# 2014-05-19.sagews

### May 19, 2014

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## 1 Math 480b Sage Course

### 1.1 Linear Algebra, part 2

### 1.2 May 19, 2014

Screencast: http://youtu.be/B40SL4JtqPo

- Questions
- Homework:
  - hw7, etc., collected this morning, and re-destributed for grading
  - hw8 assigned (should find it in your project). This is the last homework assignment.
- Topic: Exact linear algebra, part 2
  - vector spaces
  - linear algebra over finite fields and coding theory
  - remarks about asymptotically fast algorithms
- Wednesday and Friday: Graph theory, Group Theory

### 1.3 Vector spaces

```
RR^5
Vector space of dimension 5 over Real Field with 53 bits of precision
# The vector space of all 3-tuples of rational numbers (i.e., vectors in \
   3-space with tail at the origin)
V = QQ^3
V
Vector space of dimension 3 over Rational Field
span(QQ, [[1,2,3], [4,5,6]])
Vector space of degree 3 and dimension 2 over Rational Field
Basis matrix:
[1 0 -1]
[0 1 2]
# These arise natural as spans, kernels (=nullspaces), etc.
m = matrix(QQ, 2,3, [2,3,5, 7,-4,0]); m
[2 3 5]
[7-40]
kernel = nullspace
\# Compute the vector space of vector x such that m*x = 0
V = m.right_kernel(); V
Vector space of degree 3 and dimension 1 over Rational Field
Basis matrix:
Γ
     1
         7/4 -29/20]
  File: /usr/local/sage/sage-6.2.rc0/src/sage/matrix/matrix2.pyx
  Docstring:
     Returns the left kernel of this matrix, as a vector space or free
  module. This is the set of vectors "x" such that "x*self = 0".
  Note: For the right kernel, use "right_kernel()". The method
    "kernel()" is exactly equal to "left_kernel()".
  INPUT:
   * "algorithm" - default: 'default' - a keyword that selects the
    algorithm employed. Allowable values are:
    * 'default' - allows the algorithm to be chosen automatically
    * 'generic' - naive algorithm usable for matrices over any field
    * 'pari' - PARI library code for matrices over number fields or
      the integers
```

- \* 'padic' padic algorithm from IML library for matrices over the rationals and integers
- \* 'pluq' PLUQ matrix factorization for matrices mod 2
- \* "basis" default: 'echelon' a keyword that describes the format of the basis used to construct the left kernel. Allowable values are:
  - \* 'echelon': the basis matrix is in echelon form
  - \* 'pivot': each basis vector is computed from the reduced rowechelon form of "self" by placing a single one in a non-pivot column and zeros in the remaining non-pivot columns. Only available for matrices over fields.
  - \* 'LLL': an LLL-reduced basis. Only available for matrices over the integers.

#### OUTPUT:

A vector space or free module whose degree equals the number of rows in "self" and contains all the vectors "x" such that "x\*self = 0".

If "self" has 0 rows, the kernel has dimension 0, while if "self" has 0 columns the kernel is the entire ambient vector space.

The result is cached. Requesting the left kernel a second time, but with a different basis format will return the cached result with the format from the first computation.

Note: For much more detailed documentation of the various options see "right\_kernel()", since this method just computes the right kernel of the transpose of "self".

#### **EXAMPLES:**

Over the rationals with a basis matrix in echelon form.

sage: A.left\_kernel()

Vector space of degree 5 and dimension 2 over Rational Field Basis matrix:

```
[ 1 0 -1 2 -1]
[ 0 1 -1 1 -4]
```

Over a finite field, with a basis matrix in "pivot" format.

