

# Multihomogeneous Homotopies

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

- 1 **Multiprojective Space**  
the eigenvalue problem
- 2 **Nash Equilibria**  
number of equilibria in a non-cooperative game
- 3 **Linear-Product Systems**  
multihomogeneous structures  
a multihomogeneous Bézout number
- 4 **Algorithms and Extensions**  
row expansion for permanents  
general linear-product start systems

MCS 563 Lecture 7  
Analytic Symbolic Computation  
Jan Verschelde, 26 January 2011

# Multihomogeneous Homotopies

Multiprojective  
Space

the eigenvalue  
problem

Nash  
Equilibria

number of equilibria  
in a non-cooperative  
game

Linear-  
Product  
Systems

multihomogeneous  
structures  
a multihomogeneous  
Bézout number

Algorithms  
and  
Extensions

row expansion for  
permanents  
general  
linear-product start  
systems

- 1 **Multiprojective Space**  
the eigenvalue problem
- 2 **Nash Equilibria**  
number of equilibria in a non-cooperative game
- 3 **Linear-Product Systems**  
multihomogeneous structures  
a multihomogeneous Bézout number
- 4 **Algorithms and Extensions**  
row expansion for permanents  
general linear-product start systems

# the eigenvalue problem

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

Consider a 2-by-2 eigenvalue problem  $\lambda \mathbf{x} = A\mathbf{x}$  viewed as a polynomial system:

$$f(\lambda, \mathbf{x}) = \begin{cases} \lambda x_1 - a_{11}x_1 - a_{12}x_2 = 0 \\ \lambda x_2 - a_{21}x_1 - a_{22}x_2 = 0 \\ c_0 + c_1x_1 + c_2x_2 = 0. \end{cases}$$

For general  $A \in \mathbb{C}^{2 \times 2}$  and random  $c_0, c_1,$  and  $c_2,$  the system has two isolated solutions.

For any dimension  $n$ :  $\lambda \mathbf{x} = A\mathbf{x}$  as  $n$  quadratic equations

- has Bézout bound  $2^n$ , but
- only  $n$  eigenvalue-eigenvector pairs.

Embedding  $\lambda \mathbf{x} = A\mathbf{x}$  in  $\mathbb{P} \times \mathbb{P}^n$  yields a sharp bound.

# the eigenvalue problem

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

Consider a 2-by-2 eigenvalue problem  $\lambda \mathbf{x} = A\mathbf{x}$  viewed as a polynomial system:

$$f(\lambda, \mathbf{x}) = \begin{cases} \lambda x_1 - a_{11}x_1 - a_{12}x_2 = 0 \\ \lambda x_2 - a_{21}x_1 - a_{22}x_2 = 0 \\ c_0 + c_1x_1 + c_2x_2 = 0. \end{cases}$$

For general  $A \in \mathbb{C}^{2 \times 2}$  and random  $c_0, c_1,$  and  $c_2,$  the system has two isolated solutions.

For any dimension  $n$ :  $\lambda \mathbf{x} = A\mathbf{x}$  as  $n$  quadratic equations

- has Bézout bound  $2^n$ , but
- only  $n$  eigenvalue-eigenvector pairs.

Embedding  $\lambda \mathbf{x} = A\mathbf{x}$  in  $\mathbb{P} \times \mathbb{P}^n$  yields a sharp bound.

# multihomogeneous coordinates

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

The embedding separates the eigenvalues from the coordinates of the eigenvector.

Replacing  $\lambda$  by  $\lambda_1/\lambda_0$  and  $x_1$  by  $z_1/z_0$ ,  $x_2$  by  $z_2/z_0$ . and clearing denominators:

$$f(\left([\lambda_0 : \lambda_1], [z_0 : z_1 : z_2]\right)) \\ = \begin{cases} \lambda_1 z_1 - a_{11} \lambda_0 z_1 - a_{12} \lambda_0 z_2 = 0 \\ \lambda_1 z_2 - a_{21} \lambda_0 z_1 - a_{22} \lambda_0 z_2 = 0 \\ c_0 z_0 + c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

$([\lambda_0 : \lambda_1], [z_0 : z_1 : z_2]) \in \mathbb{P}^1 \times \mathbb{P}^2$  are equivalence classes: we can scale the coordinates of the eigenvalues independently of the coordinates of the eigenvector.

As with  $\mathbb{P}^n$ , at least one coordinate must be nonzero.

# multihomogeneous coordinates

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

The embedding separates the eigenvalues from the coordinates of the eigenvector.

Replacing  $\lambda$  by  $\lambda_1/\lambda_0$  and  $x_1$  by  $z_1/z_0$ ,  $x_2$  by  $z_2/z_0$ , and clearing denominators:

$$f(\left([\lambda_0 : \lambda_1], [z_0 : z_1 : z_2]\right)) \\ = \begin{cases} \lambda_1 z_1 - a_{11} \lambda_0 z_1 - a_{12} \lambda_0 z_2 = 0 \\ \lambda_1 z_2 - a_{21} \lambda_0 z_1 - a_{22} \lambda_0 z_2 = 0 \\ c_0 z_0 + c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

$([\lambda_0 : \lambda_1], [z_0 : z_1 : z_2]) \in \mathbb{P}^1 \times \mathbb{P}^2$  are equivalence classes: we can scale the coordinates of the eigenvalues independently of the coordinates of the eigenvector.

As with  $\mathbb{P}^n$ , at least one coordinate must be nonzero.

## solutions at infinity

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanents  
general  
linear-product start  
systems

$$\begin{cases} \lambda_1 z_1 - a_{11} \lambda_0 z_1 - a_{12} \lambda_0 z_2 = 0 \\ \lambda_1 z_2 - a_{21} \lambda_0 z_1 - a_{22} \lambda_0 z_2 = 0 \\ c_0 z_0 + c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Solutions at infinity are solutions with  $\lambda_0 = 0$  or  $z_0 = 0$ .

- 1 If  $\lambda_0 = 0$ , then as  $\lambda_1 \neq 0$  we must have that  $z_1 = 0$  and  $z_2 = 0$ , but then also  $z_0 = 0$ , which cannot be.
- 2 If  $z_0 = 0$ , then consider  $f(( [1 : \lambda_1], [0 : z_1 : z_2] ))$

$$= \begin{cases} \lambda_1 z_1 - a_{11} z_1 - a_{12} z_2 = 0 \\ \lambda_1 z_2 - a_{21} z_1 - a_{22} z_2 = 0 \\ c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Eliminating  $z_2$  leads to a homogeneous system in  $z_1$ . Since  $z_1 \neq 0$ , we divide by  $z_1$  and are left with two linear general equations in  $\lambda_1$  only: no solution.

