

Inverting Matrices Modulo Zero Dimensional Regular Chains —

Marc Moreno Maza and Paul Vrbik

Zero Dimensional Regular Chains

Regular Chains play a fundamental role in polynomial system solving. Namely, they can encode the generic points of the irreducible components of algebraic varieties. [3].

Of particular interest in practice is when these varieties are zero dimensional (i.e. finite). For instance, the authors of [1] have developed a probabilistic and modular algorithm for solving zero-dimensional polynomial systems with rational coefficients. Their algorithm requires to invert polynomial matrices modulo regular chains. For sufficiently large problems, this operation is a bottleneck, mainly due to memory consumption when testing the invertibility of an element modulo a regular chain.

Using Leverrier-Faddeev Recursively

Use Leverrier-Faddeev algorithm to find a_m^{-1} recursively. For T a zero dimensional regular chain with coefficients in the field \mathbb{K} , define the linear map:

 $m_f: \mathbb{K}[x_1,\ldots,x_{n-1}][x_n] \mapsto (\mathbb{K}[x_1,\ldots,x_{n-1}]/\langle T_1,\ldots,T_{n-1})\rangle [x_n]/\langle T_n\rangle$ $\alpha \mapsto f\alpha$

such that $m_f([g]) = [f] \cdot [g] = [fg]$ (or more simply: $m_f(g) = \overline{fg}^T$). Since $\mathbb{K}[x_1, \ldots, x_n]/\mathbf{T}$ is finite dimensional it has a finite monomial basis B. We can thus represent m_f by its matrix with respect to this basis. The multiplication matrix satisfies $m_f \cdot m_q = m_{fq}$ and thus we can find the inverse of a_m by inverting its corresponding multiplication matrix.

The Leverrier-Faddeev Algorithm

The Leverrier-Faddeev [2] algorithm is a method for finding a matrix inverse that only does one division but requires repeated matrix multiplication.

Consider the characteristic polynomial of the $m \times m$ matrix A:

$$p(\lambda) = \det (\lambda \mathbf{I} - \mathbf{A}) = \lambda^m - a_1 \lambda^{m-1} - \dots - a_{m-1} \lambda - a_m.$$

An expression for the inverse of A is given by evaluating p(A), multiplying by A^{-1} and re-arranging terms:

$$0 = \mathbf{A}^{m} - a_{1}\mathbf{A}^{m-1} - \dots - a_{m-1}\mathbf{A} - a_{m}$$
$$\mathbf{A}^{-1}a_{m} = \mathbf{A}^{m-1} - a_{1}\mathbf{A}^{m-2} - \dots - a_{m-1}$$
$$\mathbf{A}^{-1} = \left(\mathbf{A}^{m-1} - \sum_{i=1}^{m-1} a_{i}\mathbf{A}^{n-i-1}\right)a_{m}^{-1}.$$
(1)

 a_k can be obtained successively by $a_k = \frac{1}{k} \left(s_k - \sum_{i=1}^{k-1} s_{k-i} a_i \right)$, where $s_k = trace(\mathbf{A}^k)$ and $a_1 = s_1$. Thus, in order to find the inverse of \mathbf{A} , the only ring division we must do is by $det(\mathbf{A})$.

Space Complexity

For Leverrier-Faddeev. Let $F(m, [d_1, \ldots, d_n])$ be the number of field elements required to invert an $m \times m$ matrix modulo a regular chain $T = \langle T_1, \ldots, T_n \rangle \subset$ $\mathbb{K}[x_1,\ldots,x_n]$ with $d_i = \mathsf{degree}_{x_i}(T_i)$. Assuming completely dense input we have

$$\begin{split} F(m, [d_1, \dots, d_n]) &= \sqrt{m} \cdot m \cdot m \cdot d_1 \cdots d_n & \text{ input and } M_i\text{'s} \\ &+ m \cdot d_1 \cdots d_n & \text{ traces} \\ &+ F(d_n, [d_1, \dots, d_{n-1}]) & \text{ recursive call} \\ &+ m \cdot m \cdot d_1 \cdots d_n & \text{ expansion} \end{split}$$

Letting $\sigma = \sum \text{degree}_{x_i}(T_i)$ and $\delta = \prod \text{degree}_{x_i}(T_i)$ we can bound the above recurrence by $O(m^{2.5}\delta + \delta\sigma^{1.5})$. Adding the space required for field multiplication gives a space complexity of $O(2^n\delta + m^{2.5}\delta + \delta\sigma^{1.5})$ field elements.

For GCD based Algorithm. Here one follows the method of Bareiss testing

Optimizations

Calculate the s_k 's by "baby step giant step". **Store** $M_0, M_1, M_2, ..., M_{\ell} = \mathbf{A}^0, \mathbf{A}, \mathbf{A}^2, ..., \mathbf{A}^{\ell}$ where $\ell = \lfloor \sqrt{m} \rfloor$. Generate $N_0, N_1, N_2, ..., N_k = A^0, A^{\ell+1}, A^{2(\ell+1)}, ..., A^{2k(\ell+1)}$ on the fly (repeatedly multiplying by $\mathbf{A}^{\ell+1}$, without storing).

