

# Subquadratic-Time Factoring of Polynomials over Finite Fields

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# Outline

- Factorization of integers and polynomials
- Statement of result
- Matrix-free linear system solvers
- Matrix-free Berlekamp algorithm
- Baby steps/giant steps speed-up
- Implementation observations

Factorization of an integer  $N$   
(quadratic sieves, number field sieves)

Compute a solution to the congruence equation

$$X^2 \equiv Y^2 \pmod{N}$$

via  $r$  relations on  $b$  basis primes

$$X_1^2 \cdot X_2^2 \cdots X_r^2 \equiv (p_1^{e_1})^2 \cdot (p_2^{e_2})^2 \cdots (p_b^{e_b})^2 \pmod{N}$$

Then  $N$  divides  $(X + Y)(X - Y)$ , hence

$$\text{GCD}(X + Y, N) \text{ divides } N$$

Factorization of polynomial  $f$  over finite field  $\mathbb{F}_p$   
(Berlekamp 1967 algorithm)

Note that since  $a^p \equiv a \pmod{p}$  for all  $a \in \mathbb{F}_p$  we have

$$x^p - x \equiv x \cdot (x - 1) \cdot (x - 2) \cdots (x - p + 1) \pmod{p}$$

Compute a polynomial solution to the congruence equation

$$w(x)^p \equiv w(x) \pmod{f(x)}$$

Then  $f$  divides  $w \cdot (w - 1) \cdot (w - 2) \cdots (w - p + 1)$ , hence

$$\text{GCD}(w(x) - a, f(x)) \text{ divides } f(x) \text{ for some } a \in \mathbb{F}_p$$

## Solving $w^p \equiv w \pmod{f}$ by linear algebra

For  $w(x) \in \mathbb{F}_p[x]$ ,  $\deg(w) < n$ :

$$w(x)^p = w(x^p) \equiv w(x) \pmod{f(x)} \quad (\text{Note: } (a+b)^p = a^p + b^p$$

$$\text{because } \binom{p}{i} \equiv 0 \pmod{p}$$

$$\text{for } 0 < i < p)$$

$\Leftrightarrow$

$$\overrightarrow{w(x^p) \bmod f(x)}^{\text{tr}} = \underbrace{[w_0 \dots w_{n-1}]}_{\overrightarrow{w}^{\text{tr}}} \cdot \underbrace{\begin{bmatrix} \vdots \\ \overrightarrow{x^{ip} \bmod f(x)}^{\text{tr}} \\ \vdots \end{bmatrix}}_{\substack{Q \\ \text{(Petr's 1937 matrix)}}} \quad 0 \leq i < n = \overrightarrow{w}^{\text{tr}}$$

# Run-time comparisons (field arithmetic operations)

$$p = O(1) \quad \log p = \Theta(n)$$

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Berlekamp '70  
 $O(n^\omega + n^{1+o(1)} \log p)$

$$O(n^{2.38}) \quad O(n^{2.38})$$

Cantor & Zassenhaus '81  
 $O(n^{2+o(1)} \log p)$

$$O(n^{2+o(1)}) \quad O(n^{3+o(1)})$$

von zur Gathen & Shoup '91  
 $O(n^{2+o(1)} + n^{1+o(1)} \log p)$

$$O(n^{2+o(1)}) \quad O(n^{2+o(1)})$$

Kaltofen & Shoup '94  
 $O(n^{(\omega+1)/2+(1-\gamma)(\omega-1)/2} + n^{1+\gamma+o(1)} \log p)$   
 for any  $0 \leq \gamma \leq 1$

