Complexity Theory

It turns out that the following program, when run using floating-point arithmetic that remains accurate to \( N \) decimal places, will compute and print the value of \( \pi \) correct to almost \( N \) places. The loop (which has as its main part a step which replaces the values in \( a \) and \( b \) by their arithmetic and geometric means, respectively) will be traversed about \( \log(N) \) times.

```plaintext
a := 1;
b := 1/sqrt(2);
u := 1/4;
x := 1;
pn := 4;
do { p := pn;
y := a; a := (a+b)/2; b := sqrt(y*b);
u := u-x*(a-y)*(a-y);
x := 2*x;
pn := a**2/u; } while (pn<p);
print(p);
```

You are provided with procedures that can compute Fourier Transforms and their inverses with a transform on \( k \) points (using floating-point arithmetic), taking time proportional to \( k \log k \). Explain how you could implement the high-precision arithmetic needed to make this program run fast. Do not discuss how the Fourier transform will be implemented — just how it is used, and assume that the floating-point accuracy achieved by the transform will be adequate for your purposes.

[14 marks]

Overall how long (as a function of \( N \)) would you expect the complete program to take to run? [6 marks]

You do not need to understand how or why this particular calculation arrives at a value for \( \pi \), or why the loop is executed only \( \log(N) \) times.