

# Expression simplification and polynomial algebra in FORM

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Ruijl Research

- This talk considers the C++ routines in FORM
- `optimize.cc`: expression simplification for efficient numerical evaluation of expressions
- `polygcd.cc`: polynomial GCD computation
- `polyfact.cc`: polynomial factorization

# Expression simplification

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# Example expression

$$\begin{aligned} &+32o^3n^2m + 32o^3n^2l - 48o^3n^2km - 48o^3n^2kl + 32o^4j^2m + 32o^4j^2l + 64o^4ijm - 128o^4ijh + 64o^4ijl + 64o^4i^2m \\ &- 128o^4i^2h + 64o^4i^2l - 128o^4gjh + 64o^4gim - 128o^4gih + 64o^4gil + 32o^4g^2m + 32o^4g^2l - 64o^4km - 64o^4kl \\ &+ 32o^4kjm + 32o^4kjl - 32o^4kj^2m - 32o^4kj^2l + 64o^4kim - 192o^4kih + 64o^4kil - 64o^4kijm + 128o^4kijh - 64o^4kijl \\ &- 64o^4ki^2m + 128o^4ki^2h - 64o^4ki^2l + 96o^4kgm - 192o^4kgh + 96o^4kgl + 128o^4kgjh - 64o^4kgim + 128o^4kgih \\ &- 64o^4kgil - 32o^4kg^2m - 32o^4kg^2l + 64o^4k^2m + 64o^4k^2l - 64o^4k^2jm - 64o^4k^2jl - 64o^4k^2im - 64o^4k^2il \\ &- 64o^4k^2gm - 64o^4k^2gl - 32o^4k^3m - 32o^4k^3l + 48fo^2n^2m + 32fo^2n^2h + 48fo^2n^2l - 48fo^2n^2jm + 64fo^2n^2jh \\ &- 48n^3h^2 - 48fo^2n^2jl - 96fo^2n^2im - 96fo^2n^2il - 64fo^2n^2gh - 48fo^2n^2km - 48fo^2n^2kl + 256fo^3jh + 32fo^3j^2m \\ &- 128fo^3j^2h + 32fo^3j^2l - 32fo^3j^3m - 32fo^3j^3l - 64fo^3im + 256fo^3ih - 64fo^3il + 128fo^3ijm - 448fo^3ijh \\ &+ 128fo^3ijl - 128fo^3ij^2m + 64fo^3ij^2h - 128fo^3ij^2l + 192fo^3i^2m - 384fo^3i^2h + 192fo^3i^2l - 192fo^3i^2jm \\ &+ 256fo^3i^2jh - 192fo^3i^2jl - 128fo^3i^3m + 128fo^3i^3h - 128fo^3i^3l + 64fo^3gm + 64fo^3gl - 448fo^3gjh \\ &+ 64fo^3gj^2h + 192fo^3gim - 576fo^3gih + 192fo^3gil - 64fo^3gijm + 384fo^3gijh - 64fo^3gijl - 128fo^3gi^2m \\ &+ 128fo^3gi^2h - 128fo^3gi^2l + 32fo^3g^2m - 64fo^3g^2h + 32fo^3g^2l - 32fo^3g^2jm + 128fo^3g^2jh - 32fo^3g^2jl \\ &- 64fo^3g^2im - 64fo^3g^2ih - 64fo^3g^2il - 64fo^3g^3h - 64fo^3km + 128fo^3kh - 64fo^3kl + 32fo^3kjm - 448fo^3kjh \\ &+ 32fo^3kjl - 96fo^3kj^2m + 256fo^3kj^2h - 96fo^3kj^2l + 128f^2o^2i^2m - 384f^2o^2i^2h + 128f^2o^2i^2l - 384f^2o^2i^2jm \end{aligned}$$

