Integer and polynomial multiplication

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–
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Context of today's talk

In 1 second, we can multiply integers of 30 000 000 *digits*
and polynomials of degree 500 000.

- Mini-course (L2, M2 & bonus)
- Theoretical and practical aspects
- Presentation of team research topics
  - Link with current research
  - Relation with implementations (LinBox)

Application / Motivation

- Exact computation:
  - Many operations reduced to multiplication:
    exponentiation, division, pgcd, factorization, ...
  - Mathematical software: GMP, Sage, Matlab, Maple, ...
- Other domains using exact computation:
  - Cryptography:
    [Discrete logarithm computation in a 180-digit prime field, 2014]
  - Combinatorics, Number Theory, ...
- Numerical computation:
  - Trillions of digits of π [YEE, KONDO '11]
  - Robotics: Equilibrium of cable driven parallel robots

From polynomial to integer multiplication

To multiply

$$(794x^2 + 983x + 523) \quad \times \quad (564x^2 + 637x + 185)$$

Evaluate at $x = 10^7$

$$(794 \cdot (10^7)^2 + 983 \cdot 10^7 + 523) \quad \times \quad (564 \cdot (10^7)^2 + 637 \cdot 10^7 + 185)$$
$$79400009830000523 \quad \times \quad 56400006370000185$$
$$=$$
$$447816106019010680330515006009675 5$$

"Interpolate" at $x = 10^7$

$$447816x^4 + 1060190x^3 + 1068033x^2 + 515006x + 96755$$

Remarks:

- Technique called Kronecker substitution (1882)
- 10^7 is the minimal power of 10 greater than all coefficients

From integer to polynomial multiplication

To multiply

$$794983523 \quad \times \quad 564637185$$

"Interpolation" at $x = 10^3$

$$(794x^2 + 983x + 523) \quad \times \quad (564x^2 + 637x + 185)$$
$$=$$
$$447816x^4 + 1060190x^3 + 1068033x^2 + 515006x + 96755$$

Evaluate at $x = 10^3$

$$447816 \cdot 10^{12} + 1060190 \cdot 10^9 + 1068033 \cdot 10^6 + 515006 \cdot 10^3 + 96755$$
$$=$$
$$448877258548102755$$

Remarks:

- Addition with carry
- Base 2^{64} instead of base 10

Outline

Polynomial multiplication algorithms:

1. Karatsuba
2. Toom-Cook
3. Fast Fourier Tranform (FFT)
4. Truncated FFT (TFT)

Polynomial data structures

- Dense polynomials = list of all coefficients

$$x^{11} + 5x^{10} + 9x^8 + 4x^7 + 7x^6 + x^2 + 8$$

1	5	0	9	4	7	0	0	0	1	0	8

Polynomial data structures

- Dense polynomials = list of all coefficients
- Sparse polynomials = list of all non-zero coefficients

$$x^{29} + 9x^{12} + 4x^{11} + 2x^2$$

1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	4	0	0	0	0	0	0	0	0	2	0	0

29	12	11	2
1	9	4	2

Polynomial data structures

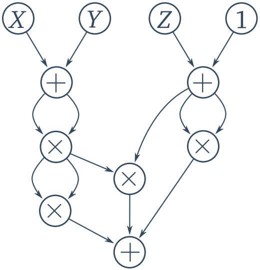
- Dense polynomials = list of all coefficients
- Sparse polynomials = list of all non-zero coefficients
- Straight-line programs

$$X^4+4X^3Y+6X^2Y^2+4XY^3+Y^4+X^2Z+2XYZ+Y^2Z+X^2+2XY+Y^2+Z^2+2Z+1$$

Polynomial data structures

- Dense polynomials = list of all coefficients
- Sparse polynomials = list of all non-zero coefficients
- Straight-line programs

$$((X+Y)^2)^2 + (X+Y)^2 \cdot (Z+1) + (Z+1)^2$$



Polynomial data structures

- **Dense polynomials = list of all coefficients**
- Sparse polynomials = list of all non-zero coefficients
- Straight-line programs

Naive polynomial multiplication

Example:

$$\begin{array}{c} a_0 + a_1 x + a_2 x^2 + a_3 x^3 \\ \times \\ b_0 + b_1 x + b_2 x^2 + b_3 x^3 \end{array} = \begin{array}{ccccccccccc} & (& & & & & & & a_3 b_3 &) & x^6 \\ + & (& & & & & a_2 b_3 & + & a_3 b_2 &) & x^5 \\ + & (& & & a_1 b_3 & + & a_2 b_2 & + & a_3 b_1 &) & x^4 \\ + & (& a_0 b_3 & + & a_1 b_2 & + & a_2 b_1 & + & a_3 b_0 &) & x^3 \\ + & (& a_0 b_2 & + & a_1 b_1 & + & a_2 b_0 & & &) & x^2 \\ + & (& a_0 b_1 & + & a_1 b_0 & & & & &) & x^1 \\ + & (& a_0 b_0 & & & & & & &) & x^0 \end{array}$$

Naive polynomial multiplication

Example:

$$
\begin{array}{c}
a_0 + a_1 x + a_2 x^2 + a_3 x^3 \\
\times \\
b_0 + b_1 x + b_2 x^2 + b_3 x^3
\end{array}
=
\begin{array}{cccccccccc}
 & (& & & & & & a_3b_3 &) & x^6 \\
+ & (& & & & a_2b_3 & + & a_3b_2 &) & x^5 \\
+ & (& & a_1b_3 & + & a_2b_2 & + & a_3b_1 &) & x^4 \\
+ & (& a_0b_3 \; + & a_1b_2 & + & a_2b_1 & + & a_3b_0 &) & x^3 \\
+ & (& a_0b_2 \; + & a_1b_1 & + & a_2b_0 & & &) & x^2 \\
+ & (& a_0b_1 \; + & a_1b_0 & & & & &) & x^1 \\
+ & (& a_0b_0 & & & & & &) & x^0
\end{array}
$$

In general: Multiplication of degree n polynomials in $O(n^2)$ arithmetic operations $(+, -, \times)$

Naive polynomial multiplication

Example:

$$\begin{array}{c} a_0 + a_1 x + a_2 x^2 + a_3 x^3 \\ \times \\ b_0 + b_1 x + b_2 x^2 + b_3 x^3 \end{array} = \begin{array}{cccccccccc} & (& & & & & & & a_3 b_3 &) & x^6 \\ + & (& & & & & a_2 b_3 & + & a_3 b_2 &) & x^5 \\ + & (& & & a_1 b_3 & + & a_2 b_2 & + & a_3 b_1 &) & x^4 \\ + & (& a_0 b_3 & + & a_1 b_2 & + & a_2 b_1 & + & a_3 b_0 &) & x^3 \\ + & (& a_0 b_2 & + & a_1 b_1 & + & a_2 b_0 & & &) & x^2 \\ + & (& a_0 b_1 & + & a_1 b_0 & & & & &) & x^1 \\ + & (& a_0 b_0 & & & & & & &) & x^0 \end{array}$$

In general: Multiplication of degree n polynomials in $O(n^2)$ arithmetic operations $(+, -, \times)$

Lower bound: The multiplication costs at least n arith. operations

Naive polynomial multiplication

Example:

$$
\begin{array}{c}
a_0 + a_1 x + a_2 x^2 + a_3 x^3 \\
\times \\
b_0 + b_1 x + b_2 x^2 + b_3 x^3
\end{array}
=
\begin{array}{rcccccccccl}
 & (& & & & & & & a_3 b_3 &) & x^6 \\
+ & (& & & & & a_2 b_3 & + & a_3 b_2 &) & x^5 \\
+ & (& & & a_1 b_3 & + & a_2 b_2 & + & a_3 b_1 &) & x^4 \\
+ & (& a_0 b_3 & + & a_1 b_2 & + & a_2 b_1 & + & a_3 b_0 &) & x^3 \\
+ & (& a_0 b_2 & + & a_1 b_1 & + & a_2 b_0 & & &) & x^2 \\
+ & (& a_0 b_1 & + & a_1 b_0 & & & & &) & x^1 \\
+ & (& a_0 b_0 & & & & & & &) & x^0
\end{array}
$$

In general: Multiplication of degree n polynomials in $O(n^2)$ arithmetic operations $(+, -, \times)$

Lower bound: The multiplication costs at least $n \log n$ arith. operations

Naive polynomial multiplication

Example:

$$\begin{array}{c} a_0 + a_1x + a_2x^2 + a_3x^3 \\ \times \\ b_0 + b_1x + b_2x^2 + b_3x^3 \end{array} = \begin{array}{cccccccccc} & (& & & & & & & a_3b_3 &) & x^6 \\ + & (& & & & & a_2b_3 & + & a_3b_2 &) & x^5 \\ + & (& & & a_1b_3 & + & a_2b_2 & + & a_3b_1 &) & x^4 \\ + & (& a_0b_3 & + & a_1b_2 & + & a_2b_1 & + & a_3b_0 &) & x^3 \\ + & (& a_0b_2 & + & a_1b_1 & + & a_2b_0 & & &) & x^2 \\ + & (& a_0b_1 & + & a_1b_0 & & & & &) & x^1 \\ + & (& a_0b_0 & & & & & & &) & x^0 \end{array}$$

In general: Multiplication of degree n polynomials in $O(n^2)$ arithmetic operations $(+, -, \times)$

Lower bound: The multiplication costs at least $n \log n$ arith. operations

What is the best complexity of multiplication ?