$$O(n^{1.82}) \quad O(n^{2.5})$$

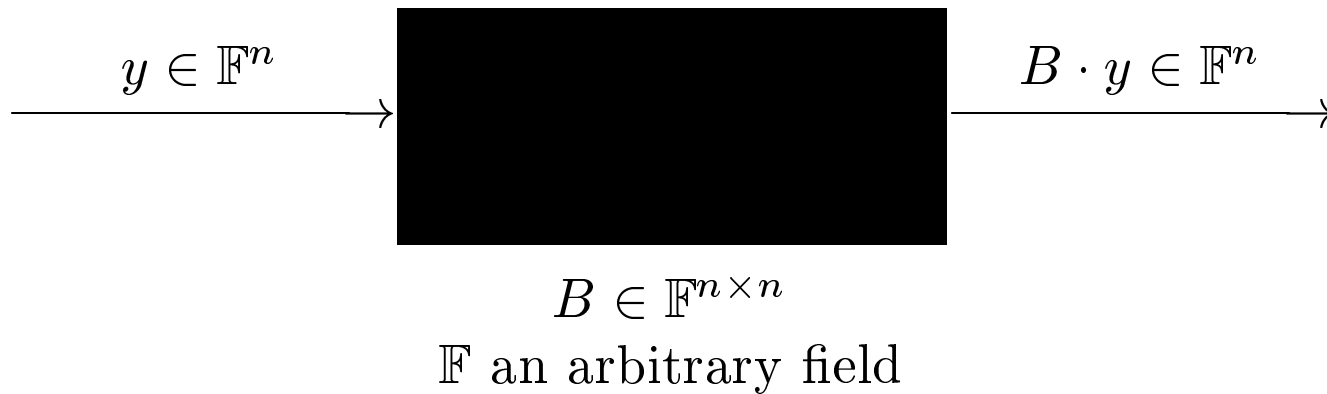

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$\omega =$  matrix multiplication exponent

Asymptotically fastest methods  
degree  $n$  versus  $\log p = O(n^\alpha)$

A “black box” matrix

is an efficient **procedure** with the specifications



i.e., the matrix is not stored explicitly, its structure is unknown.

Main algorithmic problem: How to efficiently solve a linear system with a black box coefficient matrix?

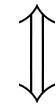


## Idea for Wiedemann's algorithm

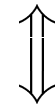
$B \in \mathbb{F}^{n \times n}$ ,  $\mathbb{F}$  a (possibly finite) field

$\phi^B(\lambda) = c'_0 + c'_1 \lambda + \cdots + c'_m \lambda^m \in \mathbb{F}[\lambda]$  **minimum polynomial** of  $B$ :

$$\forall u, v \in \mathbb{F}^n: \forall j \geq 0: u^{\text{tr}} B^j \phi^B(B) v = 0$$



$$c'_0 \cdot \underbrace{u^{\text{tr}} B^j v}_{a_j} + c'_1 \cdot \underbrace{u^{\text{tr}} B^{j+1} v}_{a_{j+1}} + \cdots + c'_m \cdot \underbrace{u^{\text{tr}} B^{j+m} v}_{a_{j+m}} = 0$$



$\{a_0, a_1, a_2, \dots\}$  is generated by a linear recursion

**Theorem** (Wiedemann 1986): *For random  $u, v \in \mathbb{F}^n$ , a linear generator for  $\{a_0, a_1, a_2, \dots\}$  is one for  $\{I, B, B^2, \dots\}$ .*

$$\forall j \geq 0: c_0 a_j + c_1 a_{j+1} + \dots + c_d a_{j+d} = 0$$

$\Downarrow$  (with high probability)

$$c_0 B^j v + c_1 B^{j+1} v + \dots + c_d B^{j+d} v = 0$$

$\Downarrow$  (with high probability)

$$c_0 B^j + c_1 B^{j+1} + \dots + c_d B^{j+d} = 0$$

that is,  $\phi^B(\lambda)$  divides  $c_0 + c_1 \lambda + \dots + c_m \lambda^m$

## Algorithm *Homogeneous Wiedemann*

*Input:*  $B \in \mathbb{F}^{n \times n}$  singular

*Output:*  $w \neq \mathbf{0}$  such that  $Bw = \mathbf{0}$

**Step W1:** Pick random  $u, v \in \mathbb{F}^n$ ;  $b \leftarrow Bv$ ;  
for  $i \leftarrow 0$  to  $2n - 1$  do  $a_i \leftarrow u^{\text{tr}} B^i b$ .  
(Requires  $2n$  black box calls.)

