

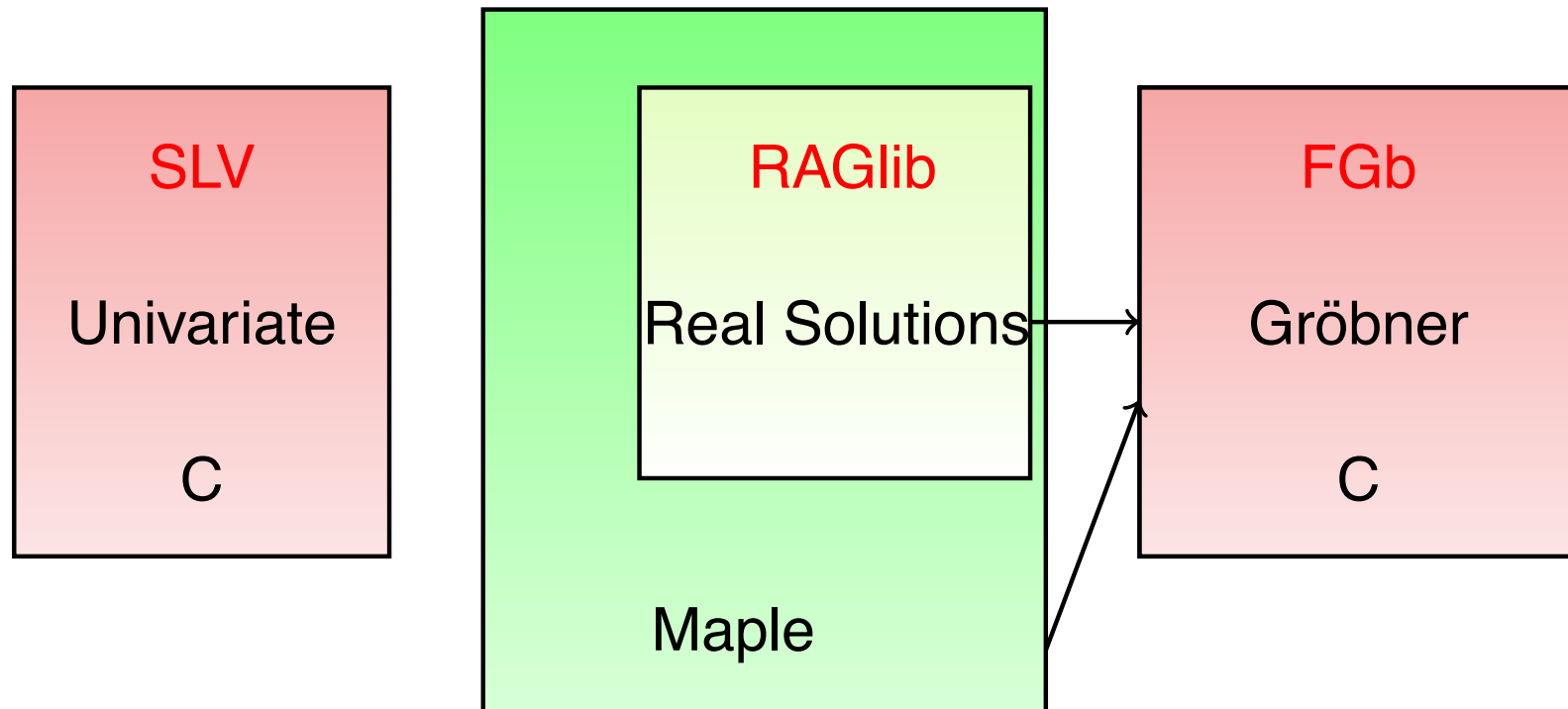
# SOFTWARE DEVELOPMENT @ POLSYS



# *Polynomial System Solving*

Solving efficiently polynomial system of equations is a **fundamental problem** in Computer Algebra with **many applications**.

- **Zero-Dimensional** Systems / Gröbner Bases: **FGb**
- **Positive** Dimension: **RAGLIB** solutions over the **reals**
- **SLV**: new C library for isolating and refining the **real roots** of univariate polynomials.



# Outline

- 1 FGb (Jean-Charles FAUGÈRE)
- 2 RAGlib (Mohab SAFEY EL DIN)
- 3 SLV

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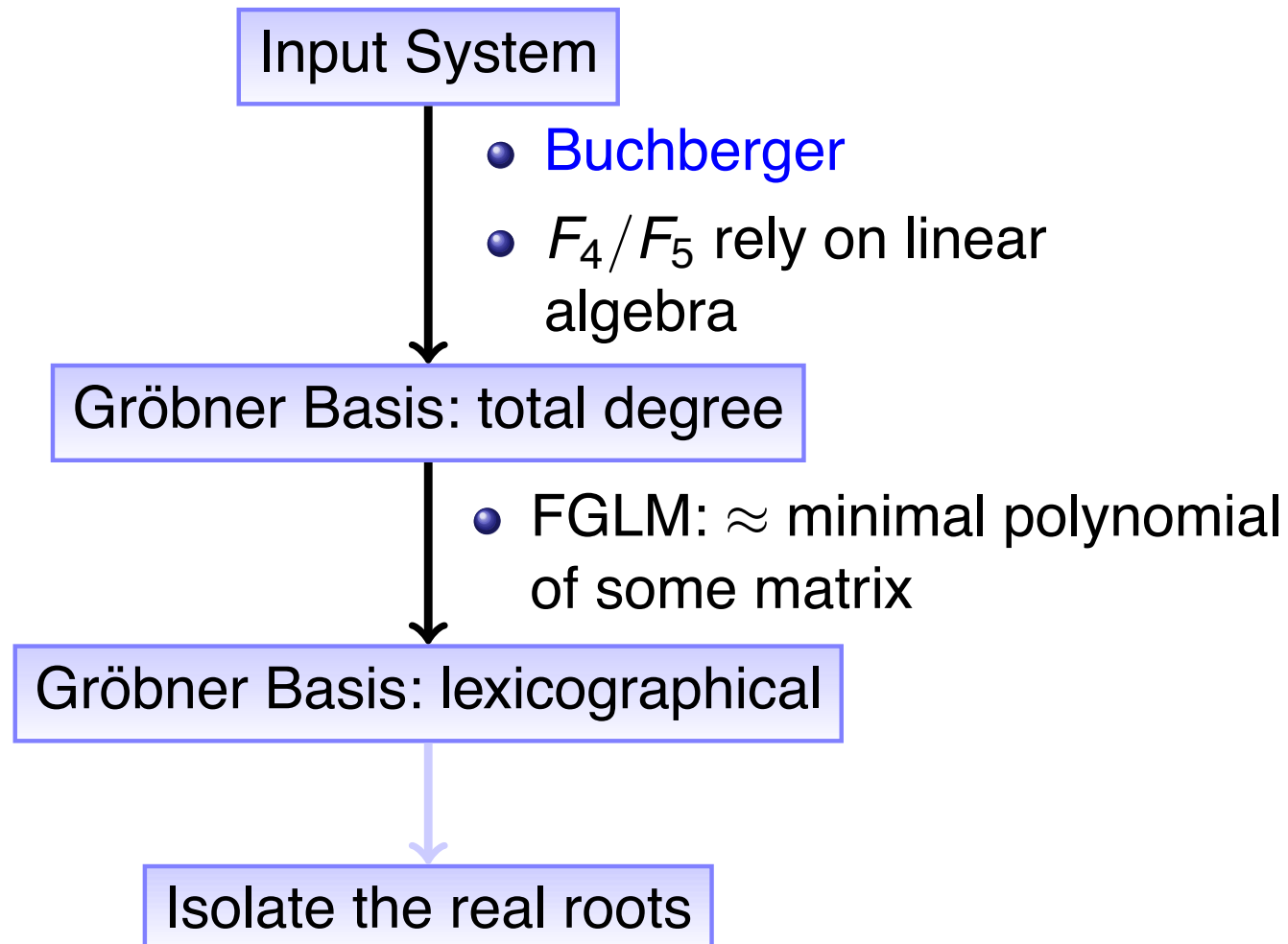
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## *FGb: Goal and architecture of the library*

