

CS598 Algebra and Geometric Complexity Theory

Lecture 7 (2023-02-14)

Logistics: pset 2 out tomorrow

Last lecture: - complexity of primitive ops
- matrix mult - naive
- block
- Strassen

today: bilinear complexity

thm [Strassen] = $n \times n$ matrix mult in $O(n^{2.81...})$
alg size

idea: recursion

non-trivial algo for 2×2 matrix mult

- 7 mults

- 18 add

vs

- 8 mult

- 4 add

naive

\Rightarrow saving 1 mult \gg cost of 14 add

Q: formalize?

def: alg C $U = V \times W$ mult in C

is a non-scalar mult if $\deg_{V,W} \geq 1$

$\exists V, W \notin \mathbb{F}$, otherwise is scalar mult. C multiplication complexity

S if $(2, 2) \leq S$ non-scalar multiplication

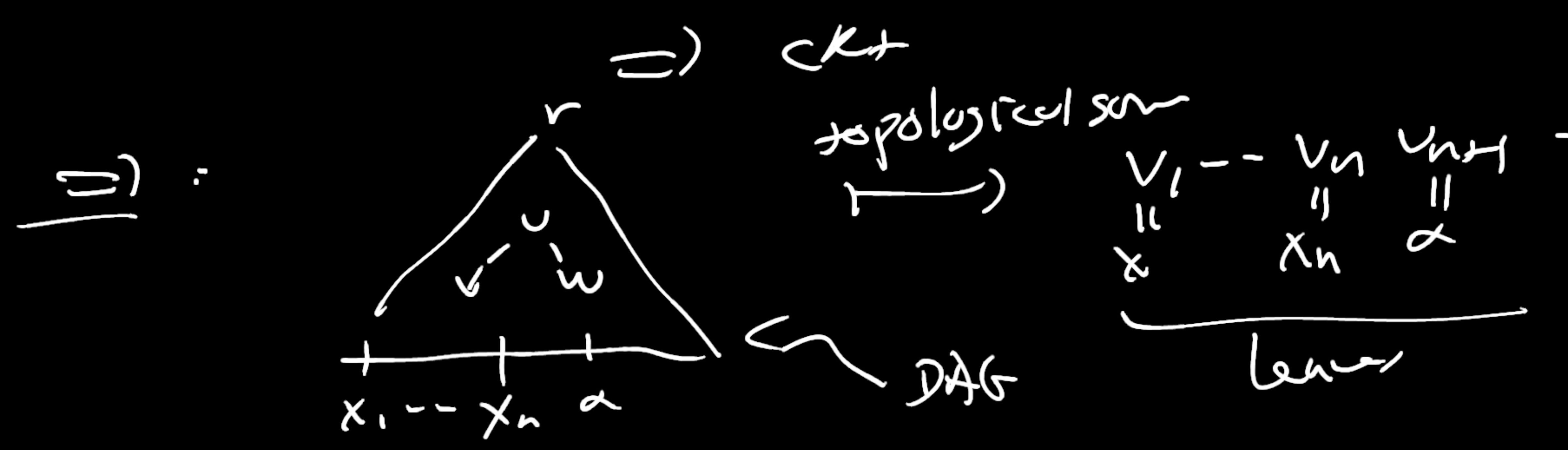
Q: mult complexity \rightarrow alg size?

def. a straight line program is a sequence of operations v_1, \dots, v_s
 where $v_i = \begin{cases} x_j \\ \alpha \in \mathbb{F} \\ v_j + v_k \\ v_j \times v_k \end{cases} \quad j, k < i$