Outline

Polynomial multiplication algorithms:

1. **Karatsuba**
2. Toom-Cook
3. Fast Fourier Tranform (FFT)
4. Truncated FFT (TFT)

$$(a_0 + a_1 x) \cdot (b_0 + b_1 x) = c_0 + c_1 x + c_2 x^2$$

Naive algorithm: 4 multiplications

$$\begin{cases} c_0 &= a_0 b_0 \\ c_1 &= a_0 b_1 + a_1 b_0 \\ c_2 &= a_1 b_1 \end{cases}$$

Karatsuba: 3 multiplications by writing

$$\begin{cases} c_0 &= a_0 b_0 \\ c_1 &= (a_0 + a_1) \cdot (b_0 + b_1) - a_0 b_0 - a_1 b_1 \\ c_2 &= a_1 b_1 \end{cases}$$

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Recursive multiplication algorithm:

1. $a(x) = \sum_{0 \le i < n} a_i x^i$ Split in 2 parts

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Recursive multiplication algorithm:

1. $a(x) = \sum_{0 \leq i < n/2} a_i x^i + x^{n/2} \sum_{0 \leq i < n/2} a_{i+n/2} x^i$ Split in 2 parts

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Recursive multiplication algorithm:

1. $a(x) = a_l(x) + x^{n/2} a_h(x)$ Split in 2 parts

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Recursive multiplication algorithm:

1. $a(x) = a_l(x) + x^{n/2} a_h(x)$ Split in 2 parts
2. $b(x) = b_l(x) + x^{n/2} b_h(x)$

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Recursive multiplication algorithm:

1. $a(x) = a_l(x) + x^{n/2} a_h(x)$ — Split in 2 parts
2. $b(x) = b_l(x) + x^{n/2} b_h(x)$
3. $c_l(x) = a_l(x) \cdot b_l(x)$ — Recursive call of size $n/2$
4. $c_m(x) = (a_l + a_h) \cdot (b_l + b_h)$ — Recursive call of size $n/2$
5. $c_h(x) = a_h(x) \cdot b_h(x)$ — Recursive call of size $n/2$

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Recursive multiplication algorithm:

1. $a(x) = a_l(x) + x^{n/2} a_h(x)$ Split in 2 parts
2. $b(x) = b_l(x) + x^{n/2} b_h(x)$
3. $c_l(x) = a_l(x) \cdot b_l(x)$ Recursive call of size $n/2$
4. $c_m(x) = (a_l + a_h) \cdot (b_l + b_h)$ Recursive call of size $n/2$
5. $c_h(x) = a_h(x) \cdot b_h(x)$ Recursive call of size $n/2$
6. **return** $c(x) = c_l(x) + (c_m(x) - c_l(x) - c_h(x))\, x^{n/2} + c_h(x) x^n$

Karatsuba - Divide and conquer algorithm

What about multiplication $a(x) \cdot b(x)$ of polynomials of degree n?

Recursive multiplication algorithm:

1. $a(x) = a_l(x) + x^{n/2} a_h(x)$ Split in 2 parts
2. $b(x) = b_l(x) + x^{n/2} b_h(x)$
3. $c_l(x) = a_l(x) \cdot b_l(x)$ Recursive call of size $n/2$
4. $c_m(x) = (a_l + a_h) \cdot (b_l + b_h)$ Recursive call of size $n/2$
5. $c_h(x) = a_h(x) \cdot b_h(x)$ Recursive call of size $n/2$
6. **return** $c(x) = c_l(x) + (c_m(x) - c_l(x) - c_h(x))x^{n/2} + c_h(x)x^n$

Remarks:

- Complexity: $K(n) = 3K(n/2) + O(n) = O(n^{\log_2(3)}) = O(n^{1,59})$
- Karatsuba $K(n) \ll O(n^2)$ naive
- In practice, hybrid Karatsuba / naive algorithm
- Need careful memory management (one memory allocation, in-place algorithms)

Outline

Polynomial multiplication algorithms:

1. Karatsuba
2. **Toom-Cook**
3. Fast Fourier Tranform (FFT)
4. Truncated FFT (TFT)

Karatsuba revisited

Karatsuba:

$$\begin{cases} a_0 + a_1 x \\ b_0 + b_1 x \end{cases}$$

$$\Big\downarrow \mathit{Mult.}$$

$$c(x) = a(x) \cdot b(x)$$

Karatsuba revisited

Karatsuba:

$$\begin{cases} a_0 + a_1 x \\ b_0 + b_1 x \end{cases} \xrightarrow{\textit{Evaluation}} \begin{cases} a(0), a(1), a(\infty) \\ b(0), b(1), b(\infty) \end{cases}$$

$$\big\downarrow \, \textit{Mult.}$$

$$c(x) = a(x) \cdot b(x)$$

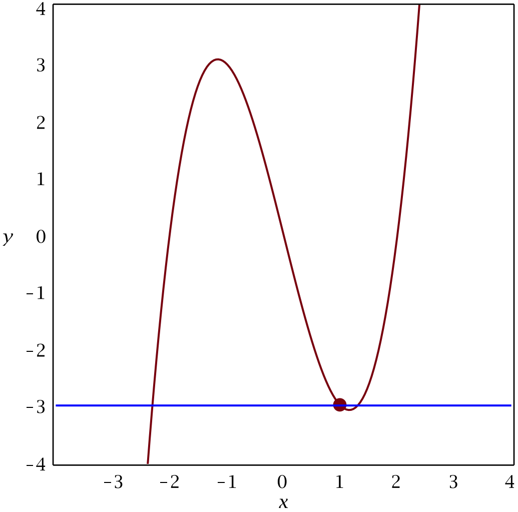
Karatsuba:

$$
\begin{tikzcd}
\begin{cases} a_0 + a_1 x \\ b_0 + b_1 x \end{cases} \arrow[r, "\textit{Evaluation}"] \arrow[d, "\textit{Mult.}"] & \begin{cases} a(0), a(1), a(\infty) \\ b(0), b(1), b(\infty) \end{cases} \arrow[d, "\substack{\textit{Pointwise} \\ \textit{mult.}}"] \\
c(x) = a(x) \cdot b(x) & \begin{cases} c(0) = a(0) \cdot b(0) \\ c(1) = a(1) \cdot b(1) \\ c(\infty) = a(\infty) \cdot b(\infty) \end{cases}
\end{tikzcd}
$$

Karatsuba:

$$
\begin{tikzcd}[column sep=huge]
\begin{cases} a_0 + a_1 x \\ b_0 + b_1 x \end{cases} \arrow[r, "Evaluation"] \arrow[d, "Mult."] & \begin{cases} a(0), a(1), a(\infty) \\ b(0), b(1), b(\infty) \end{cases} \arrow[d, "\substack{\text{Pointwise} \\ \text{mult.}}"] \\
c(x) = a(x) \cdot b(x) & \begin{cases} c(0) = a(0) \cdot b(0) \\ c(1) = a(1) \cdot b(1) \\ c(\infty) = a(\infty) \cdot b(\infty) \end{cases} \arrow[l, "Interpolation"']
\end{tikzcd}
$$

Interpolation: Recover the polynomial from evaluations of it.



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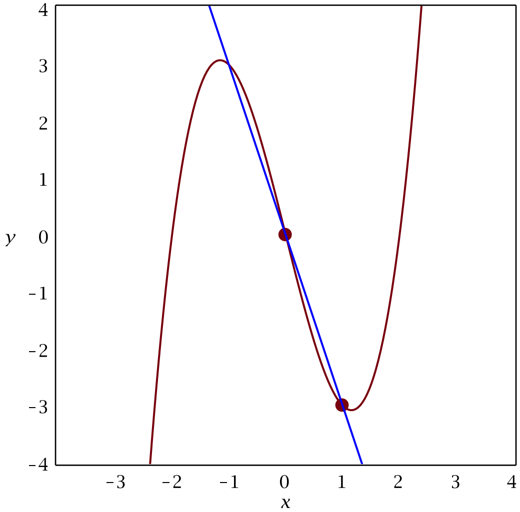
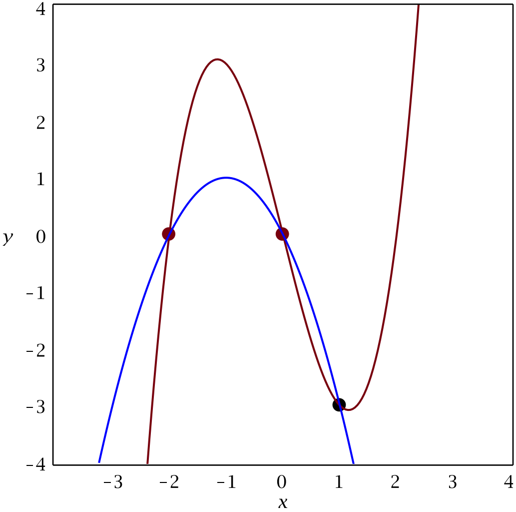


Interpolation: Recover the polynomial from evaluations of it.



