

2.3

Polynomial

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2.3

Polynomial

- $p(x) = a_0x^{e_0} + a_1x^{e_1} + \dots + a_nx^{e_n} = \sum a_ix^{e_i}$
- Each $a_ix^{e_i}$ is called a **term** with coefficient a_i
 - The **degree** of $p(x)$ is the largest exponent from among the non-zero terms.
 - Ex. $p(x) = x^5 + 4x^3 + 2x^2 + 1$
Has 4 terms with coefficients 1, 4, 2 and 1.
The degree of $p(x)$ is 5
- **Array representation**
 - Store (a_i, e_i) as $(array[n-i], i)$ pair and n is the degree

1	0	4	2	0	1
A[0]	A[1]	A[2]	A[3]	A[4]	A[5]

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Polynomial Operation

- If $a(x) = \sum a_ix^i$ and $b(x) = \sum b_ix^i$
- **Polynomial addition**
 - $a(x) + b(x) = \sum (a_i + b_i)x^i$
 - Ex. $a(x) = x^5 + 4x^3 + 2x^2 + 1$ (degree = 5)
 $b(x) = 3x^6 + 4x^3 + x$ (degree = 6)
 $a(x) + b(x) = 3x^6 + x^5 + 8x^3 + 2x^2 + x + 1$ (degree = 6)
- **Polynomial multiplication**
 - $a(x) \cdot b(x) = \sum (a_i x^i \cdot \sum (b_j x^j))$

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Polynomial :ADT

```

class Polynomial {
public:
    // Construct p(x) = 0
    Polynomial(void);
    // Destructor
    ~Polynomial(void);
    // Return the sum of *this and poly
    Polynomial Add(Polynomial poly);
    // Return multiplication of *this and poly
    Polynomial Mult(Polynomial poly);
    // Return the evaluation result
    float Eval(float x);
private:
    // Array representation
    ...
};
    
```

We will ignore destructor in the codes hereafter. It is programmer's responsibility to treat her memory well ☺

Polynomial: 1st Representation

```

// in class Polynomial
public: // for convenience...
    // degree ≤ MaxDegree
    int degree;
    // coefficient array
    float coef[MaxDegree+1];
        
```

Usage:

```

Polynomial a;
a.degree = n;
a.coef[i] = an-i
        
```

- Coefficients are stored in order of decreasing exponents
- Advantages:
 - Simple algorithm of operations
- Disadvantages:
 - Waste memory in a sparse polynomial

Polynomial: 2nd Representation

```

class Term {
    friend Polynomial;
    float coef;
    int exp;
};
        
```

```

// in class Polynomial
private:
    // array of nonzero terms
    Term* termArray;
    int capacity; // size of termArray
    int terms; // number of nonzero terms
        
```

- Store only nonzero terms.
- Each nonzero term holds an exponent and its corresponding coefficient.
- If polynomial is sparse, 2nd representation is better. If polynomial is full, 2nd one has double size of 1st.

2.3.2 Polynomial Addition: Code

```

Polynomial Polynomial::Add(Polynomial b)
{ // Return sum of polynomial *this and b
  Polynomial c;
  int aPos = 0, bPos = 0;
  while((aPos < terms) && (bPos < b.terms))
    if (termArray[aPos].exp == b.termArray[bPos].exp) {
      float t = termArray[aPos].coef + b.termArray[bPos].coef;
      if (t) c.NewTerm(t, termArray[aPos].exp);
      aPos++; bPos++;
    }
    else if (termArray[aPos].exp < b.termArray[bPos].exp) {
      c.NewTerm(b.termArray[bPos].coef, b.termArray[bPos].exp);
      bPos++;
    }
    else {
      c.NewTerm(termArray[aPos].coef, termArray[aPos].exp);
      aPos++;
    }
  // add in remaining terms of *this
  for (; aPos < terms; aPos++)
    c.NewTerm(termArray[aPos].coef, termArray[aPos].exp);
  // add in remaining terms of b
  for (; bPos < b.terms; bPos++)
    c.NewTerm(b.termArray[bPos].coef, b.termArray[bPos].exp);
  return c;
}
    
```

Example

$$a(x) = x^5 + 9x^4 + 7x^3 + 2x$$

$$b(x) = x^6 + 3x^5 + 6x + 3$$

$$c(x) = x^6 + (1+3)x^5 + 9x^4 + 7x^3 + (2+6)x + 3$$

$$= x^6 + 4x^5 + 9x^4 + 7x^3 + 8x + 3$$

Time Complexity of Analysis

- Inside the while loop: every statement takes $O(1)$ time
- How many times the “while loop” is executed in the **worst case** ?
 - Let $a(x)$ have m terms, and $b(x)$ have n terms.
 - In each iteration, we access **next element** in $a(x)$ or $b(x)$, or **both**.
 - Worst case: $m + n$.
e.g. It happens when
 $A(x) = 7x^5 + x^3 + x$; $B(x) = x^6 + 2x^4 + 6x^2 + 3$
 Access remaining terms in $A(x)$: $O(m)$
 Access remaining terms in $B(x)$: $O(n)$
- Hence, total run time = $O(m + n)$
