Categories, axioms, constructions in SageMath: Modeling mathematics for fun and profit

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Abstract

General purpose computational math systems such as SageMath systems provides thousands of mathematical objects and tens of thousands of operations to compute with them. We believe that a system of this scale requires an infrastructure for writing and structuring generic code, documentation, and tests that apply uniformly on all objects within certain realms.

In this talk, we describe the infrastructure implemented in SageMath back in the early '10. It is based on the standard object oriented features of Python, together with mechanisms to scale (dynamic classes, mixins, ...) thanks to the rich available semantic (categories, axioms, constructions). We relate the approach taken with that in other systems (e.g. GAP), and discuss open problems. This is meant as a basis for discussions: how are the equivalent challenges tackled in proof systems? Is there ground for cross-fertilization?

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Matrices: $\begin{pmatrix} 4 & -1 & 1 & -1 \\ -1 & 2 & -1 & -1 \\ 0 & 5 & 1 & 3 \end{pmatrix}$, $\begin{pmatrix} 1.000 & 0.500 & 0.333 \\ 0.500 & 0.333 & 0.250 \\ 0.333 & 0.250 & 0.200 \end{pmatrix}$

Polynomials: $-9x^8 + x^7 + x^6 - 13x^5 - x^3 - 3x^2 - 8x + 4$ Series: $1 + 1x + \frac{1}{2}x^2 + \frac{1}{6}x^3 + \frac{1}{24}x^4 + \frac{1}{120}x^5 + \cdots$

Symbolic expressions, equations: $cos(x)^2 + sin(x)^2 == 1$

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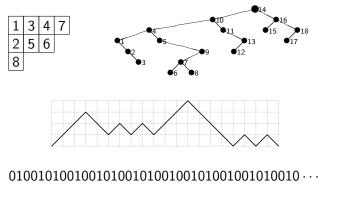
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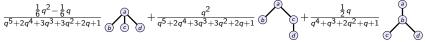
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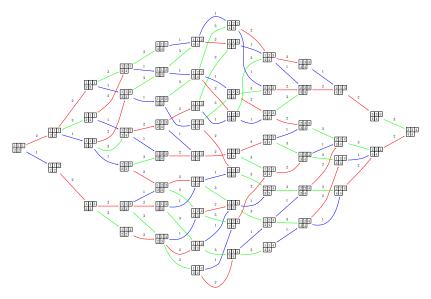
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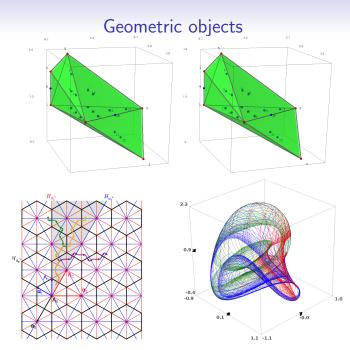
Combinatorial objects





Graphs





Example: SageMath, a large library of mathematics objects and algorithms

- 1.5M lines of code/doc/tests (Python/Cython) + dependencies
- 1k+ types of objets
- 2k+ methods and functions
- 200 regular contributors

Challenges

- How to structure this library?
- How to guide the user?
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What does typical math library look like?

Computational kernels

- Grinding integers, vectors, polynomials, permutations, Gröbner bases, permutations, combinatorial objects, ...
- All about data structures, memory management, parallelism orchestration, assembly optimization, ...

Recipes to reduce to the above

- Applying definitions and theorems!
- Recipe: assuming C(x, y), F(x, y) can be computed by:
 - A formula: Foo(x) + Bar(y)
 - Some change of representation: $FFT^{-1}(Foo(FFT(x)))$
 - Mapping *Foo* on all elements of x and reducing with *Bar*...
- A library of thousands of recipes
- A computation: recursive composition of dozens of them

Orchestrating recipes?

