

# 15-251

## Great Theoretical Ideas in Computer Science

## Polynomials, Lagrange, and Error-correction

Lecture 23 (November 10, 2009)

$$P(X) = \text{[character]} X^3 + \text{[character]} X^2 + \text{[character]} X^1 + \text{[character]}$$

### Recall: Fields

Definition:

A field  $F$  is a set together with two binary operations  $+$  and  $\times$ , satisfying the following properties:

1.  $(F, +)$  is a commutative group
2.  $(F - \{0\}, \times)$  is a commutative group
3. The distributive law holds in  $F$ :  
 $(a + b) \times c = (a \times c) + (b \times c)$

### Recall: Polynomials in one variable over the reals

$$P(x) = 3x^2 + 7x - 2$$

$$Q(x) = x^{123} - \frac{1}{2}x^{25} + 19x^3 - 1$$

$$R(y) = 2y + \sqrt{2}$$

$$S(z) = z^2 - z - 1$$

$$T(x) = 0$$

$$W(x) = \pi$$

### Representing a polynomial

A degree- $d$  polynomial is represented by its  $(d+1)$  coefficients:

$$P(x) = c_d x^d + c_{d-1} x^{d-1} + \dots + c_1 x^1 + c_0$$

The  $d+1$  numbers  $c_d, c_{d-1}, \dots, c_0$  are coefficients.

E.g.  $P(x) = 3x^4 - 7x^2 + 12x - 19$

Degree( $P$ ) ?

Coefficients ?

### Are we working over the reals?

We could work over any field  
(set with addition, multiplication, division defined.)

E.g., we could work with the rationals, or the reals.

Or with  $(\mathbb{Z}_p, +, \times)$ , the integers mod prime  $p$ .

In this lecture, we will work with  $\mathbb{Z}_p$

### the field $(\mathbb{Z}_p, +_p, *_p)$

$(\mathbb{Z}_p = \{0, 1, 2, \dots, p-1\}, +)$   
is a commutative group

$(\mathbb{Z}_p^* = \{1, 2, 3, \dots, p-1\} = \mathbb{Z}_p \setminus \{0\}, *)$   
is also a commutative group

$(\mathbb{Z}_p, +_p, *_p)$   
is a field

Addition distributes over multiplication.

Let  $\mathbb{Z}_p[x]$  denote the set of polynomials with  
variable  $x$  and coefficients from  $\mathbb{Z}_p$

$\mathbb{R}[x]$

### Multiplying Polynomials

(say from  $\mathbb{Z}_{11}[x]$ )

$$(x^2 + 2x - 1)(3x^3 + 7x)$$

$$= x^2(3x^3 + 7x) + 2x(3x^3 + 7x) - (3x^3 + 7x)$$

$$= 3x^5 + 6x^4 + 4x^3 + 14x^2 - 7x$$

$$= 3x^5 + 6x^4 + 4x^3 + 3x^2 + 4x$$

### Adding, Multiplying Polynomials

Let  $P(x), Q(x)$  be two polynomials.

The sum  $P(x) + Q(x)$  is also a polynomial.  *$P, Q$  degree  $\Rightarrow P+Q$  degree*  
(i.e., polynomials are "closed under addition")

Their product  $P(x)Q(x)$  is also a polynomial.  
(“closed under multiplication”)  *$P \times Q$  degree  $\leq d_1 + d_2$*

$P(x)/Q(x)$  is not necessarily a polynomial.

### $\mathbb{Z}_p[x]$ is a commutative ring with identity

Let  $P(x), Q(x)$  be two polynomials.

The sum  $P(x) + Q(x)$  is also a polynomial.

(i.e., polynomials are “closed under addition”)

Addition is associative

0 (the “zero” polynomial) is the additive identity

$-P(x)$  is the additive inverse of  $P(x)$

Also, addition is commutative

$(\mathbb{Z}_p[x], +)$  is a commutative group

### $\mathbb{Z}_p[x]$ is a commutative ring with identity

Let  $P(x), Q(x)$  be two polynomials.