**Step W2:** Compute a linear recurrence generator for  $\{a_i\}$ ,  
 $c_\ell \lambda^\ell + c_{\ell+1} \lambda^{\ell+1} + \dots + c_d \lambda^d$ ,  $\ell \geq 0, d \leq n, c_\ell \neq 0$ ,  
by the Berlekamp/Massey 1967 algorithm.

**Step W3:**  $\hat{w} \leftarrow c_\ell v + c_{\ell+1} Bv + \dots + c_d B^{d-\ell} v$ ;  
(With high probability  $\hat{w} \neq 0$  and  $B^{\ell+1} \hat{w} = 0$ .)  
Compute first  $k$  with  $B^k \hat{w} = 0$ ; **return**  $w \leftarrow B^{k-1} \hat{w}$ .

Steps W1 and W3 have the same computational complexity

$$u^{\text{tr}} \cdot [v \mid Bv \mid B^2v \mid \dots \mid B^{2n}v] = [a_{-1} \quad a_0 \quad a_1 \quad \dots \quad a_{2n-1}]$$

$$[v \mid Bv \mid B^2v \mid \dots \mid B^{2n}v] \cdot \begin{bmatrix} c_0 \\ c_1 \\ \vdots \\ c_{2n} \end{bmatrix} = w$$

**Fact:**  $X \cdot y$  and  $X^{\text{tr}} \cdot z$  have the same computational complexity  
(Kaminski, Kirkpatrick, Bshouty 1988).

“Matrix-free” Berlekamp algorithm (K 1991)

Compute  $\vec{v}^{\text{tr}} \cdot (Q - I)$  as

$$v(x)^p - v(x) \bmod f(x)$$

in  $n \log p \cdot (\log n)^{O(1)}$   $\mathbb{F}_p$ -ops

$$-v(x) + \sum_{i=0}^{n-1} v_i \underbrace{(x^p \bmod f(x))^i}_{h_1(x)} \bmod f(x)$$

$$= -v(x) + v(h_1(x)) \bmod f(x)$$

in  $O(n^{1.7})$   $\mathbb{F}_p$ -ops (given  $h_1$ )

“modular polynomial composition”

(Brent and Kung 1978)

The probabilistic analysis needed when using the Wiedemann algorithm as the solver can be made explicit (K & Lobo 1994).

For example, one has:

**Fact:** If  $f$  is squarefree, the minimum polynomial of  $Q$  is

$$\phi^Q(\lambda) = \text{LCM}_{1 \leq i \leq r}(\lambda^{m_i} - 1), \quad \text{where } m_i = \deg(f_i).$$

Note:  $\phi^Q(\lambda) = \phi^{Q-I}(\lambda - 1)$ .

## The baby steps/giant steps polynomial factorizer

Consider computing  $a_i = \vec{u}^{\text{tr}} \cdot Q^i \cdot \vec{v} = (\vec{u}^{\text{tr}} Q^j) \cdot (Q^{tk} \vec{v})$ , where

$$0 \leq i \leq 2n, 0 \leq j < t, 0 \leq k \leq 2n/t,$$
$$t = \lceil n^\gamma \rceil, 0 \leq \gamma \leq 1.$$

**Baby steps:**  $\vec{u}^{\text{tr}} \cdot Q^j$  by repeated  $u(x)^p \bmod f(x)$ .

**Giant steps:**  $Q^{tk} \cdot \vec{v}$  by repeated **transposed** modular polynomial composition with  $h_t(x) = x^{p^t} \bmod f(x)$ .

Finally, all  $a_i$  by fast rectangular matrix multiplication.

## Shoup's baby steps/giant steps implementation

Can factor a 1024 degree pseudo-random polynomial modulo a 1024 bit prime number in about 50 hours on a **single** 20 MIPS computer.

The algorithm requires 11 Mbytes of memory.

**Note:** Shoup implemented a variant based on the distinct-degree factorization algorithm (see paper).

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