- for feature and expressiveness
- for performance

Some examples of orchestrators

- GAP's method selection
- Sage's method selection With inspiration from Axiom, MuPAD, OOP, ...
- Sage's coercion model
- GAP's CAP project: Categories, Algorithms, and Programming

Main approaches

- Method selection
- Morphism discovery

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Example of recipe: binary powering

```
sage: m = 3
sage: m^8 == m*m*m*m*m*m*m*m == ((m^2)^2)^2
True
sage: m = random_matrix(QQ, 4)
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- Complexity: $O(\log(k))$ instead of O(k)!
- We would want a single generic implementation!

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An algebraic realm

• Semigroup:

a set ${\it S}$ endowed with an associative binary internal law *

We want to

- Implement pow_exp(x,k)
- Provide a recipe
 - if x is an element of a semigroup
 - then x^k can be computed with pow_exp(x,k)

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Selection mechanism

We want

- Design a hierarchy of realms and specify the operations there
- Provide recipes for these operations Specify in which realm they are valid
- Specify in which realm each object is

We need a selection mechanism:

- to resolve the call f(x)
- by selecting the most specific recipe for f

Selection mechanism

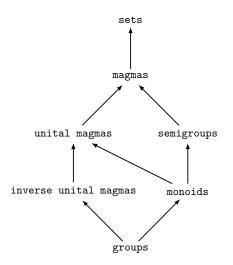
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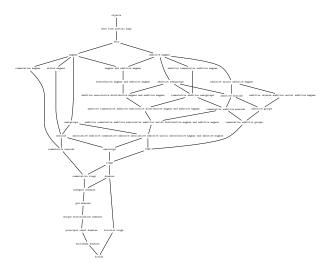
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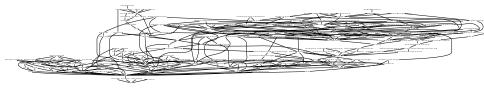


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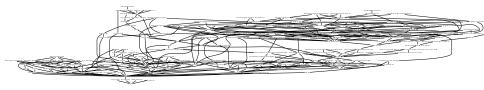
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Totally insane???

In general

- Hard problem: isolate the proper business concepts
- Recommendation: avoid large hierarchies use instead object composition to separate concerns

- "Few" fundamental concepts:
 - basic operations/structure: ∈, +, *, cardinality, topology, ...
 - axioms: associative, finite, compact, ...
 - constructions: cartesian product, quotients, ...
- Concepts known by the end users
- All the richness comes from **combining** those few concepts to form many realms:

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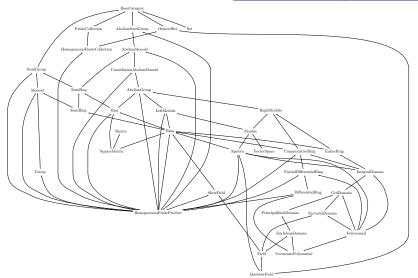
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A hierarchy of realms based on mathematical categories



A robust hierarchy based on a century of abstract algebra

Pioneers 1980- I

Axiom (?), Aldor(1990), MuPAD (1997)

- Bespoke language
- Selection mechanism: "object oriented programming"
- Hierarchy of "abstract classes" modeling the mathematical categories

Example

```
category Semigroups:
category Magmas;
```

```
intpow := proc(x, k) ...
// other methods
```

Pioneers 1980- II

GAP 4, 1997

- Bespoke language
- One filter per fundamental concept: IsMagma(G), IsAssociative(G), ...
- InstallMethod(Operation, filters, method)
- Method selection according to the filters that are know to be satisfied by *x*
- Implicit modeling of the hierarchy

Example