## solutions at infinity

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanents  
general  
linear-product start  
systems

$$\begin{cases} \lambda_1 z_1 - a_{11} \lambda_0 z_1 - a_{12} \lambda_0 z_2 = 0 \\ \lambda_1 z_2 - a_{21} \lambda_0 z_1 - a_{22} \lambda_0 z_2 = 0 \\ c_0 z_0 + c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Solutions at infinity are solutions with  $\lambda_0 = 0$  or  $z_0 = 0$ .

- 1 If  $\lambda_0 = 0$ , then as  $\lambda_1 \neq 0$  we must have that  $z_1 = 0$  and  $z_2 = 0$ , but then also  $z_0 = 0$ , which cannot be.
- 2 If  $z_0 = 0$ , then consider  $f((([1 : \lambda_1], [0 : z_1 : z_2]))$

$$= \begin{cases} \lambda_1 z_1 - a_{11} z_1 - a_{12} z_2 = 0 \\ \lambda_1 z_2 - a_{21} z_1 - a_{22} z_2 = 0 \\ c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Eliminating  $z_2$  leads to a homogeneous system in  $z_1$ . Since  $z_1 \neq 0$ , we divide by  $z_1$  and are left with two linear general equations in  $\lambda_1$  only: no solution.

## solutions at infinity

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structures  
a multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanents  
general  
linear-product start  
systems

$$\begin{cases} \lambda_1 z_1 - a_{11} \lambda_0 z_1 - a_{12} \lambda_0 z_2 = 0 \\ \lambda_1 z_2 - a_{21} \lambda_0 z_1 - a_{22} \lambda_0 z_2 = 0 \\ c_0 z_0 + c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Solutions at infinity are solutions with  $\lambda_0 = 0$  or  $z_0 = 0$ .

- 1 If  $\lambda_0 = 0$ , then as  $\lambda_1 \neq 0$  we must have that  $z_1 = 0$  and  $z_2 = 0$ , but then also  $z_0 = 0$ , which cannot be.
- 2 If  $z_0 = 0$ , then consider  $f(\left([1 : \lambda_1], [0 : z_1 : z_2]\right))$

$$= \begin{cases} \lambda_1 z_1 - a_{11} z_1 - a_{12} z_2 = 0 \\ \lambda_1 z_2 - a_{21} z_1 - a_{22} z_2 = 0 \\ c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Eliminating  $z_2$  leads to a homogeneous system in  $z_1$ . Since  $z_1 \neq 0$ , we divide by  $z_1$  and are left with two linear general equations in  $\lambda_1$  only: no solution.

## solutions at infinity

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanents  
general  
linear-product start  
systems

$$\begin{cases} \lambda_1 z_1 - a_{11} \lambda_0 z_1 - a_{12} \lambda_0 z_2 = 0 \\ \lambda_1 z_2 - a_{21} \lambda_0 z_1 - a_{22} \lambda_0 z_2 = 0 \\ c_0 z_0 + c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Solutions at infinity are solutions with  $\lambda_0 = 0$  or  $z_0 = 0$ .

- 1 If  $\lambda_0 = 0$ , then as  $\lambda_1 \neq 0$  we must have that  $z_1 = 0$  and  $z_2 = 0$ , but then also  $z_0 = 0$ , which cannot be.
- 2 If  $z_0 = 0$ , then consider  $f([1 : \lambda_1], [0 : z_1 : z_2])$

$$= \begin{cases} \lambda_1 z_1 - a_{11} z_1 - a_{12} z_2 = 0 \\ \lambda_1 z_2 - a_{21} z_1 - a_{22} z_2 = 0 \\ c_1 z_1 + c_2 z_2 = 0. \end{cases}$$

Eliminating  $z_2$  leads to a homogeneous system in  $z_1$ . Since  $z_1 \neq 0$ , we divide by  $z_1$  and are left with two linear general equations in  $\lambda_1$  only: no solution.

# Multihomogeneous Homotopies

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

- 1 Multiprojective Space  
the eigenvalue problem
- 2 Nash Equilibria  
number of equilibria in a non-cooperative game
- 3 Linear-Product Systems  
multihomogeneous structures  
a multihomogeneous Bézout number
- 4 Algorithms and Extensions  
row expansion for permanents  
general linear-product start systems

# a non-cooperative game

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

Take a non-cooperative game with given

- 1 three players:  $a$ ,  $b$ , and  $c$ ;
- 2 two strategies for each player;
- 3 payoffs for players  $a$ ,  $b$ ,  $c$  are  $A, B, C \in \mathbb{R}^{2 \times 2 \times 2}$ .  
 $A_{ijk}$  is the payoff to  $a$  if  $a$ ,  $b$ ,  $c$  chooses  $i$ ,  $j$ ,  $k$ .

Variable  $x_i$  is the probability player  $a$  chooses strategy  $i$ .

As probabilities  $x_i \in [0, 1]$  and  $x_1 + x_2 = 1$ .

Variables  $y_1, y_2$  and  $z_1, z_2$  are allocations for players  $b$  and  $c$ , also with  $y_1 + y_2 = 1$  and  $z_1 + z_2 = 1$ .

Setting could be continuous, e.g.: how much percentage of money to allocate to an investment?

or discrete, e.g.: how many lectures to attend?

# a non-cooperative game

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

Take a non-cooperative game with given

- 1 three players:  $a$ ,  $b$ , and  $c$ ;
- 2 two strategies for each player;
- 3 payoffs for players  $a$ ,  $b$ ,  $c$  are  $A, B, C \in \mathbb{R}^{2 \times 2 \times 2}$ .  
 $A_{ijk}$  is the payoff to  $a$  if  $a$ ,  $b$ ,  $c$  chooses  $i$ ,  $j$ ,  $k$ .

Variable  $x_i$  is the probability player  $a$  chooses strategy  $i$ .

As probabilities  $x_i \in [0, 1]$  and  $x_1 + x_2 = 1$ .

Variables  $y_1, y_2$  and  $z_1, z_2$  are allocations for players  $b$  and  $c$ , also with  $y_1 + y_2 = 1$  and  $z_1 + z_2 = 1$ .

Setting could be continuous, e.g.: how much percentage of money to allocate to an investment?

or discrete, e.g.: how many lectures to attend?

