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Relaxing Order Basis Computation

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Context

Let \mathbb{K} be a field, $F = \sum_{i \geqslant 0} F_i x^i \in \mathbb{K}[[x]]^{m \times n}$ a matrix of power series, σ a positive integer and (F, σ) be the $\mathbb{K}[x]$ -module defined by the set of $v \in \mathbb{K}[x]^{1 \times m}$ such that $vF \equiv 0 \mod x^{\sigma}$.

Definition of Order basis: $P \in \mathbb{K}[x]^{m \times m}$ is a (left) (σ, \vec{s}) -order basis of F if the rows of P form a \vec{s} -row reduced basis of (F, σ) (see [1]).

Order basis are used in: column reduction [2]; minimal nullspace basis [3]; block Wiedemann algorithm [4]; ...

Two existing algorithms

```
Input: F \in \mathbb{K}[[x]]^{m \times n}, \sigma \in \mathbb{N}^* and \vec{s} \in \mathbb{Z}^m
Output: P \in \mathbb{K}[x]^{m \times m} a (\sigma, \vec{s})-order basis of F and
                \vec{u} \in \mathbb{Z}^m the shifted \vec{s}-row degree of P.
```

To simplify the presentation, let us assume w.l.o.g. that:

- 1 the procedure Basis (F, \vec{s}) handles the $(1, \vec{s})$ -order basis case
- $oldsymbol{2} = O(m)$ and the shift \vec{s} is balanced, as in [2]

M-Basis

Naive algorithm, iterative on the order σ , which costs $O(m^{\omega}\sigma^2)$ op. in \mathbb{K} .

- \times Quadratic complexity in the precision σ
- ✓ Easy to stop at any intermediate step
- ✓ Minimal knowledge on F, only coefficients F_0, \ldots, F_k at step k

Algorithm 1: M-Basis (F, σ, \vec{s})

```
P, \vec{u} := \mathsf{Basis}(F \bmod x, \vec{s})
for k = 1 to \sigma - 1 do
      F' := x^{-k}P \cdot F \mod x^{k+1}
      P_k, \vec{u} := \mathsf{Basis}(F', \ \vec{u} \ )
      P := P_k \cdot P
return P, \vec{u}
```

PM-Basis

Recursive variant using a divide and conquer strategy on the order σ which costs $O(m^{\omega}\mathsf{M}(\sigma)\log(\sigma)) = O(m^{\omega}\sigma)$ operations in \mathbb{K} .

- Quasi-linear complexity in the precision σ
- X Not convenient for early termination
- \nearrow Often requires to know coefficients of F in advance

Algorithm 2: PM-Basis(F, σ , \vec{s})

```
if \sigma = 1 then
       return Basis(F \mod x, \vec{s})
else
       P_1, \vec{u}_1 := \mathsf{PM-Basis}(F, \ \sigma/2, \ \vec{s})
      F' := (x^{-\sigma/2}P_1 \cdot F) \bmod x^{\sigma/2}
      P_{\mathbf{h}}, \vec{u}_{\mathbf{h}} := \mathsf{PM-Basis}(F', \ \sigma/2, \ \vec{u}_{\mathbf{l}})
       return P_h \cdot P_l, \vec{u}_h
```

Our contribution

- Give an algorithm for order basis with the following properties:
- ✓ Quasi-optimality: it takes a quasi-linear time in the precision σ ;
- ✓ Early termination: easy to stop at any intermediate step;
- \checkmark Relaxed algorithm: minimal knowledge on the input F at each step.
- 2 Use 1 to improve the complexity of block Wiedemann approach.

Fast iterative algorithm

Iterative-PM-Basis

Iterative version of PM-Basis that regroups computations step by step

- \checkmark Quasi-linear complexity in the precision σ
- ✓ Convenient for early termination
- \nearrow Often requires to know coefficients of F in advance

Algorithm 3: Iterative-PM-Basis(F, σ, \vec{s})

```
P_0, \vec{u} := \mathsf{Basis}(F \bmod x, \vec{s})
```

 $P := [P_0]$ and $S := [0, \dots, 0, F]$ with $\lceil \log_2(\sigma) \rceil$ zeros

for k = 1 **to** $\sigma - 1$ **do**

 $\ell :=
u_2(k) ext{ and } \ell' := egin{cases} \lceil \log_2(\sigma) \rceil & ext{if } k = 2^\ell \\
u_2(k-2^\ell) & ext{otherwise} \end{cases}$

