# Efficient polynomial $L_{\infty}$-approximations ARITH 18 - Montpellier 

Nicolas Brisebarre<br>Sylvain Chevillard

Laboratoire de l'informatique du parallélisme Arenaire team

June 26, 2007


## Contents

Scope of my researches
Approximation theory
Polynomial approximation with floating-point numbers

Lattices and LLL algorithm

A concrete and toy case

Conclusion

## Functions approximation



- Let $f$ be a real valued function : $f:[a, b] \rightarrow \mathbb{R}$.

Graph of $f: x \mapsto \arctan (x)$
(interval $[-1,4]$ )

## Functions approximation



- Let $f$ be a real valued function : $f:[a, b] \rightarrow \mathbb{R}$.
- Let $p \in \mathbb{R}_{n}[X]$
approximating f .
$\left(\mathbb{R}_{n}[X]\right.$ : set of polynomials with real coefficients and degree at most $n$ ). Here $n=2$


## Functions approximation



- Let $f$ be a real valued function : $f:[a, b] \rightarrow \mathbb{R}$.
- Let $p \in \mathbb{R}_{n}[X]$ approximating f .
- Approximation error at point $x$ :
$\varepsilon(x)=p(x)-f(x)$.
$\left(\mathbb{R}_{n}[X]\right.$ : set of polynomials with real coefficients and degree at most $n$ ). Here $n=2$


## Approximation error



- $\varepsilon(x)=p(x)-f(x)$ over $[a, b]$


## Approximation error



- $\varepsilon(x)=p(x)-f(x)$ over $[a, b]$
- $\max \{|\varepsilon(x)|, x \in[a, b]\}$


## Approximation error



- $\varepsilon(x)=p(x)-f(x)$ over $[a, b]$
$-\max \{|\varepsilon(x)|, x \in[a, b]\}$
- Infinite norm: $\|\varepsilon\|_{\infty}=\|p-f\|_{\infty}=\max \{|\varepsilon(x)|, x \in[a, b]\}$


## Approximation error



- $\varepsilon(x)=p(x)-f(x)$
over $[a, b]$
- $\max \{|\varepsilon(x)|, x \in[a, b]\}$
- Infinite norm: $\|\varepsilon\|_{\infty}=\|p-f\|_{\infty}=\max \{|\varepsilon(x)|, x \in[a, b]\}$
- Best approximation problem: given a degree $n$, find $p \in \mathbb{R}_{n}[X]$ minimizing $\|p-f\|_{\infty}$.


## Theory of polynomial approximation

Facts:

- There exists a unique best approximation polynomial.


## Theory of polynomial approximation



## Facts:

- There exists a unique best approximation polynomial.
- Characterization: Chebyshev's theorem.


## Theory of polynomial approximation



Facts:

- There exists a unique best approximation polynomial.
- Characterization: Chebyshev's theorem.
- To compute it:

Remez' algorithm (minimax in Maple).

## The problem

- Computers: finite memory.


## The problem

- Computers: finite memory.
- IEEE-754 standard: defines floating-point numbers.


## The problem

- Computers: finite memory.
- IEEE-754 standard: defines floating-point numbers.
- A floating-point number with radix 2 and precision $t$, is a number of the form $x=m \cdot 2^{e}$ where
- $m \in \mathbb{Z}$ (written with exactly $t$ bits) is called its mantissa;
- $e \in \mathbb{Z}$ is its exponent.


## The problem

- Computers: finite memory.
- IEEE-754 standard: defines floating-point numbers.
- A floating-point number with radix 2 and precision $t$, is a number of the form $x=m \cdot 2^{e}$ where
- $m \in \mathbb{Z}$ (written with exactly $t$ bits) is called its mantissa;
- $e \in \mathbb{Z}$ is its exponent.
- In practice: one has to store the coefficients into floating-point numbers.


## The problem

- Computers: finite memory.
- IEEE-754 standard: defines floating-point numbers.
- A floating-point number with radix 2 and precision $t$, is a number of the form $x=m \cdot 2^{e}$ where
- $m \in \mathbb{Z}$ (written with exactly $t$ bits) is called its mantissa;
- $e \in \mathbb{Z}$ is its exponent.
- In practice: one has to store the coefficients into floating-point numbers.
- Naive method: compute the minimax with Remez' algorithm and a high precision. Then round each coefficient to the nearest floating-point number.