# a non-cooperative game

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

Take a non-cooperative game with given

- 1 three players:  $a$ ,  $b$ , and  $c$ ;
- 2 two strategies for each player;
- 3 payoffs for players  $a$ ,  $b$ ,  $c$  are  $A, B, C \in \mathbb{R}^{2 \times 2 \times 2}$ .  
 $A_{ijk}$  is the payoff to  $a$  if  $a$ ,  $b$ ,  $c$  chooses  $i, j, k$ .

Variable  $x_i$  is the probability player  $a$  chooses strategy  $i$ .

As probabilities  $x_i \in [0, 1]$  and  $x_1 + x_2 = 1$ .

Variables  $y_1, y_2$  and  $z_1, z_2$  are allocations for players  $b$  and  $c$ , also with  $y_1 + y_2 = 1$  and  $z_1 + z_2 = 1$ .

Setting could be continuous, e.g.: how much percentage of money to allocate to an investment?

or discrete, e.g.: how many lectures to attend?

## computing the payoffs

For payoff matrix  $A \in \mathbb{R}^{2 \times 2 \times 2}$ , the payoff  $\alpha$  for player  $a$  is

$$\alpha = \sum_{i=1}^2 \sum_{j=1}^2 \sum_{k=1}^2 A_{ijk} x_i y_j z_k.$$

A vector  $(x_1, x_2, y_1, y_2, z_1, z_2)$  is a Nash equilibrium if

- no player gets higher payoff by changing strategy
- while the other two players keep their strategies fixed.

Using  $\alpha = x_1 \sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k + x_2 \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k$ ,

$x_1 + x_2 = 1$  and  $x_1 \geq 0, x_2 \geq 0$ , we obtain

$$x_1 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k \right) = x_2 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k \right) = 0.$$

## computing the payoffs

For payoff matrix  $A \in \mathbb{R}^{2 \times 2 \times 2}$ , the payoff  $\alpha$  for player  $a$  is

$$\alpha = \sum_{i=1}^2 \sum_{j=1}^2 \sum_{k=1}^2 A_{ijk} x_i y_j z_k.$$

A vector  $(x_1, x_2, y_1, y_2, z_1, z_2)$  is a Nash equilibrium if

- no player gets higher payoff by changing strategy
- while the other two players keep their strategies fixed.

Using  $\alpha = x_1 \sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k + x_2 \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k$ ,

$x_1 + x_2 = 1$  and  $x_1 \geq 0, x_2 \geq 0$ , we obtain

$$x_1 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k \right) = x_2 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k \right) = 0.$$

## computing the payoffs

For payoff matrix  $A \in \mathbb{R}^{2 \times 2 \times 2}$ , the payoff  $\alpha$  for player  $a$  is

$$\alpha = \sum_{i=1}^2 \sum_{j=1}^2 \sum_{k=1}^2 A_{ijk} x_i y_j z_k.$$

A vector  $(x_1, x_2, y_1, y_2, z_1, z_2)$  is a Nash equilibrium if

- no player gets higher payoff by changing strategy
- while the other two players keep their strategies fixed.

Using  $\alpha = x_1 \sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k + x_2 \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k$ ,

$x_1 + x_2 = 1$  and  $x_1 \geq 0, x_2 \geq 0$ , we obtain

$$x_1 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k \right) = x_2 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k \right) = 0.$$

## a polynomial system

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanents  
general  
linear-product start  
systems

$$x_1 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k \right) = x_2 \left( \alpha - \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k \right) = 0$$

is equivalent to

$$\sum_{j=1}^2 \sum_{k=1}^2 A_{1jk} y_j z_k - \sum_{j=1}^2 \sum_{k=1}^2 A_{2jk} y_j z_k = 0.$$

Similarly, we have equations using payoffs  $B$  and  $C$ .Eliminating  $x_2, y_2, z_2$  with  $1 - x_1, 1 - y_1, 1 - z_1$ ,  
we obtain 3 quadratic *bilinear* equations in 3 unknowns.Embedding  $(x_1, y_1, z_1)$  in  $\mathbb{P} \times \mathbb{P} \times \mathbb{P}$  (3-homogenization)  
gives a generically sharp Bézout bound.

# Multihomogeneous Homotopies

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

**multihomogeneous structures**

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents

general linear-product start systems

- 1 Multiprojective Space  
the eigenvalue problem
- 2 Nash Equilibria  
number of equilibria in a non-cooperative game
- 3 **Linear-Product Systems**  
**multihomogeneous structures**  
a multihomogeneous Bézout number
- 4 Algorithms and Extensions  
row expansion for permanents  
general linear-product start systems

# multihomogeneous structures

We partition  $\{\lambda, \mathbf{x}_1, \mathbf{x}_2\}$  into  $\{\{\lambda\}, \{\mathbf{x}_1, \mathbf{x}_2\}\}$ :

$$\begin{cases} f_1 : \lambda \mathbf{x}_1 - \mathbf{a}_{11} \mathbf{x}_1 - \mathbf{a}_{12} \mathbf{x}_2 = 0 \\ f_2 : \lambda \mathbf{x}_2 - \mathbf{a}_{21} \mathbf{x}_1 - \mathbf{a}_{22} \mathbf{x}_2 = 0 \\ f_3 : \mathbf{c}_0 + \mathbf{c}_1 \mathbf{x}_1 + \mathbf{c}_2 \mathbf{x}_2 = 0 \end{cases} \quad \begin{array}{c|c} \text{eq.} & \lambda \quad \mathbf{x} \\ \hline f_1 & 1 \quad 1 \\ f_2 & 1 \quad 1 \\ f_3 & 0 \quad 1 \end{array}$$

$$\Leftrightarrow \begin{array}{c|c} \text{eq.} & \lambda \quad \mathbf{x} \\ \hline g_1 & \alpha_{10} + \alpha_{11} \lambda \quad \beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2 \\ g_2 & \alpha_{20} + \alpha_{21} \lambda \quad \beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2 \\ g_3 & 1 \quad \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 \end{array}$$

for random coefficients  $\alpha_{ij}$  and  $\beta_{ij}$ , which leads to

$$g(\lambda, \mathbf{x}_1, \mathbf{x}_2) = \begin{cases} (\alpha_{10} + \alpha_{11} \lambda_1)(\beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2) = 0 \\ (\alpha_{20} + \alpha_{21} \lambda_2)(\beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2) = 0 \\ \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 = 0. \end{cases}$$