Purpose of the FGb library :

- **efficient implementations of state-of-the-art algorithms** for computing Gröbner bases.  
Mandatory to demonstrate the *practical efficiency* of new algorithms.
- In conjunction with other software, the FGb library has been used in **various applications** (Robotics, Signal Theory, Biology, Computational Geometry, . . . ).  
Wide range of problems in **Cryptology** ( FGb was explicitly used to **break several cryptosystems** or to find **security** parameters).

# *Algorithms ...relying on linear algebra*

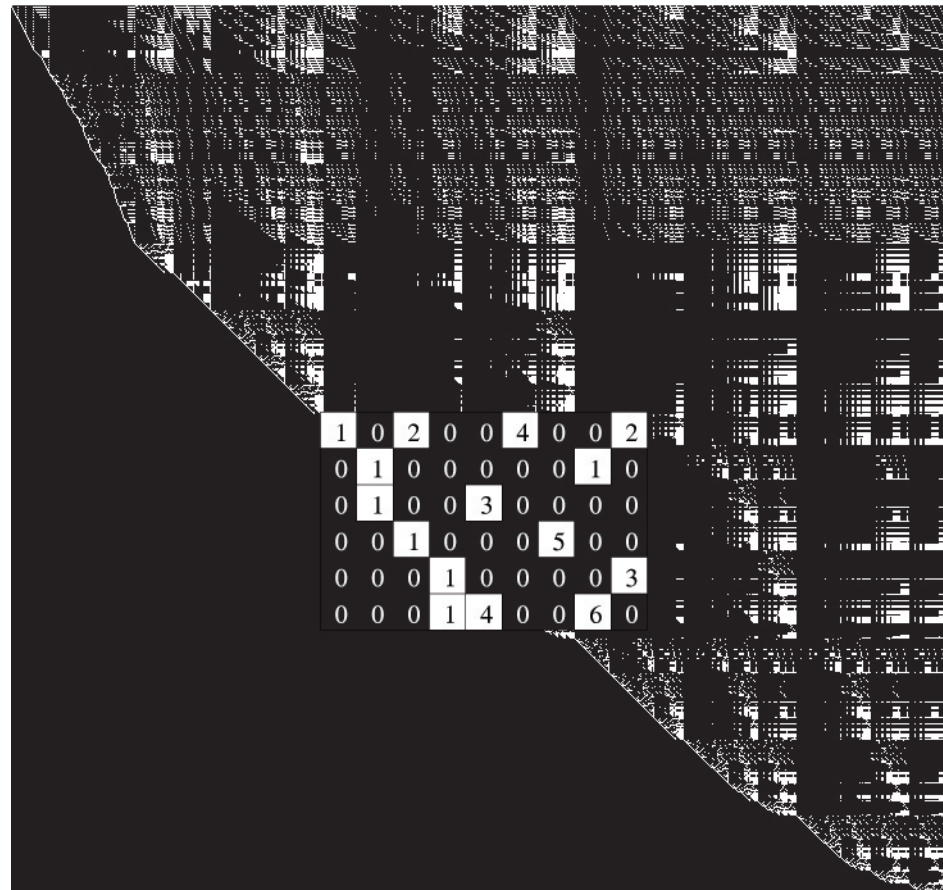


## *Main cost of the computation*

Gröbner basis computation:

- sequences of **Matrix Generation+Gaussian eliminations**
- **main cost** of the whole global computation : **Linear Algebra**

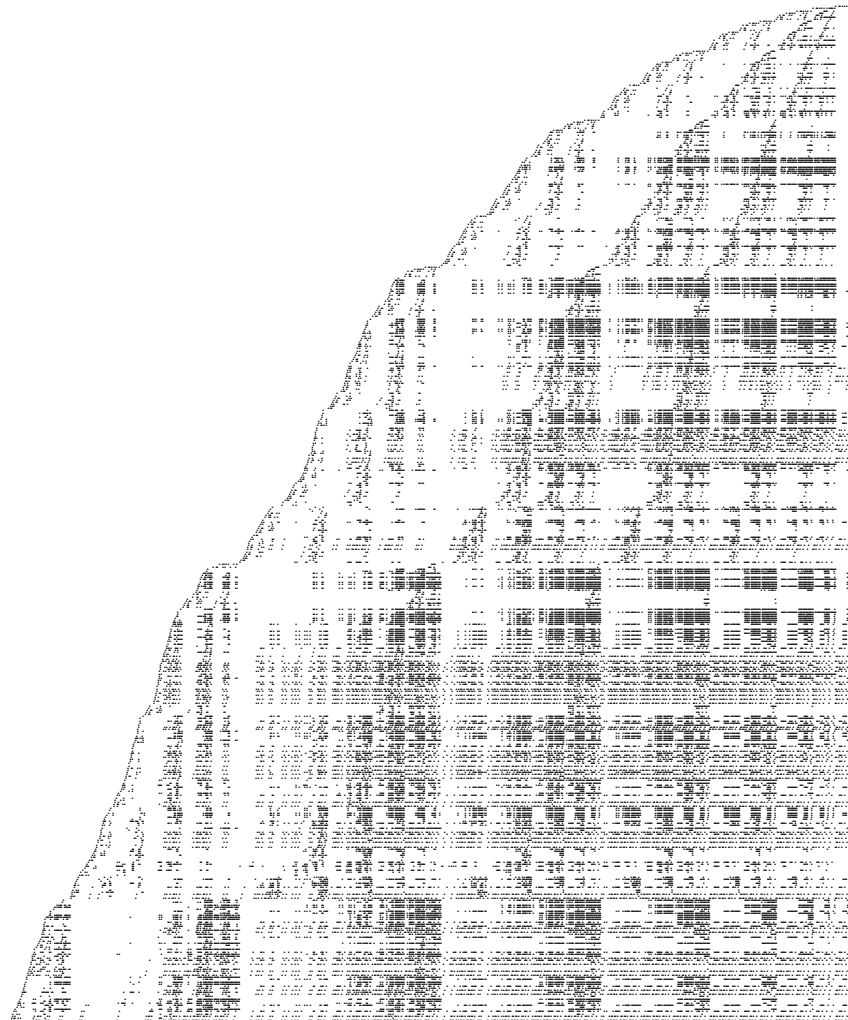
Katsura 7 in  $\mathbb{F}_{65521}$ :  $694 \times 738$  matrix of density 8%



