$\mathbb{N}\mathbb{Z}$MATH User Manual

(for version 3.0.1.1)

Contents

Chapter 1

Overview

1.1 Introduction

NZMATH[8] is a number theory oriented calculation system mainly developed by the Nakamula laboratory at Tokyo Metropolitan University. NZMATH system provides you mathematical, especially number-theoretic computational power. It is freely available and distributed under the BSD license. The most distinctive feature of NZMATH is that it is written entirely using a scripting language called Python. Namely NZMATH is a **Python Calculator on Number Theory** for algorithmic number theorists.

If you want to learn how to start using NZMATH, see Installation (section 1.1.3) and Tutorial (section 1.1.4).

1.1.1 Philosophy – Advantages over Other Systems

In this section, we discuss philosophy of NZMATH, that is, the advantages of NZMATH compared to other similar systems.

1.1.1.1 Open Source Software

Many computational algebra systems, such as Maple[4], Mathematica[5], and Magma[3] are fare-paying systems. These non-free systems are not distributed with source codes. Then, users cannot modify such systems easily. It narrows these system's potentials for users not to take part in developing them. NZMATH, on the other hand, is an open-source software and the source codes are openly available. Furthermore, NZMATH is distributed under the BSD license. BSD license claims as-is and redistribution or commercial use are permitted provided that these packages retain the copyright notice. NZMATH users can develop it just as they like.

1.1.1.2 Speed of Development

We took over developing of SIMATH[10], which was developed under the leadership of Prof.Zimmer at Saarlandes University in Germany. However, it costs a lot of time and efforts to develop these system. Almost all systems including SIMATH are implemented in C or C++ for execution speed, but we have to take the time to work memory management, construction of an interactive interpreter, preparation for multiple precision package and so on. In this regard, we chose Python which is a modern programming language. Python provides automatic memory management, a sophisticated interpreter and many useful packages. We can concentrate on development of mathematical matters by using Python.

1.1.1.3 Bridging the Gap between Users And Developers

KANT/KASH[2] and PARI/GP[9] are similar systems to NZMATH. But programming languages for modifying these systems are different between users and developers. We think the gap makes evolution speed of these systems slow. On the other hand, NZMATH has been developed with Python for bridging this gap. Python grammar is easy to understand and users can read easily codes written by Python. And NZMATH, which is one of Python libraries, works on very wide platform including UNIX/Linux, Macintosh, Windows, and so forth. Users can modify the programs and feedback to developers with a light heart. So developers can absorb their thinking. Then NZMATH will progress to more flexible user-friendly system.

1.1.1.4 Link with Other Softwares

NZMATH distributed as a Python library enables us to link other Python packages with it. For example, NZMATH can be used with IPython[1], which is a comfortable interactive interpreter. And it can be linked with matplotlib[6], which is a powerful graphic software. Also mpmath[7], which is a module for floating-point operation, can improve efficiency of NZMATH. In fact, the module ecpp**ecpp** improves performance with mpmath. There are many softwares implemented in Python. Many of these packages are freely available. Users can use NZMATH with these packages and create an unthinkable powerful system.

1.1.2 Information

NZMATH has more than 25 modules. These modules cover a lot of territory including elementary number theoretic methods, combinatorial theoretic methods, solving equations, primality, factorization, multiplicative number theoretic functions, matrix, vector, polynomial, rational field, finite field, elliptic curve, and so on. NZMATH manual for users (this file) is at

`https://nzmath.sourceforge.io/nzmath_doc.pdf`

If you are interested in NZMATH, please visit the official website below to obtain more information about it.

```
https://nzmath.sourceforge.io/
```

Note that NZMATH can be used even if users do not have any experience of writing programs in Python.

1.1.3 Installation

In this section, we explain how to install NZMATH.

If you know well about `pip` installation, then command line input

```
% python -m pip install nzmath
```

solves everything, however we shall explain a little more.

Detailed "tutorial on installing packages"

```
https://packaging.python.org/en/latest/tutorials/installing-packages/
```

will help you to install NZMATH on your machine.

Usually, you must have appropriate write permission to your machine.

1.1.3.1 Installation of Python

NZMATH requires Python version 3.8 or later. If you do not have Python installed on your machine, please install it. The Python language is a very high level language. It is downloadable from the website

```
https://www.python.org/
```

There are also some documents there.

Ensure you can run Python from the command line:

```
% python --version
```

(We use `%` for a command line prompt on UNIX/macOS. On Windows, it may be `C:\>` or something. Sometimes, you may need to be a privileged user and the prompt may change to `#` or so on, but we don't care.)

1.1.3.2 Note about Python 2

NZMATH is ready for Python 3 now, and will not support for Python 2. For Python 2, you can install a former version NZMATH-1.2.0 for example.

1.1.3.3 Install NZMATH from PyPI

Ensure you can run `pip` from the command line:

```
% python -m pip --version
```

Then, you can use `pip` installation from command line.

Ensure `pip` itself, `setuptools` and `wheel` are up to date:

```
% python -m pip install --upgrade pip setuptools wheel
```

Finally, you can now install NZMATH from PyPI by

```
% python -m pip install nzmath
```

The easiest way to get the newest NZMATH!

1.1.3.4 Install NZMATH from Local Archives

If you cannot install NZMATH directly from PyPI by some reason , you may install it from local archives. For that, you need to obtain source distribution (sdist) and/or built distribution (wheel)

```
nzmath-x.y.z.tar.gz
nzmath-x.y.z-py3-none-any.whl
```

in advance, where x, y, z are non-negative integers meaning version numbers of NZMATH.

You can get them at SourceForge:

`https://sourceforge.net/projects/nzmath/files/nzmath/`

You can also find them at PyPI:

`https://pypi.org/project/nzmath/`

Assume that `nzmath-x.y.z.tar.gz` and `nzmath-x.y.z-py3-none-any.whl` are obtained and put in a local directory say `/tmp/dist/` for example. Then, by any of the three methods below, you can install NZMATH-x.y.z:

From the archive directory,

```
% python -m pip install --no-index --find-links=/tmp/dist/ nzmath
```

or from sdist archive,

```
% python -m pip install /tmp/dist/nzmath-x.y.z.tar.gz
```

or from wheel archive,

```
% python -m pip install /tmp/dist/nzmath-x.y.z-py3-none-any.whl
```

1.1.4 Tutorial

In this section, we describe how to use NZMATH.

1.1.4.1 Sample Session

Start your Python interpreter. That is, open your command interpreter such as Terminal for MacOS or bash/csh for linux, type the strings “python” and press the key Enter.

Examples

```
% python
Python 2.6.1 (r261:67515, Jan 14 2009, 10:59:13)
[GCC 4.1.2 20071124 (Red Hat 4.1.2-42)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

For windows users, it normally means opening IDLE (Python GUI), which is a Python software.

Examples

```
Python 2.6.1 (r261:67517, Dec  4 2008, 16:51:00) [MSC v.1500 32 bit (Intel)] on win32
Type "copyright", "credits" or "license()" for more information.

    ****************************************************************
    Personal firewall software may warn about the connection IDLE
    makes to its subprocess using this computer's internal loopback
    interface.  This connection is not visible on any external
    interface and no data is sent to or received from the Internet.
    ****************************************************************

IDLE 2.6.1
>>>
```

Here, ’>>>’ is a Python prompt, which means that the system waits you to input commands.

Then, type:

Examples

```
>>> from nzmath import *
>>>
```

This command enables you to use all NZMATH features. If you use only a specific module (the term “module” is explained later), for example, prime, type as the following:

Examples

```
>>> from nzmath import prime
>>>
```

You are ready to use NZMATH. For example, type the string “prime.nextPrime(1000)”, then you obtain ‘1009” as the smallest prime among numbers greater than 1000.

Examples

```
>>> prime.nextPrime(1000)
1009
>>>
```

“prime” is a name of a module, which is a NZMATH file including Python codes. “nextPrime” is a name of a function, which outputs values after the system executes some processes for inputs. NZMATH has various functions for mathematical or algorithmic computations. See 3 Functions.

Also, we can create some mathematical objects. For example, you may use the module “matrix”. If you want to define the matrix

$$\begin{pmatrix} 1 & 2 \\ 5 & 6 \end{pmatrix}$$

and compute the square, then type as the following:

Examples

```
>>> A = matrix.Matrix(2, 2, [1, 2]+[5, 6])
>>> print(A)
1 2
5 6
>>> print(A ** 2)
11 14
35 46
>>>
```

“Matrix” is a name of a class, which is a template of mathematical objects. See 4 Classes for using NZMATH classes.

The function “print” enables us to represent outputs with good-looking forms. The data structure such as “[a, b, c, $\cdots$]” is called list. Also, we use various Python data structures like tuple “(a, b, c, $\cdots$)”, dictionary “$\{x_1 : y_1, x_2 : y_2, x_3 : y_3, \cdots\}$” etc. Note that we do not explain Python’s syntax in detail because it is not absolutely necessary to use NZMATH. However, we recommend that you learn Python for developing your potential. Python grammar are easy to study. For information on how to use Python, see `http://docs.python.org` or many other documents about Python.

1.1.5 Note on the Document

† Some beginnings of lines or blocks such as sections or sentences may be marked †. This means these lines or blocks is for advanced users. For example, the class *FiniteFieldElement* (See **FinitePrimeFieldElement**) is one of abstract classes in NZMATH, which can be inherited to new classes similar to the finite field.

[· · ·] For example, we may sometimes write as *function(a,b[,c,d])*. It means the argument "c, d" or only "d" can be discarded. Such functions use "default argument values", which is one of the feature of Python.
(See `http://docs.python.org/tutorial/controlflow.html#default-argument-values`)

Warning: Python also have the feature "keyword arguments". We have tried to keep the feature in NZMATH too. However, some functions cannot be used with this feature because these functions are written expecting that arguments are given in order.

Chapter 2

Basic Utilities

2.1 config – setting features

All constants in the module can be set in user's config file. See the User Settings section for more detailed description.

2.1.1 Default Settings

2.1.1.1 Dependencies

Some third party / platform dependent modules are possibly used, and they are configurable.

HAVE_MPMATH `mpmath` is a package providing multiprecision math. See its project page. This package is used in **ecpp** module.

HAVE_SQLITE3 `sqlite3` is the default database module for `Python` , but it need to be enabled at the build time.

HAVE_NET Some functions connect to the Net. When your machine is not connected to the network, if you set this false, processing may become rarely high-speed.

2.1.1.2 Plug-ins

PLUGIN_MATH `Python` standard float/complex types and math/cmath modules only provide fixed precision (double precision), but sometimes multiprecision floating point is needed.

2.1.1.3 Assumptions

Some conjectures are useful for assuring the validity of a faster algorithm.

All assumptions are default to `False`, but you can set them `True` if you believe them.

GRH Generalized Riemann Hypothesis. For example, primality test is $O((\log n)^2)$ if GRH is true while $O((\log n)^6)$ or something without it.

2.1.1.4 Files

DATADIR The directory where `NZMATH` (static) data files are stored. The default will be `os.path.join(sys.prefix, 'share', 'nzmath')` or `os.path.join(sys.prefix, 'Data', 'nzmath')` on Windows.

2.1.2 Automatic Configuration

The items above can be set automatically by testing the environment.

2.1.2.1 Checks

Here are check functions.

The constants accompanying the check functions which enable the check if it is `True`, can be overridden in user settings.

Both check functions and constants are not exposed.

check_mpmath() Check whether `mpmath` is available or not.
constant: `CHECK_MPMATH`

check_sqlite3() Check if `sqlite3` is importable or not. `pysqlite2` may be a substitution.
constant: `CHECK_SQLITE3`

check_net() Check the net connection by HTTP call.
constant: `CHECK_NET`

check_plugin_math() Check which math plug-in is available.
constant: `CHECK_PLUGIN_MATH`

default_datadir() Return default value for `DATADIR`.

This function selects the value from various candidates. If this function is called with `DATADIR` set, the value of (previously-defined) `DATADIR` is the first candidate to be returned. Other possibilities are, `sys.prefix + 'Data/nzmath'` on Windows, or `sys.prefix + 'share/nzmath'` on other platforms.

Be careful that all the above paths do not exist, the function returns `None`.
constant: `CHECK_DATADIR`

2.1.3 User Settings

The module tries to load the user's config file named *nzmathconf.py*. The search path is the following:

1. The directory which is specified by an environment variable `NZMATHCONFDIR`.
2. If the platform is Windows, then
   (a) If an environment variable `APPDATA` is set, `APPDATA/nzmath`.
   (b) If, alternatively, an environment variable `USERPROFILE` is set, `USERPROFILE/Application Data/nzmath`.
3. On other platforms, if an environment variable `HOME` is set, `HOME/.nzmath.d`.

nzmathconf.py is a `Python` script. Users can set the constants like `HAVE_MPMATH`, which will override the default settings. These constants, except assumption ones, are automatically set, unless constants accompanying the check functions are false (see the Automatic Configuration section above).

2.2 bigrandom – random numbers

Historical Note The module was written for replacement of the `Python` standard module random, because in the era of `Python` 2.2 (prehistorical period of `NZMATH`) the random module raises `OverflowError` for long integer arguments for the randrange function, which is the only function having a use case in `NZMATH` .

After the creation of `Python` 2.3, it was theoretically possible to use `random.randrange`, since it started to accept long integer as its argument. Use of it was, however, not considered, since there had been the `bigrandom` module. It was lucky for us. In fall of 2006, we found a bug in `random.randrange` and reported it (see issue tracker); the `random.randrange` accepts long integers but returns unreliable result for truly big integers. The bug was fixed for `Python` 2.5.1. You can, therefore, use `random.randrange` instead of `bigrandom.randrange` for `Python` 2.5.1 or higher.

2.2.1 random – random number generator

random() → *float*

Return a random floating point number in the interval $[0, 1)$.

This function is an alias to `random.random` in the `Python` standard library.

2.2.2 randrange – random integer generator

randrange(`start`: ***integer***, `stop`: ***integer***=**None**, `step`: ***integer***=**1**)
→ ***integer***

Return a random integer in the range.

This function is an alias to `random.randrange` in the `Python` standard library.

2.3 bigrange – range-like generator functions

2.3.1 count – count up

count(n: *integer*=0) → *iterator*

Count up infinitely from `n` (default to 0). See itertools.count.

`n` must be int or rational.Integer.

2.3.2 arithmetic_progression – arithmetic progression iterator

arithmetic_progression(init: *integer*, difference: *integer*) → *iterator*

Return an iterator which generates an arithmetic progression starting from `init` and `difference` step.

2.3.3 geometric_progression – geometric progression iterator

geometric_progression(init: *integer*, ratio: *integer*) → *iterator*

Return an iterator which generates a geometric progression starting from `init` and multiplying `ratio`.

2.3.4 multirange – multiple range iterator

multirange(triples: *list of range triples*) → *iterator*

Return an iterator over Cartesian product of elements of ranges.

Be cautious that using multirange usually means you are trying to do brute force looping.

The range triples may be doubles `(start, stop)` or single `(stop,)`, but they have to be always tuples.

Examples

```
>>> bigrange.multirange([(1, 10, 3), (1, 10, 4)])
<generator object at 0x18f968>
>>> list(_)
[(1, 1), (1, 5), (1, 9), (4, 1), (4, 5), (4, 9), (7, 1),
 (7, 5), (7, 9)]
```

2.3.5 multirange_restrictions – multiple range iterator with restrictions

multirange_restrictions(`triples`: ***list of range triples***, `**kwds`: ***keyword arguments***)
→ ***iterator***

`multirange_restrictions` is an iterator similar to the `multirange` but putting restrictions on each ranges.

Restrictions are specified by keyword arguments: ascending, descending, strictly_ascending and strictly_descending.

A restriction ascending, for example, is a sequence that specifies the indices where the number emitted by the range should be greater than or equal to the number at the previous index. Other restrictions descending, strictly_ascending and strictly_descending are similar. Compare the examples below and of **multirange**.

Examples

```
>>> bigrange.multirange_restrictions([(1, 10, 3), (1, 10, 4)], ascending=(1,))
<generator object at 0x18f978>
>>> list(_)
[(1, 1), (1, 5), (1, 9), (4, 5), (4, 9), (7, 9)]
```

2.4 compatibility – Keep compatibility between Python versions

This module should be simply imported:
`import nzmath.compatibility`
then it will do its tasks.

2.4.1 set, frozenset

The module provides `set` for `Python` 2.3. `Python` $\geq$ 2.4 have set in built-in namespace, while `Python` 2.3 has `sets` module and `sets.Set`. The `set` the module provides for `Python` 2.3 is the `sets.Set`. Similarly, `sets.ImmutableSet` would be assigned to `frozenset`. Be careful that the compatibility is not perfect. Note also that NZMATH 's recommendation is `Python` 2.5 or higher in 2.x series.

2.4.2 card(virtualset)

Return cardinality of the virtualset.

The built-in len() raises OverflowError when the result is greater than sys.maxint. It is not clear this restriction will go away in the future. The function `card()` ought to be used instead of `len()` for obtaining cardinality of sets or set-like objects in nzmath.

Chapter 3

Functions

3.1 algorithm – basic number theoretic algorithms

3.1.1 digital_method – univariate polynomial evaluation

digital_method(coefficients: ***list***, val: ***object***, add: ***function***, mul: ***function***, act: ***function***, power: ***function***, zero: ***object***, one: ***object***)
→ ***object***

Evaluate a univariate polynomial corresponding to coefficients at val.

If the polynomial corresponding to coefficients is of R-coefficients for some ring R, then val should be in an R-algebra D.
coefficients should be a descending ordered list of tuples $(d,\ c)$, where d is an integer which expresses the degree and c is an element of R which expresses the coefficient. All operations 'add', 'mul', 'act', 'power', 'zero', 'one' should be explicitly given, where:
'add' means addition $(D \times D \to D)$, 'mul' multiplication $(D \times D \to D)$, 'act' action of R $(R \times D \to D)$, 'power' powering $(D \times \mathbf{Z} \to D)$, 'zero' the additive unit (an constant) in D and 'one', the multiplicative unit (an constant) in D.

3.1.2 digital_method_func – function of univariate polynomial evaluation

digital_method(add: ***function***, mul: ***function***, act: ***function***, power: ***function***, zero: ***object***, one: ***object***)
→ ***function***

Return a function which evaluates polynomial corresponding to 'coefficients' at 'val' from an iterator 'coefficients' and an object 'val'.

All operations 'add', 'mul', 'act', 'power', 'zero', 'one' should be inputted in a manner similar to **digital_method**.

3.1.3 rl_binary_powering – right-left powering

rl_binary_powering(`element`: *object*, `index`: *integer*, `mul`: *function*, `square`: *function*=None, `one`: *object*=None,)
→ *object*

Return `element` to the `index` power by using right-left binary method.

`index` should be a non-negative integer. If `square` is None, `square` is defined by using `mul`.

3.1.4 lr_binary_powering – left-right powering

lr_binary_powering(`element`: *object*, `index`: *integer*, `mul`: *function*, `square`: *function*=None, `one`: *object*=None,)
→ *object*

Return `element` to the `index` power by using left-right binary method.

`index` should be a non-negative integer. If `square` is None, `square` is defined by using `mul`.

3.1.5 window_powering – window powering

window_powering(`element`: *object*, `index`: *integer*, `mul`: *function*, `square`: *function*=None, `one`: *object*=None,)
→ *object*

Return `element` to the `index` power by using small-window method.

The window size is selected by average analystic optimization.

`index` should be a non-negative integer. If `square` is None, `square` is defined by using `mul`.

3.1.6 powering_func – function of powering

powering_func(mul: ***function***, square: ***function*=None**, one: ***object*=None**, type: ***integer*=0**)
→ ***function***

Return a function which computes 'element' to the 'index' power from an object 'element' and an integer 'index'.

If square is None, square is defined by using mul. type should be an integer which means one of the following:
0; **rl_binary_powering**
1; **lr_binary_powering**
2; **window_powering**

Examples

```
>>> d_func = algorithm.digital_method_func(
... lambda a,b:a+b, lambda a,b:a*b, lambda i,a:i*a, lambda a,i:a**i,
... matrix.zeroMatrix(3,0), matrix.identityMatrix(3,1)
... )
>>> coefficients = [(2,1), (1,2), (0,1)] # X^2+2*X+I
>>> A = matrix.SquareMatrix(3, [1,2,3]+[4,5,6]+[7,8,9])
>>> d_func(coefficients, A) # A**2+2*A+I
[33, 40, 48]+[74, 92, 108]+[116, 142, 169]
>>> p_func = algorithm.powering_func(lambda a,b:a*b, type=2)
>>> p_func(A, 10) # A**10 by window method
[132476037840, 162775103256, 193074168672]+[300005963406, 368621393481,
 437236823556]+[467535888972, 574467683706, 681399478440]
```

3.2 arith1 - miscellaneous arithmetic functions

3.2.1 floorsqrt – floor of square root

floorsqrt(`a`: ***integer/Rational***) → ***integer***

Return the floor of square root of `a`.

3.2.2 floorpowerroot – floor of some power root

floorpowerroot(`n`: ***integer***, `k`: ***integer***) → ***integer***

Return the floor of `k`-th power root of `n`.

3.2.3 legendre - Legendre(Jacobi) Symbol

legendre(`a`: ***integer***, `m`: ***integer***) → ***integer***

Return the Legendre symbol or Jacobi symbol $\left(\frac{\mathtt{a}}{\mathtt{m}}\right)$.

3.2.4 modsqrt – square root of a for modulo p

modsqrt(`a`: ***integer***, `p`: ***integer***) → ***integer***

Return one of the square roots of `a` for modulo `p` if square roots exist, raise ValueError otherwise.

`p` must be a prime number.

3.2.5 expand – m-adic expansion

expand(`n`: ***integer***, `m`: ***integer***) → ***list***

Return the `m`-adic expansion of `n`.

`n` must be nonnegative integer. `m` must be greater than or equal to 2. The output is a list of expansion coefficients in ascending order.

3.2.6 inverse – inverse

inverse(x: ***integer***, n: ***integer***) → ***integer***

Return the inverse of `x` for modulo `n`.

`n` must be coprime to `x`.

3.2.7 CRT – Chinese Reminder Theorem

CRT(nlist: ***list***) → ***integer***

Return the uniquely determined integer satisfying all modulus conditions given by `n`list.

Input list `n`list must be the list of lists each consisting of two elements. The first element is remainder and the second is divisor. They must be integer.

3.2.8 AGM – Arithmetic Geometric Mean

AGM(a: ***integer***, b: ***integer***) → ***float***

Return the Arithmetic-Geometric Mean of `a` and `b`.

3.2.9 vp – p-adic valuation

vp(n: ***integer***, p: ***integer***, k: ***integer***=0) → ***tuple***

Return the `p`-adic valuation and other part for `n`.

†If k is given, return the valuation and the other part for `n`p^{k}.

3.2.10 issquare - Is it square?

issquare(n: ***integer***) → ***integer***

Check if `n` is a square number and return square root of `n` if `n` is a square. Otherwise, return 0.

3.2.11 log – integer part of logarithm

log(`n`: *integer*, `base`: *integer*=2) → *integer*

Return the integer part of logarithm of `n` to the `base`.

3.2.12 product – product of some numbers

product(`iterable`: *list*, `init`: *object*=None) → *`prod`:* object

Return the products of all elements in `iterable`.

If `init` is given, the multiplication starts with `init` instead of the first element in `iterable`.

Input list `iterable` must be list of mathematical objects which support multiplication.
The type of output `prod` is determined by the types of elements of `iterable` and `init`.
If the `iterable` is empty, then `init` (if given) or 1 (otherwise) will be returned.

Examples

```
>>> arith1.AGM(10, 15)
12.373402181181522
>>> arith1.CRT([[2, 5], [3, 7]])
17
>>> arith1.CRT([[2, 5], [3, 7], [5, 11]])
192
>>> arith1.expand(194, 5)
[4, 3, 2, 1]
>>> arith1.vp(54, 3)
(3, 2)
>>> arith1.product([1.5, 2, 2.5])
7.5
>>> arith1.product([3, 4], 2)
24
>>> arith1.product([])
1
```

3.3 arygcd – binary-like gcd algorithms

3.3.1 bit_num – the number of bits

bit_num(a: ***integer***) → ***integer***

Return the number of bits for a

3.3.2 binarygcd – gcd by the binary algorithm

binarygcd(a: ***integer***, b: ***integer***) → ***integer***

Return the greatest common divisor (gcd) of two integers a, b by the binary gcd algorithm.

3.3.3 arygcd_i – gcd over gauss-integer

arygcd_i(a1: ***integer***, a2: ***integer***, b1: ***integer***, b2: ***integer***)
→ (***integer***, ***integer***)

Return the greatest common divisor (gcd) of two gauss-integers a1+a2i, b1+b2i, where "i" denotes the imaginary unit.

If the output of arygcd_i(a1, a2, b1, b2) is (c1, c2), then the gcd of a1+a2i and b1+b2i equals c1+c2i.
†This function uses $(1+i)$-ary gcd algorithm, which is an generalization of the binary algorithm, proposed by A.Weilert[20].

3.3.4 arygcd_w – gcd over Eisenstein-integer

arygcd_w(a1: ***integer***, a2: ***integer***, b1: ***integer***, b2: ***integer***)
→ (***integer***, ***integer***)

Return the greatest common divisor (gcd) of two Eisenstein-integers a1+a2ω, b1+b2ω, where "ω" denotes a primitive cubic root of unity.

If the output of arygcd_w(a1, a2, b1, b2) is (c1, c2), then the gcd of a1+a2ω and b1+b2ω equals c1+c2ω.
†This functions uses $(1-\omega)$-ary gcd algorithm, which is an generalization of the binary algorithm, proposed by I.B. Damgård and G.S. Frandsen [16].

Examples

```
>>> arygcd.binarygcd(32, 48)
16
>>> arygcd_i(1, 13, 13, 9)
(-3, 1)
>>> arygcd_w(2, 13, 33, 15)
(4, 5)
```

3.4 combinatorial – combinatorial functions

3.4.1 binomial – binomial coefficient

binomial(`n`**:** ***integer***, `m`**:** ***integer*** **)** → ***integer***

Return the binomial coefficient for `n` and `m`. In other words, $\frac{\mathtt{n}!}{(\mathtt{n}-\mathtt{m})!\mathtt{m}!}$.

†For convenience, `binomial(n, n+i)` returns 0 for positive i, and `binomial(0,0)` returns 1.

`n` must be a positive integer and `m` must be a non-negative integer.

3.4.2 combinationIndexGenerator – iterator for combinations

combinationIndexGenerator(`n`**:** ***integer***, `m`**:** ***integer*** **)** → ***iterator***

Return an iterator which generates indices of `m` element subsets of `n` element set.

The number of generated indices is **binomial**(`n`, `m`).
`combination_index_generator` is an alias of `combinationIndexGenerator`.

3.4.3 factorial – factorial

factorial(`n`**:** ***integer*** **)** → ***integer***

Return `n`! for non-negative integer `n`.

3.4.4 permutationGenerator – iterator for permutation

permutationGenerator(`n`**:** ***integer*** **)** → ***iterator***

Generate all permutations of `n` elements as list iterator.

The number of generated list is `n`'s **factorial**, so be careful to use big `n`.

`permutation_generator` is an alias of `permutationGenerator`.

3.4.5 fallingfactorial – the falling factorial

fallingfactorial(n: *integer*, m: *integer*) → *integer*

Return the falling factorial; `n` to the `m` falling, i.e. $n(n-1)\cdots(n-m+1)$.

3.4.6 risingfactorial – the rising factorial

risingfactorial(n: *integer*, m: *integer*) → *integer*

Return the rising factorial; `n` to the `m` rising, i.e. $n(n+1)\cdots(n+m-1)$.

3.4.7 multinomial – the multinomial coefficient

multinomial(n: *integer*, parts: *list*) → *integer*

Return the multinomial coefficient.

`parts` must be a sequence of natural numbers and the sum of elements in `parts` should be equal to `n`.

3.4.8 bernoulli – the Bernoulli number

bernoulli(n: *integer*) → *Rational*

Return the `n`-th Bernoulli number.

3.4.9 catalan – the Catalan number

catalan(n: *integer*) → *integer*

Return the `n`-th Catalan number.

3.4.10 dyck_word_generator – generator for Dyck words

dyck_word_generator(n: *integer* alphabet: *sequence*=(0, 1))
→ *iterator*

Generate all Dyck words of length 2×`n` as tuples.

The Dyck words are words on a two character alphabet. The number of each character in a word is equal, and the number of the second character never exceeds the first in any initial parts of the word.

The number of generated words is the `n`-th Catalan number. (see **catalan**)

The alphabet is $\{0, 1\}$ by default, but you can pass it into the optional argument `alphabet`.

3.4.11 euler – the Euler number

euler(`n`: ***integer***) → ***integer***

Return the `n`-th Euler number.

3.4.12 bell – the Bell number

bell(`n`: ***integer***) → ***integer***

Return the `n`-th Bell number.

The Bell number b is defined by:

$$b(n) = \sum_{i=0}^{n} S(n, i),$$

where S denotes Stirling number of the second kind (**stirling2**).

3.4.13 stirling1 – Stirling number of the first kind

stirling1(`n`: ***integer***, `m`: ***integer***) → ***integer***

Return Stirling number of the first kind.

Let s denote the Stirling number and $(x)_n$ the falling factorial, then

$$(x)_n = \sum_{i=0}^{n} s(n,\ i)x^i.$$

s satisfies the recurrence relation:

$$s(n,\ m) = s(n-1,\ m-1) - (n-1)s(n-1,\ m)\ .$$

3.4.14 stirling2 – Stirling number of the second kind

stirling2(`n`**:** ***integer***, `m`**:** ***integer*** **)** → ***integer***

Return Stirling number of the second kind.

Let S denote the Stirling number, $(x)_i$ falling factorial, then:

$$x^n = \sum_{i=0}^{n} S(n,\ i)(x)_i$$

S satisfies:

$$S(n,\ m) = S(n-1,\ m-1) + mS(n-1,\ m)$$

3.4.15 partition_number – the number of partitions

partition_number(`n`**:** ***integer*** **)** → ***integer***

Return the number of partitions of `n`.

3.4.16 partitionGenerator – iterator for partition

partitionGenerator(`n`**:** ***integer***, `maxi`**:** ***integer*=0** **)** → ***iterator***

Return an iterator which generates partitions of `n`.

If `maxi` is given, then summands are limited not to exceed `maxi`.
The number of partitions (given by **partition_number**) grows exponentially, so be careful to use big `n`.

`partition_generator` is an alias of `partitionGenerator`.

3.4.17 partition_conjugate – the conjugate of partition

partition_conjugate(`partition`**:** ***tuple*** **)** → ***tuple***

Return the conjugate of `partition`.

Examples

```
>>> combinatorial.binomial(5, 2)
10
>>> combinatorial.factorial(3)
6
>>> combinatorial.fallingfactorial(7, 3) == 7 * 6 * 5
True
>>> combinatorial.risingfactorial(7, 3) == 7 * 8 * 9
True
>>> combinatorial.multinomial(7, [2, 2, 3])
210
>>> for idx in combinatorial.combinationIndexGenerator(5, 3):
...     print(idx)
...
[0, 1, 2]
[0, 1, 3]
[0, 1, 4]
[0, 2, 3]
[0, 2, 4]
[0, 3, 4]
[1, 2, 3]
[1, 2, 4]
[1, 3, 4]
[2, 3, 4]
>>> for word in combinatorial.dyck_word_generator(3, alphabet=("(", ")")):
...     print("".join(word))
...
()()()
()(())
(())()
(()())
((()))
>>> for part in combinatorial.partitionGenerator(5):
...     print(part)
...
(5,)
(4, 1)
(3, 2)
(3, 1, 1)
(2, 2, 1)
(2, 1, 1, 1)
(1, 1, 1, 1, 1)
>>> combinatorial.partition_number(5)
7
>>> def limited_summands(n, maxi):
```

```
...     "partition with limited number of summands"
...     for part in combinatorial.partitionGenerator(n, maxi):
...         yield combinatorial.partition_conjugate(part)
...
>>> for part in limited_summands(5, 3):
...     print(part)
...
(2, 2, 1)
(3, 1, 1)
(3, 2)
(4, 1)
(5,)
```

3.5 cubic_root – cubic root, residue, and so on

3.5.1 c_root_p – cubic root mod p

c_root_p(a: ***integer***, p: ***integer***) → ***list***

Return the cubic root of `a` modulo prime `p`. (i.e. solutions of the equation $x^3 = \mathtt{a} \pmod{\mathtt{p}}$).

`p` must be a prime integer.
This function returns the list of all cubic roots of `a`.

3.5.2 c_residue – cubic residue mod p

c_residue(a: ***integer***, p: ***integer***) → ***integer***

Check whether the rational integer `a` is cubic residue modulo prime `p`.

If $\mathtt{p} \mid \mathtt{a}$, then this function returns 0, elif `a` is cubic residue modulo `p`, then it returns 1, otherwise (i.e. cubic non-residue), it returns -1.

`p` must be a prime integer.

3.5.3 c_symbol – cubic residue symbol for Eisenstein-integers

c_symbol(a1: ***integer***, a2: ***integer***, b1: ***integer***, b2: ***integer***)
→ ***integer***

Return the (Jacobi) cubic residue symbol of two Eisenstein-integers $\left(\frac{\mathtt{a1}+\mathtt{a2}\omega}{\mathtt{b1}+\mathtt{b2}\omega}\right)_3$, where ω is a primitive cubic root of unity.

If $\mathtt{b1} + \mathtt{b2}\omega$ is a prime in $\mathbb{Z}[\omega]$, it shows $\mathtt{a1} + \mathtt{a2}\omega$ is cubic residue or not.

We assume that $\mathtt{b1} + \mathtt{b2}\omega$ is not divisible $1 - \omega$.

3.5.4 decomposite_p – decomposition to Eisenstein-integers

decomposite_p(p: ***integer***) → (***integer***, ***integer***)

Return one of prime factors of `p` in $\mathbb{Z}[\omega]$.

If the output is (`a`, `b`), then $\frac{\mathtt{p}}{\mathtt{a}+\mathtt{b}\omega}$ is a prime in $\mathbb{Z}[\omega]$. In other words, `p` decomposes into two prime factors $\mathtt{a} + \mathtt{b}\omega$ and $\mathtt{p}/(\mathtt{a} + \mathtt{b}\omega)$ in $\mathbb{Z}[\omega]$.

p must be a prime rational integer. We assume that $\mathtt{p} \equiv 1 \pmod 3$.

3.5.5 cornacchia – solve $x^2 + dy^2 = p$

cornacchia(d: *integer*, p: *integer*) → (*integer*, *integer*)

Return the solution of $x^2 + \mathtt{d}y^2 = \mathtt{p}$.

This function uses Cornacchia's algorithm. See [13].

p must be prime rational integer. d must be satisfied with the condition $0 < \mathtt{d} < \mathtt{p}$. This function returns (x, y) as one of solutions of the equation $x^2 + \mathtt{d}y^2 = \mathtt{p}$.

Examples

