

The skeletons  
you find when  
you order your  
ideal's closet

John Perry

Ordering your  
ideal's closet

Sorting the  
closet

Skeletons in the  
closet

Conclusion

# The skeletons you find when you order your ideal's closet

John Perry

University of Southern Mississippi

ACA 2014

① Ordering your ideal's closet

② Sorting the closet

③ Skeletons in the closet

④ Conclusion

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# §1. Ordering your ideal's closet

# Buchberger's algorithm

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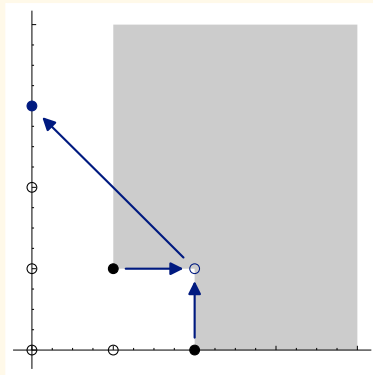
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Conclusion

New elements come from ideal's "closet"



(Ideal of leading terms)

- algebraic geometry
- analysis of codes
- astrophysics
- commutative algebra
- computing discrete logarithms
- cryptanalysis
- learning with errors
- ...

# Different orders

The skeletons  
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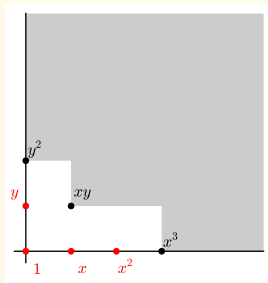
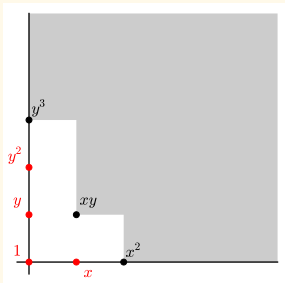
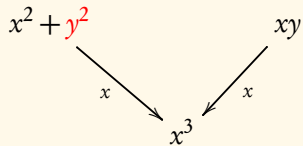
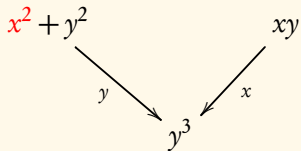
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# Some orderings “better”

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## Cyclic-5

$$\left\{ \begin{array}{l} x_1 + x_2 + \cdots + x_5, \\ x_1x_2 + x_2x_3 + \cdots + x_5x_1, \\ x_1x_2x_3 + x_2x_3x_4 + \cdots + x_5x_1x_2, \\ x_1x_2x_3x_4 + x_2x_3x_4x_5 + \cdots + x_5x_1x_2x_3, \\ x_1x_2x_3x_4x_5 - 1 \end{array} \right\}$$

lex order: 11

grevlex order: 20

# Another example

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Cyclic-7 homogeneous

$$\left\{ \begin{array}{l} x_1 + x_2 + \cdots + x_7, \\ x_1x_2 + x_2x_3 + \cdots + x_1x_7, \\ x_1x_2x_3 + x_2x_3x_4 + \cdots + x_7x_1x_2, \\ \vdots \\ x_1x_2x_3x_4x_5x_6x_7 - b^7 \end{array} \right\}$$

lex order: 985

grevlex order: 443



# Another example

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Cyclic-7 homogeneous

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lex order: 985

grevlex order: 443

mystery order: 118

Find *best* “good” ordering *while* sorting?

Find *best* “good” ordering *while* sorting?

## Dynamic Gröbner basis computation

(“sorting ideal’s closet”)

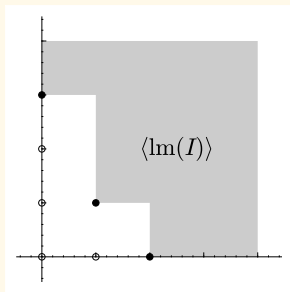
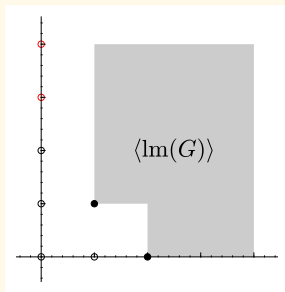
(reorder Macaulay matrix during reduction)

Find *best* “good” ordering *while* sorting?