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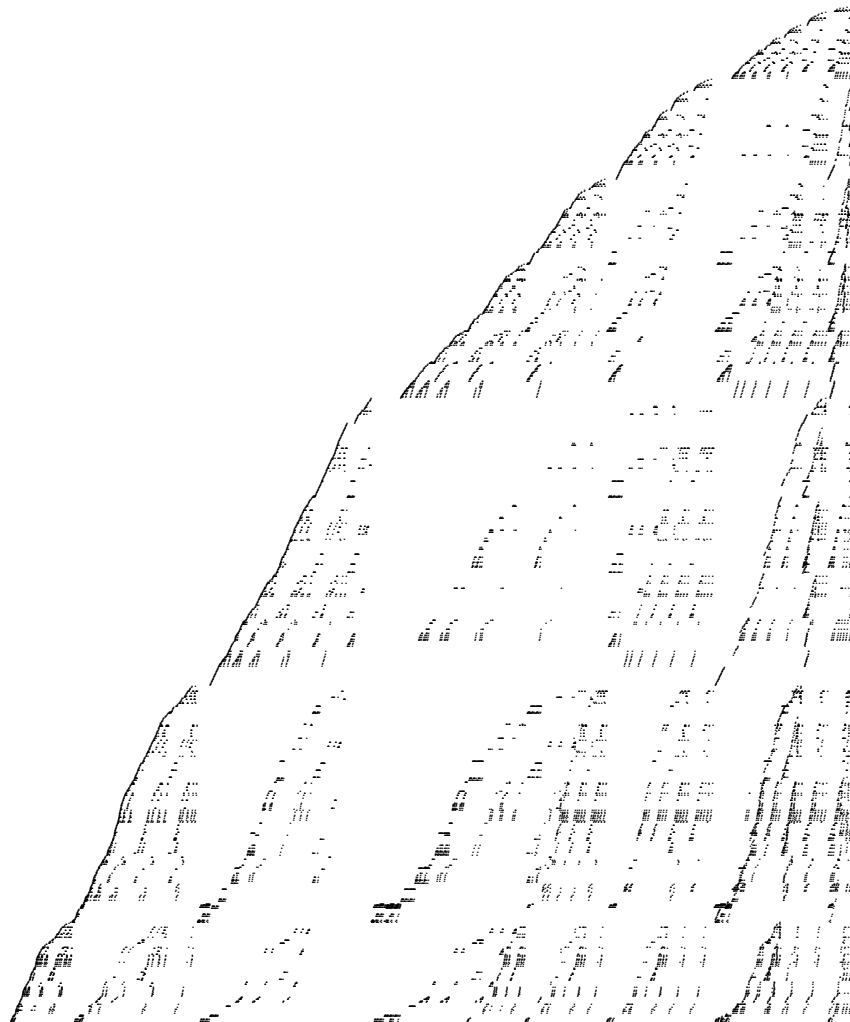
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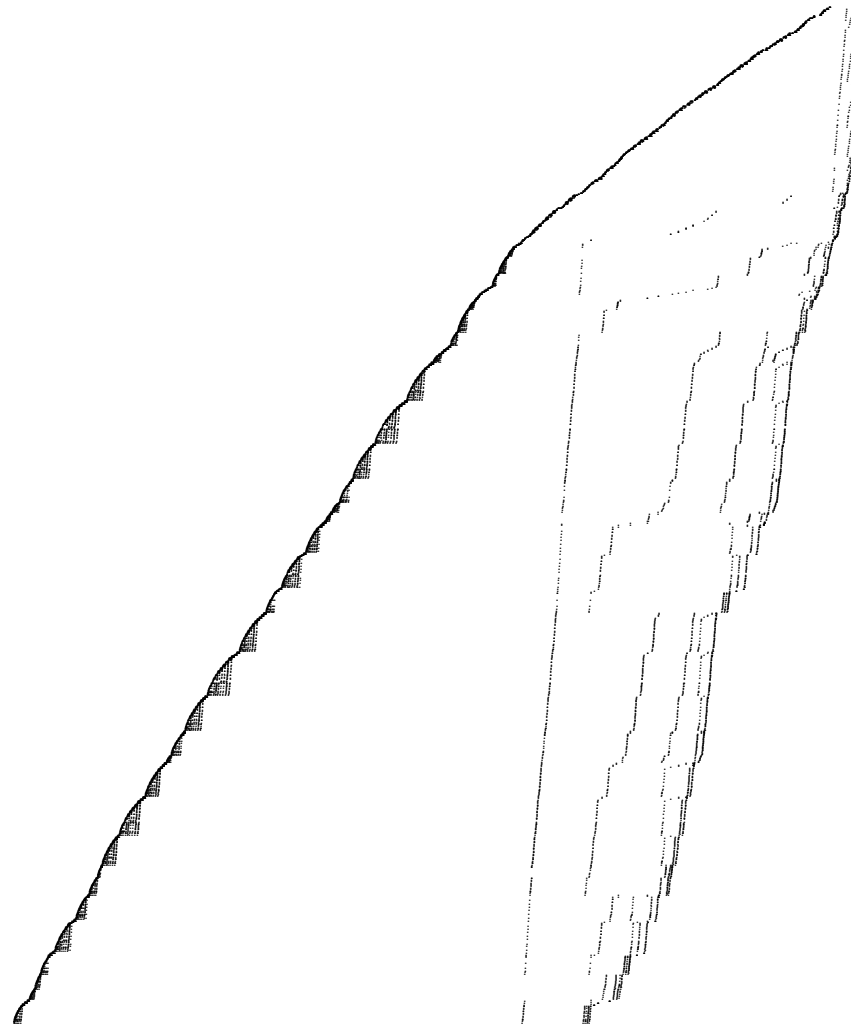
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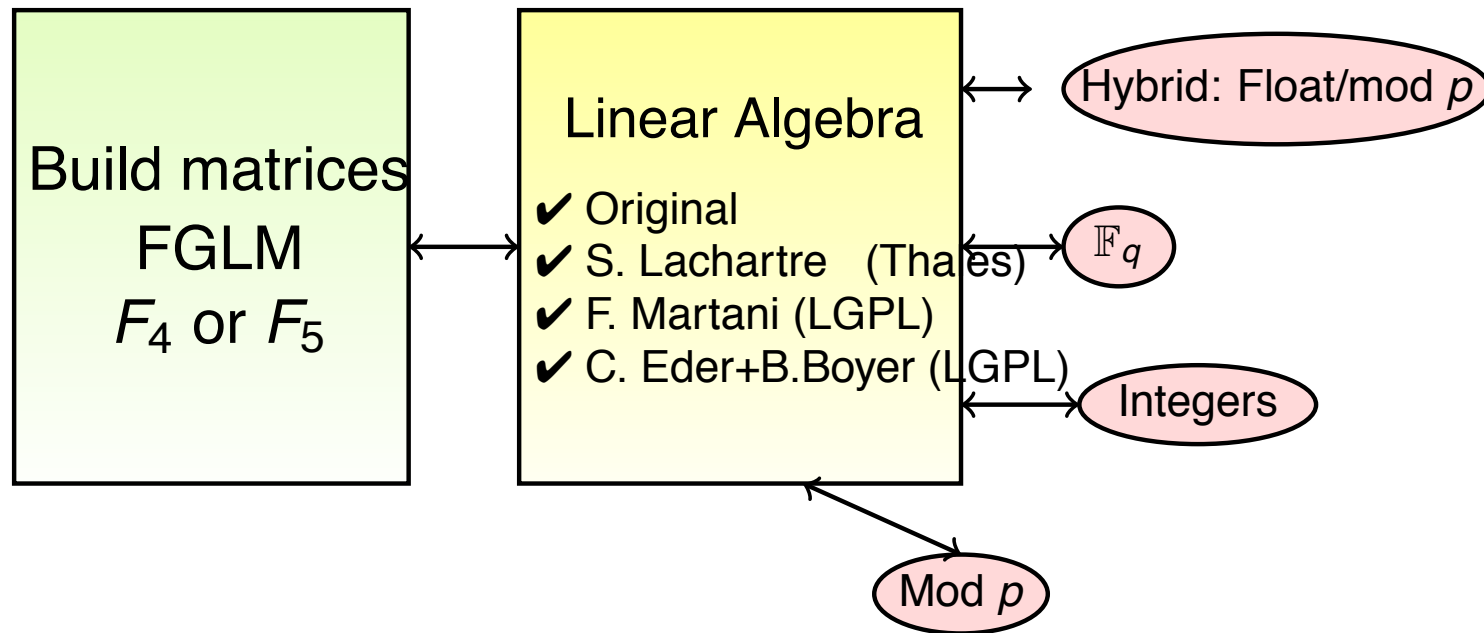
- sequences of **Matrix Generation+Gaussian eliminations**
- **main cost** of the whole global computation : **Linear Algebra**