## Failure of the naive method

- Example with $f(x)=\log _{2}\left(1+2^{-x}\right)$ :
- on $[0 ; 1]$
- approximated by a degree 6 polynomial
- with single precision coefficients (24 bits).

| Minimax | Naive method | Optimal |
| :---: | :---: | :---: |
| $8.3 \cdot 10^{-10}$ | $119 \cdot 10^{-10}$ | $10.06 \cdot 10^{-10}$ |

## Failure of the naive method

- Example with $f(x)=\log _{2}\left(1+2^{-x}\right)$ :
- on $[0 ; 1]$
- approximated by a degree 6 polynomial
- with single precision coefficients (24 bits).

| Minimax | Naive method | Optimal |
| :---: | :---: | :---: |
| $8.3 \cdot 10^{-10}$ | $119 \cdot 10^{-10}$ | $10.06 \cdot 10^{-10}$ |

- The problem has been studied by
- W. Kahan;
- D. Kodek (precision $t<10$, degree $n<20$ );
- N. Brisebarre, J.-M. Muller and A. Tisserand (using linear programming).


## Description of our method

Our goal: find $p$ approximating $f$ with the following form:

$$
m_{0} \cdot 2^{e_{0}}+m_{1} \cdot 2^{e_{1}} X+\cdots+m_{n} \cdot 2^{e_{n}} X^{n} \quad\left(m_{i} \in \mathbb{Z}\right)
$$

## Description of our method

Our goal: find $p$ approximating $f$ with the following form:

$$
m_{0} \cdot 2^{e_{0}}+m_{1} \cdot 2^{e_{1}} X+\cdots+m_{n} \cdot 2^{e_{n}} X^{n} \quad\left(m_{i} \in \mathbb{Z}\right)
$$

- We use the idea of interpolation:


## Description of our method

Our goal: find $p$ approximating $f$ with the following form:

$$
m_{0} \cdot 2^{e_{0}}+m_{1} \cdot 2^{e_{1}} X+\cdots+m_{n} \cdot 2^{e_{n}} X^{n} \quad\left(m_{i} \in \mathbb{Z}\right)
$$

- We use the idea of interpolation:
- we choose $n+1$ points $x_{0}, \cdots, x_{n}$ in $[a, b]$;


## Description of our method

Our goal: find $p$ approximating $f$ with the following form:

$$
m_{0} \cdot 2^{e_{0}}+m_{1} \cdot 2^{e_{1}} X+\cdots+m_{n} \cdot 2^{e_{n}} X^{n} \quad\left(m_{i} \in \mathbb{Z}\right)
$$

- We use the idea of interpolation:
- we choose $n+1$ points $x_{0}, \cdots, x_{n}$ in $[a, b]$;
- we search $m_{0}, \cdots, m_{n}$ such that for all $i$

$$
p\left(x_{i}\right)=m_{0} \cdot 2^{e_{0}}+m_{1} \cdot 2^{e_{1}} x_{i}+\cdots+m_{n} \cdot 2^{e_{n}} x_{i}^{n} \simeq f\left(x_{i}\right) .
$$

## Description of our method

Our goal: find $p$ approximating $f$ with the following form:

$$
m_{0} \cdot 2^{e_{0}}+m_{1} \cdot 2^{e_{1}} X+\cdots+m_{n} \cdot 2^{e_{n}} X^{n} \quad\left(m_{i} \in \mathbb{Z}\right)
$$

- We use the idea of interpolation:
- we choose $n+1$ points $x_{0}, \cdots, x_{n}$ in $[a, b]$;
- we search $m_{0}, \cdots, m_{n}$ such that for all $i$

$$
p\left(x_{i}\right)=m_{0} \cdot 2^{e_{0}}+m_{1} \cdot 2^{e_{1}} x_{i}+\cdots+m_{n} \cdot 2^{e_{n}} x_{i}^{n} \simeq f\left(x_{i}\right)
$$

- Rewritten with vectors:



## Notions about lattices

Let $\left(\overrightarrow{b_{1}}, \cdots, \overrightarrow{b_{n}}\right)$ be a basis of a real vector space.


