

# Polynomials and Fast Fourier Transform (FFT)

# Polynomials

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# Polynomials

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Evaluate at a point  $x = b$  in time  $O(n)$ : Horner's rule:

Compute  $a_{n-1} x$ ,

$$a_{n-2} + a_{n-1} x^2 ,$$

$$a_{n-3} + a_{n-2} x + a_{n-1} x^3$$

...

Each step  $O(1)$  operations, multiply by and add coefficient.

There are  $\leq n$  steps.  $\rightarrow O(n)$  time

# Summing Polynomials

$\sum_{i=0}^{n-1} a_i x^i$       a polynomial of degree n-1

$\sum_{i=0}^{n-1} b_i x^i$       a polynomial of degree n-1

$\sum_{i=0}^{n-1} c_i x^i$       the sum polynomial of degree n-1

$$c_i = a_i + b_i$$

Time  $O(n)$

## How to multiply polynomials?

$\sum_{i=0}^{n-1} a_i x^i$       a polynomial of degree  $n-1$

$\sum_{i=0}^{n-1} b_i x^i$       a polynomial of degree  $n-1$

$\sum_{i=0}^{2n-2} c_i x^i$       the product polynomial of degree  $n-1$

$$c_i = \sum_{j \leq i} a_j b_{i-j}$$

Trivial algorithm: time  $O(n^2)$

FFT gives time  $O(n \log n)$

# Polynomial representations

Coefficient:  $(a_0, a_1, a_2, \dots, a_{n-1})$

Point-value: have points  $x_0, x_1, \dots, x_{n-1}$  in mind

Represent polynomials  $A(X)$  by pairs

$\{ (x_0, y_0), (x_1, y_1), \dots \}$   $A(x_i) = y_i$

To multiply in point-value, just need  $O(n)$  operations.

Approach to polynomial multiplication:

A, B given as coefficient representation

1) Convert A, B to point-value representation

2) Multiply  $C = AB$  in point-value representation

3) Convert C back to coefficient representation

2) done easily in time  $O(n)$

FFT allows to do 1) and 3) in time  $O(n \log n)$ .

Note: For C we need  $2n-1$  points; we'll just think "n"

From coefficient to point-value:

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

From point-value representation, note above matrix is invertible (if points distinct)

Alternatively, Lagrange's formula

We need to evaluate  $A$  at points  $x_1 \dots x_n$  in time  $O(n \log n)$

Idea: divide and conquer:

$$A(x) = A^0(x^2) + x A^1(x^2)$$

where  $A^0$  has the even-degree terms,  $A^1$  the odd

Example:

$$A = a_0 + a_1 x + a_2 x^2 + a_3 x^3 + a_4 x^4 + a_5 x^5$$

$$A^0(x) = a_0 + a_2 x^2 + a_4 x^4$$

$$A^1(x) = a_1 x + a_3 x^3 + a_5 x^5$$

How is this useful?

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If my points are  $x_1, x_2, x_{n/2}, -x_1, -x_2, -x_{n/2}$

I just need the evaluations of  $A^0, A^1$  at points  $x_1^2, x_2^2, x_{n/2}^2$

$T(n) \leq 2 T(n/2) + O(n)$ , with solution  $O(n \log n)$ . Are we done?

