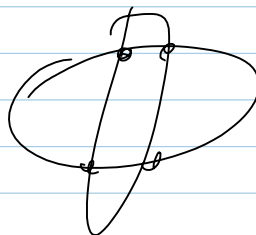


# Khovanskii: How to Solve a Cubic Equation?

November-10-11  
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1. Given  $a = \cos x$ , solve for  $\frac{x}{\pi}$   
... at  $n=3$  this turns out to solve the general cubic.

2. Given two quadrics, find their point of intersections



... This turns out to solve the general quartic.

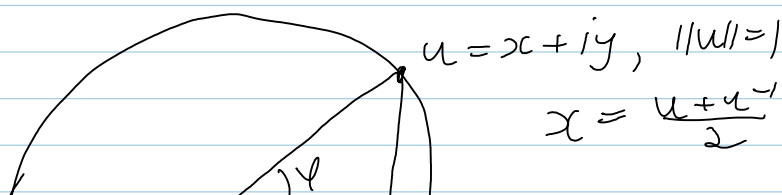
$\cos nx = P_n(\cos x)$  the Chebyshev poly.  
now solve  $P_n(x) = a$  ?

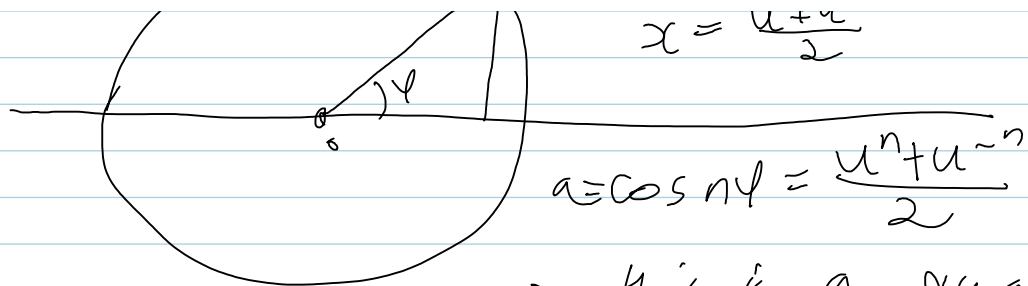
$$z = \cos x + i \sin x \quad z^n = \cos nx + i \sin nx$$

$$\begin{aligned} \text{So } \cos nx &= \operatorname{Re}(\cos x + i \sin x)^n \\ &= \cos^n x - \binom{n}{2} \cos^{n-2} x \sin^2 x + \dots \\ &= \end{aligned}$$

$$\text{So } P_n(y) = y^n - \binom{n}{2} y^{n-2} (1-y^2) + \binom{n}{4} y^{n-4} (1-y^2)^2 - \dots$$

$$\text{So } P_3(y) = y^3 - 3y(1-y^2) = 4y^3 - 3y$$





→ this is a quadratic eq'n for  $u^n$

$$\Rightarrow (u^n)^2 - 2a u^n + 1 = 0$$

--- Find  $u_1, u_2$  by taking  $n$ th roots,

--- Find  $x = \frac{u + u^{-1}}{2}$

I.e. if  $y = \frac{u + u^{-1}}{2}$ ,  $P_3(y) = \frac{u^3 + u^{-3}}{2} = a$

is easily solvable.

If we want to solve

$$x^n + a_{n-1}x^{n-1} + \dots + a_0 = 0$$

by a translation, can kill  $a_{n-1}$ : take

$$x = y - \frac{a_{n-1}}{n}, \text{ get}$$

$$y^n + b_{n-2}y^{n-2} + \dots = 0$$

For the cubic case we get

$$x^3 + px + q = 0$$

now rescale:  $x = \lambda y$ :

$$c \lambda^3 y^3 + p c \lambda x + q c = 0$$

Solve  $C\lambda^2 = 4$ ,  $C\lambda = 3$  & get to  
the "Chebychev eq'n".

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Over a general field, <sup>w/ char  $\neq 2$ .</sup>  $P_n$  is defined by

$$P_n\left(\frac{u+u^{-1}}{2}\right) = \frac{u^n + u^{-n}}{2}$$

$$\text{Let } x(u) = \frac{u+u^{-1}}{2} \quad y(u) = \frac{u-u^{-1}}{2i}$$

then  $u = x(u) + iy(u)$ ;  $x^2(u) + y^2(u) = 1$

So this is a general analogue of cos, sin.

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$P_n: \mathbb{C} \rightarrow \mathbb{C}$  satisfies  $P_k \circ P_n = P_{nk}$

The dynamics of iterating  $P_n$  is funny;  
For  $x \in (-1, 1)$ , always go to  $\infty$ .

For  $x \in [-1, 1]$ , iterations stay in  
 $[-1, 1]$  but are chaotic there.

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Now to the quartic:

$$P = a_1 x^2 + b_1 xy + c_1 y^2 + d_1 xz + e_1 yz + f_1 z^2 = 0$$

$$Q = a_2 x^2 + \dots + f_2 z^2 = 0$$

alternatively, take symmetric matrices

$\tilde{P}, \tilde{Q}$  and solve

$$(x \ y \ z) \tilde{P} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = 0 \quad \dots$$

...  $\tilde{P}^{-1}$  ...  $\tilde{Q}^{-1}$  ...  $\rightarrow$  a cubic

Find  $\lambda$  s.t.  $\det(\tilde{P} + \lambda \tilde{Q}) = 0$  [a cubic eq'n]

now solve  $P=0$   $\bigcirc$   
 $P + \lambda Q = 0$   $\times$  degenerate.

so this we can solve!

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but now  $ax^4 + bx^3 + cx^2 + dx + e = 0$

is equiv. to

$y = x^2$  &  $ay^2 + by + cy + dx + e = 0$

which we already solved...

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Topological Galois Theory — Polynomials.

$y^n + a_{n-1}(x)y^{n-1} + \dots + a_0(x) = 0$

can the solution be written in terms of elementary functions (log, exp etc.)  
includes

Theorem. Insoluble unless already algebraically soluble.