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Disclaimer

Metropolis), decompositions in matrix computations (Householder), Quicksort (Hoare), FFT (Cooley and Tukey)

- PSLQ was picked as a top 10 algorithm by two editors of CiSE. Their words: "We tried to assemble the 10 algorithms with the greatest influence on the development and practice of science and engineering in the 20th century."
- Some others that made the cut: Monte Carlo methods (Neumann, Ulam,

- What is PSLQ?
- How does it work? (briefly)
- Why does it work?
- Applications / demos

What is PSLQ?

PSLQ is an algorithm for finding integer relations. Given a vector $x = (x_1, \dots, x_n)$, an integer relation for x (if it exists) is an *integer* vector $m = (m_1, ..., m_n)$ such that $\sum x_i m_i = 0$

m for all possible integer relations

Specifically, each iteration of PSLQ produces a lower bound on the norm

Wait...isn't that easy?

(182513077, 50000000, 0, 0, 0), and there's your integer relation!

But...is there a smaller one?

- Just generate a vector orthogonal to x and rescale it until you have integers?
- Suppose *x* = (1, 3.65028154, 13.32455532, 48.63837831, 177.54377448). One orthogonal vector is $x_o = (3.65028154, -1, 0, 0, 0)$. Rescale it to m =

PSLQ attempts to find the *smallest* integer relation, up to some precision

"PSLQ operates by constructing a sequence of integer-valued matrices B_n that reduces the vector $y = xB_n$, until either the relation is found (as one of the columns of B_n), or else precision is exhausted."

excerpt and figure from Bailey & Borwein, PSLQ: An Algorithm to Discover Integer Relations

the relation is real and not merely a numerical artifact. A drop of 20 or more orders of magnitude almost always indicates a real relation (see Figure 1).



Figure 1: $\log_{10} \min_k |y_k|$ versus iteration number in a typical PSLQ run



Initialize:

- 1. Set the $n \times n$ matrices A and B to the identity.
- 2. For k := 1 to **n**: Set $s_k := \sqrt{\sum_{j=k}^n x_j^2}$; endfor. Set $t := s_1$. For k := 1 to **n**: $y_k := x_k/t$; $s_k := s_k/t$; endfor.
- 3. Compute the $n \times (n-1)$ matrix **H** as follows:

For i := 1 to \mathbf{n} : for j := i + 1 to $\mathbf{n} - 1$: set $H_{ij} := 0$; endfor; if $i \le n - 1$ then set $H_{ii} := s_{i+1}/s_i$; for j := 1 to $\mathbf{i} - 1$: set $H_{ij} := -y_i y_j/(s_j s_{j+1})$; endfor; endfor.

4. Perform full reduction on **H**, simultaneously updating y, A and **B**:

For i := 2 to n: for j := i - 1 to 1 step -1: $t := \operatorname{nint}(H_{ij}/H_{jj}); y_j := y_j + ty_i$; for k := 1 to j: $H_{ik} := H_{ik} - tH_{jk}$; endfor; for k := 1 to n: $A_{ik} := A_{ik} - tA_{jk}, B_{kj} := B_{kj} + tB_{ki}$; endfor; endfor; endfor.

Repeat until precision is exhausted or a relation has been detected:

- 1. Select **m** such that $\gamma^{i}|H_{ii}|$ is maximal when **i** = **m**.
- 2. Exchange entries m and m + 1 of y, corresponding rows of A and H, and corresponding columns of B.
- 3. If $m \leq n 2$ then update **H** as follows:

Set
$$t_0 := \sqrt{H_{mm}^2 + H_{m,m+1}^2}$$
, $t_1 := H_{mm}/t_0$ and $t_2 := H_{m,m+1}/t_0$. Then for $i := m$ to

4. Perform block reduction on **H**, simultaneously updating y, A and B:

For i := m + 1 to \mathbf{n} : for $j := \min(i-1, m+1)$ to 1 step -1: $t := \min(H_{ij}/H_{jj})$; $y_j := y_j + ty_i$; for k := 1 to \mathbf{j} : $H_{ik} := H_{ik} - tH_{jk}$; endfor; for k := 1 to \mathbf{n} : $A_{ik} := A_{ik} - tA_{jk}, \ B_{kj} := B_{kj} + tB_{ki}$; endfor; endfor; endfor.