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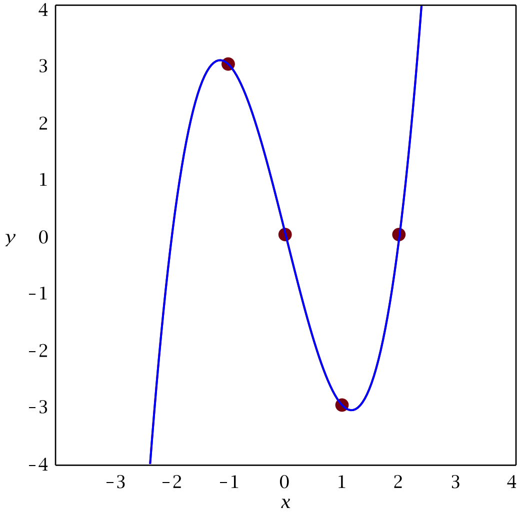

Evaluation/interpolation algorithms

Karatsuba: [Karatsuba, Ofman 1963]
Polynomials a, b with 2 coefficients
Evaluation in 3 points, *e.g.* $0, 1, \infty$
Complexity: $K(n) = 3K(\lceil n/2 \rceil) + O(n) = O(n^{\log_2(3)}) = O(n^{1,59})$

Toom-3: [Toom '63]
Polynomials a, b with 3 coefficients
Evaluation in 5 points, *e.g.* $-1, 0, 1, 2, \infty$
Complexity: $T(n) = 5K(\lceil n/3 \rceil) + O(n) = O(n^{\log_3(5)}) = O(n^{1,47})$

Toom-Cook: [Cook '66]

- Generalization that reaches complexity $O(n^{1+\varepsilon})$ for all $\varepsilon > 0$
- Less and less pratical (big constant in O)

Outline

Polynomial multiplication algorithms:

1. Karatsuba
2. Toom-Cook
3. **Fast Fourier Tranform (FFT)**
4. Truncated FFT (TFT)

Monomial representation		Evaluation representation

$$\begin{tikzcd}
\begin{cases} a(x) \text{ degree } n \\ b(x) \text{ degree } n \end{cases} \arrow[r, "\textit{Evaluation}"] \arrow[d, "\textit{Mult.}"] & \begin{cases} a(0), a(1), \dots, a(2n+1) \\ b(0), b(1), \dots, b(2n+1) \end{cases} \arrow[d, "\textit{Pointwise mult.}"'] \\
\begin{array}{c} c(x) = a(x) \cdot b(x) \\ \text{of degree } 2n \end{array} & \begin{cases} c(0) = a(0) \cdot b(0) \\ \quad \dots \\ c(2n+1) = a(2n+1) \cdot b(2n+1) \end{cases} \arrow[l, "\textit{Interpolation}"']
\end{tikzcd}$$

Evaluation / Interpolation algorithms

Karatsuba, Toom-3, Toom-Cook: Fixed size eval./interp. scheme + recursion

Fast Fourier Transform: Full size eval./interp. scheme + no recursion

Monomial representation		Evaluation representation
$\begin{cases} a(x) \text{ degree } n \\ b(x) \text{ degree } n \end{cases}$	$\xrightarrow{\textit{Evaluation}}$	$\begin{cases} a(0), a(1), \ldots, a(2n+1) \\ b(0), b(1), \ldots, b(2n+1) \end{cases}$
$\downarrow$ *Mult.*		*Pointwise mult.* $\downarrow$
$c(x) = a(x) \cdot b(x)$ of degree $2n$	$\xleftarrow{\textit{Interpolation}}$	$\begin{cases} c(0) = a(0) \cdot b(0) \\ \ldots \\ c(2n+1) = a(2n+1) \cdot b(2n+1) \end{cases}$

Evaluation / Interpolation algorithms

Karatsuba, Toom-3, Toom-Cook: Fixed size eval./interp. scheme + recursion

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Monomial representation		Evaluation representation
$\begin{cases} a(x) \text{ degree } n \\ b(x) \text{ degree } n \end{cases}$	$\xrightarrow{\textit{Evaluation}}$	$\begin{cases} a(0), a(1), \ldots, a(2n+1) \\ b(0), b(1), \ldots, b(2n+1) \end{cases}$
$\downarrow$ *Mult.*		*Pointwise mult.* $\downarrow$ $Cost : O(n)$
$c(x) = a(x) \cdot b(x)$ of degree $2n$	$\xleftarrow{\textit{Interpolation}}$	$\begin{cases} c(0) = a(0) \cdot b(0) \\ \quad \ldots \\ c(2n+1) = a(2n+1) \cdot b(2n+1) \end{cases}$

Evaluation / Interpolation algorithms

Karatsuba, Toom-3, Toom-Cook: Fixed size eval./interp. scheme + recursion

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Monomial representation		Evaluation representation
$\begin{cases} a(x) \text{ degree } n \\ b(x) \text{ degree } n \end{cases}$	$\xrightarrow[\textit{Cost?}]{\textit{Evaluation}}$	$\begin{cases} a(0), a(1), \ldots, a(2n+1) \\ b(0), b(1), \ldots, b(2n+1) \end{cases}$
$\downarrow$ *Mult.*		*Pointwise mult.* $\downarrow$ $\textit{Cost} : O(n)$
$c(x) = a(x) \cdot b(x)$ of degree $2n$	$\xleftarrow[\textit{Cost?}]{\textit{Interpolation}}$	$\begin{cases} c(0) = a(0) \cdot b(0) \\ \quad \ldots \\ c(2n+1) = a(2n+1) \cdot b(2n+1) \end{cases}$

From now on, we will focus on the cost of evaluation / interpolation.

Evaluation / Interpolation algorithms

Karatsuba, Toom-3, Toom-Cook: Fixed size eval./interp. scheme + recursion

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Monomial representation		Evaluation representation
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From now on, we will focus on the cost of evaluation / interpolation.

Note: Interpolation with errors.

Discrete Fourier Transform (DFT)

Evaluation / interpolation is generally costly.

But if evaluation points are specific, it can be *very efficient*:

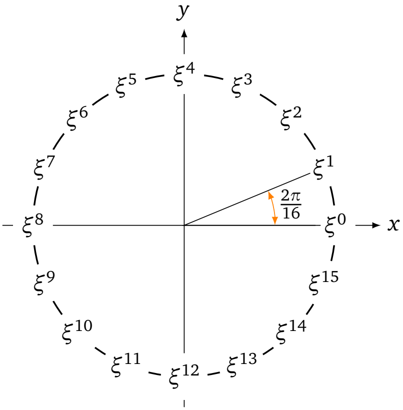
- Evaluate at $\xi^0, \xi^1, \xi^2, \ldots, \xi^{n-1}$
- where ξ is a primitive root of unity

Discrete Fourier Transform = Evaluation on roots of unity

$$DFT_\xi(a(x)) := (a(\xi^0), \ldots, a(\xi^{n-1}))$$

where ξ is a n-th *primitive root of unity* and $\deg a(x) < n$.

Complex root of unity



$\xi = e^{\frac{2i\pi}{16}} \in \mathbb{C}$ is a 16-*th primitive root of unity*:

- $\xi^{16} = 1$
- $\xi^i \neq 1$ for $0 < i < 16$

Remark:

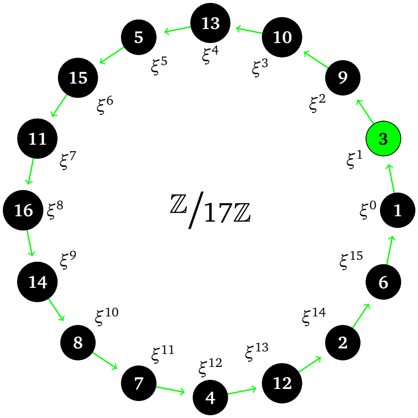
- $1 = \xi^0 = \xi^{16} = \xi^{32} = \dots$
- $\xi^{16/2} = -1$

Pros & Cons: Fast floating point arithmetic, but precision issues

Modular root of unity

Modular integers: $\mathbb{Z}/p\mathbb{Z}$ if p prime $\quad (a = a + p = a + 2p = \ldots \text{ modulo } p)$

Example $\mathbb{Z}/17\mathbb{Z}$**:**



$\xi = 3 \in \mathbb{Z}/17\mathbb{Z}$ is a *16-th primitive root of unity*:

- $\xi^{16} = 1$
- $\xi^i \neq 1$ for $0 < i < 16$

Remark:

- $1 = \xi^0 = \xi^{16} = \xi^{32} = \ldots$
- $\xi^{16/2} = -1$

Fast Fourier Transform

Goal: Given $a(x)$, compute $(a(\xi^0), \ldots, a(\xi^{n-1}))$ (when $n = 2^k$)