Multiprojective  
Space

the eigenvalue  
problem

Nash  
Equilibria

number of equilibria  
in a non-cooperative  
game

Linear-  
Product  
Systems

multihomogeneous  
structures

a multihomogeneous  
Bézout number

Algorithms  
and  
Extensions

row expansion for  
permanents  
general  
linear-product start  
systems

# multihomogeneous structures

We partition  $\{\lambda, \mathbf{x}_1, \mathbf{x}_2\}$  into  $\{\{\lambda\}, \{\mathbf{x}_1, \mathbf{x}_2\}\}$ :

$$\left\{ \begin{array}{l} f_1 : \lambda \mathbf{x}_1 - \mathbf{a}_{11} \mathbf{x}_1 - \mathbf{a}_{12} \mathbf{x}_2 = 0 \\ f_2 : \lambda \mathbf{x}_2 - \mathbf{a}_{21} \mathbf{x}_1 - \mathbf{a}_{22} \mathbf{x}_2 = 0 \\ f_3 : \mathbf{c}_0 + \mathbf{c}_1 \mathbf{x}_1 + \mathbf{c}_2 \mathbf{x}_2 = 0 \end{array} \right. \quad \begin{array}{c|c} \text{eq.} & : \lambda \quad | \quad \mathbf{x} \\ \hline f_1 & : 1 \quad | \quad 1 \\ f_2 & : 1 \quad | \quad 1 \\ f_3 & : 0 \quad | \quad 1 \end{array}$$

$$\Leftrightarrow \begin{array}{c|c} \text{eq.} & : \lambda \quad | \quad \mathbf{x} \\ \hline g_1 & : \alpha_{10} + \alpha_{11} \lambda \quad | \quad \beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2 \\ g_2 & : \alpha_{20} + \alpha_{21} \lambda \quad | \quad \beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2 \\ g_3 & : 1 \quad | \quad \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 \end{array}$$

for random coefficients  $\alpha_{ij}$  and  $\beta_{ij}$ , which leads to

$$g(\lambda, \mathbf{x}_1, \mathbf{x}_2) = \begin{cases} (\alpha_{10} + \alpha_{11} \lambda_1)(\beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2) = 0 \\ (\alpha_{20} + \alpha_{21} \lambda_2)(\beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2) = 0 \\ \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 = 0. \end{cases}$$

# multihomogeneous structures

We partition  $\{\lambda, \mathbf{x}_1, \mathbf{x}_2\}$  into  $\{\{\lambda\}, \{\mathbf{x}_1, \mathbf{x}_2\}\}$ :

$$\begin{cases} f_1 : \lambda \mathbf{x}_1 - \mathbf{a}_{11} \mathbf{x}_1 - \mathbf{a}_{12} \mathbf{x}_2 = 0 \\ f_2 : \lambda \mathbf{x}_2 - \mathbf{a}_{21} \mathbf{x}_1 - \mathbf{a}_{22} \mathbf{x}_2 = 0 \\ f_3 : \mathbf{c}_0 + \mathbf{c}_1 \mathbf{x}_1 + \mathbf{c}_2 \mathbf{x}_2 = 0 \end{cases} \quad \begin{array}{c|c} \text{eq.} & : \quad \lambda \quad | \quad \mathbf{x} \\ \hline f_1 & : \quad 1 \quad | \quad 1 \\ f_2 & : \quad 1 \quad | \quad 1 \\ f_3 & : \quad 0 \quad | \quad 1 \end{array}$$

$$\Leftrightarrow \begin{array}{c|c} \text{eq.} & : \quad \lambda \quad | \quad \mathbf{x} \\ \hline \mathbf{g}_1 & : \quad \alpha_{10} + \alpha_{11} \lambda \quad | \quad \beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2 \\ \mathbf{g}_2 & : \quad \alpha_{20} + \alpha_{21} \lambda \quad | \quad \beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2 \\ \mathbf{g}_3 & : \quad 1 \quad | \quad \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 \end{array}$$

for random coefficients  $\alpha_{ij}$  and  $\beta_{ij}$ , which leads to

$$g(\lambda, \mathbf{x}_1, \mathbf{x}_2) = \begin{cases} (\alpha_{10} + \alpha_{11} \lambda)(\beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2) = 0 \\ (\alpha_{20} + \alpha_{21} \lambda)(\beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2) = 0 \\ \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 = 0. \end{cases}$$

# multihomogeneous structures

We partition  $\{\lambda, \mathbf{x}_1, \mathbf{x}_2\}$  into  $\{\{\lambda\}, \{\mathbf{x}_1, \mathbf{x}_2\}\}$ :

$$\left\{ \begin{array}{l} f_1 : \lambda \mathbf{x}_1 - \mathbf{a}_{11} \mathbf{x}_1 - \mathbf{a}_{12} \mathbf{x}_2 = 0 \\ f_2 : \lambda \mathbf{x}_2 - \mathbf{a}_{21} \mathbf{x}_1 - \mathbf{a}_{22} \mathbf{x}_2 = 0 \\ f_3 : \mathbf{c}_0 + \mathbf{c}_1 \mathbf{x}_1 + \mathbf{c}_2 \mathbf{x}_2 = 0 \end{array} \right. \quad \begin{array}{c|c} \text{eq.} & : \quad \lambda \quad | \quad \mathbf{x} \\ \hline f_1 & : \quad 1 \quad | \quad 1 \\ f_2 & : \quad 1 \quad | \quad 1 \\ f_3 & : \quad 0 \quad | \quad 1 \end{array}$$

$$\Leftrightarrow \begin{array}{c|c} \text{eq.} & : \quad \lambda \quad | \quad \mathbf{x} \\ \hline \mathbf{g}_1 & : \quad \alpha_{10} + \alpha_{11} \lambda \quad | \quad \beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2 \\ \mathbf{g}_2 & : \quad \alpha_{20} + \alpha_{21} \lambda \quad | \quad \beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2 \\ \mathbf{g}_3 & : \quad 1 \quad | \quad \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 \end{array}$$

for random coefficients  $\alpha_{ij}$  and  $\beta_{ij}$ , which leads to

$$g(\lambda, \mathbf{x}_1, \mathbf{x}_2) = \begin{cases} (\alpha_{10} + \alpha_{11} \lambda_1)(\beta_{10} + \beta_{11} \mathbf{x}_1 + \beta_{12} \mathbf{x}_2) = 0 \\ (\alpha_{20} + \alpha_{21} \lambda_2)(\beta_{20} + \beta_{21} \mathbf{x}_1 + \beta_{22} \mathbf{x}_2) = 0 \\ \beta_{30} + \beta_{31} \mathbf{x}_1 + \beta_{32} \mathbf{x}_2 = 0. \end{cases}$$