```
>>> cubic_root.c_root_p(1, 13)
[1, 3, 9]
>>> cubic_root.c_residue(2, 7)
-1
>>> cubic_root.c_symbol(3, 6, 5, 6)
1
>>> cubic_root.decomposite_p(19)
(2, 5)
>>> cubic_root.cornacchia(5, 29)
(3, 2)
```

3.6 ecpp – elliptic curve primality proving

The module consists of various functions for ECPP (Elliptic Curve Primality Proving).

It is probable that the module will be refactored in the future so that each function be placed in other modules.

The ecpp module requires mpmath.

3.6.1 ecpp – elliptic curve primality proving

ecpp(`n`: *integer*, `era`: *list*=None) → *bool*

Do elliptic curve primality proving.
If `n` is prime, return True. Otherwise, return False.

The optional argument `era` is a list of primes (which stands for ERAtosthenes).

`n` must be a big integer.

3.6.2 hilbert – Hilbert class polynomial

hilbert(`D`: *integer*) → *(integer, list)*

Return the class number and Hilbert class polynomial for the imaginary quadratic field with fundamental discriminant `D`.

Note that this function returns Hilbert class polynomial as a list of coefficients.
†If the option **HAVE_NET** is set, at first try to retrieve the data in `http://hilbert-class-polynomial.appspot.com/`. If the data corresponding to `D` is not found, compute the Hilbert polynomial directly (for a long time).

`D` must be negative int. See [15].

3.6.3 dedekind – Dedekind's eta function

dedekind(`tau`: *mpmath.mpc*, `floatpre`: *integer*) → *mpmath.mpc*

Return Dedekind's eta of a complex number `tau` in the upper half-plane.

Additional argument `floatpre` specifies the precision of calculation in decimal digits.

floatpre must be positive int.

3.6.4 cmm – CM method

cmm(p: *integer*) → *list*

Return curve parameters for CM curves.

If you also need its orders, use **cmm_order**.

A prime p has to be odd.
This function returns a list of (a, b), where (a, b) expresses Weierstrass' short form.

3.6.5 cmm_order – CM method with order

cmm_order(p: *integer*) → *list*

Return curve parameters for CM curves and its orders.

If you need only curves, use **cmm**.

A prime p has to be odd.
This function returns a list of (a, b, order), where (a, b) expresses Weierstrass' short form and order is the order of the curve.

3.6.6 cornacchiamodify – Modified cornacchia algorithm

cornacchiamodify(d: *integer*, p: *integer*) → *list*

Return the solution $(u,\ v)$ of $u^2 - \mathtt{d}v^2 = 4\mathtt{p}$.

If there is no solution, raise ValueError.

p must be a prime integer and d be an integer such that $\mathtt{d} < 0$ and $\mathtt{d} > -4\mathtt{p}$ with $\mathtt{d} \equiv 0, 1 \pmod 4$.

Examples

```
>>> ecpp.ecpp(300000000000000000053)
True
>>> ecpp.hilbert(-7)
```

```
(1, [3375, 1])
>>> ecpp.cmm(7)
[(6, 3), (5, 4)]
>>> ecpp.cornacchiamodify(-7, 29)
(2, 4)
```

3.7 equation – solving equations, congruences

In the following descriptions, some type aliases are used.

poly_list :

poly_list is a list `[a0, a1, ..., an]` representing a polynomial coefficients in ascending order, i.e., meaning $a_0 + a_1 X + \cdots + a_n X^n$. The type of each `ai` depends on each function (explained in their descriptions).

integer :

integer is one of *int* or **Integer**.

complex :

complex includes all number types in the complex field: **integer**, *float*, *complex* of `Python` , **Rational** of `NZMATH` , etc.

3.7.1 e1 – solve equation with degree 1

e1(`f`: **poly_list**) → **complex**

Return the solution of linear equation $ax + b = 0$.

`f` ought to be a **poly_list** `[b, a]` of **complex**.

3.7.2 e1_ZnZ – solve congruent equation modulo n with degree 1

e1_ZnZ(`f`: **poly_list**, `n`: ***integer***) → ***integer***

Return the solution of $ax + b \equiv 0 \pmod{\mathtt{n}}$.

`f` ought to be a **poly_list** `[b, a]` of **integer**.

3.7.3 e2 – solve equation with degree 2

e2(`f`: **poly_list**) → ***tuple***

Return the solution of quadratic equation $ax^2 + bx + c = 0$.

`f` ought to be a **poly_list** `[c, b, a]` of **complex**.
The result tuple will contain exactly 2 roots, even in the case of double root.

3.7.4 e2_Fp – solve congruent equation modulo p with degree 2

e2_Fp(f: poly_list, p: *integer*) → *list*

Return the solution of $ax^2 + bx + c \equiv 0 \pmod{\texttt{p}}$.

If the same values are returned, then the values are multiple roots.

`f` ought to be a **poly_list** of **integers** `[c, b, a]`. In addition, `p` must be a prime **integer**.

3.7.5 e3 – solve equation with degree 3

e3(f: poly_list) → *list*

Return the solution of cubic equation $ax^3 + bx^2 + cx + d = 0$.

`f` ought to be a **poly_list** `[d, c, b, a]` of **complex**.
The result tuple will contain exactly 3 roots, even in the case of including double roots.

3.7.6 e3_Fp – solve congruent equation modulo p with degree 3

e3_Fp(f: poly_list, p: *integer*) → *list*

Return the solutions of $ax^3 + bx^2 + cx + d \equiv 0 \pmod{\texttt{p}}$.

If the same values are returned, then the values are multiple roots.

`f` ought be a **poly_list** `[d, c, b, a]` of **integer**. In addition, `p` must be a prime **integer**.

3.7.7 Newton – solve equation using Newton's method

Newton(f: poly_list, initial: complex=1, repeat: *integer*=250)
→ *complex*

Return one of the approximated roots of $a_n x^n + \cdots + a_1 x + a_0 = 0$.

If you want to obtain all roots, then use **SimMethod** instead.

†If initial is a real number but there is no real roots, then this function returns meaningless values.

f ought to be a **poly_list** of **complex**. initial is an initial approximation **complex** number. repeat is the number of steps to approximate a root.

3.7.8 SimMethod – find all roots simultaneously

SimMethod(f: **poly_list**, NewtonInitial: **complex**=**1**, repeat: ***integer***=**250**)
→ ***list***

Return the approximated roots of $a_n x^n + \cdots + a_1 x + a_0$.

†If the equation has multiple root, maybe raise some error.

f ought to be a **poly_list** of **complex**.
NewtonInitial and repeat will be passed to **Newton** to obtain the first approximations.

3.7.9 root_Fp – solve congruent equation modulo p

root_Fp(f: **poly_list**, p: ***integer***) → ***integer***

Return one of the roots of $a_n x^n + \cdots + a_1 x + a_0 \equiv 0 \pmod{\mathtt{p}}$.

If you want to obtain all roots, then use **allroots_Fp**.

f ought to be a **poly_list** of **integer**. In addition, p must be a prime **integer**. If there is no root at all, then nothing will be returned.

3.7.10 allroots_Fp – solve congruent equation modulo p

allroots_Fp(f: **poly_list**, p: ***integer***) → ***integer***

Return all roots of $a_n x^n + \cdots + a_1 x + a_0 \equiv 0 \pmod{\mathtt{p}}$.

f ought to be a **poly_list** of **integer**. In addition, p must be a prime **integer**. If there is no root at all, then an empty list will be returned.

Examples

```
>>> equation.e1([1, 2])
-0.5
>>> equation.e1([1j, 2])
-0.5j
>>> equation.e1_ZnZ([3, 2], 5)
1
>>> equation.e2([-3, 1, 1])
(1.3027756377319946, -2.3027756377319948)
>>> equation.e2_Fp([-3, 1, 1], 13)
[6, 6]
>>> equation.e3([1, 1, 2, 1])
[(-0.12256116687665397-0.74486176661974479j),
(-1.7548776662466921+1.8041124150158794e-16j),
(-0.12256116687665375+0.74486176661974468j)]
>>> equation.e3_Fp([1, 1, 2, 1], 7)
[3]
>>> equation.Newton([-3, 2, 1, 1])
0.84373427789806899
>>> equation.Newton([-3, 2, 1, 1], 2)
0.84373427789806899
>>> equation.Newton([-3, 2, 1, 1], 2, 1000)
0.84373427789806899
>>> equation.SimMethod([-3, 2, 1, 1])
[(0.84373427789806887+0j),
(-0.92186713894903438+1.6449263775999723j),
(-0.92186713894903438-1.6449263775999723j)]
>>> equation.root_Fp([-3, 2, 1, 1], 7)
>>> equation.root_Fp([-3, 2, 1, 1], 11)
9
>>> equation.allroots_Fp([-3, 2, 1, 1], 7)
[]
>>> equation.allroots_Fp([-3, 2, 1, 1], 11)
[9]
>>> equation.allroots_Fp([-3, 2, 1, 1], 13)
[3, 7, 2]
```

3.8 gcd – gcd algorithm

3.8.1 gcd – the greatest common divisor

gcd(a: ***integer***, b: ***integer***) → ***integer***

Return the greatest common divisor of two integers a and b.

Return 0 if a = b = 0, though 0 cannot be any divisor.

a, b must be int or **Integer**. Even if one of the arguments is negative, the result is non-negative.

3.8.2 binarygcd – binary gcd algorithm

binarygcd(a: ***integer***, b: ***integer***) → ***integer***

Return the greatest common divisor of two integers a and b by binary gcd algorithm.

Return 0 if a = b = 0, though 0 cannot be any divisor.
†This function is an alias of **binarygcd**

a, b must be int or **Integer**.

3.8.3 extgcd – extended gcd algorithm

extgcd(a: ***integer***, b: ***integer***) → (***integer***, ***integer***, ***integer***)

Return the greatest common divisor d of two integers a and b and $u,\ v$ such that $d = \mathtt{a}u + \mathtt{b}v$.

Return $(1,\ 0,\ 0)$ if a = b = 0, though 0 cannot be any divisor.

a, b must be int or **Integer**. The returned value is a tuple $(u,\ v,\ d)$.

3.8.4 lcm – the least common multiple

lcm(a: ***integer***, b: ***integer***) → ***integer***

Return the least common multiple of two integers a and b.

Return 0 if only one of them is 0 though there is no multiple of 0.
†If both a and b are zero, then it raises an exception.

a, b must be int or **Integer**.

3.8.5 gcd_of_list – gcd of many integers

gcd_of_list(integers: ***list***) → ***list***

Return gcd of integers with representing linear form together.

Given list integers $= [x_1, \dots, x_n]$, return list $[d, [c_1, \dots, c_n]]$ such that $d = c_1x_1 + \cdots + c_nx_n$, where d is the greatest common divisor of $x_1, \dots, x_n$.

Here integers is list whose elements are int. Above $d, c_1, \dots, c_n$ are all integers. Return $[0,$ integers$]$ if integers is $[0, \dots, 0]$ or $[\ ]$ though 0 cannot be any divisor.

3.8.6 extgcd_ – extended divmodl gcd for many integers

extgcd_(*a: ***integers***) → ***list***

Return gcd of many integers together with representing linear form.

Given integers a $= a_0, \dots, a_{n-1}$, return list $[d, [x_0, \dots, x_{n-1}]]$ such that $d = a_0x_0 + \cdots + a_{n-1}x_{n-1}$, where d is the greatest common divisor of a. We use **divmodl** for computation. The linear form is not unique and general solution for $[x_0, \dots, x_{n-1}]$ is given by **extgcd_gen**.

There should be at least one non-zero integer in a.

3.8.7 divmodl – division of minimum absolute remainder

divmodl(a: ***integer***, b: ***integer***) → ***integers***

For given a, b, return a pair (q, r) of integers such that a $= q$b$+ r$, $|r| \leq |$b$|/2$.

Of course b $\neq 0$. We take one of the ways for (q, r) to satisfy the condition.

3.8.8 extgcd_gen – general solution of linear diophantine equation

extgcd_gen(*a: *integers*) → *list*

Return general solution of given linear diophantine equation.

For given integers a $= a_0, \ldots, a_{n-1}$ and any integer k, solve the linear diophantine equation $a_0x_0 + \cdots + a_{n-1}x_{n-1} = k$, and return list $[d, s, A]$ as general solution. Here d is the GCD of a, and it is solvable if and only if d divides k. When d divides k, general solution $x_0, \ldots, x_{n-1}$ is given by suffix s $(0 \leq s < n)$, by list of list $A = [[A_{0,0}, \ldots, A_{0,n-1}], \ldots, [A_{n-1,0}, \ldots, A_{n-1,n-1}]]$ and by integer parameter $y_0, \ldots, y_{n-1}$ with unique constant $y_s = k/d$ as follows:
$x_i = A_{i,0}y_0 + \cdots + A_{i,n-1}y_{n-1}$ $(0 \leq i < n)$

For a, at least one non-zero integer is required.

3.8.9 gcd_ – the GCD of many integers by modl division

gcd_(*a: *integers*) → *integer*

Compute the GCD for many integers a at a time. For speed up, eucledian division is executed in parallel by employing the least absolute value remainder **modl**.

We did no experiment about speed.

For a, at least one non-zero integer is required.

3.8.10 modl – least absolute value remainder by division

modl(a: *integer*, b: *integer*) → *integer*

For given a, b, return residue r of integer such that a $\equiv r \pmod{|\mathtt{b}|}$, $|r| \leq |\mathtt{b}|/2$.

Of course b $\neq 0$. We take one of the ways for r to satisfy the condition.

3.8.11 lcm_ – the LCM of integers by repeating gcd_

lcm_(*a: *integers*) → *integer*

By repeated use of **gcd_**, compute the LCM of many integers `a` at a time.

All integers in `a` should be non-zero. We do not consider any multiple of 0. Or 0 cannot be a devisor of any integer.

3.8.12 coprime – coprime check

coprime(a: ***integer***, b: ***integer***) → ***bool***

Return True if `a` and `b` are coprime, False otherwise.

`a`, `b` are int or **Integer**.

3.8.13 pairwise_coprime – coprime check of many integers

pairwise_coprime(integers: ***list***) → ***bool***

Return True if all integers in `integers` are pairwise coprime, False otherwise.

`integers` is a list which elements are int or **Integer**.

Examples

```
>>> gcd.gcd(12, 18)
6
>>> gcd.gcd(12, -18)
6
>>> gcd.gcd(-12, -18)
6
>>> gcd.extgcd(12, -18)
(-1, -1, 6)
>>> gcd.extgcd(-12, -18)
(1, -1, 6)
>>> gcd.extgcd(0, -18)
(0, -1, 18)
>>> gcd.lcm(12, 18)
36
>>> gcd.lcm(12, -18)
-36
>>> gcd.gcd_of_list([60, 90, 210])
```

```
[30, [-1, 1, 0]]
```

3.9 multiplicative – multiplicative number theoretic functions

All functions of this module accept only positive integers, unless otherwise noted.

3.9.1 euler – the Euler totient function

euler(n: ***integer***) → ***integer***

Return the number of numbers relatively prime to n and smaller than n. In the literature, the function is referred often as φ.

3.9.2 moebius – the Möbius function

moebius(n: ***integer***) → ***integer***

Return:

-1 if n has odd distinct prime factors,

1 if n has even distinct prime factors, or

0 if n has a squared prime factor.

In the literature, the function is referred often as μ.

3.9.3 sigma – sum of divisor powers)

sigma(m: ***integer***, n: ***integer***) → ***integer***

Return the sum of m-th powers of the factors of n. The argument m can be zero, then return the number of factors. In the literature, the function is referred often as σ.

Examples

```
>>> multiplicative.euler(1)
1
>>> multiplicative.euler(2)
1
>>> multiplicative.euler(4)
2
>>> multiplicative.euler(5)
4
>>> multiplicative.moebius(1)
1
>>> multiplicative.moebius(2)
```

```
-1
>>> multiplicative.moebius(4)
0
>>> multiplicative.moebius(6)
1
>>> multiplicative.sigma(0, 1)
1
>>> multiplicative.sigma(1, 1)
1
>>> multiplicative.sigma(0, 2)
2
>>> multiplicative.sigma(1, 3)
4
>>> multiplicative.sigma(1, 4)
7
>>> multiplicative.sigma(1, 6)
12
>>> multiplicative.sigma(2, 7)
50
```

3.10 prime – primality test , prime generation

3.10.1 trialDivision – trial division test

trialDivision(n: ***integer***, bound: ***integer/float***=0) → ***True/False***

Trial division primality test for an odd natural number.

bound is a search bound of primes. If it returns 1 under the condition that bound is given and less than the square root of n, it only means there is no prime factor less than bound.

3.10.2 spsp – strong pseudo-prime test

spsp(n: ***integer***, base: ***integer***, s: ***integer***=None, t: ***integer***=None) → ***True/False***

Strong Pseudo-Prime test on base base.

s and t are the numbers such that $n - 1 = 2^{\mathtt{s}}\mathtt{t}$ and t is odd.

3.10.3 smallSpsp – strong pseudo-prime test for small number

smallSpsp(n: ***integer***, s: ***integer***=None, t: ***integer***=None) → ***True/False***

Strong Pseudo-Prime test for integer n less than 10^{12}.

4 spsp tests are sufficient to determine whether an integer less than 10^{12} is prime or not.
s and t are the numbers such that $n - 1 = 2^{\mathtt{s}}\mathtt{t}$ and t is odd.

3.10.4 miller – Miller's primality test

miller(n: ***integer***) → ***True/False***

Miller's primality test.

This test is valid under GRH. See **config**.

3.10.5 millerRabin – Miller-Rabin primality test

millerRabin(n: ***integer***, times: ***integer***=20) → ***True/False***

Miller's primality test.

The difference from **miller** is that the Miller-Rabin method uses fast but probabilistic algorithm. On the other hand, **miller** employs deterministic algorithm valid under GRH.

`times` (default to 20) is the number of repetition. The error probability is at most 4^{-times}.

3.10.6 lpsp – Lucas test

lpsp(`n`: ***integer***, `a`: ***integer***, `b`: ***integer***) → ***True/False***

Lucas Pseudo-Prime test.

Return True if `n` is a Lucas pseudo-prime of parameters `a`, `b`, i.e. with respect to $x^2 - \mathtt{a}x + \mathtt{b}$.

3.10.7 fpsp – Frobenius test

fpsp(`n`: ***integer***, `a`: ***integer***, `b`: ***integer***) → ***True/False***

Frobenius Pseudo-Prime test.

Return True if `n` is a Frobenius pseudo-prime of parameters `a`, `b`, i.e. with respect to $x^2 - \mathtt{a}x + \mathtt{b}$.

3.10.8 by_primitive_root – Lehmer's test

by_primitive_root(`n`: ***integer***, `divisors`: ***sequence***)
→ ***True/False***

Lehmer's primality test [17].

Return True iff `n` is prime.
The method proves the primality of `n` by existence of a primitive root.
`divisors` is a sequence (list, tuple, etc.) of prime divisors of $n - 1$.

3.10.9 full_euler – Brillhart & Selfridge's test

full_euler(`n`: ***integer***, `divisors`: ***sequence***) → ***True/False***

Brillhart & Selfridge's primality test [12].

Return True iff `n` is prime.
The method proves the primality of `n` by the equality $\varphi(n) = n - 1$, where φ denotes the Euler totient (see **euler**). It requires a sequence of all prime divisors of $n - 1$.

`divisors` is a sequence (list, tuple, etc.) of prime divisors of $n - 1$.

3.10.10 apr – Jacobi sum test

apr(`n`**: *integer*) → *True/False***

APR (Adleman-Pomerance-Rumery) primality test or the Jacobi sum test.

Assuming `n` has no prime factors less than 32. Assuming `n` is spsp (strong pseudo-prime) for several bases.

3.10.11 aks – Cyclotomic Congruence test

aks(`n`**: *integer*) → *True/False***

AKS (Agrawal-Kayal-Saxena) primality test or the cyclotomic congruence test.

Return True iff `n` is prime.
The algorithm determines whether a number `n` is prime or composite within polynomial time. For large number `n`, you can use apr and any other test in practical use.

3.10.12 primeq – primality test automatically

primeq(`n`**: *integer*) → *True/False***

A convenient function for primality test.

It uses one of **trialDivision**, **smallSpsp** or **apr** depending on the size of `n`.

3.10.13 prime – n-th prime number

prime(`n`**: *integer*) → *integer***

Return the `n`-th prime number.

3.10.14 nextPrime – generate next prime

nextPrime(`n`: *integer*) → *integer*

Return the smallest prime bigger than the given integer `n`.

3.10.15 randPrime – generate random prime

randPrime(`n`: *integer*) → *integer*

Return a random `n`-digits prime.

3.10.16 generator – generate primes

generator((None)) → *generator*

Generate primes from 2 to ∞ (as generator).

3.10.17 generator_eratosthenes – generate primes using Eratosthenes sieve

generator_eratosthenes(`n`: *integer*) → *generator*

Generate primes up to `n` using Eratosthenes sieve.

3.10.18 primonial – product of primes

primonial(`p`: *integer*) → *integer*

Return the product

$$\prod_{q \in \mathbb{P}_{\leq \mathtt{p}}} q = 2 \cdot 3 \cdot 5 \cdots \mathtt{p} \ .$$

3.10.19 properDivisors – proper divisors

properDivisors(n: *integer*) → *list*

Return proper divisors of `n` (all divisors of `n` excluding 1 and `n`).

It is only useful for a product of small primes. Use **proper_divisors** in a more general case.

The output is the list of all proper divisors.

DEPRECATION: This function will be removed in the next release. Please use **proper_divisors** instead.

3.10.20 primitive_root – primitive root

primitive_root(p: *integer*) → *integer*

Return a primitive root of `p`.

`p` must be an odd prime.

3.10.21 Lucas_chain – Lucas sequence

**Lucas_chain(n: *integer*, f: *function*, g: *function*, x_0: *integer*, x_1: *integer*)
→ (*integer*, *integer*)**

Return the value of (x_n, x_{n+1}) for the sequnce $\{x_i\}$ defined as:

$$x_{2i} = \mathtt{f}(x_i)$$
$$x_{2i+1} = \mathtt{g}(x_i, x_{i+1}) \ ,$$

where the initial values `x`_0, `x`_1.

`f` is the function which can be input as 1-ary integer. `g` is the function which can be input as 2-ary integer.

Examples

```
>>> prime.primeq(131)
True
>>> prime.primeq(133)
```

```
False
>>> g = prime.generator()
>>> g.next()
2
>>> g.next()
3
>>> prime.prime(10)
29
>>> prime.nextPrime(100)
101
>>> prime.primitive_root(23)
5
```

3.11 prime_decomp – prime decomposition

3.11.1 prime_decomp – prime decomposition

prime_decomp(`p`**:** ***Integer***, `polynomial`**:** ***list*****)** → ***list***

Return prime decomposition of the ideal (`p`) over the number field $\mathbf{Q}[x]/(\mathtt{p}olynomial)$.

`p` should be a (rational) prime. polynomial should be a list of integers which defines a monic irreducible polynomial.
This method returns a list of $(P_k,\ e_k,\ f_k)$,
where P_k is an instance of **Ideal_with_generator** expresses a prime ideal which divides (`p`), e_k is the ramification index of P_k, f_k is the residue degree of P_k.

Examples

```
>>> for fact in prime_decomp.prime_decomp(3,[1,9,0,1]):
...   print(fact)
...
(Ideal_with_generator([BasicAlgNumber([[3, 0, 0], 1], [1, 9, 0, 1]), BasicAlgNum
ber([[7, 20, 4], 3], [1, 9, 0, 1])]), 1, 1)
(Ideal_with_generator([BasicAlgNumber([[3, 0, 0], 1], [1, 9, 0, 1]), BasicAlgNum
ber([[10, 20, 4], 3], [1, 9, 0, 1])]), 2, 1)
```

3.12 quad – Imaginary Quadratic Field

- Classes
  - ReducedQuadraticForm
  - ClassGroup
- Functions
  - class_formula
  - class_number
  - class_group
  - class_number_bsgs
  - class_group_bsgs

3.12.1 ReducedQuadraticForm – Reduced Quadratic Form Class

Initialize (Constructor)

ReducedQuadraticForm(f: *list*, unit: *list*) → *ReducedQuadraticForm*

Create ReducedQuadraticForm object.

f, unit must be list of 3 integers [a, b, c], representing a quadratic form $ax^2 + bxy + cy^2$. unit represents the unit form.

Operations

operator	explanation
M * N	Return the composition form of M and N.
M ** a	Return the a-th powering of M.
M / N	Division of form.
M == N	Return whether M and N are equal or not.
M != N	Return whether M and N are unequal or not.

Methods

3.12.1.1 inverse

inverse(self) → *ReducedQuadraticForm*

Return the inverse of self.

3.12.1.2 disc

disc(self) → *ReducedQuadraticForm*

Return the discriminant of self.

3.12.2 ClassGroup – Class Group Class

Initialize (Constructor)

ClassGroup(`disc`: *integer*, `cl`: *integer*, `element`: *integer*=None) → *ClassGroup*

Create ClassGroup object.

Methods

3.12.3 class_formula

class_formula(d: ***integer***, uprbd: ***integer***) → ***integer***

Return the approximation of class number h with discriminant d using class formula.

$$\text{class formula } h = \frac{\sqrt{|\mathtt{d}|}}{\pi} \prod_{p} \left(1 - \left(\frac{\mathtt{d}}{p}\right) \frac{1}{p}\right)^{-1}.$$

Input number d must be int or **Integer**.

3.12.4 class_number

class_number(d: ***integer***, limit_of_d: ***integer***=**1000000000**) → ***integer***

Return the class number with the discriminant d by counting reduced forms.

d is not only fundamental discriminant.

Input number d must be int or **Integer**.

3.12.5 class_group

class_group(d: ***integer***, limit_of_d: ***integer***=**1000000000**) → ***integer***

Return the class number and the class group with the discriminant d by counting reduced forms.

d is not only fundamental discriminant.

Input number d must be int or **Integer**.

3.12.6 class_number_bsgs

class_number_bsgs(d: ***integer***) → ***integer***

Return the class number with the discriminant d using Baby-step Giant-step algorithm.

d is not only fundamental discriminant.

Input number d must be int or **Integer**.

3.12.7 class_group_bsgs

class_group_bsgs(d: ***integer***, cl: ***integer***, qin: ***list***)
→ ***integer***

Return the construction of the class group of order p^{exp} with the discriminant disc, where q$in = [p, exp]$.

Input number d, cl must be int or **Integer**.

Examples

```
>>> quad.class_formula(-1200, 100000)
12
>>> quad.class_number(-1200)
12
>>> quad.class_group(-1200)
(12, [ReducedQuadraticForm(1, 0, 300), ReducedQuadraticForm(3, 0, 100),
ReducedQuadraticForm(4, 0, 75), ReducedQuadraticForm(12, 0, 25),
ReducedQuadraticForm(7, 2, 43), ReducedQuadraticForm(7, -2, 43),
ReducedQuadraticForm(16, 4, 19), ReducedQuadraticForm(16, -4, 19),
ReducedQuadraticForm(13, 10, 25), ReducedQuadraticForm(13, -10, 25),
ReducedQuadraticForm(16, 12, 21), ReducedQuadraticForm(16, -12, 21)])
>>> quad.class_number_bsgs(-1200)
12
>>> quad.class_group_bsgs(-1200, 12, [3, 1])
([ReducedQuadraticForm(16, -12, 21)], [[3]])
>>> quad.class_group_bsgs(-1200, 12, [2, 2])
([ReducedQuadraticForm(12, 0, 25), ReducedQuadraticForm(4, 0, 75)],
[[2], [2, 0]])
```

3.13 round2 – the round 2 method

- **Classes**
  - **ModuleWithDenominator**
- **Functions**
  - **round2**
  - **Dedekind**

The round 2 method is for obtaining the maximal order of a number field from an order generated by a root of a defining polynomial of the field.

This implementation of the method is based on [13](Algorithm 6.1.8) and [21](Chapter 3).

3.13.1 ModuleWithDenominator – bases of ℤ-module with denominator.

Initialize (Constructor)

ModuleWithDenominator(basis: *list*, denominator: *integer*, **hints: *dict*)
→ ***ModuleWithDenominator***

This class represents bases of ℤ-module with denominator. It is not a general purpose ℤ-module, you are warned. basis is a list of integer sequences.

denominator is a common denominator of all bases.

†Optionally you can supply keyword argument dimension if you would like to postpone the initialization of basis.

Operations

operator	explanation
`A + B`	sum of two modules
`a * B`	scalar multiplication
`B / d`	divide by an integer

Methods

3.13.1.1 get_rationals – get the bases as a list of rationals

get_rationals(self) → *list*

Return a list of lists of rational numbers, which is bases divided by denominator.

3.13.1.2 get_polynomials – get the bases as a list of polynomials

get_polynomials(self) → *list*

Return a list of rational polynomials, which is made from bases divided by denominator.

3.13.1.3 determinant – determinant of the bases

determinant(self) → *list*

Return determinant of the bases (bases ought to be of full rank and in Hermite normal form).

3.13.2 round2(function)

round2(`minpoly_coeff`: ***list***) → (***list***, ***integer***)

Return integral basis of the ring of integers of a field with its discriminant. The field is given by a list of integers, which is a polynomial of generating element θ. The polynomial ought to be monic, in other word, the generating element ought to be an algebraic integer.

The integral basis will be given as a list of rational vectors with respect to θ.

3.13.3 Dedekind(function)

Dedekind(`minpoly_coeff`: ***list***, `p`: ***integer***, `e`: ***integer***)
→ (***bool***, ***ModuleWithDenominator***)

This is the Dedekind criterion.

`minpoly`_coeff is an integer list of the minimal polynomial of θ.

`p**e` divides the discriminant of the minimal.

The first element of the returned tuple is whether the computation about `p` is finished or not.

3.14 squarefree – Squarefreeness tests

There are two method groups. A function in one group raises **Undetermined** when it cannot determine squarefreeness. A function in another group returns `None` in such cases. The latter group of functions have "_ternary" suffix on their names. We refer a set $\{\texttt{True}, \texttt{False}, \texttt{None}\}$ as *ternary*.

The parameter type *integer* means either *int* or **Integer**.

This module provides an exception class.

Undetermined : Report undetermined state of calculation. The exception will be raised by **lenstra** or **trivial_test**.

3.14.1 Definition

We define squarefreeness as:
n is squarefree $\iff$ there is no prime p whose square divides n.

Examples:

- 0 is non-squarefree because any square of prime can divide 0.
- 1 is squarefree because there is no prime dividing 1.
- 2, 3, 5, and any other primes are squarefree.
- 4, 8, 9, 12, 16 are non-squarefree composites.
- 6, 10, 14, 15, 21 are squarefree composites.

3.14.2 lenstra – Lenstra's condition

lenstra(`n`: ***integer***) → ***bool***

If return value is True, `n` is squarefree. Otherwise, the squarefreeness is still unknown and **Undetermined** is raised. The algorithm is based on [18].

†The condition is so strong that it seems `n` has to be a prime or a Carmichael number to satisfy it.

Input parameter `n` ought to be an odd **integer**.

3.14.3 trial_division – trial division

trial_division(`n`: ***integer***) → ***bool***

Check whether `n` is squarefree or not.

The method is a kind of trial division and inefficient for large numbers.

Input parameter `n` ought to be an **integer**.

3.14.4 trivial_test – trivial tests

trivial_test(`n`: ***integer***) → ***bool***

Check whether `n` is squarefree or not. If the squarefreeness is still unknown, then **Undetermined** is raised.

This method do anything but factorization including Lenstra's method.

Input parameter `n` ought to be an odd **integer**.

3.14.5 viafactor – via factorization

viafactor(`n`: ***integer***) → ***bool***

Check whether `n` is squarefree or not.

It is obvious that if one knows the prime factorization of the number, he/she can tell whether the number is squarefree or not.

Input parameter `n` ought to be an **integer**.

3.14.6 viadecomposition – via partial factorization

viadecomposition(`n`: ***integer***) → ***bool***

Test the squarefreeness of `n`. The return value is either one of `True` or `False`; `None` never be returned.

The method uses partial factorization into squarefree parts, if such partial factorization is possible. In other cases, It completely factor `n` by trial division.
Input parameter `n` ought to be an **integer**.

3.14.7 lenstra_ternary – Lenstra's condition, ternary version

lenstra_ternary(`n`: ***integer***) → ***ternary***

Test the squarefreeness of `n`. The return value is one of the ternary logical constants. If return value is `True`, `n` is squarefree. Otherwise, the squarefreeness is still unknown and `None` is returned.

†The condition is so strong that it seems `n` has to be a prime or a Carmichael number to satisfy it.
This is a ternary version of **lenstra**.

Input parameter `n` ought to be an odd **integer**.

3.14.8 trivial_test_ternary – trivial tests, ternary version

trivial_test_ternary(`n`: *integer*) → *ternary*

Test the squarefreeness of `n`. The return value is one of the ternary logical constants.

The method uses a series of trivial tests including **lenstra_ternary**.
This is a ternary version of **trivial_test**.

Input parameter `n` ought to be an **integer**.

3.14.9 trial_division_ternary – trial division, ternary version

trial_division_ternary(`n`: *integer*) → *ternary*

Test the squarefreeness of `n`. The return value is either one of `True` or `False`; `None` never be returned.

The method is a kind of trial division.
This is a ternary version of **trial_division**.

Input parameter `n` ought to be an **integer**.

3.14.10 viafactor_ternary – via factorization, ternary version

viafactor_ternary(`n`: *integer*) → *ternary*

Just for symmetry, this function is defined as an alias of **viafactor**.

Input parameter `n` ought to be an **integer**.

Chapter 4

Classes

4.1 algfield – Algebraic Number Field

- **Classes**
  - **NumberField**
  - **BasicAlgNumber**
  - **MatAlgNumber**
- **Functions**
  - **changetype**
  - **disc**
  - **fppoly**
  - **qpoly**
  - **zpoly**

4.1.1 NumberField – number field

Initialize (Constructor)

NumberField(`f`: ***list***, `precompute`: ***bool*=False** **)** → ***NumberField***

Create NumberField object.

This field defined by the polynomial `f`.
The class inherits **Field**.

`f`, which expresses coefficients of a polynomial, must be a list of integers. `f` should be written in ascending order. `f` must be monic irreducible over rational

field.
If precompute is True, all solutions of f (by **getConj**), the discriminant of f (by **disc**), the signature (by **signature**) and the field discriminant of the basis of the integer ring (by **integer_ring**) are precomputed.

Attributes

degree : The (absolute) extension degree of the number field.

polynomial : The defining polynomial of the number field.

Operations

operator	explanation
K * F	Return the composite field of K and F.
K == F	Check whether the equality of K and F.

Examples