# FGb

library (216 000 lines of C code) ( $F_4$ , matrix- $F_5$ ,  $F_5, \dots$ ).

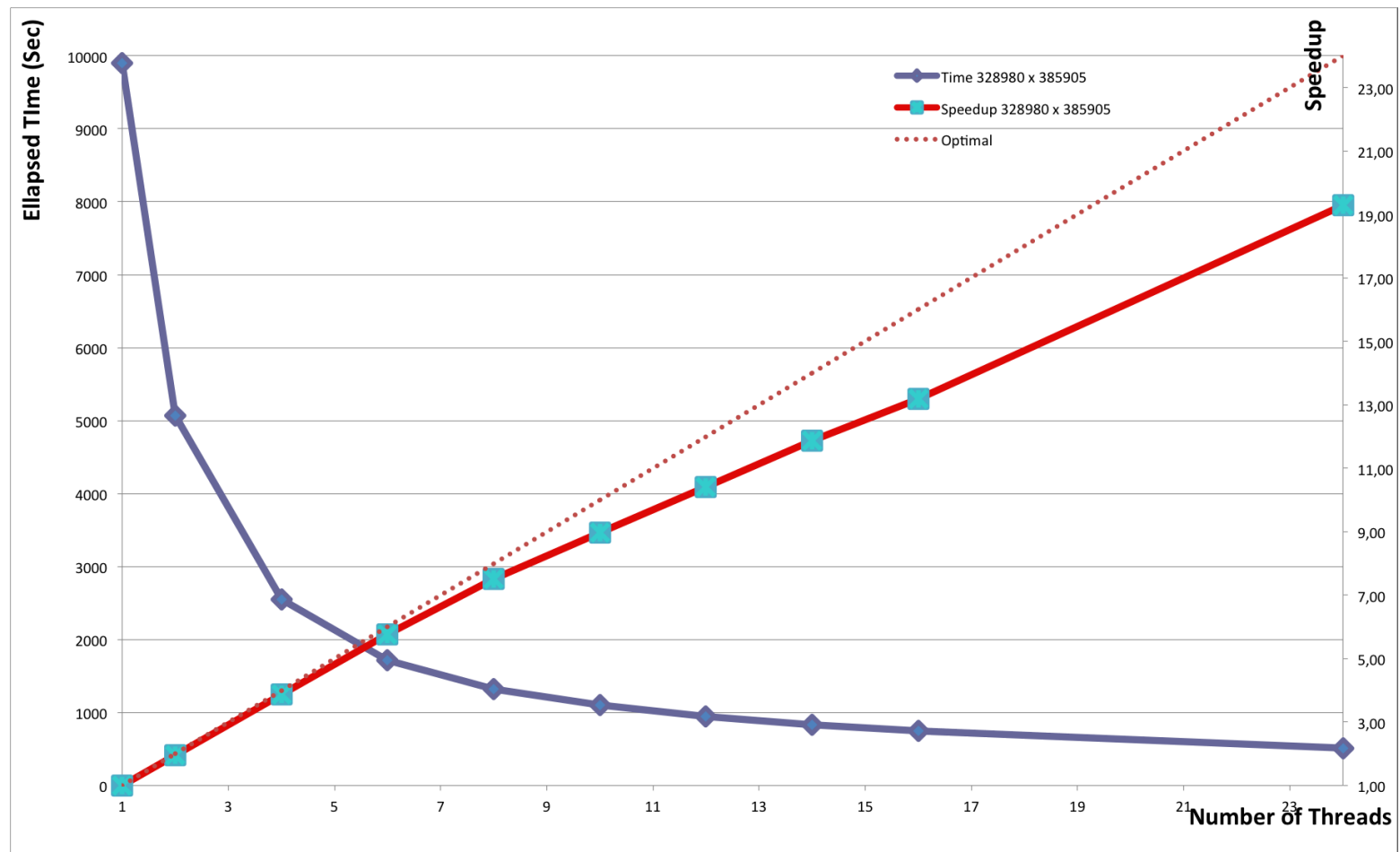
👉 Critical part in FGb: linear algebra package.