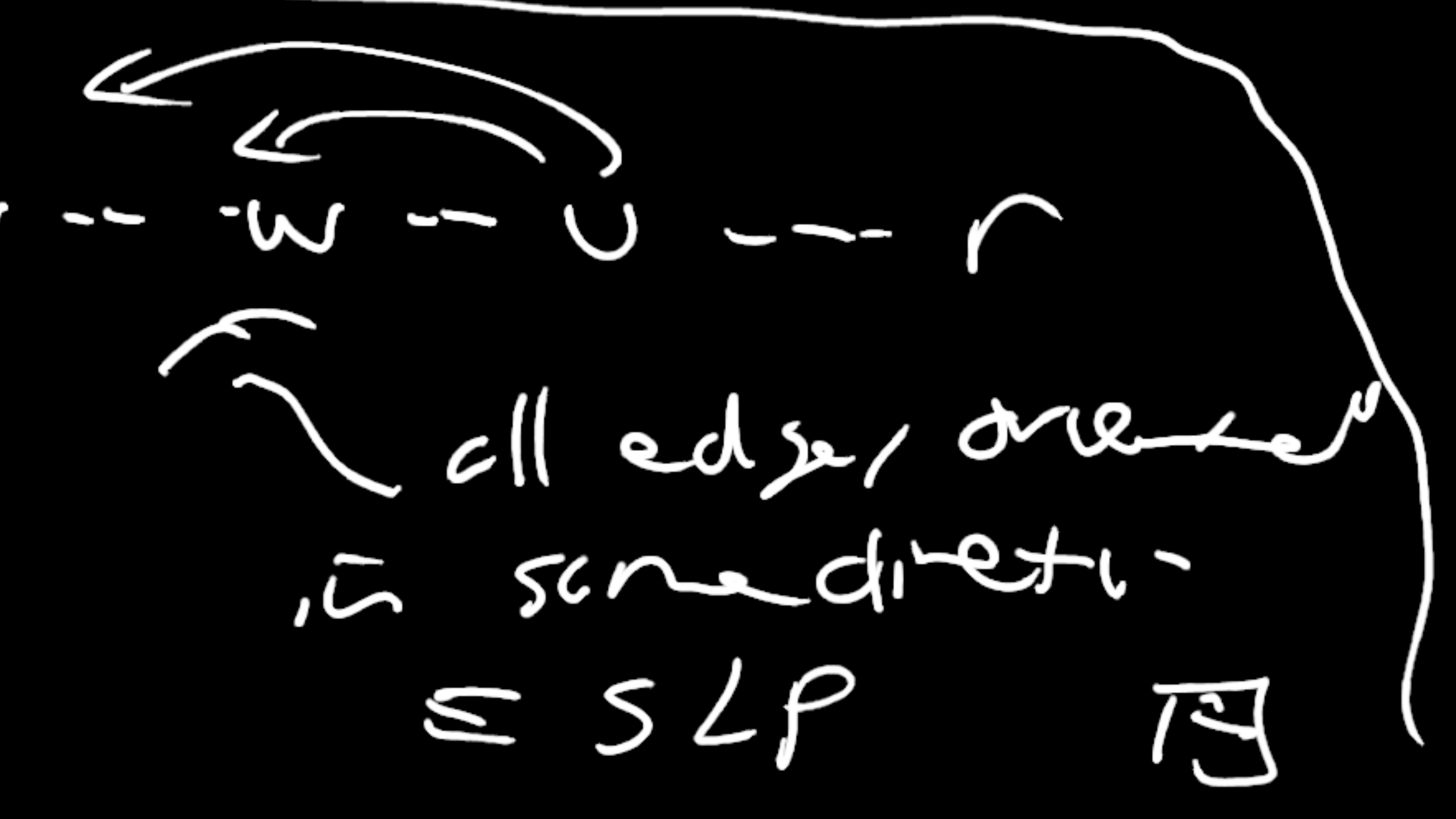
the length is s , output is v_s .

lem: f has ckt size s iff f has SLP length s

sketch - \leftarrow : $v_1 \dots v_j \dots v_k \dots v_i \dots v_s$
 \Rightarrow all edges oriented in same direction
 \Rightarrow directed acyclic graph



