The background of the slide is an aerial photograph of Zurich, Switzerland. The city's dense, colorful buildings are visible, along with the prominent clock tower of the Grossmünster. The turquoise waters of Lake Zurich are in the foreground, and the city skyline extends into the distance under a clear blue sky.

BILINEAR COMPLEXITY OF 3-TENSORS LINKED TO CODING THEORY

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WHAT IS COMPLEXITY ?



Definition

The **complexity** of a *problem* is the cost of the optimal procedure among all the ones that solve the *problem* and fit into a given model of computation.

- The cost of a *computation* that solves a problem is an **upper bound** on the complexity of that problem with respect to the given model.
- We are interested in the so-called **nonscalar model** where additions, subtractions and scalar multiplications are free of charge. The (**nonscalar**) **cost** of an algorithm is therefore the number of multiplications and divisions needed to compute the result.

AN EXAMPLE: MULTIPLICATION OF 2×2 MATRICES

Let A, B be 2×2 following matrices

$$A = \begin{pmatrix} a_1 & a_2 \\ a_3 & a_4 \end{pmatrix}, \quad B = \begin{pmatrix} b_1 & b_2 \\ b_3 & b_4 \end{pmatrix}.$$

The standard algorithm returns the matrix $C = AB$ by computing the following intermediate results:

$$\begin{aligned} c_1 &= a_1b_1 + a_2b_3, & c_2 &= a_1b_2 + a_2b_4, \\ c_3 &= a_3b_1 + a_4b_3, & c_4 &= a_3b_2 + a_4b_4. \end{aligned}$$

It requires **8 multiplications** and **4 additions**. Therefore, an **upper bound** for the complexity (in the nonscalar model) is 8.

AN EXAMPLE: MULTIPLICATION OF 2×2 MATRICES

We can compute $C = AB$ using Strassen's algorithm, which gives

$$c_1 = S_1 + S_4 - S_5 + S_7, \quad c_2 = S_2 + S_4, \quad c_3 = S_3 + S_5, \quad c_4 = S_1 + S_3 - S_2 + S_6$$

where the S_i 's are the intermediate steps

$$\begin{aligned} S_1 &= (a_1 + a_4)(b_1 + b_4), & S_2 &= (a_3 + a_4)b_1, & S_3 &= a_1(b_3 - b_4), \\ S_4 &= a_4(b_3 - b_1), & S_5 &= (a_1 + a_2)b_4, & S_6 &= (a_3 - a_1)(b_1 + b_2), \\ S_7 &= (a_2 - a_4)(b_3 + b_4). \end{aligned}$$

It requires 7 **multiplications** and 18 **additions**.

AN EXAMPLE: MULTIPLICATION OF 2×2 MATRICES

Algorithm	# multiplication	# additions
standard	8	4
Strassen's	7	18



Remark

The complexity of multiplying 2×2 matrices (in the nonscalar model) is 7. The upper-bound is given by Strassen (1969), the lower bound was proved by Winograd (1971).

3 - TENSORS

We assume n, m, k to be integers.



Definition

A **3-tensor** $X := \sum_r a_r \otimes b_r \otimes c_r$ is an element of $\mathbb{K}^k \otimes \mathbb{K}^n \otimes \mathbb{K}^m$.

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X can be seen as the representation of a bilinear map

$$\mathbb{K}^n \times \mathbb{K}^m \longrightarrow \mathbb{K}^k.$$

3 - TENSORS

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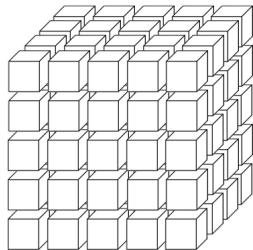
Definition

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X is related to the 3-dimensional array

$$X_{ij\ell} = \sum_r (a_r)_\ell \cdot (b_r)_i \cdot (c_r)_j$$

which implies $\mathbb{K}^k \otimes \mathbb{K}^n \otimes \mathbb{K}^m \simeq \mathbb{K}^{k \times n \times m}$.



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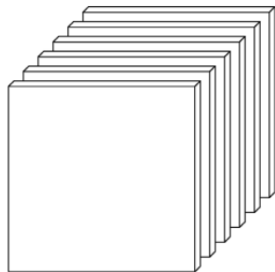


Definition

A **3-tensor** $X := \sum_r a_r \otimes b_r \otimes c_r$ is an element of $\mathbb{K}^k \otimes \mathbb{K}^n \otimes \mathbb{K}^m$.

We can also identify the tensor X with the array of $n \times m$ matrices

$$X = (X_1 \mid \dots \mid X_k).$$



3 - TENSORS



Definition

X is said to be **simple** (or **rank one**) if there exist $a \in \mathbb{K}^k$, $b \in \mathbb{K}^n$ and $c \in \mathbb{K}^m$ such that $X = a \otimes b \otimes c$.



Definition

The **tensor rank** $\text{trk}(X)$ of X is defined as the smallest R such that X can be expressed as sum of R simple tensors.



Definition

Let $\mathcal{A} := \{A_1, \dots, A_R\} \subseteq \mathbb{K}^{n \times m}$ be a set of R l.i. rank-1 matrices. We say that \mathcal{A} is a **perfect base** (or **R -base**) for the tensor X if $\langle X_1, \dots, X_k \rangle \leq \langle A_1, \dots, A_R \rangle$.