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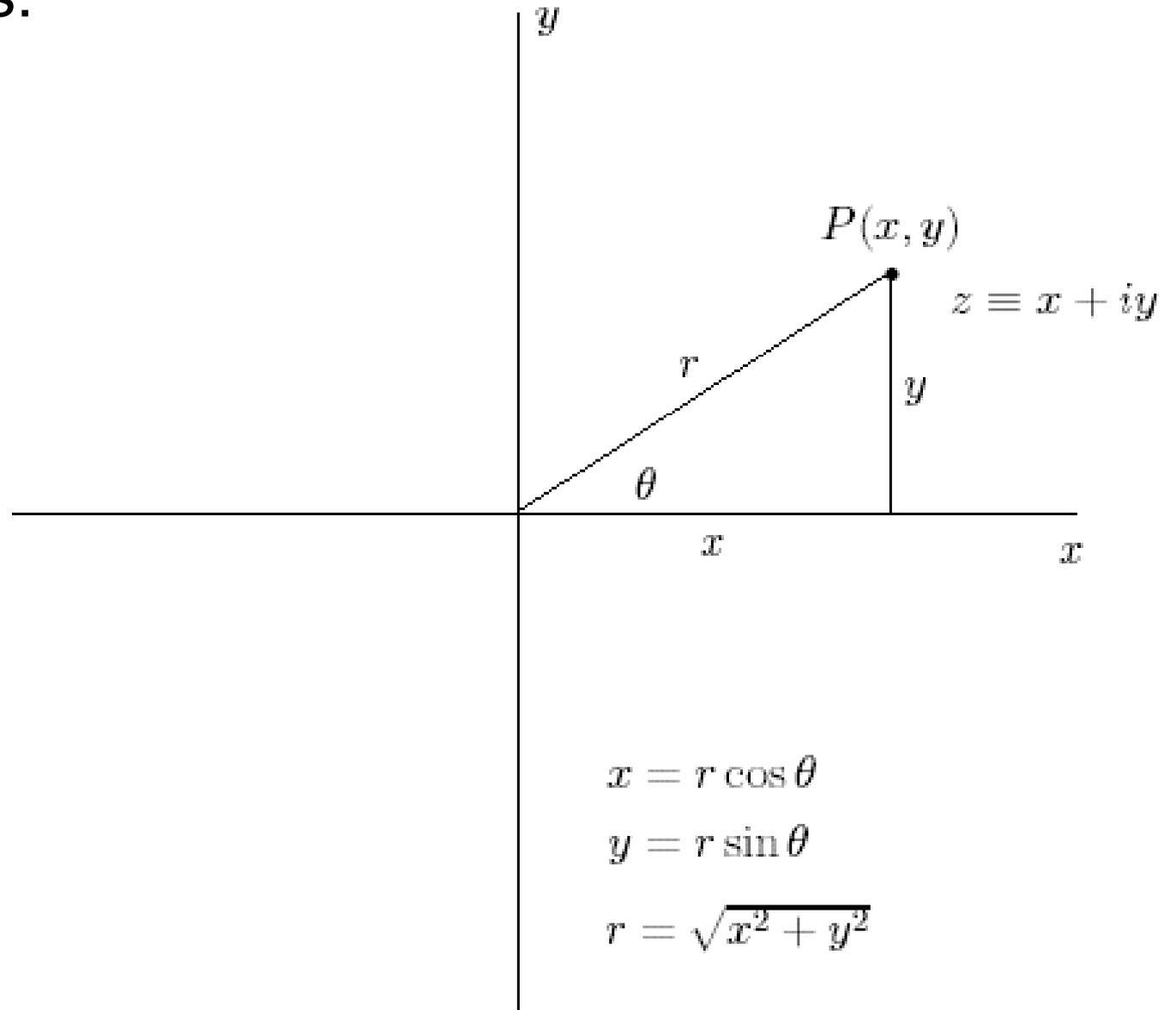
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Need points which can be iteratively decomposed in + and -