# linear-product start systems

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

In solving

$$g(\lambda, \mathbf{x}_1, \mathbf{x}_2) = \begin{cases} (\alpha_{10} + \alpha_{11}\lambda)(\beta_{10} + \beta_{11}\mathbf{x}_1 + \beta_{12}\mathbf{x}_2) = 0 \\ (\alpha_{20} + \alpha_{21}\lambda)(\beta_{20} + \beta_{21}\mathbf{x}_1 + \beta_{22}\mathbf{x}_2) = 0 \\ \beta_{30} + \beta_{31}\mathbf{x}_1 + \beta_{32}\mathbf{x}_2 = 0 \end{cases}$$

we make the same moves as a formal root count:

$$\begin{aligned} B_{\{\{\lambda\}, \{\mathbf{x}\}\}} &= 1_{(g_1, \lambda)} \times 1_{(g_2, \mathbf{x})} \times 1_{(g_3, \mathbf{x})} \\ &\quad + 1_{(g_2, \lambda)} \times 1_{(g_1, \mathbf{x})} \times 1_{(g_3, \mathbf{x})} \\ &= 2. \end{aligned}$$

The subscripts indicate a factor in  $g(\lambda, \mathbf{x}) = \mathbf{0}$ .

## linear-product start systems

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanents  
general  
linear-product start  
systems

In solving

$$g(\lambda, \mathbf{x}_1, \mathbf{x}_2) = \begin{cases} (\alpha_{10} + \alpha_{11}\lambda)(\beta_{10} + \beta_{11}\mathbf{x}_1 + \beta_{12}\mathbf{x}_2) = 0 \\ (\alpha_{20} + \alpha_{21}\lambda)(\beta_{20} + \beta_{21}\mathbf{x}_1 + \beta_{22}\mathbf{x}_2) = 0 \\ \beta_{30} + \beta_{31}\mathbf{x}_1 + \beta_{32}\mathbf{x}_2 = 0 \end{cases}$$

we make the same moves as a formal root count:

$$\begin{aligned} B_{\{\{\lambda\}, \{\mathbf{x}\}\}} &= \mathbf{1}_{(g_1, \lambda)} \times \mathbf{1}_{(g_2, \mathbf{x})} \times \mathbf{1}_{(g_3, \mathbf{x})} \\ &\quad + \mathbf{1}_{(g_2, \lambda)} \times \mathbf{1}_{(g_1, \mathbf{x})} \times \mathbf{1}_{(g_3, \mathbf{x})} \\ &= 2. \end{aligned}$$

The subscripts indicate a factor in  $g(\lambda, \mathbf{x}) = \mathbf{0}$ .

# Multihomogeneous Homotopies

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

- 1 Multiprojective Space  
the eigenvalue problem
- 2 Nash Equilibria  
number of equilibria in a non-cooperative game
- 3 Linear-Product Systems  
multihomogeneous structures  
a multihomogeneous Bézout number
- 4 Algorithms and Extensions  
row expansion for permanents  
general linear-product start systems

# a multihomogeneous Bézout number

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents

general linear-product start systems

For any partition  $Z = \{Z_1, Z_2, \dots, Z_m\}$  of the set of unknowns, we compute the degrees  $\deg(f_i, Z_j)$  of  $f(\mathbf{x}) = \mathbf{0}$ .

A linear-product start system that respects the multihomogeneous structure of  $f$  has equations:

$$g_j(\mathbf{x}) = \prod_{j=1}^m \prod_{k=1}^{\deg(f_i, Z_j)} \left( c_{ijk0} + \sum_{x_\ell \in Z_j} c_{ijk\ell} x_\ell \right) = 0$$

for random complex coefficients  $c_{ijk0}$  and  $c_{ijk\ell}$ .

The number of solutions of  $g(\mathbf{x}) = \mathbf{0}$  equals  $B_Z$ , the  $m$ -homogeneous Bézout number of  $f$ , with respect to the partition  $Z$ .

# a multihomogeneous Bézout number

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents

general linear-product start systems

For any partition  $Z = \{Z_1, Z_2, \dots, Z_m\}$  of the set of unknowns, we compute the degrees  $\deg(f_i, Z_j)$  of  $f(\mathbf{x}) = \mathbf{0}$ .

A linear-product start system that respects the multihomogeneous structure of  $f$  has equations:

$$g_j(\mathbf{x}) = \prod_{j=1}^m \prod_{k=1}^{\deg(f_i, Z_j)} \left( c_{ijk0} + \sum_{\mathbf{x}_\ell \in Z_j} c_{ijkl} x_\ell \right) = 0$$

for random complex coefficients  $c_{ijk0}$  and  $c_{ijkl}$ .

The number of solutions of  $g(\mathbf{x}) = \mathbf{0}$  equals  $B_Z$ , the  $m$ -homogeneous Bézout number of  $f$ , with respect to the partition  $Z$ .

# a multihomogeneous Bézout number

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents

general linear-product start systems

For any partition  $Z = \{Z_1, Z_2, \dots, Z_m\}$  of the set of unknowns, we compute the degrees  $\deg(f_i, Z_j)$  of  $f(\mathbf{x}) = \mathbf{0}$ .

A linear-product start system that respects the multihomogeneous structure of  $f$  has equations:

$$g_j(\mathbf{x}) = \prod_{j=1}^m \prod_{k=1}^{\deg(f_i, Z_j)} \left( c_{ijk0} + \sum_{\mathbf{x}_\ell \in Z_j} c_{ijkl} x_\ell \right) = 0$$

for random complex coefficients  $c_{ijk0}$  and  $c_{ijkl}$ .

The number of solutions of  $g(\mathbf{x}) = \mathbf{0}$  equals  $B_Z$ , the  $m$ -homogeneous Bézout number of  $f$ , with respect to the partition  $Z$ .

# Multihomogenous Bézout's Theorem

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

## Theorem (multihomogenous theorem of Bézout)

Let  $Z$  be any partition of the set of unknowns  $\mathbf{x}$  of the system  $f(\mathbf{x}) = \mathbf{0}$  and let  $B_Z$  be its Bézout bound.

Then the number of isolated solutions of  $f(\mathbf{x}) = \mathbf{0}$  in  $\mathbb{C}^n$  is bounded by  $B_Z$ .

