

# Computeralgebra (2013)-Aalborg University

## First set of exercises

**The deadline for this set of exercises is Thursday 3/10.** A (brief) reasoned explanation should follow the solution of the exercises. I would like to get (by email) an electronic file with your solutions and a printed copy.

Solve the following exercises using a Computer Algebra System (Maple or Sage, for instance):

### Exercise 1

- Let  $f = 1 + 2X + 3X^2 + 4X^3 + 5X^4 + X^{10}$  and  $g = 2 + 5X + 6X^2 + 4X^5 + 6X^4 + 3X^5$  polynomials in  $\mathbb{Z}[X]$  compute  $f \cdot g$ . Consider  $f$  and  $g$  in  $\mathbb{Z}/3\mathbb{Z}[X]$ , compute  $f \cdot g$  in  $\mathbb{Z}/3\mathbb{Z}[X]$ .
- Implement algorithm 2.3 in Maple or Sage. Represent a polynomial by its coefficients. Consider the polynomial rings over the ring  $\mathbb{Z}$  and  $\mathbb{Z}/3\mathbb{Z}$ . Compute  $f \cdot g$  in  $\mathbb{Z}[X]$  and  $\mathbb{Z}/3\mathbb{Z}[X]$  using your implementation.
- Consider a new variable in your implementation of algorithm 2.3 that counts the number of operations in  $R$ , where  $R[X]$  is the polynomial ring that your algorithm is considering. What is the difference between the cost of computing  $f \cdot g$  with your algorithm and the bound in section 2.3?

### Exercise 2

- Let  $f = 5 + X + 2X^3 + 3X^4$  and  $g = 3 + 2X + X^2$  polynomials in  $\mathbb{Z}[X]$ . Compute the polynomial division with remainder of  $f$  by  $g$ .
- Let  $f = 5 + X + 2X^3 + 3X^4$  and  $h = 3 + 2X + 2X^2$  polynomials in  $\mathbb{Z}[X]$ . Can we divide  $f$  by  $h$ ? Consider now  $f$  and  $h$  in  $\mathbb{Z}/3\mathbb{Z}[X]$ , compute the polynomial division with remainder of  $f$  by  $h$ .
- Implement algorithm 2.5 in Maple or Sage. Represent a polynomial by its coefficients. Consider the polynomial rings over the ring  $\mathbb{Z}$  and  $\mathbb{Z}/3\mathbb{Z}$ . Compute the polynomial division with remainder of  $f$  by  $g$  in  $\mathbb{Z}[X]$  and  $f$  by  $h$  in  $\mathbb{Z}/3\mathbb{Z}[X]$  using your implementation.
- Consider a variable new in your implementation of algorithm 2.3 that counts the number of operations in  $R$ , where  $R[X]$  is the polynomial ring that your algorithm is considering. What is the difference between the cost of computing the polynomial division with remainder of  $f$  by  $g$  with your algorithm and the bound in section 2.4?

**Exercise 3** Use Maple or Sage to compute the GCD and the Bezout equation ( $h = sf + tg$ ) of two elements  $f, g$  (you choose them) in the following rings  $\mathbb{Z}$ ,  $\mathbb{Z}[i]$ ,  $\mathbb{Q}[X]$  and  $\mathbb{F}_5[X]$ .

**Exercise 4** Implement the Traditional Euclidean Algorithm (Algorithm 3.6) in Maple or Sage for  $\mathbb{Z}$  and for  $\mathbb{Q}[X]$ . Consider a variable in your implementation of algorithm 3.6 that counts the number of operations in  $\mathbb{Z}$  (resp.  $\mathbb{Q}$ ) that your algorithm is performing. Consider a couple of examples, What is the difference between the cost of computing the EEA with your algorithm and the bound in section 3.3?

**Exercise 5** Let  $p$  prime,  $a \in \mathbb{F}_p$  and  $b \in \mathbb{Z}$  (you choose them). Compute  $a^b \in \mathbb{F}_p$  with Maple or Sage using the repeated squaring algorithm. Write an example that shows that Maple or Sage cannot perform this computation without using the repeated squaring algorithm .

**Exercise 6** Compute the inverse of 12345 in the finite field with 12347 elements using Maple or Sage, using the Extended Euclidean Algorithm and using Little's Fermat Theorem.

**Exercise 7** Solve exercise 4.26 in [GG] using Maple or Sage.

**Exercise 8** Solve exercise 4.13 in [GG] using Maple or Sage.

**Exercise 9** Solve exercise 5.4 in [GG] using Maple or Sage.

**Exercise 10** Compute  $f \in \mathbb{Z}[X]$  of degree lower than 4 such that  $f \equiv x \pmod{x^2}$  and  $f \equiv 1 \pmod{(x-1)^2}$ .

**Exercise 11** Write a program that will allow 4 players to share the pin code of a Dankort in a such a way that 3 players cannot recover it. Consider now the same problem where 2 players cannot recover it but 3 players can recover it.

**Exercise 12** Compute a polynomial  $f$  in  $\mathbb{Q}[X]$  of degree less than 6 such that  $f(0) = 0$ ,  $f'(0) = 1$ ,  $f(1) = 1$ ,  $f'(1) = 0$ ,  $f(2) = 1$ ,  $f'(2) = 1$ . Draw  $f$  using Maple or Sage.

**Exercise 13** Solve exercise 5.43 in [GG] using Maple or Sage.

Best regards,

Diego

PS: Maple has fancy notation for the input but it can be misleading. I recommend that you modify the default configuration. Go to "Tools" and then to "Options". In "Display", consider "Maple Notation" in "Input Display" and uncheck "Show equation label". In "Interface" consider "Worksheet" in "Default format for worksheet"