### Integer Relations among Real Numbers

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# Outline



### Introduction

- Starting Examples
- Integer Relations
- Algorithms for Finding Integral Relations
- 2 LLL-based Algorithms
  - Lattices and Their Bases
  - HJLS
- 3 PSLQ



- 5 Applications
  - "BBP" Formula for Pi
  - Bifurcation Points in Chaos Theory

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6 Further Reading

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6 Further Reading

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- $X \approx 0.1412742382271468144044321... \Rightarrow X =$

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- $1/0.14127423822714681440 \approx 7.0784313725490196080$
- $1/0.078431372549019607843139 \approx 12.7499999999999999975$
- $1/0.749999999999999975 \ \approx \ 1.333333333333333333778$



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#### Theorem(Lagrange)

X is a quadratic irrationality  $\Leftrightarrow$  its continuos fraction is periodic.

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*Example:* 
$$\sqrt{3} = 1 + (\sqrt{3} - 1)$$

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Let's generalize the problem.

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# **Integer Relations**

Let's generalize the problem.

#### Definition

 $\alpha$  is an *algebraic number* if there exist  $a_0, \ldots, a_n \in \mathbb{Z}$  such that  $a_n \alpha^n + \ldots + a_1 \alpha + a_0 = 0$  and  $a_n \neq 0$ . The *degree* of  $\alpha$  is the smallest of such *n*.

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#### Remark

 $\alpha$  is algebraic of degree  $\leq n \Leftrightarrow (1, \alpha, \alpha^2, \dots, \alpha^n)$  posess an *integer relation* [see below].

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#### Remark

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### Definition

An *integer relation* for *n*-tuple  $(x_1, \ldots, x_n) \in \mathbb{R}^n$  is an *n*-tuple  $0 \neq (a_1, \ldots, a_n) \in \mathbb{Z}^n$  such that  $a_1x_1 + \ldots + a_nx_n = 0$ .

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## Algorithms for Finding Integral Relations

The problem of finding an integer relation for two numbers  $(x_1, x_2)$  can be solved by applying the Euclidian algorithm to  $x_1, x_2$ , or, equivalently, by computing the continued fraction expansion of  $x_1/x_2$ .

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The best known and most used algorithms at the present time are either algorithms based on lattice basis reduction algorithm by Lenstra, Lenstra, Jr. and Lovász (LLL) or PSLQ algorithm based on ideas of Ferguson, Forcade and Bergman. (Both discovered in 1970-s -1980-s.)

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## Some Reminders from Linear Algebra

• Let  $\mathbb{R}^n$  be the *n* -dimensional real vector space (n > 1) with inner product:  $\langle \mathbf{x}, \mathbf{y} \rangle = \sum_{i=1}^n x_i y_i$ .

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- **x** and **y** are *orthogonal*  $\Leftrightarrow \langle \mathbf{x}, \mathbf{y} \rangle = \mathbf{0}$ .
- For a linear subspace E ⊂ ℝ<sup>n</sup> we denote by E<sup>⊥</sup> ⊂ ℝ<sup>n</sup> the orthogonal complement of E (i.e., the subspace consisting of all vectors that are orthogonal to E).

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E and  $E^{\perp}$ :



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- If  $\mathbf{b}_1, \ldots, \mathbf{b}_r \in \mathbb{R}^n$  then  $[\mathbf{b}_1, \ldots, \mathbf{b}_r]$  will denote  $n \times r$  matrix which has  $\mathbf{b}_1, \ldots, \mathbf{b}_r \in \mathbb{R}^n$  as columns.

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- span( $\mathbf{b}_1, \dots, \mathbf{b}_r$ ) is the linear space, spanned on  $\mathbf{b}_1, \dots, \mathbf{b}_r$ : span( $\mathbf{b}_1, \dots, \mathbf{b}_r$ ) =  $\left\{\sum_{j=1}^{j=r} a_j \mathbf{b}_j \mid a_j \in \mathbb{R}\right\}$ .