```
>>> K = algfield.NumberField([-2, 0, 1])
>>> L = algfield.NumberField([-3, 0, 1])
>>> print(K, L)
NumberField([-2, 0, 1]) NumberField([-3, 0, 1])
>>> print(K * L)
NumberField([1, 0, -10, 0, 1])
```

Methods

4.1.1.1 getConj – roots of polynomial

getConj(self) → *list*

Return all (approximate) roots of the self.**polynomial**.

The output is a list of (approximate) complex number.

4.1.1.2 disc – polynomial discriminant

disc(self) → *integer*

Return the (polynomial) discriminant of the self.**polynomial**.

†The output is not discriminant of the number field itself.

4.1.1.3 integer_ring – integer ring

integer_ring(self) → FieldSquareMatrix

Return a basis of the ring of integers of self.

†The function uses **round2**.

4.1.1.4 field_discriminant – discriminant

field_discriminant(self) → Rational

Return the field discriminant of self.

†The function uses **round2**.

4.1.1.5 basis – standard basis

basis(self, j: *integer*) → BasicAlgNumber

Return the j-th basis (over the rational field) of self.

Let θ be a solution of self.**polynomial**. Then θ^j is a part of basis of self, so the method returns them.This basis is called “standard basis” or “power basis”.

4.1.1.6 signature – signature

signature(self) → *list*

Return the signature of self.

†The method uses Strum’s algorithm.

4.1.1.7 POLRED – polynomial reduction

POLRED(self) → *list*

Return some polynomials defining subfields of self.

†“POLRED” means “polynomial reduction”. That is, it finds polynomials whose coefficients are not so large.

4.1.1.8 isIntBasis – check integral basis

isIntBasis(self) → *bool*

Check whether power basis of self is also an integral basis of the field.

4.1.1.9 isGaloisField – check Galois field

isGaloisField(self) → *bool*

Check whether the extension self over the rational field is Galois.
†As it stands, it only checks the signature.

4.1.1.10 isFieldElement – check field element

**isFieldElement(self, `A`: *BasicAlgNumber/MatAlgNumber*)
→ *bool***

Check whether `A` is an element of the field self.

4.1.1.11 getCharacteristic – characteristic

getCharacteristic(self) → ***integer***

Return the characteristic of self.

It returns always zero. The method is only for ensuring consistency.

4.1.1.12 createElement – create an element

createElement(self, seed: *list*) → ***BasicAlgNumber/MatAlgNumber***

Return an element of self with seed.

seed determines the class of returned element.
For example, if seed forms as $[[e_1, e_2, \ldots, e_n],\ d]$, then it calls **BasicAlgNumber**.

Examples

```
>>> K = algfield.NumberField([3, 0, 1])
>>> K.getConj()
[-1.7320508075688774j, 1.7320508075688772j]
>>> K.disc()
-12
>>> print(K.integer_ring())
1/1 1/2
0/1 1/2
>>> K.field_discriminant()
Rational(-3, 1)
>>> K.basis(0), K.basis(1)
BasicAlgNumber([[1, 0], 1], [3, 0, 1]) BasicAlgNumber([[0, 1], 1], [3, 0, 1])
>>> K.signature()
(0, 1)
>>> K.POLRED()
[IntegerPolynomial([(0, 4), (1, -2), (2, 1)], IntegerRing()),
IntegerPolynomial([(0, -1), (1, 1)], IntegerRing())]
>>> K.isIntBasis()
False
```

4.1.2 BasicAlgNumber – Algebraic Number Class by standard basis

Initialize (Constructor)

BasicAlgNumber(`valuelist`: ***list***, `polynomial`: ***list***, `precompute`: ***bool***=**False)**
→ ***BasicAlgNumber***

Create an algebraic number with standard (power) basis.

$valuelist = [[e_1, e_2, \dots, e_n],\ d]$ means $\dfrac{1}{d}(e_1 + e_2\theta + e_3\theta^2 + \cdots + e_n\theta^{n-1})$, where θ is a solution of the polynomial polynomial. Note that $\langle \theta^i \rangle$ is a (standard) basis of the field defining by polynomial over the rational field.

e_i, d must be integers. Also, polynomial should be list of integers.
If precompute is True, all solutions of polynomial (by **getConj**), approximation values of all conjugates of self (by **getApprox**) and a polynomial which is a solution of self (by **getCharPoly**) are precomputed.

Attributes

value : The list of numerators (the integer part) and the denominator of self.

coeff : The coefficients of numerators (the integer part) of self.

denom : The denominator of the algebraic number for standard basis.

degree : The degree of extension of the field over the rational field.

polynomial : The defining polynomial of the field.

field : The number field in which self is.

Operations

operator	explanation
`a + b`	Return the sum of `a` and `b`.
`a - b`	Return the subtraction of `a` and `b`.
`- a`	Return the negation of `a`.
`a * b`	Return the product of `a` and `b`.
`a ** k`	Return the `k`-th power of `a`.
`a / b`	Return the quotient of `a` by `b`.

Examples

```
>>> a = algfield.BasicAlgNumber([[1, 1], 1], [-2, 0, 1])
>>> b = algfield.BasicAlgNumber([[-1, 2], 1], [-2, 0, 1])
>>> print(a + b)
BasicAlgNumber([[0, 3], 1], [-2, 0, 1])
>>> print(a * b)
BasicAlgNumber([[3, 1], 1], [-2, 0, 1])
>>> print(a ** 3)
BasicAlgNumber([[7, 5], 1], [-2, 0, 1])
>>> a // b
BasicAlgNumber([[5, 3], 7], [-2, 0, 1])
```

Methods

4.1.2.1 inverse – inverse

inverse(self) → *BasicAlgNumber*

Return the inverse of self.

4.1.2.2 getConj – roots of polynomial

getConj(self) → *list*

Return all (approximate) roots of self.**polynomial**.

4.1.2.3 getApprox – approximate conjugates

getApprox(self) → *list*

Return all (approximate) conjugates of self.

4.1.2.4 getCharPoly – characteristic polynomial

getCharPoly(self) → *list*

Return the characteristic polynomial of self.

†self is a solution of the characteristic polynomial.

The output is a list of integers.

4.1.2.5 getRing – the field

getRing(self) → *NumberField*

Return the field which self belongs to.

4.1.2.6 trace – trace

trace(self) → *Rational*

Return the trace of self in the self.**field** over the rational field.

4.1.2.7 norm – norm

norm(self) → *Rational*

Return the norm of self in the self.**field** over the rational field.

4.1.2.8 isAlgInteger – check (algebraic) integer

isAlgInteger(self) → *bool*

Check whether self is an (algebraic) integer or not.

4.1.2.9 ch_matrix – obtain MatAlgNumber object

ch_matrix(self) → *MatAlgNumber*

Return **MatAlgNumber** object corresponding to self.

Examples

```
>>> a = algfield.BasicAlgNumber([[1, 1], 1], [-2, 0, 1])
>>> a.inverse()
BasicAlgNumber([[-1, 1], 1], [-2, 0, 1])
>>> a.getConj()
[(1.4142135623730951+0j), (-1.4142135623730951+0j)]
>>> a.getApprox()
[(2.4142135623730949+0j), (-0.41421356237309515+0j)]
>>> a.getCharPoly()
[-1, -2, 1]
>>> a.getRing()
NumberField([-2, 0, 1])
>>> a.trace(), a.norm()
2 -1
>>> a.isAlgInteger()
True
>>> a.ch_matrix()
MatAlgNumber([1, 1]+[2, 1], [-2, 0, 1])
```

4.1.3 MatAlgNumber – Algebraic Number Class by matrix representation

Initialize (Constructor)

MatAlgNumber(`coefficient`: ***list***, `polynomial`: ***list*** **)**
→ ***MatAlgNumber***

Create an algebraic number represented by a matrix.

"matrix representation" means the matrix A over the rational field such that $(e_1 + e_2\theta + e_3\theta^2 + \cdots + e_n\theta^{n-1})(1, \theta, \ldots, \theta^{n-1})^T = A(1, \theta, \ldots, \theta^{n-1})^T$, where ^{t} expresses transpose operation.

$\mathtt{c}oefficient = [e_1, e_2, \ldots, e_n]$ means $e_1 + e_2\theta + e_3\theta^2 + \cdots + e_n\theta^{n-1}$, where θ is a solution of the polynomial `polynomial`. Note that $\langle\theta^i\rangle$ is a (standard) basis of the field defining by `polynomial` over the rational field.
`coefficient` must be a list of (not only integers) rational numbers. `polynomial` must be a list of integers.

Attributes

coeff : The coefficients of the algebraic number for standard basis.

degree : The degree of extension of the field over the rational field.

matrix : The representation matrix of the algebraic number.

polynomial : The defining polynomial of the field.

field : The number field in which `self` is.

Operations

operator	explanation
`a + b`	Return the sum of `a` and `b`.
`a - b`	Return the subtraction of `a` and `b`.
`- a`	Return the negation of `a`.
`a * b`	Return the product of `a` and `b`.
`a ** k`	Return the `k`-th power of `a`.
`a / b`	Return the quotient of `a` by `b`.

Examples

```
>>> a = algfield.MatAlgNumber([1, 2], [-2, 0, 1])
>>> b = algfield.MatAlgNumber([-2, 3], [-2, 0, 1])
>>> print(a + b)
MatAlgNumber([-1, 5]+[10, -1], [-2, 0, 1])
>>> print(a * b)
MatAlgNumber([10, -1]+[-2, 10], [-2, 0, 1])
>>> print(a ** 3)
MatAlgNumber([25, 22]+[44, 25], [-2, 0, 1])
>>> print(a / b)
MatAlgNumber([Rational(1, 1), Rational(1, 2)]+
[Rational(1, 1), Rational(1, 1)], [-2, 0, 1])
```

Methods

4.1.3.1 inverse – inverse

inverse(self) → *MatAlgNumber*

Return the inverse of self.

4.1.3.2 getRing – the field

getRing(self) → *NumberField*

Return the field which self belongs to.

4.1.3.3 trace – trace

trace(self) → *Rational*

Return the trace of self in the self.**field** over the rational field.

4.1.3.4 norm – norm

norm(self) → *Rational*

Return the norm of self in the self.**field** over the rational field.

4.1.3.5 ch_basic – obtain BasicAlgNumber object

ch_basic(self) → *BasicAlgNumber*

Return **BasicAlgNumber** object corresponding to self.

Examples

```
>>> a = algfield.MatAlgNumber([1, -1, 1], [-3, 1, 2, 1])
>>> a.inverse()
MatAlgNumber([Rational(2, 3), Rational(4, 9), Rational(1, 9)]+
[Rational(1, 3), Rational(5, 9), Rational(2, 9)]+
[Rational(2, 3), Rational(1, 9), Rational(1, 9)], [-3, 1, 2, 1])
>>> a.trace()
Rational(7, 1)
```

```
>>> a.norm()
Rational(27, 1)
>>> a.getRing()
NumberField([-3, 1, 2, 1])
>>> a.ch_basic()
BasicAlgNumber([[1, -1, 1], 1], [-3, 1, 2, 1])
```

4.1.4 changetype(function) – obtain BasicAlgNumber object

changetype(`a`: ***integer***, `polynomial`: ***list***=[0, 1] **)** → ***BasicAlgNumber***

changetype(`a`: ***Rational***, `polynomial`: ***list***=[0, 1] **)** → ***BasicAlgNumber***

changetype(`polynomial`: ***list*** **)** → ***BasicAlgNumber***

Return a BasicAlgNumber object corresponding to `a`.

If `a` is an integer or an instance of **Rational**, the function returns **BasicAlgNumber** object whose field is defined by polynomial. If `a` is a list, the function returns **BasicAlgNumber** corresponding to a solution of `a`, considering `a` as the polynomial.

The input parameter `a` must be an integer, **Rational** or a list of integers.

4.1.5 disc(function) – discriminant

disc(`A`: ***list*****)** → ***Rational***

Return the discriminant of a_i, where `A` $= [a_1, a_2, \cdots, a_n]$.

$\mathtt{a}_i$ must be an instance of **BasicAlgNumber** or **MatAlgNumber** defined over a same number field.

4.1.6 fppoly(function) – polynomial over finite prime field

fppoly(`coeffs`: ***list***, `p`: ***integer*****)** → **FinitePrimeFieldPolynomial**

Return the polynomial whose coefficients `coeffs` are defined over the prime field $\mathbb{Z}_{\mathtt{p}}$.

`coeffs` should be a list of integers or of instances of **FinitePrimeFieldElement**.

4.1.7 qpoly(function) – polynomial over rational field

qpoly(`coeffs`: ***list*****)** → **FieldPolynomial**

Return the polynomial whose coefficients `coeffs` are defined over the rational field.

coeffs must be a list of integers or instances of **Rational**.

4.1.8 zpoly(function) – polynomial over integer ring

zpoly(coeffs: ***list***) → **IntegerPolynomial**

Return the polynomial whose coefficients coeffs are defined over the (rational) integer ring.

coeffs must be a list of integers.

Examples

```
>>> a = algfield.changetype(3, [-2, 0, 1])
>>> b = algfield.BasicAlgNumber([[1, 2], 1], [-2, 0, 1])
>>> A = [a, b]
>>> algfield.disc(A)
288
```

4.2 elliptic – elliptic class object

- **Classes**
  - **ECGeneric**
  - **ECoverQ**
  - **ECoverGF**
- **Functions**
  - **EC**

This module using following type:

weierstrassform :
weierstrassform is a list $(a_1, a_2, a_3, a_4, a_6)$ or (a_4, a_6), it represents $E : y^2 + a_1xy + a_3y = x^3 + a_2x^2 + a_4x + a_6$ or $E : y^2 = x^3 + a_4x + a_6$, respectively.

infpoint :
infpoint is the list `[0]`, which represents infinite point on the elliptic curve.

point :
point is two-dimensional coordinate list [`x`, `y`] or **infpoint**.

4.2.1 †ECGeneric – generic elliptic curve class

Initialize (Constructor)

ECGeneric(`coefficient`: **weierstrassform**, `basefield`: ***Field***=**None)**
→ ***ECGeneric***

Create an elliptic curve object.

The class is for the definition of elliptic curves over general fields. Instead of using this class directly, we recommend that you call **EC**.
†The class precomputes the following values.

- shorter form: $y^2 = b_2x^3 + b_4x^2 + b_6x + b_8$
- shortest form: $y^2 = x^3 + c_4x + c_6$
- discriminant
- j-invariant

All elements of `coefficient` must be in `basefield`.
See **weierstrassform** for more information about `coefficient`. If discriminant of `self` equals 0, it raises ValueError.

Attributes

basefield :
It expresses the field which each coordinate of all points in `self` is on. (This means not only `self` is defined over `basefield`.)

ch :
It expresses the characteristic of `basefield`.

infpoint :
It expresses infinity point (i.e. [0]).

a1, a2, a3, a4, a6 :
It expresses the coefficients `a1`, `a2`, `a3`, `a4`, `a6`.

b2, b4, b6, b8 :
It expresses the coefficients `b2`, `b4`, `b6`, `b8`.

c4, c6 :
It expresses the coefficients `c4`, `c6`.

disc :
It expresses the discriminant of `self`.

j :

It expresses the j-invariant of `self`.

coefficient :

It expresses the **weierstrassform** of `self`.

Methods

4.2.1.1 simple – simplify the curve coefficient

simple(self) → ECGeneric

Return elliptic curve corresponding to the short Weierstrass form of self by changing the coordinates.

4.2.1.2 changeCurve – change the curve by coordinate change

changeCurve(self, `V`: *list*) → ECGeneric

Return elliptic curve corresponding to the curve obtained by some coordinate change $x = u^2x' + r,\ y = u^3y' + su^2x' + t$.

For $u \neq 0$, the coordinate change gives some curve which is basefield-isomorphic to self.

V must be a list of the form $[u, r, s, t]$, where u, r, s, t are in basefield.

4.2.1.3 changePoint – change coordinate of point on the curve

changePoint(self, `P`: point, `V`: *list*) → point

Return the point corresponding to the point obtained by the coordinate change $x' = (x - r)u^{-2},\ y' = (y - s(x - r) + t)u^{-3}$.

Note that the inverse coordinate change is $x = u^2x'+r,\ y = u^3y'+su^2x'+t$.See changeCurve.

V must be a list of the form $[u, r, s, t]$, where u, r, s, t are in basefield.u must be non-zero.

4.2.1.4 coordinateY – Y-coordinate from X-coordinate

coordinateY(self, `x`: FieldElement) → FieldElement / *False*

Return Y-coordinate of the point on self whose X-coordinate is `x`.

The output would be one Y-coordinate (if a coordinate is found). If such a Y-coordinate does not exist, it returns False.

4.2.1.5 whetherOn – Check point is on curve

whetherOn(self, `P`: point) → *bool*

Check whether the point `P` is on self or not.

4.2.1.6 add – Point addition on the curve

add(self, `P`: point, `Q`: point) → point

Return the sum of the point `P` and `Q` on self.

4.2.1.7 sub – Point subtraction on the curve

sub(self, `P`: point, `Q`: point) → point

Return the subtraction of the point `P` from `Q` on self.

4.2.1.8 mul – Scalar point multiplication on the curve

mul(self, `k`: *integer*, `P`: point) → point

Return the scalar multiplication of the point `P` by a scalar `k` on self.

4.2.1.9 divPoly – division polynomial

divPoly(self, `m`: *integer*=None) → FieldPolynomial/*(f:* list*, H:* integer*)*

Return the division polynomial.

If `m` is odd, this method returns the usual division polynomial. If `m` is even, return the quotient of the usual division polynomial by $2y + a_1x + a_3$.
†If `m` is not specified (i.e. `m`=None), then return (`f`, `H`). `H` is the least prime satisfying $\prod_{2 \leq l \leq H,\ l:prime} l > 4\sqrt{q}$, where q is the order of **basefield**. `f` is the list of k-division polynomials up to $k \leq$ `H`. These are used for Schoof's algorithm.

4.2.2 ECoverQ – elliptic curve over rational field

The class is for elliptic curves over the rational field $\mathbb{Q}$ (**RationalField** in nzmath.**rational**).
The class is a subclass of **ECGeneric**.

Initialize (Constructor)

ECoverQ(`coefficient`: **weierstrassform**) → **ECoverQ**

Create elliptic curve over the rational field.

All elements of `coefficient` must be integer or **Rational**.
See **weierstrassform** for more information about `coefficient`.

Examples

```
>>> E = elliptic.ECoverQ([ratinal.Rational(1, 2), 3])
>>> print(E.disc)
-3896/1
>>> print(E.j)
1728/487
```

Methods

4.2.2.1 point – obtain random point on curve

point(self, limit: *integer*=1000) → point

Return a random point on self.

limit expresses the time of trying to choose points. If failed, raise ValueError. †Because it is difficult to search the rational point over the rational field, it might raise error with high frequency.

Examples

```
>>> print(E.changeCurve([1, 2, 3, 4]))
y ** 2 + 6/1 * x * y + 8/1 * y = x ** 3 - 3/1 * x ** 2 - 23/2 * x - 4/1
>>> E.divPoly(3)
FieldPolynomial([(0, Rational(-1, 4)), (1, Rational(36, 1)), (2, Rational(3, 1)
), (4, Rational(3, 1))], RationalField())
```

4.2.3 ECoverGF – elliptic curve over finite field

The class is for elliptic curves over a finite field, denoted by $\mathbb{F}_q$ (**FiniteField** and its subclasses in nzmath).
The class is a subclass of **ECGeneric**.

Initialize (Constructor)

ECoverGF(coefficient: **weierstrassform**, basefield: **FiniteField**)
→ **ECoverGF**

Create elliptic curve over a finite field.

All elements of coefficient must be in basefield. basefield should be an instance of **FiniteField**.
See **weierstrassform** for more information about coefficient.

Examples

```
>>> E = elliptic.ECoverGF([2, 5], finitefield.FinitePrimeField(11))
>>> print(E.j)
7 in F_11
>>> E.whetherOn([8, 4])
True
>>> E.add([3, 4], [9, 9])
[FinitePrimeFieldElement(0, 11), FinitePrimeFieldElement(4, 11)]
>>> E.mul(5, [9, 9])
[FinitePrimeFieldElement(0, 11)]
```

Methods

4.2.3.1 point – find random point on curve

point(self) → point

Return a random point on self.

This method uses a probabilistic algorithm.

4.2.3.2 naive – Frobenius trace by naive method

naive(self) → *integer*

Return Frobenius trace t by a naive method.

†The function counts up the Legendre symbols of all rational points on self. Frobenius trace of the curve is t such that $\#E(\mathbb{F}_q) = q + 1 - t$, where $\#E(\mathbb{F}_q)$ stands for the number of points on self over self.**basefield** $\mathbb{F}_q$.

The characteristic of self.**basefield** must not be 2 nor 3.

4.2.3.3 Shanks_Mestre – Frobenius trace by Shanks and Mestre method

Shanks_Mestre(self) → *integer*

Return Frobenius trace t by Shanks and Mestre method.

†This uses the method proposed by Shanks and Mestre. †See Algorithm 7.5.3 of [15] for more information about the algorithm.
Frobenius trace of the curve is t such that $\#E(\mathbb{F}_q) = q + 1 - t$, where $\#E(\mathbb{F}_q)$ stands for the number of points on self over self.**basefield** $\mathbb{F}_q$.

self.**basefield** must be an instance of **FinitePrimeField**.

4.2.3.4 Schoof – Frobenius trace by Schoof's method

Schoof(self) → *integer*

Return Frobenius trace t by Schoof's method.

†This uses the method proposed by Schoof.

Frobenius trace of the curve is t such that $\#E(\mathbb{F}_q) = q + 1 - t$, where $\#E(\mathbb{F}_q)$ stands for the number of points on self over self.**basefield** $\mathbb{F}_q$.

4.2.3.5 trace – Frobenius trace

trace(self, r: *integer*=None) → *integer*

Return Frobenius trace t.

Frobenius trace of the curve is t such that $\#E(\mathbb{F}_q) = q+1-t$, where $\#E(\mathbb{F}_q)$ stands for the number of points on self over self.**basefield** $\mathbb{F}_q$.
If positive r given, it returns $q^r + 1 - \#E(\mathbb{F}_{q^r})$.
†The method selects algorithms by investigating self.**ch** when self.**basefield** is an instance of **FinitePrimeField**. If ch<1000, the method uses **naive**. If $10^4 < \mathtt{c}h < 10^{30}$, the method uses **Shanks_Mestre**. Otherwise, it uses **Schoof**.

The parameter r must be positive integer.

4.2.3.6 order – order of group of rational points on the curve

order(self, r: *integer*=None) → *integer*

Return order $\#E(\mathbb{F}_q) = q + 1 - t$.

If positive r given, this computes $\#E({\mathbb{F}_q}^r)$ instead.
†On the computation of Frobenius trace t, the method calls **trace**.

The parameter r must be positive integer.

4.2.3.7 pointorder – order of point on the curve

pointorder(self, P: point, ord_factor: *list*=None) → *integer*

Return order of a point P.

†The method uses factorization of **order**.
If ord_factor is given, computation of factorizing the order of self is omitted and it applies ord_factor instead.

4.2.3.8 TatePairing – Tate Pairing

TatePairing(self, `m`: *integer*, `P`: point, `Q`: point) → FiniteFieldElement

Return Tate-Lichetenbaum pairing $\langle P,\ Q\rangle_m$.

†The method uses Miller's algorithm.
The image of the Tate pairing is $\mathbb{F}_q^*/\mathbb{F}_q^{*m}$, but the method returns an element of $\mathbb{F}_q$, so the value is not uniquely defined. If uniqueness is needed, use **TatePairing_Extend**.

The point `P` has to be a `m`-torsion point (i.e. $mP =$[0]). Also, the number `m` must divide **order**.

4.2.3.9 TatePairing_Extend – Tate Pairing with final exponentiation

TatePairing_Extend(self, `m`: *integer*, `P`: point, `Q`: point) → FiniteFieldElement

Return Tate Pairing with final exponentiation, i.e. $\langle P,\ Q\rangle_m{}^{(q-1)/m}$.

†The method calls **TatePairing**.

The point `P` has to be a `m`-torsion point (i.e. $mP =$[0]). Also the number `m` must divide **order**.
The output is in the group generated by m-th root of unity in $\mathbb{F}_q^*$.

4.2.3.10 WeilPairing – Weil Pairing

WeilPairing(self, `m`: *integer*, `P`: point, `Q`: point) → FiniteFieldElement

Return Weil pairing $e_m(P,\ Q)$.

†The method uses Miller's algorithm.

The points `P` and `Q` has to be a `m`-torsion point (i.e. $mP = mQ =$[0]). Also, the number `m` must divide **order**.
The output is in the group generated by m-th root of unity in $\mathbb{F}_q^*$.

4.2.3.11 BSGS – point order by Baby-Step and Giant-Step

BSGS(self, `P`: point) → *integer*

Return order of point P by Baby-Step and Giant-Step method.

†See [19] for more information about the algorithm.

4.2.3.12 DLP_BSGS – solve Discrete Logarithm Problem by Baby-Step and Giant-Step

DLP_BSGS(self, `n`: *integer*, `P`: point, `Q`: point) → *m:* integer

Return `m` such that $Q = mP$ by Baby-Step and Giant-Step method.

The points `P` and `Q` has to be a `n`-torsion point (i.e. $nP = nQ =$[0]). Also, the number `n` must divide **order**.
The output `m` is an integer.

4.2.3.13 structure – structure of group of rational points

structure(self) → *structure:* tuple

Return the group structure of `self`.

The structure of $E(\mathbb{F}_q)$ is represented as $\mathbb{Z}/d\mathbb{Z} \times \mathbb{Z}/n\mathbb{Z}$. The method uses **WeilPairing**.

The output `structure` is a tuple of positive two integers `(d, n)`. `d` divides `n`.

4.2.3.14 issupersingular – check supersingular curve

structure(self) → *bool*

Check whether `self` is a supersingular curve or not.

Examples

```
>>> E=nzmath.elliptic.ECoverGF([2, 5], nzmath.finitefield.FinitePrimeField(11))
>>> E.whetherOn([0, 4])
True
>>> print(E.coordinateY(3))
4 in F_11
>>> E.trace()
2
>>> E.order()
10
```

```
>>> E.pointorder([3, 4])
10
>>> E.TatePairing(10, [3, 4], [9, 9])
FinitePrimeFieldElement(3, 11)
>>> E.DLP_BSGS(10, [3, 4], [9, 9])
6
```

4.2.4 EC(function)

EC(`coefficient`: **weierstrassform**, `basefield`: **Field**)
→ **ECGeneric**

Create an elliptic curve object.

All elements of `coefficient` must be in `basefield`.
`basefield` must be **RationalField** or **FiniteField** or their subclasses. See also **weierstrassform** for `coefficient`.

4.3 finitefield – Finite Field

- **Classes**
  - †**FiniteField**
  - †**FiniteFieldElement**
  - **FinitePrimeField**
  - **FinitePrimeFieldElement**
  - **ExtendedField**
  - **ExtendedFieldElement**

4.3.1 †FiniteField – finite field, abstract

Abstract class for finite fields. Do not use the class directly, but use the subclasses **FinitePrimeField** or **ExtendedField**.

The class is a subclass of **Field**.

4.3.2 †FiniteFieldElement – element in finite field, abstract

Abstract class for finite field elements. Do not use the class directly, but use the subclasses **FinitePrimeFieldElement** or **ExtendedFieldElement**.

The class is a subclass of **FieldElement**.

4.3.3 FinitePrimeField – finite prime field

Finite prime field is also known as $\mathbb{F}_p$ or $\mathrm{GF}(p)$. It has prime number cardinality.

The class is a subclass of **FiniteField**.

Initialize (Constructor)

FinitePrimeField(`characteristic`: ***integer***) → ***FinitePrimeField***

Create a FinitePrimeField instance with the given `characteristic`. `characteristic` must be positive prime integer.

Attributes

zero :

It expresses the additive unit 0. (read only)

one :

It expresses the multiplicative unit 1. (read only)

Operations

operator	explanation
`F==G`	equality test.
`x in F`	membership test.
`card(F)`	Cardinality of the field.

Methods

4.3.3.1 createElement – create element of finite prime field

createElement(self, `seed`: *integer*) → *FinitePrimeFieldElement*

Create **FinitePrimeFieldElement** with `seed`.
`seed` must be int.

4.3.3.2 getCharacteristic – get characteristic

getCharacteristic(self) → *integer*

Return the characteristic of the field.

4.3.3.3 issubring – subring test

issubring(self, `other`: Ring) → *bool*

Report whether another ring contains the field as subring.

4.3.3.4 issuperring – superring test

issuperring(self, `other`: Ring) → *bool*

Report whether the field is a superring of another ring.
Since the field is a prime field, it can be a superring of itself only.

4.3.4 FinitePrimeFieldElement – element of finite prime field

The class provides elements of finite prime fields.

It is a subclass of **FiniteFieldElement** and **IntegerResidueClass**.

Initialize (Constructor)

FinitePrimeFieldElement(`representative`: ***integer***, `modulus`: ***integer***)
→ ***FinitePrimeFieldElement***

Create element in finite prime field of modulus with residue representative. `modulus` must be positive prime integer.

Operations

operator	explanation
`a+b`	addition.
`a-b`	subtraction.
`a*b`	multiplication.
`a**n,pow(a,n)`	power.
`-a`	negation.
`+a`	make a copy.
`a==b`	equality test.
`a!=b`	inequality test.
`repr(a)`	return representation string.
`str(a)`	return string.

Methods

4.3.4.1 getRing – get ring object

getRing(self) → *FinitePrimeField*

Return an instance of FinitePrimeField to which the element belongs.

4.3.4.2 order – order of multiplicative group

order(self) → *integer*

Find and return the order of the element in the multiplicative group of $\mathbb{F}_p$.

4.3.5 ExtendedField – extended field of finite field

ExtendedField is a class for finite field, whose cardinality $q = p^n$ with a prime p and $n > 1$. It is usually called $\mathbb{F}_q$ or $\mathrm{GF}(q)$.

The class is a subclass of **FiniteField**.

Initialize (Constructor)

ExtendedField(`basefield`: ***FiniteField***, `modulus`: ***FiniteFieldPolynomial***)
→ ***ExtendedField***

Create a field extension `basefield`$[X]/($`modulus`$(X))$.

FinitePrimeField instance with the given `characteristic`. The `modulus` has to be an irreducible polynomial with coefficients in the `basefield`.

Attributes

zero :
It expresses the additive unit 0. (read only)

one :
It expresses the multiplicative unit 1. (read only)

Operations

operator	explanation
`F==G`	equality or not.
`x in F`	membership test.
`card(F)`	Cardinality of the field.
`repr(F)`	representation string.
`str(F)`	string.

Methods

4.3.5.1 createElement – create element of extended field

createElement(self, `seed`: *extended element seed*) → *ExtendedFieldElement*

Create an element of the field from seed. The result is an instance of **ExtendedFieldElement**.

The `seed` can be:

- a **FinitePrimeFieldPolynomial**
- an integer, which will be expanded in card(`basefield`) and interpreted as a polynomial.
- `basefield` element.
- a list of basefield elements interpreted as a polynomial coefficient.

4.3.5.2 getCharacteristic – get characteristic

getCharacteristic(self) → *integer*

Return the characteristic of the field.

4.3.5.3 issubring – subring test

issubring(self, `other`: Ring) → *bool*

Report whether another ring contains the field as subring.

4.3.5.4 issuperring – superring test

issuperring(self, `other`: Ring) → *bool*

Report whether the field is a superring of another ring.

4.3.5.5 primitive_element – generator of multiplicative group

primitive_element(self) → *ExtendedFieldElement*

Return a primitive element of the field, i.e., a generator of the multiplicative group.

4.3.6 ExtendedFieldElement – element of finite field

ExtendedFieldElement is a class for an element of F_q.

The class is a subclass of **FiniteFieldElement**.

Initialize (Constructor)

ExtendedFieldElement(`representative`: ***FiniteFieldPolynomial***, `field`: ***ExtendedField***)
→ ***ExtendedFieldElement***

Create an element of the finite extended field.

The argument `representative` must be an **FiniteFieldPolynomial** has same `basefield`. Another argument `field` must be an instance of ExtendedField.

Operations

operator	explanation
`a+b`	addition.
`a-b`	subtraction.
`a*b`	multiplication.
`a/b`	inverse multiplication.
`a**n,pow(a,n)`	power.
`-a`	negation.
`+a`	make a copy.
`a==b`	equality test.
`a!=b`	inequality test.
`repr(a)`	return representation string.
`str(a)`	return string.

Methods

4.3.6.1 getRing – get ring object

getRing(self) → *FinitePrimeField*

Return an instance of FinitePrimeField to which the element belongs.

4.3.6.2 inverse – inverse element

inverse(self) → *ExtendedFieldElement*

Return the inverse element.

4.4 group – algorithms for finite groups

- **Classes**
  - **Group**
  - **GroupElement**
  - **GenerateGroup**
  - **AbelianGenerate**

4.4.1 †Group – group structure

Initialize (Constructor)

Group(value: ***class***, operation: ***int***=**-1**) → **Group**

Create an object which wraps value (typically a ring or a field) only to expose its group structure.

The instance has methods defined for (abstract) group. For example, **identity** returns the identity element of the group from wrapped value.

value must be an instance of a class expresses group structure. operation must be 0 or 1; If operation is 0, value is regarded as the additive group. On the other hand, if operation is 1, value is considered as the multiplicative group. The default value of operation is 0.
†You can input an instance of **Group** itself as value. In this case, the default value of operation is the attribute **operation** of the instance.

Attributes

entity :
The wrapped object.

operation :
It expresses the mode of operation; 0 means additive, while 1 means multiplicative.

Operations

operator	explanation
`A==B`	Return whether A and B are equal or not.
`A!=B`	Check whether A and B are not equal.
`repr(A)`	representation
`str(A)`	simple representation

Examples