```
powExp := function(n, k) ...
```

InstallMethod(pow, [IsMagma, IsAssociative], powExp)

Related developments

Focal (Certified CAS)

Species

MathComp (Proof assistant) 2013-(?)

Canonical structures

MMT (Knowledge management) (?)

• E.g. LATIN's theories

Implementation in Sage (2008-)

Strategical choices

- A standard language (Python)
- Selection mechanism: object oriented programming

Specific features

- Distinction Element/Parent (as in Magma)
- Morphisms
- Functorial constructions
- Axioms

Constraints

- Partial compilation (Cython), serialization
- Multiple inheritance with Python / Cython
- Scaling!

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The standard Python Object Oriented approach

Abstract classes for elements

class MagmaElement: @abstract_method def __mul__(x,y):

class SemigroupElement(MagmaElement):
 def __pow__(x,k): ...

A concrete class

```
class MySemigroupElement(SemigroupElement):
    # Constructor, data structure, ...
    def __mul__(x,k): ...
```

Standard OO: classes for parents

Abstract classes

class Semigroup(Magma): @abstract_method def semigroup_generators(self): def cayley_graph(self): ...

A concrete class

class MySemigroup(Semigroup): def semigroup_generators(self): ...

Standard OO: hierarchy of abstract classes

```
class Set: ...
class SetElement: ...
class SetMorphism: ...
```

```
class Magma (Set): ...
class MagmaElement (SetElement): ...
class MagmaMorphism(SetMorphism): ...
```

```
class Semigroup (Magma): ...
class SemigroupElement (MagmaElement): ...
def __pow__(self, k): ...
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Hmm, this code smells, doesn't it?

• How to avoid duplication?

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Sage's approach: <u>categories</u> and <u>mixin</u> classes Categories

class Semigroups(Category): def super_categories(): return [Magmas()] class ParentMethods: ... class ElementMethods: ... def __pow__(x, k): ... class MorphismMethods: ...

A concrete class

```
class MySemigroup(Parent):
    def __init__(self):
        Parent.__init__(self, category=Semigroups())
    def semigroup_generators(self): ...
    class Element: ...
    # constructor, data structure
    def __mul__(x, y): ...
```

Usage

```
sage: S = MySemigroup()
sage: S.category()
Category of semigroups
sage: S.cayley_graph()
sage: S.__class__.mro()
[<class 'MySemigroup_with_category'>, ...
<type 'sage.structure.parent.Parent'>, ...
<class 'Semigroups.parent_class'>,
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Generic tests

```
sage: TestSuite(S).rum(verbose=True)
...
running ._test_associativity() . . . pass
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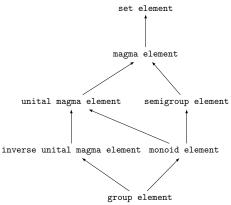
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Dynamic construction, from the mixins, of:

• three hierarchies of abstract classes:

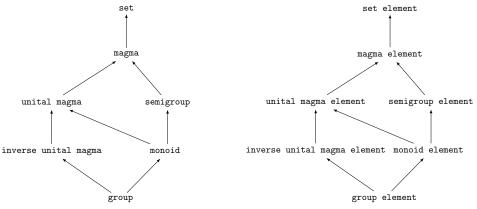


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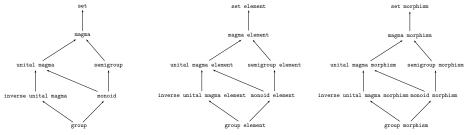


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Explicit modeling of

• Elements, Parents, Morphisms, Homsets

- Categories: bookshelves about a given realm:
 - Semantic information
 - Mixins for parents, elements, morphisms, homsets: Generic Code, Documentation, Tests (and Interoperability?)

Method selection mechanism

- Standard Object Oriented approach
- With a twist: classes constructed dynamically from mixins

lsn't this gross overdesign?

