

12 March 2025

Linear Systems

Plan

- * Finish FFT
- * Announcements
- * Linear Systems

p, q in
Coefficient Rep.

Evaluation

$\hat{p}, \hat{q}$ in
Point-Value Rep

How quickly can we
convert from

COEFFICIENT REPR.



POINT-VALUE REPR. ?

Evaluation Problem

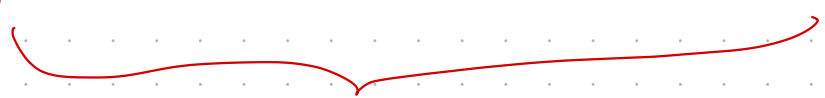
Given. degree- n polynomial P
in coefficient representation

$$P = P_n, P_{n-1}, \dots, P_1, P_0 \quad \text{s.t.} \quad p(x) = \sum_{i=0}^n P_i \cdot x^i$$

Return. degree- n polynomial $\hat{P}$
in point-value (PV) representation

That is:

canonical set of points $x_0, x_1, \dots, x_{n-1}, x_n$

with evaluations $p(x_0), p(x_1), \dots, p(x_{n-1}), p(x_n)$

 $\hat{P}$

Idea. Divide & Recurse Based on degree

$$p(x) = 5x^7 + x^6 - 3x^5 + 4x^4 - x^3 + 2x^2 + x - 1$$

$$p_{\text{even}}(x) = x^3 + 4x^2 + 2x - 1$$

$$p_{\text{odd}}(x) = 5x^3 - 3x^2 - x + 1$$

$$p(x) = p_{\text{even}}(x^2) + x \cdot p_{\text{odd}}(x^2)$$

$$x^2 = 1 \Rightarrow x = \begin{cases} \sqrt{1} \\ -\sqrt{1} \end{cases}$$

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$$p(x) = 5x^7 + x^6 - 3x^5 + 4x^4 - x^3 + 2x^2 + x - 1$$

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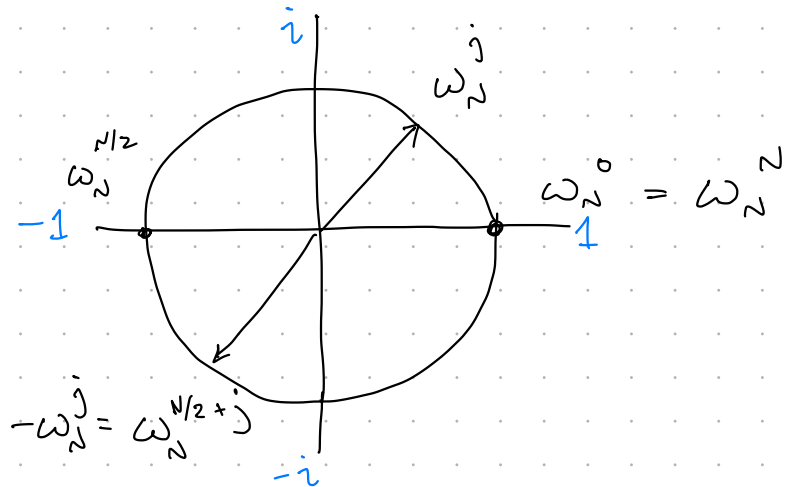
$$p(x) = p_{\text{even}}(x^2) + x \cdot p_{\text{odd}}(x^2)$$

$$x^2 = 1 \Rightarrow x = \begin{cases} \sqrt{1} \\ -\sqrt{1} \end{cases}$$

$$x^4 = 1 \Rightarrow x^2 = \begin{cases} \sqrt{1} \\ -\sqrt{1} \end{cases}$$

$$\Rightarrow x = \begin{cases} \sqrt{\sqrt{1}} = 1 \\ -\sqrt{\sqrt{1}} = -1 \\ \sqrt{-\sqrt{1}} = i \\ -\sqrt{-\sqrt{1}} = -i \end{cases} \dots \rightarrow$$

Evaluate on "Roots of Unity"



$\omega_N \equiv N^{\text{th}}$ root of unity

Complex Number s.t. $\omega_N^N = 1$

$$\overrightarrow{\omega_N} = \omega_N^0 \omega_N^1 \omega_N^2 \dots \omega_N^{n-2} \omega_N^{n-1} \omega_N^n$$

Key properties.

$$(1) \quad \omega_N^{N/2} = -1 \implies (\omega_N^j)^2 = (\omega_N^{j+N/2})^2$$

$\implies 1$ recursive call, 2 evaluations!

$$(2) \quad \omega_N^2 \equiv (N/2)^{\text{th}} \text{ root of unity}$$

$\implies$ Root of unity structure preserved during Recursion

FFT : Algorithm for the Evaluation problem.