The sum  $P(x) * Q(x)$  is also a polynomial.

(i.e., polynomials are “closed under multiplication”)

Multiplication is associative

1 (the “unit” polynomial) is the multiplicative identity

Multiplication is commutative

Finally, addition distributes over multiplication

$(\mathbb{Z}_p[x], +, *)$  is a commutative ring with identity  
(mult. inverses may not exist)

### Evaluating a polynomial

Suppose:

$$P(x) = c_d x^d + c_{d-1} x^{d-1} + \dots + c_1 x^1 + c_0$$

$$\text{E.g. } P(x) = 3x^4 - 7x^2 + 12x - 19$$

$$P(5) = 3 \times 5^4 - 7 \times 5^2 + 12 \times 5 - 19$$

$$P(-1) = 3 \times (-1)^4 - 7 \times (-1)^2 + 12 \times (-1) - 19$$

$$P(0) = -19$$

## The roots of a polynomial

Suppose:

$$P(x) = c_d x^d + c_{d-1} x^{d-1} + \dots + c_1 x^1 + c_0$$

Definition:  $r$  is a "root" of  $P(x)$  if  $P(r) = 0$

|                                 |                       |
|---------------------------------|-----------------------|
| E.g., $P(x) = 3x + 7$           | root = $-(7/3)$ .     |
| $P(x) = x^2 - 2x + 1$           | roots = 1, 1          |
| $P(x) = 3x^3 - 10x^2 + 10x - 2$ | roots = $1/3, 1, 2$ . |
| $P(x) = 1$                      | no roots              |
| $P(x) = 0$                      | roots everywhere      |

## Linear Polynomials

$$P(x) = ax + b$$

$$\text{One root: } P(x) = ax + b = 0 \quad \Rightarrow x = -b/a$$

$$\text{E.g., } P(x) = 7x - 9 \quad \text{in } \mathbb{Z}_{11}[x]$$

$$\text{root} = (-(-9)/7) = 9 \cdot 7^{-1}$$

$$= 9 \cdot 8 = 72$$

$$= 6 \pmod{11}.$$

$$\text{Check: } P(6) = 7 \cdot 6 - 9 = 42 - 9 = 33 = 0 \pmod{11}$$

## The Single Most Important Theorem About Low-degree Polynomials

**A non-zero degree- $d$  polynomial  $P(x)$  has at most  $d$  roots.**

This fact has many applications...

## An application: Theorem

Given pairs  $(a_1, b_1), \dots, (a_{d+1}, b_{d+1})$  of values there is at most one degree- $d$  polynomial  $P(x)$  such that:  
 $P(a_k) = b_k$  for all  $k$

$$P(1) = 1$$

$$P(2) = 1$$

$$P(5) = 3$$

when we say "degree- $d$ ", we mean degree at most  $d$ .

we'll always assume  $a_i \neq a_k$  for  $i \neq k$

## An application: Theorem

Given pairs  $(a_1, b_1), \dots, (a_{d+1}, b_{d+1})$  of values there is at most one degree- $d$  polynomial  $P(x)$  such that:  
 $P(a_k) = b_k$  for all  $k$

## Let's prove the contrapositive

Assume  $P(x)$  and  $Q(x)$  have degree at most  $d$

Suppose  $a_1, a_2, \dots, a_{d+1}$  are  $d+1$  points such that  $P(a_k) = Q(a_k)$  for all  $k = 1, 2, \dots, d+1$

Then  $P(x) = Q(x)$  for all values of  $x$  *we claim*

Proof: Define  $R(x) = P(x) - Q(x)$

$R(x)$  has degree (at most)  $d$

$R(x)$  has  $d+1$  roots, so it must be the zero polynomial □

### Theorem:

Given pairs  $(a_1, b_1), \dots, (a_{d+1}, b_{d+1})$  of values  
there is at most one  
degree-d polynomial  $P(x)$   
such that:  
 $P(a_k) = b_k$  for all  $k$

do there exist  $d+1$  pairs  
for which there are  
no such polynomials??