TENSOR RANK FOR $(mn - 2)$ - LAYER TENSORS



Theorem (Atkinson, Lloyd - 1983)

Let $\text{char}(\mathbb{K}) \neq 2$ and let $X \in \mathbb{K}^{(mn-2) \times n \times m}$ be a tensor. We have $\text{trk}(X) = mn - 2$ unless X is such that $X_{j,1,1} + X_{j,2,2} = 0$ and $X_{j,1,2} = 0$ for all $1 \leq j \leq mn - 2$.

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Definition

The **dual** of $V \leq \mathbb{K}^{n \times m}$ is $V^\perp := \{N \in \mathbb{K}^{n \times m} : \text{Tr}(MN^t) = 0 \ \forall M \in V, M \neq 0\}$.



Definition (Atkinson, Lloyd - 1983)

A space of $n \times m$ matrices is said to be **perfect** if it is generated by rank-1 matrices.

Tensor Rank for $(m^2 - s)$ -Layer Tensors



Theorem (Byrne, C.)

Let $s \in \{1, \dots, m-1\}$, $|\mathbb{K}| \geq s+1$, $\mathcal{S} := \{1, \gamma_1, \dots, \gamma_{s-1}\}$ be a set of distinct elements of $\mathbb{K} \setminus \{0\}$ and $M \in \mathbb{K}^{m \times m}$ be a companion matrix of an irreducible polynomial of degree m . We have that $\langle I, M, \dots, M^{s-1} \rangle^\perp \leq \mathbb{K}^{m \times m}$ is perfect and an $(m^2 - s)$ -base is

$$\mathcal{A}(\mathcal{S}) := \{j^i E_{1,j} (M^{-i})^t : s+1 \leq j \leq m, 0 \leq i \leq m-1\} \cup \{j^i \mathcal{E}(\gamma) (M^{-i})^t : 0 \leq i \leq m-2, \gamma \in \mathcal{S}\},$$

where $E_{1,j}$ is the matrix with 1 in position $(1, j)$ and zeros elsewhere,

$$J := \left(\begin{array}{c|c} 0 & 1 \\ \hline I_{m-1} & 0 \end{array} \right) \quad \text{and} \quad \mathcal{E}(\gamma) := \left(\begin{array}{cccc|c} \gamma^m & \gamma^{m-1} & \dots & \gamma & 1 \\ -\gamma^{m+1} & -\gamma^m & \dots & -\gamma^2 & -\gamma \\ \hline & & & & 0 \end{array} \right).$$



Definition

A **(matrix rank-metric) code** is a subspace $\mathcal{C} \leq \mathbb{F}_q^{n \times m}$. The **minimum (rank) distance** of a non-zero code \mathcal{C} is $d(\mathcal{C}) := \min(\{\text{rk}(M) : M \in \mathcal{C}, M \neq 0\})$ and for $\mathcal{C} := \{0\}$, we define $d(\mathcal{C})$ to be $n + 1$.



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Proposition (Kruskal - 1977)

We have that $\text{trk}(\mathcal{C}) \geq \dim_{\mathbb{F}_q}(\mathcal{C}) + d(\mathcal{C}) - 1$.

Codes meeting this bound are called **MTR (Minimal Tensor Rank)**.

Let $\Gamma := \{\gamma_1, \dots, \gamma_m\}$ be a basis of \mathbb{F}_{q^m} over \mathbb{F}_q and $v \in \mathbb{F}_{q^m}^n$ and we define the map

$$\begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix} \xrightarrow{\Gamma} \begin{pmatrix} v_{11} & \cdots & v_{1m} \\ \vdots & & \vdots \\ v_{n1} & \cdots & v_{nm} \end{pmatrix}.$$

This map is an \mathbb{F}_q -isomorphism.



Definition

A **vector (rank-metric) code** is a subspace $C \leq \mathbb{F}_{q^m}^n$. The **minimum distance** $d(C)$ of C is the minimum distance of $\Gamma(C)$ for any choice of a basis Γ of $\mathbb{F}_{q^m}/\mathbb{F}_q$.



Definition

Let $1 \leq k \leq n$ and $\beta_1, \dots, \beta_n \in \mathbb{F}_{q^m}$ be l.i. over \mathbb{F}_q . The \mathbb{F}_{q^m} -linear **Gabidulin code** $\mathcal{G}_k(\beta_1, \dots, \beta_n)$ is defined as

$$\left\{ (f(\beta_1), \dots, f(\beta_n)) : f \in \left\{ f_0x + f_1x^q + \dots + f_{k-1}x^{q^{k-1}} : f_0, \dots, f_{k-1} \in \mathbb{F}_{q^m} \right\} \right\},$$



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Proposition (Byrne, Neri, Ravagnani, Sheekey - 2019)

Let $q \geq m + n - 2$, α be primitive element of \mathbb{F}_{q^m} and $\lambda \in \mathbb{F}_{q^m}$. For any integer $j \in \{0, \dots, m-1\}$, we have

$$\text{trk} \left(\mathcal{G}_1 \left(\lambda, \lambda\alpha^{q^j}, \dots, \lambda\alpha^{nq^j} \right) \right) = m + n - 1$$

and, in particular, the code is MTR.

- Some 1-dimensional Gabidulin codes corresponds to the multiplication in \mathbb{F}_{q^m} . This is well studied problem in complexity theory.
- The tensor rank is invariant under equivalence.
- The tensor rank does not dualize.



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THANK YOU