf{A}, \mathbf{B}$.
3. pointwise multiply: $\mathbf{C} = \mathbf{A} \cdot \mathbf{B}$.
4. interpolate: $\mathbf{C} \Rightarrow \mathbf{c}$.

Runtime: $T(n) = O(n^2)$

[[e.g., evaluate degree n poly on $2n$ points]
 is $O(n^2)$. need a better idea]]

Idea: Choose x to make evaluation/interpolation faster.

$$e^{i\theta_1} e^{i\theta_2} = e^{i(\theta_1 + \theta_2)}$$

Fact (Euler's Identity): $e^{i2\pi} = 1$

[[from Euler's formula]]

Def: n th roots of unity are $e^{ij2\pi/n}$ for $j = 0, \dots, n-1$.

Fact: n th roots of unity are solutions to $x^n = 1$.

[[intuition: multiplying = adding angles]]

Proof: $(e^{ij2\pi/n})^n = e^{ij2\pi} = (e^{i2\pi})^j = 1^j = 1$.

Idea: use $2n$ th roots of unity as x_0, \dots, x_{2n-1} .

Problem: Fourier Transform

Input: coefficients of degree $n-1$ poly.

$$A(x) = a_0 + a_1x + \dots + a_{n-1}x^{n-1}.$$

Output: A_0, \dots, A_{n-1}

$$\text{with } A_j = A(e^{ij2\pi/n}).$$

Fast Fourier Transform

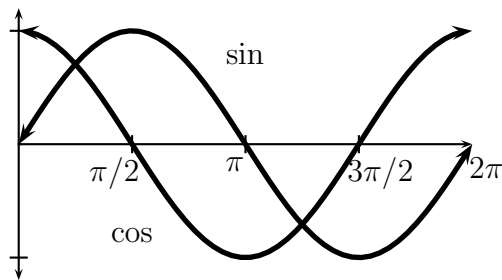
[[crazy awesome math!!
[take EECS 222 Fundamentals of Signals
and Systems]]]

Fact (Euler's Formula):

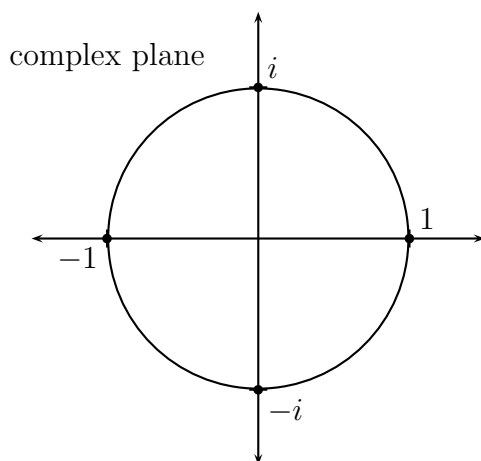
$$e^{i\theta} = \cos \theta + i \sin \theta$$

Proof: E.g., via Taylor series, see Wikipedia.

Recall: trigonometry



Example: Evaluate $e^{i\theta}$ at $\theta = \{0, \pi/2, \pi, 3\pi/2, 2\pi\}$



Fact: multiplying \equiv adding angles

Divide and Conquer FFT

[[subproblem?]]

[[break $A(\cdot)$ into even and odd terms]]

Idea: write $A(x) = \underbrace{A''(x^2)}_{\text{evens}} + x \underbrace{A'(x^2)}_{\text{odds}}$

- $A'(\cdot)$, $A''(\cdot)$, degree $n/2 - 1$ polys on x^2 .
- x^2 on n th roots of unity

$\equiv x$ on $n/2$ th roots of unity

Formally:

- $A''(x) = a_0 + a_2x + \dots + a_{n-2}x^{n/2-1}$
- $A'(x) = a_1 + a_3x + \dots + a_{n-1}x^{n/2-1}$

and

?

$$\begin{aligned} A(e^{ij2\pi/n}) &= A''(e^{ij2\pi/n^2}) + e^{ij2\pi/n} A'(e^{ij2\pi/n^2}) \\ &= A''(\underbrace{e^{ij\pi/n}}_{n/2\text{th root of unity}}) + e^{ij2\pi/n} A'(\underbrace{e^{ij\pi/n}}_{n/2\text{th root of unity}}) \end{aligned}$$

Subproblems: evaluate $n/2 - 1$ degree polys $A'(\cdot)$, $A''(\cdot)$ on $n/2$ th roots of unity.

Algorithm: FFT (evaluates $n - 1$ degree poly on n th roots of unity)

- ?*
0. if $n = 1$, return $A_0 = a_0$.
 1. divide \mathbf{a} into even & odd coeffs, \mathbf{a}' and \mathbf{a}''
 2. $\mathbf{A}' = FFT(\mathbf{a}')$; $\mathbf{A}'' = FFT(\mathbf{a}'')$.
 3. for each n th root of unity $e^{ij2\pi/n}$:

$$A_j = A''_{(j \bmod 2)} + e^{ij2\pi/n} A'_{(j \bmod 2)}$$

Runtime: $T(n) = 2T(n/2) + n$

$$\Rightarrow T(n) = O(n \log n).$$

Poly Mult w. FFT

Claim: can de-FFT ($\mathbf{A} \Rightarrow \mathbf{a}$) with similar divide and conquer alg.

Proof: See text.

Algorithm: Poly Mult w. FFT

[[use FFT/de-FFT for evaluate/interpolate in poly mult algorithm]]

1. take $2n$ bit FFTs: $\mathbf{a}, \mathbf{b} \Rightarrow \mathbf{A}, \mathbf{B}$
2. pointwise multiply: $\mathbf{C} = \mathbf{A} \cdot \mathbf{B}$
3. take $2n$ bit de-FFT: $\mathbf{C} \Rightarrow \mathbf{c}$.

Runtime: $T(n) = O(n \log n)$

Note: FFT with complex roots of unity can have numerical errors, with integer coeffs, round solution to be integers.

[[Also, can get roots of units via number theory, e.g., integers modulo a prime.]]

Note: Can use FFT to integer multiply in $O(n \log^2 n)$