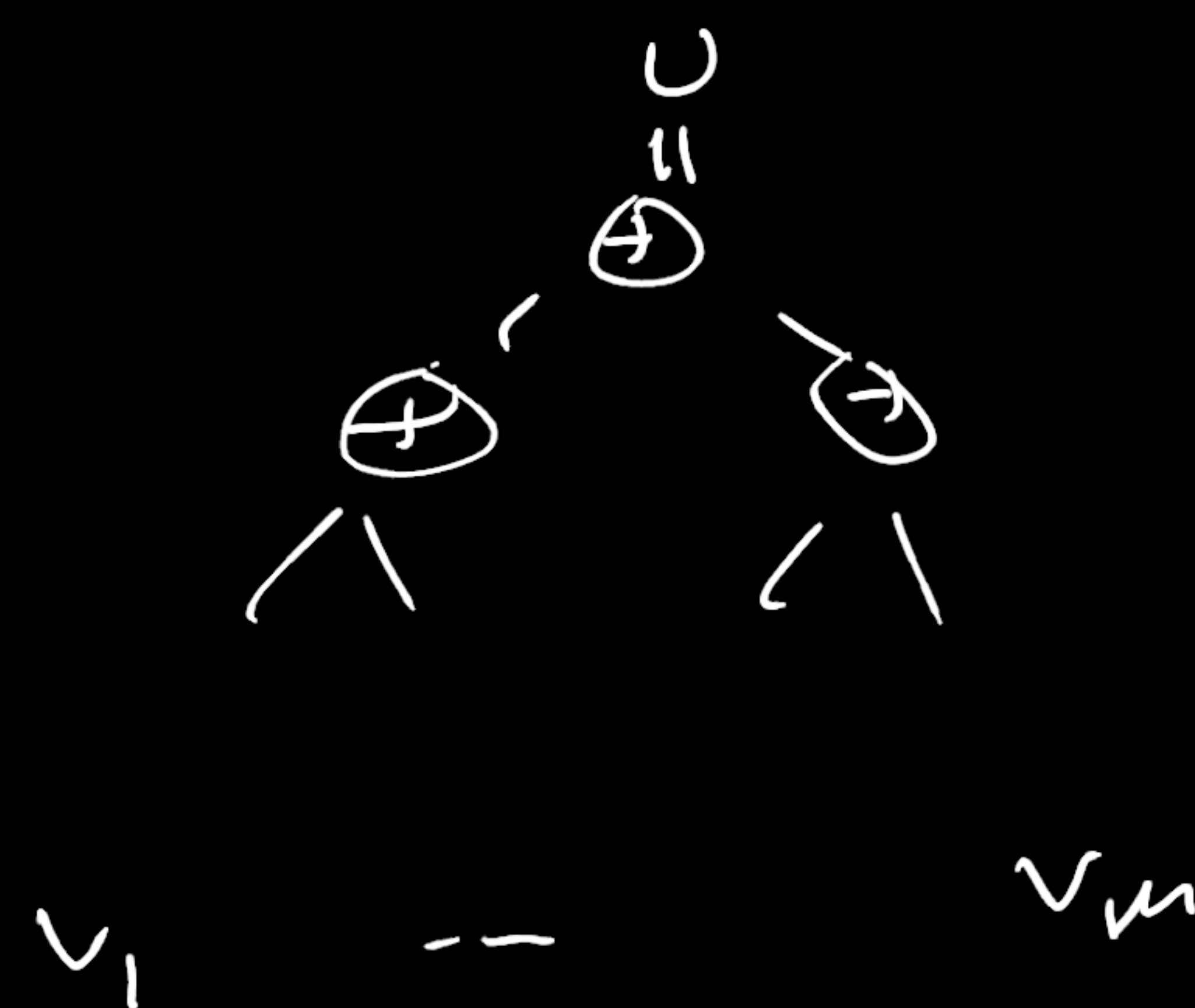
rule: $CKT \equiv SLP$, same fact not appear in SLP