```
>>> G1=group.Group(finitefield.FinitePrimeField(37), 1)
>>> print(G1)
F_37
>>> G2=group.Group(intresidue.IntegerResidueClassRing(6), 0)
>>> print(G2)
Z/6Z
```

Methods

4.4.1.1 setOperation – change operation

setOperation(self, operation: *int*) → (None)

Change group type to additive (0) or multiplicative (1).

operation must be 0 or 1.

4.4.1.2 †createElement – generate a GroupElement instance

createElement(self, *value) → *GroupElement*

Return **GroupElement** object whose group is self, initialized with value.

†This method calls self.**entity**.createElement.

value must fit the form of argument for self.**entity**.createElement.

4.4.1.3 †identity – identity element

identity(self) → GroupElement

Return identity element (unit) of group.

Return zero (additive) or one (multiplicative) corresponding to **operation**. †This method calls self.**entity**.identity or **entity** does not have the attribute then returns one or zero.

4.4.1.4 grouporder – order of the group

grouporder(self) → int

Return group order (cardinality) of self.

†This method calls self.**entity**.grouporder, card or __len__. We assume that the group is finite, so returned value is expected as some int. If the group is infinite, we do not define the type of output by the method.

Examples

```
>>> G1=group.Group(finitefield.FinitePrimeField(37), 1)
>>> G1.grouporder()
36
>>> G1.setOperation(0)
>>> print(G1.identity())
FinitePrimeField,0 in F_37
>>> G1.grouporder()
37
```

4.4.2 GroupElement – elements of group structure

Initialize (Constructor)

GroupElement(value: ***class***, operation: ***int*=-1**) → **GroupElement**

Create an object which wraps value (typically a ring element or a field element) to make it behave as an element of group.

The instance has methods defined for an (abstract) element of group. For example, **inverse** returns the inverse element of value as the element of group object.

value must be an instance of a class expresses an element of group structure. operation must be 0 or 1; If operation is 0, value is regarded as the additive group. On the other hand, if operation is 1, value is considered as the multiplicative group. The default value of operation is 0.
†You can input an instance of **GroupElement** itself as value. In this case, the default value of operation is the attribute **operation** of the instance.

Attributes

entity :
The wrapped object.

set :
It is an instance of **Group**, which expresses the group to which self belongs.

operation :
It expresses the mode of operation; 0 means additive, while 1 means multiplicative.

Operations

operator	explanation
`A==B`	Return whether A and B are equal or not.
`A!=B`	Check whether A and B are not equal.
`A.ope(B)`	Basic operation (additive +, multiplicative ∗)
`A.ope2(n)`	Extended operation (additive ∗, multiplicative ∗∗)
`A.inverse()`	Return the inverse element of self
`repr(A)`	representation
`str(A)`	simple representation

Examples

```
>>> G1=group.GroupElement(finitefield.FinitePrimeFieldElement(18, 37), 1)
>>> print(G1)
FinitePrimeField,18 in F_37
>>> G2=group.Group(intresidue.IntegerResidueClass(3, 6), 0)
IntegerResidueClass(3, 6)
```

Methods

4.4.2.1 setOperation – change operation

setOperation(self, operation: *int*) → (None)

Change group type to additive (0) or multiplicative (1).

operation must be 0 or 1.

4.4.2.2 †getGroup – generate a Group instance

getGroup(self) → *Group*

Return **Group** object to which self belongs.

†This method calls self.**entity**.getRing or getGroup.
†In an initialization of **GroupElement**, the attribute **set** is set as the value returned from the method.

4.4.2.3 order – order by factorization method

order(self) → int

Return the order of self.

†This method uses the factorization of order of group.
†We assume that the group is finite, so returned value is expected as some int.
†If the group is infinite, the method would raise an error or return an invalid value.

4.4.2.4 t_order – order by baby-step giant-step

t_order(self, v: *int*=2) → int

Return the order of self.

†This method uses Terr's baby-step giant-step algorithm.
This method does not use the order of group. You can put number of baby-step to v. †We assume that the group is finite, so returned value is expected as

some int. †If the group is infinite, the method would raise an error or return an invalid value.

v must be some int integer.

Examples

```
>>> G1=group.GroupElement(finitefield.FinitePrimeFieldElement(18, 37), 1)
>>> G1.order()
36
>>> G1.t_order()
36
```

4.4.3 †GenerateGroup – group structure with generator

Initialize (Constructor)

GenerateGroup(`value`**:** ***class***, `operation`**:** ***int***=**-1)** → **GroupElement**

Create an object which is generated by `value` as the element of group structure.

This initializes a group 'including' the group elements, not a group with generators, now. We do not recommend using this module now. The instance has methods defined for an (abstract) element of group. For example, **inverse** returns the inverse element of `value` as the element of group object.
The class inherits the class **Group**.

`value` must be a list of generators. Each generator should be an instance of a class expresses an element of group structure. `operation` must be 0 or 1; If `operation` is 0, `value` is regarded as the additive group. On the other hand, if `operation` is 1, `value` is considered as the multiplicative group. The default value of `operation` is 0.

Examples

```
>>> G1=group.GenerateGroup([intresidue.IntegerResidueClass(2, 20),
... intresidue.IntegerResidueClass(6, 20)])
>>> G1.identity()
intresidue.IntegerResidueClass(0, 20)
```

4.4.4 AbelianGenerate – abelian group structure with generator

Initialize (Constructor)

The class inherits the class **GenerateGroup**.

4.4.4.1 relationLattice – relation between generators

relationLattice(self) → Matrix

Return a list of relation lattice basis as a square matrix each of whose column vector is a relation basis.

The relation basis, V satisfies that $\prod_i \mathrm{generator}_i V_i = 1$.

4.4.4.2 computeStructure – abelian group structure

computeStructure(self) → tuple

Compute finite abelian group structure.

If self $G \simeq \oplus_i < h_i >$, return $[(h_1, \mathrm{ord}(h_1)),..(h_n, \mathrm{ord}(h_n))]$ and $^{\#}G$, where $< h_i >$ is a cyclic group with the generator h_i.

The output is a tuple which has two elements; the first element is a list which elements are a list of h_i and its order, on the other hand, the second element is the order of the group.

Examples

```
>>> G=AbelianGenerate([intresidue.IntegerResidueClass(2, 20),
... intresidue.IntegerResidueClass(6, 20)])
>>> G.relationLattice()
10 7
 0 1
>>> G.computeStructure()
([IntegerResidueClassRing,IntegerResidueClass(2, 20), 10)], 10)
```

4.5 imaginary – complex numbers and its functions

The module `imaginary` provides complex numbers. The functions provided are mainly corresponding to the cmath standard module.

- **Classes**
  - **ComplexField**
  - **Complex**
  - †**ExponentialPowerSeries**
  - †**AbsoluteError**
  - †**RelativeError**
- **Functions**
  - **exp**
  - **expi**
  - **log**
  - **sin**
  - **cos**
  - **tan**
  - **sinh**
  - **cosh**
  - **tanh**
  - **atanh**
  - **sqrt**

This module also provides following constants:

e :
This constant is obsolete (Ver 1.1.0).

pi :
This constant is obsolete (Ver 1.1.0).

j :
`j` is the imaginary unit.

theComplexField :
theComplexField is the instance of **ComplexField**.

4.5.1 ComplexField – field of complex numbers

The class is for the field of complex numbers. The class has the single instance **theComplexField**.

This class is a subclass of **Field**.

Initialize (Constructor)

ComplexField() → *ComplexField*

Create an instance of ComplexField. You may not want to create an instance, since there is already **theComplexField**.

Attributes

zero :
It expresses The additive unit 0. (read only)

one :
It expresses The multiplicative unit 1. (read only)

Operations

operator	explanation
`in`	membership test; return whether an element is in or not.
`repr`	return representation string.
`str`	return string.

Methods

4.5.1.1 createElement – create Imaginary object

createElement(self, `seed`: *integer*) → *Integer*

Return a Complex object with `seed`.

`seed` must be complex or numbers having embedding to complex.

4.5.1.2 getCharacteristic – get characteristic

getCharacteristic(self) → *integer*

Return the characteristic, zero.

4.5.1.3 issubring – subring test

issubring(self, `aRing`: Ring) → *bool*

Report whether another ring contains the complex field as subring.

4.5.1.4 issuperring – superring test

issuperring(self, `aRing`: Ring) → *bool*

Report whether the complex field contains another ring as subring.

4.5.2 Complex – a complex number

Complex is a class of complex number. Each instance has a coupled numbers; real and imaginary part of the number.

This class is a subclass of **FieldElement**.

All implemented operators in this class are delegated to complex type.

Initialize (Constructor)

Complex(`re`: *number* `im`: *number*=0) → *Imaginary*

Create a complex number.

`re` can be either real or complex number. If `re` is real and `im` is not given, then its imaginary part is zero.

Attributes

real :

It expresses the real part of complex number.

imag :

It expresses the imaginary part of complex number.

Methods

4.5.2.1 getRing – get ring object

getRing(self) → *ComplexField*

Return the complex field instance.

4.5.2.2 arg – argument of complex

arg(self) → *radian*

Return the angle between the x-axis and the number in the Gaussian plane. *radian* must be Float.

4.5.2.3 conjugate – complex conjugate

conjugate(self) → *Complex*

Return the complex conjugate of the number.

4.5.2.4 copy – copied number

copy(self) → *Complex*

Return the copy of the number itself.

4.5.2.5 inverse – complex inverse

inverse(self) → *Complex*

Return the inverse of the number.
If the number is zero, ZeroDivisionError is raised.

4.5.3 ExponentialPowerSeries – exponential power series

This class is obsolete (Ver 1.1.0).

4.5.4 AbsoluteError – absolute error

This class is obsolete (Ver 1.1.0).

4.5.5 RelativeError – relative error

This class is obsolete (Ver 1.1.0).

4.5.6 exp(function) – exponential value

This function is obsolete (Ver 1.1.0).

4.5.7 expi(function) – imaginary exponential value

This function is obsolete (Ver 1.1.0).

4.5.8 log(function) – logarithm

This function is obsolete (Ver 1.1.0).

4.5.9 sin(function) – sine function

This function is obsolete (Ver 1.1.0).

4.5.10 cos(function) – cosine function

This function is obsolete (Ver 1.1.0).

4.5.11 tan(function) – tangent function

This function is obsolete (Ver 1.1.0).

4.5.12 sinh(function) – hyperbolic sine function

This function is obsolete (Ver 1.1.0).

4.5.13 cosh(function) – hyperbolic cosine function

This function is obsolete (Ver 1.1.0).

4.5.14 tanh(function) – hyperbolic tangent function

This function is obsolete (Ver 1.1.0).

4.5.15 atanh(function) – hyperbolic arc tangent function

This function is obsolete (Ver 1.1.0).

4.5.16 sqrt(function) – square root

This function is obsolete (Ver 1.1.0).

4.6 intresidue – integer residue

intresidue module provides integer residue classes or $\mathbf{Z}/m\mathbf{Z}$.

- **Classes**
  - **IntegerResidueClass**
  - **IntegerResidueClassRing**

4.6.1 IntegerResidueClass – integer residue class

This class is a subclass of **CommutativeRingElement**.

Initialize (Constructor)

IntegerResidueClass(`representative`: ***integer***, `modulus`: ***integer***)
→ ***Integer***

Create a residue class of modulus with residue representative.
`modulus` must be positive integer.

Operations

operator	explanation
`a+b`	addition.
`a-b`	subtraction.
`a*b`	multiplication.
`a/b`	division.
`a**i,pow(a,i)`	power.
`-a`	negation.
`+a`	make a copy.
`a==b`	equality or not.
`a!=b`	inequality or not.
`repr(a)`	return representation string.
`str(a)`	return string.

Methods

4.6.1.1 getRing – get ring object

getRing(self) → *IntegerResidueClassRing*

Return a ring to which it belongs.

4.6.1.2 getResidue – get residue

getResidue(self) → *integer*

Return the value of residue.

4.6.1.3 getModulus – get modulus

getModulus(self) → *integer*

Return the value of modulus.

4.6.1.4 inverse – inverse element

inverse(self) → *IntegerResidueClass*

Return the inverse element if it is invertible. Otherwise raise ValueError.

4.6.1.5 minimumAbsolute – minimum absolute representative

minimumAbsolute(self) → Integer

Return the minimum absolute representative integer of the residue class.

4.6.1.6 minimumNonNegative – smallest non-negative representative

minimumNonNegative(self) → Integer

Return the smallest non-negative representative element of the residue class.
†this method has an alias, named toInteger.

4.6.2 IntegerResidueClassRing – ring of integer residue

The class is for rings of integer residue classes.

This class is a subclass of **CommutativeRing**.

Initialize (Constructor)

IntegerResidueClassRing(`modulus`: ***integer***) → ***IntegerResidueClassRing***

Create an instance of IntegerResidueClassRing. The argument `modulus` $= m$ specifies an ideal $m\mathbb{Z}$.

Attributes

zero :

It expresses The additive unit 0. (read only)

one :

It expresses The multiplicative unit 1. (read only)

Operations

operator	explanation
`R==A`	ring equality.
`card(R)`	return cardinality. See also **compatibility** module.
`e in R`	return whether an element is in or not.
`repr(R)`	return representation string.
`str(R)`	return string.

Methods

4.6.2.1 createElement – create IntegerResidueClass object

createElement(self, `seed`: *integer*) → *Integer*

Return an IntegerResidueClass instance with `seed`.

4.6.2.2 isfield – field test

isfield(self) → *bool*

Return True if the modulus is prime, False if not. Since a finite domain is a field, other ring property tests are merely aliases of isfield; they are isdomain, iseuclidean, isnoetherian, ispid, isufd.

4.6.2.3 getInstance – get instance of IntegerResidueClassRing

getInstance(cls, `modulus`: *integer*) → *IntegerResidueClass*

Return an instance of the class of specified modulus. Since this is a class method, use it as:

```
IntegerResidueClassRing.getInstance(3)
```

to create a $\mathbb{Z}/3\mathbb{Z}$ object, for example.

4.7 lattice – Lattice

- **Classes**
  - **Lattice**
  - **LatticeElement**
- **Functions**
  - **LLL**

4.7.1 Lattice – lattice

Initialize (Constructor)

Lattice(`basis`: **RingSquareMatrix**, `quadraticForm`: **RingSquareMatrix**)
→ ***Lattice***

Create Lattice object.

Attributes

basis : The basis of self lattice.

quadraticForm : The quadratic form corresponding the inner product.

Methods

4.7.1.1 createElement – create element

createElement(self, `compo`: *list*) → LatticeElement

Create the element which has coefficients with given `compo`.

4.7.1.2 bilinearForm – bilinear form

bilinearForm(self, `v_1`: Vector, `v_2`: Vector) → *integer*

Return the inner product of v_1 and v_2 with **quadraticForm**.

4.7.1.3 isCyclic – Check whether cyclic lattice or not

isCyclic(self) → *bool*

Check whether `self` lattice is a cyclic lattice or not.

4.7.1.4 isIdeal – Check whether ideal lattice or not

isIdeal(self) → *bool*

Check whether `self` lattice is an ideal lattice or not.

4.7.2 LatticeElement – element of lattice

Initialize (Constructor)

LatticeElement(`lattice`**: Lattice**, `compo`**:** ***list*****,)** → ***LatticeElement***

Create LatticeElement object.

Elements of lattices are represented as linear combinations of basis. The class inherits **Matrix**. Then, intances are regarded as $n \times 1$ matrix whose coefficients consist of `compo`, where n is the dimension of lattice.

`lattice` is an instance of Lattice object. `compo` is coeeficients list of basis.

Attributes

lattice : the lattice which includes `self`

Methods

4.7.2.1 getLattice – Find lattice belongs to

getLattice(self) → Lattice

Obtain the Lattice object corresponding to self.

4.7.3 LLL(function) – LLL reduction

LLL(`M`**: RingSquareMatrix)** → *`L`*: **RingSquareMatrix,** *`T`*: **RingSquareMatrix**

Return LLL-reduced basis for the given basis `M`.

The output `L` is the LLL-reduced basis. `T` is the transportation matrix from the original basis to the LLL-reduced basis.

Examples

```
>>> M=mat.Matrix(3,3,[1,0,12,0,1,26,0,0,13]);
>>> lat.LLL(M);
([1, 0, 0]+[0, 1, 0]+[0, 0, 13], [1, 0, -12]+[0, 1, -26]+[0, 0, 1])
```

4.8 matrix – matrices

- **Classes**
  - **Matrix**
  - **SquareMatrix**
  - **RingMatrix**
  - **RingSquareMatrix**
  - **FieldMatrix**
  - **FieldSquareMatrix**
  - **MatrixRing**
  - **Subspace**
- **Functions**
  - **createMatrix**
  - **identityMatrix**
  - **unitMatrix**
  - **zeroMatrix**

The module matrix has also some exception classes.

MatrixSizeError : Report contradicting given input to the matrix size.

VectorsNotIndependent : Report column vectors are not independent.

NoInverseImage : Report any inverse image does not exist.

NoInverse : Report the matrix is not invertible.

This module using following type:

compo : compo must be one of these forms below.

- concatenated row lists, such as `[1,2]+[3,4]+[5,6]`.
- list of row lists, such as `[[1,2], [3,4], [5,6]]`.
- list of column tuples, such as `[(1, 3, 5), (2, 4, 6)]`.
- list of vectors whose dimension equals column, such as `vector.Vector([1, 3, 5]), vector.Vector([2, 4, 6])`.

The examples above represent the same matrix form as follows:

$$\begin{array}{cc} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{array}$$

4.8.1 Matrix – matrices

Initialize (Constructor)

Matrix(row: ***integer***, column: ***integer***, compo: ***compo*=0**, coeff_ring: ***CommutativeRing*=0**)
→ ***Matrix***

Create new matrices object.

†This constructor automatically changes the class to one of the following class: **RingMatrix**, **RingSquareMatrix**, **FieldMatrix**, **FieldSquareMatrix**.

Your input determines the class automatically by examining the matrix size and the coefficient ring. row and column must be integer, and coeff_ring must be an instance of **Ring**. Refer to **compo** for information about compo. If you abbreviate compo, it will be deemed to all zero list.
The list of expected inputs and outputs is as following:

- Matrix(row, column, compo, coeff_ring)
  → the row×column matrix whose elements are compo and coefficient ring is coeff_ring
- Matrix(row, column, compo)
  → the row×column matrix whose elements are compo (The coefficient ring is automatically determined.)
- Matrix(row, column, coeff_ring)
  → the row×column matrix whose coefficient ring is coeff_ring (All elements are 0 in coeff_ring.)
- Matrix(row, column)
  → the row×column matrix (The coefficient matrix is **Integer**. All elements are 0.)

Attributes

row : The row size of the matrix.

column : The column size of the matrix.

coeff_ring : The coefficient ring of the matrix.

compo : The elements of the matrix.

Operations

operator	explanation
M==N	Return whether M and N are equal or not.
M[i, j]	Return the coefficient of i-th row, j-th column term of matrix M.
M[i]	Return the vector of i-th column term of matrix M.
M[i, j]=c	Replace the coefficient of i-th row, j-th column term of matrix M by c.
M[j]=c	Replace the vector of i-th column term of matrix M by vector c.
c in M	Check whether some element of M equals c.
repr(M)	Return the repr string of the matrix M.
	string represents list concatenated row vector lists.
str(M)	Return the str string of the matrix M.

Examples

```
>>> A = matrix.Matrix(2, 3, [1,0,0]+[0,0,0])
>>> A.__class__.__name__
'RingMatrix'
>>> B = matrix.Matrix(2, 3, [1,0,0,0,0,0])
>>> A == B
True
>>> B[1, 1] = 0
>>> A != B
True
>>> B == 0
True
>>> A[1, 1]
1
>>> print(repr(A))
[1, 0, 0]+[0, 0, 0]
>>> print(str(A))
1 0 0
0 0 0
```

Methods

4.8.1.1 map – apply function to elements

map(self, `function`: *function*) → *Matrix*

Return the matrix whose elements is applied `function` to.

†The function map is an analogy of built-in function map.

4.8.1.2 reduce – reduce elements iteratively

**reduce(self, `function`: *function*, `initializer`: *RingElement*=None)
→ *RingElement***

Apply `function` from upper-left to lower-right, so as to reduce the iterable to a single value.

†The function map is an analogy of built-in function reduce.

4.8.1.3 copy – create a copy

copy(self) → *Matrix*

create a copy of self.

†The matrix generated by the function is same matrix to self, but not same as a instance.

4.8.1.4 set – set compo

set(self, `compo`: *compo*) → *(None)*

Substitute the list compo for **compo**.

compo must be the form of **compo**.

4.8.1.5 setRow – set m-th row vector

setRow(self, `m`: *integer*, `arg`: *list/Vector*) → *(None)*

Substitute the list/Vector `arg` as `m`-th row.

The length of `arg` must be same to self.**column**.

4.8.1.6 setColumn – set n-th column vector

setColumn(self, `n`: *integer*, `arg`: *list/Vector*) → *(None)*

Substitute the list/Vector `arg` as `n`-th column.

The length of `arg` must be same to self.**row**.

4.8.1.7 getRow – get i-th row vector

getRow(self, `i`: *integer*) → *Vector*

Return `i`-th row in form of self.

The function returns a row vector (an instance of **Vector**).

4.8.1.8 getColumn – get j-th column vector

getColumn(self, `j`: *integer*) → *Vector*

Return `j`-th column in form of self.

4.8.1.9 swapRow – swap two row vectors

swapRow(self, `m1`: *integer*, `m2`: *integer*) → *(None)*

Swap self's `m1`-th row vector and `m2`-th row one.

4.8.1.10 swapColumn – swap two column vectors

swapColumn(self, n1: *integer*, n2: *integer*) → *(None)*

Swap self's n1-th column vector and n2-th column one.

4.8.1.11 insertRow – insert row vectors

insertRow(self, i: *integer*, arg: *list/Vector/Matrix*)
→ *(None)*

Insert row vectors arg to i-th row.

arg must be list, **Vector** or **Matrix**. The length (or **column**) of it should be same to the column of self.

4.8.1.12 insertColumn – insert column vectors

insertColumn(self, j: *integer*, arg: *list/Vector/Matrix*)
→ *(None)*

Insert column vectors arg to j-th column.

arg must be list, **Vector** or **Matrix**. The length (or **row**) of it should be same to the row of self.

4.8.1.13 extendRow – extend row vectors

extendRow(self, arg: *list/Vector/Matrix*) → *(None)*

Join self with row vectors arg (in vertical way).

The function combines self with the last row vector of self. That is, extendRow(arg) is same to insertRow(self.row+1, arg).

arg must be list, **Vector** or **Matrix**. The length (or **column**) of it should be same to the column of self.

4.8.1.14 extendColumn – extend column vectors

extendColumn(self, arg: *list/Vector/Matrix*) → *(None)*

Join self with column vectors arg (in horizontal way).

The function combines self with the last column vector of self. That is, extendColumn(arg) is same to insertColumn(self.column+1, arg).

arg must be list, **Vector** or **Matrix**. The length (or row) of it should be same to the row of self.

4.8.1.15 deleteRow – delete row vector

deleteRow(self, i: *integer*) → *(None)*

Delete i-th row vector.

4.8.1.16 deleteColumn – delete column vector

deleteColumn(self, j: *integer*) → *(None)*

Delete j-th column vector.

4.8.1.17 transpose – transpose matrix

transpose(self) → *Matrix*

Return the transpose of self.

4.8.1.18 getBlock – block matrix

getBlock(self, i: *integer*, j: *integer*, row: *integer*, column: *integer*=None) → *Matrix*

Return the row×column block matrix from the (i, j)-element.

If column is omitted, column is considered as same value to row.

4.8.1.19 subMatrix – submatrix

subMatrix(self, I: *integer*, J: *integer*None) → *Matrix*

subMatrix(self, I: *list*, J: *list*=None) → *Matrix*

The function has a twofold significance.

- I and J are integer:
  Return submatrix deleted I-th row and J-th column.
- I and J are list:
  Return the submatrix composed of elements from self assigned by rows I and columns J, respectively.

If J is omitted, J is considered as same value to I.

Examples

```
>>> A = matrix.Matrix(2, 3, [1,2,3]+[4,5,6])
>>> A
[1, 2, 3]+[4, 5, 6]
>>> A.map(complex)
[(1+0j), (2+0j), (3+0j)]+[(4+0j), (5+0j), (6+0j)]
>>> A.reduce(max)
6
>>> A.swapRow(1, 2)
>>> A
[4, 5, 6]+[1, 2, 3]
>>> A.extendColumn([-2, -1])
>>> A
[4, 5, 6, -2]+[1, 2, 3, -1]
>>> B = matrix.Matrix(3, 3, [1,2,3]+[4,5,6]+[7,8,9])
>>> B.subMatrix(2, 3)
[1, 2]+[7, 8]
>>> B.subMatrix([2, 3], [1, 2])
[4, 5]+[7, 8]
```

4.8.2 SquareMatrix – square matrices

Initialize (Constructor)

SquareMatrix(`row`: ***integer***, `column`: ***integer*=0**, `compo`: ***compo*=0**, `coeff_ring`: ***CommutativeRing*=0**)
→ ***SquareMatrix***

Create new square matrices object.

SquareMatrix is subclass of **Matrix**. †This constructor automatically changes the class to one of the following class: **RingMatrix**, **RingSquareMatrix**, **FieldMatrix**, **FieldSquareMatrix**.

Your input determines the class automatically by examining the matrix size and the coefficient ring. `row` and `column` must be integer, and `coeff_ring` must be an instance of **Ring**. Refer to **compo** for information about `compo`. If you abbreviate `compo`, it will be deemed to all zero list.
.
The list of expected inputs and outputs is as following:

- Matrix(`row`, `compo`, `coeff_ring`)
→ the `row` square matrix whose elements are `compo` and coefficient ring is `coeff_ring`
- Matrix(`row`, `compo`)
→ the `row` square matrix whose elements are `compo` (coefficient ring is automatically determined)
- Matrix(`row`, `coeff_ring`)
→ the `row` square matrix whose coefficient ring is `coeff_ring` (All elements are 0 in `coeff_ring`.)
- Matrix(`row`)
→ the `row` square matrix (The coefficient ring is Integer. All elements are 0.)

†We can initialize as **Matrix**, but `column` must be same to `row` in the case.

Methods

4.8.2.1 isUpperTriangularMatrix – check upper triangular

isUpperTriangularMatrix(self) → *True/False*

Check whether self is upper triangular matrix or not.

4.8.2.2 isLowerTriangularMatrix – check lower triangular

isLowerTriangularMatrix(self) → *True/False*

Check whether self is lower triangular matrix or not.

4.8.2.3 isDiagonalMatrix – check diagonal matrix

isDiagonalMatrix(self) → *True/False*

Check whether self is diagonal matrix or not.

4.8.2.4 isScalarMatrix – check scalar matrix

isScalarMatrix(self) → *True/False*

Check whether self is scalar matrix or not.

4.8.2.5 isSymmetricMatrix – check symmetric matrix

isSymmetricMatrix(self) → *True/False*

Check whether self is symmetric matrix or not.

Examples

```
>>> A = matrix.SquareMatrix(3, [1,2,3]+[0,5,6]+[0,0,9])
>>> A.isUpperTriangularMatrix()
```

```
True
>>> B = matrix.SquareMatrix(3, [1,0,0]+[0,-2,0]+[0,0,7])
>>> B.isDiagonalMatrix()
True
```

4.8.3 RingMatrix – matrix whose elements belong ring

RingMatrix(row: ***integer***, column: ***integer***, compo: ***compo*=0**, coeff_ring: ***CommutativeRing*=0**)
→ ***RingMatrix***

Create matrix whose coefficient ring belongs ring.

RingMatrix is subclass of **Matrix**. See Matrix for getting information about the initialization.

Operations

operator	explanation
M+N	Return the sum of matrices M and N.
M-N	Return the difference of matrices M and N.
M*N	Return the product of M and N. N must be matrix, vector or scalar
M % d	Return M modulo d. d must be nonzero integer.
-M	Return the matrix whose coefficients have inverted signs of M.
+M	Return the copy of M.

Examples

```
>>> A = matrix.Matrix(2, 3, [1,2,3]+[4,5,6])
>>> B = matrix.Matrix(2, 3, [7,8,9]+[0,-1,-2])
>>> A + B
[8, 10, 12]+[4, 4, 4]
>>> A - B
[-6, -6, -6]+[4, 6, 8]
>>> A * B.transpose()
[50, -8]+[122, -17]
>>> -B * vector.Vector([1, -1, 0])
Vector([1, -1])
>>> 2 * A
[2, 4, 6]+[8, 10, 12]
>>> B % 3
[1, 2, 0]+[0, 2, 1]
```

Methods

4.8.3.1 getCoefficientRing – get coefficient ring

getCoefficientRing(self) → *CommutativeRing*

Return the coefficient ring of self.

This method checks all elements of self and set coeff_ring to the valid coefficient ring.

4.8.3.2 toFieldMatrix – set field as coefficient ring

toFieldMatrix(self) → *(None)*

Change the class of the matrix to **FieldMatrix** or **FieldSquareMatrix**, where the coefficient ring will be the quotient field of the current domain.

4.8.3.3 toSubspace – regard as vector space

toSubspace(self, isbasis: *True/False*=None) → *(None)*

Change the class of the matrix to Subspace, where the coefficient ring will be the quotient field of the current domain.

4.8.3.4 hermiteNormalForm (HNF) – Hermite Normal Form

hermiteNormalForm(self) → *RingMatrix*

HNF(self) → *RingMatrix*

Return upper triangular Hermite normal form (HNF).

4.8.3.5 exthermiteNormalForm (extHNF) – extended Hermite Normal Form algorithm

exthermiteNormalForm(self) → *(RingSquareMatrix, RingMatrix)*

extHNF(self) → *(RingSquareMatrix, RingMatrix)*

Return Hermite normal form M and U satisfied s$elf$U $=$ M.

The function returns tuple (U, M), where U is an instance of **RingSquareMatrix** and M is an instance of **RingMatrix**.

4.8.3.6 kernelAsModule – kernel as $\mathbb{Z}$-module

kernelAsModule(self) → *RingMatrix*

Return kernel as $\mathbb{Z}$-module.

The difference between the function and **kernel** is that each elements of the returned value are integer.

Examples

```
>>> A = matrix.Matrix(3, 4, [1,2,3,4,5,6,7,8,9,-1,-2,-3])
>>> print(A.hermiteNormalForm())
0 36 29 28
0  0  1  0
0  0  0  1
>>> U, M = A.hermiteNormalForm()
>>> A * U == M
True
>>> B = matrix.Matrix(1, 2, [2, 1])
>>> print(B.kernelAsModule())
1
-2
```

4.8.4 RingSquareMatrix – square matrix whose elements belong ring

RingSquareMatrix(row: ***integer***, column: ***integer*=0**, compo: ***compo*=0**, coeff_ring: ***CommutativeRing*=0**)
→ ***RingMatrix***

Create square matrix whose coefficient ring belongs ring.

RingSquareMatrix is subclass of **RingMatrix** and **SquareMatrix**. See SquareMatrix for getting information about the initialization.

Operations

operator	explanation
`M**c`	Return the `c`-th power of matrices `M`.

Examples