### Revised Theorem:

Given pairs  $(a_1, b_1), \dots, (a_{d+1}, b_{d+1})$  of values  
there is exactly one  
degree-d polynomial  $P(x)$   
such that:  
 $P(a_k) = b_k$  for all  $k$

*free  
of mult d*



The algorithm to construct  $P(x)$   
is called Lagrange Interpolation

### Two different representations

$P(x) = c_d x^d + c_{d-1} x^{d-1} + \dots + c_1 x^1 + c_0$   
can be represented either by

a) its  $d+1$  coefficients

$c_d, c_{d-1}, \dots, c_2, c_1, c_0$

b) Its value at any  $d+1$  points

$P(a_1), P(a_2), \dots, P(a_d), P(a_{d+1})$

(e.g.,  $P(1), P(2), \dots, P(d+1)$ .)

### Converting Between The Two Representations

Coefficients to Evaluation:

Evaluate  $P(x)$  at  $d+1$  points

Evaluation to Coefficients:

Use Lagrange Interpolation

### Now for some Lagrange Interpolation

Given pairs  $(a_1, b_1), \dots, (a_{d+1}, b_{d+1})$  of values  
there is exactly one  
degree-d polynomial  $P(x)$   
such that:  
 $P(a_k) = b_k$  for all  $k$

### Special case

Can we get a polynomial  $h$  such that

$$h(a_1) = 1$$

$$h(a_2) = 0$$

$$h(a_3) = 0$$

...

$$h(a_{d+1}) = 0$$

### construction by example

want a quadratic  $h$  with  $h(3) = 1$ ,  $h(1)=0$ ,  $h(6)=0$   
(say, in  $\mathbb{Z}_{11}[x]$ )

Let's first get the roots in place:

$$h(x) = (x-1)(x-6)$$

Are we done? No! We wanted  $h(3) = 1$

$$\text{But } h(3) = (3-1)(3-6) = -6$$

So let's fix that!

$$\begin{aligned} h(x) &= (-6)^{-1} (x-1)(x-6) \\ &= 9 (x-1)(x-6) \end{aligned}$$

$$9 * (-6) =_{11} 1$$

done!

### Special case

So once we have degree- $d$  poly  $h_1(x)$ :

$$h_1(a_1) = 1$$

$$h_1(a_t) = 0 \text{ for all } t = 2, \dots, d+1$$

"switch" polynomial #1

### Special case

So once we have degree- $d$  poly  $h_1(x)$ :

$$h_1(a_1) = 1$$

$$h_1(a_t) = 0 \text{ for all } t = 2, \dots, d+1$$

Then we can get degree- $d$  poly  $H_1(x)$ :

$$H_1(a_1) = b_1$$

$$H_1(a_t) = 0 \text{ for all } t = 2, \dots, d+1$$

$$\text{Just set } H_1(x) = b_1 * h_1(x)$$

### Special case

So once we have degree- $d$  poly  $h_1(x)$ :

$$h_1(a_1) = 1$$

$$h_1(a_t) = 0 \text{ for all } t = 2, \dots, d+1$$

Using same idea, get degree- $d$  poly  $H_k(x)$ :

$$H_k(a_k) = b_k$$

$$H_k(a_t) = 0 \text{ for all } t \neq k$$

$$\text{Finally, } P(x) = \sum_k H_k(x)$$

formally, the constructions

### $k$ -th "Switch" polynomial

$$g_k(x) = (x-a_1)(x-a_2)\dots(x-a_{k-1})(x-a_{k+1})\dots(x-a_{d+1})$$

Degree of  $g_k(x)$  is:  $d$

$g_k(x)$  has  $d$  roots:  $a_1, \dots, a_{k-1}, a_{k+1}, \dots, a_{d+1}$

$$g_k(a_k) = (a_k - a_1)(a_k - a_2)\dots(a_k - a_{k-1})(a_k - a_{k+1})\dots(a_k - a_{d+1})$$