- Deviation from standard Python, additional complexity
- Higher learning curve

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sage: GF3 = mygap.GF(3)
sage: C = cartesian_product([ZZ, RR, GF3])
```

```
sage: c = C.an_element(); c
(1, 1.000000000000, 0*Z(3))
sage: (c+c)^3
(8, 8.000000000000, 0*Z(3))
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sage: C.category()
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Category of Cartesian products of commutative rings

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sage: C.category().super_categories()
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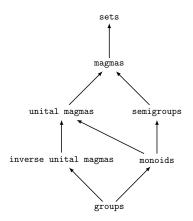
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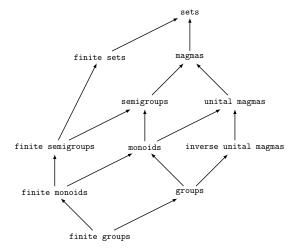
Category of Cartesian products of commutative rings

```
sage: C.category().super_categories()
[Category of commutative rings,
Category of Cartesian products of distributive magmas and additive m
Category of Cartesian products of monoids,
Category of Cartesian products of commutative magmas,
Category of Cartesian products of commutative additive groups]
sage: len(C.categories())
44
```

Categories for groups:

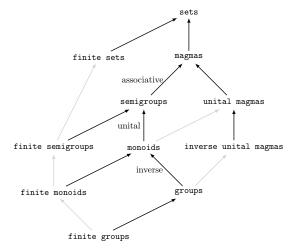


Categories for finite groups:



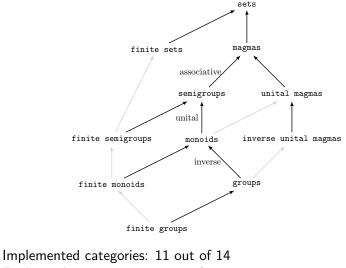
Implemented categories: 11 out of 14 Explicit inheritance: 1 + 9 out of 15

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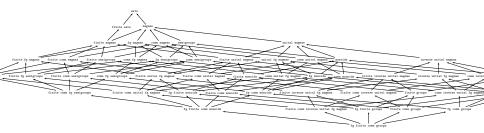
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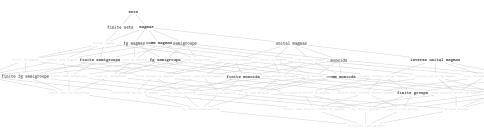
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Categories for finitely generated finite commutative groups:



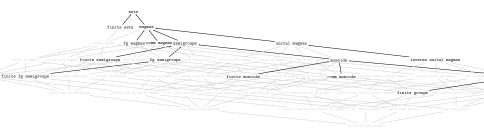
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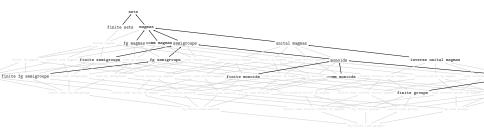
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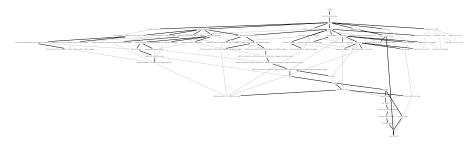
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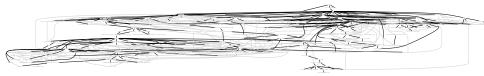
Implemented categories: 17 out of \approx 54 Explicit inheritance: 1 + 15 out of 32

All implemented categories for fields:



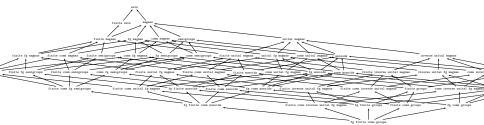
Implemented categories: 71 out of $\approx 2^{13}$ Explicit inheritance: 3 + 64 out of 121

All categories:



Categories: 265 out of $\approx 2^{50}$ Explicit inheritance: 70 out of 471

The hierarchy of categories as a lattice



∧: objects in common

sage: Groups() & Sets().Finite()
Category of finite groups

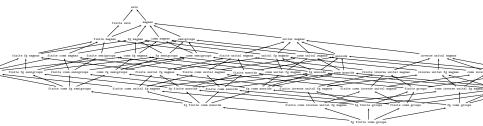
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Birkhoff representation theorem

An element of a distributive lattice can be represented as the meet of the meet-irreducible elements above it