```
>>> A = matrix.RingSquareMatrix(3, [1,2,3]+[4,5,6]+[7,8,9])
>>> A ** 2
[30, 36, 42]+[66, 81, 96]+[102, 126, 150]
```

Methods

4.8.4.1 getRing – get matrix ring

getRing(self) → *MatrixRing*

Return the MatrixRing belonged to by self.

4.8.4.2 isOrthogonalMatrix – check orthogonal matrix

isOrthogonalMatrix(self) → *True/False*

Check whether self is orthogonal matrix or not.

4.8.4.3 isAlternatingMatrix (isAntiSymmetricMatrix, isSkewSymmetricMatrix) – check alternating matrix

isAlternatingMatrix(self) → *True/False*

Check whether self is alternating matrix or not.

4.8.4.4 isSingular – check singular matrix

isSingular(self) → *True/False*

Check whether self is singular matrix or not.

The function determines whether determinant of self is 0. Note that the the non-singular matrix does not automatically mean invertible matrix; the nature that the matrix is invertible depends on its coefficient ring.

4.8.4.5 trace – trace

trace(self) → *RingElement*

Return the trace of self.

4.8.4.6 determinant – determinant

determinant(self) → *RingElement*

Return the determinant of `self`.

4.8.4.7 cofactor – cofactor

cofactor(self, `i`: *integer*, `j`: *integer*) → *RingElement*

Return the (`i`, `j`)-cofactor.

4.8.4.8 commutator – commutator

commutator(self, `N`: *RingSquareMatrix element*) → *RingSquareMatrix*

Return the commutator for `self` and `N`.

The commutator for `M` and `N`, which is denoted as $[M,\ N]$, is defined as [`M`, `N`] = `MN` − `NM`.

4.8.4.9 characteristicMatrix – characteristic matrix

characteristicMatrix(self) → *RingSquareMatrix*

Return the characteristic matrix of `self`.

4.8.4.10 adjugateMatrix – adjugate matrix

adjugateMatrix(self) → *RingSquareMatrix*

Return the adjugate matrix of `self`.

The adjugate matrix for `M` is the matrix `N` such that `MN` = `NM` = $(\det \mathtt{M})E$, where E is the identity matrix.

4.8.4.11 cofactorMatrix (cofactors) – cofactor matrix

cofactorMatrix(self) → *RingSquareMatrix*

cofactors(self) → *RingSquareMatrix*

Return the cofactor matrix of self.

The cofactor matrix for `M` is the matrix whose (i, j) element is (i, j)-cofactor of `M`. The cofactor matrix is same to transpose of the adjugate matrix.

4.8.4.12 smithNormalForm (SNF, elementary_divisor) – Smith Normal Form (SNF)

smithNormalForm(self) → *RingSquareMatrix*

SNF(self) → *RingSquareMatrix*

elementary_divisor(self) → *RingSquareMatrix*

Return the list of diagonal elements of the Smith Normal Form (SNF) for self.

The function assumes that self is non-singular.

4.8.4.13 extsmithNormalForm (extSNF) – Smith Normal Form (SNF)

extsmithNormalForm(self) → *(RingSquareMatrix, RingSquareMatrix, RingSquareMatrix)*

extSNF(self) → *RingSquareMatrix, RingSquareMatrix, RingSquareMatrix)*

Return the Smith normal form `M` for self and `U`,`V` satisfied `U`$self$`V` $=$ `M`.

Examples

```
>>> A = matrix.RingSquareMatrix(3, [3,-5,8]+[-9,2,7]+[6,1,-4])
>>> A.trace()
1
>>> A.determinant()
-243
>>> B = matrix.RingSquareMatrix(3, [87,38,80]+[13,6,12]+[65,28,60])
>>> U, V, M = B.extsmithNormalForm()
>>> U * B * V == M
True
```

```
>>> print(M)
4 0 0
0 2 0
0 0 1
>>> B.smithNormalForm()
[4, 2, 1]
```

4.8.5 FieldMatrix – matrix whose elements belong field

FieldMatrix(row: ***integer***, column: ***integer***, compo: ***compo*=0**, coeff_ring: ***CommutativeRing*=0**)
→ ***RingMatrix***

Create matrix whose coefficient ring belongs field.

FieldMatrix is subclass of **RingMatrix**. See **Matrix** for getting information about the initialization.

Operations

operator	explanation
M/d	Return the division of M by d.d must be scalar.
M//d	Return the division of M by d.d must be scalar.

Examples

```
>>> A = matrix.FieldMatrix(3, 3, [1,2,3,4,5,6,7,8,9])
>>> A / 210
1/210 1/105 1/70
2/105  1/42 1/35
1/30  4/105 3/70
```

Methods

4.8.5.1 kernel – kernel

kernel(self) → *FieldMatrix*

Return the kernel of self.

The output is the matrix whose column vectors form basis of the kernel. The function returns None if the kernel do not exist.

4.8.5.2 image – image

image(self) → *FieldMatrix*

Return the image of self.

The output is the matrix whose column vectors form basis of the image. The function returns None if the kernel do not exist.

4.8.5.3 rank – rank

rank(self) → *integer*

Return the rank of self.

4.8.5.4 inverseImage – inverse image: base solution of linear system

inverseImage(self, V: *Vector/RingMatrix*) → *RingMatrix*

Return an inverse image of V by self.

The function returns one solution of the linear equation $\mathtt{s}elfX = \mathtt{V}$.

4.8.5.5 solve – solve linear system

solve(self, B: *Vector/RingMatrix*) → *(RingMatrix, RingMatrix)*

Solve $\mathtt{s}elfX = \mathtt{B}$.

The function returns a particular solution sol and the kernel of self as a matrix. If you only have to obtain the particular solution, use **inverseImage**.

4.8.5.6 columnEchelonForm – column echelon form

columnEchelonForm(self) → ***RingMatrix***

Return the column reduced echelon form.

Examples

```
>>> A = matrix.FieldMatrix(2, 3, [1,2,3]+[4,5,6])
>>> print(A.kernel)
 1/1
-2/1
   1
>>> print(A.image())
1 2
4 5
>>> C = matrix.FieldMatrix(4, 3, [1,2,3]+[4,5,6]+[7,8,9]+[-1,-2,-3])
>>> D = matrix.FieldMatrix(4, 2, [1,0]+[7,6]+[13,12]+[-1,0])
>>> print(C.inverseImage(D))
 3/1  4/1
-1/1 -2/1
 0/1  0/1
>>> sol, ker = C.solve(D)
>>> C * (sol + ker[0]) == D
True
>>> AA = matrix.FieldMatrix(3, 3, [1,2,3]+[4,5,6]+[7,8,9])
>>> print(AA.columnEchelonForm())
0/1 2/1 -1/1
0/1 1/1  0/1
0/1 0/1  1/1
```

4.8.6 FieldSquareMatrix – square matrix whose elements belong field

FieldSquareMatrix(`row`: ***integer***, `column`: ***integer***=**0**, `compo`: ***compo***=**0**, `coeff_ring`: ***CommutativeRing***=**0**)
→ ***FieldSquareMatrix***

Create square matrix whose coefficient ring belongs field.

FieldSquareMatrix is subclass of **FieldMatrix** and **SquareMatrix**.
†The function **RingSquareMatrix**determinant is overridden and use different algorithm from one used in **RingSquareMatrix**determinant;the function calls **FieldSquareMatrix**triangulate. See **SquareMatrix** for getting information about the initialization.

Methods

4.8.6.1 triangulate - triangulate by elementary row operation

triangulate(self) → *FieldSquareMatrix*

Return an upper triangulated matrix obtained by elementary row operations.

4.8.6.2 inverse - inverse matrix

inverse(self `V`: *Vector/RingMatrix*=None) → *FieldSquareMatrix*

Return the inverse of `self`. If `V` is given, then return $self^(- 1)V$.

†If the matrix is not invertible, then raise **NoInverse**.

4.8.6.3 hessenbergForm - Hessenberg form

hessenbergForm(self) → *FieldSquareMatrix*

Return the Hessenberg form of `self`.

4.8.6.4 LUDecomposition - LU decomposition

LUDecomposition(self) → *(FieldSquareMatrix, FieldSquareMatrix)*

Return the lower triangular matrix `L` and the upper triangular matrix `U` such that $self ==$ `LU`.

4.8.7 †MatrixRing – ring of matrices

MatrixRing(`size`: ***integer***, `scalars`: ***CommutativeRing***)
→ ***MatrixRing***

Create a ring of matrices with given `size` and coefficient ring `scalars`.

MatrixRing is subclass of **Ring**.

Methods

4.8.7.1 unitMatrix - unit matrix

unitMatrix(self) → ***RingSquareMatrix***

Return the unit matrix.

4.8.7.2 zeroMatrix - zero matrix

zeroMatrix(self) → ***RingSquareMatrix***

Return the zero matrix.

Examples

```
>>> M = matrix.MatrixRing(3, rational.theIntegerRing)
>>> print(M)
M_3(Z)
>>> M.unitMatrix()
[1, 0, 0]+[0, 1, 0]+[0, 0, 1]
>>> M.zero
[0, 0, 0]+[0, 0, 0]+[0, 0, 0]
```

4.8.7.3 getInstance(class function) - get cached instance

getInstance(cls, `size`: ***integer***, `scalars`: ***CommutativeRing***)
→ ***RingSquareMatrix***

Return an instance of MatrixRing of given `size` and ring of scalars.

The merit of using the method instead of the constructor is that the instances created by the method are cached and reused for efficiency.

Examples

```
>>> print(MatrixRing.getInstance(3, rational.theIntegerRing))
M_3(Z)
```

4.8.8 Subspace – subspace of finite dimensional vector space

Subspace(`row`: ***integer***, `column`: ***integer***=**0**, `compo`: ***compo***=**0**, `coeff_ring`: ***CommutativeRing***=**0**, `isbasis`: ***True/False***=None)
→ ***Subspace***

Create subspace of some finite dimensional vector space over a field.

Subspace is subclass of **FieldMatrix**.
See **Matrix** for getting information about the initialization. The subspace expresses the space generated by column vectors of `self`.

If `isbasis` is True, we assume that column vectors are linearly independent.

Attributes

isbasis The attribute indicates the linear independence of column vectors, i.e., if they form a basis of the space then `isbasis` should be True, otherwise False.

Methods

4.8.8.1 issubspace - check subspace of self

Subspace(self, `other`: *Subspace*) → *True/False*

Return True if the subspace instance is a subspace of the `other`, or False otherwise.

4.8.8.2 toBasis - select basis

toBasis(self) → *(None)*

Rewrite `self` so that its column vectors form a basis, and set True to its `isbasis`.

The function does nothing if `isbasis` is already True.

4.8.8.3 supplementBasis - to full rank

supplementBasis(self) → *Subspace*

Return full rank matrix by supplementing bases for `self`.

4.8.8.4 sumOfSubspaces - sum as subspace

sumOfSubspaces(self, `other`: *Subspace*) → *Subspace*

Return a matrix whose columns form a basis for sum of two subspaces.

4.8.8.5 intersectionOfSubspaces - intersection as subspace

intersectionOfSubspaces(self, `other`: *Subspace*) → *Subspace*

Return a matrix whose columns form a basis for intersection of two subspaces.

Examples

```
>>> A = matrix.Subspace(4, 3, [1,2,3]+[4,5,6]+[7,8,9]+[10,11,12])
>>> A.toBasis()
>>> print(A)
 1  2
 4  5
 7  8
10 11
>>> B = matrix.Subspace(3, 2, [1,2]+[3,4]+[5,7])
>>> print(B.supplementBasis())
1 2 0
3 4 0
5 7 1
>>> C = matrix.Subspace(4, 1, [1,2,3,4])
>>> D = matrix.Subspace(4, 2, [2,-4]+[4,-3]+[6,-2]+[8,-1])
>>> print(C.intersectionOfSubspaces(D))
-2/1
-4/1
-6/1
-8/1
```

4.8.8.6 fromMatrix(class function) - create subspace

fromMatrix(`cls`**,** `mat`**:** ***FieldMatrix*****,** `isbasis`**:** ***True/False*****=None)**
→ *Subspace*

Create a Subspace instance from a matrix instance `mat`, whose class can be any of subclasses of Matrix.

Please use this method if you want a Subspace instance for sure.

4.8.9 createMatrix[function] – create an instance

createMatrix(`row`: *integer*, `column`: *integer*=0, `compo`: *compo*=0, `coeff_ring`: *CommutativeRing*=None)
→ `RingMatrix`

Create an instance of **RingMatrix**, **RingSquareMatrix**, **FieldMatrix** or **FieldSquareMatrix**.

Your input determines the class automatically by examining the matrix size and the coefficient ring. See **Matrix** or **SquareMatrix** for getting information about the initialization.

4.8.10 identityMatrix(unitMatrix)[function] – unit matrix

identityMatrix(`size`: *integer*, `coeff`: *CommutativeRing/CommutativeRingElement*=None)
→ `RingMatrix`

unitMatrix(`size`: *integer*, `coeff`: *CommutativeRing/CommutativeRingElement*=None)
→ `RingMatrix`

Return `size`-dimensional unit matrix.

`coeff` enables us to create matrix not only in integer but in coefficient ring which is determined by coeff.

`coeff` must be an instance of **Ring** or a multiplicative unit (one).

4.8.11 zeroMatrix[function] – zero matrix

zeroMatrix(`row`: *integer*, `column`: *0*=, `coeff`: *CommutativeRing/CommutativeRingElement*=None)
→ `RingMatrix`

Return `row` × `column` zero matrix.

`coeff` enables us to create matrix not only in integer but in coefficient ring which is determined by coeff.

`coeff` must be an instance of **Ring** or a additive unit (zero). If `column` is abbreviated, `column` is set same to `row`.

Examples

```
>>> M = matrix.createMatrix(3, [1,2,3]+[4,5,6]+[7,8,9])
>>> print(M)
1 2 3
4 5 6
7 8 9
>>> O = matrix.zeroMatrix(2, 3, imaginary.ComplexField())
>>> print(O)
0 + 0j 0 + 0j 0 + 0j
0 + 0j 0 + 0j 0 + 0j
```

4.9 module – module/ideal with HNF

- **Classes**
  - **Submodule**
  - **Module**
  - **Ideal**
  - **Ideal_with_generator**

4.9.1 Submodule – submodule as matrix representation

Initialize (Constructor)

Submodule(`row`**:** ***integer***, `column`**:** ***integer***, `compo`**:** ***compo*****=0**, `coeff_ring`**:** ***CommutativeRing*****=0**, `ishnf`**:** ***True/False*****=None)**
→ ***Submodule***

Create a submodule with matrix representation.

Submodule is subclass of **RingMatrix**.
We assume that `coeff_ring` is a PID (principal ideal domain). Then, we have the HNF(hermite normal form) corresponding to a matrices.

If `ishnf` is True, we assume that the input matrix is a HNF.

Attributes

ishnf If the matrix is a HNF, then `ishnf` should be True, otherwise False.

Methods

4.9.1.1 getGenerators – generator of module

getGenerators(self) → *list*

Return a (current) generator of the module self.

Return the list of vectors consisting of a generator.

4.9.1.2 isSubmodule – Check whether submodule of self

isSubmodule(self, other: *Submodule*) → *True/False*

Return True if the submodule instance is a submodule of the other, or False otherwise.

4.9.1.3 isEqual – Check whether self and other are same module

isEqual(self, other: *Submodule*) → *True/False*

Return True if the submodule instance is other as module, or False otherwise.
.

You should use the method for equality test of module, not matrix. For equality test of matrix simply, use self==other.

4.9.1.4 isContain – Check whether other is in self

isContains(self, other: *vector.Vector*) → *True/False*

Determine whether other is in self or not.
.

If you want to represent other as linear combination with the HNF generator of self, use **represent_element**.

4.9.1.5 toHNF - change to HNF

toHNF(self) → *(None)*

Rewrite self to HNF (hermite normal form), and set True to its ishnf.

Note that HNF do not always give basis of self.(i.e. HNF may be redundant.)

4.9.1.6 sumOfSubmodules - sum as submodule

sumOfSubmodules(self, `other`: *Submodule*) → *Submodule*

Return a module which is sum of two subspaces.

4.9.1.7 intersectionOfSubmodules - intersection as submodule

intersectionOfSubmodules(self, `other`: *Submodule*) → *Submodule*

Return a module which is intersection of two subspaces.

4.9.1.8 represent_element – represent element as linear combination

represent_element(self, `other`: *vector.Vector*) → *vector.Vector/False*

Represent other as a linear combination with HNF generators.

If other not in self, return False. Note that this method calls **toHNF**.

The method returns coefficients as an instance of **Vector**.

4.9.1.9 linear_combination – compute linear combination

linear_combination(self, `coeff`: *list*) → *vector.Vector*

For given **Z**-coefficients coeff, return a vector corresponding to a linear combination of (current) basis.

coeff must be a list of instances in **RingElement** whose size is the column of self.

Examples

```
>>> A = module.Submodule(4, 3, [1,2,3]+[4,5,6]+[7,8,9]+[10,11,12])
>>> A.toHNF()
>>> print(A)
9 1
6 1
3 1
0 1
>>> A.getGenerator
[Vector([9, 6, 3, 0]), Vector([1, 1, 1, 1])]
>>> V = vector.Vector([10,7,4,1])
>>> A.represent_element(V)
Vector([1, 1])
>>> V == A.linear_combination([1,1])
True
>>> B = module.Submodule(4, 1, [1,2,3,4])
>>> C = module.Submodule(4, 2, [2,-4]+[4,-3]+[6,-2]+[8,-1])
>>> print(B.intersectionOfSubmodules(C))
2
4
6
8
```

4.9.2 fromMatrix(class function) - create submodule

fromMatrix(cls, `mat`: *RingMatrix*, `ishnf`: *True/False*=None)
→ *Submodule*

Create a Submodule instance from a matrix instance `mat`, whose class can be any of subclasses of Matrix.

Please use this method if you want a Submodule instance for sure.

4.9.3 Module - module over a number field

Initialize (Constructor)

Module(pair_mat_repr: ***list/matrix***, number_field: ***algfield.NumberField***, base: ***list/matrix.SquareMatrix***=**None**, ishnf: ***bool***=**False**)
→ ***Module***

Create a new module object over a number field.

A module is a finitely generated sub **Z**-module. Note that we do not assume rank of a module is deg(number_field).
We represent a module as generators respect to base module over $\mathbf{Z}[\theta]$, where θ is a solution of number_field.**polynomial**.

pair_mat_repr should be one of the following form:

- $[M,\ d]$, where M is a list of integral tuple/vectors whose size is the degree of number_field and d is a denominator.
- $[M,\ d]$, where M is an integral matrix whose the number of row is the degree of number_field and d is a denominator.
- a rational matrix whose the number of row is the degree of number_field.

Also, base should be one of the following form:

- a list of rational tuple/vectors whose size is the degree of number_field
- a square non-singular rational matrix whose size is the degree of number_field

The module is internally represented as $\frac{1}{d}M$ with respect to **base**, where d is **denominator** and M is **mat_repr**. If ishnf is True, we assume that mat_repr is a HNF.

Attributes

mat_repr : an instance of **Submodule** M whose size is the degree of number_field

denominator : an integer d

base : a square non-singular rational matrix whose size is the degree of number_field

number_field : the number field over which the module is defined

Operations

operator	explanation
M==N	Return whether M and N are equal or not as module.
c in M	Check whether some element of M equals c.
M+N	Return the sum of M and N as module.
M*N	Return the product of M and N as the ideal computation. N must be module or scalar(i.e. an element of **number_field**). If you want to compute the intersection of M and N, see **intersect**.
M**c	Return M to c based on the ideal multiplication.
repr(M)	Return the repr string of the module M.
str(M)	Return the str string of the module M.

Examples

```
>>> F = algfield.NumberField([2,0,1])
>>> M_1 = module.Module([matrix.RingMatrix(2,2,[1,0]+[0,2]), 2], F)
>>> M_2 = module.Module([matrix.RingMatrix(2,2,[2,0]+[0,5]), 3], F)
>>> print(M_1)
([1, 0]+[0, 2], 2)
 over
([1, 0]+[0, 1], NumberField([2, 0, 1]))
>>> print(M_1 + M_2)
([1, 0]+[0, 2], 6)
 over
([Rational(1, 1), Rational(0, 1)]+[Rational(0, 1), Rational(1, 1)],
NumberField([2, 0, 1]))
>>> print(M_1 * 2)
([1, 0]+[0, 2], 1)
 over
([Rational(1, 1), Rational(0, 1)]+[Rational(0, 1), Rational(1, 1)],
NumberField([2, 0, 1]))
>>> print(M_1 * M_2)
([2, 0]+[0, 1], 6)
 over
([Rational(1, 1), Rational(0, 1)]+[Rational(0, 1), Rational(1, 1)],
NumberField([2, 0, 1]))
>>> print(M_1 ** 2)
([1, 0]+[0, 2], 4)
 over
([Rational(1, 1), Rational(0, 1)]+[Rational(0, 1), Rational(1, 1)],
NumberField([2, 0, 1]))
```

Methods

4.9.3.1 toHNF - change to hermite normal form(HNF)

toHNF(self) → *(None)*

Change self.**mat_repr** to the hermite normal form(HNF).

4.9.3.2 copy - create copy

copy(self) → *Module*

Create copy of self.

4.9.3.3 intersect - intersection

intersect(self, `other`: *Module*) → *Module*

Return intersection of self and other.

4.9.3.4 issubmodule - Check submodule

submodule(self, `other`: *Module*) → *True/False*

Check self is submodule of other.

4.9.3.5 issupermodule - Check supermodule

supermodule(self, `other`: *Module*) → *True/False*

Check self is supermodule of other.

4.9.3.6 represent_element - Represent as linear combination

represent_element(self, `other`: *algfield.BasicAlgNumber*)
→ *list/False*

Represent other as a linear combination with generators of self. If other is not in self, return False.

Note that we do not assume self.**mat_repr** is HNF.
The output is a list of integers if other is in self.

4.9.3.7 change_base_module - Change base

**change_base_module(self, other_base: *list/matrix.RingSquareMatrix*)
→ *Module***

Return the module which is equal to self respect to other_base.

other_base follows the form **base**.

4.9.3.8 index - size of module

index(self) → *rational.Rational*

Return the order of a residue group over self.**base**. That is, return $[M : N]$ if $N \subset M$ or $[N : M]^{-1}$ if $M subset N$, where M is the module self and N is the module corresponding to self.**base**.

4.9.3.9 smallest_rational - a Z-generator in the rational field

smallest_rational(self) → *rational.Rational*

Return the **Z**-generator of intersection of the module self and the rational field.

Examples

```
>>> F = algfield.NumberField([1,0,2])
>>> M_1=module.Module([matrix.RingMatrix(2,2,[1,0]+[0,2]), 2], F)
>>> M_2=module.Module([matrix.RingMatrix(2,2,[2,0]+[0,5]), 3], F)
>>> print(M_1.intersect(M_2))
([2, 0]+[0, 5], 1)
 over
([Rational(1, 1), Rational(0, 1)]+[Rational(0, 1), Rational(1, 1)],
 NumberField([2, 0, 1]))
>>> M_1.represent_element( F.createElement( [[2,4], 1] ) )
[4, 4]
>>> print(M_1.change_base_module( matrix.FieldSquareMatrix(2, 2, [1,0]+[0,1]) / 2 ))
([1, 0]+[0, 2], 1)
 over
([Rational(1, 2), Rational(0, 1)]+[Rational(0, 1), Rational(1, 2)],
 NumberField([2, 0, 1]))
>>> M_2.index()
Rational(10, 9)
>>> M_2.smallest_rational()
Rational(2, 3)
```

4.9.4 Ideal - ideal over a number field

Initialize (Constructor)

Ideal(`pair_mat_repr`: ***list/matrix***, `number_field`: ***algfield.NumberField***, `base`: ***list/matrix.SquareMatrix***=**None**, `ishnf`: ***bool***=**False**)
→ ***Ideal***

Create a new ideal object over a number field.

Ideal is subclass of **Module**.

Refer to initialization of **Module**.

Methods

4.9.4.1 inverse – inverse

inverse(self) → *Ideal*

Return the inverse ideal of self.

This method calls self.**number_field**.**integer_ring**.

4.9.4.2 issubideal – Check subideal

issubideal(self, other: *Ideal*) → *Ideal*

Check self is subideal of other.

4.9.4.3 issuperideal – Check superideal

issuperideal(self, other: *Ideal*) → *Ideal*

Check self is superideal of other.

4.9.4.4 gcd – greatest common divisor

gcd(self, other: *Ideal*) → *Ideal*

Return the greatest common divisor(gcd) of self and other as ideal.

This method simply executes self+other.

4.9.4.5 lcm – least common multiplier

lcm(self, other: *Ideal*) → *Ideal*

Return the least common multiplier(lcm) of self and other as ideal.

This method simply calls the method **intersect**.

4.9.4.6 norm – norm

norm(self) → *rational.Rational*

Return the norm of self.

This method calls self.**number_field.integer_ring**.

4.9.4.7 isIntegral – Check integral

isIntegral(self) → *True/False*

Determine whether self is an integral ideal or not.

Examples

```
>>> M = module.Ideal([matrix.RingMatrix(2, 2, [1,0]+[0,2]), 2], F)
>>> print(M.inverse())
([-2, 0]+[0, 2], 1)
 over
([Rational(1, 1), Rational(0, 1)]+[Rational(0, 1), Rational(1, 1)],
 NumberField([2, 0, 1]))
>>> print(M * M.inverse())
([1, 0]+[0, 1], 1)
 over
([Rational(1, 1), Rational(0, 1)]+[Rational(0, 1), Rational(1, 1)],
 NumberField([2, 0, 1]))
>>> M.norm()
Rational(1, 2)
>>> M.isIntegral()
False
```

4.9.5 Ideal_with_generator - ideal with generator

Initialize (Constructor)

Ideal_with_generator(generator: *list*) → *Ideal_with_generator*

Create a new ideal given as a generator.

generator is a list of instances in **BasicAlgNumber**, which represent generators, over a same number field.

Attributes

generator : generators of the ideal

number_field : the number field over which generators are defined

Operations

operator	explanation
M==N	Return whether M and N are equal or not as module.
c in M	Check whether some element of M equals c.
M+N	Return the sum of M and N as ideal with generators.
M*N	Return the product of M and N as ideal with generators.
M**c	Return M to c based on the ideal multiplication.
repr(M)	Return the repr string of the ideal M.
str(M)	Return the str string of the ideal M.

Examples

```
>>> F = algfield.NumberField([2,0,1])
>>> M_1 = module.Ideal_with_generator([
 F.createElement([[1,0], 2]), F.createElement([[0,1], 1])
])
>>> M_2 = module.Ideal_with_generator([
 F.createElement([[2,0], 3]), F.createElement([[0,5], 3])
])
>>> print(M_1)
[BasicAlgNumber([[1, 0], 2], [2, 0, 1]), BasicAlgNumber([[0, 1], 1], [2, 0, 1])]
>>> print(M_1 + M_2)
[BasicAlgNumber([[1, 0], 2], [2, 0, 1]), BasicAlgNumber([[0, 1], 1], [2, 0, 1]),
 BasicAlgNumber([[2, 0], 3], [2, 0, 1]), BasicAlgNumber([[0, 5], 3], [2, 0, 1])]
>>> print(M_1 * M_2)
[BasicAlgNumber([[1, 0], 3], [2, 0, 1]), BasicAlgNumber([[0, 5], 6], [2, 0, 1]),
BasicAlgNumber([[0, 2], 3], [2, 0, 1]), BasicAlgNumber([[-10, 0], 3], [2, 0, 1])]
>>> print(M_1 ** 2)
[BasicAlgNumber([[1, 0], 4], [2, 0, 1]), BasicAlgNumber([[0, 1], 2], [2, 0, 1]),
BasicAlgNumber([[0, 1], 2], [2, 0, 1]), BasicAlgNumber([[-2, 0], 1], [2, 0, 1])]
```

Methods

4.9.5.1 copy - create copy

copy(self) → *Ideal_with_generator*

Create copy of self.

4.9.5.2 to_HNFRepresentation - change to ideal with HNF

to_HNFRepresentation(self) → *Ideal*

Transform self to the corresponding ideal as HNF(hermite normal form) representation.

4.9.5.3 twoElementRepresentation - Represent with two element

twoElementRepresentation(self) → *Ideal_with_generator*

Transform self to the corresponding ideal as HNF(hermite normal form) representation.

If self is not a prime ideal, this method is not efficient.

4.9.5.4 smallest_rational - a Z-generator in the rational field

smallest_rational(self) → *rational.Rational*

Return the **Z**-generator of intersection of the module self and the rational field.

This method calls **to_HNFRepresentation**.

4.9.5.5 inverse – inverse

inverse(self) → *Ideal*

Return the inverse ideal of `self`.

This method calls **to_HNFRepresentation**.

4.9.5.6 norm – norm

norm(self) → ***rational.Rational***

Return the norm of `self`.

This method calls **to_HNFRepresentation**.

4.9.5.7 intersect - intersection

intersect(self, `other`**:** ***Ideal_with_generator*****)** → ***Ideal***

Return intersection of `self` and `other`.

This method calls **to_HNFRepresentation**.

4.9.5.8 issubideal – Check subideal

issubideal(self, `other`**:** ***Ideal_with_generator*****)** → ***Ideal***

Check `self` is subideal of `other`.

This method calls **to_HNFRepresentation**.

4.9.5.9 issuperideal – Check superideal

issuperideal(self, `other`**:** ***Ideal_with_generator*****)** → ***Ideal***

This method calls **to_HNFRepresentation**.

Examples

```
>>> M = module.Ideal_with_generator([
F.createElement([[2,0], 3]), F.createElement([[0,2], 3]), F.createElement([[1,0], 3])
])
>>> print(M.to_HNFRepresentation())
([2, 0, 0, -4, 1, 0]+[0, 2, 2, 0, 0, 1], 3)
 over
([1, 0]+[0, 1], NumberField([2, 0, 1]))
>>> print(M.twoElementRepresentation())
[BasicAlgNumber([[1, 0], 3], [2, 0, 1]), BasicAlgNumber([[3, 2], 3], [2, 0, 1])]
>>> M.norm()
Rational(1, 9)
```

4.10 permute – permutation (symmetric) group

- **Classes**
  - **Permute**
  - **ExPermute**
  - **PermGroup**

4.10.1 Permute – element of permutation group

Initialize (Constructor)

Permute(`value`: *list/tuple*, `key`: *list/tuple*) → Permute

Permute(`val_key`: *dict*) → Permute

Permute(`value`: *list/tuple*, `key`: *int*=None) → Permute

Create an element of a permutation group.

An instance will be generated with "normal" way. That is, we input a `key`, which is a list of (indexed) all elements from some set, and a `value`, which is a list of all permuted elements.

Normally, you input two lists (or tuples) `value` and `key` with same length. Or you can input `val_key` as a dict whose `values()` is a list "value" and `keys()` is a list "key" in the sense of above. Also, there are some short-cut for inputting `key`:

- If key is $[1,\ 2, \ldots, N]$, you do not have to input `key`.
- If key is $[0,\ 1, \ldots, N-1]$, input 0 as `key`.
- If key equals the list arranged through `value` in ascending order, input 1.
- If key equals the list arranged through `value` in descending order, input -1.

Attributes

key :
It expresses `key`.

data :
†It expresses indexed form of `value`.

Operations

operator	explanation
`A==B`	Check equality for A's value and B's one and A's key and B's one.
`A*B`	right multiplication (that is, $A \circ B$ with normal mapping way)
`A/B`	division (that is, $A \circ B^{-1}$)
`A**B`	powering
`A.inverse()`	inverse
`A[c]`	the element of `value` corresponding to `c` in `key`
`A(lst)`	permute `lst` with A

Examples

```
>>> p1 = permute.Permute(['b','c','d','a','e'], ['a','b','c','d','e'])
>>> print(p1)
['a', 'b', 'c', 'd', 'e'] -> ['b', 'c', 'd', 'a', 'e']
>>> p2 = permute.Permute([2, 3, 0, 1, 4], 0)
>>> print(p2)
[0, 1, 2, 3, 4] -> [2, 3, 0, 1, 4]
>>> p3 = permute.Permute(['c','a','b','e','d'], 1)
>>> print(p3)
['a', 'b', 'c', 'd', 'e'] -> ['c', 'a', 'b', 'e', 'd']
>>> print(p1 * p3)
['a', 'b', 'c', 'd', 'e'] -> ['d', 'b', 'c', 'e', 'a']
>>> print(p3 * p1)
['a', 'b', 'c', 'd', 'e'] -> ['a', 'b', 'e', 'c', 'd']
>>> print(p1 ** 4)
['a', 'b', 'c', 'd', 'e'] -> ['a', 'b', 'c', 'd', 'e']
>>> p1['d']
'a'
>>> p2([0, 1, 2, 3, 4])
[2, 3, 0, 1, 4]
```

Methods

4.10.1.1 setKey – change key

setKey(self, `key`: *list/tuple*) → *Permute*

Set other key.

`key` must be list or tuple with same length to **key**.

4.10.1.2 getValue – get “value”

getValue(self) → *list*

Return (not `data`) value of `self`.

4.10.1.3 getGroup – get PermGroup

getGroup(self) → *PermGroup*

Return **PermGroup** to which `self` belongs.

4.10.1.4 numbering – give the index

numbering(self) → *int*

Number `self` in the permutation group. (Slow method)

The numbering is made to fit the following inductive definition for dimension of the permutation group.
If numbering of $[\sigma_1,\ \sigma_2, ..., \sigma_{n-2},\ \sigma_{n-1}]$ on $(n-1)$-dimension is k, numbering of $[\sigma_1,\ \sigma_2, ..., \sigma_{n-2}, \sigma_{n-1}, n]$ on n-dimension is k and numbering of $[\sigma_1,\ \sigma_2, ..., \sigma_{n-2},\ n,\ \sigma_{n-1}]$ on n-dimension is $k + (n-1)!$, and so on. (See Room of Points And Lines, part 2, section 15, paragraph 2 (Japanese))

4.10.1.5 order – order of the element

order(self) → *int*

Return order as the element of group.

This method is faster than general group method.

4.10.1.6 ToTranspose – represent as transpositions

ToTranspose(self) → *ExPermute*

Represent self as a composition of transpositions.

Return the element of **ExPermute** with transpose (2-dimensional cyclic) type. It is recursive program, and it would take more time than the method **ToCyclic**.

4.10.1.7 ToCyclic – corresponding ExPermute element

ToCyclic(self) → *ExPermute*

Represent self as a composition of cyclic representations.

Return the element of **ExPermute**. †This method decomposes self into coprime cyclic permutations, so each cyclic is commutative.

4.10.1.8 sgn – sign of the permutation

sgn(self) → *int*

Return the sign of permutation group element.

If self is even permutation, that is, self can be written as a composition of an even number of transpositions, it returns 1. Otherwise,that is, for odd permutation, it returns −1.

4.10.1.9 types – type of cyclic representation

types(self) → *list*

Return cyclic type defined by each cyclic permutation element length.

4.10.1.10 ToMatrix – permutation matrix

ToMatrix(self) → Matrix

Return permutation matrix.

The row and column correspond to key. If self G satisfies $G[a] = b$, then $(a,\ b)$-element of the matrix is 1. Otherwise, the element is 0.

Examples