# Dynamic Gröbner basis computation

(“sorting ideal’s closet”)  
(reorder Macaulay matrix during reduction)

“Tentative” Hilbert function selects ordering



- smaller basis  $\implies$  easier to work with
- less computation  $\implies$  quicker result
- applied mathematicians  $\implies$  much happier

# “Short” example

The skeletons  
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$$F = \left\{ \begin{array}{l} x^3y^2 + 5776x^2y^3 + 1230x^4 + 4073x^2y^2 - 1332xy^3, \\ x^4y + 3199x^3 + 11994xy^2 - 8996y^2 - 10725 \end{array} \right\}$$

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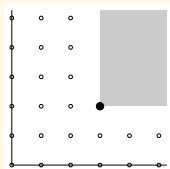
Skeletons in the  
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Conclusion

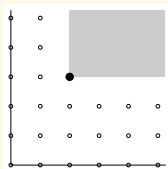
$$F = \left\{ \begin{array}{l} x^3y^2 + 5776x^2y^3 + 1230x^4 + 4073x^2y^2 - 1332xy^3, \\ x^4y + 3199x^3 + 11994xy^2 - 8996y^2 - 10725 \end{array} \right\}$$

for  $f_1$ ,

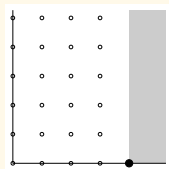
- only  $x^3y^2$ ,  $x^2y^3$ ,  $x^4$  possible
- $x^4$  more attractive...



1,2,3,4,5,...



1,2,3,4,5,...



1,2,3,4,4,...

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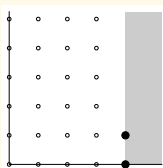
Skeletons in the  
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Conclusion

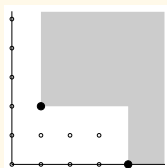
$$F = \left\{ \begin{array}{l} x^3y^2 + 5776x^2y^3 + 1230x^4 + 4073x^2y^2 - 1332xy^3, \\ x^4y + 3199x^3 + 11994xy^2 - 8996y^2 - 10725 \end{array} \right\}$$

for  $f_2$ ,

- only  $x^4y$ ,  $xy^2$  possible
- $xy^2$  more attractive...



1,2,3,4,4,...



1,2,3,3,2,1,1,...

...but *incompatible* w/choice of  $x^4$



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## §2. Sorting the closet

- Mora and Robbiano (1988)  
... pose question
- Gritzmann and Sturmfels (1993)  
... describe *general* algorithm w/convex geometry
- Caboara (1993)  
... describes, implements *refining* algorithm w/simplex
- Oleg Golubitsky (preprint)  
... describes, implements (?) *general* algorithm

... nothing else!

# Refining v. general

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Conclusion

*ordering*  
*new polys*  
*leading mons*

**Refining**  
partial  
refine ordering  
preserved

**General**  
partial or total  
re-evaluate  
can change

# Refinement: pros, cons

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Conclusion

## Cons

- sometimes forego best orderings

## Pros

- no need to re-evaluate previous polynomials
- no need to re-evaluate  $S$ -polynomials
- can still predict zero reductions
- warm-start simplex algorithm, not cold-start

# Algebra of orderings

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Conclusion

ordering



vector ( $\omega$ )

# Algebra of orderings

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ordering



vector ( $\omega$ )

$$x^2 > y^2 \quad \iff \quad \omega \cdot (2, 0) > \omega \cdot (0, 2)$$

# Algebra of orderings

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vector ( $\omega$ )

$$x^2 > y^2 \quad \iff \quad \omega \cdot (2, 0) > \omega \cdot (0, 2)$$

$$\omega = (1, 0) \quad x^3 + x^2y^2 + y^3$$

$$\omega = (1, 1) \quad x^3 + x^2y^2 + y^3$$

$$\omega = (0, 1) \quad x^3 + x^2y^2 + y^3$$

# Clutter in the closet

The skeletons  
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Skeletons in the  
closet

Conclusion

$$x^5 + x^4y^2 + wz^3 + w^3z + wx^4 + w^2yz^2 + x^2$$

new leading polynomial	→	new constraints
many/large polynomials	→	many constraints
more constraints	→	more computation
more computation	→	unhappy applied mathematicians



# Clutter in the closet

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$$x^5 + x^4y^2 + wz^3 + w^3z + wx^4 + w^2yz^2 + x^2$$

new leading polynomial	→	new constraints
many/large polynomials	→	many constraints
more constraints	→	more computation
more computation	→	unhappy applied mathematicians

## Big-time question

How can we reduce the number of constraints?

