

# MACM 401/MATH 701/MATH 801

## Assignment 5, Spring 2017.

Michael Monagan

This assignment is to be handed in by Monday March 27th by 4pm. Late Penalty:  $-20\%$  for up to 48 hours late. Zero after that. For problems involving Maple calculations and Maple programming, you should submit a printout of a Maple worksheet of your Maple session.

### Question 1: Factorization in $\mathbb{Z}_p[x]$ (25 marks)

- (a) Factor the following polynomials over  $\mathbb{Z}_{11}$  using the Cantor-Zassenhaus algorithm.

$$a_1 = x^4 + 8x^2 + 6x + 8,$$

$$a_2 = x^6 + 3x^5 - x^4 + 2x^3 - 3x + 3,$$

$$a_3 = x^8 + x^7 + x^6 + 2x^4 + 5x^3 + 2x^2 + 8.$$

Use Maple to do all polynomial arithmetic, that is, you can use the `Gcd(...)` `mod p` and `Powmod(...)` `mod p` commands etc., but not `Factor(...)` `mod p`.

- (b) As an application, compute the square-roots of the integers  $a = 3, 5, 7$  in the integers modulo  $p$ , if they exist, for  $p = 10^{20} + 129 = 100000000000000000129$  by factoring the polynomial  $x^2 - a \pmod p$  using Rabin's root finding algorithm. Show your working. You will have to use `Powmod` here.

If  $f(x)$  is a quadratic polynomial in  $\mathbb{Z}_p[x]$ , what is the expected time complexity of Rabin's algorithm?

### Question 2: Factorization in $\mathbb{Z}[x]$ (20 marks)

Factor the following polynomials in  $\mathbb{Z}[x]$ .

$$a_1 = x^{10} - 6x^4 + 3x^2 + 13$$

$$a_2 = 8x^7 + 12x^6 + 22x^5 + 25x^4 + 84x^3 + 110x^2 + 54x + 9$$

$$a_3 = 9x^7 + 6x^6 - 12x^5 + 14x^4 + 15x^3 + 2x^2 - 3x + 14$$

$$a_4 = x^{11} + 2x^{10} + 3x^9 - 10x^8 - x^7 - 2x^6 + 16x^4 + 26x^3 + 4x^2 + 51x - 170$$

For each polynomial, first compute its square free factorization. You may use the Maple command `gcd(...)` to do this. Now factor each non-linear square-free factor as follows. Use the Maple command `Factor(...)` `mod p` to factor the square-free factors over  $\mathbb{Z}_p$  modulo the primes  $p = 13, 17, 19, 23$ . From this information, determine whether each polynomial is irreducible over  $\mathbb{Z}$  or not. If not irreducible, try to discover what the irreducible factors are by considering combinations of the modular factors and Chinese remaindering (if necessary) and trial division over  $\mathbb{Z}$ .

Using Chinese remaindering here is not efficient in general. Why?

Thus for the polynomial  $a_4$ , use Hensel lifting instead. That is, using a suitable prime of your choice from 13, 17, 19, 23, Hensel lift each factor `mod p`, then determine the irreducible factorization of  $a_4$  over  $\mathbb{Z}$ .

### Question 3: Cost of the linear $p$ -adic Newton iteration (15 marks)

Let  $a \in \mathbb{Z}$  and  $u = \sqrt{a}$ . Suppose  $u \in \mathbb{Z}$ . The linear  $p$ -adic Newton iteration for computing  $u$  from  $u \bmod p$  that we gave in class is based on the following linear  $p$ -adic update formula:

$$u_k = -\frac{\phi_p(f(u^{(k)})/p^k)}{f'(u_0)} \bmod p.$$

where  $f(u) = a - u^2$ . A direct coding of this update formula for the  $\sqrt{\phantom{x}}$  problem in  $\mathbb{Z}$  led to the code below where I've modified the algorithm to stop if the error  $e < 0$  instead of using a lifting bound  $B$ .

```
ZSQRT := proc(a,u0,p) local U,pk,k,e,uk,i;
  u := mods(u0,p);
  i := modp(1/(2*u0),p);
  pk := p;
  for k do
    e := a - u^2;
    if e = 0 then return(u); fi;
    if e < 0 then return(FAIL) fi;
    uk := mods( iquo(e,pk)*i, p );
    u := u + uk*pk;
    pk := p*pk;
  od;
end:
```