```
>>> p = Permute([2,3,1,5,4])
>>> p.numbering()
28
>>> p.order()
6
>>> p.ToTranspose()
[(4,5)(1,3)(1,2)](5)
>>> p.sgn()
-1
>>> p.ToCyclic()
[(1,2,3)(4,5)](5)
>>> p.types()
'(2,3)type'
>>> print(p.ToMatrix())
0 1 0 0 0
0 0 1 0 0
1 0 0 0 0
0 0 0 0 1
0 0 0 1 0
```

4.10.2 ExPermute – element of permutation group as cyclic representation

Initialize (Constructor)

ExPermute(`dim`: *int*, `value`: *list*, `key`: *list*=None) → ExPermute

Create an element of a permutation group.

An instance will be generated with "cyclic" way. That is, we input a `value`, which is a list of tuples and each tuple expresses a cyclic permutation. For example, $(\sigma_1,\ \sigma_2,\ \sigma_3, \ldots, \sigma_k)$ is one-to-one mapping, $\sigma_1 \mapsto \sigma_2,\ \sigma_2 \mapsto \sigma_3, \ldots, \sigma_k \mapsto \sigma_1$.

`dim` must be positive integer, that is, an instance of int or **Integer**. `key` should be a list whose length equals `dim`. Input a list of tuples whose elements are in `key` as `value`. Note that you can abbreviate `key` if `key` has the form $[1,\ 2, \ldots, N]$. Also, you can input 0 as `key` if `key` has the form $[0,\ 1, \ldots, N-1]$.

Attributes

dim :
It expresses `dim`.

key :
It expresses `key`.

data :
†It expresses indexed form of `value`.

Operations

operator	explanation
`A==B`	Check equality for A's value and B's one and A's key and B's one.
`A*B`	right multiplication (that is, $A \circ B$ with normal mapping way)
`A/B`	division (that is, $A \circ B^{-1}$)
`A**B`	powering
`A.inverse()`	inverse
`A[c]`	the element of `value` corresponding to `c` in `key`
`A(lst)`	permute `lst` with A
`str(A)`	simple representation. use **simplify**.
`repr(A)`	representation

Examples

```
>>> p1 = permute.ExPermute(5, [('a', 'b')], ['a','b','c','d','e'])
>>> print(p1)
[('a', 'b')] <['a', 'b', 'c', 'd', 'e']>
>>> p2 = permute.ExPermute(5, [(0, 2), (3, 4, 1)], 0)
>>> print(p2)
[(0, 2), (1, 3, 4)] <[0, 1, 2, 3, 4]>
>>> p3 = permute.ExPermute(5,[('b','c')],['a','b','c','d','e'])
>>> print(p1 * p3)
[('a', 'b'), ('b', 'c')] <['a', 'b', 'c', 'd', 'e']>
>>> print(p3 * p1)
[('b', 'c'), ('a', 'b')] <['a', 'b', 'c', 'd', 'e']>
>>> p1['c']
'c'
>>> p2([0, 1, 2, 3, 4])
[2, 4, 0, 1, 3]
```

Methods

4.10.2.1 setKey – change key

setKey(self, `key`: *list*) → *ExPermute*

Set other key.

`key` must be a list whose length equals **dim**.

4.10.2.2 getValue – get "value"

getValue(self) → *list*

Return (not `data`) value of `self`.

4.10.2.3 getGroup – get PermGroup

getGroup(self) → *PermGroup*

Return **PermGroup** to which `self` belongs.

4.10.2.4 order – order of the element

order(self) → *int*

Return order as the element of group.

This method is faster than general group method.

4.10.2.5 ToNormal – represent as normal style

ToNormal(self) → *Permute*

Represent `self` as an instance of **Permute**.

4.10.2.6 simplify – use simple value

simplify(self) → *ExPermute*

Return the more simple cyclic element.

†This method uses **ToNormal** and **ToCyclic**.

4.10.2.7 sgn – sign of the permutation

sgn(self) → *int*

Return the sign of permutation group element.

If self is even permutation, that is, self can be written as a composition of an even number of transpositions, it returns 1. Otherwise,that is, for odd permutation, it returns −1.

Examples

```
>>> p = permute.ExPermute(5, [(1, 2, 3), (4, 5)])
>>> p.order()
6
>>> print(p.ToNormal())
[1, 2, 3, 4, 5] -> [2, 3, 1, 5, 4]
>>> p * p
[(1, 2, 3), (4, 5), (1, 2, 3), (4, 5)] <[1, 2, 3, 4, 5]>
>>> (p * p).simplify()
[(1, 3, 2)] <[1, 2, 3, 4, 5]>
```

4.10.3 PermGroup – permutation group

Initialize (Constructor)

PermGroup(key: *int*) → PermGroup

PermGroup(key: *list/tuple*) → PermGroup

Create a permutation group.

Normally, input list as key. If you input some integer N, key is set as $[1,\ 2, \ldots, N]$.

Attributes

key :
It expresses key.

Operations

operator	explanation
`A==B`	Check equality for A's value and B's one and A's key and B's one.
`card(A)`	same as **grouporder**
`str(A)`	simple representation
`repr(A)`	representation

Examples

```
>>> p1 = permute.PermGroup(['a','b','c','d','e'])
>>> print(p1)
['a','b','c','d','e']
>>> card(p1)
120
```

Methods

4.10.3.1 createElement – create an element from seed

createElement(self, seed: *list/tuple/dict*) → *Permute*

createElement(self, seed: *list*) → *ExPermute*

Create new element in self.

seed must be the form of "value" on **Permute** or **ExPermute**

4.10.3.2 identity – group identity

identity(self) → *Permute*

Return the identity of self as normal type.

For cyclic type, use **identity_c**.

4.10.3.3 identity_c – group identity as cyclic type

identity_c(self) → *ExPermute*

Return permutation group identity as cyclic type.

For normal type, use **identity**.

4.10.3.4 grouporder – order as group

grouporder(self) → *int*

Compute the order of self as group.

4.10.3.5 randElement – random permute element

randElement(self) → *Permute*

Create random new element as normal type in self.

Examples

```
>>> p = permute.PermGroup(5)
>>> print(p.createElement([3, 4, 5, 1, 2]))
[1, 2, 3, 4, 5] -> [3, 4, 5, 1, 2]
>>> print(p.createElement([(1, 2), (3, 4)]))
[(1, 2), (3, 4)] <[1, 2, 3, 4, 5]>
>>> print(p.identity())
[1, 2, 3, 4, 5] -> [1, 2, 3, 4, 5]
>>> print(p.identity_c())
[] <[1, 2, 3, 4, 5]>
>>> p.grouporder()
120
>>> print(p.randElement())
[1, 2, 3, 4, 5] -> [3, 4, 5, 2, 1]
```

4.11 rational – integer and rational number

rational module provides integer and rational numbers, as class Rational, Integer, RationalField, and IntegerRing.

- **Classes**
  - **Integer**
  - **IntegerRing**
  - **Rational**
  - **RationalField**

This module also provides following constants:

theIntegerRing :
theIntegerRing is represents the ring of rational integers. An instance of **IntegerRing**.

theRationalField :
theRationalField is represents the field of rational numbers. An instance of **RationalField**.

4.11.1 Integer – integer

Integer is a class of integer. Since 'int' do not return rational for division, it is needed to create a new class.

This class is a subclass of **CommutativeRingElement** and int.

Initialize (Constructor)

Integer(`integer`: ***integer***) → ***Integer***

Construct a Integer object. If argument is omitted, the value becomes 0.

Methods

4.11.1.1 getRing – get ring object

getRing(self) → *IntegerRing*

Return an IntegerRing object.

4.11.1.2 actAdditive – addition of binary addition chain

actAdditive(self, `other`: *integer*) → *Integer*

Act on other additively, i.e. n is expanded to n time additions of `other`. Naively, it is:

```
return sum([+other for _ in range(self)])
```

but, here we use a binary addition chain.

4.11.1.3 actMultiplicative – multiplication of binary addition chain

actMultiplicative(self, `other`: *integer*) → *Integer*

Act on other multiplicatively, i.e. n is expanded to n time multiplications of `other`. Naively, it is:

```
return reduce(lambda x,y: x*y, [+other for _ in range(self)])
```

but, here we use a binary addition chain.

4.11.2 IntegerRing – integer ring

The class is for the ring of rational integers.

This class is a subclass of **CommutativeRing**.

Initialize (Constructor)

IntegerRing() → *IntegerRing*

Create an instance of IntegerRing. You may not want to create an instance, since there is already theIntegerRing.

Attributes

zero :
It expresses the additive unit 0. (read only)

one :
It expresses the multiplicative unit 1. (read only)

Operations

operator	explanation
`x in Z`	return whether an element is in or not.
`repr(Z)`	return representation string.
`str(Z)`	return string.

Methods

4.11.2.1 createElement – create Integer object

createElement(self, seed: *integer*) → *Integer*

Return an Integer object with seed.
seed must be int or rational.Integer.

4.11.2.2 gcd – greatest common divisor

gcd(self, n: *integer*, m: *integer*) → *Integer*

Return the greatest common divisor of given 2 integers.

4.11.2.3 extgcd – extended GCD

extgcd(self, n: *integer*, m: *integer*) → *Integer*

Return a tuple (u, v, d); they are the greatest common divisor d of two given integers n and m and u, v such that $d = \mathtt{n}u + \mathtt{m}v$.

4.11.2.4 lcm – lowest common multiplier

lcm(self, n: *integer*, m: *integer*) → *Integer*

Return the lowest common multiple of given 2 integers. If both are zero, it raises an exception.

4.11.2.5 getQuotientField – get rational field object

getQuotientField(self) → *RationalField*

Return the rational field (**RationalField**).

4.11.2.6 issubring – subring test

issubring(self, other: Ring) → *bool*

Report whether another ring contains the integer ring as subring.

If other is also the integer ring, the output is True. In other cases it depends on the implementation of another ring's issuperring method.

4.11.2.7 issuperring – superring test

issuperring(self, `other`: Ring) → *bool*

Report whether the integer ring contains another ring as subring.

If other is also the integer ring, the output is True. In other cases it depends on the implementation of another ring's issubring method.

4.11.3 Rational – rational number

The class of rational numbers.

Initialize (Constructor)

Rational(`numerator`: ***numbers***, `denominator`: ***numbers***=**1**)
→ ***Integer***

Construct a rational number from:

- integers,
- float, or
- Rational.

Other objects can be converted if they have toRational methods. Otherwise raise TypeError.

Methods

4.11.3.1 getRing – get ring object

getRing(self) → *RationalField*

Return a RationalField object.

4.11.3.2 decimalString – represent decimal

decimalString(self, `N`: *integer*) → *string*

Return a string of the number to `N` decimal places.

4.11.3.3 expand – continued-fraction representation

expand(self, `base`: *integer*, `limit`: *integer*) → *string*

Return the nearest rational number whose denominator is a power of `base` and at most `limit` if `base` is positive integer.

Otherwise, i.e. `base`=0, returns the nearest rational number whose denominator is at most `limit`.

`base` must be non-negative integer.

4.11.4 RationalField – the rational field

RationalField is a class of field of rationals. The class has the single instance **theRationalField**.

This class is a subclass of **QuotientField**.

Initialize (Constructor)

RationalField() → ***RationalField***

Create an instance of RationalField. You may not want to create an instance, since there is already theRationalField.

Attributes

zero :
It expresses the additive unit 0, namely Rational(0, 1). (read only)

one :
It expresses the multiplicative unit 1, namely Rational(1, 1). (read only)

Operations

operator	explanation
`x in Q`	return whether an element is in or not.
`str(Q)`	return string.

Methods

4.11.4.1 createElement – create Rational object

createElement(self, numerator: ***integer or*** **Rational**, denominator: ***integer*=1)**
→ ***Rational***

Create a Rational object.

4.11.4.2 classNumber – get class number

classNumber(self) → ***integer***

Return 1, since the class number of the rational field is one.

4.11.4.3 getQuotientField – get rational field object

getQuotientField(self) → ***RationalField***

Return the rational field itself.

4.11.4.4 issubring – subring test

issubring(self, other: **Ring)** → ***bool***

Report whether another ring contains the rational field as subring.

If other is also the rational field, the output is True. In other cases it depends on the implementation of another ring's issuperring method.

4.11.4.5 issuperring – superring test

issuperring(self, other: **Ring)** → ***bool***

Report whether the rational field contains another ring as subring.

If other is also the rational field, the output is True. In other cases it depends on the implementation of another ring's issubring method.

4.12 real – real numbers and its functions

The module `real` provides arbitrary precision real numbers and their utilities. The functions provided are corresponding to the math standard module.

- **Classes**
  - **RealField**
  - **Real**
  - †**Constant**
  - †**ExponentialPowerSeries**
  - †**AbsoluteError**
  - †**RelativeError**
- **Functions**
  - **exp**
  - **sqrt**
  - **log**
  - **log1piter**
  - **piGaussLegendre**
  - **eContinuedFraction**
  - **floor**
  - **ceil**
  - **tranc**
  - **sin**
  - **cos**
  - **tan**
  - **sinh**
  - **cosh**
  - **tanh**
  - **asin**
  - **acos**
  - **atan**
  - **atan2**
  - **hypot**
  - **pow**
  - **degrees**
  - **radians**

- **fabs**
- **fmod**
- **frexp**
- **ldexp**
- **EulerTransform**

This module also provides following constants:

e :

This constant is obsolete (Ver 1.1.0).

pi :

This constant is obsolete (Ver 1.1.0).

Log2 :

This constant is obsolete (Ver 1.1.0).

theRealField :

theRealField is the instance of **RealField**.

4.12.1 RealField – field of real numbers

The class is for the field of real numbers. The class has the single instance **theRealField**.

This class is a subclass of **Field**.

Initialize (Constructor)

RealField() → *RealField*

Create an instance of RealField. You may not want to create an instance, since there is already **theRealField**.

Attributes

zero :
It expresses the additive unit 0. (read only)

one :
It expresses the multiplicative unit 1. (read only)

Operations

operator	explanation
`x in R`	membership test; return whether an element is in or not.
`repr(R)`	return representation string.
`str(R)`	return string.

Methods

4.12.1.1 getCharacteristic – get characteristic

getCharacteristic(self) → ***integer***

Return the characteristic, zero.

4.12.1.2 issubring – subring test

issubring(self, `aRing`**: Ring)** → ***bool***

Report whether another ring contains the real field as subring.

4.12.1.3 issuperring – superring test

issuperring(self, `aRing`**: Ring)** → ***bool***

Report whether the real field contains another ring as subring.

4.12.2 Real – a Real number

Real is a class of real number. This class is only for consistency for other **Ring** object.

This class is a subclass of **CommutativeRingElement**.

All implemented operators in this class are delegated to Float type.

Initialize (Constructor)

Real(`value`: ***number***) → ***Real***

Construct a Real object.
value must be int, Float or **Rational**.

Methods

4.12.2.1 getRing – get ring object

getRing(self) → *RealField*

Return the real field instance.

4.12.3 Constant – real number with error correction

This class is obsolete (Ver 1.1.0).

4.12.4 ExponentialPowerSeries – exponential power series

This class is obsolete (Ver 1.1.0).

4.12.5 AbsoluteError – absolute error

This class is obsolete (Ver 1.1.0).

4.12.6 RelativeError – relative error

This class is obsolete (Ver 1.1.0).

4.12.7 exp(function) – exponential value

This function is obsolete (Ver 1.1.0).

4.12.8 sqrt(function) – square root

This function is obsolete (Ver 1.1.0).

4.12.9 log(function) – logarithm

This function is obsolete (Ver 1.1.0).

4.12.10 log1piter(function) – iterator of log(1+x)

log1piter(xx: ***number***) → ***iterator***

Return iterator for $\log(1 + x)$.

4.12.11 piGaussLegendre(function) – pi by Gauss-Legendre

This function is obsolete (Ver 1.1.0).

4.12.12 eContinuedFraction(function) – Napier's Constant by continued fraction expansion

This function is obsolete (Ver 1.1.0).

4.12.13 floor(function) – floor the number

floor(x: ***number***) → ***integer***

Return the biggest integer not more than `x`.

4.12.14 ceil(function) – ceil the number

ceil(x: ***number***) → ***integer***

Return the smallest integer not less than `x`.

4.12.15 tranc(function) – round-off the number

tranc(x: ***number***) → ***integer***

Return the number of rounded off `x`.

4.12.16 sin(function) – sine function

This function is obsolete (Ver 1.1.0).

4.12.17 cos(function) – cosine function

This function is obsolete (Ver 1.1.0).

4.12.18 tan(function) – tangent function

This function is obsolete (Ver 1.1.0).

4.12.19 sinh(function) – hyperbolic sine function

This function is obsolete (Ver 1.1.0).

4.12.20 cosh(function) – hyperbolic cosine function

This function is obsolete (Ver 1.1.0).

4.12.21 tanh(function) – hyperbolic tangent function

This function is obsolete (Ver 1.1.0).

4.12.22 asin(function) – arc sine function

This function is obsolete (Ver 1.1.0).

4.12.23 acos(function) – arc cosine function

This function is obsolete (Ver 1.1.0).

4.12.24 atan(function) – arc tangent function

This function is obsolete (Ver 1.1.0).

4.12.25 atan2(function) – arc tangent function

This function is obsolete (Ver 1.1.0).

4.12.26 hypot(function) – Euclidean distance function

This function is obsolete (Ver 1.1.0).

4.12.27 pow(function) – power function

This function is obsolete (Ver 1.1.0).

4.12.28 degrees(function) – convert angle to degree

This function is obsolete (Ver 1.1.0).

4.12.29 radians(function) – convert angle to radian

This function is obsolete (Ver 1.1.0).

4.12.30 fabs(function) – absolute value

fabs(`x`: *number*) → *number*

Return absolute value of `x`

4.12.31 fmod(function) – modulo function over real

fmod(`x`: *number*, `y`: *number*) → *number*

Return $x - ny$, where `n` is the quotient of `x` / y, rounded towards zero to an integer.

4.12.32 frexp(function) – expression with base and binary exponent

frexp(`x`: *number*) → (*m*,*e*)

Return a tuple (m,e), where $x = m \times 2^e$, $1/2 \leq$ `abs(m)` < 1 and `e` is an integer.

†This function is provided as the counter-part of math.frexp, but it might not be useful.

4.12.33 ldexp(function) – construct number from base and binary exponent

ldexp(`x`: *number*, `i`: *number*) → *number*

Return $x \times 2^i$.

4.12.34 EulerTransform(function) – iterator yields terms of Euler transform

EulerTransform(`iterator`: *iterator*) → *iterator*

Return an iterator which yields terms of Euler transform of the given `iterator`.

†

4.13 ring – for ring object

- Classes
  - **Ring**
  - **CommutativeRing**
  - **Field**
  - **QuotientField**
  - **RingElement**
  - **CommutativeRingElement**
  - **FieldElement**
  - **QuotientFieldElement**
  - **Ideal**
  - **ResidueClassRing**
  - **ResidueClass**
  - **CommutativeRingProperties**
- Functions
  - **getRingInstance**
  - **getRing**
  - **inverse**
  - **exact_division**

4.13.1 †Ring – abstract ring

Ring is an abstract class which expresses that the derived classes are (in mathematical meaning) rings.

Definition of ring (in mathematical meaning) is as follows: Ring is a structure with addition and multiplication. It is an abelian group with addition, and a monoid with multiplication. The multiplication obeys the distributive law.

This class is abstract and cannot be instantiated.

Attributes

zero additive unit

one multiplicative unit

Operations

operator	explanation
`A==B`	Return whether M and N are equal or not.

Methods

4.13.1.1 createElement – create an element

createElement(self, `seed`: *(undefined)*) → *RingElement*

Return an element of the ring with seed.

This is an abstract method.

4.13.1.2 getCharacteristic – characteristic as ring

getCharacteristic(self) → *integer*

Return the characteristic of the ring.

The Characteristic of a ring is the smallest positive integer n s.t. $na = 0$ for any element a of the ring, or 0 if there is no such natural number.
This is an abstract method.

4.13.1.3 issubring – check subring

issubring(self, `other`: *RingElement*) → *True/False*

Report whether another ring contains the ring as a subring.

This is an abstract method.

4.13.1.4 issuperring – check superring

issuperring(self, `other`: *RingElement*) → *True/False*

Report whether the ring is a superring of another ring.

This is an abstract method.

4.13.1.5 getCommonSuperring – get common ring

getCommonSuperring(self, `other`**:** ***RingElement*****)** → ***RingElement***

Return common super ring of self and another ring.

This method uses **issubring**, **issuperring**.

4.13.2 †CommutativeRing – abstract commutative ring

CommutativeRing is an abstract subclass of **Ring** whose multiplication is commutative.

CommutativeRing is subclass of **Ring**.
There are some properties of commutative rings, algorithms should be chosen accordingly. To express such properties, there is a class **CommutativeRingProperties**.

This class is abstract and cannot be instantiated.

Attributes

properties an instance of **CommutativeRingProperties**

Methods

4.13.2.1 getQuotientField – create quotient field

getQuotientField(self) → *QuotientField*

Return the quotient field of the ring.

This is an abstract method.
If quotient field of self is not available, it should raise exception.

4.13.2.2 isdomain – check domain

isdomain(self) → *True/False/None*

Return True if the ring is actually a domain, False if not, or None if uncertain.

4.13.2.3 isnoetherian – check Noetherian domain

isnoetherian(self) → *True/False/None*

Return True if the ring is actually a Noetherian domain, False if not, or None if uncertain.

4.13.2.4 isufd – check UFD

isufd(self) → *True/False/None*

Return True if the ring is actually a unique factorization domain (UFD), False if not, or None if uncertain.

4.13.2.5 ispid – check PID

ispid(self) → *True/False/None*

Return True if the ring is actually a principal ideal domain (PID), False if not, or None if uncertain.

4.13.2.6 iseuclidean – check Euclidean domain

iseuclidean(self) → *True/False/None*

Return True if the ring is actually a Euclidean domain, False if not, or None if uncertain.

4.13.2.7 isfield – check field

isfield(self) → *True/False/None*

Return True if the ring is actually a field, False if not, or None if uncertain.

4.13.2.8 registerModuleAction – register action as ring

registerModuleAction(self, `action_ring`**:** ***RingElement*****,** `action`**:** ***function*****)**
→ *(None)*

Register a ring `action_ring`, which act on the ring through `action` so the ring be an `action_ring` module.

See **hasaction**, **getaction**.

4.13.2.9 hasaction – check if the action has

hasaction(self, `action_ring`**:** ***RingElement*****) → *True/False***

Return True if `action_ring` is registered to provide action.

See **registerModuleAction**, **getaction**.

4.13.2.10 getaction – get the registered action

hasaction(self, `action_ring`**:** ***RingElement*****) → *function***

Return the registered action for `action_ring`.

See **registerModuleAction**, **hasaction**.

4.13.3 †Field – abstract field

Field is an abstract class which expresses that the derived classes are (in mathematical meaning) fields, i.e., a commutative ring whose multiplicative monoid is a group.

Field is subclass of **CommutativeRing**. **getQuotientField** and **isfield** are not abstract (trivial methods).

This class is abstract and cannot be instantiated.

Methods

4.13.3.1 gcd – gcd

gcd(self, `a`: *FieldElement*, `b`: *FieldElement*) → *FieldElement*

Return the greatest common divisor of `a` and `b`.

A field is trivially a UFD and should provide gcd. If we can implement an algorithm for computing gcd in an Euclidean domain, we should provide the method corresponding to the algorithm.

4.13.4 †QuotientField – abstract quotient field

QuotientField is an abstract class which expresses that the derived classes are (in mathematical meaning) quotient fields.

self is the quotient field of domain.
QuotientField is subclass of **Field**.
In the initialize step, it registers trivial action named as baseaction; i.e. it expresses that an element of a domain acts an element of the quotient field by using the multiplication in the domain.

This class is abstract and cannot be instantiated.

Attributes

basedomain domain which generates the quotient field self

4.13.5 †RingElement – abstract element of ring

RingElement is an abstract class for elements of rings.

This class is abstract and cannot be instantiated.

Operations

operator	explanation
`A==B`	equality (abstract)

Methods

4.13.5.1 getRing – getRing

getRing(self) → *Ring*

Return an object of a subclass of Ring, to which the element belongs.

This is an abstract method.

4.13.6 †CommutativeRingElement – abstract element of commutative ring

CommutativeRingElement is an abstract class for elements of commutative rings.

This class is abstract and cannot be instantiated.

Methods

4.13.6.1 mul_module_action – apply a module action

mul_module_action(self, other: *RingElement*) → *(undefined)*

Return the result of a module action. other must be in one of the action rings of self's ring.

This method uses **getRing**, **CommutativeRing**getaction. We should consider that the method is abstract.

4.13.6.2 exact_division – division exactly

exact_division(self, other: *CommutativeRingElement*)
→ *CommutativeRingElement*

In UFD, if other divides self, return the quotient as a UFD element.

The main difference with / is that / may return the quotient as an element of quotient field.
Simple cases:

- in a Euclidean domain, if remainder of euclidean division is zero, the division // is exact.
- in a field, there's no difference with /.

If other doesn't divide self, raise ValueError. Though __divmod__ can be used automatically, we should consider that the method is abstract.

4.13.7 †FieldElement – abstract element of field

FieldElement is an abstract class for elements of fields.

FieldElement is subclass of **CommutativeRingElement**. **exact_division** are not abstract (trivial methods).

This class is abstract and cannot be instantiated.

4.13.8 †QuotientFieldElement – abstract element of quotient field

QuotientFieldElement class is an abstract class to be used as a super class of concrete quotient field element classes.

QuotientFieldElement is subclass of **FieldElement**.
self expresses $\frac{\texttt{numerator}}{\texttt{denominator}}$ in the quotient field.

This class is abstract and should not be instantiated.
denominator should not be 0.

Attributes

numerator numerator of self

denominator denominator of self

Operations

operator	explanation
`A+B`	addition
`A-B`	subtraction
`A*B`	multiplication
`A**B`	powering
`A/B`	division
`-A`	sign reversion (additive inversion)
`inverse(A)`	multiplicative inversion
`A==B`	equality

4.13.9 †Ideal – abstract ideal

Ideal class is an abstract class to represent the finitely generated ideals.

†Because the finitely-generatedness is not a restriction for Noetherian rings and in the most cases only Noetherian rings are used, it is general enough.

This class is abstract and should not be instantiated.
generators must be an element of the aring or a list of elements of the aring. If generators is an element of the aring, we consider self is the principal ideal generated by generators.

Attributes

ring the ring belonged to by self

generators generators of the ideal self

Operations

operator	explanation
`I+J`	addition $\{i + j \mid i \in I,\ j \in J\}$
`I*J`	multiplication $IJ = \{\sum_{i,j} ij \mid i \in I,\ j \in J\}$
`I==J`	equality
`e in I`	For `e` in the ring, to which the ideal `I` belongs.

Methods

4.13.9.1 issubset – check subset

issubset(self, `other`: *Ideal*) → *True/False*

Report whether another ideal contains this ideal.

We should consider that the method is abstract.

4.13.9.2 issuperset – check superset

issuperset(self, `other`: *Ideal*) → *True/False*

Report whether this ideal contains another ideal.

We should consider that the method is abstract.

4.13.9.3 reduce – reduction with the ideal

issuperset(self, `other`: *Ideal*) → *True/False*

Reduce an element with the ideal to simpler representative.

This method is abstract.

4.13.10 †ResidueClassRing – abstract residue class ring

Initialize (Constructor)

ResidueClassRing(`ring`: ***CommutativeRing***, `ideal`: ***Ideal***)
→ **ResidueClassRing**

A residue class ring R/I, where R is a commutative ring and I is its ideal.

ResidueClassRing is subclass of **CommutativeRing**.
one, **zero** are not abstract (trivial methods).
Because we assume that `ring` is Noetherian, so is `ring`.

This class is abstract and should not be instantiated.
`ring` should be an instance of **CommutativeRing**, and `ideal` must be an instance of **Ideal**, whose ring attribute points the same ring with the given ring.

Attributes

ring the base ring R

ideal the ideal I

Operations

operator	explanation
`A==B`	equality
`e in A`	report whether `e` is in the residue ring self.

4.13.11 †ResidueClass – abstract an element of residue class ring

Initialize (Constructor)

ResidueClass(`x`: *CommutativeRingElement*, `ideal`: *Ideal*)
→ ResidueClass

Element of residue class ring $x + I$, where I is the modulus ideal and x is a representative element.

ResidueClass is subclass of **CommutativeRingElement**.

This class is abstract and should not be instantiated.
`ideal` corresponds to the ideal I.

Operations

These operations uses **reduce**.

operator	explanation
`x+y`	addition
`x-y`	subtraction
`x*y`	multiplication
`A==B`	equality

4.13.12 †CommutativeRingProperties – properties for CommutativeRingProperties

Initialize (Constructor)

CommutativeRingProperties((None)) → CommutativeRingProperties

Boolean properties of ring.

Each property can have one of three values; *True*, *False*, or *None*. Of course *True* is true and *False* is false, and *None* means that the property is not set neither directly nor indirectly.
CommutativeRingProperties class treats

- Euclidean (Euclidean domain),
- PID (Principal Ideal Domain),
- UFD (Unique Factorization Domain),
- Noetherian (Noetherian ring (domain)),
- field (Field)

Methods

4.13.12.1 isfield – check field

isfield(self) → *True/False/None*

Return True/False according to the field flag value being set, otherwise return None.

4.13.12.2 setIsfield – set field

isfield(self, `value`: *True/False*) → *(None)*

Set True/False value to the field flag.
Propagation:

- True → euclidean

4.13.12.3 iseuclidean – check euclidean

iseuclidean(self) → *True/False/None*

Return True/False according to the euclidean flag value being set, otherwise return None.

4.13.12.4 setIseuclidean – set euclidean

isfield(self, `value`: *True/False*) → *(None)*

Set True/False value to the euclidean flag.
Propagation:

- True → PID

- False → field

4.13.12.5 ispid – check PID

ispid(self) → *True/False/None*

Return True/False according to the PID flag value being set, otherwise return None.

4.13.12.6 setIspid – set PID

ispid(self, `value`: *True/False*) → *(None)*

Set True/False value to the euclidean flag.
Propagation:

- True → UFD, Noetherian
- False → euclidean

4.13.12.7 isufd – check UFD

isufd(self) → *True/False/None*

Return True/False according to the UFD flag value being set, otherwise return None.

4.13.12.8 setIsufd – set UFD

isufd(self, `value`: *True/False*) → *(None)*

Set True/False value to the UFD flag.
Propagation:

- True → domain

- False → PID

4.13.12.9 isnoetherian – check Noetherian

isnoetherian(self) → *True/False/None*

Return True/False according to the Noetherian flag value being set, otherwise return None.

4.13.12.10 setIsnoetherian – set Noetherian

isnoetherian(self, `value`: *True/False*) → *(None)*

Set True/False value to the Noetherian flag.
Propagation:

- True → domain

- False → PID

4.13.12.11 isdomain – check domain

isdomain(self) → *True/False/None*

Return True/False according to the domain flag value being set, otherwise return None.

4.13.12.12 setIsdomain – set domain

isdomain(self, `value`: *True/False*) → *(None)*

Set True/False value to the domain flag.
Propagation:

- False → UFD, Noetherian

4.13.13 getRingInstance(function)

getRingInstance(`obj`: *RingElement*) → *RingElement*

Return a RingElement instance which equals `obj`.

Mainly for python built-in objects such as int or float.

4.13.14 getRing(function)

getRing(`obj`: *RingElement*) → *Ring*

Return a ring to which `obj` belongs.

Mainly for python built-in objects such as int or float.

4.13.15 inverse(function)

inverse(`obj`: *CommutativeRingElement*) → *QuotientFieldElement*

Return the inverse of `obj`. The inverse can be in the quotient field, if the `obj` is an element of non-field domain.

Mainly for python built-in objects such as int or float.

4.13.16 exact_division(function)

exact_division(`self`: *RingElement*, `other`: *RingElement*) → *RingElement*

Return the division of `self` by `other` if the division is exact.
Mainly for python built-in objects such as int or float.

Examples