prop = f has char C of mult complexity S

\Rightarrow f has char size $O((stm)^2)$
 \hookrightarrow mult complexity $O(S)$

idea: C char mult complexity S



\leftarrow \boxed{no} non-scale mult
 but char size m
 \Rightarrow \boxed{no} bound on
 size C in terms
 of S

eg: $x + (x + 1 + \dots + 1) = x + m$

\boxed{no} is at worst a linear combination
 of other nodes $v_i = \text{circled } x$
 \leftarrow non-scale mult

pf: C straight line program $L = S$
 S non-scale mult

Claim: $v_i \in \overline{no}$ non-scale mult in C
 - v_i add
 - v_i scale mult

$$\Rightarrow v_i = \sum_{l < i} \alpha_{il} \cdot v_l$$

v_l non-scale
 - v_l
 - $1 \in \mathbb{F}$

pf: by induction
 $v_i = \beta \cdot v_j = \dots$ $j < i$

$v_j = \text{non-scale mult}$: $v_i = \beta \cdot v_j$
 $v_j = x_k$: $v_i = \beta \cdot x_k$
 $v_j = \alpha$: $v_i = \alpha \beta \cdot 1$
else: $v_j = \sum_{l < j} \alpha_{jl} \cdot v_l$
 $v_i = \beta \cdot \sum_{l < j < i} \alpha_{jl} \cdot v_l = \sum_{l < i} \beta \alpha_{jl} \cdot v_l$

$O(S)$

$v_i = v_j + v_k$

- v_j - non-scale
- v_k
- $\alpha \in \mathbb{F}$
- else

$\Rightarrow v_j \in \text{span}\{v_\ell\}_{\ell < j < i}$
 $\Rightarrow v_j \in \text{span}\{v_\ell\}_{\ell < j < i}$

$\Rightarrow O(s(st+n)) = O((s+n)^2)$ additional work \square

rank = required modification of ckt
 - bounded ckt size further

increase non-scale multiplications

v_k $\xrightarrow{\hspace{10em}}$

$v_j + v_k \in \text{span}\{v_\ell\}_{\ell < i}$ \square

construct ckt C'

$\text{rank} \leq s$ non-scale mult $v_i = v_j \times v_k$ $i, k < i$

$\Rightarrow \leq O(s)$ other gates referenced

\Rightarrow gates rank non-scale mults v_j

each a linear comb of $\left\{ \begin{array}{l} \text{non-scale gates } v_p, p < j \\ v_k \\ 1 \end{array} \right.$

Computed in $O(st+n)$ size

- $O(st+n)$ scale mult
- $O(st+n)$ add

Q: is this interesting?

A: $S \cong S^2$ wrt VP vs VNP

A: $S \not\cong S^2$ wrt matrix mult

n^3 vs $n^{2.81}$ vs $n^{2.373}$ vs ...

A: minimize non-scalars \leq min cell size

A: finding correct complexity measure can be crucial

Q: multiplication complexity of matrix mult?

def: a map $\mu: \mathbb{F}^n \times \mathbb{F}^m \rightarrow \mathbb{F}^p$ is bilinear

