

# MATH 895, Assignment 3, Summer 2013

Instructor: Michael Monagan

Please hand in the assignment by 9:30am on June 20th.

Late Penalty –20% off for up to 24 hours late, zero after that.

## Question 1: The Bareiss/Edmonds Algorithm

Reference: Ch. 9 of *Algorithms for Computer Algebra* by Geddes, Czapor and Labahn.

### Part (a) (30 marks)

For an  $n$  by  $n$  matrix  $A$  with integer entries, implement ordinary Gaussian elimination and the Bareiss/Edmonds algorithms as the Maple procedures `GaussElim(A,n,'B')`; and `Bareiss(A,n,'B')`; to compute  $\det(A)$ . The algorithms should initially assign  $B$  a copy of the matrix  $A$  so that after the algorithm finishes and returns  $\det(A)$  the value of  $B$  will be  $A^{(n-1)}$ . Note, you will need to take care of pivoting: if at any step  $k$ , the matrix entry  $B_{k,k} = 0$  and  $B_{i,k} \neq 0$  for some  $k < i \leq n$ , interchange row  $k$  with row  $i$  before proceeding. And remember interchanging two rows of a matrix changes the sign of the determinant.

Use `iquo(a,b)` to compute the quotient of  $a$  divided by  $b$ . When you are debugging, print out the matrices  $A^{(1)}$ ,  $A^{(2)}$ , ... after each step of the elimination.

Execute both algorithms on the following matrices for  $n = 2, 3, 4, \dots, 10$ .

```
> n := 4;
                                     n := 4
> m := 4:
> c := rand(10^m):
> A := Matrix(n,n,c);
```

$$A := \begin{bmatrix} 7926 & 8057 & 5 & 3002 \\ 2347 & 9765 & 3354 & 5860 \\ 6906 & 5281 & 5393 & 1203 \\ 311 & 9386 & 9810 & 5144 \end{bmatrix}$$

For  $n = 4$  print out final triangular matrix for both algorithms.

Finally, in class we showed that  $|\det(A)| < \sqrt{n} B^{mn}$  where  $B = 10$  and  $m = 4$  here.

Check this for  $n = 2, 3, 4, \dots, 10$ .

### Part (b) (10 marks)

Let  $F$  be a field,  $D = F[x]$  and  $A$  be an  $n$  by  $n$  matrix over  $D$ . If we assume  $\deg A_{i,j} \leq d$  and classical quadratic algorithms are used for polynomial multiplication and exact division in  $F[x]$ , how many arithmetic operations in  $F$  does the Bareiss/Edmonds algorithm do?

Try to get an exact formula in terms of  $n$  and  $d$  assuming  $\deg A_{i,j} = d$ . I suggest you do this for a  $3 \times 3$  matrix first. Recall that to divide a polynomial in  $F[x]$  of degree  $d$  by a polynomial of degree  $m \leq d$ , the classical division algorithm does at most  $(d - m + 1)m$  multiplications in  $F$ .

### Question 2: Solving $Ax = b$ using $p$ -adic lifting.

#### Part (a) (20 marks)

Let  $A \in \mathbb{Z}^{n \times n}$  and  $b \in \mathbb{Z}^n$ . In class I presented an algorithm for solving  $Ax = b$  for  $x \in \mathbb{Q}^n$  using linear  $p$ -adic lifting and rational number reconstruction. Implement the algorithm in Maple as the procedure `PadicLinearSolve(A,b)`. Your procedure should return the solution vector  $x$  and also print out the number of lifting steps  $k$  that are required. Test your implementation on the following examples. The first has large rationals in the solution vector. The second is constructed so that the solution vector  $x$  has very small rationals.

```
> with(LinearAlgebra):
> B := 2^16; m := 3; U := rand(B^m);
> n := 50;
> A := RandomMatrix(n,n,generator=U);
> b := RandomVector(n,generator=U);
> x := padicLinearSolve(A,b);
> convert( A.x-b, set ); # should be {0}
> y := [1,0,-1/2,2/3,4,3/4,-2,-3,0,-1];
> x := Vector( [seq( op(y), i=1..5 )] );
> b := A.x;
> b := 12*b; A := 12*A; # clear fractions
> x := padicLinearSolve(A,b);
> convert( A.x-b, set ); # should be {0}
```

To compute  $A^{-1} \bmod p$  use the Maple command `Inverse(A) mod p`.

To multiply  $A$  times a vector  $x$  use `A.x` in Maple.

For rational number reconstruction use the Maple command `irat recon`.

#### Part (b) (10 marks)

Suppose  $\dim A = n$ ,  $\dim b = n$  and  $|A_{i,j}| < B^m$  and  $|b_i| < B^m$ , i.e., the coefficients in the linear system are  $m$  base  $B$  digits (or less). Suppose the  $p$ -adic lifting algorithm does  $L$

lifting steps, i.e. solves  $Ax = b \pmod{p^L}$  and then successfully reconstructs  $x \in \mathbb{Q}^n$  using rational reconstruction.

What is the running time of the algorithm assuming classical algorithms are used for integer arithmetic, rational reconstruction and matrix inverse. Express your answer in the form  $O(f(m, n, L))$ .

Since the integers in the solution vector  $x$  may be as large as  $mn$  base  $B$  digits, as illustrated by the first example,  $L \in O(mn)$  in general. What is the running time for  $L \in O(mn)$ ? Recall that we showed in class that the modular algorithm cost  $O(mn^4 + m^2n^3)$  to solve  $Ax = b$ .