## Notions about lattices

Let $\left(\overrightarrow{b_{1}}, \cdots, \overrightarrow{b_{n}}\right)$ be a basis of a real vector space. The set of all integer combinations of the $\overrightarrow{b_{i}}$ is called a lattice:

$$
\Gamma=\mathbb{Z} \overrightarrow{b_{1}}+\mathbb{Z} \overrightarrow{b_{2}}+\cdots+\mathbb{Z} \overrightarrow{b_{n}}
$$



## Notions about lattices

Let $\left(\overrightarrow{b_{1}}, \cdots, \overrightarrow{b_{n}}\right)$ be a basis of a real vector space. The set of all integer combinations of the $\overrightarrow{b_{i}}$ is called a lattice:

$$
\Gamma=\mathbb{Z} \overrightarrow{b_{1}}+\mathbb{Z} \overrightarrow{b_{2}}+\cdots+\mathbb{Z} \overrightarrow{b_{n}}
$$

In general, a lattice has infinitely many bases.


## Notions about lattices

Let $\left(\overrightarrow{b_{1}}, \cdots, \overrightarrow{b_{n}}\right)$ be a basis of a real vector space. The set of all integer combinations of the $\overrightarrow{b_{i}}$ is called a lattice:

$$
\Gamma=\mathbb{Z} \overrightarrow{b_{1}}+\mathbb{Z} \overrightarrow{b_{2}}+\cdots+\mathbb{Z} \overrightarrow{b_{n}}
$$

In general, a lattice has infinitely many bases.

| - + | + |  | + |  |  |  | + |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| + + |  | + |  | $+$ |  | + |  |  |  | + |
| $\overrightarrow{c_{2}}$ | + |  | + |  | + |  | + |  | + |  |
| $\xrightarrow[\overrightarrow{c_{1}}]{ }+$ |  | + |  | + |  | + |  | + |  | + |

## Notions about lattices

Let $\left(\overrightarrow{b_{1}}, \cdots, \overrightarrow{b_{n}}\right)$ be a basis of a real vector space. The set of all integer combinations of the $\overrightarrow{b_{i}}$ is called a lattice:

$$
\Gamma=\mathbb{Z} \overrightarrow{b_{1}}+\mathbb{Z} \overrightarrow{b_{2}}+\cdots+\mathbb{Z} \overrightarrow{b_{n}}
$$

In general, a lattice has infinitely many bases.


## Notions about lattices

Algorithmic problems:

| + | + |  | + |  | + |  | + |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| + + |  | + |  | + |  | + |  |  |  | + |
| $\overrightarrow{c_{2}}$ | + |  | + |  | + |  | + |  | + |  |
| $\xrightarrow[{\overrightarrow{c_{1}}}^{+}]{ }$ |  | + |  | + |  | + |  | $+$ |  | $+$ |

## Notions about lattices

Algorithmic problems:

- Shortest vector problem (SVP)

| - + | + |  | + |  | $+$ |  | + |  |  | + |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| + + |  | + |  | + |  | + |  |  |  | + |
|  | + |  | + |  | + |  | + |  | + |  |
| $\xrightarrow[\overrightarrow{c_{1}}]{ }+$ |  | + |  | + |  | + |  | + |  | $+$ |

## Notions about lattices

Algorithmic problems:

- Shortest vector problem (SVP)
- Closest vector problem (CVP)



## Notions about lattices

Algorithmic problems:

- Shortest vector problem (SVP)
- Closest vector problem (CVP)



## Notions about lattices

Algorithmic problems:

- Shortest vector problem (SVP)
- Closest vector problem (CVP)

LLL algorithm: Lenstra, Lenstra Jr. and Lovász.


## Notions about lattices

Algorithmic problems:

- Shortest vector problem (SVP)
- Closest vector problem (CVP)

LLL algorithm: finds pretty short vectors in polynomial time.


## Notions about lattices

Algorithmic problems:

- Shortest vector problem (SVP)
- Closest vector problem (CVP)

LLL algorithm: used by Babai to solve an approximation of CVP.


## A concrete and toy case

- We want to approximate $f: x \mapsto \log _{2}\left(1+2^{(-x)}\right)$


## A concrete and toy case

- We want to approximate $f: x \mapsto \log _{2}\left(1+2^{(-x)}\right)$
- on $[0,1]$
- by a polynomial of degree 6 .
- Each coefficient is stored in a single-precision number (24 bits).


## Datas

| Best real | Naive method | Enhanced method |
| :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ |



## Datas

| Best real | Naive method | Enhanced method |
| :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ |



## Datas

| Best real | Naive method | Enhanced method |
| :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ |



## Datas

| Best real | Naive method | Enhanced method |
| :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ |

- How to choose the points?



## Datas

| Best real | Naive method | Enhanced method |
| :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ |

- How to choose the points?