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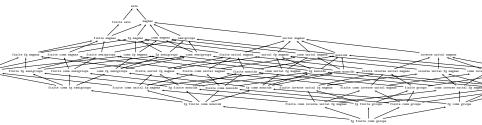
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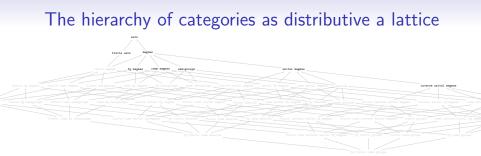
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The distributive lattice of categories

Basic concepts (meet-irreducible elements)

- 65 structure categories: Magmas, MetricSpaces, Posets, ...
- 34 axioms: Associative, Finite, NoZeroDivisors, Smooth, ...
- 13 constructions: CartesianProduct, Topological, Homsets, ...

Exponentially many potential combinations thereof

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```

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sage: (Add & Mul).Distributive()
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```
sage: _.AdditiveInverse()
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Full grown category

```
@semantic(mmt = 'Semigroup')
class Semigroups(Category):
    def super_categories():
        return [Magmas()]
```

class ParentMethods: ... @abstract_method def semigroup_generators(self): def cayley_graph(self): ... class ElementMethods: ... def __pow__(x, k): ... class MorphismMethods: ...

class CartesianProducts:

```
def extra_super_categories(self): return [Semigroups()]
class ParentMethods:
```

```
def semigroup_generators(self): ...
```

Unital = LazyImport('sage.categories.monoids', 'Monoids')

Subposet of implemented categories

- Described by a spanning tree adding one axiom/construction at a time
- Size: O(number of functions)

Fundamental operations

- joins, meets
- adding one axiom, applying one construction

Algorithmic

- Mutually recursive lattice algorithms
- Reasonable complexity (\approx linear)

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How is multiple inheritance handled in Python?



Method Resolution Order computed by the C3 algorithm:

- Compatible with subclasses
- Compatible with the order of the bases
- Local

Now, what about:

class
$$E(C, D)$$

How is multiple inheritance handled in Python?



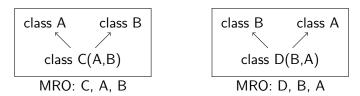
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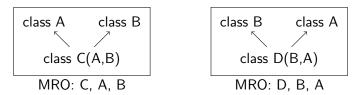
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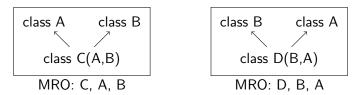
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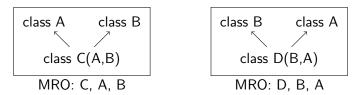


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- Choose a global order on your classes
- Be consistent with it locally
- Failed!

C3 does not know about your order:



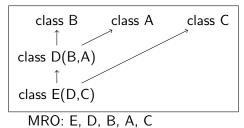
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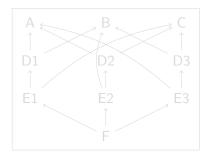
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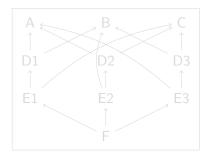
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Math question: does there always exist some global order? Answer: No!



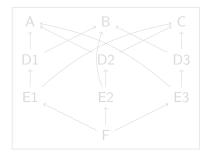
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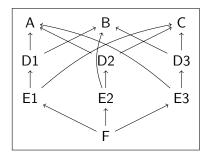
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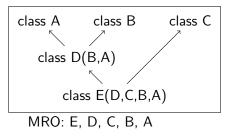


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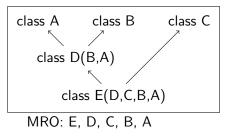


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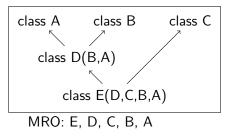
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Et voilà!

- Always works
- Negligible overhead
- Fully automatic and transparent

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 - Generic Code, Documentation, **Tests**
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 - Axioms, Constructions, ...
- Robust: based on a century of abstract algebra
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- Educational
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