**New Linear Algebra Library** (with C. Eder and B. Boyer)

- LGPL
- Multi-core implementations  $\approx$  32/64 cores
- HPAC project
- cache memory : block operations
- data structure adapted for both matrix types: hybrid structures

# *New Linear Algebra Library*



Katsura 16 - mat9 - Faugère/Lachartre/Martani

## *New radical function (zero-dimensional system)*

`fgb_matrixn_radical`

or

`fgb_matrixn_radical2` for computing Critical Points [Safey El Din]

$I_1$  ideal in  $\mathbb{K}[\mathbf{x}, \mathbf{y}]$

$I_2$  ideal in  $\mathbb{K}[\mathbf{y}]$

Compute:  $\sqrt{(I_1 \cap \mathbb{K}[\mathbf{y}]) \cap I_2}$

- 1 Compute  $G_1$  a Gröbner basis for a elimination ordering (and eliminate some variables)
- 2 Compute  $G_2$  a second Gröbner basis of  $G_1 + F$
- 3 Apply the Sparse-FGLM to  $G_2$  and take the radical
- 4 Output the radical of  $I \rightarrow$  Shape Position

*Benchmark [Bannwarth3]*

degree 356  $\rightarrow$  80

size of the integers:  $2^{10093} \rightarrow 2^{2277}$

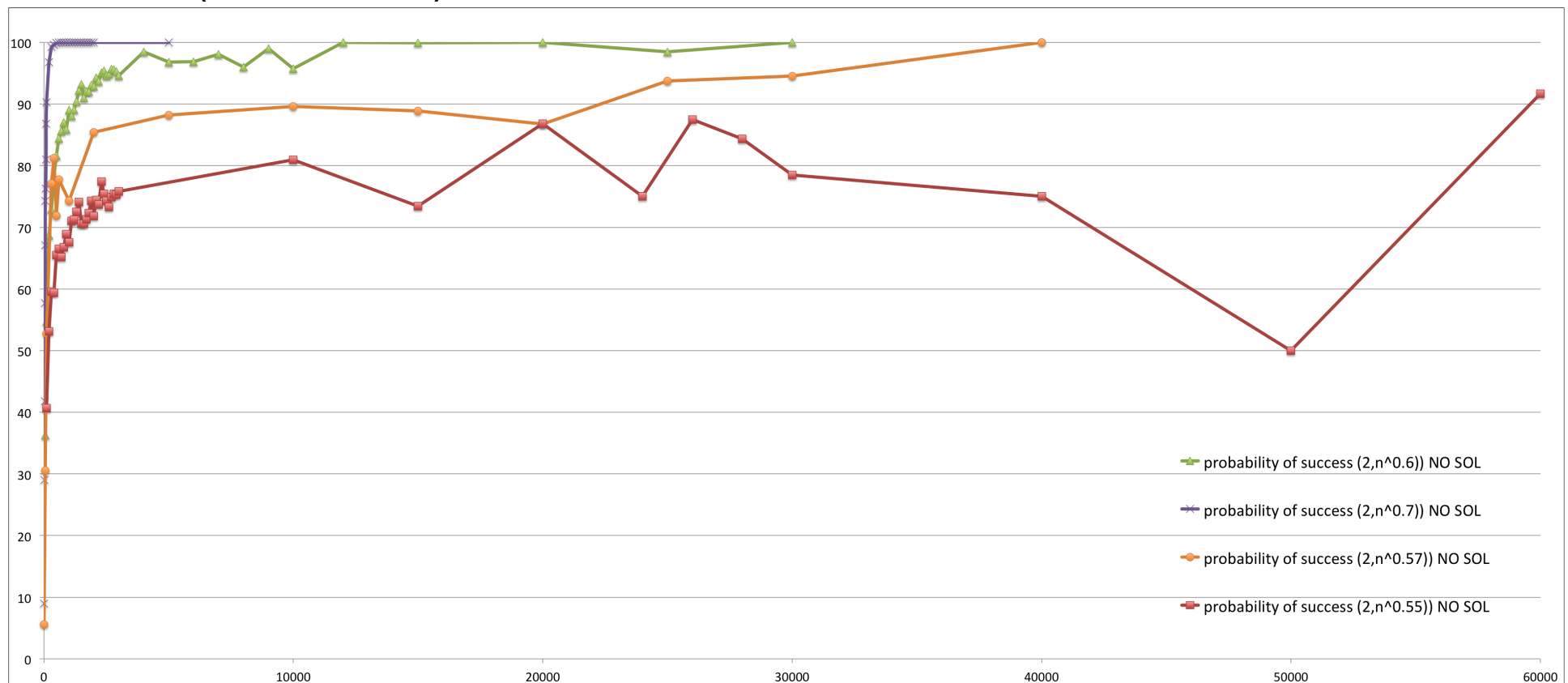
# Fewnomials



On the Complexity of Quadratic Fewnomial Systems ...  
with PJ Spaenlehauer and J Svartz

$$f_i(x_1, \dots, x_n) = \sum_{\alpha \in S} c_{\alpha} \mathbf{x}^{\alpha} \text{ where } S \text{ of size } n + k$$