# Many closet elements “strung together”

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Conclusion

Some elements drag others along

$$x^5 \text{ ——— } x^2$$

## Divisibility criterion

$t \mid u$ ? no need to consider  $t$ .

(Caboara, 1993)

Limited usefulness

- homogeneous polynomials
- not-so-homogeneous polynomials

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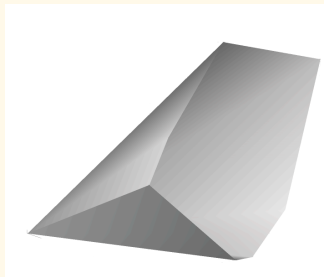
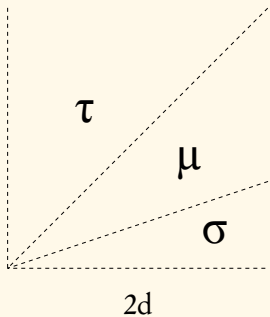
**Skeletons in the  
closet**

Conclusion

# §3. Skeletons in the closet

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linear inequalities  $\longrightarrow$  polyhedral cone



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Conclusion

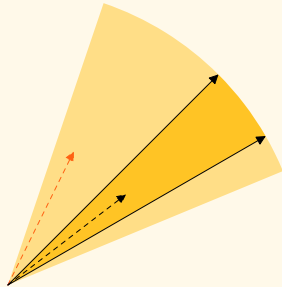
Definition

**Skeleton:** extreme vectors & adjacency relationship

## Fact

*Skeleton identifies minimal set of closet elements*

("Easily" proved from Corner Point Theorem)



# Example

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Select  $x^4 = \text{lm}(f_1)$

# Example

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Select  $x^4 = \text{lm}(f_1)$

- Skeleton:  $\{(1,0), (2,1)\}$ 
  - let  $\sigma = (1,0) + (2,1) = (3,1)$

# Example

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Select  $x^4 = \text{lm}(f_1)$

- Skeleton:  $\{(1,0), (2,1)\}$ 
  - let  $\sigma = (1,0) + (2,1) = (3,1)$
- $f_2 \xrightarrow{f_1} 2784x^3y^3 + 14878x^2y^4 + 10170x^2y^3 - 13675xy^4$   
 $+ 3199x^3 + 11994xy^2 - 899y^2 - 10725$



# Example

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 $+ 3199x^3 + 11994xy^2 - 899y^2 - 10725$
- $\text{lm}_\sigma(f_2) = x^3y^3$ 
  - $t \not\prec_\tau \text{lm}_\sigma(f_2)$  for  $t \in f_2, \tau \in \{(1,0), (2,1)\}$
  - $\therefore$  no other possible lms

# Should we use the *entire* skeleton?

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Conclusion

- Explosion in # of vectors?
- “Hard” to compute? (rel. simplex)

# “Approximate” skeleton?

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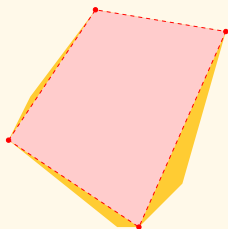
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Conclusion

compute only max, min  $\omega_i$



disallow some needed, allow only needed

- $O(n)$  space
- $O(n)$  “easy” calls to simplex: change objective function

# Practical results

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Conclusion

	#constraints		size of basis (pols $\times$ mons)	
	div only	app skel	dyn	grevlex
Caboara 1	29	20	$35 \times 137$	$239 \times 478$
Caboara 2	17	26	$21 \times 42$	$553 \times 1106$
Cyclic-5	61	31	$11 \times 68$	$20 \times 85$
Cyclic-6	250	56	$20 \times 129$	$45 \times 199$
Cyclic-7	>1000	63	$63 \times 1049$	$209 \times 1134$
Cyclic-5 hom	60	33	$11 \times 98$	$38 \times 197$
Cyclic-6 hom	303	39	$33 \times 476$	$99 \times 580$
Cyclic-7 hom	>1000	105	$222 \times 5181$	$443 \times 3395$