With  $\mathbf{b}_0 = \mathbf{x}, \ \mathbf{b}_1, \dots, \mathbf{b}_n \in \mathbb{R}^n$  we associate the orthogonal system  $\mathbf{b}_0^*, \dots, \mathbf{b}_n^*$  that are defined inductively:

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$$\mathbf{b}_0^* = \mathbf{x}$$
,  
•  $\mathbf{b}_i^* = \mathbf{b}_i - \sum_{j=0}^{i-1} \frac{\langle \mathbf{b}_i, \mathbf{b}_j^* \rangle}{\langle \mathbf{b}_j^*, \mathbf{b}_j^* \rangle} \mathbf{b}_j^*$ ,  $i = 1, \dots, n$ .

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*Note:*  $\mathbf{b}_i^*$  is orthogonal to  $\operatorname{span}(\mathbf{b}_0^*, \ldots, \mathbf{b}_{i-1}^*) = \operatorname{span}(\mathbf{b}_0, \ldots, \mathbf{b}_{i-1})$ .

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#### Definition

A *lattice*  $L \subset \mathbb{R}^n$  is an additive closure of some linear independent  $\mathbf{b}_1, \dots, \mathbf{b}_r \in \mathbb{R}^n$ , i.e.  $L = \left\{ \sum_{i=1}^r m_i \mathbf{b}_i \, | \, m_i \in \mathbb{Z} \right\}$ .

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An important example: the lattice  $L_{\mathbf{x}} \subset \mathbb{Z}^n$  of all integer relations for  $\mathbf{x}$  together with  $\mathbf{0} : L_{\mathbf{x}} := \{\mathbf{m} \in \mathbb{Z}^n | \langle \mathbf{x}, \mathbf{m} \rangle = 0 \}$ .

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• *Exchange steps*: Interchange  $\mathbf{b}_i$  and  $\mathbf{b}_{i+1}$  for some *i*.

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- Size-reduction steps: Replace b<sub>i</sub> with b<sub>i</sub> − pb<sub>j</sub> where p ∈ Z for some 1 ≤ j < i.</li>

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With every basis  $\mathbf{b}_1, \dots, \mathbf{b}_n$  there is the *dual basis*  $\mathbf{c}_1, \dots, \mathbf{c}_n$ :  $[\mathbf{c}_1, \dots, \mathbf{c}_n]^T = [\mathbf{b}_1, \dots, \mathbf{b}_n]^{-1} \Leftrightarrow [\mathbf{c}_1, \dots, \mathbf{c}_n]^T [\mathbf{b}_1, \dots, \mathbf{b}_n] = \mathrm{Id}$  $\Leftrightarrow \langle \mathbf{b}_j, \mathbf{c}_k \rangle = \delta_{jk} = \begin{cases} 0, & j \neq k \\ 1, & j = k \end{cases}$ 

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*Note:*  $\mathbf{b}_1, \ldots, \mathbf{b}_n \in \mathbb{Z}^n$  and  $B = [\mathbf{b}_1, \ldots, \mathbf{b}_n]$  unimodular (det  $B = \pm 1$ )  $\Rightarrow \mathbf{c}_1, \ldots, \mathbf{c}_n \in \mathbb{Z}^n$ .

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*Source:* J. Hastad, B. Just, J. C. Lagarias, and C. P. Schnorr. Polynomial Time Algorithms for Finding Integer Relations among Real Numbers. SIAM J. Comput., Vol.18, 1989, pp.859-881.

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Model of Computation:

- Computation with real numbers.
- Operations: addition, subtraction, multiplication, division, comparison, the nearest integer([]) — at unit cost.

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- Computation with real numbers.
- Operations: addition, subtraction, multiplication, division, comparison, the nearest integer([]) — at unit cost.

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λ(x) := the length of the shortest integer relation for x.
 If there are no relations then λ(x) := ∞.

Input:  $\mathbf{x} \in \mathbb{R}^n, k \in \mathbb{N}$ .

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*Note:* The matrix  $[\mathbf{c}_1, \dots, \mathbf{c}_n]$  can be computed incrementally:

• Initially 
$$[\mathbf{c}_1, \ldots, \mathbf{c}_n] = \mathrm{Id}_n$$
.