Given polynomial of degree n , P

Returns $\hat{P}$, evaluation at

N^{th} Roots of Unity

$$\vec{\omega}_N = \omega_N^0 \quad \omega_N^1 \quad \dots \quad \omega_N^{N-1}$$

for $N = 2^d > n$.

$$\text{FFT} \left(P = P_n P_{n-1} P_{n-2} \dots P_2 P_1 P_0, \omega_N \right)$$

Split P into

$$P_{\text{even}} = P_n P_{n-2} \dots P_2 P_0$$

$$P_{\text{odd}} = P_{n-1} P_{n-3} \dots P_3 P_1$$

// Coefficients of even & odd degree monomials

Goal:

$$P(x) = P_{\text{even}}(x^2) + x \cdot P_{\text{odd}}(x^2)$$

$$\text{FFT} (P = P_n P_{n-1} P_{n-2} \dots P_2 P_1 P_0, \omega_N)$$

Split P into

$$P_{\text{even}} = P_n P_{n-2} \dots P_2 P_0$$

// Coefficients of even & odd degree monomials

$$P_{\text{odd}} = P_{n-1} P_{n-3} \dots P_3 P_1$$

$$\hat{P}_{\text{even}} \leftarrow \text{FFT} (P_{\text{even}}, \omega_N^2)$$

$$\hat{P}_{\text{odd}} \leftarrow \text{FFT} (P_{\text{odd}}, \omega_N^2)$$

// Evaluate P_{even} and P_{odd} on $(N/2)^{\text{th}}$ roots

BY Key Property (2)

Goal:

$$P(x) = P_{\text{even}}(x^2) + x \cdot P_{\text{odd}}(x^2)$$

$$\text{FFT} (P = P_n P_{n-1} P_{n-2} \dots P_2 P_1 P_0, \omega_N)$$

Split P into

$$P_{\text{even}} = P_n P_{n-2} \dots P_2 P_0$$

// Coefficients of even & odd degree monomials

$$P_{\text{odd}} = P_{n-1} P_{n-3} \dots P_3 P_1$$

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// Evaluate P_{even} and P_{odd} on $(N/2)^{\text{th}}$ roots

For $j = 0, \dots, N$.

$$\hat{P}_j = \underbrace{\left(\hat{P}_{\text{even}} \right)_{j \bmod N/2}} + \omega_N^j \cdot \left(\hat{P}_{\text{odd}} \right)_{j \bmod N/2}$$

$$P_{\text{even}}(\omega_N^j)^2 = P_{\text{even}}(\omega_N^{j+N/2})^2$$

By Key Property (1)

$$\text{FFT} (P = P_n P_{n-1} P_{n-2} \dots P_2 P_1 P_0, \omega_N)$$

Split P into

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Return $\hat{P}$.

$$// p(x) = P_{\text{even}}(x^2) + x \cdot P_{\text{odd}}(x^2)$$

$$\text{where } (\omega_N^j)^2 = (\omega_N^{j+N/2})^2$$

For $N=2^d > n$

FFT $(P = P_n P_{n-1} P_{n-2} \dots P_2 P_1 P_0, \omega_N)$

if $|P| = 1$ Return $\hat{P}_0 = P_0$ // Base case, constant deg-0 polynomial

Split P into

$$P_{\text{even}} = P_n P_{n-2} \dots P_2 P_0$$

$$P_{\text{odd}} = P_{n-1} P_{n-3} \dots P_3 P_1$$

// Coefficients of even & odd degree monomials

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$$// p(x) = P_{\text{even}}(x^2) + x \cdot P_{\text{odd}}(x^2)$$

$$\text{where } (\omega_N^j)^2 = (\omega_N^{j+N/2})^2$$

Running Time ?