- Able to compute dyn GB we could not do before!
- Reduction consumes most time (usually)
- Katsura- $n$ : similar size basis as static, fewer constraints

(Caboara & Perry, 2014)

# You knew there was a penalty somewhere

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Conclusion

CAS's require *integer* orderings

- simplex *fast* when *inexact*
- *integer* solutions *slower than molasses in winter*
  - narrow cone? large integer entries

(CAS also don't like *large* integer products)

## Life is short. Why not?

### Double description method

- Exact
- Iterative: well-suited for refinement!
  - add constraints as needed
  - detects, discards redundant constraints
- Well-studied
  - Motzkin et al., 1953
  - Fukuda and Prodon, 1996
  - Zolotych, 2012

# Evolution of skeleton (1)

The skeletons  
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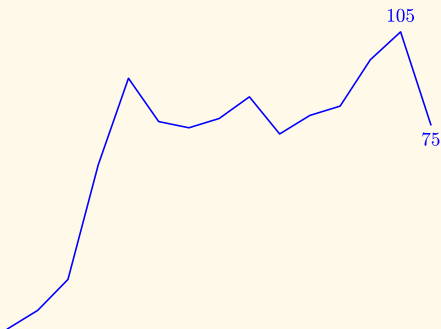
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#boundary vectors



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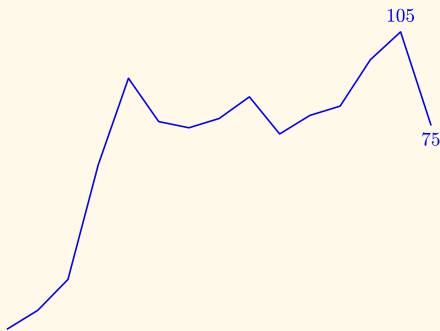
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#boundary vectors



bad news:

- finding leading monomials  $\gg$  reduction
- larger GB than using approximate skeleton
  - greedy algorithm does not pay here
  - still smaller than static (grevlex)
- similar for Caboara 2



# Evolution of skeleton (2)

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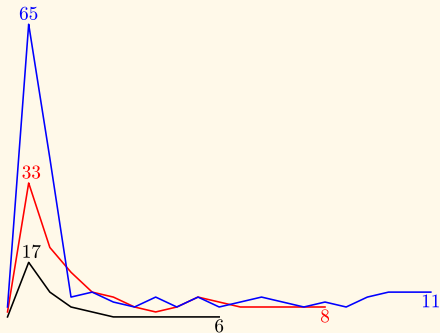
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#boundary vectors



Cyclic-5

Cyclic-6

Cyclic-7

(all homogeneous)

# Yes, entire skeleton!

The skeletons  
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Cyclic-7 homogeneous

	grevlex	app skel	ent skel
#polys	443	222	126*
#mons	3395	5181	4312
#vectors	N/A	4	11
#constraints	N/A	105	74

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closet

Conclusion

*Using entire skeleton:*

\*118 non-redundant

- *much* smaller basis
- costliest stage? reduction!
  - *not* selecting ordering!
  - *no integer programming*
- not many boundary vectors!

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# §4. Conclusion

# The perfect is the enemy of the good

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Conclusion

- We obtain *good* orderings from dynamic algorithm
  - not necessarily *best* ordering
  - what makes “best”? shortest? fastest?
- Approximate v. exact skeleton

## Data structures

- Integer orderings grow large
- CAS require integer orderings
- Implemented as “marked” polynomials

## Reduction

- not all CAS use Sugar

## Choosing good heuristic

- Efficient implementation
  - Hilbert polynomial & series
  - Double description method
  - Compiled (*not Cython*, or *better Cython*)
- Better (?) criteria to select ordering
- Combine w/modern techniques

# Thank you!

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Conclusion

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