If $a(x) = a_l(x) + x^{n/2} a_h(x)$ then

$$a(\xi^j) = a_l(\xi^j) + (\xi^j)^{n/2} a_h(\xi^j)$$

Fast Fourier Transform

Goal: Given $a(x)$, compute $(a(\xi^0), \ldots, a(\xi^{n-1}))$ (when $n = 2^k$)

If $a(x) = a_l(x) + x^{n/2} a_h(x)$ then

$$a(\xi^j) = a_l(\xi^j) + (\xi^{n/2})^j a_h(\xi^j)$$

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Finally $(a(\xi^0),a(\xi^1),a(\xi^2),a(\xi^3),\dots)=(\bar{r}(\xi^0),\underline{r}(\xi^0),\bar{r}(\xi^2),\underline{r}(\xi^2),\dots)$

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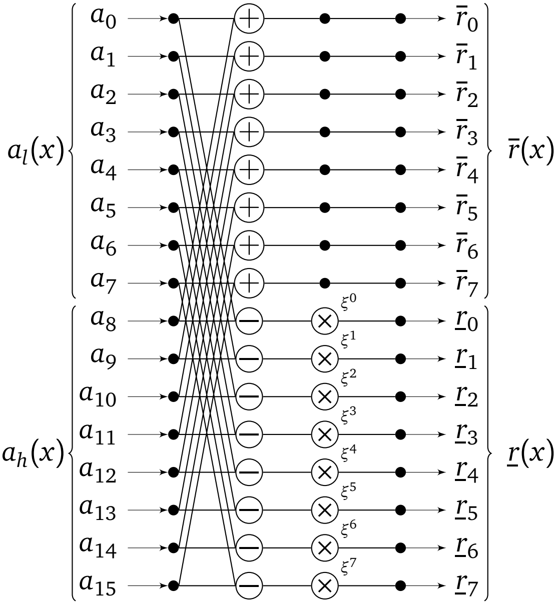
Finally $(a(\xi^0), a(\xi^1), a(\xi^2), a(\xi^3), \dots) = (\bar{r}(\xi^0), \underline{r}(\xi^0), \bar{r}(\xi^2), \underline{r}(\xi^2), \dots)$

FFT Algorithm: [Cooley, Tukey '65]

1. Write $a(x) = a_l(x) + x^{n/2}a_h(x)$ — Split in 2 parts
2. Compute $\bar{r}(x) = a_l(x) + a_h(x)$
3. Compute $\underline{r}'(x) = a_l(x) - a_h(x)$
4. Compute $\underline{r}(x) = \underline{r}'(\xi x)$
5. Evaluate $\bar{r}(\xi^0), \bar{r}(\xi^2), \bar{r}(\xi^4), \dots$ — Recursive call in size $n/2$
6. Evaluate $\underline{r}(\xi^0), \underline{r}(\xi^2), \underline{r}(\xi^4), \dots$ — Recursive call in size $n/2$
7. **return** $\bar{r}(\xi^0), \underline{r}(\xi^0), \bar{r}(\xi^2), \underline{r}(\xi^2), \bar{r}(\xi^4), \underline{r}(\xi^4), \dots$

FFT butterflies



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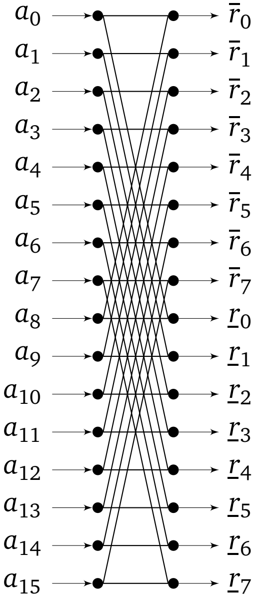

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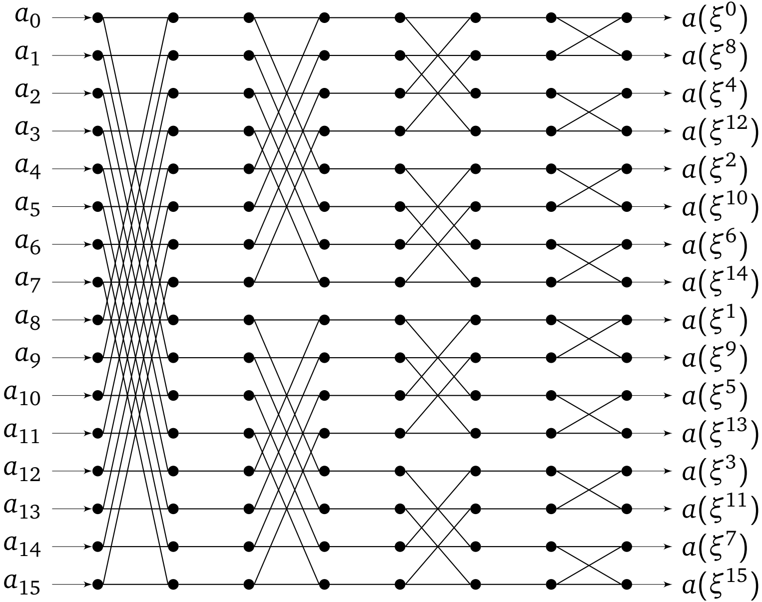

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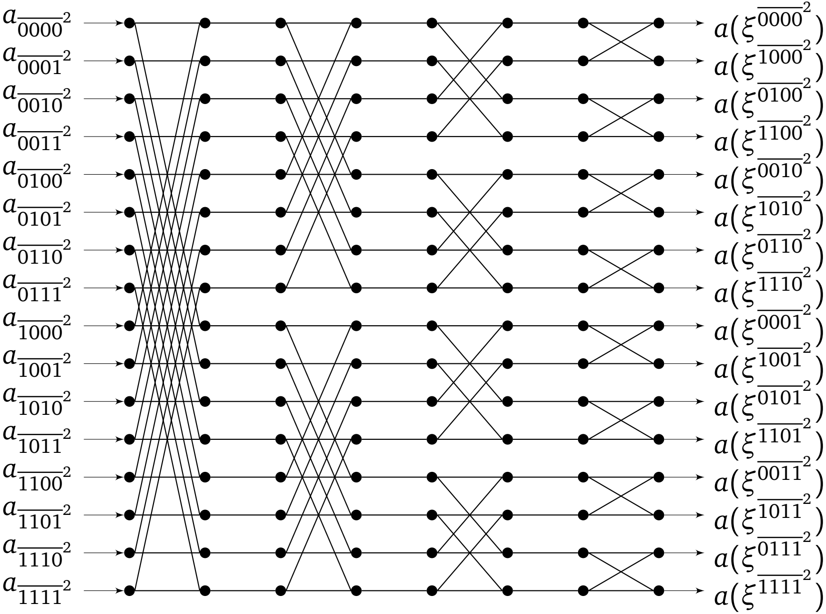


FFT timings

- Evaluation or interpolation in $3/2n \log n$ arithmetic operations
- Multiplication in $\sim 9n \log n$
- But **only for degree** $n = 2^k$, pad with zeroes otherwise, loose factor 2

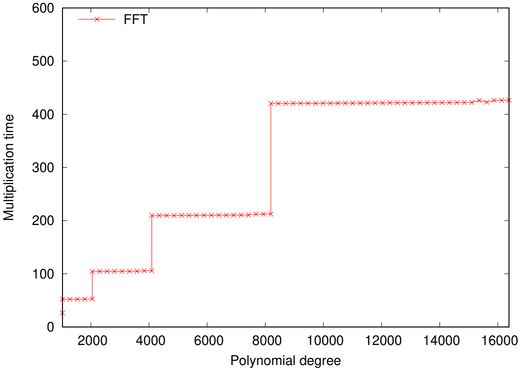


Figure 1: Fast Fourier Transform timings

Outline

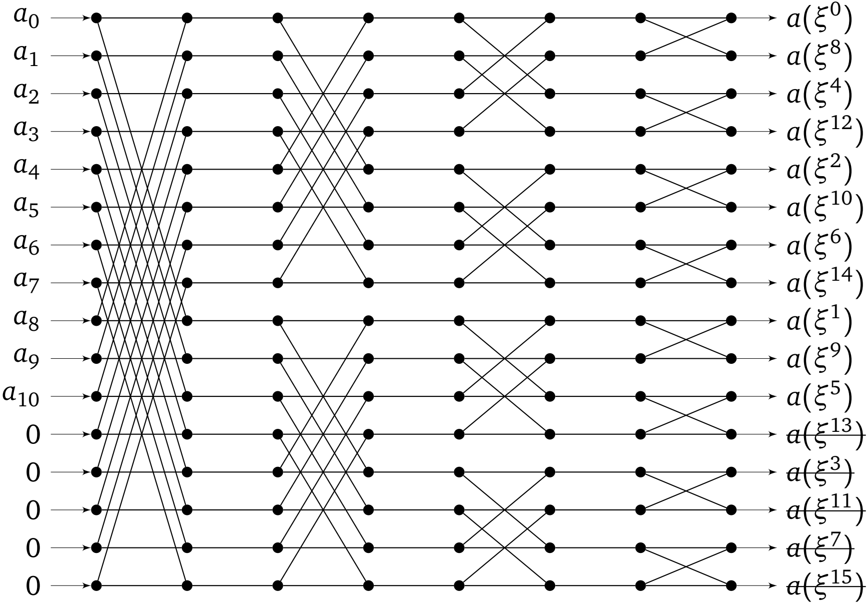
Polynomial multiplication algorithms:

1. Karatsuba
2. Toom-Cook
3. Fast Fourier Tranform (FFT)
4. **Truncated FFT (TFT)**

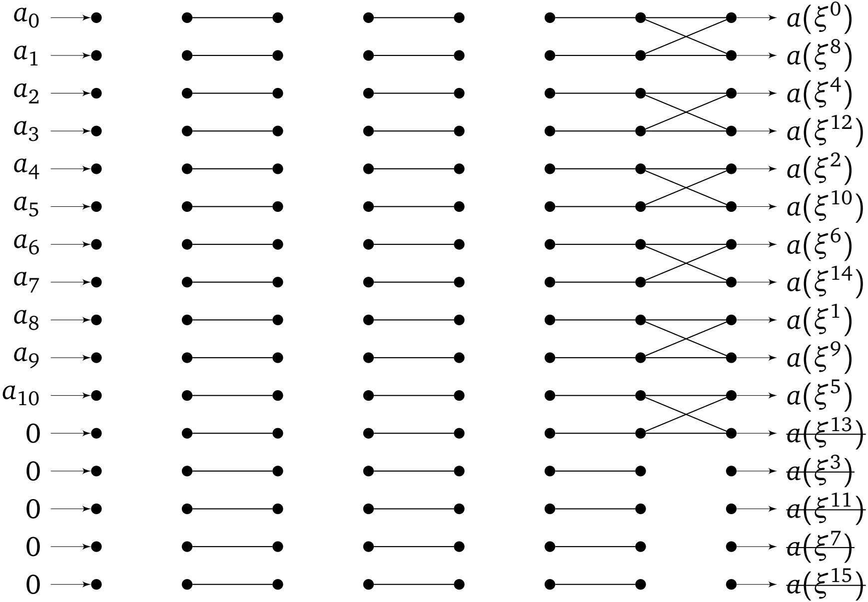
Goal: Save computations when $n = \deg a(x)$ is not 2^k:

- compute only the first n evaluates of $a(x)$
- get a cost $\sim \frac{3}{2} n \log n$ for **all degrees** n (instead of $\sim \frac{3}{2} 2^k \log 2^k$)
- save up to a factor 2

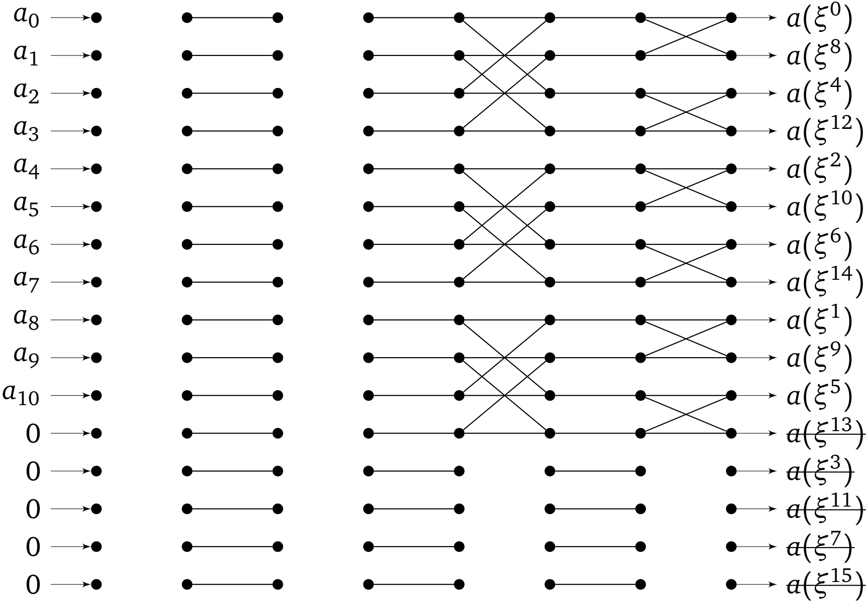
Truncated Fourier Transform



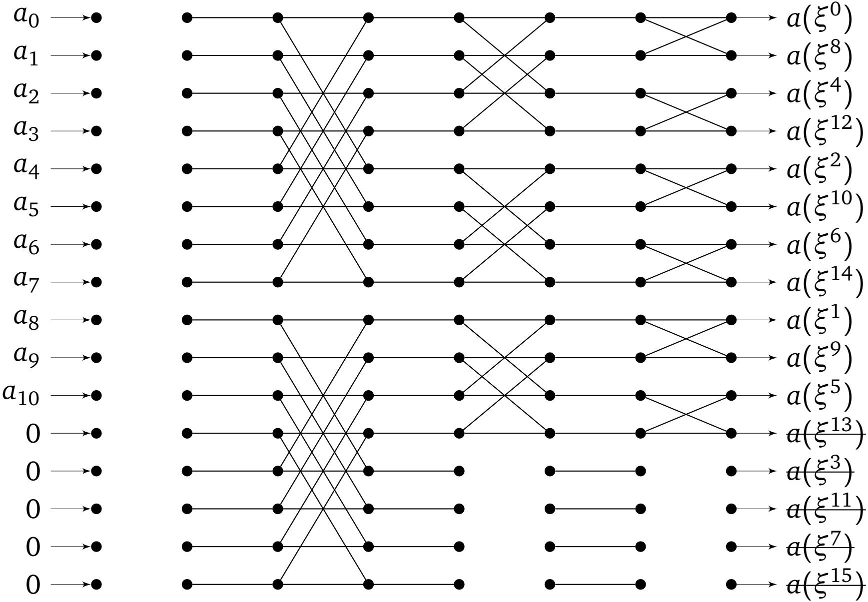
Truncated Fourier Transform



Truncated Fourier Transform



Truncated Fourier Transform



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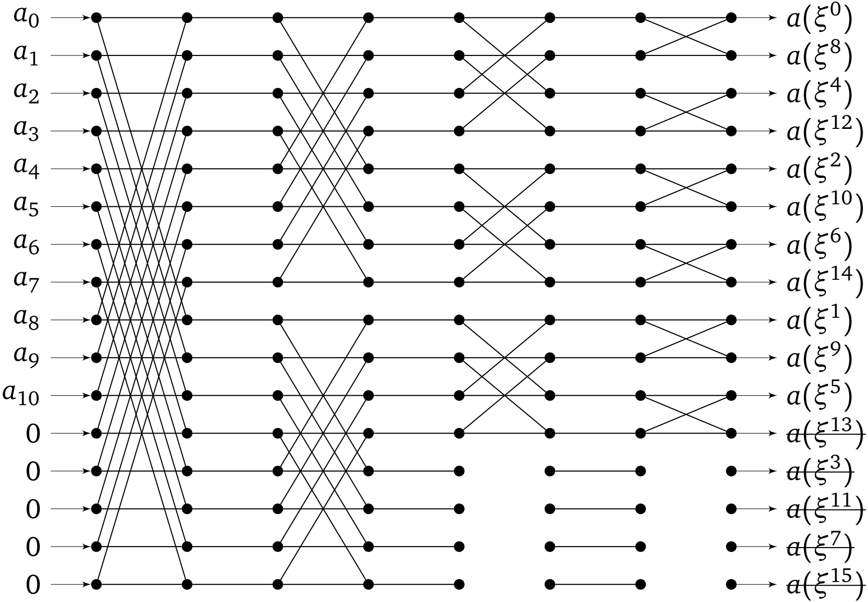
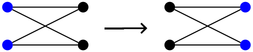
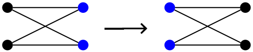
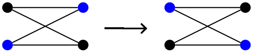


Inverse Truncated Fourier Transform

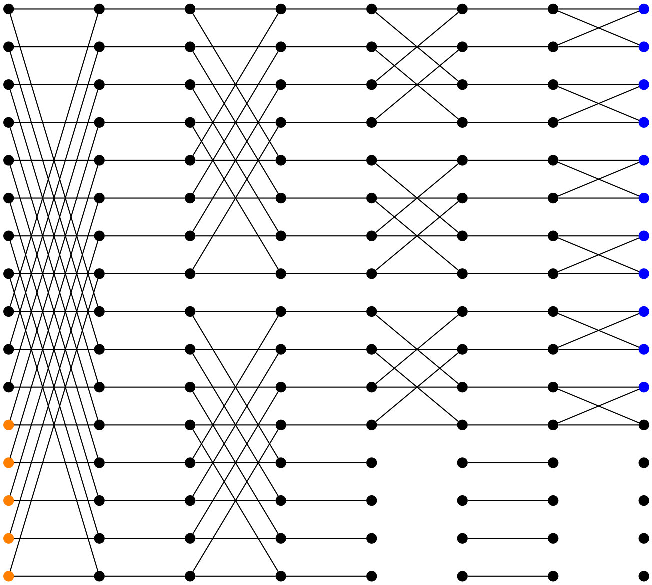
Goal:

- recover the polynomial $a(x)$ from only its first n evaluates
- knowing that $\deg a(x) < n$ (instead of $\deg a(x) < 2^k$)
- get a cost $\sim \frac{3}{2} n \log n$ (instead of $\sim \frac{3}{2} 2^k \log 2^k$)
- save up to a factor 2

Operations required:

- FFT butterfly: 
- Inverse FFT butterfly: 
- Crossed butterfly: 

Inverse TFT - Recursive Algorithm : Case 1



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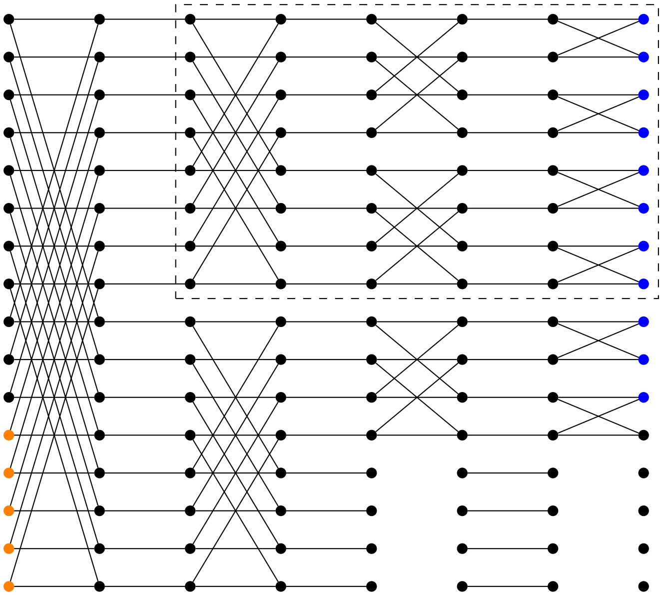

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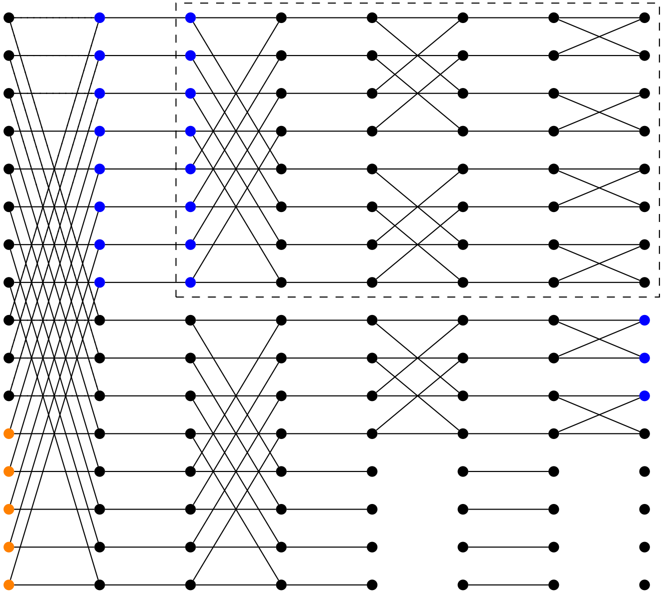

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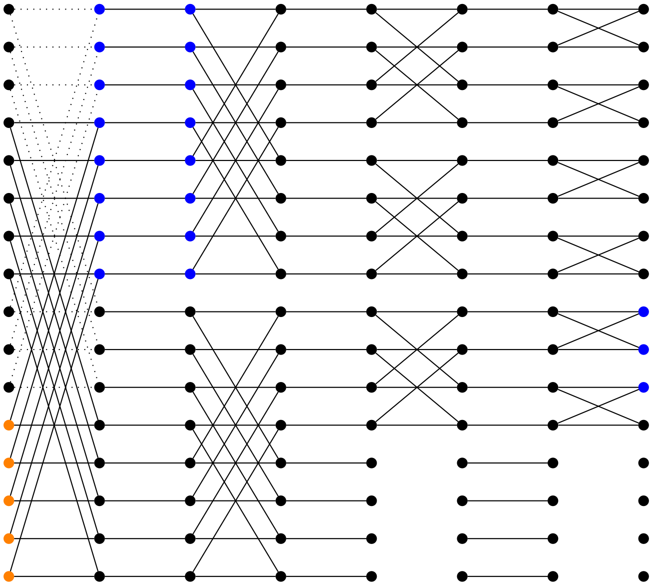

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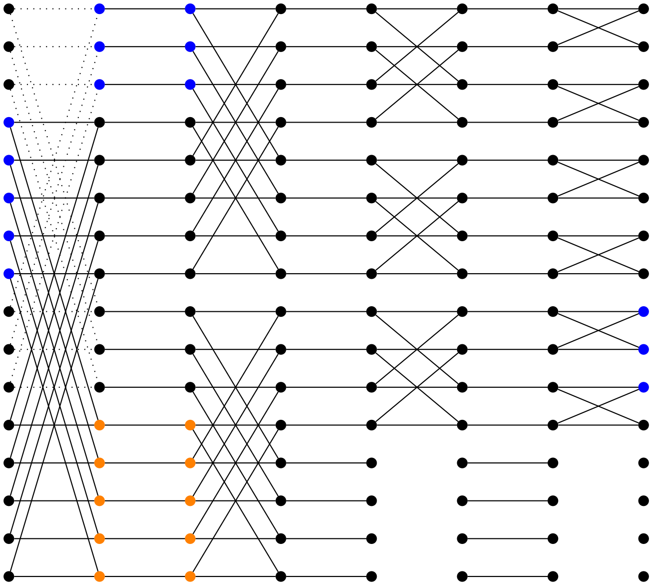

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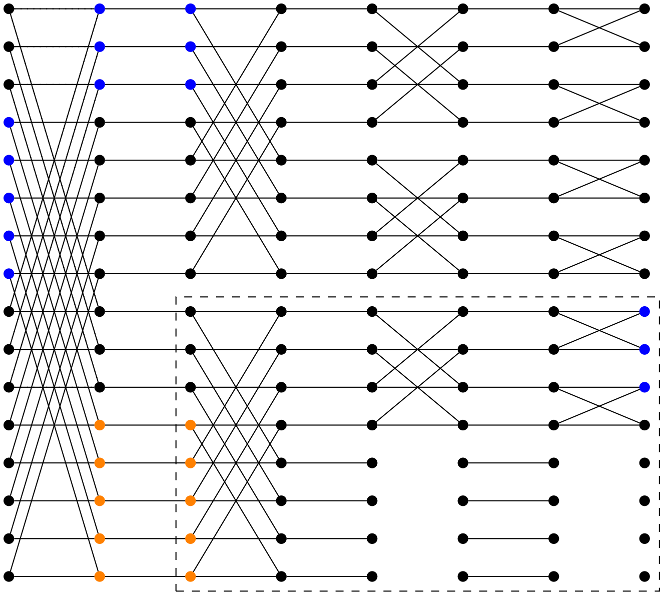

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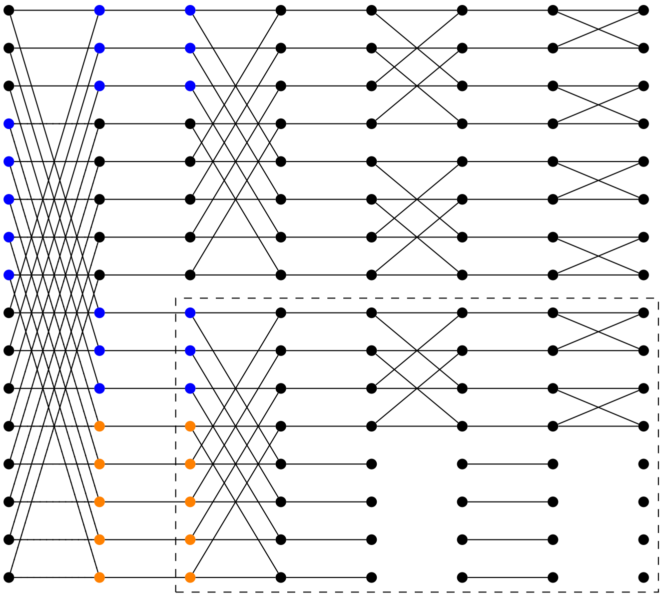