- * Each FFT makes 2 Recursive Calls,
- * Each of size $N/2$
- * Linear post-processing operations

$$T(N) \leq 2 \cdot T(N/2) + c \cdot N \quad \text{operations}$$

choose $N = \Theta(n)$

$$\Rightarrow O(n \log n) \quad \text{basic operations}$$

Announcements

- * HW 4 due
- * HW 3 grades available
- * HW 5 released after class
- * Prelim #2 Conflict Survey Available on Ed

Systems of Equations

Common Problem: Many desiderata

↳ Encode each constraint as an equation

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Goal. Find a setting of variables
s.t. ALL equations are satisfied simultaneously

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4820 Question.

- * Can we determine whether a system of eqns is satisfiable? Efficiently?
- * How does the "type" of eqn change the hardness of the problem?

Toy Example. Sound Design

$\langle 1 \rangle$

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n speakers $\langle 1 \rangle$

n seats in the audience

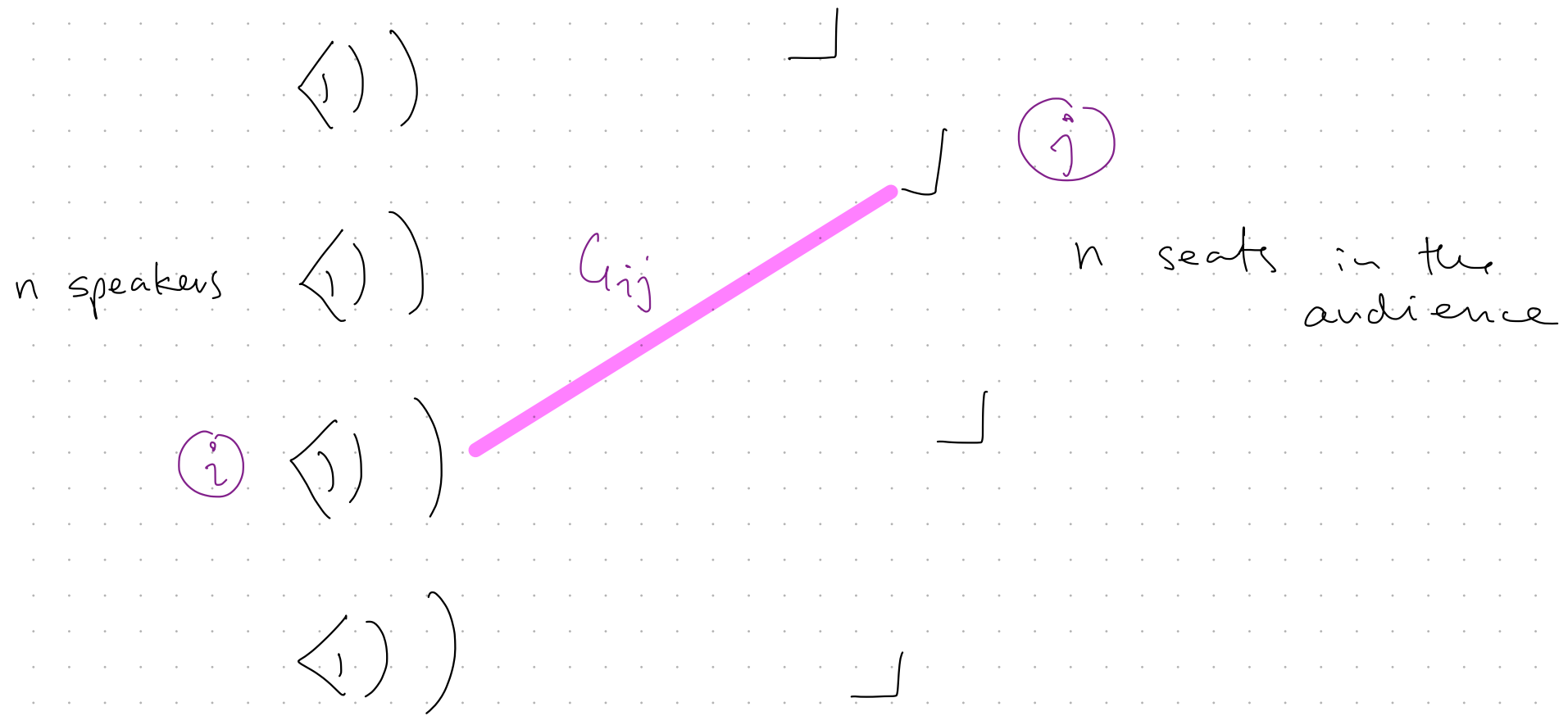
$\langle 1 \rangle$

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$\langle 1 \rangle$

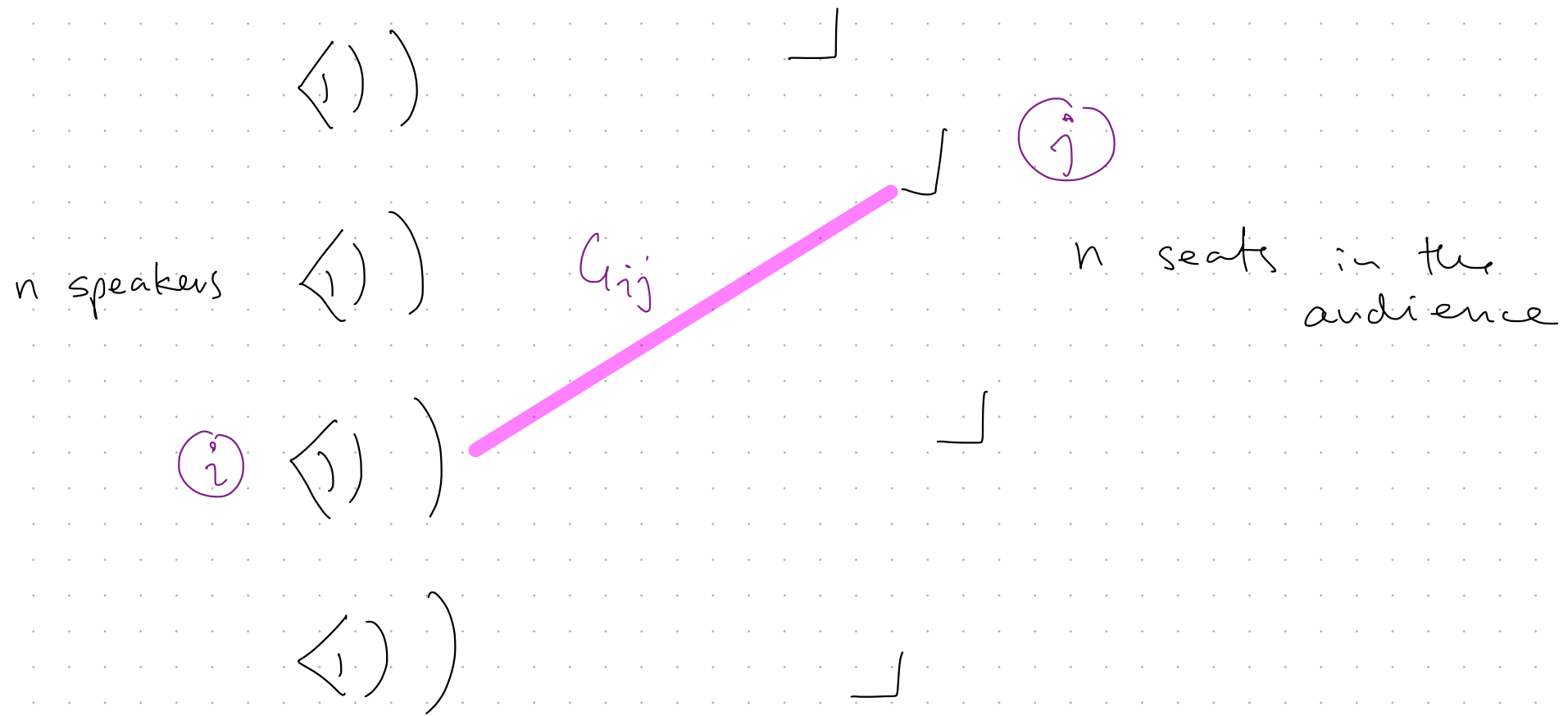
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Toy Example. Sound Design