- 5. Norm bound: Compute $M := 1/\max_j |H_j|$, where H_j denotes the j-th row of **H**. Then there can exist no relation vector whose Euclidean norm is less than **M**.
- and is given in the corresponding column of **B**.

Pseudocode

to n: $t_3 := H_{im}$; $t_4 := H_{i,m+1}$; $H_{im} := t_1 t_3 + t_2 t_4$; $H_{i,m+1} := -t_2 t_3 + t_1 t_4$; end for.

6. Termination test: If the largest entry of A exceeds the level of numeric precision used, then precision is exhausted. If the smallest entry of the y vector is less than the detection threshold, a relation has been detected



mpmath.pslq()

1 and not 0. There is also another catch:

and one must employ *nd*-digit floating-point arithmetic."

To save myself some trouble: I'm just going to use the algorithm as implemented in the mpmath library

- The pseudocode is relatively straightforward, but note the indices start from
- "If one wishes to recover a relation of length n, with coefficients of maximum size d digits, then the input vector x must be specified to at least nd digits,

Application: identifying algebraic numbers

simple enough polynomials, an expression for α can be deduced

Demo: identify 3.65028154

Given a number α , let $x = (1, \alpha, ..., \alpha^n)$. An integer relation *m* for x would mean that α is a root to the polynomial $m_0 + m_1 \alpha + \dots m_n \alpha^n = 0$ so for

0 = -

 $\implies \alpha = 1$

Solution

$$-9 + 14\alpha^2 - \alpha^4$$

$$\sqrt{2\sqrt{10} + 7}$$

Application: Euler-Mashceroni constant

This constant is the limiting difference between the harmonic series and natural log

$$\gamma \equiv \lim_{n \to \infty} \left(-\log n + \sum_{k=1}^{n} \frac{1}{k} \right)$$

It is not known whether or not this is an algebraic number, or even if it is rational. With careful attention to precision, it can be checked with PSLQ that it is not the root of any integer polynomial of degree n, where you can try as large n as your machine can handle

Application: a new formula for pi

The formula

$$\pi = \sum_{i=0}^{\infty} \frac{1}{16^{i}} \left(\frac{4}{8i+1} \right)$$

was found with PSLQ and subsequently proved. It can be shown that this can be used to compute the *n*th digit of pi in hexadecimal without having to compute the previous n - 1 digits

$\frac{2}{8i+4} - \frac{1}{8i+5} - \frac{1}{8i+6}$

Application: a new formula for pi

Found by looking for an integer relation for $x = (X_1, \ldots, X_8, \pi)$ where

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

Summary

PSLQ:

- is an algorithm which either finds integer relations or bounds for possible relations
- is commonly used in number recognition routines
- has led numerous "discoveries," notably a new formula for π , but also other more technical discoveries that were not covered here

the "error" over time, as well as the precision used

We also went over how to "use" PSLQ, paying attention to the behavior of

Summary



(**a**) MNIST sample belonging to the digit '7'.

(**b**) 100 samples from the MNIST training set.





that made up nonsense

Wolfram Language & System Documentation Center	Q Search
GUIDE	Functions \vee Related Guides \vee Tutorials \vee
Number Recognition	
A core activity in exploratory experimental mathematics is recognition of numbers: going backward from a number to find out how it can be generated. The Wolfram Language provides tools for recognizing many classes of numbers, including a number of original algorithms.	
Primes = Algebraics = Rationals = Integers Element — test whether a number is in a given class	
Rationalize — find a rational approximation ContinuedFraction = Convergents	
RootApproximant — find an approximating algebraic number ToRadicals = RootReduce = MinimalPolynomial	
FindIntegerNullVector — find vector $\{a_1,\}$ such that $a_1 x_1 + a_2 x_2 + \cdots + a_n x_n = 0$ LatticeReduce — find reduced basis vectors in a lattice	
FunctionExpand — reduce an exact numeric expression to simpler functions	
PrimeQ — recognize prime numbers	

References

- from Bailey's personal website
- algorithm (1999)
- Pseudocode (courtesy of Bailey): <u>http://www.cecm.sfu.ca/organics/</u> papers/bailey/paper/html/node3.html
- mpmath: <u>http://mpmath.org</u>

• Bailey and Borwein, PSLQ: An Algorithm to Discover Integer Relations,

• Ferguson, Bailey, and Arno, Analysis of PSLQ, an integer relation finding