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Example of Ben-Or Tiwari sparse polynomial interpolation.
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> M1, M2, M3 := x^3*y^4, x*y^3*z, x^6*z^2;
                            M1, M2, M3 := x^3 y^4, x y^3 z, x^6 z^2
> a1,a2,a3 := 101,103,105;
                               a1, a2, a3 := 101, 103, 105
> f := a1*M1+a2*M2+a3*M3;
                          f := 105 x^6 z^2 + 101 x^3 y^4 + 103 x y^3 z
_So f has t=3 terms. Assume we don't know t. Let's try T=4.
> T := 4;
                                       T := 4
> for i from 0 to 2*T-1 do v[i] := eval(f, {x=2^i, y=3^i, z=5^i})
                                      v_0 := 309
                                    v_1 := 261258
                                   v_2 := 318719004
                                 v_2 := 459589225992
                                v_4 := 706483640520816
                              v_5 := 1112692343818548768
                            v_6 := 1769125342359905801664
                           v_7 := 2823428649379900233478272
> H := Matrix([[v[0],v[1],v[2],v[3]],
                  [v[1], v[2], v[3], v[4]],
                  [v[2],v[3],v[4],v[5]],
                  [v[3],v[4],v[5],v[6]]]);
                          261258
                                           318719004
                                                                459589225992
          261258 318719004
                                        459589225992
                                                               706483640520816
                      459589225992 706483640520816
                                                             1112692343818548768
        459589225992 706483640520816 1112692343818548768 1769125342359905801664
> with (LinearAlgebra):
  Rank(H);
                                          3
So we know t = 3.
> H := H[1..3,1..3];
                 H := \begin{bmatrix} 309 & 261258 \\ 261258 & 318719004 \end{bmatrix}
                                                   318719004
                                                 459589225992
                       318719004 459589225992 706483640520816
> S := -Vector([v[3],v[4],v[5]]);
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S := \begin{bmatrix} -459589225992 \\ -706483640520816 \\ -1112692343818548768 \end{bmatrix}
 > L := LinearSolve(H,S);
                                        L := \begin{bmatrix} -279936000 \\ 1643760 \\ -2518 \end{bmatrix}
|
|> Lambda := z^3+L[1]+L[2]*z+L[3]*z^2;
                              \Lambda := z^3 - 2518 z^2 + 1643760 z - 279936000
 > factor(Lambda);
                                    (z-1600) (z-270) (z-648)
 > R := roots(Lambda);
                                  R := [[1600, 1], [270, 1], [648, 1]]
> m1,m2,m3 := seq( r[1], r in R );
                                      m1, m2, m3 := 1600, 270, 648
(2)^6 (5)^2, (2) (3)^3 (5), (2)^3 (3)^4
M1, M2, M3 := x^6 z^2, x v^3 z, x^3 v^4
 The 3 by 3 Vandermonde system for the monomials is
 > V := Matrix( [[1,1,1],[m1,m2,m3],[m1^2,m2^2,m3^2]] );
                                 V := \begin{bmatrix} 1 & 1 & 1 \\ 1600 & 270 & 648 \\ 2560000 & 72900 & 419904 \end{bmatrix}
|
|> b := <v[0],v[1],v[2]>;
                                          b := \begin{vmatrix} 309 \\ 261258 \\ 318719004 \end{vmatrix}
> a := LinearSolve(V,b);
                                             a := \begin{bmatrix} 105 \\ 103 \\ 101 \end{bmatrix}
g := a[1]*M1+a[2]*M2+a[3]*M3;
g := 105 x^6 z^2
f;
                                 g := 105 x^6 z^2 + 101 x^3 y^4 + 103 x y^3 z
                                    105 x^6 z^2 + 101 x^3 v^4 + 103 x v^3 z
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