

Computing Isotopy Types of Zero Sets of Circuit Polynomials

Texas A&M University REU 2023

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July 24, 2023

- 1 Introduction
- 2 Review
- 3 Hilbert's 16th Problem
- 4 Viro's Theory
- 5 Algorithm for Computing Isotopies

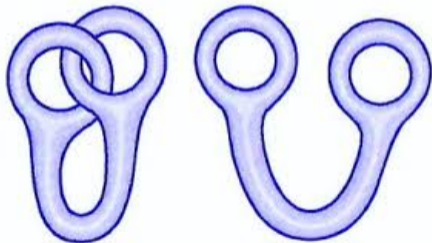
Introduction

- **Definition.** An (*ambient in \mathbb{R}^n*) isotopy between $X, Y \subseteq \mathbb{R}^n$ is a continuous function $H: [0, 1] \times \mathbb{R}^n \rightarrow \mathbb{R}^n$ satisfying:
 - 1 $H_T : \mathbb{R}^n \rightarrow \mathbb{R}^n$ defined by $H_T(x) = H(y, x)$ for all $x \in \mathbb{R}^n$, is a homeomorphism for each $T \in [0, 1]$.
 - 2 $H(0, X) = X$ for all $x \in \mathbb{R}^n$
 - 3 $H(1, X) = Y$



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Polytopes

- **Definition.** A polytope (in \mathbb{R}^n) is the convex hull of any finite subset of \mathbb{R}^n .



Figure 1: Point



Figure 2: Line Segment

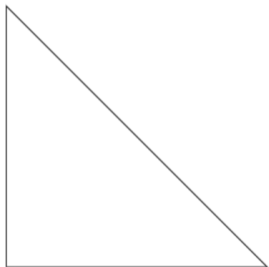


Figure 3: Triangle

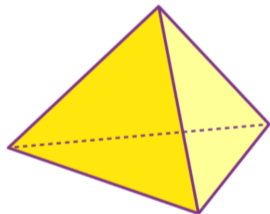
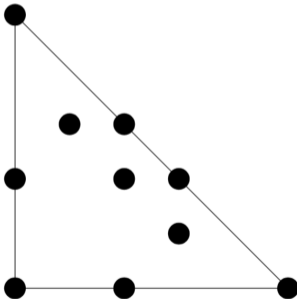


Figure 4: Pyramid

- **Definition:** We call $\{a_1, \dots, a_T\} \subset \mathbb{R}^n$ a **circuit** iff rank of $\begin{bmatrix} 1 & \dots & 1 \\ a_1 & \dots & a_T \end{bmatrix}$ is $T-1$.
 - Ex: $\begin{bmatrix} 1 & 1 & 1 \\ 0 & 1 & 2 \end{bmatrix}$ has the Rank $2=3-1$
- **Newton polygons** are formed when you take the convex hull of exponent vectors.



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- posed by David Hilbert in 1900
- Harnack (1876) investigated algebraic curves in the real projective plane and found that curves of degree n could have no more than

$$\frac{n^2 - 3n + 4}{2}$$

connected components (pieces).

- **M-curves**: curves with maximally many ovals
- **Disposition** of ovals tells you the isotopy type.



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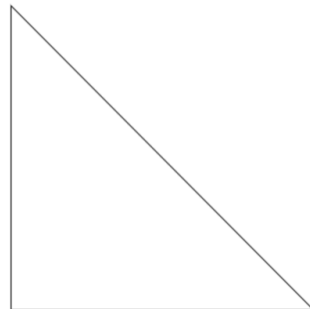
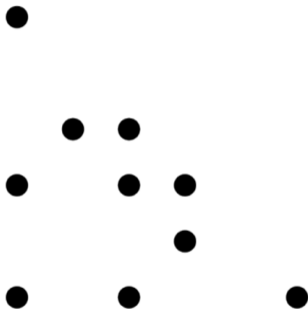
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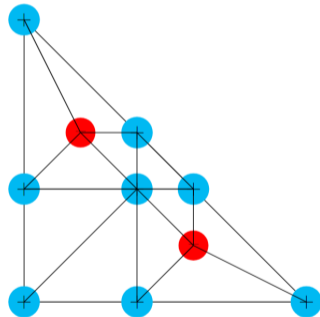
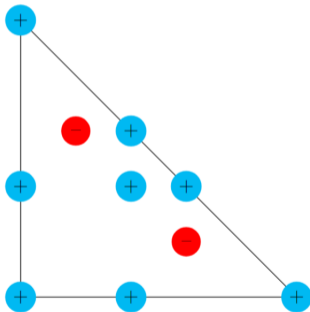
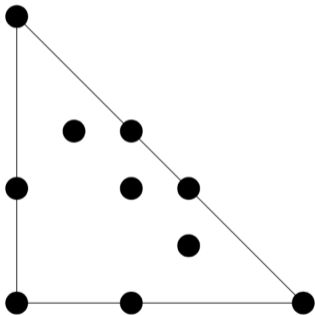
- Viro's patchworking method helps classify curves and surfaces.
- **Main Idea:** decompose a real algebraic variety into parts called patches, which are easier to analyze.

