```
IntersectGB := proc(I1, I2)
   local h1, h2, g1, g2, p_sol1, poly_y_1, poly_y_2, poly_y_3, poly_x_1, poly_x_2, poly_x_3, pre_1,
       pre 2, sol poly 1, pre 3, pre 4, C, sol poly 2, sol poly 22;
    with(Groebner);
     Basis(II, plex(x, y));
     Basis(I2, plex(x, y));
     h1 := I1[1];
     h2 := I2[1];
     g1 := I1[2];
     g2 := I2[2];
     p \ sol1 := lcm(h1, h2);
    \begin{aligned} poly\_y\_1 &\coloneqq simplify \bigg(\frac{p\_sol1}{h2}\bigg); \\ poly\_y\_2 &\coloneqq simplify \bigg(\frac{p\_sol1}{h1}\bigg); \end{aligned}
   poly_y_3 := gcd(h1, h2);
   poly x 1 := rem(g1, poly y 1, y);
   poly \ x \ 2 := rem(g2, poly \ y \ 2, y);
   poly \ x \ 3 := rem(g1, poly \ y \ 3, y) \cdot rem(g2, poly \ y \ 3, y);
   gcdex(poly_y_1, poly_y_2, y,'u','v');
   pre 1 := u \cdot poly \ x \ 2 \cdot poly \ y \ 1;
   pre 2 := v \cdot poly \ x \ 1 \cdot poly \ y \ 2;
   sol poly 1 := simplify(pre 1 + pre 2);
   gcdex(poly\ y\ 1\cdot poly\ y\ 2,poly\ y\ 3,y,'s','w');
   pre 3 := s \cdot poly \ x \ 3 \cdot (poly \ y \ 1 \cdot poly \ y \ 2);
   pre 4 := w \cdot sol \ poly \ 1 \cdot poly \ y \ 3;
    C := Basis([p sol1, poly y 3 \cdot sol poly 1], plex(x, y));
   sol poly 2 := expand(pre \ 3 + pre \ 4);
   sol poly 22 := NormalForm(sol\ poly\ 2, C, plex(x, y));
    return [expand(p sol1), expand(NormalForm(poly_y_3 \cdot sol_poly_1, [p_sol1], plex(x, y))),
        expand(sol poly 22)]
    end proc;
IntersectGB := proc(I1, I2)
                                                                                                                    (1)
    local h1, h2, g1, g2, p sol1, poly y 1, poly y 2, poly y 3, poly x 1, poly x 2, poly x 3,
    pre 1, pre 2, sol poly 1, pre 3, pre 4, C, sol poly 2, sol poly 22;
    with(Groebner);
    Groebner:-Basis(II, plex(x, y));
    Groebner:-Basis (I2, plex(x, y));
    h1 := I1[1];
    h2 := I2[1];
    g1 := I1[2];
    g2 := I2[2];
    p \ sol1 := lcm(h1, h2);
```

```
poly \ v \ 1 := simplify(p \ sol1/h2);
    poly y := simplify(p sol1/h1);
   poly_y_3 := gcd(h1, h2);
   poly\_x\_1 := rem(g1, poly \ y \ 1, y);
    poly \ x \ 2 := rem(g2, poly \ y \ 2, y);
    poly \ x \ 3 := rem(g1, poly \ y \ 3, y) * rem(g2, poly \ y \ 3, y);
    gcdex(poly_y_1, poly_y_2, y, 'u', 'v');
    pre 1 := u * poly x 2 * poly y 1;
    pre 2 := v * poly x 1 * poly y 2;
    sol poly 1 := simplify(pre 1 + pre 2);
    gcdex(poly_y_1*poly_y_2, poly_y_3, y, 's', 'w');
    pre 3 := s * poly x 3 * poly y 1 * poly y 2;
    pre 4 := w * sol poly 1 * poly y 3;
    C := Groebner:-Basis([p\_sol1, poly\_y\_3*sol\_poly\_1], plex(x, y));
    sol poly 2 := expand(pre \ 3 + pre \ 4);
    sol poly 22 := Groebner:-NormalForm(sol poly 2, C, plex(x, y));
    return [expand(p sol1), expand(Groebner.-NormalForm(poly y 3*sol poly 1, [p sol1],
    plex(x, y)), expand(sol\_poly\_22)
end proc
```

$$G := [y^2 + 2y - 3, x - y + 1];$$

$$G := [y^2 + 2y - 3, x - y + 1]$$

$$F := [y^2 + 3y - 4, x - y + 3];$$
(2)

$$F := [y^2 + 3y - 4, x - y + 3];$$

$$F := [v^2 + 3y - 4, x - y + 3]$$
(3)

**[>** IntersectGB(G, F)

$$[y^3 + 6y^2 + 5y - 12, xy - 3y^2 - x - 2y + 5, x^2 - 5y^2 + 2x - 8y + 13]$$
 (4)