- Merge first $\ell + 1$ elements of P by multiplication product tree step 7
- $S[\ell+1] := (x^{-2^{\ell}}P[1] \cdot S[\ell'+1]) \bmod x^{2^{\ell}}$

 $P_k, \vec{u} := \mathsf{Basis}(S[\ell+1] \bmod x, \vec{u})$

middle product step 5

recursive leafs step 2

- Insert P_k at the beginning of P
- return $\prod_i P[i]$

Relaxing the order basis algorithm

Problem:

At step $k = 2^{\ell}$, Iterative-PM-Basis requires $S[\lceil \log_2(\sigma) \rceil + 1] \mod x^{2^{\ell+1}}$, that is $F \mod x^{2^{\ell+1}}$, to perform the middle product of step 6. However, we only need the middle product modulo x at step k, and therefore $F \mod x^{1+2^{\ell}}$. The other coefficients of the middle product will be used in the next steps.

Solution:

Compute the middle products gradually with the additional constraint of not using any coefficient of the input before necessary, i.e. using a relaxed algorithm.

Definition of relaxed (or on-line) algorithm:

When computing the coefficient in x^k of the output, a relaxed algorithm can read at most the coefficients in $1, \ldots, x^k$ of the input.

Relaxed middle product

Two methods for a relaxed middle product algorithm:

- Compute a full $2n \times n$ product using a relaxed multiplication algorithm on polynomial of matrices ([5])
- 2 Compute just the middle product as in Figure 1 to gain asymptotically a factor 2 compared to method 1.

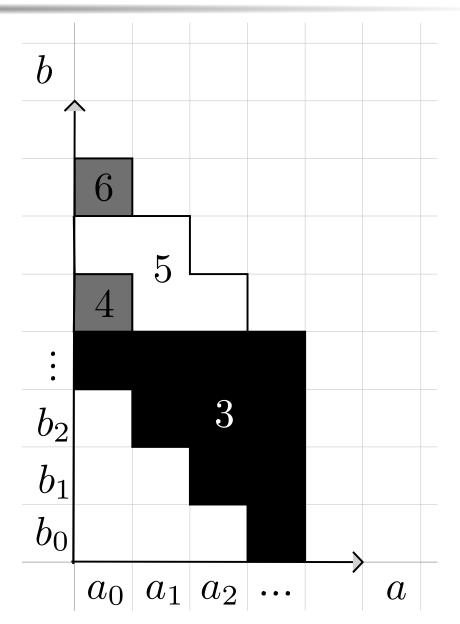


Figure 1: Relaxed middle product

Relaxed-PM-Basis

Using this relaxed middle product within Iterative-PM-Basis, we obtain a new order basis algorithm relaxed w.r.t. F, which costs $O(k^{\omega}\mathsf{M}(\sigma)\log^2(\sigma))$.

- ✓ Quasi-linear complexity in the precision σ (with an extra $\log_2(\sigma)$)
- Convenient for early termination
- \checkmark Requires minimal knowledge on F

Application to block Wiedemann algorithm

Let $A \in GL_N(\mathbb{K})$ with O(N) non-zero elements and $S = \sum_{i \in \mathbb{N}} UA^i V x^i$ for random $U, V^T \in \mathbb{K}^{n \times N}$. The block Wiedemann approach uses a (σ, \vec{s}) -order basis of $F = [S^T \mid I_n]^T \in \mathbb{K}[[x]]^{2n \times n}$ to solve sparse linear systems Ay = b.

Current approach:

Computing S at precision σ costs $O(n^{\omega-1}N\sigma)$ operations in K, which is dominant since $n \ll N$. An a priori bound δ on the order σ is hard to find or may be loose. To circumvent this the paper [6] proposes a stopping criteria which has to be integrated into an iterative algorithm.

Benefits of our approach:

- 1 Iterative-PM-Basis provides the first iterative algorithm with quasi-linear time complexity that can use stopping criteria from [6].
- 2 Relaxed-PM-Basis improves the complexity of 1 on average by a constant factor because less coefficients of S need to be computed.

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