For all  $i \neq k$ ,  $g_k(a_i) = 0$

### k-th "Switch" polynomial

$$g_k(x) = (x-a_1)(x-a_2)\dots(x-a_{k-1})(x-a_{k+1})\dots(x-a_{d+1})$$

$$h_k(x) = \frac{(x-a_1)(x-a_2)\dots(x-a_{k-1})(x-a_{k+1})\dots(x-a_{d+1})}{(a_k-a_1)(a_k-a_2)\dots(a_k-a_{k-1})(a_k-a_{k+1})\dots(a_k-a_{d+1})}$$

$$h_k(a_k) = 1$$

$$\text{For all } i \neq k, h_k(a_i) = 0$$

### The Lagrange Polynomial

$$h_k(x) = \frac{(x-a_1)(x-a_2)\dots(x-a_{k-1})(x-a_{k+1})\dots(x-a_{d+1})}{(a_k-a_1)(a_k-a_2)\dots(a_k-a_{k-1})(a_k-a_{k+1})\dots(a_k-a_{d+1})}$$

$$P(x) = b_1 h_1(x) + b_2 h_2(x) + \dots + b_{d+1} h_{d+1}(x)$$

$P(x)$  is the unique polynomial of degree  $d$  such that  $P(a_1) = b_1, P(a_2) = b_2, \dots, P(a_{d+1}) = b_{d+1}$

### Example

Input: (5,1), (6,2), (7,9)      Want quadratic in  $\mathbb{Z}_{11}[x]$

Switch polynomials:

$$h_1(x) = (x-6)(x-7)/(5-6)(5-7) = \frac{1}{2} (x-6)(x-7)$$

$$h_2(x) = (x-5)(x-7)/(6-5)(6-7) = - (x-5)(x-7)$$

$$h_3(x) = (x-5)(x-6)/(7-5)(7-6) = \frac{1}{2} (x-5)(x-6)$$

$$\begin{aligned} P(x) &= 1 \times h_1(x) + 2 \times h_2(x) + 9 \times h_3(x) \\ &= (3x^2 - 32x + 86) \\ &= (3x^2 + x + 9) \text{ in } \mathbb{Z}_{11}[x] \end{aligned}$$

the Chinese Remainder Theorem  
uses very similar ideas in  
its proof

### Revised Theorem:

Given pairs  $(a_1, b_1), \dots, (a_{d+1}, b_{d+1})$  of values  
there is exactly one  
degree- $d$  polynomial  $P(x)$   
such that:  
 $P(a_k) = b_k$  for all  $k$



The algorithm to construct  $P(x)$   
is called Lagrange Interpolation

An Application:

Error Correcting Codes

## Error Correcting Codes

Messages as sequences of numbers in  $\mathbb{Z}_{29}$ :

HELLO                      8 5 12 12 15

I want to send a sequence of  $d+1$  numbers

Suppose your mailer may corrupt any  $k$  among all the numbers I send.

How should I send the numbers to you?

## In Particular

Suppose I just send over the numbers

8 5 12 12 15                      say  $k=2$  errors  
and you get  
8 9 0 12 15

How do you correct errors?

How do you even detect errors?

## A Simpler Case: Erasures

Suppose I just send over the numbers

8 5 12 12 15                      say  $k=2$  erasures  
and you get  
8 \* \* 12 15                      H \* + L O

(Numbers are either correct or changed to \*)

What can you do to correct errors?

## A Simple Solution

Repetition: repeat each number  $k+1$  times

8 8 8 5 5 5 12 12 12 12 12 12 15 15 15

At least one copy of each number will reach

8 8 8 5 \* \* 12 12 12 12 12 12 15 15 15

For arbitrary corruptions, repeat  $2k+1$  times  
and take majority

## Very wasteful!

To send  $d+1$  numbers with erasures, we sent

$k = \frac{d}{100}$                        $(d+1)(k+1)$  numbers                       $\approx d+1\left(\frac{d}{100}+1\right)$   
Can we do better?                       $= \theta\left(\frac{d^2}{100}\right)$

Note that to send 1 number with  $k$  erasures  
we need to send  $k+1$  numbers.