The left kernel of a zero matrix is the entire ambient vector space whose degree equals the number of rows of "self" (i.e. everything).

```
sage: A = MatrixSpace(QQ, 3, 4)(0)
sage: A.kernel()
Vector space of degree 3 and dimension 3 over Rational Field
Basis matrix:
[1 0 0]
[0 1 0]
[0 0 1]
```

We test matrices with no rows or columns.

```
sage: A = matrix(QQ, 2, 0)
sage: A.left_kernel()
Vector space of degree 2 and dimension 2 over Rational Field
Basis matrix:
[1 0]
[0 1]
sage: A = matrix(QQ, 0, 2)
sage: A.left_kernel()
Vector space of degree 0 and dimension 0 over Rational Field
Basis matrix:
[]
```

The results are cached. Note that requesting a new format for the basis is ignored and the cached copy is returned. Work with a copy if you need a new left kernel, or perhaps investigate the "right\_kernel\_matrix()" method on the transpose, which does not cache its results and is more flexible.

```
sage: A = matrix(QQ, [[1,1],[2,2]])
sage: K1 = A.left_kernel()
sage: K1
Vector space of degree 2 and dimension 1 over Rational Field
Basis matrix:
[ 1 -1/2]
sage: K2 = A.left_kernel()
```

```
sage: K1 is K2
     True
     sage: K3 = A.left_kernel(basis='pivot')
     Vector space of degree 2 and dimension 1 over Rational Field
     Basis matrix:
      [ 1 -1/2]
     sage: B = copy(A)
     sage: K3 = B.left_kernel(basis='pivot')
     Vector space of degree 2 and dimension 1 over Rational Field
     User basis matrix:
      [-2 1]
     sage: K3 is K1
     False
     sage: K3 == K1
     True
type(V)
<class 'sage.modules.free_module.FreeModule_submodule_field_with_category'>
Vector space of degree 3 and dimension 1 over Rational Field
Basis matrix:
          7/4 -29/20]
  1
V.dimension()
V.basis()
(1, 7/4, -29/20)
]
# compute another 1-dimensional vector space
m = matrix(QQ, 2,3, [1,2,3,4,5,6]); m
W = m.right_kernel(); W
[1 2 3]
[4 5 6]
Vector space of degree 3 and dimension 1 over Rational Field
Basis matrix:
[ 1 -2 1]
V.intersection(W)
Vector space of degree 3 and dimension 0 over Rational Field
Basis matrix:
Г٦
Vector space of degree 3 and dimension 2 over Rational Field
```

Basis matrix:

```
[ 1 0 -23/75]
[ 0 1 -49/75]
```

### 1.4 Linear algebra over finite fields (very important for coding theory)

```
# define a finite field
F = GF(7)
F
list(F) # the elements of F
Finite Field of size 7
[0, 1, 2, 3, 4, 5, 6]
a = F(2); a
parent(a)
Finite Field of size 7
F(2) / F(4)
4
1/F(4)
k = GF(9, 'a')
Finite Field in a of size 3^2
list(k)
[0, a, a + 1, 2*a + 1, 2, 2*a, 2*a + 2, a + 2, 1]
# define a matrix and vector over F
m = matrix(F, 3,3, [2,3,5, 7,-4,0, 2,-5,1]); m
v = vector(F, [10,5,2]); v
# notice how 7 == 0 below, since we are working in F.
[2 3 5]
[0 3 0]
[2 2 1]
(3, 5, 2)
# solve system
x = m.solve_right(v); x
(0, 4, 1)
m * x
(3, 5, 2)
random_matrix(F,10)^10
```

```
[2 3 6 5 0 0 5 2 3 0]

[3 3 5 0 2 5 6 5 2 6]

[2 6 4 1 3 4 6 3 3 6]

[4 5 0 3 1 2 6 2 5 0]

[3 2 1 5 0 6 5 4 2 5]

[3 6 2 3 4 3 1 4 1 1]

[2 1 4 1 4 5 4 4 2 2]

[0 0 2 1 0 5 2 1 1 0]

[1 0 4 0 0 5 4 1 1 6]

[2 2 3 5 0 0 3 6 3 3]
```