\downarrow it is linear in each input

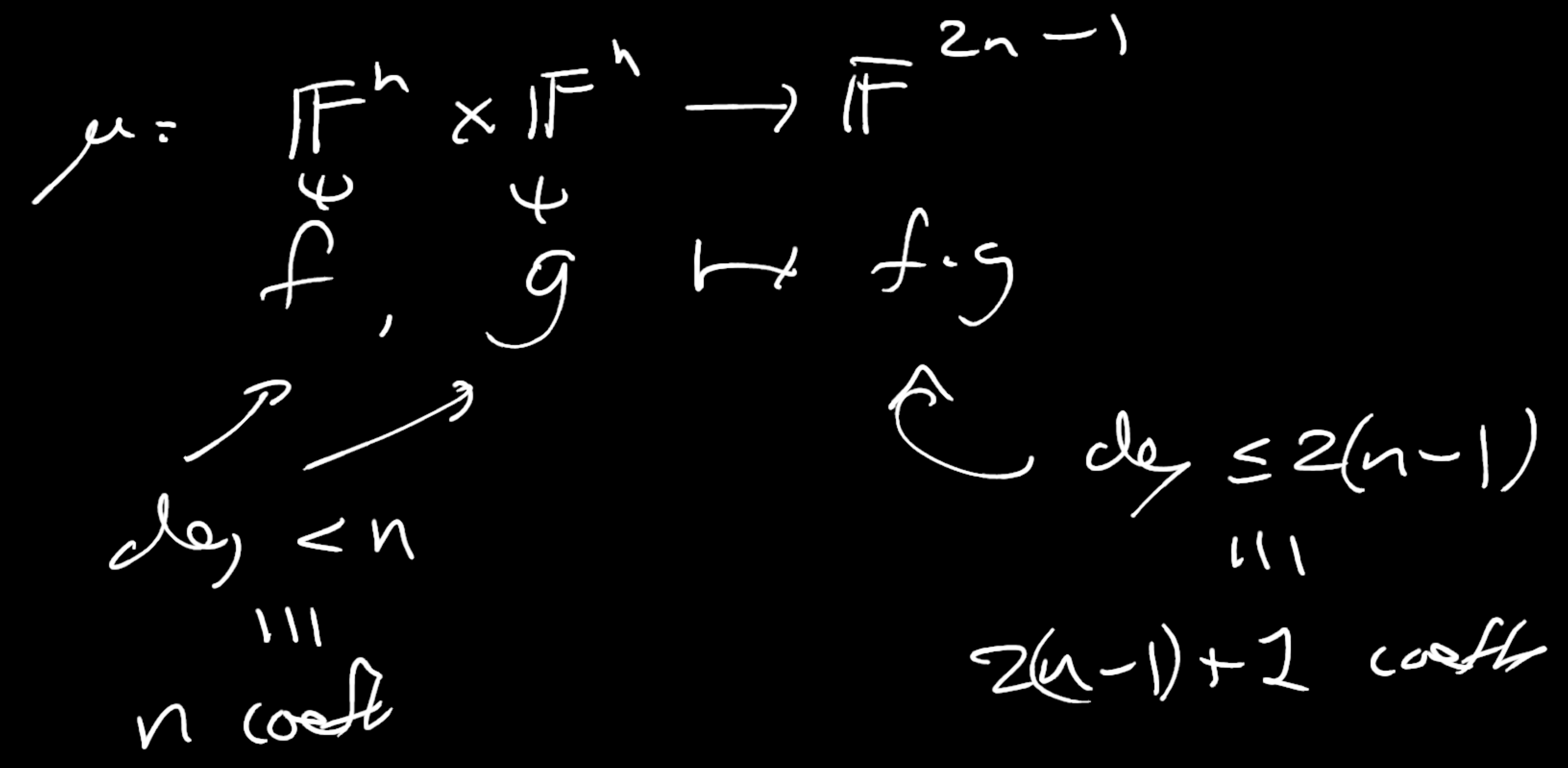
- for fixed y , $x \mapsto \mu(x, y)$ is \mathbb{F} -lin

$$\alpha, \beta \in \mathbb{F} \quad \mu(\alpha x + \beta z, y) = \alpha \mu(x, y) + \beta \mu(z, y)$$

- for fixed x , $y \mapsto \mu(x, y)$ is \mathbb{F} -lin

rank: often $n=m=p$, but not always

e.g.: polynomial multiplication is bilinear



$$\alpha, \beta \in \mathbb{F}, \quad (\alpha f + \beta h)g = \alpha fg + \beta hg$$

dist. law \rightarrow

ex: matrix multiplication is bilinear

$$\mu: \mathbb{F}^{n \times n} \times \mathbb{F}^{n \times n} \rightarrow \mathbb{F}^{n \times n}$$

