## Introduction

The sparse polynomial GCD algorithm of Hu and Monagan [3] requires evaluating a multivariate polynomial $A$ (with $s$ terms) into $t$ bivariate images, for some unknown $t \ll s$. These evaluations are the bottleneck of their algorithm, and our problem is to improve this. We outline their method below.

Input: $A=\sum_{i=1}^{s} a_{i} M_{i}\left(x_{0}, x_{1}, \ldots, x_{n}\right), a_{i} \in \mathbb{Z}_{p}$

1. Kronecker map $A\left(x_{0}, x_{1}, \ldots, x_{n}\right) \mapsto \widehat{A}\left(x_{0}, x_{1}, y\right)$.
2. Let $\widehat{A}\left(x_{0}, x_{1}, y\right)=\sum_{i=1}^{s} a_{i} X_{i} y^{m_{i}}$, where $X_{i}$ is a monomial in $x_{0}, x_{1}$. Find a primitive $\alpha \in \mathbb{Z}_{p}$ and compute $\beta_{i}=\alpha^{m_{i}}$ for $i=1$..s.
3. Let $T$ be the current guess for $t$. Evaluate $\widehat{A}$ at $y=$ $\alpha^{0}, \alpha^{1}, \ldots, \alpha^{T-1}$ by computing $\gamma_{i}=\widehat{A}\left(x_{0}, x_{1}, \alpha^{i}\right)$ in the following matrix-vector multiplication:

$$
\left[\begin{array}{rcr}
1 & 1 \cdots & 1 \\
\beta_{1} & \beta_{2} \cdots & \beta_{s} \\
\beta_{1}^{T-1} & \beta_{2}^{T-1} & \cdots \\
\beta_{s}^{T-1}
\end{array}\right]\left[\begin{array}{c}
a_{1} X_{1} \\
a_{2} X_{2} \\
\vdots \\
a_{s} X_{s}
\end{array}\right]=\left[\begin{array}{c}
\gamma_{0} \\
\gamma_{1} \\
\vdots \\
\gamma_{T-1}
\end{array}\right]
$$

The above can be done in $O(s T+n d+n s)$ multiplications in $\mathbb{Z}_{p}$ [3]. Using the fast sparse multi-point evaluation described by van der Hoeven and Lecerf in [2] (originating from [1]), we can do better!
Our parallel algorithm and implementation reduces the $O(s T)$ cost to $O\left(s \log ^{2} T\right)$ under reasonable assumptions. We begin by sorting the terms of $\widehat{A}$ into buckets on the monomials $x_{0}^{j} x_{1}^{k}$. Example:


We operate on each bucket separately as a sparse univariate polynomial in $y$.

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## Fast Sparse Multi-Point Evaluation

Let $\widehat{A}_{j k}(y)=\sum_{i=1}^{s_{j k}} a_{i} y^{m_{i}}$ be the polynomial in bucket $x_{0}^{j} x_{1}^{k}$. We parallelize on $\widehat{A}_{j k}$. The main idea of fast evaluation [2, 1]:
$\widehat{A}_{j k}\left(\alpha^{0}\right), \ldots, \widehat{A}_{j k}\left(\alpha^{T-1}\right)$ are the first $T$ coefficients of the power series expansion of the rational function

$$
f(u)=\sum_{i=1}^{s_{j k}} \frac{a_{i}}{1-\beta_{i} u}
$$

- split $f(u)$ into blocks $B_{1}(u), \ldots, B_{\left\lceil s_{j k} / T\right\rceil}(u)$ of size $\leq T$
- divide-and-conquer to compute the numerator/denominator of $B_{i}(u)=N_{i}(u) / D_{i}(u)$
- fast series inversion to get the power series expansion of $B_{i}(u)$ to $O\left(u^{T}\right)$
- cost: $O\left(\left\lceil\frac{s}{T}\right\rceil M(T) \log T\right) \rightarrow O\left(s \log ^{2} T\right)$ with FFT multiplication

As we don't know $t$, we use a bottom-up approach. Starting with a small guess $T$, we compute $T$ evaluations to test for stabilization of the image GCD. If not stabilized, set $T:=2 T$ and repeat. To combine two adjacent blocks of size $T$ into a $2 T$ block we use:

$$
\begin{equation*}
B_{L}+B_{R}=\underbrace{\frac{N_{L}}{D_{L}}+\frac{N_{R}}{D_{R}}}_{\text {from prev step }}=\underbrace{\frac{N_{L} D_{R}+N_{R} D_{L}}{D_{L} D_{R}}}_{\text {use fast multiplication }}=\frac{N}{D} \tag{1}
\end{equation*}
$$

We illustrate an example of the computation for $\widehat{A}=\left(3 y^{6}\right) x_{0}^{2} x_{1}+\left(y^{13}+8 y^{2}+14 y^{14}+\right.$ 12) $x_{0}^{3}+\left(5 y^{7}+y^{4}+11 y\right) x_{0} x_{1}$ over $\mathbb{Z}_{17}$, with $\alpha=3$ :


Parallelize each level for $N$ cores (using Cilk C):

- Count the number of total blocks $b_{T}$ which require computing their $N / D$ using (1). In the example $b_{1}=8, b_{2}=3$ and $b_{4}=2$. Assign $\left\lceil\frac{b_{T}}{N}\right\rceil$ blocks to each core.
- For the series expansion, we divide the buckets into $N$ subsets of roughly equal work.