Follows from the correctness of a homotopy method:

- Let  $g(\mathbf{x}) = \mathbf{0}$  be a linear-product start system for  $Z$ .
- All solutions of  $f(\mathbf{x}) = \mathbf{0}$  lie at the end of paths defined by the homotopy

$$h(\mathbf{x}, t) = \gamma(1 - t)g(\mathbf{x}) + t f(\mathbf{x}) = \mathbf{0},$$

where  $\gamma \in \mathbb{C}$  is a random complex constant.

# Multihomogenous Bézout's Theorem

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures

a multihomogenous Bézout number

## Algorithms and Extensions

row expansion for permanents

general linear-product start systems

## Theorem (multihomogenous theorem of Bézout)

Let  $Z$  be any partition of the set of unknowns  $\mathbf{x}$  of the system  $f(\mathbf{x}) = \mathbf{0}$  and let  $B_Z$  be its Bézout bound.

Then the number of isolated solutions of  $f(\mathbf{x}) = \mathbf{0}$  in  $\mathbb{C}^n$  is bounded by  $B_Z$ .

Follows from the correctness of a homotopy method:

- Let  $g(\mathbf{x}) = \mathbf{0}$  be a linear-product start system for  $Z$ .
- All solutions of  $f(\mathbf{x}) = \mathbf{0}$  lie at the end of paths defined by the homotopy

$$h(\mathbf{x}, t) = \gamma(1 - t)g(\mathbf{x}) + t f(\mathbf{x}) = \mathbf{0},$$

where  $\gamma \in \mathbb{C}$  is a random complex constant.

# Multihomogeneous Homotopies

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

- 1 Multiprojective Space  
the eigenvalue problem
- 2 Nash Equilibria  
number of equilibria in a non-cooperative game
- 3 Linear-Product Systems  
multihomogeneous structures  
a multihomogeneous Bézout number
- 4 Algorithms and Extensions  
row expansion for permanents  
general linear-product start systems

## row expansion for permanents

Input:  $A \in \mathbb{N}^{n \times m}$ ,  $\mathbf{k} = (k_1, k_2, \dots, k_m)$ ,  $k_1 + k_2 + \dots + k_m = n$ ;  
 $i$  controls level of recursion, call with  $i = 1$ .

Output:  $\text{per}(A, \mathbf{k})$  permanent of  $A$  with respect to  $\mathbf{k}$ .

```

s := 0; k' := k;
for j from 1 to m do
  if k'_j ≠ 0 and a_ij ≠ 0 then
    k'_j := k'_j - 1;
    if i = n
      then s := s + a_ij;
    else s := s + a_ij × per(A, k', i + 1);
    end if;
    k'_j := k'_j + 1;
  end if;
end for;
return s.

```

Multiprojective  
Space

the eigenvalue  
problem

Nash  
Equilibria

number of equilibria  
in a non-cooperative  
game

Linear-  
Product  
Systems

multihomogeneous  
structures  
a multihomogeneous  
Bézout number

Algorithms  
and  
Extensions

row expansion for  
permanents  
general  
linear-product start  
systems

## row expansion for permanents

Input:  $A \in \mathbb{N}^{n \times m}$ ,  $\mathbf{k} = (k_1, k_2, \dots, k_m)$ ,  $k_1 + k_2 + \dots + k_m = n$ ;  
 $i$  controls level of recursion, call with  $i = 1$ .

Output:  $\text{per}(A, \mathbf{k})$  permanent of  $A$  with respect to  $\mathbf{k}$ .

```

s := 0;  $\mathbf{k}' := \mathbf{k}$ ;
for j from 1 to m do
  if  $k'_j \neq 0$  and  $a_{ij} \neq 0$  then
     $k'_j := k'_j - 1$ ;
    if  $i = n$ 
      then  $s := s + a_{ij}$ ;
      else  $s := s + a_{ij} \times \text{per}(A, \mathbf{k}', i + 1)$ ;
    end if;
     $k'_j := k'_j + 1$ ;
  end if;
end for;
return s.

```

Multiprojective  
Space

the eigenvalue  
problem

Nash  
Equilibria

number of equilibria  
in a non-cooperative  
game

Linear-  
Product  
Systems

multihomogeneous  
structures  
a multihomogeneous  
Bézout number

Algorithms  
and  
Extensions

row expansion for  
permanents  
general  
linear-product start  
systems

# Multihomogeneous Homotopies

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

- 1 Multiprojective Space  
the eigenvalue problem
- 2 Nash Equilibria  
number of equilibria in a non-cooperative game
- 3 Linear-Product Systems  
multihomogeneous structures  
a multihomogeneous Bézout number
- 4 Algorithms and Extensions  
row expansion for permanents  
general linear-product start systems

## supporting set structures

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanentsgeneral  
linear-product start  
systems

For example, consider the following polynomial system:

$$f(\mathbf{x}) = \begin{cases} x_1^2 x_2 + x_2^2 + x_1 + 1 = 0 \\ x_2^2 x_1 + x_1^2 + x_2 + 1 = 0 \end{cases} \quad S = \left( \begin{array}{c} \{\{x_1\}, \{x_1, x_2\}, \{x_2\}\} \\ \{\{x_2\}, \{x_2, x_1\}, \{x_1\}\} \end{array} \right)$$

where  $S$  is a supporting set structure for  $f$ , which leads to

$$g(\mathbf{x}) = \begin{cases} (c_{11}x_1 + c_{12})(c_{13}x_1 + c_{14}x_2 + c_{15})(c_{16}x_2 + c_{17}) = 0 \\ (c_{21}x_2 + c_{22})(c_{23}x_2 + c_{24}x_1 + c_{25})(c_{26}x_1 + c_{27}) = 0 \end{cases}$$

for random coefficients  $c_{ij}$ .

## supporting set structures

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanentsgeneral  
linear-product start  
systems

For example, consider the following polynomial system:

$$f(\mathbf{x}) = \begin{cases} x_1^2 x_2 + x_2^2 + x_1 + 1 = 0 \\ x_2^2 x_1 + x_1^2 + x_2 + 1 = 0 \end{cases} \quad S = \left( \begin{array}{l} \{\{x_1\}, \{x_1, x_2\}, \{x_2\}\} \\ \{\{x_2\}, \{x_2, x_1\}, \{x_1\}\} \end{array} \right)$$

where  $S$  is a supporting set structure for  $f$ , which leads to

$$g(\mathbf{x}) = \begin{cases} (c_{11}x_1 + c_{12})(c_{13}x_1 + c_{14}x_2 + c_{15})(c_{16}x_2 + c_{17}) = 0 \\ (c_{21}x_2 + c_{22})(c_{23}x_2 + c_{24}x_1 + c_{25})(c_{26}x_1 + c_{27}) = 0 \end{cases}$$

for random coefficients  $c_{ij}$ .

