Mathematical Principles in Visual Computing: Sylvester Resultant Prof. Friedrich Fraundorfer SS2023

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Sylvester Matrix and Sylvester Resultant

Let's consider two polynomials of a *single* unknown x:

$$f(x) = a_m x^m + a_{m-1} x^{m-1} + \dots + a_1 x + a_0$$

$$g(x) = b_n x^n + b_{n-1} x^{n-1} + \dots + b_1 x + b_0$$

Sylvester matrix of f and g:



f and g have a common root if and only if det(Syl(f,g)) = 0. det(Syl(f,g)) is called the Sylvester Resultant of f_{\ominus} and g.

Using the Sylvester Resultant

to solve a polynomial system of two equations and TWO unknowns:

$$\begin{array}{l} p_1(x,y) = 6x^2 + 3xy - xy^2 + y + 1 \\ p_2(x,y) = x^2y + 5x + 4y - 1 \end{array} \left\{ \begin{array}{l} p_1(x,y) = 0 \\ p_2(x,y) = 0 \end{array} \right. \end{array}$$

Let's consider y as a constant, and write these two polynomials as polynomials in x:

$$\begin{split} p_{1,y}(x) &= 6x^2 + (3y-y^2)x + (y+1) \\ p_{2,y}(x) &= yx^2 + 5x + (4y-1) \end{split}$$

$$\operatorname{Syl}(p_{1,y}, p_{2,y}) = \begin{bmatrix} 6 & (3y - y^2) & (y+1) & 0\\ 0 & 6 & (3y - y^2) & (y+1)\\ y & 5 & (4y-1) & 0\\ 0 & y & 5 & (4y-1) \end{bmatrix}$$

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Using the Sylvester Resultant

$$\begin{array}{l} p_1(x,y) = 6x^2 + 3xy - xy^2 + y + 1 \\ p_2(x,y) = x^2y + 5x + 4y - 1 \end{array} \left\{ \begin{array}{l} p_1(x,y) = 0 \\ p_2(x,y) = 0 \end{array} \right. \end{array}$$

$$p_{1,y}(x) = 6x^2 + (3y - y^2)x - xy^2 + (y+1)$$

$$p_{2,y}(x) = yx^2 + 5x + (4y - 1)$$

 $p_{1,y}$ and $p_{2,y}$ should have roots in common, and $\det(\mathrm{Syl}(p_{1,y},p_{2,y}))=0$:

$$\det(\operatorname{Syl}(p_{1,y}, p_{2,y})) = \begin{vmatrix} 6 & (3y - y^2) & (y+1) & 0\\ 0 & 6 & (3y - y^2) & (y+1)\\ y & 5 & (4y - 1) & 0\\ 0 & y & 5 & (4y - 1) \end{vmatrix} = 0$$

det(Syl($p_{1,y}, p_{2,y}$)) is a polynomial in y (only)! det(Syl($p_{1,y}, p_{2,y}$)) = $4y^6 - 20y^5 + 153y^4 - 310y^3 + 781y^2 - 276y + 36$ \rightarrow First solve for y (we will see later how it can be done).