#### random\_matrix(ZZ,10)^10

[ -605161146634 2456513699588 -52246013770460 -10091601259800 12973421399331 19736861221697 138060495509084 29585601997262 -668397487583 2139291053030] Γ -1520858893783 2057111692869 -8812279501938 -885185221038 1916708657898 1513671501362 6533081571264 -4498315915416 -2424858594341 487474019239] [ -1396017369048 -3714889261973 728352017995 1123735909851 -1694611297223 -3586115805981 28013232476975 1307228946129 4835411660398 476924714336] [ 1391378038256 502433228198 6301602661032 -2047894000389 291668149567 5393545151046 13637149619489 -2209126278188 -5749348867114 -1508406581700] [ 1222040503189 728715159250 6515090381548 -2608468784840 640923026976 7636787261897 556449069276 -2030358154988 -5550054117171 -1857838412226] [ -5731125783528 -1263719924450 -19112354155374 1399566430385 1223204628979 -3925906481106 -4988676049549 -1726553157428 2384475335074] 9465802255512 [ -108908388353 2166614137445 -3272265937592 947730079891 361607323206 -3418760946501 -193902683535 -4551532012396 -2588304610198 757590907305] [ -332284099700 -686586065250 715344035861 -6386957212058 3660450539330 -9933464685587 -25636410186597 3322175782880 5975122163476 2275969813947] [ -1793065271475 -1293119804780 -4041786720494 378274105343 -158480996782 -1705221909098 18407122389313 -1803532888340 2052443228482 581642666650] Γ -390174372366 245583392270 -6602928423304 5274867078283 -1593719237520 -14644117625936 -23721711387145 3631840570305 7882541584633 3043356709760]

In fact, Sage has extensive coding theory functionality. (See http://www.sagemath.org/doc/reference/coding/sage/coding/code\_constructions.html and http://www.sagemath.org/doc/reference/coding/index.html)

- A code is a subspace of a finite dimensional vector space.
- One encodes messages as elements of this subspace.
- When a message is corrupted (say one bit flipped) it becomes something not in the subspace.
- Decoding involves finding the closest vector in the subspace to what you get.

#### codes

```
C = codes.HammingCode(3,GF(2)); C
Linear code of length 7, dimension 4 over Finite Field of size 2

C.basis()
[(1, 0, 0, 0, 0, 1, 1), (0, 1, 0, 0, 1, 0, 1), (0, 0, 1, 0, 1, 1, 0), (0, 0, 0, 1, 1, 1, 1)]
```

```
span(C.basis())
Vector space of degree 7 and dimension 4 over Finite Field of size 2
Basis matrix:
[1 0 0 0 0 1 1]
[0 1 0 0 1 0 1]
[0 0 1 0 1 1 0]
[0 0 0 1 1 1 1]
len(C)
16
for v in C:
    print v
(0, 0, 0, 0, 0, 0, 0)
(1, 0, 0, 0, 0, 1, 1)
(0, 1, 0, 0, 1, 0, 1)
(1, 1, 0, 0, 1, 1, 0)
(0, 0, 1, 0, 1, 1, 0)
(1, 0, 1, 0, 1, 0, 1)
(0, 1, 1, 0, 0, 1, 1)
(1, 1, 1, 0, 0, 0, 0)
(0, 0, 0, 1, 1, 1, 1)
(1, 0, 0, 1, 1, 0, 0)
(0, 1, 0, 1, 0, 1, 0)
(1, 1, 0, 1, 0, 0, 1)
(0, 0, 1, 1, 0, 0, 1)
(1, 0, 1, 1, 0, 1, 0)
(0, 1, 1, 1, 1, 0, 0)
(1, 1, 1, 1, 1, 1)
# a corrupted message
corrupted_message = [0, 1, 1, 0, 0, 0, 0]
# check this out:
C.decode(corrupted_message)
(1, 1, 1, 0, 0, 0, 0)
```