Gain G_{ji} : amplification from speaker i to seat j

Toy Example. Sound Design



Gain G_{ji} : amplification from speaker i to seat j

Goal. Personalized volumes

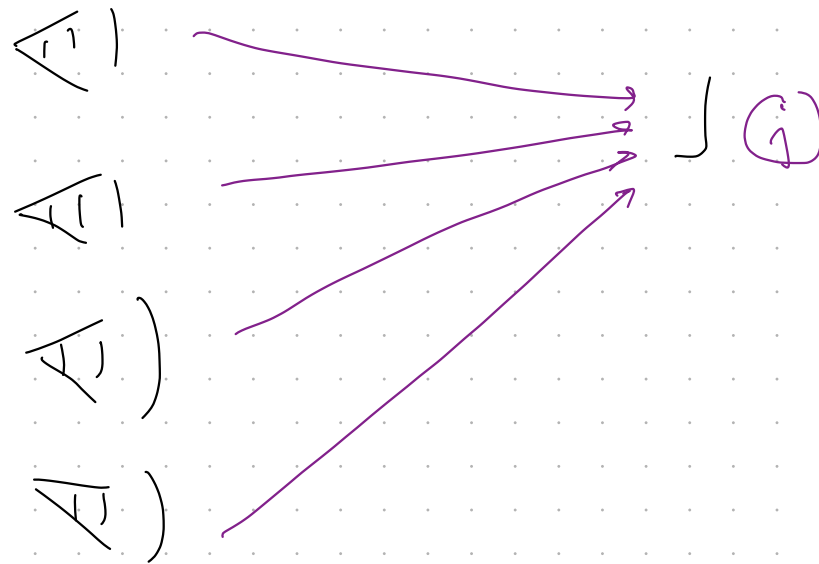
↳ Each audience member sets desired volume

Q: Can we achieve volumes?

l_i = level out of speaker i

S_j = Volume at seat j

Does there exist a setting of levels $l_1 \dots l_n$ such that for all seats, the volume equals S_j ?



volume at seat j
given by sum
of levels at
speakers, weighted
by gain

l_i = level out of speaker i

S_j = Volume at seat j

Does there exist a setting of levels $l_1 \dots l_n$ such that for all seats, the volume equals S_j ?

System of Linear Equations!

$$\text{For all } j=1 \dots n \quad S_j = \sum_{i=1}^n G_{ji} \cdot l_i$$

Solving Linear Systems

$$A x \stackrel{?}{=} b$$

Solving Linear Systems

$$A x = b$$

$$\begin{bmatrix} A & | & b \end{bmatrix}$$

Gaussian
Elimination

Row-Echelon Form

$$\begin{bmatrix} 1 & & & A' & | & b' \\ & 1 & & & & \\ & & 1 & & & \\ 0 & & & 1 & & \\ & & & & 1 & \end{bmatrix}$$

Substitution

$$x = b''$$

Gaussian Elimination (A, b)

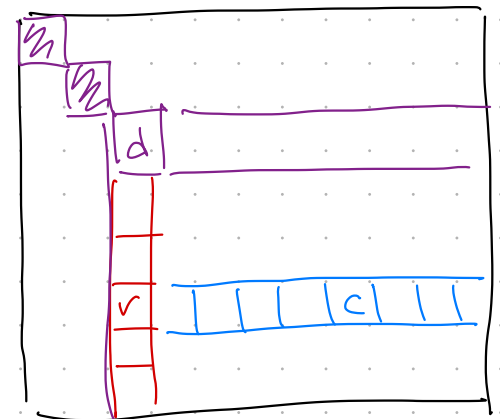
For each diagonal $d = 1, \dots, n$.

$p \leftarrow$ Find row s.t. $A_{pd} \neq 0$. If no such row
Return $\perp$.

Swap rows A_p and A_d ;

& scale s.t. $A_{dd} = 1$.

Return A, b



Gaussian Elimination (A, b)

For each diagonal $d = 1, \dots, n$.

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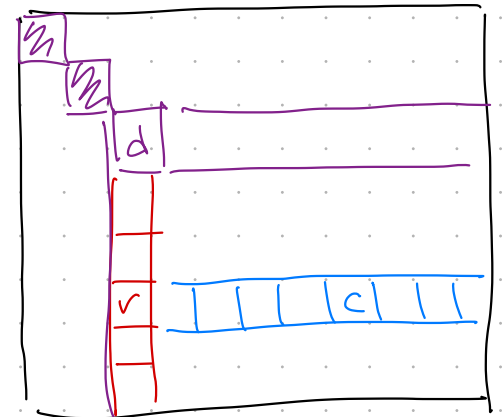
Swap rows A_p and A_d ;

& scale s.t. $A_{dd} = 1$.

For each row $r = d+1, \dots, n$.