# Expression optimisation

```
1 S x,y,z;
2 L F = (x*y+6*x+z^2)
3 *(x^2+y^2+z^2+1);
4
5 Format O2;
6 .sort
7 #Optimize F
8 #write "%0";
9 Print F;
10 .end
```

```
1 Z1_=y + 6;
2 Z2_=z^2;
3 Z3_=Z1_*Z2_;
4 Z4_=x*Z1_;
5 Z4_=Z2_ + Z4_;
6 Z4_=x*Z4_;
7 Z1_=y*Z1_;
8 Z1_=1 + Z1_;
9 Z1_=y*Z1_;
10 Z1_=Z4_ + Z3_ + 6 + Z1_;
11 Z1_=x*Z1_;
12 Z3_=y^2;
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# Horner schemes

- Say we have  $x^3y^2 + x^2y + x^3z$
- $x \cdot x \cdot x \cdot y \cdot y + x \cdot x \cdot y + x \cdot x \cdot x \cdot z$
- $9 \times \cdot$
- Horner scheme:  $x^2(y + x(y^2 + z))$
- $x \cdot x \cdot (y + x \cdot (y \cdot y + z))$
- $4 \times \cdot$
- Other possibility:  $x^3z + y(x^2(1 + xy))$
- $x \cdot x \cdot x \cdot z + y \cdot (x \cdot x \cdot (1 + x \cdot y))$
- $7 \times \cdot$
- Optimal order problem is NP-hard

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# Horner schemes

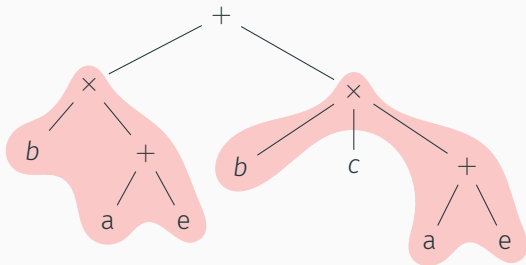
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# Common Subexpression Elimination

- $b \times (a + e)$  is a common subexpression
- CSEE reduces both  $\times$  and  $+$



# Detecting common subexpressions