$$1 + x^2 + y^2 + x^2y^2 - x^3y - xy^3 + x^3y^2 + x^2y^3 + x^5 + y^5$$



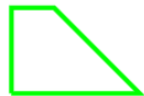
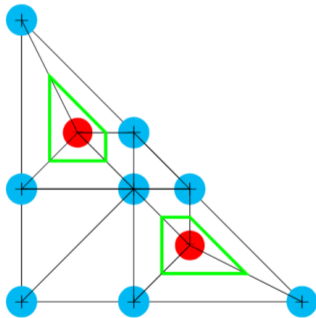
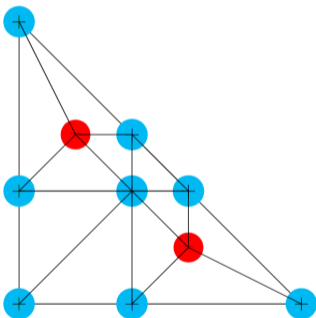
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You can have Viro diagrams of arbitrary higher dimensions. However, it is not clear on how to efficiently count or extract the pieces. So we are going to do something different...

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Outline of Algorithm for Computing Isotopy Types

Input: $A := [a_1, \dots, a_{n+2}] \in \mathbb{Z}^{n \times (n+2)}$ with $\hat{A} := \begin{bmatrix} 1 & \cdots & 1 \\ a_1 & \cdots & a_{n+2} \end{bmatrix}$ has rank $n+1$, and

$c_1, \dots, c_{n+2} \in \mathbb{R}$.

Output: A quadratic polynomial q with $Z_{\mathbb{R}}(q)$ isotopic to $Z_+(f)$, where

$$f(x) := \sum_{i=1}^{n+2} c_i x^{a_i}$$

- 1 If $\text{sign}(c_1) = \cdots = \text{sign}(c_{n+2})$ then output $Z_+(f) = \emptyset$ and stop.
- 2 Let $b \in \mathbb{Z}^{(n+2) \times 1}$ be any generator for right nullspace of \hat{A} . If $\text{Sign}(c) \neq \pm \text{Sign}(b)$ then $Z_+(f)$ is isotopic to a hyperplane.
- 3 (Roughly) Compute the oriented matroid structure of A and compute sign of A -discriminant to obtain q .

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Examples: Easiest Case

- Step 1: Are all coefficient signs the same?
 - E.g., $1+x+y+xy$ has an empty positive zero set because a sum of positive numbers is never 0!

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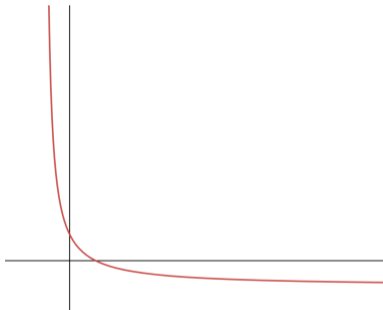
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- Step 2: Compatibility of b and c ?

