### Polynomial Uniqueness by way of Tournament Graphs

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#### Abstract

In 2D space, two points  $(x_1, y_1), (x_2, y_2), x_1 \neq x_2$  define a line, a polynomial of degree 1. Three distinct points  $(x_1, y_1), (x_2, y_2), (x_3, y_3)x_1 \neq x_2 \neq x_3 \neq x_1$  define a parabola, a polynomial of degree 2. In general, for finite univariate polynomials of nonnegative, whole degree, n + 1 such points uniquely specify a polynomial of degree n. Why?

This is not a new result. This is a paper is simply a thoroughly awkward trip through a few mathematical domains to arrive at a well known destination. Helicopters and cars both have their uses. But you wouldn't build a car by turning a helicopter on its side and adding wheels.

Metaphorically, I do, so you don't have to.

### 1 Setup

If we have points  $f(x_1) = y_1, f(x_2) = y_2, \dots f(x_{n+1}) = y_{n+1}$ , how can we determine the coefficients  $a_i$  of the polynomial  $f(x) = a_0 x^0 + a_1 x^1 + \dots + a_n x^n$ ?

This matrix X, known as a Vandermonde matrix [1], models this set of equations as  $X \cdot \vec{a} = \vec{y}$ :

$$\begin{bmatrix} 1 & x_0 & x_0^2 & \dots & x_0^n \\ 1 & x_1 & x_1^2 & \dots & x_1^n \\ \vdots & & & \vdots \\ 1 & x_{n+1} & x_{n+1}^2 & \dots & x_{n+1}^n \end{bmatrix} \cdot \begin{bmatrix} a_0 \\ a_1 \\ \vdots \\ a_n \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_{n+1} \end{bmatrix}$$
 Therefore, we can find our unique coefficient vector  $A$  if and only if we can solve  $X \cdot \vec{a} = \vec{u}$  or  $\vec{a} = X^{-1}\vec{u}$ . This has a unique

cient vector A if and only if we can solve  $X \cdot \vec{a} = \vec{y}$ , or  $\vec{a} = X^{-1}\vec{y}$ . This has a unique solution if and only if  $\det(X) \neq 0$ . The rest of this paper tries to find this determinant through all the wrong ways.

### 2 Finding the Vandermonde determinant

It should be noted that there are other, clearer methods of finding this determinant[1] either starting with polynomial unqueness (basically, going the "other" direction), abstract algebra, direct linear algebra, vector maps, and likely others. These, however, were not the ones I stumbled on.

First, we know that if any  $x_i = x_j$  for distinct i, j, we have no solution, and a zero determinant. If  $f(x_i) = f(x_j), x_i = x_j$ , then we are simply underdetermined (not enough points for a unique polynomial). If  $f(x_i) = f(x_j), x_i \neq x_j$ , then we have a impossible vertical section of our graph. Otherwise, we are in good shape.

This suggests that every pair  $(x_i, x_j)$ , i < j corresponds to a factor  $(x_j - x_i)$  in the determinant, and that the determinant is then some multiple of  $D = \prod_{0 \le i \le j \le n} (x_j - x_i)$ .

Taking n = 2 as a base case (n = 1 produces a constant f(x)), we see that  $\det \begin{bmatrix} 1 & x_0 \\ 1 & x_1 \end{bmatrix} = (x_1 - x_0)$ , suggesting our determinant is exactly D.

The rest of the paper will be handling the inductive step in the most roundabout way possible.

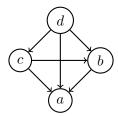
## 3 Prove : Van Der<br/>Monde matrix determinant is prod $(x_i - x_j), 1 \le i < j < = n$

This is the determinant of the van der modne matrix

- 3.1 Base cane: n = 2
- 3.2 Inductive case

This equals  $x^n$  (product without x),  $+y^n$  (product without y)...

### 4 Pieceyard



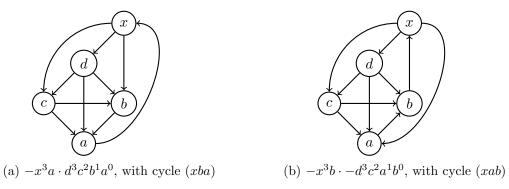
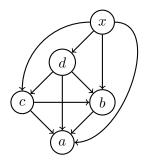


Figure 1: Terms in expanded  $\prod (x_j - x_i)$  are inverses with inverted 3-cycles

The sorted tournament  $d^3c^2b^1a^0$ 



The sorted tournament  $x^4d^3c^2b^1a^0$ 

Factors of (x-a)(x-b)(x-c)(x-d) multiplied by  $\sigma = d^3c^2b^1a^0$ 

Factor	Product	Matching Factor	Matching $\sigma$	Critical pair
$x^4$	$x^4d^3c^2b^1a^0$	none	none	none
$-x^3a$	$-x^3d^3c^2b^1a^1$	$-x^3b$	$-d^3c^2a^1b^0$	ba
$-x^3b$	$-x^3d^3c^2b^2a^0$	$-x^3c$	$-d^3b^2c^1a^0$	cb
$-x^3c$	$-x^3d^3c^3b^1a^0$	$-x^3d$	$-c^3d^2b^1a^0$	dc
$-x^3d$	$-x^3d^4c^2b^1a^0$	none	none	none
$x^2ba$	$x^2d^3c^2b^2a^1$	$x^2ca$	$-d^3b^2c^1a^0$	cb
$x^2ca$	$x^2d^3c^3b^1a^1$	$x^2da$	$-c^3d^2b^1a^0$	dc
$x^2da$	$x^2d^4c^2b^1a^1$	$x^2db$	$-d^3c^2a^1b^0$	ba
$x^2cb$	$x^2d^3c^3b^2a^0$	$x^2db$	$-c^3d^2b^1a^0$	dc
$x^2db$	$x^2d^4c^2b^2a^0$	$x^2dc$	$-d^3b^2c^1a^0$	dc
$x^2dc$	$x^2d^4c^3b^1a^0$	none	none	none
-xcba	$-xd^3c^3b^2a^1$	-xdba	$-c^3d^2b^1a^0$	dc
-xdba	$-xd^4c^2b^2a^1$	-xcba	$-d^3b^2c^1a^0$	cb
-xdca	$-xd^4c^3b^1a^1$	-xdcb	$-d^3c^2a^1b^0$	ba
-xdcb	$-xd^4c^3b^2a^0$	none	none	none
dcba	$d^4c^3b^2a^1$	none	none	none

# 5 TODO

### 5.1 TODO

## References

 $[1] \ \ Wikipedia: \ {\tt https://en.wikipedia.org/wiki/Vandermonde\_matrix}$