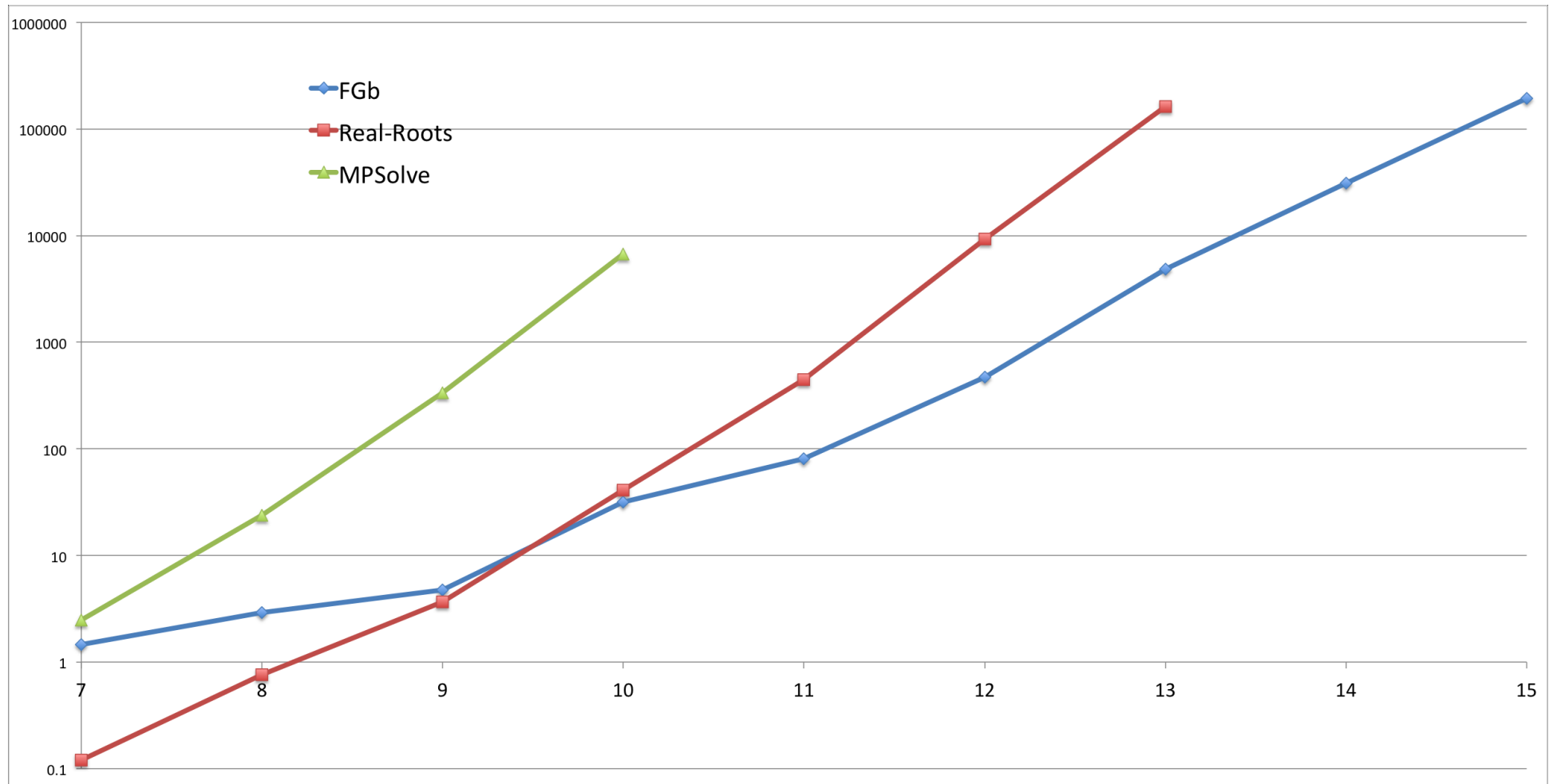
Probabilistic polynomial time algorithm - Link with graph theory - Very efficient ( $n = 60000$ ).



## *Reduction to univariate polynomials*

Zero-dim system: very efficient multi-modular + hensel lifting

Find real roots: compute a (lexico) **GB** and then **isolate** the real roots.



# Outline

1 RAGlib (Mohab SAFEY EL DIN)

2 SLV

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# What can we compute over the reals?

$$F_1 = \dots = F_p = 0, \quad G_1 > 0, \dots, G_s > 0$$

## Infinite number of complex solutions

- Decide the existence of real solutions of the input system
- Compute real solutions with geometric informations  
(at least one in each path connected information)

# RAGlib (release 3.23, May 2014)

## What is it?

- a small library written in MAPLE.  $\sim 14\,000$  lines and 3 functions exported (for basic users) only.
- first release in 2004, initially: compilation of maple programs.

## To do what?

- solving **positive dimensional** systems over the reals  $\rightarrow$  applications.
- infinity of solutions  $\rightarrow$  no possible enumeration of solutions  
 $\leadsto$  what is the meaning of solving?

## What are the features/goals?

- proof-of-concept of one of the most basic idea in algorithmics:  
*improve practical efficiency by implementing theoretically fast algorithms*
- research tool
- tackle applications unreachable by traditional methods/software.

# Basic objects

$$F_1 = \dots = F_p = 0, G_1 > 0, \dots, G_s > 0$$

in  $\mathbb{Q}[X_1, \dots, X_n]$ .

## 3 functions:

> **HasRealRoots**(sys);

- returns `[]` iff `Solutions(sys) = ∅` else returns a point in `Solutions(sys)`

> **PointsPerComponents**(sys);

- returns a list of points meeting each connected component of `Solutions(sys)`

# Basic objects

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## 3 functions:

> **HasRealRoots**(sys);

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> **PointsPerComponents**(sys);

- returns a list of points meeting each connected component of  $\text{Solutions}(\text{sys})$

> **New! UnivariateSumOfSquaresDec**(f);

‡ Warning: here  $f$  is assumed to be univariate

- decides if there exists  $f_1, \dots, f_s \in \mathbb{R}[X]$  such that  $f = f_1^2 + \dots + f_s^2$ ;  
computes such a decomposition when it exists (Schweighofer's algo.)

# Software components on which RAGlib is built on

MAPLE: arithmetic operations/manipulations on multivariate polynomials, and basic data-structures (lists, sets, etc.), factorization, linear algebra (matrices with polynomial entries).

## Solving Zero-Dimensional Systems:

$$\mathbf{F} = 0 \rightarrow q(T) = 0, (X_i = q_i(T)/q_0(T))_{1 \leq i \leq n} \rightarrow \text{Real root isolation}$$

## Computing Rational Parametrizations:

$$\mathbf{F} = 0 \rightarrow \text{GROBNERBASIS}(\mathbf{F}) \rightarrow (X_i = q_i(T)/q_0(T))_{1 \leq i \leq n}$$

- FGB (Faugère, implemented in C)  $\rightarrow$  Gröbner basis  
row echelon forms of matrices, multi-modular computations

# On the difficulty of solving

$$F_1 = \dots = F_p = 0, G_1 > 0, \dots, G_s > 0$$

**These problems are exponential in the number of variables !**

**Some additional remarks:**

- Complexity =  $s^n D^{O(n)}$
- Quadratic case  $\leadsto s^n \text{poly}(n)$ .
- Number of inequalities plays an important role,  
increasing the number of inequalities does not help.

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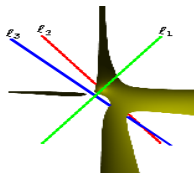
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**Some History**

- Tarski,  $\simeq 1930$ 's  $\rightarrow$  complexity not elementary recursive
- Collins,  $\simeq 1970$ 's  $\rightarrow$  complexity doubly exponential in # variables
- Grigoriev/Vorobjov  $\simeq 1988 \rightarrow$  complexity singly exponential in the # variables, but not practically efficient  
 $\rightarrow$  Tricky use of Gröbner bases to yield practical efficiency

# An application in Computational Geometry

Topological invariance of Voronoi diagrams  
of 3 lines in  $\mathbb{R}^3$ ?



- Use of geometric properties to **model** the problem  
Points are equidistance to the 3 lines
- reduced to **solve** a single inequality (existence of real solutions) obtained as the discriminant of a characteristic polynomial  
(4 variables, degree 18, 253 terms)
- Solved within 5 minutes.