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$$\hat{A} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{bmatrix} \quad b\text{-vector} = \begin{bmatrix} 1 \\ -1 \\ -1 \\ 1 \end{bmatrix}$$

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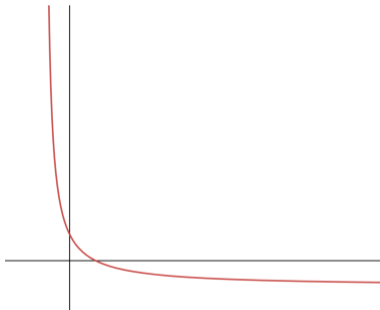
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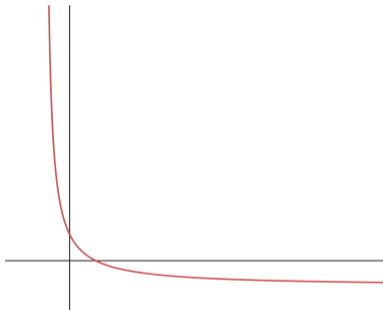
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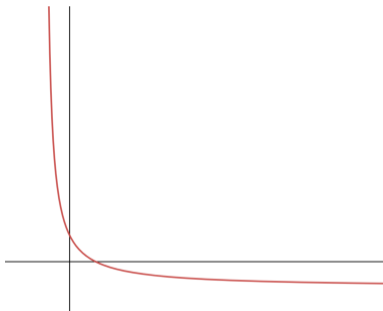
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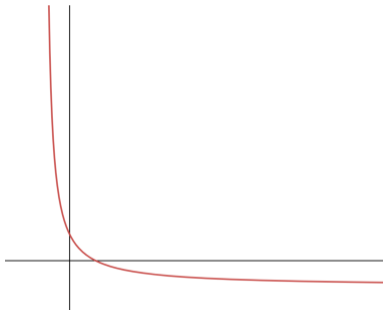
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The Discriminate

Quadratic Discriminant. If a, b, c are real numbers, then $f(x) := c + bx + ax^2$ has 0, 1, or 2 real roots, according to the

discriminant $\Delta_{\{0,1,2\}}(f) := b^2 - 4ac$ is < 0 , $= 0$, or > 0 .

Trinomial Discriminant. If a, b, c are *positive* real numbers, then $f(x) := c - bx^{39} + ax^{2006}$ has 0, 1, or 2 positive roots, according to the

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Hardest Case

- Step 3: Oriented Matroids and Discriminants

- E.g., $2-x-y+xy$
- The simplex has 3 edges and the point $(1, 1)$, which lies on the positive (outside) side of the edge. So for our example, we get the sequence $+++$. This will determine an index ℓ yielding $q(x_1, x_2) = x_1^2 + \cdots + x_\ell^2 - x_{\ell+1}^2 - \cdots - x_2^2 + 3$.
- So then ...

- b -vector is $\begin{bmatrix} 1 \\ -1 \\ -1 \\ 1 \end{bmatrix}$ and discriminant is $(\frac{2}{1})^1 (\frac{-1}{-1})^{-1} (\frac{-1}{-1})^{-1} (\frac{1}{1})^1 - 1 > 0$

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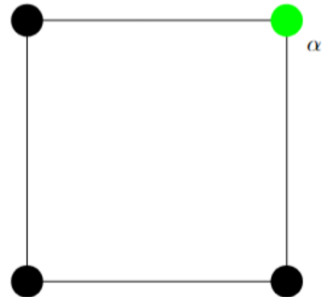
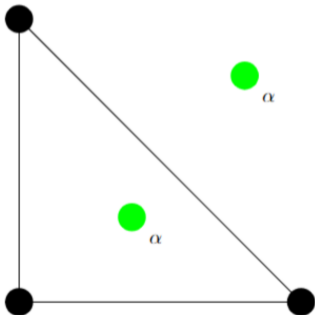
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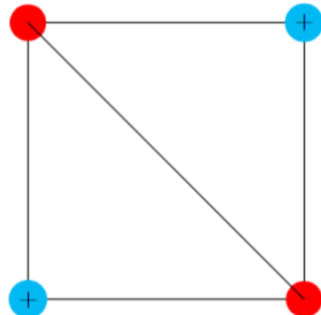
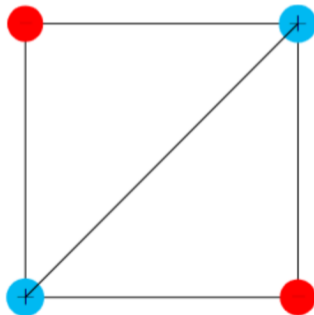
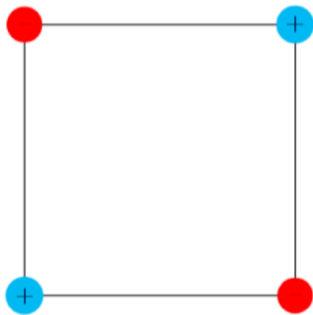
Shapes from Matroid Structure