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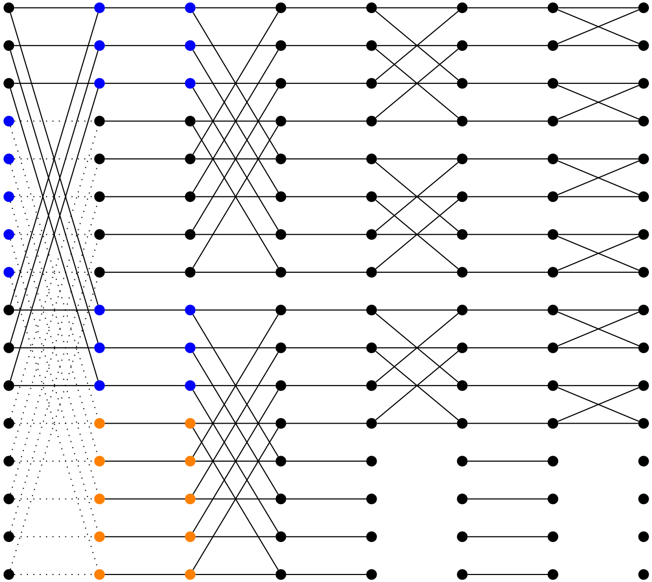

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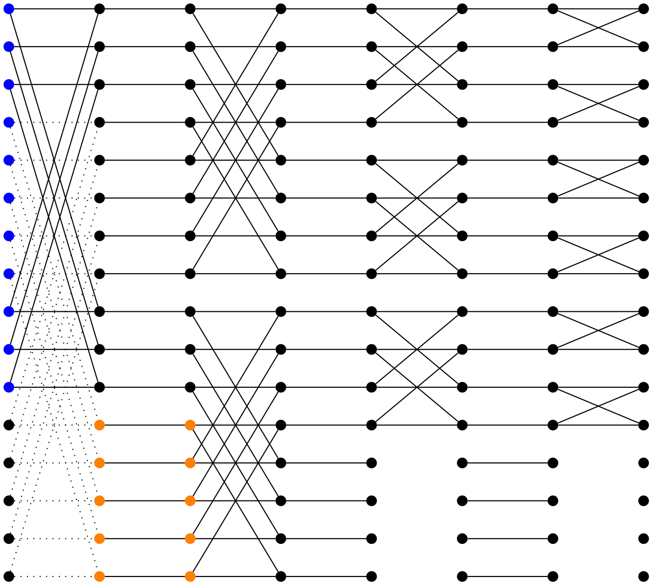

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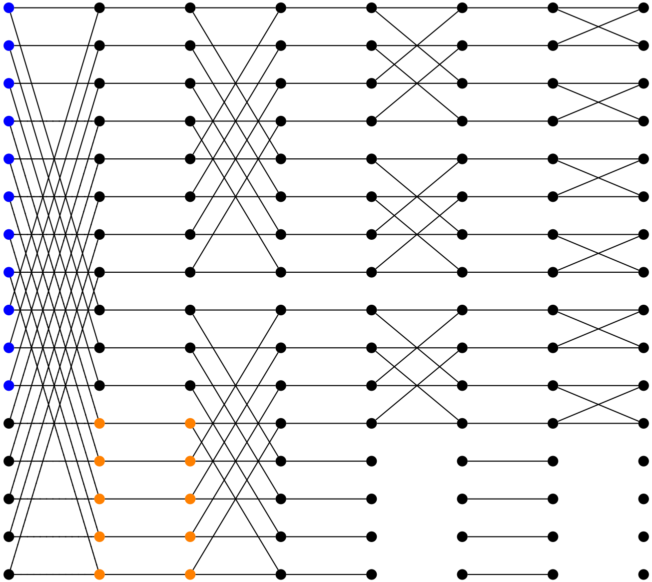
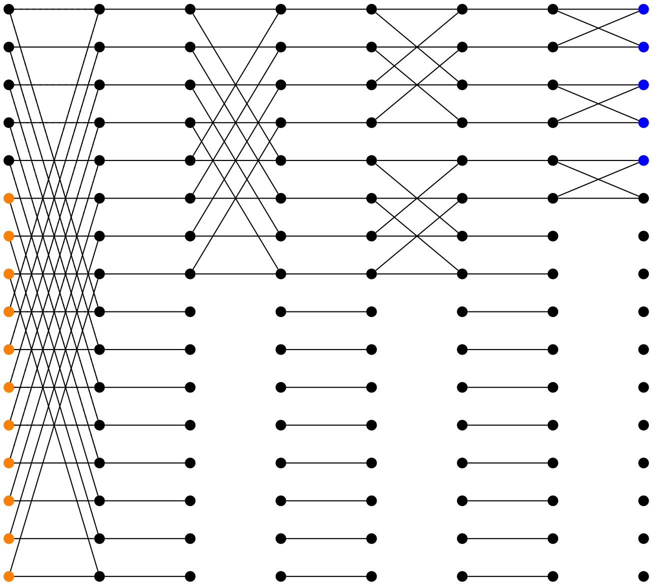


Inverse TFT - Recursive Algorithm : Case 2



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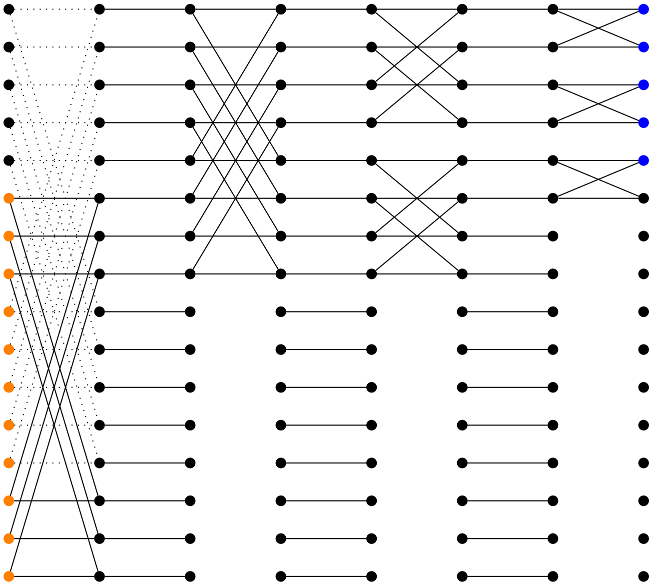

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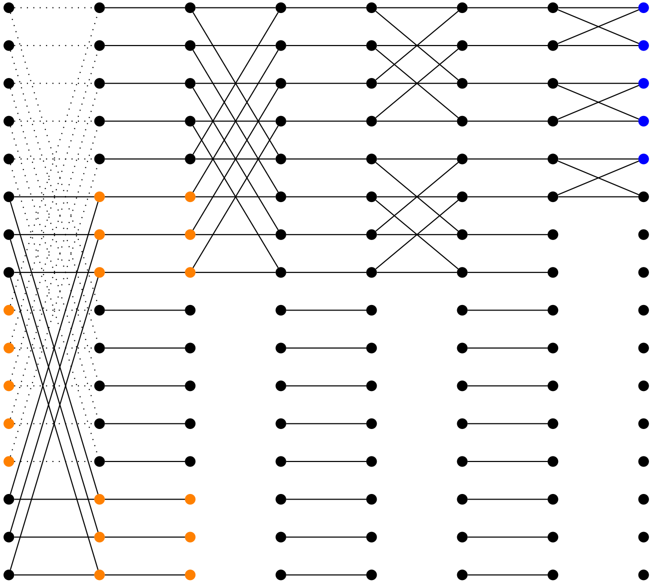

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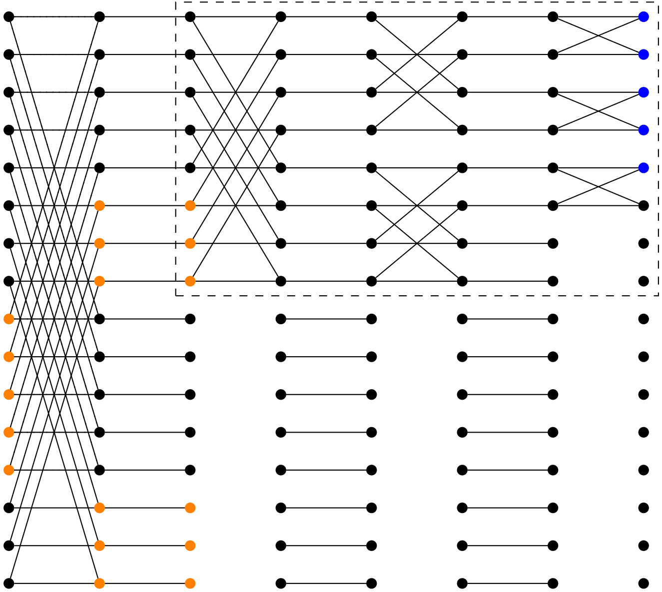

