

```

--> load( gcdex ) $ load( grobner ) $
--> /*===== subroutine 1 =====*/
--> Inverse( A, Const ) := block(
    [ Nconst, vn, Tn, rwn, rpn ],
    Nconst : length( Const ),
    vn : Nconst,
    varL : [],
    maxpL : [],
    Tn : 1,
    for i : 1 thru Nconst do (
        con : Const[ i ],
        y[ i ] : con[ 1 ], varL : endcons( y[ i ], varL ),
        D[ i ] : con[ 2 ],
        pw[ i ] : hipow( D[ i ], y[ i ] ), maxpL : endcons( pw[ i ], maxpL ), Tn : Tn * pw[ i ]
    ),
    /* 基底の次数の組み合わせ

```

$T_n = pw[1]*pw[2]*pw[3] \quad 2*3*2=12$
 $pwL:$ 基底次数の組み合わせのリスト
 $[[0,0,0],[0,0,1],[0,1,0],[0,1,1],[0,2,0],[0,2,1],$
 $[1,0,0],[1,0,1],[1,1,0],[1,1,1],[1,2,0],[1,2,1]]$

$rwn:$ 繰り返し同じ数を書く数(re-wright number)

$rpn:$ (repetition number)

例えば上の例ではリスト $[x_1, x_2, x_3]$ の x_3 の例でいうと x_2 だけをみると

$[0,0,1,1,2,2,0,0,1,1,2,2]$ となっているが、この
 $[0,0,1,1,2,2]$ の繰り返しが2回繰り返されている。

この数を指定する数

Tn	$pw[i]$	rwn	rpr
12	$\div 2$	= 6	$1=Tn/(pw[1]*rwn)$
6	$\div 3$	= 2	$2=Tn/(pw[2]*rwn)$
2	$\div 2$	= 1	$6=Tn/(pw[3]*rwn)$

という関係式があるので下記のプログラムとなる

```

*/
```

pwL:[] ,
for i:1 thru Tn do (pwL:endcons([] , pwL)) ,

rwn : Tn ,
for i:1 thru Nconst do (

rwn : rwn / pw [i] ,
rpn : Tn / (pw [i] * rwn) ,
n : 1 ,

for j:1 thru rpn do (

for k:1 thru pw [i] do (

for m:1 thru rwn do (
pwL [n]:endcons(k - 1 , pwL [n]) , n : n + 1
)
)
)
),
baseL:[] ,

for i:1 thru Tn do (
b : 1 ,
for j:1 thru vn do (b : b * varL [j] ^ pwL [i] [j]) ,
baseL : endcons (b , baseL)
),
coefL : makelist (c [i] , i , 0 , Tn - 1) ,
F : sum (coefL [i] * baseL [i] , i , 1 , Tn) ,
W : F * A ,

for i:1 thru Nconst do (
W : remainder (W , Const [i] [2] , varL [i])
),
W : expand (W) ,
CeL : [] ,
for i:1 thru Tn do (
ce : W ,
for j:1 thru vn do (ce : coeff (ce , varL [j] , pwL [i] [j])) ,

```

CeL:endcons( ce , CeL )

),
CeL[1]:CeL[1]-1,
SLV:solve( CeL , coefL ),
IA:sum( coefL[i]*baseL[i], i, 1 , Tn ),
IA:ev( IA , SLV )
) \$

--> /*===== subroutine 2 =====*/
--> Reduce( A , Const ):=block(
crn:length( Const ),
for i:1 thru crn do( A:remainder( A , Const[i][2] , Const[i][1] )), 
A
) \$

--> /*===== main program =====*/
--> F:x^5-1 $ F:factor( F );
F1:part( F, 1 ); fx:part( F, 2 ); gx[0]:=fx $ gv[0]:=subst( v , x , fx );
--> Const:[] $
CurConst:cons( [v, gv[0]] , Const );
--> N:4 $
--> vL:makelist( v[i], i, 1 , N );
--> yL:makelist( v^i, i, 1 , N );
zL:[] $
for i:1 thru N do (
w:yL[i], w:Reduce( w , CurConst ), zL:endcons( w , zL )
) $
zL;
vzL:map( lambda( [x,y], x=y ), vL , zL );
xvL:makelist( x-v[i], i, 1 , N );
--> M:5 $
T:[ ] $

for i:1 thru ( M - 1 ) do (
z:[], n:1 ,