$$A, B \mapsto AB$$

$$(\alpha A + \gamma C) B = \alpha AB + \gamma CB$$

↖ disk

lem: $\mu: \mathbb{F}^n \times \mathbb{F}^n \rightarrow \mathbb{F}^n$ bilinear

then $\mu_k(\bar{x}, \bar{y}) = \sum_{i,j} \alpha_{ijk} x_i y_j$

↖ \mathbb{F}^n vectors in coord

↖ \mathbb{F} bilinear form

↖ \mathbb{F} homo

pf: $\mu(\bar{x}, \bar{y}) \in \mathbb{F}^n$

$$= \mu\left(\sum_i x_i \bar{e}_i, \sum_j y_j \bar{e}_j\right)$$

↖ standard basis vectors

$$= \sum_i x_i \mu(\bar{e}_i, \sum_j y_j \bar{e}_j)$$

$$= \sum_i x_i \sum_j y_j \underbrace{\mu(\bar{e}_i, \bar{e}_j)}_{\in \mathbb{F}}$$

$$= \sum_k \alpha_{ijk} \bar{e}_k$$

↖ \mathbb{F}

Q: what is complexity measure?

A: non-scalar mult

A: _____, the
respects the \bar{x}, \bar{y}
 partition

ex = multiplication of line polynomials

$$ax+b, cx+d \mapsto acx^2 + (bc+cd)x + bd$$

$$(a,b) \quad (c,d) \mapsto \text{—————}$$

computing $a \cdot c$ seems helpful

computing $a \cdot b$ seems unhelpful

def. $\bar{f} = f_1, \dots, f_n$ bilinear forms over $\mathbb{R}^n \times \mathbb{R}^n$

$$f_k = \sum_i \alpha_{ijk} x_i y_j$$

the rank of \bar{f} is the min # of products

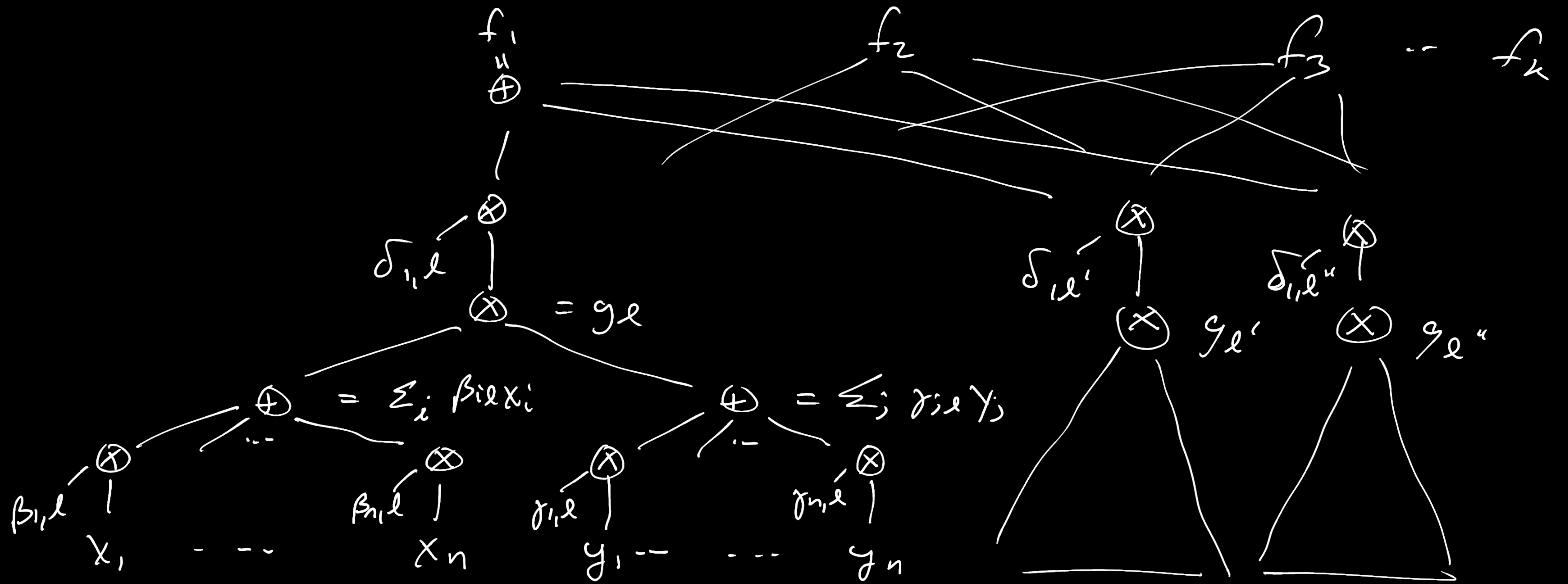
$$g_\ell = \left(\sum_i \beta_{i,\ell} x_i \right) \left(\sum_j \gamma_{j,\ell} y_j \right)$$