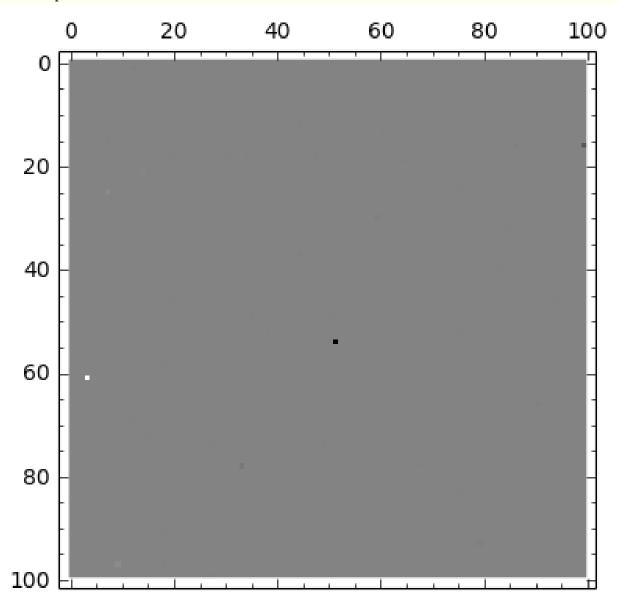
### 1.5 Remarks about asymptotically fast algorithms

- All the problems I showed you above are trivial and you could do them by hand.
- One of the key things that distinguishes Sage from certain other famous (or not) programs is that it implements many asymptotically fast algorithms for exact linear algebra, i.e., these algorithms work even if the matrices are a bit bigger. (Tell Alan Steels store about him getting money from Knuth for proving with Magma in the 90sthat asymptotically fast algorithms are practical, which Knuth said in his book they arent.)
- Some examples to get a sense of speed and capabilities.

```
m = random_matrix(ZZ, 100)
m[0] # Oth row of our 100x100 matrix
```

(-2, -1, 0, 0, -2, -4, 2, -2, -1, -1, -3, 1, -1, 0, 0, 3, 0, -1, -98, 6, -1, -1, 1, 0, -4, 2, -8, 6, 2, -1, -86, -4, 8, 0, -3, -2, 1, 4, 1, -1, -1, 0, 0, -2, 1, 1, 1, -1, -1, -2, 1, -7, 1, 1, -4, -6, 0, 1, 0, 2, -9, -4, 1, -2, -1, -1, 0, -2, -1, -6, 1, -5, 1, 1, 0, 0, 0, -1, -5, 0, 3, 0, -2, -1, -14, -2, 0, -1, 1, -1, 4, -1, 0, -2, 0, 1, -1, -2, 2, -1)

matrix\_plot(m)



```
# LIE!!!
%timeit m.det()
625 loops, best of 3: 208 ns per loop
```

Note, the above 208ns is a very misleading. The reason is because m.det() caches the result of the computation.

And the timeit command takes the best of 3 the first time is long, and the others are short.

You can use m.\_clear\_cache() to delete everything from this cache.

```
m._clear_cache()
```

```
# very fast
t = walltime()
s = cputime()
%time m.det()
print walltime(t) # == walltime() - t
print cputime(s) # == cputime() - s
```

 $192733788472465611367989398412467437061132692530954335163802471438751162542606278197761259\\226059432090740846844553349908414148387141962007828071829674596295893938383227245887702009\\35009855338887861294091463$ 

```
CPU time: 0.04 s, Wall time: 0.04 s 0.0398569107056 0.039854
```

```
%timeit m._clear_cache(); m.det()
25 loops, best of 3: 38.3 ms per loop
```

```
m = random_matrix(ZZ, 200)
%time m.det()
```

 $344094527070587645322818950813927220386078310950498755900842006256168632769332581899200632\\063586524387867044242519613526332088839410496532605295322967652172382068506628740626177838\\450386310691617328950401332228184448455596364705901062642964135697671200104926933329806462\\569168191670532697757186359403607146737049079928842559442390146618423074228059436998726629\\413216609176526725941213396910382621549845184324844202676196286642510004501218208642421728\\27904416$ 

```
CPU time: 0.46 s, Wall time: 0.46 s
```

```
m = random_matrix(ZZ, 400)
%time m.det()
```

