MACAULAY2 - RTG SEMINAR

OCTOBER 25TH, 2023

Macaulay2 can compute the singular locus. Let's learn about that. We'll also learn about the FastMinors package and a bit about how to play around with testing how long things take to run.

Exercise 1. Create a singular ring R (ie, R = ZZ/101[x,y,z]/ideal(x*y-z²)). Run

singularLocus R

Figure out what it is doing. Discuss with people around you why this might be slow.

Exercise 2. Suppose R = ZZ/101[x,y,z]/ideal(f) and S = ZZ/101[u,v,w]/ideal(g) are two homogeneous coordinate rings of (smooth) curves X and Y. Use curves with simpler equations, like $f = x^3 + y^3 + z^3$ or $g = x^3 + y^3 + z^3 + x^{y+z}$.

Recall that $X \times Y$ can be embedded in \mathbb{P}^8 via the Segre embedding. On a section ring, if $T = ZZ/101[a_0..a_8]$ this is given by a surjection:

 $T ~\longrightarrow~ R$ # S

which sends $a_0 \mapsto x*u$, $a_0 \mapsto x*v$, etc.

Macaulay2 won't create the Segre product for you (well, maybe some packages might), let's do it manually. Note R~#~S in our case is a subring of

ZZ/101[x,y,z,u,v,w]/ideal(f,g).

Use this and the ker function to give a presentation of the homogeneous coordinate ring of $X \times Y$ inside $\mathbb{P}^8 \cong \text{Proj T}$. You can check your work for example by making sure the dim (T/J) = 3 = $1 + \dim X \times Y$.

Exercise 3. Now, take the homogeneous coordinate ring of $X \times Y$ (it will look like T / J). Try to compute elapsedTime singularLocus (R/J). You can give up after a little while. Take a look at jacobian J to understand why this is taking so long. Figure out how many determinants Macaulay2 is trying to compute (note dim $(T/J) = 3 = \dim(X \times Y) + 1$). (Note the singular locus should be the irrelevant ideal, why?)

In general we don't know a good way to compute all those determinants, or to compute the non-singular locus a different way. One approach to this problem is to try to compute some of the determinants and see if that's enough.

Try loading the package:

```
needsPackage "FastMinors"
```

Then run the commands

```
elapsedTime regularInCodimension(1, T/J)
elapsedTime regularInCodimension(2, T/J) --this one might take a little while (luck?)
```

What Macaulay2 is doing is choosing different submatrices, computing their determinants, and periodically checking to see if they prove that that T/J is regular in codimension 1 or 2. (In this case if you chose nonsingular curves, T/J is regular except at the origin, and it's dimension 3, so it

should be regular in codimension 1 and codimension 2, but not 3). You can see what Macaulay2 is doing by running something like:

```
elapsedTime regularInCodimension(1, T/J, Verbose=>true)
elapsedTime regularInCodimension(2, T/J, Verbose=>true)
```

If you just want to compute the minors¹ directly, try to use the **chooseGoodMinors** function. Since in this case we want 6×6 submatrices, try:

partialJ = elapsedTime chooseGoodMinors(20, 6, jacobian J); This will choose an ideal of 20 "interesting" 6×6 minors.

Exercise 4. Probably something more useful might be to prove that the singularLocus of T/J really is the irrelevant ideal (up to radical). You can do that manually by adding one minor at a time. First run:

J1 := J;

Now run

J1 = chooseGoodMinors(1, 6, jacobian J, J1, Strategy=>StrategyPoints) + J1; dim J1 Rerun that line over an over until you get 0. Or make a loop to do it manually. Strategy=>StrategyPoints is a very accurate strategy for finding good minors, but finding each minor can be slow (you can also run it on the regularInCodimension functions above with Verbose on, to see it in action). When running this we are adding one minor at a time, and checking the dimension.

Once you get zero, you've found an ideal of minors that defines a zero dimensional locus. Compute radical J1 to verify it really is the irrelevant ideal.

¹determinants of certain submatrices