## Think polynomials...

Encoding messages as polynomials:

HELLO                      8 5 12 12 15

$8x^4 + 5x^3 + 12x^2 + 12x + 15 \in \mathbb{Z}_{29}[x]$

I want to send you a polynomial  $P(x)$  of  
degree  $d$ .



### But we can at least detect errors!

Evaluate  $P(x)$  at  $d+1+k$  points

Send  $P(0), P(1), P(2), \dots, P(d+k)$

At least  $d+1$  of these values will be correct

Say  $P(0), P'(1), P(2), P(3), P'(4), \dots, P(d+k)$

Using these  $d+1$  correct values will give  $P(x)$

Using any of the incorrect values will give something else

### Quick way of detecting errors

Interpolate first  $d+1$  points to get  $Q(x)$

Check that all other received values are consistent with this polynomial  $Q(x)$

If all values consistent, no errors!

In that case, we know  $Q(x) = P(x)$

else there were errors...

### Number of numbers?

Naïve Repetition:

To send  $d+1$  numbers with error detection,  
sent  $(d+1)(k+1)$  numbers

Polynomial Coding:

To send  $d+1$  numbers with error detection,  
sent  $(d+k+1)$  numbers

### How about error correction?

requires more work

To send  $d+1$  numbers in such a way  
that we can correct up to  $k$  errors,  
need to send  $d+1+2k$  numbers.

### Similar encoding scheme

Evaluate degree- $d$   $P(x)$  at  $d+1+2k$  points

Send  $P(0), P(1), P(2), \dots, P(d+2k)$

At least  $d+1+k$  of these values will be correct

Say  $P(0), P(1), P(2), P(3), P(4), \dots, P(d+2k)$

How do we know which are correct?

how do we do this fast?

Theorem: A unique degree- $d$  polynomial  $R(x)$   
can agree with the received data on  
at least  $d+1+k$  points

Clearly, the original polynomial  $P(x)$   
agrees with data on  $d+1+k$  points  
(since at most  $k$  errors, total  $d+1+2k$  points)

And if two different degree- $d$  polynomials did so,  
they would have to agree with each other on  
 $d+1$  points, and hence be the same.

So any such  $R(x) = P(x)$

**Theorem: A unique degree- $d$  polynomial  $R(x)$  can agree with the received data on at least  $d+1+k$  points**

**Brute-force Algorithm:**

**Interpolate each subset of  $(d+1)$  points**

**Check if the resulting polynomial agrees with received data on  $d+1+k$  pts**

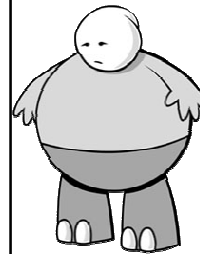
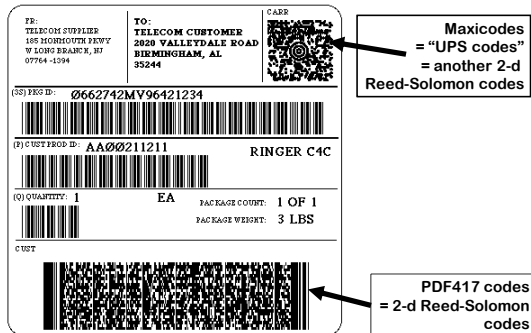
**Takes too much time...**

**A fast algorithm to decode was given by Berlekamp and Welch which solves a system of linear equations**

**Recent research has given very fast encoding and decoding algorithms**

**BTW, this coding scheme is called Reed-Solomon encoding**

**It's used in practice...**



**Polynomials**

**Fundamental Theorem of polys:**

**Degree- $d$  poly has at most  $d$  roots.**

**Two deg- $d$  polys agree on  $\leq d$  points.**

**Lagrange Interpolation:**

**Given  $d+1$  pairs  $(a_k, b_k)$ , can find unique poly  $P$  with  $P(a_k) = b_k$  for all these  $k$ .**

**Gives us value represent'n for polys.**

**Here's What  
You Need to  
Know...**

**Error Correction**

**Erasures codes**

**Detection and correction**