• 
$$\mathbf{b}_{i+1} := \mathbf{b}_{i+1} - \left\lceil \mu_{i+1,i} \right\rfloor \mathbf{b}_i \Rightarrow \mathbf{c}_i := \mathbf{c}_i + \left\lceil \mu_{i+1,i} \right\rfloor \mathbf{c}_{i+1}.$$

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• 
$$\mathbf{b}_i \leftrightarrow \mathbf{b}_{i+1} \Rightarrow \mathbf{c}_i \leftrightarrow \mathbf{c}_{i+1}.$$

## HJLS: Correctedness and Polynomial Time

#### Theorem

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- The algorithm halts after at most O(n<sup>3</sup>(k + n)) arithmetic steps on real numbers.

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 $\Rightarrow \mathbf{x} = \mathbf{b}_0 = \sum_{j=1}^{j=i} \frac{a_j}{a_0} \mathbf{b}_j.$   
Since  $\langle \mathbf{b}_j, \mathbf{c}_k \rangle = \mathbf{0} \ \forall k > j \text{ we have } \langle \mathbf{x}, \mathbf{c}_k \rangle = \mathbf{0} \ \forall k > i, \text{ in particular } \langle \mathbf{x}, \mathbf{c}_n \rangle = \mathbf{0}.$ 

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So  $||\mathbf{m}|| \geq \frac{1}{||\mathbf{b}_{i}^{*}||}$ .

# Outline



- Starting Examples
- Integer Relations
- Algorithms for Finding Integral Relations
- 2 LLL-based Algorithms
  - Lattices and Their Bases
  - HJLS



# 4 Usage

- 5 Applications
  - "BBP" Formula for Pi
  - Bifurcation Points in Chaos Theory

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6 Further Reading

## PSLQ: Source; Model of Computation

The name "PSLQ" comes from partial sums of squares and LQ (lower-diagonal—orthogonal) matrix decomposition.

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# Definitions

$$\mathbf{x}=(x_1,\ldots,x_n), \|\mathbf{x}\|=1, x_j\neq 0.$$

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# Definitions

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Let for 
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Let  $H_{\mathbf{x}} = (h_{i,j})$  be  $n \times (n-1)$  lower-trapezoidal matrix defined by:

$$h_{i,j} := \begin{cases} 0 & 1 \le i < j \le n-1 \\ s_{i+1}/s_i & 1 \le i = j \le n-1 \\ -x_j^2/(s_j s_{j+1}) & 1 \le j < i \le n-1. \end{cases}$$

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Input: 
$$\mathbf{x} \in \mathbb{R}^n$$
;  $\gamma \geq \sqrt{4/3}$ .

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Reduce H:  
for  $i := 2$  to n  
for  $j := i - 1$  to 1 step  $-1$   
 $t := \lceil h_{ij}/h_{jj} \rceil$   
 $y_{j} := y_{j} + ty_{i}$   
for  $k := 1$  to  $j$   
 $h_{ik} := h_{ik} - th_{jk}$   
endfor  
for  $k := 1$  to n  
 $b_{kj} := b_{kj} + tb_{ki}$   
endfor  
endfor  
endfor

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### Theorem

• The integer relation **m** for **x** appears as one of the columns of B.

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- $\lambda(\mathbf{x}) \geq 1/\max_{1 \leq j \leq n} h_{jj}$ .
- $\|\mathbf{m}\| \leq \gamma^{n-2}\lambda(\mathbf{x}).$
- The algorithm halts after at most O(n<sup>4</sup> + n<sup>3</sup> log λ(x)) arithmetic steps on real numbers.

# Outline



- Starting Examples
- Integer Relations
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- 2 LLL-based Algorithms
  - Lattices and Their Bases
  - HJLS
- 3 PSLC



### Applications

- "BBP" Formula for Pi
- Bifurcation Points in Chaos Theory

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6 Further Reading
*Note*: Proving relations is a separate matter.

# Usage

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Precision:

As a rule of thumb if **x** has *n* entries and *D* is the maximal number of digits in the relation we hope to find then we should work with nD digits precision.

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#### LLL or PSLQ?

LLL-based algorithms are available in almost any computer algebra system (Maple, Mathematica).

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PSLQ is more stable, because it uses a stable matrix reduction procedure. Unfortunately, HJLS is not stable.

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Consider  $\mathbf{x} = (11, 27, 31)$ .

