

Finding normal
subgroups of even
order

Max Neunhöffer

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The (immediate) aim

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University of St Andrews

Columbus, 8.10.2009

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Let $1 < N \triangleleft G = \langle g_1, \dots, g_k \rangle$ be a *finite group* and N be a *normal subgroup*.

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- “High probability” means *for the moment* “higher than $1/[G : N]$ ”.

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Let \mathbb{F}_q be the field with q elements and

$$\mathrm{GL}_n(\mathbb{F}_q) := \{M \in \mathbb{F}_q^{n \times n} \mid M \text{ invertible}\}$$

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Constructive recognition

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Let \mathbb{F}_q be the field with q elements and

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Find for $G := \langle M_1, \dots, M_k \rangle$:

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 - **decides**, whether or not $M \in G$, and,
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- The **runtime** should be bounded from above by a **polynomial in n , k and $\log q$** .

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If this problem is solved, we call

$\langle M_1, \dots, M_k \rangle$ recognised constructively.

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What is a reduction?

Let $G := \langle M_1, \dots, M_k \rangle \leq \mathrm{GL}_n(\mathbb{F}_q)$.

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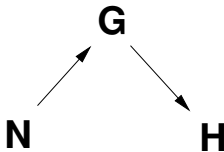
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- H is in some sense “**smaller**”
- or at least “**easier to recognise constructively**”
- e.g. $H \leq S_m$ or $H \leq \mathrm{GL}_{n'}(\mathbb{F}_{q'})$ with $n' \log q' < n \log q$

Recursion: composition trees

We get a tree:



Up arrows: inclusions

Down arrows: homomorphisms

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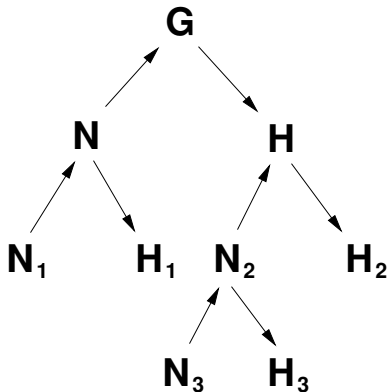
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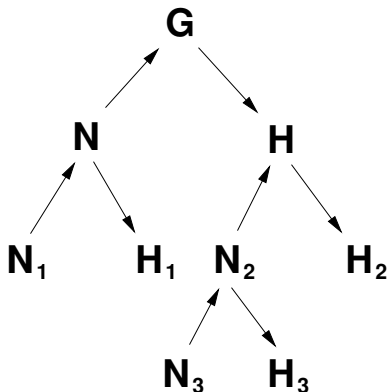
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Old idea, substantial improvements are still being made

Reduction in the imprimitive case

One case, in which we want to find a reduction, is:

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One case, in which we want to find a reduction, is:

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Let $G \leq \mathrm{GL}_n(\mathbb{F}_q)$ acting linearly on $V := \mathbb{F}_q^{1 \times n}$, such that V is **irreducible**.

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$$V|_N = W_1 \oplus W_2 \oplus \cdots \oplus W_k,$$

all W_i are **invariant under N** , and

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We can compute the reduction **once N is found**.

Since we can compute **normal closures**, our initial problem is **exactly**, what we need to do.

Finding even order normal subgroups

Theorem

Let $1 < N \trianglelefteq G$ with $2 \mid |N|$.

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Let $1 \neq x \in G \setminus Z(G)$ with $x^2 = 1$.

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Then, for $C := C_G(x)$, we have:

- $1 < C \cap N \trianglelefteq C$ and
- $2 \mid |C \cap N|$.

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Proof: We have $xNx = N$ and $|N|$ is even.

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Finding even order normal subgroups

Theorem

Let $1 < N \trianglelefteq G$ with $2 \mid |N|$.

Let $1 \neq x \in G \setminus Z(G)$ with $x^2 = 1$.

Then, for $C := C_G(x)$, we have:

- $1 < C \cap N \trianglelefteq C$ and
- $2 \mid |C \cap N|$.

Proof: We have $xNx = N$ and $|N|$ is even. The orbits of $\langle x \rangle$ on N have lengths 1 and 2, so there must be an **even number of orbits of length 1**. ■

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In particular, $C \cap N$ contains an involution.

That is, we can **replace** (N, G) **with** $(C \cap N, C)$ and use the statement again, provided we find another non-central involution.

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We find involutions by powering up random elements.

Involution centralisers

How can we compute the centraliser of an involution?

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The following method by John Bray does the job:

Algorithm 2: INVOLUTIONCENTRALISER

Input: $G = \langle g_1, \dots, g_k \rangle$ and an involution $x \in G$.

initialise *gens* $:= [x]$

repeat

$y := \text{RANDOMELEMENT}(G)$

$c := x^{-1}y^{-1}xy$ **and** $o := \text{ORDER}(c)$

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append $z := y \cdot c^{(o-1)/2}$ to *gens*

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return *gens*

Note: If $xy = yx$ then $c = 1_G$ and $o = 1$ and $z = y$.