```
>>> print(ring.getRing(3))
Z
```

```
>>> print(ring.exact_division(6, 3))
2
```

4.14 vector – vector object and arithmetic

- **Classes**
  - **Vector**
- **Functions**
  - **innerProduct**

This module provides an exception class.

VectorSizeError : Report vector size is invalid. (Mainly for operations with two vectors.)

4.14.1 Vector – vector class

Vector is a class for vector.

Initialize (Constructor)

Vector(compo: ***list***) → ***Vector***

Create Vector object from compo. compo must be a list of elements which are an integer or an instance of **RingElement**.

Attributes

compo :
It expresses component of vector.

Operations

Note that index is 1-origin, which is standard in mathematics field.

operator	explanation
`u+v`	Vector sum.
`u-v`	Vector subtraction.
`A*v`	Multiplication vector with matrix
`a*v`	or scalar multiplication.
`v//a`	Scalar division.
`v%n`	Reduction each elements of **compo**
`-v`	element negation.
`u==v`	equality.
`u!=v`	inequality.
`v[i]`	Return the coefficient of i-th element of Vector.
`v[i] = c`	Replace the coefficient of i-th element of Vector by c.
`len(v)`	return length of **compo**.
`repr(v)`	return representation string.
`str(v)`	return string of **compo**.

Examples

```
>>> A = vector.Vector([1, 2])
>>> A
Vector([1, 2])
>>> A.compo
[1, 2]
```

```
>>> B = vector.Vector([2, 1])
>>> A + B
Vector([3, 3])
>>> A % 2
Vector([1, 0])
>>> A[1]
1
>>> len(B)
2
```

Methods

4.14.1.1 copy – copy itself

copy(self) → *Vector*

Return copy of self.

4.14.1.2 set – set other compo

set(self, compo: *list*) → (None)

Substitute **compo** with compo.

4.14.1.3 indexOfNoneZero – first non-zero coordinate

indexOfNoneZero(self) → integer

Return the first index of non-zero element of self.**compo**.

†Raise ValueError if all elements of **compo** are zero.

4.14.1.4 toMatrix – convert to Matrix object

toMatrix(self, as_column: *bool*=False) → *Matrix*

Return **Matrix** object using **createMatrix** function.

If as_column is True, create the column matrix with self. Otherwise, create the row matrix.

Examples

```
>>> A = vector.Vector([0, 4, 5])
>>> A.indexOfNoneZero()
2
>>> print(A.toMatrix())
0 4 5
>>> print(A.toMatrix())
```

```
0
4
5
```

4.14.2 innerProduct(function) – inner product

innerProduct(bra: ***Vector***, ket: ***Vector***) → ***RingElement***

Return the inner product of bra and ket.

The function supports Hermitian inner product for elements in the complex number field.

†Note that the returned value depends on type of elements.

Examples

```
>>> A = vector.Vector([1, 2, 3])
>>> B = vector.Vector([2, 1, 0])
>>> vector.innerProduct(A, B)
4
>>> C = vector.Vector([1+1j, 2+2j, 3+3j])
>>> vector.innerProduct(C, C)
(28+0j)
```

4.15 factor.ecm – ECM factorization

This module has curve type constants:

S : aka SUYAMA. Suyama's parameter selection strategy.

B : aka BERNSTEIN. Bernstein's parameter selection strategy.

A1 : aka ASUNCION1. Asuncion's parameter selection strategy variant 1.

A2 : aka ASUNCION2. ditto 2.

A3 : aka ASUNCION3. ditto 3.

A4 : aka ASUNCION4. ditto 4.

A5 : aka ASUNCION5. ditto 5.

See J.S.Asuncion's master thesis [11] for details of each family.

4.15.1 ecm – elliptic curve method

ecm(n: ***integer***, curve_type: **curvetype**=**A1**, incs: ***integer***=**3**, trials: ***integer***=**20**, verbose: ***bool***=**False**)
→ ***integer***

Find a factor of n by elliptic curve method.

If it cannot find non-trivial factor of n, then it returns 1.

curve_type should be chosen from **curvetype** constants above.

The second optional argument incs specifies a number of changes of bounds. The function repeats factorization trials several times changing curves with a fixed bounds.

Optional argument trials can control how quickly move on to the next higher bounds.

verbose toggles verbosity.

4.16 factor.find – find a factor

All methods in this module return one of a factor of given integer. If it failes to find a non-trivial factor, it returns 1. Note that 1 is a factor anyway.

verbose boolean flag can be specified for verbose reports. To receive these messages, you have to prepare a logger (see logging).

4.16.1 trialDivision – trial division

trialDivision(`n`: *integer*, **`options`) → *integer*

Return a factor of `n` by trial divisions.

`options` can be either one of the following:

1. `start` and `stop` as range parameters. In addition to these, `step` is also available.
2. `iterator` as an iterator of primes.

If `options` is not given, the function divides `n` by primes from 2 to the floor of the square root of `n` until a non-trivial factor is found.

verbose boolean flag can be specified for verbose reports.

4.16.2 pmom – $p - 1$ method

pmom(`n`: *integer*, **`options`) → *integer*

Return a factor of `n` by the $p - 1$ method.

The function tries to find a non-trivial factor of `n` using Algorithm 8.8.2 ($p-1$ first stage) of [13]. In the case of $n = 2^i$, the function will not terminate. Due to the nature of the method, the method may return the trivial factor only.

verbose Boolean flag can be specified for verbose reports, though it is not so verbose indeed.

4.16.3 rhomethod – ρ method

rhomethod(`n`: *integer*, **`options`) → *integer*

Return a factor of `n` by Pollard's ρ method.

The implementation refers the explanation in [15]. Due to the nature of the method, a factorization may return the trivial factor only.

verbose Boolean flag can be specified for verbose reports.

Examples

```
>>> factor.find.trialDivision(1001)
7
>>> factor.find.trialDivision(1001, start=10, stop=32)
11
>>> factor.find.pmom(1001)
91
>>> import logging
>>> logging.basicConfig()
>>> factor.find.rhomethod(1001, verbose=True)
INFO:nzmath.factor.find:887 748
13
```

4.17 factor.methods – factoring methods

It uses methods of **factor.find** module or some heavier methods of related modules to find a factor. Also, classes of **factor.util** module is used to track the factorization process. options are normally passed to the underlying function without modification.

This module uses the following type:

factorlist :

factorlist is a list which consists of pairs (base, index). Each pair means $base^{index}$. The product of these terms expresses prime factorization.

4.17.1 factor – easiest way to factor

factor(n: *integer*, method: *string*='default', **options) → **factorlist**

Factor the given positive integer n.

By default, use several methods internally.

The optional argument method can be:

- 'ecm': use elliptic curve method.
- 'mpqs': use MPQS method.
- 'pmom': use $p - 1$ method.
- 'rhomethod': use Pollard's ρ method.
- 'trialDivision': use trial division.

(†In fact, the initial letter of method name suffices to specify.)

4.17.2 ecm – elliptic curve method

ecm(n: *integer*, **options) → **factorlist**

Factor the given integer n by elliptic curve method.

(See **ecm** of **factor.ecm** module.)

4.17.3 mpqs – multi-polynomial quadratic sieve method

mpqs(n: *integer*, **options) → factorlist

Factor the given integer n by multi-polynomial quadratic sieve method.

(See **mpqsfind** of **factor.mpqs** module.)

4.17.4 pmom – $p - 1$ method

pmom(n: *integer*, **options) → factorlist

Factor the given integer n by $p - 1$ method.

The method may fail unless n has an appropriate factor for the method.
(See **pmom** of **factor.find** module.)

4.17.5 rhomethod – ρ method

rhomethod(n: *integer*, **options) → factorlist

Factor the given integer n by Pollard's ρ method.

The method is a probabilistic method, possibly fails in factorizations.
(See **rhomethod** of **factor.find** module.)

4.17.6 trialDivision – trial division

trialDivision(n: *integer*, **options) → factorlist

Factor the given integer n by trial division.

options for the trial sequence can be either:

1. start and stop as range parameters.
2. iterator as an iterator of primes.
3. eratosthenes as an upper bound to make prime sequence by sieve.

If none of the options above are given, the function divides n by primes from 2 to the floor of the square root of n until a non-trivial factor is found.
(See **trialDivision** of **factor.find** module.)

Examples

```
>>> factor.methods.factor(10001)
[(73, 1), (137, 1)]
>>> factor.methods.ecm(1000001)
[(101, 1), (9901, 1)]
```

4.18 factor.misc – miscellaneous functions related factoring

- **Functions**
  - **allDivisors**
  - **primeDivisors**
  - **primePowerTest**
  - **squarePart**
  - **countDivisors**
  - **sumDivisors**
- **Classes**
  - **FactoredInteger**

4.18.1 allDivisors – all divisors

allDivisors(`n`: ***integer***) → ***list***

Return all factors dividing `n` as a list.

The integer `n` and factors are all positive. In order to decide factors, **FactoredInteger** is applied.

4.18.2 primeDivisors – prime divisors

primeDivisors(`n`: ***integer***) → ***list***

Return all prime factors dividing `n` as a list.

The integer `n` is positive. In order to decide prime factors, **FactoredInteger** is applied.

4.18.3 primePowerTest – prime power test

primePowerTest(`n`: ***integer***) → (***integer***, ***integer***)

Judge whether `n` is of the form p^k with a prime p and a positive integer k or not. If it is true, then (p, k) will be returned, otherwise $(\texttt{n}, 0)$.

This function is based on Algo. 1.7.5 in [13].

The integer `n` is positive.

4.18.4 squarePart – square part

squarePart(`n`: *integer*, `asfactored`: *bool*=False) → *integer*

Return the largest integer whose square divides `n`.

If an optional argument `asfactored` is True, then the result is also a **FactoredInteger** object. (default is False)

The integer `n` is positive. In order to decide the square part, **FactoredInteger** is applied.

4.18.5 countDivisors – the number of positive divisors

countDivisors(`a`: *integer*) → *integer*

Return the number of positive divisors of `a`.

This function is usually known as τ-function. It is the same as **sigma**(0, `a`).

The integer `a` is positive. The result is by **FactoredInteger**.

4.18.6 sumDivisors – the sum of positive divisors

sumDivisors(`a`: *integer*) → *integer*

Return the sum of positive divisors of `a`.

This function is usually known as σ-function. It is the same as **sigma**(1, `a`).

The integer `a` is positive. The result is by **FactoredInteger**.

Examples

```
>>> factor.misc.allDivisors(1001)
[1, 7, 11, 13, 77, 91, 143, 1001]
>>> factor.misc.primeDivisors(100)
[2, 5]
>>> factor.misc.primePowerTest(128)
(2, 7)
>>> factor.misc.squarePart(128)
8
```

4.18.7 FactoredInteger – integer with its factorization

Initialize (Constructor)

FactoredInteger(integer: ***integer***, factors: ***dict***={})
→ ***FactoredInteger***

Integer with its factorization information.

If factors is given, it is a dict of type prime:exponent and the product of $prime^{exponent}$ is equal to the integer. Otherwise, factorization is carried out in initialization.

from_partial_factorization(cls, integer: ***integer***, partial: ***dict***)
→ ***FactoredInteger***

A class method to create a new **FactoredInteger** object from partial factorization information partial.

Operations

operator	explanation
`F * G`	multiplication (other operand can be an int)
`F ** n`	powering
`F == G`	equal
`F != G`	not equal
`F % G`	remainder (the result is an int)
`F // G`	same as **exact_division** method
`str(F)`	string
`int(F)`	convert to Python integer (forgetting factorization)

Methods

4.18.7.1 is_divisible_by

is_divisible_by(self, `other`: *integer*/FactoredInteger)
→ *bool*

Return True if `other` divides `self`.

4.18.7.2 exact_division

exact_division(self, `other`: *integer*/FactoredInteger)
→ FactoredInteger

Divide by `other`. The `other` must divide `self`.

4.18.7.3 divisors

divisors(self) → *list*

Return all divisors as a list.

4.18.7.4 proper_divisors

proper_divisors(self) → *list*

Return all proper divisors (i.e. divisors excluding 1 and `self`) as a list.

4.18.7.5 prime_divisors

prime_divisors(self) → *list*

Return all prime divisors as a list.

4.18.7.6 square_part

square_part(self, `asfactored`: *bool*=False) → *integer*/FactoredInteger object

Return the largest integer whose square divides `self`.

If an optional argument asfactored is true, then the result is also a **FactoredInteger object**. (default is False)

4.18.7.7 squarefree_part

squarefree_part(self, `asfactored`**:** ***bool*=False) →** ***integer*/FactoredInteger object**

Return the largest squarefree integer which divides self.

If an optional argument asfactored is true, then the result is also a **FactoredInteger object** object. (default is False)

4.18.7.8 copy

copy(self) → FactoredInteger object

Return a copy of the object.

4.19 factor.mpqs – MPQS

4.19.1 mpqsfind

mpqsfind(`n`**:** ***integer*,** `s`**:** ***integer*=0,** `f`**:** ***integer*=0,** `m`**:** ***integer*=0,** `verbose`**:** ***bool*=False)**
→ ***integer***

Find a factor of `n` by MPQS(multiple-polynomial quadratic sieve) method.

MPQS is suitable for factorizing a large number.

Optional arguments `s` is the range of sieve, `f` is the number of factor base, and `m` is multiplier. If these are not specified, the function guesses them from `n`.

4.19.2 mpqs

mpqs(`n`**:** ***integer*,** `s`**:** ***integer*=0,** `f`**:** ***integer*=0,** `m`**:** ***integer*=0)**
→ factorlist

Factorize n by MPQS method.

Optional arguments are same as **mpqsfind**.

4.19.3 eratosthenes

eratosthenes(`n`: *integer*) → ***list***

Enumerate the primes up to `n`.

4.20 factor.util – utilities for factorization

- **Classes**
  - **FactoringInteger**
  - **FactoringMethod**

This module uses following type:

factorlist :

`f`actorlist is a list which consists of pairs `(base, index)`. Each pair means $base^{index}$. The product of those terms expresses whole prime factorization.

4.20.1 FactoringInteger – keeping track of factorization

Initialize (Constructor)

FactoringInteger(`number`: *integer*) → ***FactoringInteger***

This is the base class for factoring integers.

`number` is stored in the attribute **number**. The factors will be stored in the attribute **factors**, and primality of factors will be tracked in the attribute **primality**.

The given `number` must be a composite number.

Attributes

number :
The composite number.

factors :
Factors known at the time being referred.

primality :
A dictionary of primality information of known factors. `True` if the factor is prime, `False` composite, or `None` undetermined.

Methods

4.20.1.1 getNextTarget – next target

getNextTarget(self, `cond`: *function*=`None`) → *integer*

Return the next target which meets `cond`.

If `cond` is not specified, then the next target is a composite (or undetermined) factor of **number**.

`cond` should be a binary predicate whose arguments are base and index. If there is no target factor, LookupError will be raised.

4.20.1.2 getResult – result of factorization

getResult(self) → **factors**

Return the currently known factorization of the **number**.

4.20.1.3 register – register a new factor

register(self, `divisor`: *integer*, `isprime`: *bool*=`None`)
→

Register a `divisor` of the **number** if the `divisor` is a true divisor of the number.

The number is divided by the `divisor` as many times as possible.

The optional argument `isprime` tells the primality of the `divisor` (default to undetermined).

4.20.1.4 sortFactors – sort factors

sortFactors(self) →

Sort factors list.

This affects the result of **getResult**.

Examples

```
>>> A = factor.util.FactoringInteger(100)
>>> A.getNextTarget()
100
>>> A.getResult()
[(100, 1)]
>>> A.register(5, True)
>>> A.getResult()
[(5, 2), (4, 1)]
>>> A.sortFactors()
>>> A.getResult()
[(4, 1), (5, 2)
>>> A.primality
{4: None, 5: True}
>>> A.getNextTarget()
4
```

4.20.2 FactoringMethod – method of factorization

Initialize (Constructor)

FactoringMethod() → *FactoringMethod*

Base class of factoring methods.

All methods defined in **factor.methods** are implemented as derived classes of this class. The method which users may call is **factor** only. Other methods are explained for future implementers of a new factoring method.

Methods

4.20.2.1 factor – do factorization

factor(self, number: *integer*, return_type: *str*='list', need_sort: *bool*=False)
→ **factorlist**

Return the factorization of the given positive integer number.
The default returned type is a **factorlist**.
A keyword option return_type can be as the following:

1. 'list' for default type (**factorlist**).

2. 'tracker' for **FactoringInteger**.

Another keyword option need_sort is Boolean: True to sort the result. This should be specified with return_type='list'.

4.20.2.2 †continue_factor – continue factorization

continue_factor(self, tracker: **FactoringInteger**, return_type: *str*='tracker', primeq: *func*=**primeq**)
→ **FactoringInteger**

Continue factoring of the given tracker and return the result of factorization.

The default returned type is **FactoringInteger**, but if return_type is specified as 'list' then it returns **factorlist**. The primality is judged by a function specified in primeq optional keyword argument, which default is **primeq**.

4.20.2.3 †find – find a factor

find(self, target: *integer*, **options) → *integer*

Find a factor from the target number.

This method has to be overridden, or **factor** method should be overridden not to call this method.

4.20.2.4 †generate – generate prime factors

generate(self, target: *integer*, **options) → *integer*

Generate prime factors of the target number with their valuations.

The method may terminate with yielding `(1, 1)` to indicate the factorization is incomplete.
This method has to be overridden, or **factor** method should be overridden not to call this method.

4.21 poly.factor – polynomial factorization

The factor module is for factorizations of integer coefficient univariate polynomials.

This module using following type:

polynomial :

polynomial is the polynomial generated by function poly.uniutil.polynomial.

4.21.1 brute_force_search – search factorization by brute force

brute_force_search(f: ***poly.uniutil.IntegerPolynomial***, fp_factors: ***list***, q: ***integer***)
→ ***[factors]***

Find the factorization of f by searching a factor which is a product of some combination in fp_factors. The combination is searched by brute force.
The argument fp_factors is a list of poly.uniutil.FinitePrimeFieldPolynomial .

4.21.2 divisibility_test – divisibility test

divisibility_test(f: ***polynomial***, g: ***polynomial***) → ***bool***

Return Boolean value whether f is divisible by g or not, for polynomials.

4.21.3 minimum_absolute_injection – send coefficients to minimum absolute representation

minimum_absolute_injection(f: ***polynomial***) → ***F***

Return an integer coefficient polynomial F by injection of a $\mathbf{Z}/p\mathbf{Z}$ coefficient polynomial f with sending each coefficient to minimum absolute representatives.

The coefficient ring of given polynomial f must be **IntegerResidueClassRing** or **FinitePrimeField**.

4.21.4 padic_factorization – p-adic factorization

padic_factorization(f: ***polynomial***) → ***p***, ***factors***

Return a prime `p` and a p-adic factorization of given integer coefficient squarefree polynomial `f`. The result `factors` have integer coefficients, injected from $\mathbb{F}_p$ to its minimum absolute representation.

†The prime is chosen to be:

1. `f` is still squarefree mod `p`,

2. the number of factors is not greater than with the successive prime.

The given polynomial `f` must be poly.uniutil.IntegerPolynomial .

4.21.5 upper_bound_of_coefficient –Landau-Mignotte bound of coefficients

upper_bound_of_coefficient(`f`: ***polynomial***) → ***int***

Compute Landau-Mignotte bound of coefficients of factors, whose degree is no greater than half of the given `f`.

The given polynomial `f` must have integer coefficients.

4.21.6 zassenhaus – squarefree integer polynomial factorization by Zassenhaus method

zassenhaus(`f`: ***polynomial***) → ***list of factors f***

Factor a squarefree integer coefficient polynomial `f` with Berlekamp-Zassenhaus method.

4.21.7 integerpolynomialfactorization – Integer polynomial factorization

integerpolynomialfactorization(`f`: ***polynomial***) → ***factor***

Factor an integer coefficient polynomial `f` with Berlekamp-Zassenhaus method.

factor output by the form of list of tuples that formed (factor, index).

4.22 poly.formalsum – formal sum

- **Classes**
  - †**FormalSumContainerInterface**
  - **DictFormalSum**
  - †**ListFormalSum**

The formal sum is mathematically a finite sum of terms, A term consists of two parts: coefficient and base. All coefficients in a formal sum are in a common ring, while bases are arbitrary.

Two formal sums can be added in the following way. If there are terms with common base, they are fused into a new term with the same base and coefficients added.

A coefficient can be looked up from the base. If the specified base does not appear in the formal sum, it is null.

We refer the following for convenience as `terminit`:

terminit :

terminit means one of types to initialize dict. The dictionary constructed from it will be considered as a mapping from bases to coefficients.

Note for beginner You may need USE only **DictFormalSum**, but may have to READ the description of **FormalSumContainerInterface** because interface (all method names and their semantics) is defined in it.

4.22.1 FormalSumContainerInterface – interface class

Initialize (Constructor)

Since the interface is an abstract class, do not instantiate.

The interface defines what “formal sum” is. Derived classes must provide the following operations and methods.

Operations

operator	explanation
`f + g`	addition
`f - g`	subtraction
`-f`	negation
`+f`	new copy
`f * a, a * f`	multiplication by scalar `a`
`f == g`	equality
`f != g`	inequality
`f[b]`	get coefficient corresponding to a base `b`
`b in f`	return whether base `b` is in `f`
`len(f)`	number of terms
`hash(f)`	hash

Methods

4.22.1.1 construct_with_default – copy-constructing

construct_with_default(self, `maindata`: *terminit*) → *FormalSumContainerInterface*

Create a new formal sum of the same class with `self`, with given only the `maindata` and use copy of `self`'s data if necessary.

4.22.1.2 iterterms – iterator of terms

iterterms(self) → *iterator*

Return an iterator of the terms.
Each term yielded from iterators is a `(base, coefficient)` pair.

4.22.1.3 itercoefficients – iterator of coefficients

itercoefficients(self) → *iterator*

Return an iterator of the coefficients.

4.22.1.4 iterbases – iterator of bases

iterbases(self) → *iterator*

Return an iterator of the bases.

4.22.1.5 terms – list of terms

terms(self) → *list*

Return a list of the terms.
Each term in returned lists is a `(base, coefficient)` pair.

4.22.1.6 coefficients – list of coefficients

coefficients(self) → *list*

Return a list of the coefficients.

4.22.1.7 bases – list of bases

bases(self) → *list*

Return a list of the bases.

4.22.1.8 terms_map – list of terms

terms_map(self, `func`: *function*) → *FormalSumContainerInterface*

Map on terms, i.e., create a new formal sum by applying `func` to each term.

`func` has to accept two parameters `base` and `coefficient`, then return a new term pair.

4.22.1.9 coefficients_map – list of coefficients

coefficients_map(self) → *FormalSumContainerInterface*

Map on coefficients, i.e., create a new formal sum by applying `func` to each coefficient.

`func` has to accept one parameters `coefficient`, then return a new coefficient.

4.22.1.10 bases_map – list of bases

bases_map(self) → *FormalSumContainerInterface*

Map on bases, i.e., create a new formal sum by applying `func` to each base.

`func` has to accept one parameters `base`, then return a new base.

4.22.2 DictFormalSum – formal sum implemented with dictionary

A formal sum implementation based on `dict`.

This class inherits **FormalSumContainerInterface**. All methods of the interface are implemented.

Initialize (Constructor)

DictFormalSum(`args`: ***terminit***, `defaultvalue`: ***RingElement***=**None**) → ***DictFormalSum***

See **terminit** for type of `args`. It makes a mapping from bases to coefficients. The optional argument `defaultvalue` is the default value for `__getitem__`, i.e., if there is no term with the specified base, a look up attempt returns the `defaultvalue`. It is, thus, an element of the ring to which other coefficients belong.

4.22.3 ListFormalSum – formal sum implemented with list

A formal sum implementation based on list.

This class inherits **FormalSumContainerInterface**. All methods of the interface are implemented.

Initialize (Constructor)

ListFormalSum(`args`: ***terminit***, `defaultvalue`: ***RingElement***=**None**) → ***ListFormalSum***

See **terminit** for type of `args`. It makes a mapping from bases to coefficients. The optional argument `defaultvalue` is the default value for `__getitem__`, i.e., if there is no term with the specified base, a look up attempt returns the `defaultvalue`. It is, thus, an element of the ring to which other coefficients belong.

4.23 poly.groebner – Gröbner Basis

The groebner module is for computing Gröbner bases for multivariate polynomial ideals.

This module uses the following types:

polynomial :

polynomial is the polynomial generated by function **polynomial**.

order :

order is the order on terms of polynomials.

4.23.1 buchberger – naïve algorithm for obtaining Gröbner basis

buchberger(generating: *list*, order: *order*) → *[polynomials]*

Return a Gröbner basis of the ideal generated by given generating set of polynomials with respect to the order.

Be careful, this implementation is very naive.

The argument generating is a list of **Polynomial**; the argument order is an order.

4.23.2 normal_strategy – normal algorithm for obtaining Gröbner basis

normal_strategy(generating: *list*, order: *order*) → *[polynomials]*

Return a Gröbner basis of the ideal generated by given generating set of polynomials with respect to the order.

This function uses the 'normal strategy'.

The argument generating is a list of **Polynomial**; the argument order is an order.

4.23.3 reduce_groebner – reduce Gröbner basis

reduce_groebner(gbasis: *list*, order: *order*) → *[polynomials]*

Return the reduced Gröbner basis constructed from a Gröbner basis.

The output satisfies that:

- lb(f) divides lb(g) $\Rightarrow$ g is not in reduced Gröbner basis, and
- monic.

The argument gbasis is a list of polynomials, a Gröbner basis (not merely a generating set).

4.23.4 s_polynomial – S-polynomial

s_polynomial(f: ***polynomial***, g: ***polynomial***, order: ***order***)
  → ***[polynomials]***

Return S-polynomial of `f` and `g` with respect to the order.

$$S(f, g) = (\mathrm{lc}(g) * T/\,\mathrm{lb}(f)) * f - (\mathrm{lc}(f) * T/\,\mathrm{lb}(g)) * g,$$

where $T = \mathrm{lcm}(\mathrm{lb}(f),\ \mathrm{lb}(g))$.

Examples

```
>>> f = multiutil.polynomial({(1,0):2, (1,1):1},rational.theRationalField, 2)
>>> g = multiutil.polynomial({(0,1):-2, (1,1):1},rational.theRationalField, 2)
>>> lex = termorder.lexicographic_order
>>> groebner.s_polynomial(f, g, lex)
UniqueFactorizationDomainPolynomial({(1, 0): 2, (0, 1): 2})
>>> gb = groebner.normal_strategy([f, g], lex)
>>> for gb_poly in gb:
...     print(gb_poly)
...
UniqueFactorizationDomainPolynomial({(1, 1): 1, (1, 0): 2})
UniqueFactorizationDomainPolynomial({(1, 1): 1, (0, 1): -2})
UniqueFactorizationDomainPolynomial({(1, 0): 2, (0, 1): 2})
UniqueFactorizationDomainPolynomial({(0, 2): -2, (0, 1): -4.0})
>>> gb_red = groebner.reduce_groebner(gb, lex)
>>> for gb_poly in gb_red:
...     print(gb_poly)
...
UniqueFactorizationDomainPolynomial({(1, 0): Rational(1, 1), (0, 1): Rational(1, 1)})
UniqueFactorizationDomainPolynomial({(0, 2): Rational(1, 1), (0, 1): 2.0})
```

4.24 poly.hensel – Hensel lift

- **Classes**
  - †**HenselLiftPair**

  - †**HenselLiftMulti**
  - †**HenselLiftSimultaneously**

- **Functions**
  - **lift_upto**

In this module document, *polynomial* means integer polynomial.

4.24.1 HenselLiftPair – Hensel lift for a pair

Initialize (Constructor)

HenselLiftPair(f: ***polynomial***, a1: ***polynomial***, a2: ***polynomial***, u1: ***polynomial***, u2: ***polynomial***, p: ***integer***, q: ***integer***=p)
→ ***HenselLiftPair***

This object keeps integer polynomial pair which will be lifted by Hensel's lemma.

The argument should satisfy the following preconditions:

- `f`, `a1` and `a2` are monic
- `f == a1*a2 (mod q)`
- `a1*u1 + a2*u2 == 1 (mod p)`
- `p` divides `q` and both are positive

from_factors(f: ***polynomial***, a1: ***polynomial***, a2: ***polynomial***, p: ***integer***)
→ ***HenselLiftPair***

This is a class method to create and return an instance of `HenselLiftPair`. You do not have to precompute `u1` and `u2` for the default constructor; they will be prepared for you from other arguments.

The argument should satisfy the following preconditions:

- `f`, `a1` and `a2` are monic
- `f == a1*a2 (mod p)`
- `p` is prime

Attributes

point :
factors `a1` and `a2` as a list.

Methods

4.24.1.1 lift – lift one step

lift(self) →

Lift polynomials by so-called the quadratic method.

4.24.1.2 lift_factors – lift `a1` and `a2`

lift_factors(self) →

Update factors by lifted integer coefficient polynomials `Ai`'s:

- `f == A1 * A2 (mod p * q)`
- `Ai == ai (mod q)` $(i = 1, 2)$

Moreover, `q` is updated to `p * q`.

†The preconditions which should be automatically satisfied:

- `f == a1*a2 (mod q)`
- `a1*u1 + a2*u2 == 1 (mod p)`
- `p` divides `q`

4.24.1.3 lift_ladder – lift `u1` and `u2`

lift_ladder(self) →

Update `u1` and `u2` with `U1` and `U2`:

- `a1*U1 + a2*U2 == 1 (mod p**2)`
- `Ui == ui (mod p)` $(i = 1, 2)$

Then, update `p` to `p**2`.

†The preconditions which should be automatically satisfied:

- `a1*u1 + a2*u2 == 1 (mod p)`

4.24.2 HenselLiftMulti – Hensel lift for multiple polynomials

Initialize (Constructor)

HenselLiftMulti(`f`: ***polynomial***, `factors`: ***list***, `ladder`: ***tuple***, `p`: ***integer***, `q`: ***integer***=p)
→ ***HenselLiftMulti***

This object keeps integer polynomial factors which will be lifted by Hensel's lemma. If the number of factors is just two, then you should use **HenselLiftPair**.

factors is a list of polynomials; we refer those polynomials as a1, a2, … ladder is a tuple of two lists sis and tis, both lists consist polynomials. We refer polynomials in sis as s1, s2, …, and those in tis as t1, t2, … Moreover, we define bi as the product of aj's for $i < j$. The argument should satisfy the following preconditions:

- f and all of factors are monic
- f == a1*...*ar (mod q)
- ai*si + bi*ti == 1 (mod p) $(i = 1, 2, \ldots, r)$
- p divides q and both are positive

from_factors(f: ***polynomial***, factors: ***list***, p: ***integer***)
→ ***HenselLiftMulti***

This is a class method to create and return an instance of HenselLiftMulti. You do not have to precompute ladder for the default constructor; they will be prepared for you from other arguments.

The argument should satisfy the following preconditions:

- f and all of factors are monic
- f == a1*...*ar (mod q)
- p is prime

Attributes

point :
factors ais as a list.

Methods

4.24.2.1 lift – lift one step

lift(self) →

Lift polynomials by so-called the quadratic method.

4.24.2.2 lift_factors – lift factors

lift_factors(self) →

Update factors by lifted integer coefficient polynomials `Ais`:

- `f == A1*...*Ar (mod p * q)`
- `Ai == ai (mod q)` $(i = 1, \ldots, r)$

Moreover, `q` is updated to `p * q`.
†The preconditions which should be automatically satisfied:

- `f == a1*...*ar (mod q)`
- `ai*si + bi*ti == 1 (mod p)` $(i = 1, \ldots, r)$
- `p` divides `q`

4.24.2.3 lift_ladder – lift `u1` and `u2`

lift_ladder(self) →

Update `sis` and `tis` with `Sis` and `Tis`:

- `a1*Si + bi*Ti == 1 (mod p**2)`
- `Si == si (mod p)` $(i = 1, \ldots, r)$
- `Ti == ti (mod p)` $(i = 1, \ldots, r)$

Then, update `p` to `p**2`.
†The preconditions which should be automatically satisfied:

- `ai*si + bi*ti == 1 (mod p)` $(i = 1, \ldots, r)$

4.24.3 HenselLiftSimultaneously

The method explained in [14].

†Keep these invariants:

- `ais`, `pi` and `gis` are monic
- `f == g1*...*gr (mod p)`
- `f == d0 + d1*p + d2*p**2 +...+ dk*p**k`
- `hi == g(i+1)*...*gr`
- `1 == gi*si + hi*ti (mod p)` $(i = 1, \ldots, r)$
- deg(`si`) < deg(`hi`), deg(`ti`) < deg(`gi`) $(i = 1, \ldots, r)$
- `p` divides `q`
- `f == l1*...*lr (mod q/p)`
- `f == a1*...*ar (mod q)`
- `ui == ai*yi + bi*zi (mod p)` $(i = 1, \ldots, r)$

Initialize (Constructor)

HenselLiftSimultaneously(`target`: ***polynomial***, `factors`: ***list***, `cofactors`: ***list***, `bases`: ***list***, `p`: ***integer***)
→ ***HenselLiftSimultaneously***

This object keeps integer polynomial factors which will be lifted by Hensel's lemma.

`f = target`, `gi` in `factors`, `his` in `cofactors` and `sis` and `tis` are in `bases`.

from_factors(`target`: ***polynomial***, `factors`: ***list***, `p`: ***integer***, `ubound`: ***integer***=sys.maxint)
→ ***HenselLiftSimultaneously***

This is a class method to create and return an instance of `HenselLiftSimultaneously`, whose factors are lifted by **HenselLiftMulti** upto `ubound` if it is smaller than `sys.maxint`, or upto `sys.maxint` otherwise. You do not have to precompute auxiliary polynomials for the default constructor; they will be prepared for you from other arguments.

`f = target`, `gis` in `factors`.

Methods

4.24.3.1 lift – lift one step

lift(self) →

The lift. You should call this method only.

4.24.3.2 first_lift – the first step

first_lift(self) →

Start lifting.
`f == l1*l2*...*lr (mod p**2)`
Initialize `dis`, `uis`, `yis` and `zis`. Update `ais`, `bis`. Then, update `q` with `p**2`.

4.24.3.3 general_lift – next step

general_lift(self) →

Continue lifting.
`f == a1*a2*...*ar (mod p*q)`
Initialize `ais`, `ubis`, `yis` and `zis`. Then, update `q` with `p*q`.

4.24.4 lift_upto – main function

lift_upto(self, `target`: *polynomial*, `factors`: *list*, `p`: *integer*, `bound`: *integer*)
→ *tuple*

Hensel lift `factors` mod `p` of `target` upto `bound` and return `factors` mod `q` and the `q` itself.

These preconditions should be satisfied:

- `target` is monic.
- `target == product(factors) mod p`

The result `(factors, q)` satisfies the following postconditions:

- there exist k s.t. `q == p**k >= bound` and
- `target == product(factors) mod q`

4.25 poly.multiutil – utilities for multivariate polynomials

- **Classes**
  - **RingPolynomial**
  - **DomainPolynomial**
  - **UniqueFactorizationDomainPolynomial**
  - OrderProvider
  - NestProvider
  - PseudoDivisionProvider
  - GcdProvider
  - RingElementProvider
- **Functions**
  - **polynomial**

4.25.1 RingPolynomial

General polynomial with commutative ring coefficients.

Initialize (Constructor)

RingPolynomial(`coefficients`: ***terminit***, **`keywords`: ***dict***)
→ ***RingPolynomial***

The `keywords` must include:

coeffring a commutative ring (*CommutativeRing*)

number_of_variables the number of variables(*integer*)

order term order (*TermOrder*)

This class inherits **BasicPolynomial**, **OrderProvider**, **NestProvider** and **RingElementProvider**.

Attributes

order :
term order.

Methods

4.25.1.1 getRing

getRing(self) → *Ring*

Return an object of a subclass of `Ring`, to which the polynomial belongs.
(This method overrides the definition in RingElementProvider)

4.25.1.2 getCoefficientRing

getCoefficientRing(self) → *Ring*

Return an object of a subclass of `Ring`, to which the all coefficients belong.
(This method overrides the definition in RingElementProvider)

4.25.1.3 leading_variable

leading_variable(self) → *integer*

Return the position of the leading variable (the leading term among all total degree one terms).
The leading term varies with term orders, so does the result. The term order can be specified via the attribute `order`.
(This method is inherited from NestProvider)

4.25.1.4 nest

**nest(self, `outer`: *integer*, `coeffring`: *CommutativeRing*)
→ *polynomial***

Nest the polynomial by extracting `outer` variable at the given position.
(This method is inherited from NestProvider)

4.25.1.5 unnest

**nest(self, `q`: *polynomial*, `outer`: *integer*, `coeffring`: *CommutativeRing*)
→ *polynomial***

Unnest the nested polynomial `q` by inserting `outer` variable at the given position.
(This method is inherited from NestProvider)

4.25.2 DomainPolynomial

Polynomial with domain coefficients.

Initialize (Constructor)

DomainPolynomial(`coefficients`: ***terminit***, **`keywords`: ***dict***)
→ ***DomainPolynomial***

The `keywords` must include:

coeffring a commutative ring (*CommutativeRing*)

number_of_variables the number of variables(*integer*)

order term order (*TermOrder*)

This class inherits **RingPolynomial** and **PseudoDivisionProvider**.

Operations

operator	explanation
`f / g`	division (result is a rational function)

Methods

4.25.2.1 pseudo_divmod

pseudo_divmod(self, `other`: *polynomial*) → *polynomial*

Return Q, R polynomials such that:

$$d^{deg(self)-deg(other)+1} self = other \times Q + R$$

w.r.t. a fixed variable, where d is the leading coefficient of `other`.

The leading coefficient varies with term orders, so does the result. The term order can be specified via the attribute `order`.

(This method is inherited from PseudoDivisionProvider.)

4.25.2.2 pseudo_floordiv

pseudo_floordiv(self, `other`: *polynomial*) → *polynomial*

Return a polynomial Q such that

$$d^{deg(self)-deg(other)+1} self = other \times Q + R$$

w.r.t. a fixed variable, where d is the leading coefficient of `other` and R is a polynomial.

The leading coefficient varies with term orders, so does the result. The term order can be specified via the attribute `order`.

(This method is inherited from PseudoDivisionProvider.)

4.25.2.3 pseudo_mod

pseudo_mod(self, `other`: *polynomial*) → *polynomial*

Return a polynomial R such that

$$d^{deg(self)-deg(other)+1} \times self = other \times Q + R$$

where d is the leading coefficient of `other` and Q a polynomial.

The leading coefficient varies with term orders, so does the result. The term order can be specified via the attribute `order`.

(This method is inherited from PseudoDivisionProvider.)

4.25.2.4 exact_division

exact_division(self, `other`: *polynomial*) → *polynomial*

Return quotient of exact division.

(This method is inherited from PseudoDivisionProvider.)

4.25.3 UniqueFactorizationDomainPolynomial

Polynomial with unique factorization domain (UFD) coefficients.

Initialize (Constructor)

UniqueFactorizationDomainPolynomial(`coefficients`: ***terminit***, `**keywords`: ***dict***)
→ ***UniqueFactorizationDomainPolynomial***

The `keywords` must include:

coeffring a commutative ring (*CommutativeRing*)

number_of_variables the number of variables(*integer*)

order term order (*TermOrder*)

This class inherits **DomainPolynomial** and **GcdProvider**.

Methods

4.25.3.1 gcd

gcd(self, other: *polynomial*) → *polynomial*

Return gcd. The nested polynomials' gcd is used.
(This method is inherited from GcdProvider.)

4.25.3.2 resultant

resultant(self, other: *polynomial*, var: *integer*) → *polynomial*

Return resultant of two polynomials of the same ring, with respect to the variable specified by its position var.

4.25.4 polynomial – factory function for various polynomials

polynomial(coefficients: *terminit*, coeffring: *CommutativeRing*, number_of_variables: *integer*=None)
→ *polynomial*

Return a polynomial.

†One can override the way to choose a polynomial type from a coefficient ring, by setting:
`special_ring_table[coeffring_type] = polynomial_type`
before the function call.

4.25.5 prepare_indeterminates – simultaneous declarations of indeterminates

prepare_indeterminates(names: *string*, ctx: *dict*, coeffring: *CoefficientRing*=None)
→ *None*

From space separated names of indeterminates, prepare variables representing the indeterminates. The result will be stored in ctx dictionary.

The variables should be prepared at once, otherwise wrong aliases of variables may confuse you in later calculation.

If an optional coeffring is not given, indeterminates will be initialized as integer coefficient polynomials.

Examples