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PSLQ with  $\gamma = \sqrt{2}$  for successive iterations N = 0, 1, 2, 3, 4 yields the five matrices:



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$ \left(\begin{array}{c} 1\\ 0\\ 0 \end{array}\right) $	0 1 -1	$\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$	, (	1 3 —3	0 8 7	0 1 -1	), (	-2 2 -1	1 3 _3	0 1 1	),
$\begin{pmatrix} 3\\ 1\\ -2 \end{pmatrix}$	_2 2 1 _1	2 0 1 -	) 1),		-1 5 -4		-8 9 -5	   2   _	2 2 1	•	

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It found 2 relations:  $-11 + 5 \cdot 27 - 4 \cdot 31 = -11 + 135 - 124 = 0;$  $-8 \cdot 11 + 9 \cdot 27 - 5 \cdot 31 = -88 + 243 - 155 = 0.$ 

HJLS for successive iterations N = 0, 1, 2, 3, 4, 5, 6 yields the seven matrices:

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}, \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & -1 \end{pmatrix}, \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & -1 \end{pmatrix}, \begin{pmatrix} 1 & -2 & 0 \\ 0 & 1 & -1 \\ 0 & 1 & -1 \end{pmatrix}, \begin{pmatrix} 1 & 0 & -2 \\ 0 & 1 & 2 \\ 0 & -1 & -1 \end{pmatrix}, \begin{pmatrix} 0 & 1 & -2 \\ 1 & 3 & 2 \\ -1 & -3 & -1 \end{pmatrix}, \begin{pmatrix} 0 & -2 \\ 1 & 2 \\ -1 & -3 & -1 \end{pmatrix}, \begin{pmatrix} 0 & -2 \\ 1 & 2 \\ -1 & -1 & -4 \end{bmatrix} ).$$

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It found 1 relation.

# Outline

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- Integer Relations
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- 2 LLL-based Algorithms
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- 3 PSLQ
- 🕘 Usage
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6 Further Reading

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Perhaps one of the best known applications of PSLQ is the 1995 discovery, by means of PSLQ computation, of the "BBP" (Bailey, Borwein, Plouffe) formula for  $\pi$ :

$$\pi = \sum_{k=0}^{\infty} \frac{1}{16^k} \left( \frac{4}{8k+1} - \frac{2}{8k+4} - \frac{1}{8k+5} - \frac{1}{8k+6} \right).$$

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This formula permits one to compute directly hexademical digits of  $\pi$  without computing previous ones.

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This formula permits one to compute directly hexademical digits of  $\pi$  without computing previous ones.

The formula was found by applying PSLQ to  $(X_1, \ldots, X_n, \pi)$  where

$$X_j = \sum_{k=0}^\infty \frac{1}{16^k(8k+j)}$$

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The chaotic iteration  $x_{n+1} = rx_n(1 - x_n)$  ("logistic iteration"):



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 $1 < r < B_1 = 3$ : one limit point.  $B_1 < r < B_2 = 1 + \sqrt{6} = 3.449489...$ : two distinct limit points.  $B_2 < r < B_3$ : four distinct limit points.  $B_3 < r < B_4$ : eight distinct limit points. And so on.

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Using PSLQ with n = 13 we get that  $B_3$  satisfies:  $r^{12} - 12r^{11} + 48r^{10} - 40r^9 - 193r^8 + 392r^7 + 44r^6 + 8r^5 - 977r^4 - 604r^3 + 2108r^2 + 4913 = 0.$ 

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The much more difficult problem for finding  $B_4$  was studied in

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D. H. Bailey and D. J. Broadhurst. Parallel integer relation detection: techniques and applications. Mathematics of Computation, Vol.70, 2000, pp.1719-1736.

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It was conjectured that  $B_4$  might satisfy a 240-degree polynomial, and, in addition,  $\alpha = -B_4(B_4 - 2)$  might satisfy a 120-degree polynomial.

Then an advanced PSLQ implementation was employed, and a relation with coefficients descending from 257<sup>30</sup> to 1 was found.

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4 year later the result was confirmed in large symbolic computation in

I. Kotsireas and K. Karamanos. Exact computation of the bifurcation point b4 of the logistic map and the Bailey-Broadhurst conjectures. Internat. J. Bifurcation and Chaos, Vol.14, 2004, pp.2417-2423.

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- 2 LLL-based Algorithms
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