 $339780396119534618027700911725863144185882752839337178067878084146999915129357626232887343\\ 206890788992948208201621497762372366428669941166703245185719660250668791903610356720665523\\ 683528897746977550902330889251053516702580861098412204357824298722846206863573241355926733\\ 671968116246557917327592987383233212027049247385386563929918846584113554733423439252223027\\ 256976342582032836088815521978060135878804818678134553677572929011610888949130668568322189\\ 130712485891124889629895200460377049839769717031268458120784028206403292522916338778042107\\ 819092701962556732644118031743401543281577459094642994366199883206762727986036616445603329\\ 444608064447440844249009686683761429799575191234764972182998015118150409965551349234506976\\ 184008050384905919714243922070834869489246121198068365580595609573356233483574281225069450\\ 933083105034410818071519395427294173353606919621593014154505239224205831062005710713913901\\ 016351426504932742341024129136470932138606799444137247546394770410039259810969768121793972\\ 74419568072001131018672333623447715088024299726866111442$ 

```
CPU time: 2.27 s, Wall time: 2.26 s
```

```
m = random_matrix(ZZ, 800)
%time m.det()
```

231493563254618972850308631228237330922864032769494955453007979579882817631389565509407008464612239636445211309493346858154756731466704736571739952753164902625343688480496805738548 401359679448362957939194982339344583407895675065608478588476328699282290633545429504676227 892477553650105384559514864942615150087590179278266738641794397981798569317780247706414669 274404926093122063476398763645705124012233994398263333203683928699048974603688221318108566 457509842957244053264190966322525938368381749220457254767129424516834267441488843996584597 714201932567441015448254447495573229759863882805808021722440634901960895069584421568928979 697517598460024753068261113467198229845207246388653557665585831638545981659219133448786696289780250944201128565150642314624596278753492985037464920075724467830982944281780126087723 596215362548770181083545834080837955419238949897306560134383000160385697482662736750338028 427623862544268198385288787024242803249342042662318538379521984302514145545850244267398966 45329184395566071630844551041802030157160375157649550029058213099953759678616

CPU time: 14.23 s, Wall time: 14.19 s

```
# PARI -- an open source "competitor" -- which doesn't implement \
    asymptotically
# fast algorithms... takes 61 seconds on what takes Sage only 1.2 seconds\
    :

m = random_matrix(ZZ,200)
g = gp(m)
%time g.matdet()
```

 $135753046785592272670949639113731138010628571292147640483630705584920731036615594516655463\\648920594266652841613244812506025860156753659593320638910235683149694055820945847286579164\\088583533400876342839197653862920340029840314309077747640520241247155187555406364215325475\\278287831411236815157067998590441380705417248522641661888528610264660692779031684195568888\\798547548520635907458061399083242472195280650808745547355233910181385442740889768590555152\\3414618216712$ 

```
CPU time: 61.81 s, Wall time: 0.00 s
```

```
m = random_matrix(ZZ, 300)
%time m.det()
```

 $-36656715590627309259273556481881789462901939923531360793867281610385107201681220482880222\\393761888024820796864311562604558417184724840961390842317156721562411764807649790447353028\\762036659749422497603071523179929464858478336910202053252562638678128526896500157785165054\\293794181261236340877929324049832895881162922644941697319222838224274528581864774816760098\\633846426568893761513261653040173779579974072207726365822070522566752960386653985032850957$ 

 $285364543777278122604573855524765351327787341793324699648149366240468175888574163954601787\\067935414108698721339178390706013060867742054317774668049577948380584476918673603456117521\\789370051146973348953237116581299139570448159964895572091946444810118180145708719947061161\\201369437878805232850725058812193721000$ 

CPU time: 3.52 s, Wall time: 1.92 s

# m = random\_matrix(ZZ, 500) %time m.det()

708051167374356602763430758183685288764650541798459038762413705763028914453298207881569435 131392497578177778729343958656326136443959443589114281194606483322583133532476780565483192 91833236832957627046

CPU time: 10.63 s, Wall time: 3.56 s

Depending on time, say something about how m.det is so frickin fast it uses a whole bunch of surprising tricks.

- Strassen: matrix multiplication done by decomposition matrix into blocks and doing 7 multiplies instead of 8
- Multimodular: working modulo prime powers, and using the Chinese Remainder theorem.
- Cramers Rule: Solving a random linear system and looking at the denominator of the resulting vector, then fixing it.