non-scalar mult

respects pattern

such that for each x , $f_k \in \text{span} \{g_\ell\}_\ell$

$$f_k = \sum_\ell \alpha_{k,\ell} g_\ell$$



Q: interesting?

prop. \bar{f} bilinear form on $\mathbb{F}[\bar{x}, \bar{y}]$

(a) \bar{f} has char \rightarrow mult complexity $\leq \text{rank}(\bar{f})$

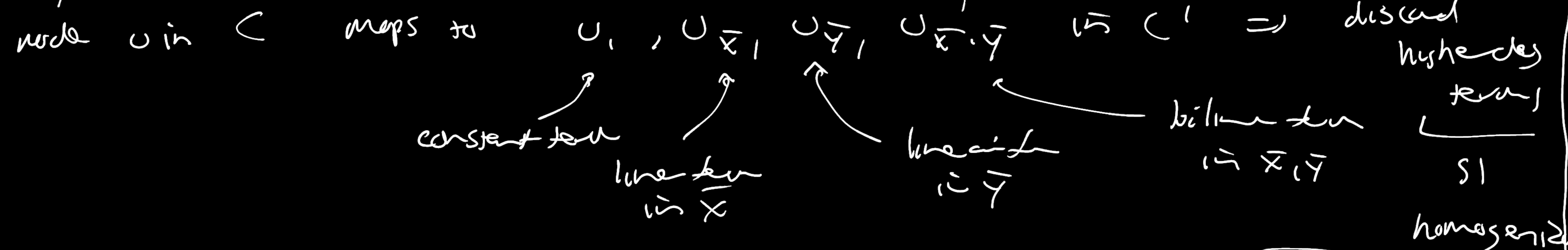
(b) $\Rightarrow \text{rank}(\bar{f}) \leq 2s$

correctness = clear
 complexity: $O(1)$ total complexity per simulated gate

non-scalar mult only

pf: (a) clear

(b) by gate simulation. (clear for \bar{f})



$u = v \times w$ non-scalar mult in C =

$u = v \times w$ scalar mult: clear

$u = v + w$: clear

$u_{\bar{x} \cdot \bar{y}} = w_1 \cdot v_{\bar{x} \cdot \bar{y}} + v_1 \cdot w_{\bar{x} \cdot \bar{y}} + (v_{\bar{x}} \cdot w_{\bar{y}} + v_{\bar{y}} \cdot w_{\bar{x}})$

$u_{\bar{x}} = v_1 \cdot w_{\bar{x}} + v_{\bar{x}} \cdot w_1$


$u_{\bar{y}} = v_1 \cdot w_{\bar{y}} + v_{\bar{y}} \cdot w_1$

$u_1 = v_1 \cdot w_1$

"thm": bilinear computations are optimal-ish

for bilinear problems
matrix mult

- 5/20/2018:
- non-scalar vs total
 - bilinear vs non-scalar

- today -
- non-scalar mult vs total complexity
 - bilinear rank vs multiplicative complexity
- 

next week - tensor rank

by itself = p2-2 out tomorrow