```
1 typedef struct node {
2     const WORD* data;
3     struct node* l;
4     struct node* r;
5     UWORD hash;
6
7     void calcHash() {
8         if (data[0] == SYMBOL || data[0] == SNUMBER) {
9             hash = hash_range(data, data[1] + mod);
10        } else {
11            if (l->hash == 0) l->calcHash();
12            if (r->hash == 0) r->calcHash();
13            size_t newr[] = {data[0], l->hash, r->hash};
14            hash = hash_range(newr, 5);
15        }
16    }
```

- Recursively walk through the tree and increment number of operations for every node
- Add each node to a hashset of visited nodes
- Skip nodes that are already found: common subexpressions are counted only once

# Optimisation options

- 01: Horner order sorted by occurrence
- 02: Horner order sorted by occurrence + greedy optimisations
- 03: Monte Carlo Tree Search
- 04: Stochastic Local Search

# Monte Carlo Tree Search (MCTS)

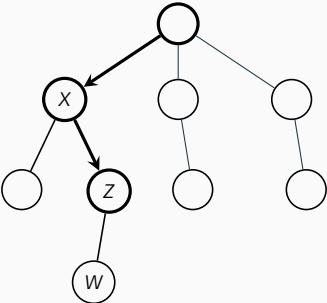
- Successful for Go (AlphaGo, etc.)
- Build a state tree selectively
- Each node is a variable

## Idea

Use MCTS to find near optimal Horner scheme

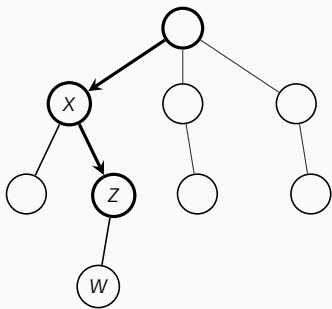


# Selection





# Selection

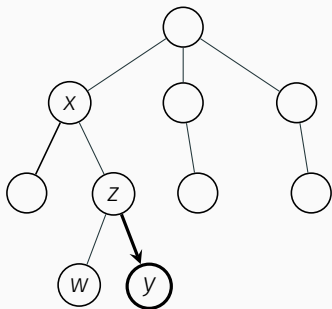


Criterion:

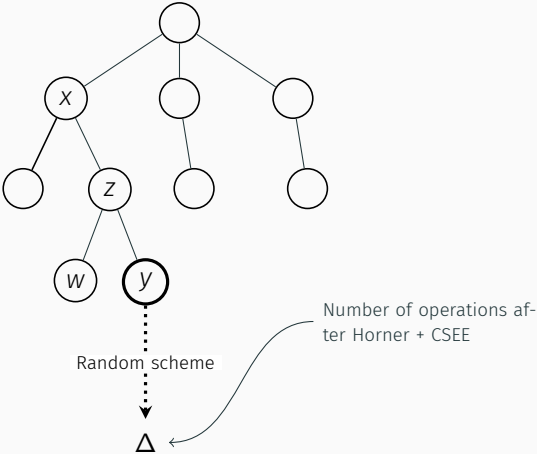
$$\operatorname{argmax}_{\text{children } c \text{ of } s} \frac{x(c)}{n(c)} + 2C_p \sqrt{\frac{2 \ln n(s)}{n(c)}}$$

- $x(c)$  is score of node  $c$
- $n(s)$  is visits at node  $s$
- $C_p$  is exploration-exploitation constant [expensive tuning]

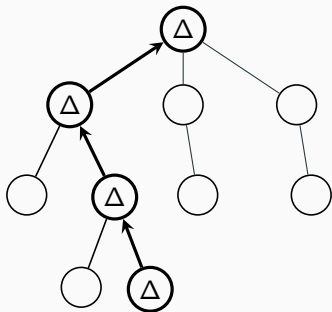
# Expansion



# Simulation



# Backpropagation





# Local Stochastic Search

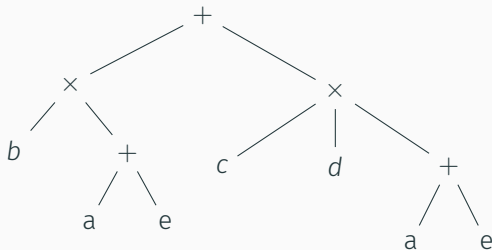
- State space is rather flat, so simpler search methods are sufficient
- Define a neighbour as a random swap in Horner scheme:



- Move to a random neighbour if it has a better score

## generate\_instructions

Convert the expression into a sequence of instructions by reading it out depth-first and assign a number



Z0 = a + e;

Z1 = b \* Z0;

Z2 = c \* d \* Z0;

F = Z1 + Z2;

## Further manipulations

- Binary exponentiation, e.g.  $x^7$ :

$$1 \quad Z1 = x * x;$$

$$2 \quad Z2 = Z1 * Z1;$$

$$3 \quad Z3 = Z2 * Z1;$$

$$4 \quad F = Z3 * x;$$

- Pull out content in Horner scheme to increase odds of common subexpressions:  $x + 2x^2 + 2x^3 \rightarrow x(1 + 2(x + x^2))$



## partial\_factorize

```
Z1 = x*a*b;  
Z2 = x*c*d*e;  
Z3 = 2*x + Z1 + Z2 + ...;
```

are replaced by

```
Z1 = a*b;  
Z2 = c*d*e;  
Zi = 2 + Z1 + Z2;  
Zj = x*Zi;  
Z3 = Zj + ...;
```

- Linear scan register allocation
- On the linearized output, find lifetime of each variable
- Z1 lives for 3 instructions and becomes available after Z1+Z2

$$Z1 = w^2$$

$$Z2 = y + z$$

$$Z3 = Z1 * Z2$$

$$Z4 = x + Z2$$

$$Z5 = w * Z4$$

$$F = Z3 + Z5$$

$$Z1 = w^2$$

$$Z2 = y + z$$

$$Z1 = Z1 * Z2$$

$$Z2 = x + Z2$$

$$Z2 = w * Z2$$

$$F = Z1 + Z2$$

- `find_optimizations`: find all occurrences of  $x^n$ ,  $xy$ ,  $cx$ ,  $x + c$ ,  $x + y$  or  $x - y$ .
- Create new temporary variables or recycle existing temporary variables

