

Problem Given 2 polynomials $P(x)$, $Q(x)$
in one var x of deg $n-1$
compute new polynomial $P(x) \cdot Q(x)$

eg. $(x^2 + x + 5) \cdot (3x^2 + x + 4)$

$$= 3x^4 + (1 \cdot 1 + 1 \cdot 3)x^3 + (1 \cdot 4 + 1 \cdot 1 + 5 \cdot 3)x^2 + (1 \cdot 4 + 5 \cdot 1)x + 20$$

$$= 3x^4 + 4x^3 + 20x^2 + 9x + 20$$

in general, $P(x) = a_{n-1}x^{n-1} + a_{n-2}x^{n-2} + \dots + a_1x + a_0$
 $Q(x) = b_{n-1}x^{n-1} + b_{n-2}x^{n-2} + \dots + b_1x + b_0$
 $P(x) \cdot Q(x) = c_{2n-2}x^{2n-2} + c_{2n-3}x^{2n-3} + \dots + c_0$

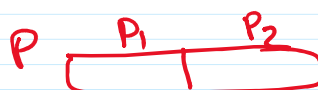
$\begin{matrix} a_{n-1} & a_{n-2} & \dots & a_0 \\ b_{n-1} & b_{n-2} & \dots & b_0 \end{matrix} \Rightarrow \begin{matrix} c_{2n-2} & c_{2n-3} & \dots & c_0 \end{matrix}$

where $c_k = \sum_{j=0}^k a_j b_{k-j}$ $k=0 \dots 2n-2$

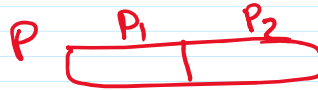
↑ called convolution of two sequences

obvious alg'm - $O(n)$ time per c_k
 $\Rightarrow O(n^2)$ time $\hookrightarrow$ better?

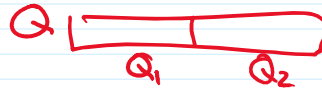
Karatsuba's Alg'm (1960)



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1st idea - divide each polynomial into 2 of deg $\frac{n}{2}-1$.



e.g. $P(x) = 3x^3 + 2x^2 + 4x + 1$

$$\underbrace{(3x+2)}_{P_1(x)} x^2 + \underbrace{(4x+1)}_{P_2(x)}$$

write $P(x) = P_1(x) x^{n/2} + P_2(x)$

$Q(x) = Q_1(x) x^{n/2} + Q_2(x)$

$P(x)Q(x) = \overbrace{P_1(x)Q_1(x)}^{\text{recursive call}} x^n + \underbrace{(P_1(x)Q_2(x) + P_2(x)Q_1(x))}_{\text{4 recursive calls}} x^{n/2} + \underbrace{P_2(x)Q_2(x)}_{\text{recursive call}}$

4 recursive calls

$\Rightarrow T(n) = \underbrace{4}_{\text{additions \& shifts}} T\left(\frac{n}{2}\right) + O(n)$

$\Rightarrow T(n) = O(n^2)$

$\log_2 4 = 2$

$T(n) = aT\left(\frac{n}{b}\right) + f(n)$
 $\Rightarrow \dots$
 "Master Theorem"
 $\begin{cases} n^{\log_b a} & \text{if } f(n) \ll n^{\log_b a} \\ f(n) & \text{if } f(n) \gg n^{\log_b a} \\ f(n) \log n & \text{if } f(n) = n^{\log_b a} \end{cases}$

more clever idea -

rewrite $P_1(x)Q_2(x) + P_2(x)Q_1(x)$
 $= \underbrace{(P_1(x) + P_2(x))}_{\text{reuse}} \cdot \underbrace{(Q_1(x) + Q_2(x))}_{\text{reuse}} - \underbrace{P_1(x)Q_1(x)}_{\text{reuse}} - \underbrace{P_2(x)Q_2(x)}_{\text{reuse}}$

$$- \underbrace{P_1(x) \cdot Q_1(x)}_{\text{reuse}} - \underbrace{P_2(x) \cdot Q_2(x)}_{\text{reuse}} \quad |$$

recursive calls = 3

$$\Rightarrow T(n) = 3^{\swarrow} T\left(\frac{n}{2}\right) + O(n)$$

$$\Rightarrow O(n^{\log_2 3}) \leq \boxed{O(n^{1.59})}$$

(alternatively - divide by even/odd

$$\begin{aligned} \text{eg } P(x) &= (3x^2 + 4)x + 2x^2 + 1 \\ &= P_1(x^2)x + P_2(x^2) \end{aligned}$$

Toom and Cook (1963)

$$T(n) = \underline{5} T\left(\frac{n}{3}\right) + O(n)$$

$$\Rightarrow O(n^{\log_3 5}) \leq O(n^{1.47})$$

$$T(n) = \underline{7} T\left(\frac{n}{4}\right) + O(n)$$

$$\Rightarrow O(n^{\log_4 7}) \leq O(n^{1.41})$$

$$\begin{aligned} &\swarrow \\ (2r-1) T\left(\frac{n}{r}\right) + O(n) \\ &\log_r(2r-1) \end{aligned}$$

$\vdots$

$$\Rightarrow O(n^{1+\epsilon}) \quad \text{for any const } \epsilon > 0.$$

Cooley & Tukey's Alg'm (1965)

Problem A (Multi-Point Evaluation)

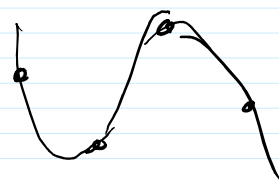
Given polynomial P of deg $N-1$
& N distinct values $\alpha_0, \alpha_1, \dots, \alpha_{N-1}$
compute $P(\alpha_0), \dots, P(\alpha_{N-1})$.

[trivial algm: $O(N)$ per α_k
 $\Rightarrow O(N^2)$ time]

Problem B (Interpolation)

(inverse problem)

Given $P(\alpha_0), \dots, P(\alpha_{N-1})$,
reconstruct polynomial P .



[Lagrange's interpolation formula:
at least N^2 time]

To solve polynomial mult. problem:

set $N = 2n-2$

1. compute $P(\alpha_0), \dots, P(\alpha_{N-1})$ by A
 $Q(\alpha_0), \dots, Q(\alpha_{N-1})$
2. compute $P(\alpha_0) \cdot Q(\alpha_0), \dots, P(\alpha_{N-1}) \cdot Q(\alpha_{N-1})$
in $O(N)$ time
3. reconstruct $P \cdot Q$ by B.

this works for any $\alpha_0, \dots, \alpha_{N-1}$

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find good choice of $\alpha_0, \dots, \alpha_{N-1}$
st. I can solve Probs A & B.