# a generalized Bézout number

## Solving

$$g(\mathbf{x}) = \begin{cases} (c_{11}x_1 + c_{12})(c_{13}x_1 + c_{14}x_2 + c_{15})(c_{16}x_2 + c_{17}) = 0 \\ (c_{21}x_2 + c_{22})(c_{23}x_2 + c_{24}x_1 + c_{25})(c_{26}x_1 + c_{27}) = 0 \end{cases}$$

can done as a formal calculation of a Bézout number  $B_S$ , based directly on the supporting set structure  $S$ :

$$\begin{array}{rcccc}
 B_S & = & 1 & + & 1 & + & 1 \\
 & & \{x_1\}\{x_2\} & & \{x_1\}\{x_2, x_1\} & & \{x_1, x_2\}\{x_2\} \\
 + & & 1 & + & 1 & + & 1 \\
 & & \{x_1, x_2\}\{x_2, x_1\} & = & \{x_1, x_2\}\{x_1\} & & \{x_2\}\{x_2, x_1\} \\
 + & & 1 & = & 7. & & \\
 & & \{x_2\}\{x_1\} & & & & 
 \end{array}$$

The sets underneath the formula indicate the sets associated with the linear systems in  $g(\mathbf{x}) = \mathbf{0}$ .

Multiprojective  
Space

the eigenvalue  
problem

Nash  
Equilibria

number of equilibria  
in a non-cooperative  
game

Linear-  
Product  
Systems

multihomogeneous  
structures

a multihomogeneous  
Bézout number

Algorithms  
and  
Extensions

row expansion for  
permanents

general  
linear-product start  
systems

# a generalized Bézout number

## Solving

$$g(\mathbf{x}) = \begin{cases} (c_{11}x_1 + c_{12})(c_{13}x_1 + c_{14}x_2 + c_{15})(c_{16}x_2 + c_{17}) = 0 \\ (c_{21}x_2 + c_{22})(c_{23}x_2 + c_{24}x_1 + c_{25})(c_{26}x_1 + c_{27}) = 0 \end{cases}$$

can done as a formal calculation of a Bézout number  $B_S$ , based directly on the supporting set structure  $S$ :

$$\begin{array}{rcccc}
 B_S & = & 1 & + & 1 & + & 1 \\
 & & \{x_1\}\{x_2\} & & \{x_1\}\{x_2, x_1\} & & \{x_1, x_2\}\{x_2\} \\
 & + & 1 & + & 1 & + & 1 \\
 & & \{x_1, x_2\}\{x_2, x_1\} & & \{x_1, x_2\}\{x_1\} & & \{x_2\}\{x_2, x_1\} \\
 & + & 1 & = & 7. & & \\
 & & \{x_2\}\{x_1\} & & & & 
 \end{array}$$

The sets underneath the formula indicate the sets associated with the linear systems in  $g(\mathbf{x}) = \mathbf{0}$ .

# a generalized Bézout number

## Solving

$$g(\mathbf{x}) = \begin{cases} (c_{11}x_1 + c_{12})(c_{13}x_1 + c_{14}x_2 + c_{15})(c_{16}x_2 + c_{17}) = 0 \\ (c_{21}x_2 + c_{22})(c_{23}x_2 + c_{24}x_1 + c_{25})(c_{26}x_1 + c_{27}) = 0 \end{cases}$$

can done as a formal calculation of a Bézout number  $B_S$ , based directly on the supporting set structure  $S$ :

$$\begin{array}{rcccc}
 B_S & = & 1 & + & 1 & + & 1 \\
 & & \{x_1\}\{x_2\} & & \{x_1\}\{x_2, x_1\} & & \{x_1, x_2\}\{x_2\} \\
 + & & 1 & + & 1 & + & 1 \\
 & & \{x_1, x_2\}\{x_2, x_1\} & = & \{x_1, x_2\}\{x_1\} & & \{x_2\}\{x_2, x_1\} \\
 + & & 1 & = & 7. & & \\
 & & \{x_2\}\{x_1\} & & & & 
 \end{array}$$

The sets underneath the formula indicate the sets associated with the linear systems in  $g(\mathbf{x}) = \mathbf{0}$ .

# a generalized Bézout number

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

## Solving

$$g(\mathbf{x}) = \begin{cases} (c_{11}x_1 + c_{12})(c_{13}x_1 + c_{14}x_2 + c_{15})(c_{16}x_2 + c_{17}) = 0 \\ (c_{21}x_2 + c_{22})(c_{23}x_2 + c_{24}x_1 + c_{25})(c_{26}x_1 + c_{27}) = 0 \end{cases}$$

can done as a formal calculation of a Bézout number  $B_S$ , based directly on the supporting set structure  $S$ :

$$\begin{array}{rcccc}
 B_S = & 1 & + & 1 & + & 1 \\
 & \{x_1\}\{x_2\} & & \{x_1\}\{x_2, x_1\} & & \{x_1, x_2\}\{x_2\} \\
 + & 1 & + & 1 & + & 1 \\
 & \{x_1, x_2\}\{x_2, x_1\} & & \{x_1, x_2\}\{x_1\} & & \{x_2\}\{x_2, x_1\} \\
 + & 1 & = & 7. & & \\
 & \{x_2\}\{x_1\} & & & & 
 \end{array}$$

The sets underneath the formula indicate the sets associated with the linear systems in  $g(\mathbf{x}) = \mathbf{0}$ .

## permutation symmetry

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structures  
a multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanentsgeneral  
linear-product start  
systems

Observe the symmetry in:

$$f(\mathbf{x}) = \begin{cases} x_1^2 x_2 + x_2^2 + x_1 + 1 = 0 \\ x_2^2 x_1 + x_1^2 + x_2 + 1 = 0. \end{cases}$$

We have:

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} f_1(x_1, x_2) \\ f_2(x_1, x_2) \end{bmatrix} = f \left( \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \right).$$

With a particular choice of the coefficients of

$$g(\mathbf{x}) = \begin{cases} (c_1 x_1 + c_2)(c_3 x_1 + c_4 x_2 + c_5)(c_6 x_2 + c_7) = 0 \\ (c_1 x_2 + c_2)(c_3 x_2 + c_4 x_1 + c_5)(c_6 x_1 + c_7) = 0. \end{cases}$$

The start system has the same symmetry as  $f(\mathbf{x}) = \mathbf{0}$ .