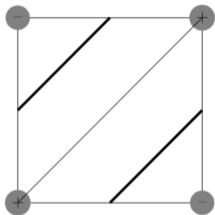
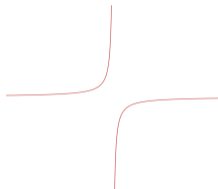
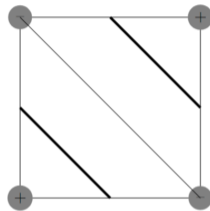
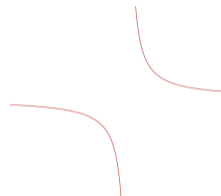
The position of the last support point α relative to the simplex determines what shapes can you get...



Viro Diagrams

$$2-x-y+xy$$
$$(x-1)(y-1)+1$$



Figure 5: $\Delta \leq 0$ Figure 6: $\Delta \leq 0$ Figure 7: $\Delta > 0$ Figure 8: $\Delta > 0$

Triangulations

$$x^2 + y^2 + 1 - cxy$$

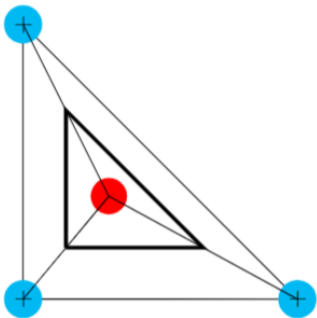


Figure 9: $c > 2.749459275$

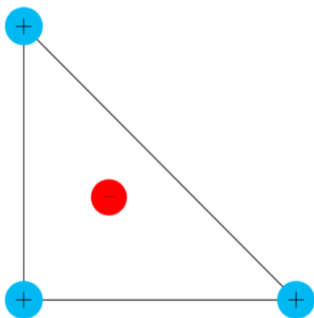


Figure 10: $c = 2.749459275$

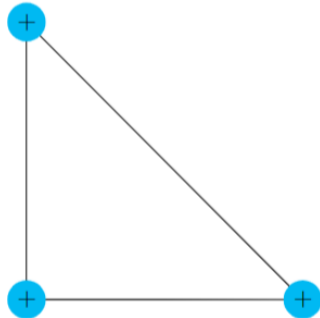


Figure 11: $c < 2.749459275$

In Closing

What about higher dimensions?

In 1994, Gelfand, Kapranov, and Zelevinsky observed that for any circuit $\{a_1, \dots, a_{n+2}\}$, provided $(\text{sign}(c_1), \dots, \text{sign}(c_{n+2}))$ matches $\pm (\text{sign}(b_1), \dots, \text{sign}(b_{n+2}))$ then the isotopy type of $Z_+(f)$ is determined by the sign of

$$\Xi_A := \prod_{i=1}^{n+2} \left(\frac{c_i}{b_i} \right)^{b_i} - 1 \dots$$

In Closing

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In 1994, Gelfand, Kapranov, and Zelevinsky observed that for any circuit $\{a_1, \dots, a_{n+2}\}$, provided $(\text{sign}(c_1), \dots, \text{sign}(c_{n+2}))$ matches $\pm (\text{sign}(b_1), \dots, \text{sign}(b_{n+2}))$ then the isotopy type of $Z_+(f)$ is determined by the sign of

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The Algorithm:

- 1 If $\text{sign}(c_1) = \dots = \text{sign}(c_{n+2})$ then output $Z_+(f) = \emptyset$ and stop.
- 2 Let $b \in \mathbb{Z}^{(n+2) \times 1}$ be any generator for right nullspace of \hat{A} . If $\text{Sign}(c) \neq \pm \text{Sign}(b)$ then $Z_+(f)$ is isotopic to a hyperplane.
- 3 (Roughly) Compute the oriented matroid structure of A and compute sign of A -discriminant to obtain q .

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Thank You