And: **If** o **is odd**, then z is uniformly distributed in $C_G(x)$. ✓

Finding $N \triangleleft G$

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How do we test if we have a proper normal subgroup?

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How do we test if we have a proper normal subgroup?

What if D is large?

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Blind descent (Babai, Beals)

Let $1 \neq x, y \in G$ and G non-abelian.

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Let $1 \neq x, y \in G$ and G non-abelian.

Assume **at least one of x, y** is contained in a **non-trivial proper normal subgroup**.

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Algorithm 3: BLINDDESCENT

- 1 Consider $c := [x, y] := x^{-1}y^{-1}xy$,
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Algorithm 3: BLINDDESCENT

- 1 Consider $c := [x, y] := x^{-1}y^{-1}xy$,
if $c \neq 1$, we take **$z := c$** .
- 2 If $c = 1$, the elements x and y commute.
If $x \in Z(G)$, take **$z := x$** .

Blind descent (Babai, Beals)

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 - If some $c_i := [x, y_i] \neq 1$, then take **$z := c_i$** as in 1.

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 - If some $c_i := [x, y_i] \neq 1$, then take **$z := c_i$** as in 1.
 - Otherwise $x \in C_G(Y)$ but $x \notin Z(G)$, thus **$Y \neq G$** , we take **$z := y$** .

Combining Algorithms 1 and 3

Algorithm 4: FINDELMOFEEVENNORMALSUBGROUP

Let $G = \langle g_1, \dots, g_k \rangle \leq \text{GL}(d, q)$.

- 1 Use Algorithm INVOLUTIONDESCENT to produce candidate elements.
(If there are too many central involutions, select some randomly.)
- 2 Use BLINDDESCENT to combine them.

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- One non-trivial group element is returned.

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- One non-trivial group element is returned.
- The algorithm is Monte Carlo and could return a wrong result.

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Examples

This approach works well in many important cases:

G	N	time
$A_{20} \wr A_{30}$	$A_5^{\times 30}$	120
$SL(3, 3) \wr A_{10} < GL(30, 3)$	$SL(3, 3)^{\times 10}$	724
$Sp(6, 3) \otimes 2.O(7, 3) < GL(48, 3)$ (computing projectively)	$Sp(6, 3) \otimes 1$ or $1 \otimes 2.O(7, 3)$	645
$6.Suz < GL(12, 25)$	central 2	227
S_{100}	A_{100}	165
A_{100}	—	148
$PSL(10, 5)$	—	1248
$PGL(10, 5)$	$PSL(10, 5)$	1260

(here we have averaged over 10 runs, times in ms)

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(here we have averaged over 10 runs, times in ms)

The success rate was 100% in all cases (using 200 runs).

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Reductions for imprimitive matrix groups

Situation

Let $G \leq \mathrm{GL}_n(\mathbb{F}_q)$ acting linearly on $V := \mathbb{F}_q^{1 \times n}$, such that V is **irreducible**. Assume there is N with $Z(G) < N \triangleleft G$ such that

$$V|_N = W_1 \oplus W_2 \oplus \cdots \oplus W_k,$$

all W_i are **invariant under N** , and G permutes the W_i transitively. Then there is a **reduction** $\varphi : G \rightarrow S_k$.

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all W_i are **invariant under N** , and G permutes the W_i transitively. Then there is a **reduction** $\varphi : G \rightarrow S_k$.

We use Algorithm `FIND_ELM_OF_EVEN_NORMAL_SUBGROUP`, for the result x , do:

- compute the **normal closure** $M := \langle x^G \rangle$,
- use the **MeatAxe** to check whether $V|_M$ is reducible,
- if $x \in N$, we find a reduction.

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What can go wrong?

Actually, **lots of things!**

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What can go wrong?

Actually, **lots of things!**

- We could have **trouble** to find **elements of even order**.

What can go wrong?

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- We could have **trouble** to find **elements of even order**.
- An **order computation** could take **unpleasantly long**.

What can go wrong?

Actually, **lots of things!**

- We could have **trouble** to find **elements of even order**.
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- There could be **no non-central involutions**.

What can go wrong?

Actually, **lots of things!**

- We could have **trouble** to find **elements of even order**.
- An **order computation** could take **unpleasantly long**.
- There could be **no non-central involutions**.
- There could be **extremely many central involutions**.

What can go wrong?

Actually, **lots of things!**

- We could have **trouble** to find **elements of even order**.
- An **order computation** could take **unpleasantly long**.
- There could be **no non-central involutions**.
- There could be **extremely many central involutions**.
- We could get an **involution centraliser wrong**.

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Actually, lots of things!

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- An order computation could take unpleasantly long.
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