## permutation symmetry

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structures  
a multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanentsgeneral  
linear-product start  
systems

Observe the symmetry in:

$$f(\mathbf{x}) = \begin{cases} x_1^2 x_2 + x_2^2 + x_1 + 1 = 0 \\ x_2^2 x_1 + x_1^2 + x_2 + 1 = 0. \end{cases}$$

We have:

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} f_1(x_1, x_2) \\ f_2(x_1, x_2) \end{bmatrix} = f \left( \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \right).$$

With a particular choice of the coefficients of

$$g(\mathbf{x}) = \begin{cases} (c_1 x_1 + c_2)(c_3 x_1 + c_4 x_2 + c_5)(c_6 x_2 + c_7) = 0 \\ (c_1 x_2 + c_2)(c_3 x_2 + c_4 x_1 + c_5)(c_6 x_1 + c_7) = 0. \end{cases}$$

The start system has the same symmetry as  $f(\mathbf{x}) = \mathbf{0}$ .

## permutation symmetry

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structures  
a multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanentsgeneral  
linear-product start  
systems

Observe the symmetry in:

$$f(\mathbf{x}) = \begin{cases} x_1^2 x_2 + x_2^2 + x_1 + 1 = 0 \\ x_2^2 x_1 + x_1^2 + x_2 + 1 = 0. \end{cases}$$

We have:

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} f_1(x_1, x_2) \\ f_2(x_1, x_2) \end{bmatrix} = f \left( \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \right).$$

With a particular choice of the coefficients of

$$g(\mathbf{x}) = \begin{cases} (c_1 x_1 + c_2)(c_3 x_1 + c_4 x_2 + c_5)(c_6 x_2 + c_7) = 0 \\ (c_1 x_2 + c_2)(c_3 x_2 + c_4 x_1 + c_5)(c_6 x_1 + c_7) = 0. \end{cases}$$

The start system has the same symmetry as  $f(\mathbf{x}) = \mathbf{0}$ .

# A Generalized Bézout Theorem

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

Regularity and boundedness of a homotopy starting at a linear-product start system proves:

## Theorem

*Let  $S$  be a supporting set structure for the system  $f(\mathbf{x}) = \mathbf{0}$ . Let  $B_S$  be the number of solutions of a linear-product system  $g(\mathbf{x}) = \mathbf{0}$  supported by  $S$ . Then the number of solutions in  $\mathbb{C}^n$  of  $f(\mathbf{x}) = \mathbf{0}$  is bounded by  $B_S$ .*

Geometric version of Bézout's theorem: degenerate hypersurfaces  $f_i^{-1}(\mathbf{0})$  into a union of hyperplanes.

General linear-product start systems are advantageous to exploit permutation symmetry

⇒ it suffices to compute only the generating solutions.

# A Generalized Bézout Theorem

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

Regularity and boundedness of a homotopy starting at a linear-product start system proves:

## Theorem

*Let  $S$  be a supporting set structure for the system  $f(\mathbf{x}) = \mathbf{0}$ . Let  $B_S$  be the number of solutions of a linear-product system  $g(\mathbf{x}) = \mathbf{0}$  supported by  $S$ . Then the number of solutions in  $\mathbb{C}^n$  of  $f(\mathbf{x}) = \mathbf{0}$  is bounded by  $B_S$ .*

Geometric version of Bézout's theorem: degenerate hypersurfaces  $f_i^{-1}(\mathbf{0})$  into a union of hyperplanes.

General linear-product start systems are advantageous to exploit permutation symmetry

$\Rightarrow$  it suffices to compute only the generating solutions.

# Summary + Exercises

## Multiprojective Space

the eigenvalue problem

## Nash Equilibria

number of equilibria in a non-cooperative game

## Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

## Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

We generalized the theorem of Bézout to use linear-product start systems and multihomogeneous structures.

### Exercises:

- 1 Embed the system of the 2-dimensional eigenvalue problem in ordinary projective space and compute the two solutions at infinity.
- 2 For the 2-homogeneous 2-dimensional eigenvalue problem there are no solutions at infinity. Show that the same holds for a 2-homogeneous 3-dimensional eigenvalue problem. Can you generalize the arguments to an  $n$ -dimensional eigenvalue problem?

### Multiprojective Space

the eigenvalue problem

### Nash Equilibria

number of equilibria in a non-cooperative game

### Linear-Product Systems

multihomogeneous structures  
a multihomogeneous Bézout number

### Algorithms and Extensions

row expansion for permanents  
general linear-product start systems

- 3 The generalized eigenvalue problem considers  $\beta A\mathbf{x} = \alpha B\mathbf{x}$ , for matrices  $A$ ,  $B$  and corresponding pairs  $(\alpha, \beta)$  of generalized eigenvalues. Given two matrices  $A$  and  $B$ , we look for all pairs  $(\alpha, \beta)$  for which a nonzero  $\mathbf{x}$  satisfies  $\beta A\mathbf{x} = \alpha B\mathbf{x}$ . Compute a multihomogeneous Bézout bound for this problem. Is this bound sharp?
- 4 Write a MATLAB (or Octave) function to compute the permanent of a matrix. You may also of course use Maple or Sage. The input to this function consists of an  $n$ -by- $m$  matrix (with  $m \leq n$ ) and a vector  $\mathbf{k}$  of  $m$  positive integers  $\mathbf{k} = (k_1, k_2, \dots, k_m)$ , with  $k_1 + k_2 + \dots + k_m = n$ . The number  $k_i$  is the cardinality of the  $i$ th set of variables.

## and more exercises

Multiprojective  
Spacethe eigenvalue  
problemNash  
Equilibrianumber of equilibria  
in a non-cooperative  
gameLinear-  
Product  
Systemsmultihomogeneous  
structuresa multihomogeneous  
Bézout numberAlgorithms  
and  
Extensionsrow expansion for  
permanentsgeneral  
linear-product start  
systems

- 5 Use a computer algebra system to generate a polynomial system to compute all Nash equilibria for three players with each two strategies. Use the following data for the payoff matrices:

$$\begin{array}{rcccccccc}
 & & 111 & 112 & 121 & 122 & 211 & 212 & 221 & 222 \\
 A = & 0 & 6 & 11 & 1 & 6 & 4 & 6 & 8 \\
 B = & 12 & 7 & 6 & 8 & 1 & 12 & 8 & 1 \\
 C = & 11 & 11 & 3 & 3 & 0 & 14 & 2 & 7
 \end{array}$$

Compute the 3-homogeneous Bézout bound and solve the system, using `phc`, available for download at <http://www.math.uic.edu/~jan/download.html>.