```

```

for j:1 thru ( M - 1 ) do (
  n:n * i, n:mod ( n , M ), z:endcons ( n , z )
),
T:endcons ( z , T )
) $

ST:[] $
for i:1 thru ( M - 1 ) do (
print( i , ":" , T [ i ] ), s:sort ( T [ i ] ), s:unique ( s ), ST:endcons ( s , ST )
) $

for i:1 thru ( M - 1 ) do (
print( i , ":" , ST [ i ] )
) $

--> gr4:[1,2,3,4] $
gr2:[1,4] $

--> gr2a:gr2 $
gr2b:gr4 $
for i:1 thru 2 do (
gr2b:delete ( gr2a [ i ] , gr2b )
) $
gr2a;
gr2b;

--> gr1a:[1] $ gr1b:[4] $
--> /* 1st step */
--> aL:[] $ bL:[] $
for i:1 thru 2 do (
aL:endcons ( xvL [ gr2a [ i ] ] , aL ), bL:endcons ( xvL [ gr2b [ i ] ] , bL )
) $
h0:apply ( "*" , aL );
h1:apply ( "*" , bL );

--> vzL ;
--> CurConst:cons ( [ v , gv [ 0 ] ] , Const );

```

```

--> h0:ev( h0 , vzL ); h0:Reduce( h0 , CurConst );
   h1:ev( h1 , vzL ); h1:Reduce( h1 , CurConst );

--> t0:( h0+h1 )/2 $ t1:( h0 - h1 )/2 $
   t0:Reduce( t0 , CurConst ) $ t1:Reduce( t1 , CurConst ) $
   t0:expand( t0 ); t1:expand( t1 ); t1:factor( t1 );

--> t1:expand( t1 );
   pmax:hipow( t1 , x );
   d:coeff( t1 , x , pmax );

--> Id:Inverse( d , CurConst ) $ Id:ratsimp( Id );

dId:d * Id $
dId:Reduce( dId , CurConst );
q:Id * t1 $
A1:d ^ 2 $ A1:expand( A1 );
q:Reduce( q , CurConst );
A1:Reduce( A1 , CurConst );

--> B[ 1 ]:expand( a[ 1 ] ^ 2 - A1 );

--> t1:a[ 1 ] * q $ t1:expand( t1 );

--> Const:cons( [ a[ 1 ] , B[ 1 ] ] , Const );

--> t0:expand( t0 ); t1;
   h0:t0 + t1 $ h0:expand( h0 );
   h1:t0 - t1 $ h1:expand( h1 );

--> gx[ 1 ]:h0 ; gx[ 1 ]:expand( gx[ 1 ] ); gv[ 1 ]:subst( v , x , gx[ 1 ] );

--> /* 2nd step */

--> Const;
   CurConst:cons( [ v , gv[ 1 ] ] , Const );

--> aL:[] $ bL:[] $
   for i:1 thru 1 do (
      aL:endcons( xvL[ gr1a[ i ] ] , aL ), bL:endcons( xvL[ gr1b[ i ] ] , bL )
   ) $
   h0:apply( "**" , aL );
   h1:apply( "**" , bL );

--> h0:ev( h0 , vzL ); h1:ev( h1 , vzL );
   h0:Reduce( h0 , CurConst ) $ h0:expand( h0 );
   h1:Reduce( h1 , CurConst ) $ h1:expand( h1 );

--> t0:( h0+h1 )/2 $ t1:( h0 - h1 )/2 $

```

```

t0 : Reduce ( t0 , CurConst ) $ t0 : expand ( t0 );
t1 : Reduce ( t1 , CurConst ) $ t1 : expand ( t1 );

--> t1 : expand ( t1 );
pmax : hipow ( t1 , x );
d : coeff ( t1 , x , pmax );

--> Id : Inverse ( d , CurConst ) $ Id : ratsimp ( Id );
dId : d * Id $ 
dId : Reduce ( dId , CurConst );
q : Id * t1 $ A2 : d ^ 2 $ 
A2 : expand ( A2 );
q : Reduce ( q , CurConst );
A2 : Reduce ( A2 , CurConst );

--> B [ 2 ] : expand ( a [ 2 ] ^ 2 - A2 );
--> t1 : a [ 2 ] * q $ t1 : expand ( t1 );
--> Const : cons ( [ a [ 2 ] , B [ 2 ] ] , Const );
--> t0 : expand ( t0 ); t1 ;
h0 : t0 + t1;

--> gx [ 2 ] : h0 ; gv [ 2 ] : subst ( v , x , gx [ 2 ] );
--> vsol : solve ( gv [ 2 ] , v ) ; vsol : expand ( vsol );
--> zL ;
--> Const ;
--> vzL ;
--> ezL : ev ( zL , vsol ) $ ezL : expand ( ezL ) $ 
rezL : [ ] $ 
for i : 1 thru N do (
w : ezL [ i ] , w : Reduce ( w , Const ) , rezL : endcons ( w , rezL )
) $ rezL ; rezL : expand ( rezL );

--> root : [ ] $ 
a1r : allroots ( B [ 1 ] ) $ root : endcons ( a [ 1 ] = rhs ( a1r [ 1 ] ) , root );
b2 : ev ( B [ 2 ] , root ) $ b2r : allroots ( b2 ) $ root : endcons ( a [ 2 ] = rhs ( b2r [ 1 ] ) , root );

--> AnsL : ev ( rezL , root ) $ AnsL : expand ( AnsL );
--> allroots ( fx );

```