```
Z1 = w^2;
```

```
Z2 = y + z;
```

```
Z3 = Z1 * Z2;
```

```
Z4 = x + y + z;
```

```
Z5 = w * Z4;
```

```
F = Z3 + Z5;
```

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```
Z2 = y + z;
```

```
Z3 = Z1 * Z2;
```

```
Z4 = x + Z2;
```

```
Z5 = w * Z4;
```

```
F = Z3 + Z5;
```

# Polynomial algebra

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# Zippel's algorithm

Compute  $G = \gcd(A, B)$  where  $A, B \in \mathbb{Z}[x_1, \dots, x_n]$

- Compute  $G_i = \gcd(A \bmod p_i, B \bmod p_i)$  for primes  $p_1, p_2, \dots$  and reconstruct  $G$  from these images by applying the Chinese Remainder Theorem (`gcd_modular`)
- Compute  $G_{ij} = \gcd(A(x_1, \dots, x_j, \alpha_{j+1}, \dots, \alpha_n) \bmod p_i, B(x_1, \dots, x_j, \alpha_{j+1}, \dots, \alpha_n) \bmod p_i)$  for randomly sampled  $\alpha_i$ s (`gcd_modular_dense_interpolation`)
- $G_{i1}$  is univariate and is computed using the Euclidean algorithm
- $G_1$  is computed using Newton interpolation and will give the *shape* of the gcd
- $G_i$  are computed using sparse interpolation by fitting the shape

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## Example

$$G = (y + 50)x^3 + 100y, \quad A = (x - y + 1)G, \quad B = (x + y + 1)G$$

- Select  $p_1 = 13$ :

$$A_1 = (x - y + 1)((y + 11)x^3 + 9y), \quad B_1 = (x + y + 1)((y + 11)x^3 + 9y)$$

- Choose  $y = 1$ :

$$A_{11} = x(12x^3 + 9), \quad B_{11} = (x + 2)(12x^3 + 9), \quad G_{11} = 12x^3 + 9$$

- Choose  $y = 2$ :  $(y + 11)x^3 = 0$ ; **BAD SAMPLE**
- Choose  $y = 3$ :

$$A'_{11} = (x - 2)(x^3 + 1), \quad B'_{11} = (x + 4)(x^3 + 1), \quad G'_{11} = x^3 + 1$$

- Newton interpolation:  $\{(1, 12x^3 + 9), (3, x^3 + 1)\} \rightarrow (y + 11)x^3 + 9y$

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- Guess GCD shape:  $G = (\alpha_1 y + \alpha_2)x^3 + \beta_1 y$
- Try to fit  $G = (\alpha_1 y + \alpha_2)x^3 + (1)y$
- Sample  $p_2 = 17$  with  $y = 5$  and  $y = 6$
- We get  $x^3 + 6$  and  $x^3 + 9$ , rescaled:  $15x^3 + 5$  and  $14x^3 + 7$
- Solve:

$$(\alpha_1 5 + \alpha_2)x^3 + 5 = 15x^3 + 5 \pmod{17}$$

$$(\alpha_1 7 + \alpha_2)x^3 + 7 = 14x^3 + 7 \pmod{17}$$

Thus we get  $G'_2 = (8y + 9)x^3 + y$

- $A_1/G'_2 = 15(x - y + 1)$ ,  $B_1/G'_2 = 15(x + y + 1)$ , so  
 $G_2 = (y + 16)x^3 + 15y \pmod{17}$