**Conclusion:** there is no change of topology of  
the Voronoi diagram when the lines move

~> potential use of this property to accelerate computations

$$\begin{aligned}
& -4a^8\alpha^3y\beta x^3 - 56a^6\alpha^3y^3\beta x + 28x^2\beta^4y\alpha^5\alpha + 28x^2y\beta^2a^5\alpha - 16a^{10}y\beta x\alpha - 32a^7x^2\beta^2y\alpha^3 + \\
& 24x\alpha a^6y\beta - 28a^8\alpha^3xy\beta + 16a^3x^2\beta^4y\alpha + 28a^3x^2y\beta^2\alpha - 32a^3xy^2\alpha^2\beta - 32x^2y\beta^2a^9\alpha - 40a^7x^2\beta^2y\alpha - \\
& 48a^8\alpha\beta^3yx^3 + 16y^2\alpha^4xa^9\beta + 28xy^2a^9\alpha^2\beta - 20a^3xy^2\beta^3\alpha^2 - 32xy^2\beta^3a^5\alpha^2 - 24\beta^3yx\alpha a^2 - \\
& 16y\beta x\alpha a^2 - 20a^7x^2\beta^2\alpha y^3 - 20x^2y\beta^2\alpha^3a^9 + 16a^7\alpha^2y^4\beta x - 32a^7\alpha^2y^2\beta x^3 - 28a^8\alpha^3y^3\beta x - \\
& 24a^{10}\alpha^3y\beta x + 28y^4a^5x\alpha^2\beta + 54\beta^2x^2a^4y^2\alpha^2 + 80y^2\alpha^2a^6x^2\beta^2 - 4\beta^3a^6\alpha^3xy - 2\beta^5yx\alpha a^2 - \\
& 28y^3\beta a^6x\alpha - 12\beta^3a^6x\alpha y - 28a^4\beta^3x\alpha y - 12a^6\alpha^3y\beta x - 2a^{10}\alpha^5xy\beta - 2y^5\beta x\alpha a^6 + 54a^8\alpha^2x^2\beta^2y^2 + \\
& 28y^2\alpha^4xa^7\beta - 40a^5y^2x\alpha^2\beta + 28xy^2a^7\alpha^2\beta - 12x^3a^8\alpha y\beta - 24y^3\beta a^8x\alpha - 28a^4\alpha\beta^3x^3y - 24x^3a^4\alpha y\beta - \\
& 48a^4\alpha^3y^3\beta x - 4y^3\beta a^6x^3\alpha - 56a^6x^3\beta^3\alpha y + 28a^7\beta^2x^4\alpha y - 12y^3\beta a^4x\alpha - 28a^6x^3\alpha y\beta - 2y\beta a^6x^5\alpha - \\
& 32a^5\beta^2x^2\alpha y^3 - 20a^5\alpha^2y^2\beta x^3 + 16a^5\beta^2x^4\alpha y - 4a^4\alpha\beta^3y^3x + 32\beta^2x^2\alpha^2a^{10} + 2a^9\alpha^2x^3\beta^2 + \\
& 2xy^2\beta^2a^5 + 32y^2\alpha^2a^4x^2 + 44y^2\alpha^2a^6x^2 + 44a^4\beta^2y^2\alpha^2 + 32\beta^2y^2\alpha^2a^2 + 22a^6\alpha^2x^2\beta^2 + x^4a^6\alpha^2y^2 + \\
& 22y^2\alpha^2a^6\beta^2 + 10a^3xy^2\beta^3 + 8a^2\beta x\alpha^{11} + 10x^3a^7\alpha^2\beta + 8xy^2a^9\beta + 28a^2ya^9\alpha + 12\beta^2y^3\alpha^3a^5 + \\
& 12\beta^3x^3\alpha^2a^7 + 10x^2ya^9\alpha^3 + 2x^2ya^7\alpha^3 + 10y^3a^5\alpha\beta^2 + 2y^3a^3\alpha\beta^2 + 14\alpha^4\beta a^9x + 10\alpha^4\beta a^{11}x + \\
& 2a^8\alpha^2x^4\beta^2 + 8\beta^2y^3\alpha^3a^3 + 12y^3\alpha^3a^7x^2 + y^4a^6x^2\beta^2 + 8a^3xy^2\beta + 8a^3x^2y\alpha - 4a^5y^2x\beta + 22\beta^2x^2a^4y^2 + \\
& 44y^2a^6x^2\beta^2 - 4x^2ya^7\alpha + 2a^6\alpha^4\beta^2y^2 + a^2\alpha^2\beta^4y^2 + 2a^6\alpha^2\beta^4x^2 + 44a^8\alpha^2x^2\beta^2 + 10\alpha^2\beta^3a^5x + \\
& 2\alpha^3\beta^2a^5y + 2\beta^4y^2a^4x^2 - 4\alpha\beta^2a^5y + 8\alpha^2\beta a^5x + 14\alpha\beta^4a^3y + 2\alpha^2\beta^3a^7x + 10\alpha^3\beta^2a^7y + 8\alpha\beta^2a^7y - \\
& 4\alpha^2\beta a^7x + 10a\alpha\beta^4y + 8a\alpha\beta^2y + 32a^8x^2y^2\beta^2 + \beta^2a^{10}\alpha^4x^2 + 2y^4\beta^2\alpha^2a^4 + 22a^8x^2y^2\alpha^2 + \\
& 2a^8x^2\alpha^4y^2 + 8a^9\alpha^2x^3\beta^3 + 10x^4a^5\alpha y + 10y^3x^2a^7\alpha + 12a^5x^3\beta^3y^2 + 10y^4\beta a^7x + 2y^2\beta a^7x^3 + \\
& 8\beta^3x^3a^7y^2 + 14x^4a^7\alpha y + 2y^4\alpha^2a^6x^2 + 8a^5\alpha^3x^2y^3 + 10y^2\beta a^5x^3 + 2a^5x^2\alpha y^3 + 14y^4a^5x\beta + \\
& 2x^4\beta^2a^6y^2 + 20a^8x^2y^2 + 8a^8x^4\beta^2 + 7a^8y^4\alpha^2 + 6a^8y^4\alpha^4 + 16a^8x^4\beta^4 + 32a^9x^3\beta^3 - 8y^5a^5\alpha + \\
& 32y^2\alpha^2a^4 + 16y^2\alpha^2a^6 + 38a^4\beta^2y^2 + 20a^6\alpha^2x^2 + 16x^2a^{10}\beta^2 + 6y^2\alpha^2a^{10} + 6\beta^2x^2a^2 + 16x^4\beta^4a^6 + \\
& 6x^4\beta^4a^4 + 16y^4\alpha^4a^4 + 8y^4a^4\alpha^2 - 4a^3x^3\beta + 8a^5x^3\beta + 48x^3a^7\beta + 20x^2\alpha^2a^{10} - 4ya^{11}\alpha^3 + 8ya^9\alpha^3 + \\
& 16ya^9\alpha + 48\beta^3x^3a^7 + 48y^3\alpha^3a^5 + 48y^3a^5\alpha + 8y^3a^7\alpha + 8a^3x\beta^3 + 48a^5x\beta^3 + 3y^4\beta^2a^4 - 4y^5\alpha a^7 + \\
& 32y^3\alpha^3 + 3a^{10}\alpha^4x^2 + 8a^8\alpha^4y^2 + 7a^{10}\alpha^4y^2 + 3a^8\alpha^2x^4 - 8y\alpha^5a^9 - 4y\alpha^5a^{11} - 4\beta^5x^3a^3 + 3y^4a^6x^2 - \\
& 4y^5\alpha^3a^7 + 32a^9x^3\beta + 38y^2a^6x^2 + 20y^2a^4x^2 + 7x^4\beta^2a^4 + 8x^4\beta^2a^6 + 8y^4\alpha^2a^6 + 16y^4\alpha^4a^6 + y^6a^6\alpha^2 + \\
& 16y^2\alpha^2a^2 + 20a^4\alpha^2\beta^2 + 20\beta^2y^2a^2 + 8a^4\beta^4x^2 + 7x^2\beta^4a^2 + 3a^4\beta^4a^2 + 3\beta^4y^2a^2 + 16a^6x^2\beta^2 + \\
& 38a^6\alpha^2\beta^2 + 20y^2a^6\beta^2 + 8a^6\alpha^4y^2 + 8a^6x^2\beta^4 + 38a^8\alpha^2x^2 + 3a^8\alpha^4\beta^2 + \beta^6x^2a^2 + 32ya^5\alpha^3 + 32a^7x\beta^3 - \\
& 4x\beta^5 - 8x\beta^5a^3 + 16\beta x\alpha^3 + 48\beta x\alpha^5 + 32\beta a^7x + 48a^7y\alpha + 48a^7y\alpha^3 + 32y\alpha a^5 - 4x\beta^3 - 8a^3x^3\beta^3 + \\
& 20\alpha^2\beta^2a^8 - 8\beta^5x^3a^5 - 8y^3\alpha^5a^7 + 16a^8 + 32a^6 + \beta^4 + 16a^4 + \beta^6 - 8a^{10}\alpha^2 + 16a^8\beta^2 + 8a^6x^2 + \\
& 32a^6\beta^2 - 8a^2\beta^2 + 16y^2a^2 - 8a^4x^2 - 8a^4\beta^4 - 8a^2\beta^4 + 8y^2a^6 + 32y^2a^4 - 8y^4a^6 + x^4a^4 - 8a^8\alpha^4 + \\
& a^{12}\alpha^6 + 8a^8\alpha^2 - 8y^4a^4 + y^6a^6 + 16a^4\alpha^2 + 32a^6\alpha^2 - 8x^4a^6 + 8a^4\beta^2 - 8y^2a^8 + 16x^2a^{10} - 8a^{10}\alpha^4 + \\
& a^{12}\alpha^4 + x^6a^6 + 32a^8x^2 - 8a^8x^4 + a^8y^4 + x^6a^6\beta^2 - 8a^7x^5\beta^3 - 4y^3a^9\alpha - 8y^3\alpha^3a^9 - 4y^3a^9\alpha^5 - \\
& 4a^5x^5\beta^3 - 8y^5\alpha^3a^5 - 8a^7x^5\beta + 32y^3\alpha^3a^3 + 32a^8x^2\beta^2 + 3x^4a^6y^2 + y^2a^{10}\alpha^6 - 4a^5x^5\beta < 0
\end{aligned}$$