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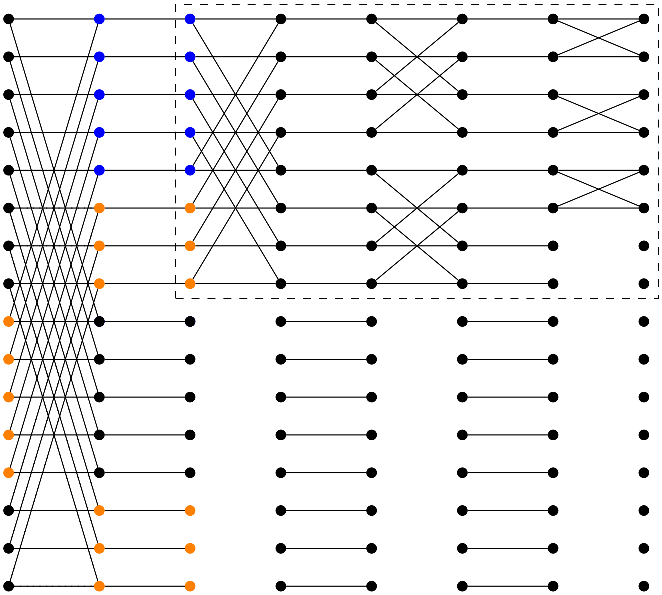

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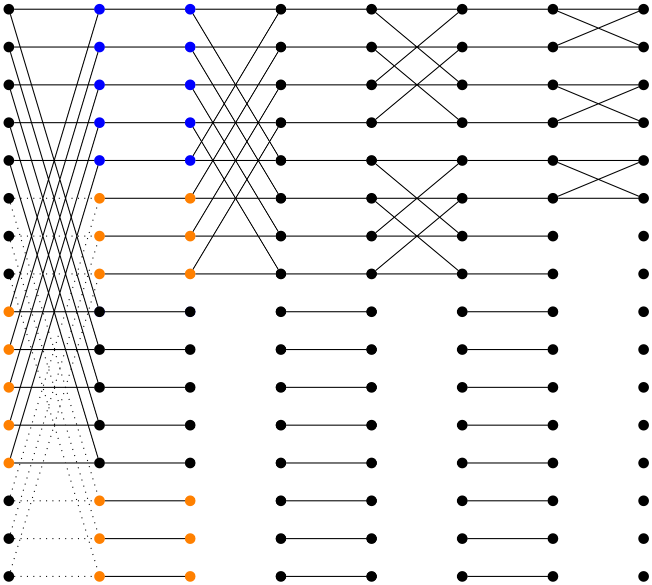

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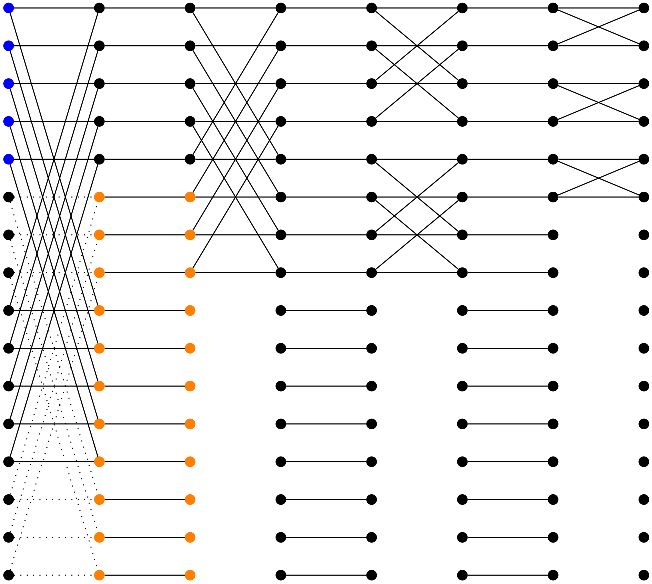

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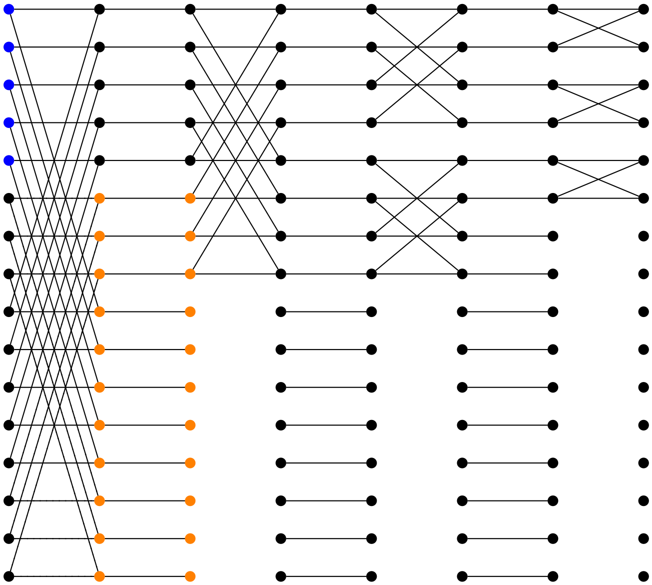


Complexity and timings

Evaluation or interpolation in $3/2n \log n$ for **all degrees** n

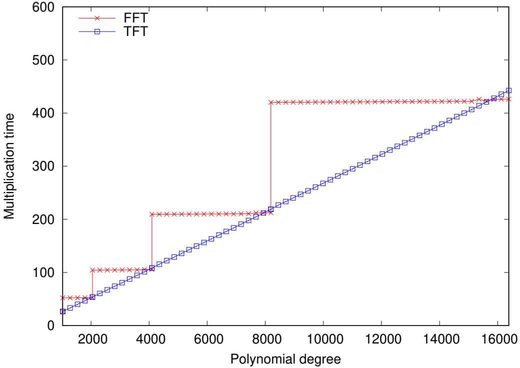
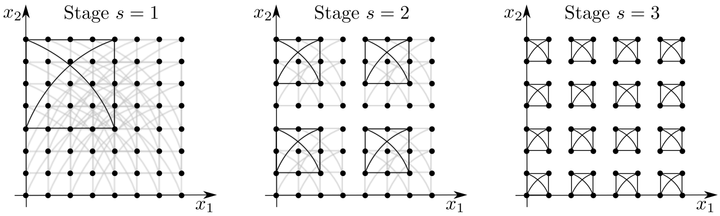


Figure 2: Fast Fourier Transform vs Truncated FFT timings

Link with team research

- Implementation of polynomial matrix multiplication in LinBox
- FFT for lattice and symmetric polynomials [Hoeven, L., Schost ’14]



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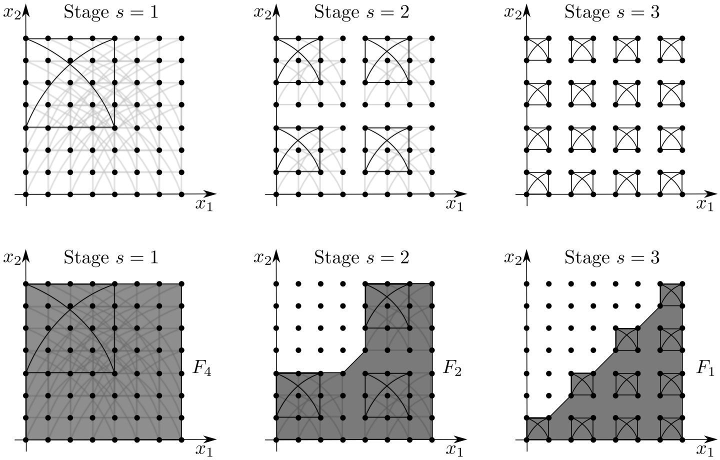

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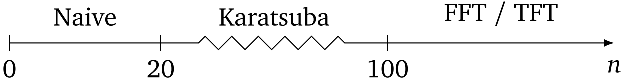

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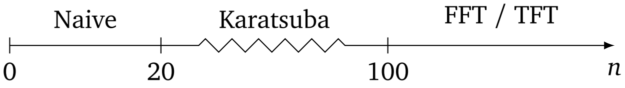

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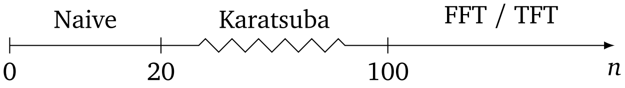

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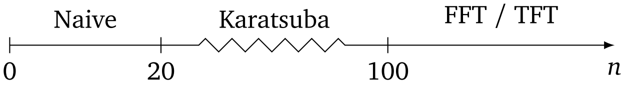

  - Will [HHL '17] become practical in the future ?
  - Technical aspects not discussed: SIMD, cache, ...
- Thank you for your attention !

Different Fourier transforms

Classical Fourier transform

- Decomposition in the frequency domain
- Integral formula:

$$\hat{f}(\xi) = \int f(x) e^{-2i\pi x\xi} dx$$

- Multiplicativity: $\hat{h}(\xi) = \hat{f}(\xi) \cdot \hat{g}(\xi)$ when $h = \mathrm{Convolution}(f, g)$

Discrete Fourier transform

- Discrete formula:

$$\hat{f}_k = \sum_n f_n e^{-\frac{2i\pi}{N} nk}$$

- Link with evaluation: $\hat{p}_k = P(e^{-\frac{2i\pi}{N} k})$ where $P(x) = \sum_n p_n x^n$
- Multiplicativity: Let $c(x) = a(x) \cdot b(x)$ then $\hat{c}_k = \hat{a}_k \cdot \hat{b}_k$