# Complex numbers:

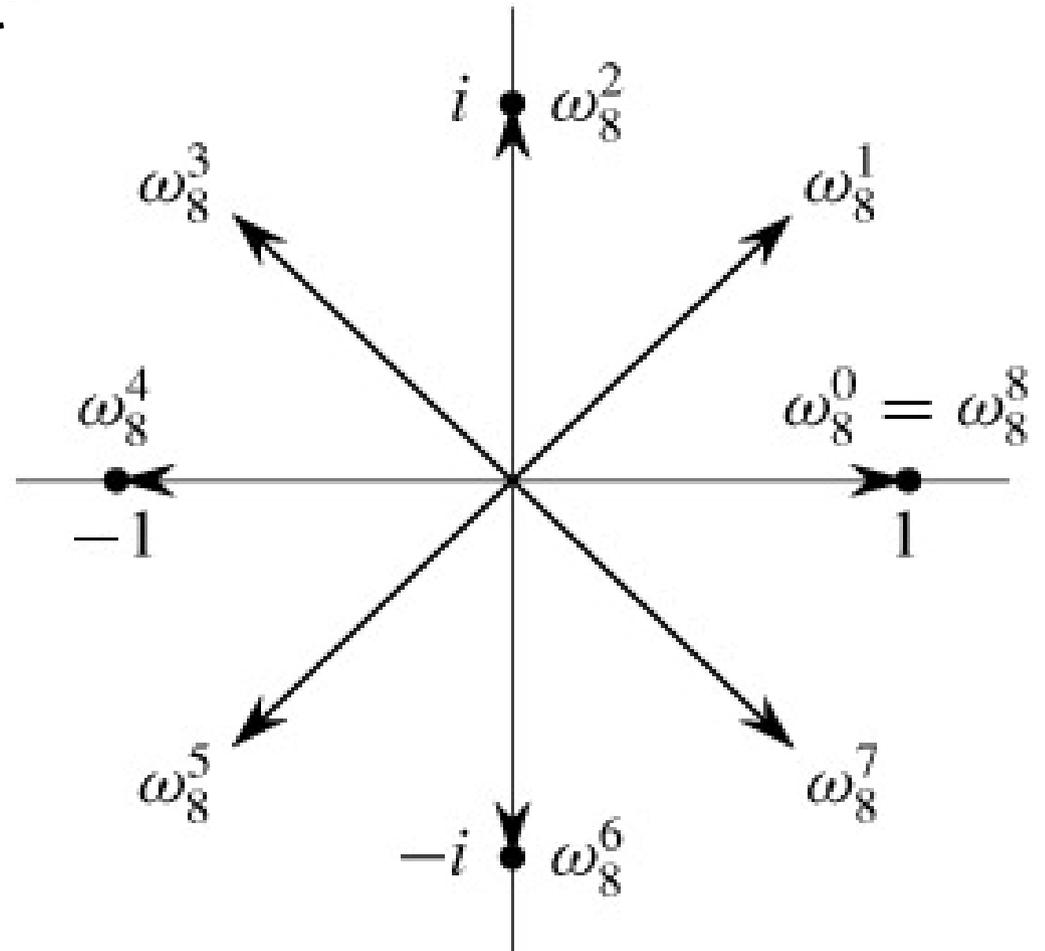


$\omega_n = n$ -th primitive root of unity

$\omega_n^0, \dots, \omega_n^{n-1}$   
 $n$ -th roots of unity

We evaluate polynomial  $A$   
of degree  $n-1$   
at roots of unity

$\omega_n^0, \dots, \omega_n^{n-1}$



Fact: The  $n$  squares of the  $n$ -th roots of unity are:  
first the  $n/2$   $n/2$ -th roots of unity,  
then again the  $n/2$   $n/2$ -th roots of unity.

→ from coefficient to point-value in  $O(n \log n)$  (complex) steps

Summary:

We need to evaluate  $A$  at  $n$ -th roots of unity  $\omega_n^0, \dots, \omega_n^{n-1}$

**Divide:**  $A(x) = A^0(x^2) + x A^1(x^2)$

where  $A^0$  has the even-degree terms,  $A^1$  the odd

**Conquer:** Evaluate  $A^0, A^1$  at  $n/2$ -th roots  $\omega_{n/2}^0, \dots, \omega_{n/2}^{n/2-1}$

This yields evaluation vectors  $y^0, y^1$

**Combine:**  $z := 1 = \omega_n^0$

for  $(k = 0, k < n, k++)$

$$y[k] = y^0[k \bmod n/2] + z y^1[k \bmod n/2]$$

$$z = z \cdot \omega_n$$

$T(n) \leq 2 T(n/2) + O(n)$ , with solution  $O(n \log n)$ .

It only remains to go from point-value to coefficient represent.

$$\begin{pmatrix} y_0 \\ y_1 \\ y_2 \\ y_3 \\ \vdots \\ y_{n-1} \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 & 1 & \dots & 1 \\ 1 & \omega_n & \omega_n^2 & \omega_n^3 & \dots & \omega_n^{n-1} \\ 1 & \omega_n^2 & \omega_n^4 & \omega_n^6 & \dots & \omega_n^{2(n-1)} \\ 1 & \omega_n^3 & \omega_n^6 & \omega_n^9 & \dots & \omega_n^{3(n-1)} \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & \omega_n^{n-1} & \omega_n^{2(n-1)} & \omega_n^{3(n-1)} & \dots & \omega_n^{(n-1)(n-1)} \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \\ \vdots \\ a_{n-1} \end{pmatrix}$$

F

We need to invert F

It only remains to go from point-value to coefficient represent.

$$\begin{pmatrix} y_0 \\ y_1 \\ y_2 \\ y_3 \\ \vdots \\ y_{n-1} \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 & 1 & \dots & 1 \\ 1 & \omega_n & \omega_n^2 & \omega_n^3 & \dots & \omega_n^{n-1} \\ 1 & \omega_n^2 & \omega_n^4 & \omega_n^6 & \dots & \omega_n^{2(n-1)} \\ 1 & \omega_n^3 & \omega_n^6 & \omega_n^9 & \dots & \omega_n^{3(n-1)} \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & \omega_n^{n-1} & \omega_n^{2(n-1)} & \omega_n^{3(n-1)} & \dots & \omega_n^{(n-1)(n-1)} \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \\ \vdots \\ a_{n-1} \end{pmatrix}$$

Fact:  $(F^{-1})_{j,k} = \omega_n^{-jk} / n$       Note  $j,k \in \{0, 1, \dots, n-1\}$

To compute inverse, use FFT with  $\omega^{-1}$  instead of  $\omega$ , then divide by  $n$ .