## Benchmarks

- Generating random sparse polynomials with $s$ terms and 9 variables
- degree in each variable $\leq 10$, total degree $\leq 60$
- run the algorithm until we get at least $t$ images
- using an Intel Xeon server at $2.8 / 3.6 \mathrm{GHz}$, max theoretical speedup is $\mathbf{1 2 . 4 4}=2.8 / 3.6 \times 16$

|  |  | Matrix |  |  | Fast |  |  |
| ---: | ---: | ---: | ---: | ---: | ---: | ---: | :---: |
| $s$ | $t$ | 1 core | 16 cores | Speedup | 1 core | 16 cores |  |
| Speedup |  |  |  |  |  |  |  |
| $10^{7}$ | $10^{2}$ | 7.35 | 0.73 | 10.0 x | 11.18 | 1.45 |  |
| $10^{7}$ | 500 | 32.67 | 2.71 | 12.0 x | 27.83 | 2.77 |  |
| $10^{7}$ | $100^{3}$ | 64.32 | 5.29 | 12.2 x | 38.94 | 3.63 |  |
| $10^{7}$ | $100^{4}$ | 633.51 | 51.43 | 12.3 x | 92.25 | 7.77 |  |
| $10^{7}$ | $100^{5}$ | 6335.26 | 516.44 | 12.3 x | 155.58 | 12.72 |  |
| $10^{8}$ | $10^{4}$ | 6198.68 | 553.84 | 11.2 x | 890.20 | 74.48 |  |
| $10^{8}$ | $10^{5}$ | -5852.47 | - | 12.0 x |  |  |  |
| $10^{8}$ | $10^{6}$ | - | - | -2045.74 | 112.52 | 12.2 x |  |

We inserted our fast evaluation implementation into the GCD code of [3]. Polynomials $G, \bar{A}, \bar{B}$ were created with $\# G, \# \bar{A}, \# \bar{B}$ terms (respectively), 9 variables, degree in each variable $\leq 20$, and total degree $\leq 60$.

We then constructed $A=G \cdot \bar{A}$ and $B=G \cdot \bar{B}$ as inputs to the GCD algorithm. $t$ is the number of images required, and (eval) is the $\%$ of time spent in the evaluations. 16 cores were used for the Fast/Matrix timings

| $\# A$ | $\# G$ | $t$ | Fast (eval) | Matrix (eval) | Maple | Magma |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: |
| $10^{5}$ | $10^{3}$ | 36 | $0.1(76 \%)$ | $0.1(55 \%)$ | 341.9 | 63.6 |
| $10^{6}$ | $10^{3}$ | 40 | $0.5(88 \%)$ | $0.2(66 \%)$ | 5553.5 | FAIL |
| $10^{6}$ | $10^{4}$ | 264 | $0.8(82 \%)$ | $0.6(74 \%)$ | 62520.1 | FAIL |
| $10^{7}$ | $10^{4}$ | 256 | $5.8(90 \%)$ | $4.5(88 \%)$ | - | - |
| $10^{7}$ | $10^{5}$ | 2334 | $13.5(77 \%)$ | $36.1(91 \%)$ | - | - |
| $10^{7}$ | $10^{6}$ | 24214 | $91.1(32 \%)$ | $395.7(85 \%)$ | - | - |
| $10^{8}$ | $10^{4}$ | 246 | $46.2(89 \%)$ | $45.8(91 \%)$ | - | - |
| $10^{8}$ | $10^{5}$ | 2328 | $96.3(92 \%)$ | $369.2(98 \%)$ | - | - |
| $10^{8}$ | $10^{6}$ | 24214 | $214.9(69 \%)$ | $3691.1(98 \%)$ | - | - |
| $10^{8}$ | $10^{7}$ | 242574 | $3058.1(11 \%)$ | $39643.0(93 \%)$ | - | - |

## References

[1] A. Bostan, G. Lecerf, É. Schost. Tellegen's principle into practice. Proceedings of ISSAC 2003, ACM, 37-44, 2013.
[2] Joris van der Hoeven and Grégoire Lecerf. On the bitcomplexity of sparse polynomial and series multiplication. J. Symbolic Comput., 9:227-254, 2013.
[3] Jiaxiong Hu and Michael Monagan. A fast sparse parallel polynomial GCD algorithm. Accepted for ISSAC 2016, 2016.

