

Mathematical Principles in Visual Computing:  
Sylvester Resultant  
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## Using the Sylvester Resultant

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

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

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

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

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

## Using the Sylvester Resultant

$$\begin{cases} p_1(x, y) = 6x^2 + 3xy - xy^2 + y + 1 \\ p_2(x, y) = x^2y + 5x + 4y - 1 \end{cases} \quad \begin{cases} p_1(x, y) = 0 \\ p_2(x, y) = 0 \end{cases}$$

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

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

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

$\det(\text{Syl}(p_{1,y}, p_{2,y}))$  is a polynomial in  $y$  (only)!

$$\det(\text{Syl}(p_{1,y}, p_{2,y})) = 4y^6 - 20y^5 + 153y^4 - 310y^3 + 781y^2 - 276y + 36$$

→ First solve for  $y$  (we will see later how it can be done). 