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Matrix group recognition in GAP

Max Neunhöffer

University of St Andrews

15.9.2007

Matrix groups ...

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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Permutation groups and matrix groups

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$$S_n = \{\pi : \{1, \dots, n\} \rightarrow \{1, \dots, n\} \mid \pi \text{ bijective}\}.$$

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Permutation groups and matrix groups

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Permutation groups and matrix groups

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It is **finite**, we have $|S_n| = n!$.

We can determine about G algorithmically (e.g.):

- The group order $|G|$
- Membership test: Is $M \in S_n$ in G ?
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In standard GAP:

```
gap> ugens;  
[ <an immutable 56x56 matrix over GF2>,  
  <an immutable 56x56 matrix over GF2> ]  
gap> u := Group(ugens);;  
gap> Size(u); time;  
252000  
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gap> Image(NiceMonomorphism(u));  
<permutation group with 2 generators>
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Using the upcoming [genss](#) package (with F. Noeske):

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For “bigger” matrix groups both approaches **do not work**.

Problem

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$$M_1, \dots, M_k \in \text{GL}_n(\mathbb{F}_q).$$

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

- The group order $|G|$ and
- an algorithm that, given $M \in \text{GL}_n(\mathbb{F}_q)$,
 - **decides**, whether or not $M \in G$ and
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If this problem is solved, we call

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

Complexity of algorithms

To measure the **efficiency** of an algorithm, we consider a class \mathcal{P} of problems, that the algorithm can solve.

We assign to each $P \in \mathcal{P}$ its size $g(P)$,

and prove an upper bound for the runtime $L(P)$ of the algorithm for P :

$$L(P) \leq f(g(P))$$

for some function f .

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The **growth rate of f** measures the **complexity**.

Complexity of algorithms

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Example (Constructive matrix group recognition)

- Problem given by $M_1, \dots, M_k \in \text{GL}_n(\mathbb{F}_q)$.
- Size determined by n , k and $\log q$.
- Runtime should be \leq a **polynomial** in n , k and $\log q$.

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Definition (Monte Carlo algorithms)

A Monte Carlo algorithm with error probability ϵ is an algorithm, that is **guaranteed** to terminate after a finite time, such that the **probability** that it returns a **wrong result** is at most ϵ .

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Saving: 95% of runtime

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The discrete logarithm problem

If $M_1 = [z] \in \mathbb{F}_q^{1 \times 1}$ with z a primitive root of \mathbb{F}_q . Then:

Given $0 \neq [x] \in \mathbb{F}_q^{1 \times 1}$, find $i \in \mathbb{N}$ such that $[x] = [z]^i$.

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Integer factorisation

Some methods need a factorisation of $q^i - 1$ for an $i \leq n$.

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The discrete logarithm problem

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Given $0 \neq [x] \in \mathbb{F}_q^{1 \times 1}$, find $i \in \mathbb{N}$ such that $[x] = [z]^i$.

There is no solution in polynomial time in $\log q$ known!

Integer factorisation

Some methods need a factorisation of $q^i - 1$ for an $i \leq n$.

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Troubles

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In practice q is small \Rightarrow no problem.

We ignore both!

What is a reduction?

Max Neunhöffer

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

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

Computing the kernel

Max Neunhoffer

Let $\varphi : G \rightarrow H$ be a reduction and assume that H is already recognised constructively.

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Let $\varphi : G \rightarrow H$ be a reduction and assume that H is already recognised constructively.

Then we can compute the kernel N of φ :

