

Algorithm Theory, Winter Term 2014/15 Problem Set 2

hand in (hard copied) by Thursday, 10:00, November 06, 2014, either before the lecture or in the box corresponding to your group in building no. 51.

Exercise 1: Multiplication of Polynomials with FFT (7+2 points)

Given are the following two polynomials:

$$p(x) = x^3 + 2x^2 + 3x + 1,$$
$$q(x) = x + 1.000 \cdot 10^4$$

- a) Compute $p(x)^2$ with the help of the FFT algorithm. Write down all intermediate results. To simplify notation and calculations use 8-th roots of unity.

Those unfamiliar with complex numbers should ask fellow students for some help - calculating roots of unity and multiplying 2 complex numbers is all you need for this exercise.

- b) Compute $DFT^{-1}(DFT(q))$ and round all occurring numbers to 4 significant digits (in base 10).¹

Exercise 2: Fast Potentiation of Polynomials(1+2 points)

The following algorithm computes x^{2^ℓ} for a real number x and $\ell \in \mathbb{N}$:

Algorithm 1: FastPotentiate(x, ℓ)

```
while  $\ell > 0$  do
  |  $x := x \cdot x$ ;
  |  $\ell = \ell - 1$ ;
end
return  $x$ 
```

Assuming that multiplication of floats can be done in $\mathcal{O}(1)$ time, algorithm FastPotentiate(x, ℓ) requires time $\mathcal{O}(\ell)$.

Now, let p a polynomial of degree n and $\ell \in \mathbb{N}$. We use the idea of the above algorithm to obtain two different algorithms to compute p^{2^ℓ} , which we state in pseudo code:

Algorithm 2: PolyPower1(p, ℓ)

```
set  $z$  to optimal value;
Compute  $(b_0, \dots, b_{z-1}) := DFT(p)$ ;
for  $i := 0$  to  $z - 1$  do
  |  $b_i := FastPotentiate(b_i, \ell)$ 
end
return  $DFT^{-1}(b)$ 
```

¹E.g. $1.0004 \cdot 10^4$ would be rounded to $1.000 \cdot 10^4$.

Algorithm 3: PolyPower2(p, ℓ)

```
while  $\ell > 0$  do  
    set  $z$  to optimal value;  
     $(b_0, \dots, b_z) := \text{DFT}(p)$ ;  
    for  $i := 0$  to  $z$  do  
        |  $b_i := b_i \cdot b_i$   
    end  
     $p := \text{DFT}^{-1}(b)$ ;  
     $\ell = \ell - 1$   
end  
return  $p$ 
```

- a) Determine the (optimal) value of z in PolyPower1. Which roots of unity are (optimally) needed for all (in Algorithms PolyPower1 and PolyPower2) invocations of the FFT algorithm?
- b) Analyze the running time of both algorithms. (Assume that the time for multiplying two floats is in $\mathcal{O}(1)$ and the time to run the FFT algorithm is in $\mathcal{O}(n \cdot \log n)$ when n -th roots of unity are used.