

FFT → contd

Unfolding of FFT recursion

$$P_{0,1, \dots, 7}(\omega_0) = P_{0,2,4,6}(\omega_0^2) + \omega_0 P_{1,3,5,7}(\omega_0^2)$$

$$P_{0,1, \dots, 7}(\omega_4) = P_{0,2,4,6}(\omega_0^2) - \omega_0 P_{1,3,5,7}(\omega_0^2)$$

$$P_{0,2,4,6}(\omega_0^2) = P_{0,4}(\omega_0^4) + \omega_0^2 P_{2,6}(\omega_0^4)$$

$$P_{0,2,4,6}(\omega_4^2) = P_{0,4}(\omega_0^4) - \omega_0^2 P_{2,6}(\omega_0^4)$$

$$P_{0,4}(\omega_0^4) = P_{a_0}(\omega_0^8) + \omega_0^4 P_{a_4}(\omega_0^8)$$

$$P_{a_4}(\omega_4^4) = P_{a_0}(\omega_0^8) - \omega_0^4 P_{a_4}(\omega_0^8)$$

$$P_A(x) = a_0 + a_1x + a_2x^2 + \dots + a_{n-1}x^{n-1}$$

$$P_B(x) = b_0 + b_1x + b_2x^2 + \dots + b_{n-1}x^{n-1}$$

$$P_A(x) \times P_B(x) = P_{AB}(x)$$

$$P_{AB}(x) = a_0b_0 + (a_0b_1 + a_1b_0)x + \\ (a_0b_2 + a_1b_1 + a_2b_0)x^2 + \\ \vdots \\ (a_0b_i + a_1b_{i-1} + \dots + a_ib_0)x^i \\ \vdots$$

This straightforward calculation will take  $O(n^2)$  mult & additions

$$P_A(x)$$

deg  $n-1$

$$\begin{pmatrix} (x_0, P_A(x_0)) \\ (x_1, P_A(x_1)) \\ \vdots \end{pmatrix}$$

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

$$P_B(x)$$

deg  $n-1$

$$\begin{pmatrix} (x_0, P_B(x_0)) \\ (x_1, P_B(x_1)) \\ \vdots \end{pmatrix}$$

$$P_{AB}(x)$$

deg  $2n-2$

$$\begin{pmatrix} (x_0, P_A(x_0) \cdot P_B(x_0)) \\ (x_1, P_A(x_1) \cdot P_B(x_1)) \\ \vdots \end{pmatrix}$$

$O(n)$

$$\begin{bmatrix} 1 & 1 & 1 & 1 & \dots & 1 \\ 1 & \omega_0 & \omega_0^2 & \omega_0^3 & \dots & \omega_0^{n-1} \\ 1 & \omega_1 & \omega_1^2 & \dots & \dots & \omega_1^{n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 1 & \omega_i & \omega_i^2 & \dots & \dots & \omega_i^{n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ \vdots \\ a_{n-1} \end{bmatrix} = \begin{bmatrix} P(1) \\ P(\omega_1) \\ P(\omega_2) \\ \vdots \\ P(\omega_{n-1}) \end{bmatrix}$$

$A$   $\bar{a}$   $\bar{P}$   
 Polynomial evaluation

$\omega_i = \omega^i$

Interpolation  $\bar{a} = A^{-1} \bar{P}$

$$A^{-1} = \frac{1}{n} \begin{bmatrix} 1 & 1 & 1 & \dots & 1 \\ 1 & \frac{1}{\omega_0} & \frac{1}{\omega_0^2} & \frac{1}{\omega_0^3} & \dots & \frac{1}{\omega_0^{n-1}} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 1 & \frac{1}{\omega_i} & \frac{1}{\omega_i^2} & \dots & \dots & \frac{1}{\omega_i^{n-1}} \end{bmatrix}$$

$$A^{-1} A = I$$

using  $1 + \omega + \omega^2 + \dots + \omega^{n-1} = 0$

$1, \frac{1}{\omega_i}, \frac{1}{\omega_i^2}, \dots$  are also  $n^{\text{th}}$  roots of unity

Interpolation also reduces to  
an FFT computation,  
i.e. in  $O(n \log n)$ -time

Cooley-Tukey algorithm

Application to Schönhage-Strassen  
multiplication algorithm

Two integers of  $n$  bits can be  
multiplied in  $O(n \log n \log \log n)$   
bit operations



$$\# \gamma(i+1) = \# \gamma(i) \times 2 - 2^n$$

↑  
-the number  
denoted by the  
string

$$+ \gamma_{i+n}$$

We are still dealing  
with  $n$  bit numbers where  
 $n$  can be large