Get the traces in blocks by $tr(M_iN_i) = tr(\mathbf{A}^i\mathbf{A}^{(\ell+1)\cdot j}) = tr(\mathbf{A}^{i+(\ell+1)\cdot j})$ taking $0 \leq 1$ $i, j \leq \ell$. For example if n = 8 with $\ell = |\sqrt{8}| = 2$ do $\{tr(\mathbf{A}^0 \mathbf{A}^0), \dots, tr(\mathbf{A}^0 \mathbf{A}^2)\}$ $\{ \mathsf{tr}(\mathbf{A}^3\mathbf{A}^0), \dots, \mathsf{tr}(\mathbf{A}^3\mathbf{A}^2) \} \{ \mathsf{tr}((\mathbf{A}^3\mathbf{A}^3)\mathbf{A}^0), \dots, \mathsf{tr}((\mathbf{A}^3\mathbf{A}^3)\mathbf{A}^2) \}.$

The complexity is given by (NUMBER OF \times 'S FOR THE N'S AND M'S) + (NUMBER OF ×'S FOR THE TRACES) = $2m^3\sqrt{m} + m^3 = m^3(1 + 2\sqrt{m}) \times \mathbf{s}$.

Expand (1) by expressing $p(\mathbf{A})$ in NESTED FORM as $p(\mathbf{A}) = \left(\dots \left(\left(\sum_{i=0}^{t-1} a_i M_{t-1-i} \right) N_1 + \sigma(0) \right) N_1 + \sigma(1) \right) N_1 + \dots \right) N_1 + \sigma \left(\frac{m-1-\ell-t}{\ell+1} \right)$ with $t \equiv m \mod (\ell+1)$ and $\sigma(k) = \sum_{i=t+k\ell+k}^{t+k\ell+k+\ell} a_i M_{(m-i-1) \mod (\ell+1)}$

invertibility by using an Euclidean-like algorithm. In [4] the space complexity for this is given by (setting $\delta_i = \prod_{i=1}^i d_i$ and otherwise reusing the above notation) $2m^2\delta + O(2^nn^2)\sum_{i=2}^n \left(d_i^{i-2} \cdot \delta_i
ight)$ field elements.

Experimental Results

We compare two approaches: recursive Leverrier-Faddeev algorithm and the existing (Bareiss based) method. We choose a random dense regular chain $T \subset \mathbb{F}_p[x_1,\ldots,x_n]$ with degree $(T_i) = 6$, varying n and p = 962592769. Our matrix is a random (invertible) m imes m matrix with dense entries from $\mathbb{F}_p[x_1,\ldots,x_n]/\langle T \rangle$.

Recursive Lev-Fad							Bareiss	
Vars	Matrix Size	Time	Trace	lnv	Exp	Space	Time	Space
3	11 imes11	157.34s	0.06%	2.74%	97.21%	0.10GB	1102.310s	0.18GB
4	7 imes 7	408.15s	37.65%	10.56%	51.80%	0.11GB		4.0GB
5	1 imes 1	800.43s	19.24%	60.91%	19.85%	0.41GB	*	>4.0GB

The columns "Trace", "Inv" and "Exp" show the proportion of the time spent calculating the s_k 's, the inverses, and expansion of the nested form (respectively). "-" means computation was cut off (after

The complexity is given by the matrix multiplications required to do $\sigma(k)$ and $\sum_{i=0}^{t-1} a_i M_{t-1-i}$ which amounts to $m^3 \left(\frac{m+1+d-t}{d+1} \right)$ coefficient multiplications.

We express this as a function of m using $s = m \mod (d+1) \le d$ and $d \le \sqrt{m}$. $m^{3} \cdot \frac{m+1+d-t}{d+1} < m^{3} \left(\frac{m+1+\sqrt{m}}{1+\sqrt{m}} \right) < m^{3} \left(\frac{m}{\sqrt{m}} + 1 \right) < O\left(m^{3} \sqrt{m} \right)$

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1 hour) due to over 90% memory usage. "*" means that MAPLE ran out of memory.

[1] X. Dahan, M. Moreno Maza, É. Schost, W. Wu, and Y. Xie. Lifting techniques for triangular decompositions. In ISSAC'05, pages 108–115. ACM Press, 2005.

[2] D. K. Faddeev and V. N. Faddeeva. Computational Methods of Linear Algebra. Freeman, San Francisco, 1963.

[3] M. Kalkbrener. A generalized Euclidean algorithm for computing triangular representations of algebraic varieties. J. Symb. Comp., 15:143–167, 1993.

[4] Xin Li, Marc Moreno Maza, and Wei Pan. Computations modulo regular chains. In Proceedings of the 2009 international symposium on Symbolic and algebraic computation, ISSAC '09, pages 239–246, New York, NY, USA, 2009. ACM.