Zero out entries below A_{dd}

Return A, b



Gaussian Elimination (A, b)

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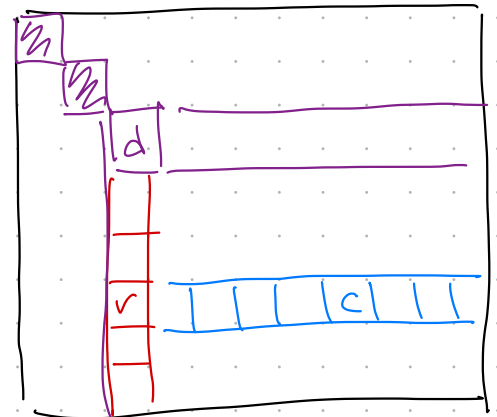
$s \leftarrow A_{rd}$

For each column $c = d+1, \dots, n$.

$A_{rc} \leftarrow A_{rc} - s \cdot A_{dc}$

$b_r \leftarrow b_r - s \cdot b_d$

Return A, b



Gaussian Elimination (A, b)

$$O(n) \cdot O(n) \cdot O(n)$$

For each diagonal $d = 1, \dots, n$.

$p \leftarrow$ Find row s.t. $A_{pd} \neq 0$. If no such row
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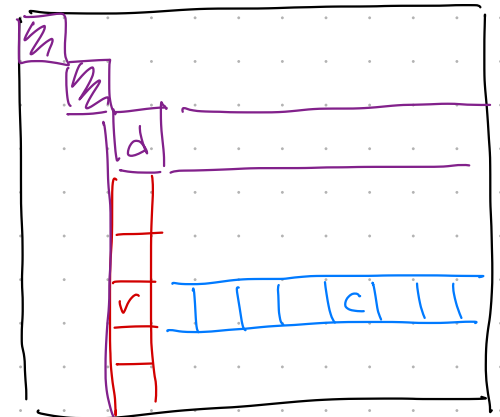
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Return A, b



Theorem Gaussian Elimination solves Linear Systems
using $O(n^3)$ operations.

Many Problems Reduce to Linear System Solving!

Theorem Gaussian Elimination solves Linear Systems
using $O(n^3)$ operations.

Note. For "real-valued" computation, need to worry
about precision.

↳ Least-Squares / Numerical Stability

Theorem Gaussian Elimination solves Linear Systems using $O(n^3)$ operations.

Fact. Gaussian Elimination can solve Linear Systems over

the integers mod p for prime p .

Ex. XOR equations

$$x \oplus y = (x + y) \bmod 2$$

x	y	$x \oplus y$	$x + y \bmod 2$
0	0	0	$0 \bmod 2 = 0$
1	0	1	$1 \bmod 2 = 1$
0	1	1	$1 \bmod 2 = 1$
1	1	0	$2 \bmod 2 = 0$

Ex. XOR equations

$$x_1 \oplus x_2 \oplus x_7 \oplus x_8 = 0$$

$$x_5 \oplus x_6 \oplus x_3 = 1$$

$$x_1 \oplus x_2 = 0$$

Ex. XOR equations

$$1 \oplus x_1 \oplus x_2 \oplus x_7 \oplus x_8 = \cancel{0} \quad 1$$

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$$1 \oplus x_1 \oplus x_2 = \cancel{0} \ 1$$

$\Updownarrow$ $\forall$ equations, XOR is 1.

$$(x_1 \oplus x_2 \oplus x_7 \oplus x_8 \oplus 1) \wedge (x_5 \oplus x_6 \oplus x_3) \wedge (x_1 \oplus x_2 \oplus 1) \equiv 1$$

Ex. XOR equations

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$$(x_1 \oplus x_2 \oplus x_7 \oplus x_8 \oplus 1) \wedge (x_5 \oplus x_6 \oplus x_3) \wedge (x_1 \oplus x_2 \oplus 1) = 1$$

Corollary.

There exists a polynomial-time algorithm
for determining whether a system of
XOR equations is satisfiable.

$\hookrightarrow \forall$ eqns, XOR is 1.

What about OR Equations?

$$x_1 \vee x_2 \vee x_5 = 1$$

$$x_3 \vee x_7 \vee \neg x_8 = 1$$

$$x_1 \vee \neg x_2 \vee x_6 = 1$$

$$(x_1 \vee x_2 \vee x_5) \wedge (x_3 \vee x_7 \vee \neg x_8) \wedge (x_1 \vee \neg x_2 \vee x_6)$$

Does there exist an efficient algorithm
to determine if a system of OR-equns
is satisfiable?