

# Divide et Impera

## Polynomials Multiplication & FFT

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# Polynomials Multiplication

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$$O(n^2)$$

Too many to be considered an efficient way of performing the operation, but a “DIVIDE ET IMPERA” algorithm can be applied: the **Karatsuba Algorithm**.

# Karatsuba Algorithm I

## The Core Idea

Divide  $p(x)$  and  $q(x)$  (polynomials of degree  $n$ ) in two parts:

$$p(x) = p_1x^{n/2} + p_0, \quad q(x) = q_1x^{n/2} + q_0.$$

Compute the multiplication using this alternative representation:

$$p(x)q(x) = p_1(x)q_1(x) \cdot x^n + \underline{p_1(x)q_0(x) + p_0(x)q_1(x)} \cdot x^{n/2} + p_0(x)q_0(x)$$

This formula requires 4 multiplications, but the second term can be rewritten in order to be able to perform only 3 product operations (for a performance improvement):

$$r(x) = (p_0(x) + p_1(x)) \cdot (q_0(x) + q_1(x))$$

$$\begin{aligned} p(x)q(x) &= p_1(x)q_1(x) \cdot x^n + \\ &\quad \underline{(r(x) - p_0(x)q_0(x) - p_1(x)q_1(x))} \cdot x^{n/2} + \\ &\quad p_0(x)q_0(x) \end{aligned}$$

# Karatsuba Algorithm II

## Remarks

Both the products  $p_1(x)q_1(x)$  and  $r(x)$  can be performed applying the Karatsuba algorithm recursively if the factors have degree  $> 1$ .

Multiplications between polynomials of degree 1 cannot be simplified; they constitute the base case for the recursion.

In order to have nice numbers throughout all the recursive steps  $n$  should be a power of 2.

For more about the topic I suggest checking the wikipedia page.

There is another way of multiplying polynomials, which is even faster, but it is not strictly a “Divide and Conquer” algorithm. It uses the point-value representation of a polynomial, which can be obtained with the Discrete Fourier Transform ( $O(n \ln n)$ ), because, in this representation, the operation is performed in **linear** time.

# Recursive FFT Algorithm

## Pseudocode

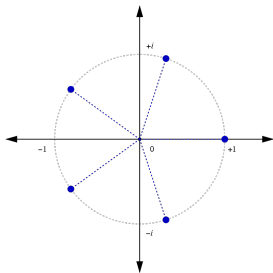
```
RECURSIVE-FFT( $a$ )
1   $n \leftarrow \text{length}[a]$             $\triangleright n$  is a power of 2.
2  if  $n = 1$ 
3    then return  $a$ 
4   $\omega_n \leftarrow e^{2\pi i/n}$ 
5   $\omega \leftarrow 1$ 
6   $a^{[0]} \leftarrow (a_0, a_2, \dots, a_{n-2})$ 
7   $a^{[1]} \leftarrow (a_1, a_3, \dots, a_{n-1})$ 
8   $y^{[0]} \leftarrow \text{RECURSIVE-FFT}(a^{[0]})$ 
9   $y^{[1]} \leftarrow \text{RECURSIVE-FFT}(a^{[1]})$ 
10 for  $k \leftarrow 0$  to  $n/2 - 1$ 
11   do  $y_k \leftarrow y_k^{[0]} + \omega y_k^{[1]}$ 
12      $y_{k+(n/2)} \leftarrow y_k^{[0]} - \omega y_k^{[1]}$ 
13      $\omega \leftarrow \omega \omega_n$ 
14 return  $y$             $\triangleright y$  is assumed to be column vector.
```

# The Math Underneath the FFT Algorithm I

## The $n$ -th Root of Unity

### Definition

The  **$n$ -th root of unity** is a complex number  $\omega_n$  such that  $\omega_n^n = 1$ ,  $k, n \in \mathbb{N}$



**Fig. 1:** In blue, the 5th roots of unity

### Definition

$$(\omega_n)^k = \omega_n^k \neq \omega_n^n, \text{ if } k \neq n \wedge k \neq 0$$

### Definition

$$\omega_n^k = e^{\frac{2\pi i k}{n}} = \cos\left(\frac{2\pi k}{n}\right) + \sin\left(\frac{2\pi k}{n}\right)i, \\ \text{with } k, n \in \mathbb{N} \wedge n \neq 0$$

# The Math Underneath the FFT Algorithm II

## Properties of the $n$ -th Root of Unity

There are only  $n - 1$  distinct powers of the  $n$ -th root:

### Theorem

$$\omega_n^k \omega_n^j = \omega_n^{k+j} = \omega_n^{(k+j) \bmod n}, \text{ with } k, n, j \in \mathbb{N}$$

### Proof.

$$\omega_n^j = \omega_n^{k+cn} = \omega_n^k \omega_n^{cn} = \omega_n^k (\omega_n^n)^c = \omega_n^k 1^c = \omega_n^k, \text{ with } j > n \text{ and for every constant } c$$
□

### Lemma (Cancellation Lemma)

$$\omega_{cn}^{ck} = \omega_n^k, \text{ for every constant } c$$



# FFT Analysis

Let's compute the FFT for  $[3, 0, -5, -10, 0, 0, 6, 8]$

**Thanks for the Attention!**