## Future plans for RAGlib

- Dedicated algorithms for structured systems (e.g. determinantal problems, **S. Naldi**)
- Implementation of an algorithm for computing the real dimension of semi-algebraic sets (**I. Bannwarth**)

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2 SLV

# Univariate Real Root Isolation

## Problem

Given  $A \in \mathbb{Z}[X]$  such that

$$A = a_d X^d + \cdots + a_1 X + a_0 \in \mathbb{Z}[X]$$

where

$$\mathbf{d} = \deg(A) \quad \text{and} \quad \mathcal{L}(A) = \max_{0 \leq i \leq d} \{\lg |a_i|\} = \tau$$

- ① Count the real roots of  $A$
- ② Compute the real roots of  $A$  (isolating intervals)
- ③ Refine the intervals up to a desired precision

EXACT ALGORITHMS: Use only integer/rational arithmetic!

## Example

Let

$$f = x^5 - 7x^4 + 22x^3 - 4x^2 - 48x + 36 = (x - 1) \cdot (x^2 - 6x + 18) \cdot (x^2 - 2)$$

real roots       $-\sqrt{2}$                   1                   $+\sqrt{2}$

output       $(-49, 0)$        $(\frac{49}{64}, \frac{147}{128})$        $(\frac{147}{128}, 49)$

## SoLVe (SLV)

- version 0.2
- C library for real root isolation (currently  $\sim 5\,000$  LoC)

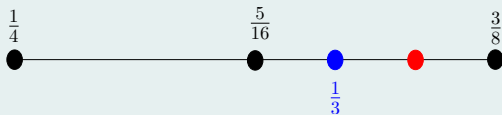
- Algorithms
  - DESCARTES
  - CF
  - ...

# CF vs DESCARTES

## Their difference by an “example”

If the input is  $[\frac{1}{4}, \frac{3}{8}]$  then

- Subdivision chooses  $\frac{5}{16}$ , thus splits in  $[\frac{1}{4}, \frac{5}{16}]$  and  $[\frac{5}{16}, \frac{3}{8}]$ .
- CF chooses  $\frac{1}{3}$  thus splits in  $[\frac{1}{4}, \frac{1}{3}]$  and  $[\frac{1}{3}, \frac{3}{8}]$



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- Various algorithms

|           | Orig | MEM | FLINT |
|-----------|------|-----|-------|
| DESCARTES | ✓    | ✓   | ✓     |
| CF        | ✓    |     |       |
| HYBRID    | ✓    |     |       |

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- version 0.2
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| DESCARTES | ✓    | ✓   | ✓     |
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- Highly efficient for degree  $\leq 1\,000$  and bitsize  $\sim 6\,000$  bits  
e.g. Katsura-10 (216 real roots) in 32 s

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- version 0.2
- C library for real root isolation (currently  $\sim 5\,000$  LoC)

|                      | Orig | MEM | FLINT |
|----------------------|------|-----|-------|
| • Various algorithms |      |     |       |
| DESCARTES            | ✓    | ✓   | ✓     |
| CF                   | ✓    |     |       |
| HYBRID               | ✓    |     |       |

- Highly efficient for degree  $\leq 1\,000$  and bitsize  $\sim 6\,000$  bits  
e.g. Katsura-10 (216 real roots) in 32 s
- Expected release date: *end of 2014*

## SLV future plans

- Expected release date: *end of 2014*
- Full integration with FGb (*in the very near future*)
- Parallel (multi-core) version

# *Polynomial System Solving*

Solving efficiently polynomial system of equations is a **fundamental problem** in Computer Algebra with **many applications**.

- **Zero-Dimensional** Systems / Gröbner Bases: **FGb**
- **Positive** Dimension: **RAGLIB** solutions over the **reals**
- **SLV**: new C library for isolating and refining the **real roots** of univariate polynomials.