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- Sample  $p_2 = 17$  with  $y = 5$  and  $y = 6$
- We get  $x^3 + 6$  and  $x^3 + 9$ , rescaled:  $15x^3 + 5$  and  $14x^3 + 7$
- Solve:

$$(\alpha_1 5 + \alpha_2)x^3 + 5 = 15x^3 + 5 \pmod{17}$$

$$(\alpha_1 7 + \alpha_2)x^3 + 7 = 14x^3 + 7 \pmod{17}$$

Thus we get  $G'_2 = (8y + 9)x^3 + y$

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- $G \equiv (y + 11)x^3 + 9y \pmod{13}$
- $G \equiv (y + 16)x^3 + 15y \pmod{17}$
- Extended Euclidean algorithm:  $m_1p_1 + m_2p_2 = 1$  gives  $m_1 = 4$ ,  
 $m_2 = -3$
- $G = ((y + 11)x^3 + 9y)(-3 \cdot 17) + ((y + 16)x^3 + 15y)(4 \cdot 13) =$   
 $100y + x^3(50 + y) \pmod{221}$

# GCD of multiple polynomials

- How to do GCD of  $\gcd(F_1, F_2, F_3, \dots)$  faster than  $\gcd(F_1, \gcd(F_2, \dots))$ ?
- Solve simpler problem where  $p_i$  are distinct primes and  $F_s$  is the smallest:

$$\gcd(F_s, p_1F_1 + p_2F_2 + \dots) = A = \gcd(F_1, F_2, F_3, \dots)R$$

- In rare cases,  $R \neq 1$ . Then, for the set  $G \subset F$  indivisible by  $A$ , do the same algorithm with  $\gcd(A, G)$

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# Factorisation

- Square-free factorisation in `squarefree_factors`

- Obtain a form

$$a(\vec{x}) = \prod_{i=1}^k a_i(\vec{x})^k$$

using repeated gcd computations of  $a$  and  $da/dx_1$

- For each square-free factor: `factorize_squarefree`

- Convert multivariate factoring problem to univariate problem over prime field
- Select prime and go to  $p$ -adic representation:

$$u(x) = u_0(x) + u_1(x)p + u_2(x)p^2 + \dots$$

- e.g.  $u(x) = 14x^2 - 11x - 15$  for  $p = 5$ :

$$u_0(x) = -x^2 - x \pmod{5}$$

$$u_1(x) = -2x^2 - 2x + 2 \pmod{5}$$

$$u_2(x) = x^2 - 1 \pmod{5}$$

$$u(x) = -x^2 - x + (-2x^2 - 2x + 2)5 + (x^2 - 1)5^2$$

- Same can be done with *ideals* ( $I = \{x_2 - c_2, \dots, x_n - c_n\}$ ) to go from  $u(x_1, x_2, \dots)$  to  $u(x_1)$

# Berlekamp's algorithm

- Factorization of square-free univariate polynomial  $a(x)$  with degree  $n$  in  $\mathbb{Z}_p$ .
- Factors are given by:

$$a(x) = \prod_{s \in \mathbb{Z}_p} \gcd(v(x) - s, a(x))$$

where  $v(x)$  from the set

$$W = \{v(x) \in \mathbb{Z}_p[x] : v(x^p) - v(x) = 0 \pmod{a(x)}\}$$

- `Berlekamp_Qmatrix`: construct  $n \times n$  matrix and find basis vectors
- `Berlekamp_find_factors`: perform the gcd
- `combine_factors`: fixups when more factors are found by accident

Hensel 'lift'  $p$ -adic,  $l$ -adic representation to original representation:

1. Start with  $a(x) \bmod p = u_1(x)w_1(x) \bmod p$
2. Compute error  $e_i(x) = a(x) - u_i(x)w_i(x)$
3. Solve

$$s(x)u_i(x) + t(x)w_i(x) \equiv e_1(x)/p^i \pmod{p}$$

4. Update  $u_{i+1}(x) = u_i + t(x)p^i, w_{i+1}(x) = w_i + s(x)p^i$
5. Done when the error is 0, else go to step 2 with  $i + 1$

Thank you for your attention.