The running time of the algorithm is dominated by the squaring of  $u$  in  $a := a - u^2$  and the long division of  $u$  by  $pk$  in  $iquo(e,pk)$ . Assume the input  $a$  is of length  $n$  base  $p$  digits. At the beginning of iteration  $k$ ,  $u = u^{(k)} = u_0 + u_1p + \dots + u_{k-1}p^{k-1}$  is an integer of length at most  $k$  base  $p$  digits. Thus squaring  $u$  costs  $O(k^2)$  (assuming classical integer arithmetic). In the division of  $e$  by  $pk = p^k$ ,  $e$  will be an integer of length  $n$  base  $p$  digits. Assuming classical integer long division is used, this division costs  $O((n - k + 1)k)$ . Since the loop will run  $k = 1, 2, \dots, n/2$  for the  $\sqrt{\phantom{x}}$  problem the total cost of the algorithm is dominated by  $\sum_{k=1}^{n/2} (k^2 + (n - k + 1)k) \in O(n^3)$ .

Redesign the algorithm so that the overall time complexity is  $O(n^2)$  assuming classical integer arithmetic. Prove that your algorithm is  $O(n^2)$ . Now implement your algorithm in Maple and verify that it works correctly and that the running time is  $O(n^2)$ . Use the prime  $p = 9973$ .

Hint 1:  $e = a - u^{(k)2} = a - (u^{(k-1)} + u_{k-1}p^{k-1})^2 = (a - u^{(k-1)2}) - 2u^{k-1}u_{k-1}p^{k-1} - u_{k-1}^2p^{2k-2}$ .

Notice that  $a - u^{(k-1)2}$  is the error that was computed in the previous iteration.

Hint 2: We showed that the algorithm for computing the  $p$ -adic representation of an integer is  $O(n^2)$ . Notice that it does not divide by  $p^k$ , rather, it divides by  $p$  each time round the loop.

#### Question 4 (20 marks): Symbolic Integration

Implement a Maple procedure `INT` (you may use `Int` if you prefer) that evaluates antiderivatives  $\int f(x)dx$ . For a constant  $c$  and positive integer  $n$  your Maple procedure should apply

$$\int c dx = cx.$$

$$\int cf(x) dx \rightarrow c \int f(x) dx.$$

$$\int f(x) + g(x) dx \rightarrow \int f(x) dx + \int g(x) dx.$$

$$\text{For } c \neq -1 \quad \int x^c dx = \frac{1}{c+1} x^{c+1}.$$

$$\int x^{-1} dx = \ln x.$$

$$\int e^x dx = e^x \quad \text{and} \quad \int \ln x dx = x \ln x - x.$$

$$\int x^n e^x dx \rightarrow x^n e^x - \int nx^{n-1} e^x dx.$$

$$\int x^n \ln x dx \text{ by parts.}$$

You may ignore the constant of integration. NOTE:  $e^x$  in Maple is `exp(x)`, i.e. it's a function not a power. HINT: use the `diff` command for differentiation to determine if a Maple expression is a constant wrt  $x$ . Test your program on the following.

```
> INT( x^2 + 2*x + 1, x );
> INT( x^(-1) + 2*x^(-2) + 3*x^(-1/2), x );
> INT( exp(x) + ln(x) + sin(x), x );
> INT( 2*f(x) + 3*y*x/2 + 3*ln(2), x );
> INT( x^2*exp(x) + 2*x*exp(x), x );
> INT( 2*exp(-x) + ln(2*x+1), x );
> INT( 4*x^3*ln(x) + 3*x^2*ln(x), x );
```