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Computing the kernel

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→ Monte Carlo algorithm to compute N

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Recognising image and kernel suffices

Let $\varphi : G \rightarrow H$ be a reduction and assume that **both** H **and** the kernel $N = \langle N_1, \dots, N_m \rangle$ of φ are already recognised constructively.

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- 5 express $M \cdot M'^{-1}$ as word in the N_j ,
- 6 get M as word in the M_i and N_j :
 $M' = \prod$ in the M_i , $M \cdot M'^{-1} = \prod$ in the N_j
 $\Rightarrow M = (\prod \text{ in the } N_j) \cdot (\prod \text{ in the } M_i).$

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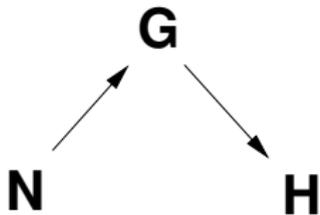
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- 7 If $M \notin G$, then **at least** one step does not work.

Recursion: composition trees

We get a tree:



Up arrows: **inclusions**

Down arrows: **homomorphisms**

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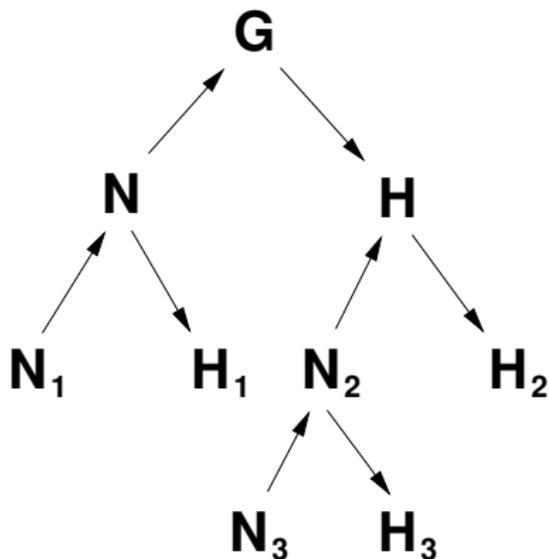
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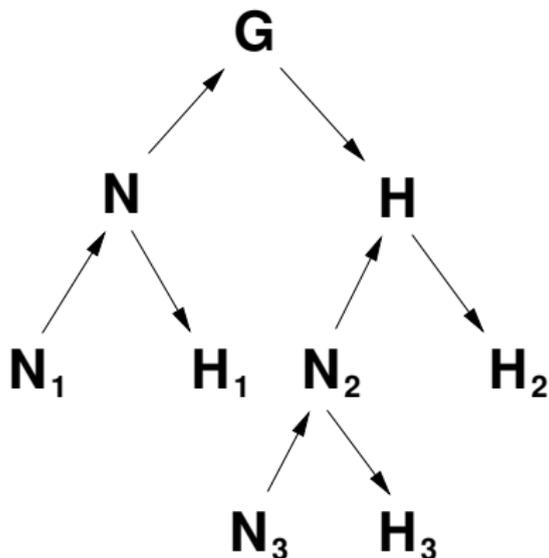
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Old idea, substantial improvements: Seress & N. 2006

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Example: invariant subspace

Let $V = \mathbb{F}_q^n$, then G acts on V .

Let $W \leq V$ be an **invariant subspace**, i.e.:

$$MW = W \quad \text{for all } M \in G$$

Example: invariant subspace

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Let $W \leq V$ be an **invariant subspace**, i.e.:

$$MW = W \quad \text{for all } M \in G$$

Choose basis (w_1, \dots, w_d) of W and extend to a basis

$$(w_1, \dots, w_d, w_{d+1}, \dots, w_n)$$

of V . After a **base change** the matrices in G look like this:

$$\left[\begin{array}{c|c} A & B \\ \hline \mathbf{0} & D \end{array} \right] \quad \text{with } A \in \mathbb{F}_q^{d \times d}, B \in \mathbb{F}_q^{d \times (n-d)}, D \in \mathbb{F}_q^{(n-d) \times (n-d)}$$

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and

$$G \rightarrow \text{GL}_{n-d}(\mathbb{F}_q), \left[\begin{array}{c|c} A & B \\ \hline \mathbf{0} & D \end{array} \right] \mapsto D$$

is a homomorphism of groups.

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Example: invariant subspace

$$G \rightarrow \text{GL}_{n-d}(\mathbb{F}_q), \begin{bmatrix} A & B \\ \mathbf{0} & D \end{bmatrix} \mapsto D$$

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$$N := \left\{ \begin{bmatrix} A & B \\ \mathbf{0} & D \end{bmatrix} \in G \mid D = \mathbf{1} \right\}.$$

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The mapping

$$N \rightarrow \mathrm{GL}_d(\mathbb{F}_q), \left[\begin{array}{cc} A & B \\ \mathbf{0} & \mathbf{1} \end{array} \right] \mapsto A$$

also is a homomorphism of groups and has kernel

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This group is a p -group for $q = p^e$:

$$\left[\begin{array}{cc} \mathbf{1} & B \\ \mathbf{0} & \mathbf{1} \end{array} \right] \cdot \left[\begin{array}{cc} \mathbf{1} & B' \\ \mathbf{0} & \mathbf{1} \end{array} \right] = \left[\begin{array}{cc} \mathbf{1} & B + B' \\ \mathbf{0} & \mathbf{1} \end{array} \right]$$

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This group is a p -group for $q = p^e$:

$$\begin{bmatrix} \mathbf{1} & B \\ \mathbf{0} & \mathbf{1} \end{bmatrix} \cdot \begin{bmatrix} \mathbf{1} & B' \\ \mathbf{0} & \mathbf{1} \end{bmatrix} = \begin{bmatrix} \mathbf{1} & B + B' \\ \mathbf{0} & \mathbf{1} \end{bmatrix}$$

Together with a reduction additional information is gained!

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How to find reductions?

Aschbacher has defined classes C1 to C8 of subgroups of $GL_n(\mathbb{F}_q)$.

How to find reductions?

Max Neunhoffer

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Theorem (Aschbacher, 1984)

Let $G \leq GL_n(\mathbb{F}_q)$ and $Z := G \cap Z(GL_n(\mathbb{F}_q))$ the subgroup of scalar matrices. Then G lies in *at least one* of the classes C1 to C8 *or* we have:

- $T \subseteq G/Z \subseteq \text{Aut}(T)$
for a non-abelian simple group T , *and*
- G acts absolutely irreducibly on $V = \mathbb{F}_q^n$.

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(This last case is called C9.)

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Thus we can call in *heavy artillery*:

- the *classification of finite simple groups*

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Thus we can call in *heavy artillery*:

- the *classification of finite simple groups*
- the *modular representation theory of simple groups*

Approach for leaves of the tree

If none of the algorithms for C1 to C8 has succeeded:

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Approach for leaves of the tree

If none of the algorithms for C1 to C8 has succeeded:

- 1 For “small” groups compute **direct isomorphism** onto a permutation group.
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- 3 **Find** an explicit isomorphism onto a “standard copy” of an intermediate group S .

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Approach for leaves of the tree

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This uses:

- the classification of **finite simple groups**
- information about their **automorphism groups**
- information about **element orders**
- information about **conjugacy classes**
- classifications of the **irreducible representations**
- information about the **subgroup structure**

Max Neunhöffer

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Methods for non-constructive recognition:

- Knowledge about representations narrows down the possibilities

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Methods for non-constructive recognition:

- Knowledge about representations narrows down the possibilities
- Statistics about orders of random elements

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Methods for non-constructive recognition:

- Knowledge about representations narrows down the possibilities
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Usually this leads to **Monte Carlo algorithms**.

Standard generators

In G we can only multiply, invert and compute orders.

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Standard generators

In G we can only multiply, invert and compute orders.
Suppose: $G \cong S$ with $T \leq S \leq \text{Aut}(T)$ and T simple.

Standard generators

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Suppose: $G \cong S$ with $T \leq S \leq \text{Aut}(T)$ and T simple.

Find a tuple $(s_1, \dots, s_r) \in S^r$ together with certain words p_1, \dots, p_m in the s_i , such that:

Standard generators

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- $S = \langle s_1, \dots, s_r \rangle$,
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 - $|s_i| = |s'_i|$ for $1 \leq i \leq r$,
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Max Neunhoffer

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Such elements are called “standard generators” of S .

Standard generators

Max Neunhoffer

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Such elements are called “**standard generators**” of S .

We find $G \cong S$ explicitly by finding a tuple (M_1, \dots, M_r) of standard generators in G .

Standard generators

In G we can only **multiply**, **invert** and **compute orders**.
Suppose: $G \cong S$ with $T \leq S \leq \text{Aut}(T)$ and T simple.

Find a tuple $(s_1, \dots, s_r) \in S^r$ together with certain words p_1, \dots, p_m in the s_i , such that:

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Such elements are called “**standard generators**” of S .

We **find** $G \cong S$ **explicitly** by finding a tuple (M_1, \dots, M_r) of standard generators in G .

Often this leads to efficient **Las Vegas algorithms** to find **explicit isomorphisms**.

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Everywhere we used randomised methods:
Las Vegas and **Monte Carlo**.

⇒ **We have to check whether our result is correct!**

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Idea:

- Find **(short) presentations** for the leaf-groups,

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Idea:

- Find **(short) presentations** for the leaf-groups,
- put these together to one for the whole group.

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Idea:

- Find **(short) presentations** for the leaf-groups,
- put these together to one for the whole group.
- Check the **relations** and thus prove the result.

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We have

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- nearly ready **non-constructive recognition**,
- a few **leaf methods**,
- **no verification**.