```
>>> prepare_indeterminates("X Y Z", globals())
>>> Y
```

```
UniqueFactorizationDomainPolynomial({(0, 1, 0): 1})
```

4.26 poly.multivar – multivariate polynomial

- **Classes**
  - †**PolynomialInterface**
  - †**BasicPolynomial**
  - **TermIndices**

4.26.1 PolynomialInterface – base class for all multivariate polynomials

Since the interface is an abstract class, do not instantiate.

4.26.2 BasicPolynomial – basic implementation of polynomial

Basic polynomial data type.

4.26.3 TermIndices – Indices of terms of multivariate polynomials

It is a tuple-like object.

Initialize (Constructor)

TermIndices(`indices`: ***tuple***) → ***TermIndices***

The constructor does not check the validity of indices, such as integerness, nonnegativity, etc.

Operations

operator	explanation
`t == u`	equality
`t != u`	inequality
`t + u`	(componentwise) addition
`t - u`	(componentwise) subtraction
`t * a`	(componentwise) multiplication by scalar `a`
`t <= u, t < u, t >= u, t > u`	ordering
`t[k]`	`k`-th index
`len(t)`	length
`iter(t)`	iterator
`hash(t)`	hash

Methods

4.26.3.1 pop

pop(self, `pos`: *integer*) → (*integer*, *TermIndices*)

Return the index at pos and a new TermIndices object as the omitting-the-pos indices.

4.26.3.2 gcd

gcd(self, `other`: *TermIndices*) → *TermIndices*

Return the “gcd” of two indices.

4.26.3.3 lcm

lcm(self, `other`: *TermIndices*) → *TermIndices*

Return the “lcm” of two indices.

4.27 poly.ratfunc – rational function

- **Classes**
  - **RationalFunction**

A rational function is a ratio of two polynomials.

Please don't expect this module is useful. It just provides an acceptable container for polynomial division.

4.27.1 RationalFunction – rational function class

Initialize (Constructor)

RationalFunction(numerator: ***polynomial***, denominator: ***polynomial***=**1**)
→ ***RationalFunction***

Make a rational function with the given numerator and denominator. If the numerator is a RationalFunction instance and denominator is not given, then make a copy. If the numerator is a kind of polynomial, then make a rational function whose numerator is the given polynomial. Additionally, if denominator is also given, the denominator is set to its values, otherwise the denominator is 1.

Attributes

numerator :
polynomial.

denominator :
polynomial.

Operations

operator	explanation
A==B	Return whether A and B are equal or not.
str(A)	Return readable string.
repr(A)	Return string representing A's structure.

Methods

4.27.1.1 getRing – get rational function field

getRing(self) → RationalFunctionField

Return the rational function field to which the rational function belongs.

4.28 poly.ring – polynomial rings

- **Classes**
  - **PolynomialRing**
  - **RationalFunctionField**
  - **PolynomialIdeal**

4.28.1 PolynomialRing – ring of polynomials

A class for uni-/multivariate polynomial rings. A subclass of **CommutativeRing**.

Initialize (Constructor)

PolynomialRing(`coeffring`: ***CommutativeRing***, `number_of_variables`: ***integer***=1)
→ ***PolynomialRing***

`coeffring` is the ring of coefficients. `number_of_variables` is the number of variables. If its value is greater than 1, the ring is for multivariate polynomials.

Attributes

zero :
zero of the ring.

one :
one of the ring.

Methods

4.28.1.1 getInstance – classmethod

getInstance(`coeffring`: ***CommutativeRing***, `number_of_variables`: ***integer***)
→ ***PolynomialRing***

return the instance of polynomial ring with coefficient ring `coeffring` and number of variables `number_of_variables`.

4.28.1.2 getCoefficientRing

getCoefficientRing() → CommutativeRing

4.28.1.3 getQuotientField

getQuotientField() → Field

4.28.1.4 issubring

issubring(`other`: ***Ring***) → ***bool***

4.28.1.5 issuperring

issuperring(`other`: ***Ring***) → ***bool***

4.28.1.6 getCharacteristic

getCharacteristic() → ***integer***

4.28.1.7 createElement

createElement(seed) → ***polynomial***

Return a polynomial. `seed` can be a polynomial, an element of coefficient ring, or any other data suited for the first argument of uni-/multi-variate polynomials.

4.28.1.8 gcd

gcd(a, b) → ***polynomial***

Return the greatest common divisor of given polynomials (if possible). The polynomials must be in the polynomial ring. If the coefficient ring is a field, the result is monic.

4.28.1.9 isdomain

4.28.1.10 iseuclidean

4.28.1.11 isnoetherian

4.28.1.12 ispid

4.28.1.13 isufd

Inherited from **CommutativeRing**.

4.28.2 RationalFunctionField – field of rational functions

Initialize (Constructor)

RationalFunctionField(`field`: ***Field***, `number_of_variables`: ***integer***)
→ ***RationalFunctionField***

A class for fields of rational functions. It is a subclass of **QuotientField**.

`field` is the field of coefficients, which should be a **Field** object. `number_of_variables` is the number of variables.

Attributes

zero :
zero of the field.

one :
one of the field.

Methods

4.28.2.1 getInstance – classmethod

getInstance(`coefffield`: ***Field***, `number_of_variables`: ***integer***)
→ ***RationalFunctionField***

return the instance of `RationalFunctionField` with coefficient field `coefffield` and number of variables `number_of_variables`.

4.28.2.2 createElement

createElement(*`seedarg`: ***list***, **`seedkwd`: ***dict***) → ***RationalFunction***

4.28.2.3 getQuotientField

getQuotientField() → ***Field***

4.28.2.4 issubring

issubring(`other`: ***Ring***) → ***bool***

4.28.2.5 issuperring

issuperring(`other`: ***Ring***) → ***bool***

4.28.2.6 unnest

unnest() → ***RationalFunctionField***

If self is a nested `RationalFunctionField` i.e. its coefficient field is also a `RationalFunctionField`, then the method returns one level unnested `RationalFunctionField`.

For example:

Examples

```
>>> RationalFunctionField(RationalFunctionField(Q, 1), 1).unnest()
RationalFunctionField(Q, 2)
```

4.28.2.7 gcd

gcd(`a`: ***RationalFunction***, `b`: ***RationalFunction***) → ***RationalFunction***

Inherited from **Field**.

4.28.2.8 isdomain

4.28.2.9 iseuclidean

4.28.2.10 isnoetherian

4.28.2.11 ispid

4.28.2.12 isufd

Inherited from **CommutativeRing**.

4.28.3 PolynomialIdeal – ideal of polynomial ring

A subclass of **Ideal** represents ideals of polynomial rings.

Initialize (Constructor)

PolynomialIdeal(`generators`: ***list***, `polyring`: ***PolynomialRing***)
→ ***PolynomialIdeal***

Create an object represents an ideal in a polynomial ring polyring generated by generators.

Operations

operator	explanation
`in`	membership test
`==`	same ideal?
`!=`	different ideal?
`+`	addition
`*`	multiplication

Methods

4.28.3.1 reduce

reduce(`element`: ***polynomial***) → ***polynomial***

Modulo `element` by the ideal.

4.28.3.2 issubset

issubset(`other`: ***set***) → ***bool***

4.28.3.3 issuperset

issuperset(`other`: ***set***) → ***bool***

4.29 poly.termorder – term orders

- **Classes**
  - †**TermOrderInterface**
  - †**UnivarTermOrder**
  - **MultivarTermOrder**
- **Functions**
  - **weight_order**

4.29.1 TermOrderInterface – interface of term order

Initialize (Constructor)

TermOrderInterface(`comparator`: ***function***) → ***TermOrderInterface***

A term order is primarily a function, which determines precedence between two terms (or monomials). By the precedence, all terms are ordered.

More precisely in terms of `Python` , a term order accepts two tuples of integers, each of which represents power indices of the term, and returns 0, 1 or -1 just like cmp built-in function.

A `TermOrder` object provides not only the precedence function, but also a method to format a string for a polynomial, to tell degree, leading coefficients, etc.

comparator accepts two tuple-like objects of integers, each of which represents power indices of the term, and returns 0, 1 or -1 just like `cmp` built-in function.

This class is abstract and should not be instantiated. The methods below have to be overridden.

Methods

4.29.1.1 cmp

cmp(self, `left`: *tuple*, `right`: *tuple*) → *integer*

Compare two index tuples `left` and `right` and determine precedence.

4.29.1.2 format

format(self, `polynom`: *polynomial*, **`keywords`: *dict*)
→ *string*

Return the formatted string of the polynomial `polynom`.

4.29.1.3 leading_coefficient

leading_coefficient(self, `polynom`: *polynomial*) → *CommutativeRingElement*

Return the leading coefficient of polynomial `polynom` with respect to the term order.

4.29.1.4 leading_term

leading_term(self, `polynom`: *polynomial*) → *tuple*

Return the leading term of polynomial `polynom` as tuple of `(degree index, coefficient)` with respect to the term order.

4.29.2 UnivarTermOrder – term order for univariate polynomials

Initialize (Constructor)

UnivarTermOrder(`comparator`: *function*) → *UnivarTermOrder*

There is one unique term order for univariate polynomials. It's known as degree.
One thing special to univariate case is that powers are not tuples but bare integers. According to the fact, method signatures also need be translated from the definitions in TermOrderInterface, but its easy, and we omit some explanations.

`comparator` can be any callable that accepts two integers and returns 0, 1 or -1 just like `cmp`, i.e. if they are equal it returns 0, first one is greater 1, and otherwise -1. Theoretically acceptable comparator is only the `cmp` function.

This class inherits **TermOrderInterface**.

Methods

4.29.2.1 format

format(self, `polynom`: ***polynomial***, `varname`: ***string***='X', `reverse`: ***bool***=False)
→ ***string***

Return the formatted string of the polynomial `polynom`.

- `polynom` must be a univariate polynomial.
- `varname` can be set to the name of the variable.
- `reverse` can be either `True` or `False`. If it's `True`, terms appear in reverse (descending) order.

4.29.2.2 degree

degree(self, `polynom`: ***polynomial***) → ***integer***

Return the degree of the polynomial `polynom`.

4.29.2.3 tail_degree

tail_degree(self, `polynom`: ***polynomial***) → ***integer***

Return the least degree among all terms of the `polynom`.

This method is *experimental*.

4.29.3 MultivarTermOrder – term order for multivariate polynomials

Initialize (Constructor)

MultivarTermOrder(`comparator`: ***function***) → ***MultivarTermOrder***

This class inherits **TermOrderInterface**.

Methods

4.29.3.1 format

format(self, `polynom`: *polynomial*, `varname`: *tuple*=None, `reverse`: *bool*=False, **`kwds`: *dict*)
→ ***string***

Return the formatted string of the polynomial `polynom`.

An additional argument `varnames` is required to name variables.

- `polynom` is a multivariate polynomial.
- `varnames` is the sequence of the variable names.
- `reverse` can be either `True` or `False`. If it's `True`, terms appear in reverse (descending) order.

4.29.4 weight_order – weight order

weight_order(`weight`: *sequence*, `tie_breaker`: *function*=None)
→ ***function***

Return a comparator of weight ordering by `weight`.

Let w denote the `weight`. The weight ordering is defined for arguments x and y that $x < y$ if $w \cdot x < w \cdot y$ or $w \cdot x == w \cdot y$ and tie breaker tells $x < y$.

The option `tie_breaker` is another comparator that will be used if dot products with the weight vector leaves arguments tie. If the option is `None` (default) and a tie breaker is indeed necessary to order given arguments, a `TypeError` is raised.

Examples

```
>>> w = termorder.MultivarTermOrder(
...     termorder.weight_order((6, 3, 1), cmp))
>>> w.cmp((1, 0, 0), (0, 1, 2))
1
```

4.30 poly.uniutil – univariate utilities

- **Classes**
  - **RingPolynomial**
  - **DomainPolynomial**
  - **UniqueFactorizationDomainPolynomial**
  - **IntegerPolynomial**
  - **FieldPolynomial**
  - **FinitePrimeFieldPolynomial**
  - OrderProvider
  - DivisionProvider
  - PseudoDivisionProvider
  - ContentProvider
  - SubresultantGcdProvider
  - PrimeCharacteristicFunctionsProvider
  - VariableProvider
  - RingElementProvider
- **Functions**
  - **polynomial**

4.30.1 RingPolynomial – polynomial over commutative ring

Initialize (Constructor)

RingPolynomial(`coefficients`: ***terminit***, `coeffring`: ***CommutativeRing***, `**keywords`: ***dict***)
→ ***RingPolynomial object***

Initialize a polynomial over the given commutative ring `coeffring`.

This class inherits from **SortedPolynomial**, **OrderProvider** and **RingElementProvider**.

The type of the `coefficients` is **terminit**. `coeffring` is an instance of descendant of **CommutativeRing**.

Methods

4.30.1.1 getRing

getRing(self) → ***Ring***

Return an object of a subclass of `Ring`, to which the polynomial belongs.
(This method overrides the definition in RingElementProvider)

4.30.1.2 getCoefficientRing

getCoefficientRing(self) → ***Ring***

Return an object of a subclass of `Ring`, to which the all coefficients belong.
(This method overrides the definition in RingElementProvider)

4.30.1.3 shift_degree_to

shift_degree_to(self, `degree`: ***integer*****)** → ***polynomial***

Return polynomial whose degree is the given `degree`. More precisely, let $f(X) = a_0 + ... + a_n X^n$, then `f.shift_degree_to(m)` returns:

- zero polynomial, if f is zero polynomial
- $a_{n-m} + ... + a_n X^m$, if $0 \leq m < n$
- $a_0 X^{m-n} + ... + a_n X^m$, if $m \geq n$

(This method is inherited from OrderProvider)

4.30.1.4 split_at

split_at(self, `degree`: ***integer*****)** → ***polynomial***

Return tuple of two polynomials, which are split at the given degree. The term of the given degree, if exists, belongs to the lower degree polynomial.
(This method is inherited from OrderProvider)

4.30.2 DomainPolynomial – polynomial over domain

Initialize (Constructor)

DomainPolynomial(`coefficients`: ***terminit***, `coeffring`: ***CommutativeRing***, **`keywords`: ***dict*****)**
→ ***DomainPolynomial object***

Initialize a polynomial over the given domain coeffring.

In addition to the basic polynomial operations, it has pseudo division methods.

This class inherits **RingPolynomial** and **PseudoDivisionProvider**.

The type of the coefficients is **terminit**. coeffring is an instance of descendant of **CommutativeRing** which satisfies `coeffring.isdomain()`.

Methods

4.30.2.1 pseudo_divmod

pseudo_divmod(self, `other`: *polynomial*) → *tuple*

Return a tuple `(Q, R)`, where Q, R are polynomials such that:

$$d^{deg(f)-deg(other)+1}f = other \times Q + R,$$

where d is the leading coefficient of `other`.
(This method is inherited from PseudoDivisionProvider)

4.30.2.2 pseudo_floordiv

pseudo_floordiv(self, `other`: *polynomial*) → *polynomial*

Return a polynomial Q such that:

$$d^{deg(f)-deg(other)+1}f = other \times Q + R,$$

where d is the leading coefficient of `other`.
(This method is inherited from PseudoDivisionProvider)

4.30.2.3 pseudo_mod

pseudo_mod(self, `other`: *polynomial*) → *polynomial*

Return a polynomial R such that:

$$d^{deg(f)-deg(other)+1}f = other \times Q + R,$$

where d is the leading coefficient of `other`.
(This method is inherited from PseudoDivisionProvider)

4.30.2.4 exact_division

exact_division(self, `other`: *polynomial*) → *polynomial*

Return quotient of exact division.
(This method is inherited from PseudoDivisionProvider)

4.30.2.5 scalar_exact_division

scalar_exact_division(self, `scale`: *CommutativeRingElement*) → *polynomial*

Return quotient by `scale` which can divide each coefficient exactly.
(This method is inherited from PseudoDivisionProvider)

4.30.2.6 discriminant

discriminant(**self**) → ***CommutativeRingElement***

Return discriminant of the polynomial.

4.30.2.7 to_field_polynomial

to_field_polynomial(**self**) → ***FieldPolynomial***

Return a `FieldPolynomial` object obtained by embedding the polynomial ring over the domain D to over the quotient field of D.

4.30.3 UniqueFactorizationDomainPolynomial – polynomial over UFD

Initialize (Constructor)

UniqueFactorizationDomainPolynomial(`coefficients`: ***terminit***, `coeffring`: ***CommutativeRing***, **`keywords`: ***dict***)
→ ***UniqueFactorizationDomainPolynomial object***

Initialize a polynomial over the given UFD `coeffring`.

This class inherits from **DomainPolynomial**, **SubresultantGcdProvider** and **ContentProvider**.

The type of the `coefficients` is **terminit**. `coeffring` is an instance of descendant of **CommutativeRing** which satisfies `coeffring.isufd()`.

4.30.3.1 content

content(**self**) → ***CommutativeRingElement***

Return content of the polynomial.
(This method is inherited from ContentProvider)

4.30.3.2 primitive_part

primitive_part(**self**) → ***UniqueFactorizationDomainPolynomial***

Return the primitive part of the polynomial.
(This method is inherited from ContentProvider)

4.30.3.3 subresultant_gcd

subresultant_gcd(self, other: *polynomial*) → ***UniqueFactorizationDomainPolynomial***

Return the greatest common divisor of given polynomials. They must be in the polynomial ring and its coefficient ring must be a UFD.
(This method is inherited from SubresultantGcdProvider)
Reference: [13]Algorithm 3.3.1

4.30.3.4 subresultant_extgcd

subresultant_extgcd(self, other: *polynomial*) → ***tuple***

Return `(A, B, P)` s.t. $A \times self + B \times other = P$, where P is the greatest common divisor of given polynomials. They must be in the polynomial ring and its coefficient ring must be a UFD.
Reference: [21]p.18
(This method is inherited from SubresultantGcdProvider)

4.30.3.5 resultant

resultant(self, other: *polynomial*) → ***polynomial***

Return the resultant of self and other.
(This method is inherited from SubresultantGcdProvider)

4.30.4 IntegerPolynomial – polynomial over ring of rational integers

Initialize (Constructor)

IntegerPolynomial(coefficients: *terminit*, coeffring: *CommutativeRing*, **keywords: *dict*)
→ ***IntegerPolynomial object***

Initialize a polynomial over the given commutative ring coeffring.

This class is required because special initialization must be done for built-in int.

This class inherits from **UniqueFactorizationDomainPolynomial**.

The type of the coefficients is **terminit**. coeffring is an instance of **IntegerRing**. You have to give the rational integer ring, though it seems redundant.

4.30.5 FieldPolynomial – polynomial over field

Initialize (Constructor)

FieldPolynomial(`coefficients`: ***terminit***, `coeffring`: ***Field***, **`keywords`: ***dict***)
→ ***FieldPolynomial object***

Initialize a polynomial over the given field `coeffring`.

Since the polynomial ring over field is a Euclidean domain, it provides divisions.

This class inherits from **RingPolynomial**, **DivisionProvider** and **ContentProvider**.

The type of the `coefficients` is **terminit**. `coeffring` is an instance of descendant of **Field**.

Operations

operator	explanation
`f // g`	quotient of floor division
`f % g`	remainder
`divmod(f, g)`	quotient and remainder
`f / g`	division in rational function field

Methods

4.30.5.1 content

content(self) → ***FieldElement***

Return content of the polynomial.
(This method is inherited from ContentProvider)

4.30.5.2 primitive_part

primitive_part(self) → ***polynomial***

Return the primitive part of the polynomial.
(This method is inherited from ContentProvider)

4.30.5.3 mod

mod(self, `dividend`**:** ***polynomial*****)** → ***polynomial***

Return *dividend* mod $self$.
(This method is inherited from DivisionProvider)

4.30.5.4 scalar_exact_division

scalar_exact_division(self, `scale`**:** ***FieldElement*****)** → ***polynomial***

Return quotient by `scale` which can divide each coefficient exactly.
(This method is inherited from DivisionProvider)

4.30.5.5 gcd

gcd(self, `other`**:** ***polynomial*****)** → ***polynomial***

Return a greatest common divisor of self and other.

Returned polynomial is always monic.
(This method is inherited from DivisionProvider)

4.30.5.6 extgcd

extgcd(self, `other`**:** ***polynomial*****)** → ***tuple***

Return a tuple `(u, v, d)`; they are the greatest common divisor d of two polynomials `self` and `other` and u, v such that

$$d = self \times u + other \times v$$

See **extgcd**.
(This method is inherited from DivisionProvider)

4.30.6 FinitePrimeFieldPolynomial – polynomial over finite prime field

Initialize (Constructor)

FinitePrimeFieldPolynomial(`coefficients`: ***terminit***, `coeffring`: ***FinitePrimeField***, `**keywords`: ***dict***)
→ ***FinitePrimeFieldPolynomial object***

Initialize a polynomial over the given commutative ring `coeffring`.

This class inherits from **FieldPolynomial** and **PrimeCharacteristicFunctionsProvider**.

The type of the `coefficients` is **terminit**. `coeffring` is an instance of descendant of **FinitePrimeField**.

Methods

4.30.6.1 mod_pow – powering with modulus

mod_pow(self, `polynom`: ***polynomial***, `index`: ***integer***)
→ ***polynomial***

Return $polynom^{index}$ mod $self$.

Note that self is the modulus.
(This method is inherited from PrimeCharacteristicFunctionsProvider)

4.30.6.2 pthroot

pthroot(self) → ***polynomial***

Return a polynomial obtained by sending X^p to X, where p is the characteristic. If the polynomial does not consist of p-th powered terms only, result is nonsense.
(This method is inherited from PrimeCharacteristicFunctionsProvider)

4.30.6.3 squarefree_decomposition

squarefree_decomposition(self) → ***dict***

Return the square free decomposition of the polynomial.

The return value is a dict whose keys are integers and values are corresponding powered factors. For example, If

Examples

```
>>> A = A1 * A2**2
>>> A.squarefree_decomposition()
{1: A1, 2: A2}.
```

(This method is inherited from PrimeCharacteristicFunctionsProvider)

4.30.6.4 distinct_degree_decomposition

distinct_degree_decomposition(self) → ***dict***

Return the distinct degree factorization of the polynomial.

The return value is a dict whose keys are integers and values are corresponding product of factors of the degree. For example, if $A = A1 \times A2$, and all irreducible factors of $A1$ having degree 1 and all irreducible factors of $A2$ having degree 2, then the result is: `{1: A1, 2: A2}`.

The given polynomial must be square free, and its coefficient ring must be a finite field.
(This method is inherited from PrimeCharacteristicFunctionsProvider)

4.30.6.5 split_same_degrees

split_same_degrees(self, `degree`: *)* → *list*

Return the irreducible factors of the polynomial.

The polynomial must be a product of irreducible factors of the given degree.
(This method is inherited from PrimeCharacteristicFunctionsProvider)

4.30.6.6 factor

factor(self) → *list*

Factor the polynomial.

The returned value is a list of tuples whose first component is a factor and second component is its multiplicity.
(This method is inherited from PrimeCharacteristicFunctionsProvider)

4.30.6.7 isirreducible

isirreducible(self) → *bool*

If the polynomial is irreducible return `True`, otherwise `False`.
(This method is inherited from PrimeCharacteristicFunctionsProvider)

4.30.7 polynomial – factory function for various polynomials

polynomial(`coefficients`: *terminit*, `coeffring`: *CommutativeRing*) → *polynomial*

Return a polynomial.

†One can override the way to choose a polynomial type from a coefficient ring, by setting:
`special_ring_table[coeffring_type] = polynomial_type`
before the function call.

4.31 poly.univar – univariate polynomial

- **Classes**
  - †**PolynomialInterface**
  - †**BasicPolynomial**
  - **SortedPolynomial**

This poly.univar using following type:

polynomial :

polynomial is an instance of some descendant class of **PolynomialInterface** in this context.

4.31.1 PolynomialInterface – base class for all univariate polynomials

Initialize (Constructor)

Since the interface is an abstract class, do not instantiate.
The class is derived from **FormalSumContainerInterface**.

Operations

operator	explanation
`f * g`	multiplication[1]
`f ** i`	powering

Methods

4.31.1.1 differentiate – formal differentiation

differentiate(self) → *polynomial*

Return the formal differentiation of this polynomial.

4.31.1.2 downshift_degree – decreased degree polynomial

downshift_degree(self, `slide`: *integer*) → *polynomial*

Return the polynomial obtained by shifting downward all terms with degrees of `slide`.

Be careful that if the least degree term has the degree less than `slide` then the result is not mathematically a polynomial. Even in such a case, the method does not raise an exception.

†`f.downshift_degree(slide)` is equivalent to `f.`upshift_degree`(-slide)`.

4.31.1.3 upshift_degree – increased degree polynomial

upshift_degree(self, `slide`: *integer*) → *polynomial*

Return the polynomial obtained by shifting upward all terms with degrees of `slide`.

†`f.upshift_degree(slide)` is equivalent to `f.term_mul((slide, 1))`.

4.31.1.4 ring_mul – multiplication in the ring

ring_mul(self, `other`: *polynomial*) → *polynomial*

Return the result of multiplication with the `other` polynomial.

4.31.1.5 scalar_mul – multiplication with a scalar

scalar_mul(self, `scale`: *scalar*) → *polynomial*

Return the result of multiplication by scalar `scale`.

4.31.1.6 term_mul – multiplication with a term

term_mul(self, `term`: *term*) → *polynomial*

Return the result of multiplication with the given `term`. The `term` can be given as a tuple `(degree, coeff)` or as a `polynomial`.

4.31.1.7 square – multiplication with itself

square(self) → ***polynomial***

Return the square of this polynomial.

4.31.2 BasicPolynomial – basic implementation of polynomial

Basic polynomial data type. There are no concept such as variable name and ring.

Initialize (Constructor)

BasicPolynomial(`coefficients`: ***terminit***, **`keywords`: ***dict***)
→ ***BasicPolynomial***

This class inherits and implements **PolynomialInterface**.

The type of the coefficients is **terminit**.

4.31.3 SortedPolynomial – polynomial keeping terms sorted

Initialize (Constructor)

SortedPolynomial(`coefficients`: ***terminit***, `_sorted`: ***bool***=**False**, **`keywords`: ***dict***)
→ ***SortedPolynomial***

The class is derived from **PolynomialInterface**.

The type of the coefficients is **terminit**. Optionally _sorted can be `True` if the coefficients is an already sorted list of terms.

Methods

4.31.3.1 degree – degree

degree(self) → *integer*

Return the degree of this polynomial. If the polynomial is the zero polynomial, the degree is -1.

4.31.3.2 leading_coefficient – the leading coefficient

leading_coefficient(self) → *object*

Return the coefficient of highest degree term.

4.31.3.3 leading_term – the leading term

leading_term(self) → *tuple*

Return the leading term as a tuple `(degree, coefficient)`.

4.31.3.4 †ring_mul_karatsuba – the leading term

ring_mul_karatsuba(self, `other`: *polynomial*) → *polynomial*

Multiplication of two polynomials in the same ring. Computation is carried out by Karatsuba method.

This may run faster when degree is higher than 100 or so. It is off by default, if you need to use this, do by yourself.

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