- We need $n+1$ points.


## Datas

| Best real | Naive method | Enhanced method |
| :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ |

- How to choose the points?

- We need $n+1$ points.
- They should correspond to the interpolation intuition.


## Datas

| Best real | Naive method | Enhanced method |
| :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ |

- How to choose the points?

- We need $n+1$ points.
- They should correspond to the interpolation intuition.
- Chebyshev's theorem gives $n+1$ such points.


## Results with our method

| Best real | Naive method | Enhanced method | Our method |
| :---: | :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ | $10.24 \mathrm{e}-10$ |

## Results with our method

| Best real | Naive method | Enhanced method | Our method |
| :---: | :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ | $10.24 \mathrm{e}-10$ |



## Results with our method

| Best real | Naive method | Enhanced method | Our method |
| :---: | :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ | $10.24 \mathrm{e}-10$ |



- Polynomial obtained in less than 1 second (Pentium III 1.2GHz)


## Results with our method

| Best real | Naive method | Enhanced method | Our method |
| :---: | :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ | $10.24 \mathrm{e}-10$ |



- Polynomial obtained in less than 1 second (Pentium III 1.2GHz)
- Degree 30 and precision $\approx 100$ obtained in a few seconds


## Results with our method

| Best real | Naive method | Enhanced method | Our method |
| :---: | :---: | :---: | :---: |
| $8.34 \mathrm{e}-10$ | $119 \mathrm{e}-10$ | $49.9 \mathrm{e}-10$ | $10.24 \mathrm{e}-10$ |



- Polynomial obtained in less than 1 second (Pentium III 1.2GHz)
- Degree 30 and precision $\approx 100$ obtained in a few seconds
- Used in CRlibm


## Conclusion

- We have developed an algorithm to find very good polynomial approximants with floating-point coefficients.


## Conclusion

- We have developed an algorithm to find very good polynomial approximants with floating-point coefficients.
- The algorithm is a heuristic, but works well in practice.


## Conclusion

- We have developed an algorithm to find very good polynomial approximants with floating-point coefficients.
- The algorithm is a heuristic, but works well in practice.
- The algorithm is flexible:
- each coefficient may use a different floating-point format;
- one may search polynomial with additional constraints: fix the value of some coefficients, search for an even polynomial;
- one may optimize the relative error

$$
\varepsilon(x)=\frac{p(x)-f(x)}{f(x)}
$$

instead of the absolute error.

## Conclusion

- We have developed an algorithm to find very good polynomial approximants with floating-point coefficients.
- The algorithm is a heuristic, but works well in practice.
- The algorithm is flexible:
- each coefficient may use a different floating-point format;
- one may search polynomial with additional constraints: fix the value of some coefficients, search for an even polynomial;
- one may optimize the relative error

$$
\varepsilon(x)=\frac{p(x)-f(x)}{f(x)}
$$

instead of the absolute error.

## Focus on polynomial approximation

- The definition often gives a natural way to find a polynomial approximation of $f$.
$\hookrightarrow$ for instance: a truncated power series with a formally computed bound on the error.


## Focus on polynomial approximation

- The definition often gives a natural way to find a polynomial approximation of $f$.
$\hookrightarrow$ for instance: a truncated power series with a formally computed bound on the error.
- Truncated power series are useful but...


## Focus on polynomial approximation

- The definition often gives a natural way to find a polynomial approximation of $f$.
$\hookrightarrow$ for instance: a truncated power series with a formally computed bound on the error.
- Truncated power series are useful but...
... usually inefficient in term of number of operations.
- Example: $\exp (x)$ on $[-1 ; 2]$ with an absolute error $\leq 0.01$ :
- the series must be truncated to a degree 7 polynomial;
- a degree 4 polynomial is sufficient.


## Chebyshev's theorem

## Theorem (Chebyshev)

Let $f$ be a continuous function on $[a, b]$. Let
 only if there exist $n+2$ points

$$
x_{0}<x_{1}<\cdots<x_{n+1}
$$

in $[a, b]$ such that

1. $\forall i \in \llbracket 0, n+1 \rrbracket,\left|f\left(x_{i}\right)-p\left(x_{i}\right)\right|=\|f-p\|_{\infty}$
2. For all $i \in \llbracket 0, n \rrbracket$, the signs of $f\left(x_{i+1}\right)-p\left(x_{i+1}\right)$ and $f\left(x_{i}\right)-p\left(x_{i}\right)$ are different.
