

Bertini_Real

User's Manual



need a sweet picture here

Manual by
Pierce Cunneen & Daniel Brake
University of Notre Dame
ACMS

July 16, 2015

Contents

1	Introduction	1
1.1	Contact	1
1.2	License	1
2	Quick Start	2
3	Compilation and Installation	2
4	Using Bertini_Real	3
5	Troubleshooting	3
6	Visualization	3
7	3D Printing	3
A	Output Formats	4
A.1	.curve	4
A.2	.edge	4
A.3	.vert	4

1 Introduction

Welcome to Bertini_real, software for real algebraic geometry. This manual is intended to help the user operate this piece of numerical software, to obtain useful and high-quality results from decomposing real algebraic curves and surfaces.

Bertini_real is compiled software, links against a parallel version of Bertini 1 compiled as a library, and requires Matlab and the Symbolic Computation toolbox. It also requires several other libraries, including a few from Boost, and an installation of MPI. All libraries should be compiled using the same compilers.

1.1 Contact

Acknowledgements

- This research utilized the CSU ISTeC Cray HPC System supported by NSF Grant CNS-0923386.
- This material is based upon work supported by the National Science Foundation under Grants No. DMS-1025564 and DMS-1115668.

1.2 License

Disclaimer

Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation or any other organization.

2 Quick Start

3 Compilation and Installation

- 4 Using Bertini_Real
- 5 Troubleshooting
- 6 Visualization
- 7 3D Printing

A.1 .curve

- indices of V0
- indices of V1
- indices of midpoints
- indices of added_points
- projection excluding the homogeneous 0 coordinate.

File 1: Example C.curve file.

A.3 .vert