

CENTER FOR MACHINE PERCEPTION



Minimal Problem Solver Generator

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 $A vailable\ at \\http://cmp.felk.cvut.cz/~trutmpav/theses/bsc-pavel-trutman.pdf$

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Text of acknowledgements. . .

Abstract

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Resumé

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Abbreviations

AHA! Some optional explanation before the list. Indentation can be set by the command \setlength{\AbbrvIndent}{5em}.

1D one dimension(al)

2D, 3D, ... two dimension(al), three dimension(al), two dimension(al), three di-

mension(al), two dimension(al), three dimension(al), two dimension(al),

three dimension(al), \dots

AAM active appearance model
AI artificial intelligence
ASM active shape model
B-rep boundary representation
BBN Bayesian belief networks

1 Introduction

Here comes introduction.

2 Polynomial system solving

Firstly we review the state of the art algorithms for computing Gröbner basis. Better understanding of these algorithms helps us to more efficiently integrate them into polynomial solving algorithms based on Gröbner basis computation.

- 2.1 Buchberger's Algorithm
- 2.2 F4 Algorithm
- 2.3 F5 Algorithm

3 Automatic generator

- 3.1 Reimplementation
- 3.2 Multiple eliminations solver
- 3.3 Removing unnecessary polynomials
- 3.4 Matrix partitioning
- 3.5 F4 strategy

4 Experiments

5 Conclusion