(10)

Entrée $\mathcal{P}_{A0} \in \mathbb{Q}[x_1 \cdots x_m]$

$D0 = z$

Pose $\mathcal{P}_{A2} = \text{homg}(\mathcal{P}_{A0}, z)$ (erreur si z est littéral de $\mathcal{P}_{A0}$)

$\deg(\mathcal{P}_{A2}) = \deg(\mathcal{P}_{A0})$ conserve A0

```
XJPHMG: BSR   XJPANY        conserve A0/D0   { D6 = m
                                               { D5 = nb de monomes - 1
        MOVEM.L D0/A0/A2/D5,-(SP)
        MOVE    [illegible]
        MOVE    D5,(SP)     nb de mon - 1
        BRA     MK33
MK32:   CMP     (A0)+,D0
        BEQ     ERR         → au err
MK33:   DBRA    [illegible]
        MOVE.L  A2,A0       ← { ADDQ #2,A0
                              { MOVE.L A0,-(SP)
                              ← MOVE.L A2,A6
        MOVEQ   #0,D4
MK34:   BSR     MK28        D3 = degré du monome
        ADDQ    #4,A0
        CMP.L   D3,D4
        BGE     MK35
        MOVE.L  D3,D4
MK35:   DBRA    D5,MK34
        MOVE.L  D4,-(SP)    degré total
        BSR     XPSP0
```

z littéral de $\mathcal{P}_{A0}$?

calcule le degré max = D4.L

S = 0

pose $x_1^{\alpha_1} \cdots x_m^{\alpha_m} z^{\theta}$

Boucle sur les monomes : $n = nb-1, \ldots, 0$

M
deg total
pointe monome
n | z
P_{A0}
S

```
                                    deg max   mon suiv (n)   P_A0
MK36: MOVEM.L  (SP),D4/A0/A1/A2
      MOVE     (A2)+,D6              m
      BSR      MK28                  {D3.L = degré du monome (n)
                                     {D1   = nb de littéraux
      SUB.L    D3,D4
      MOVE.L   D4,D2
      CMP.L    #$FFFF,D2
      BCC      ERROV                 exposant trop grand

                                     monome (n)
      MOVE.L   4(SP),A0              crée le monome
      MOVE.L   A6,-(SP)
      MOVE     D1,(A6)+              nb de litt
                                        {MOVE.L  A6,A1
                                        {ADD     D1,A6
                                        {ADD     D1,A6
                                        {CLR     (A6)+      1 monome
               MK39
MK37: MOVE     (A0)+,D0
      BEQ      MK38
      MOVE     D0,(A6)+
      MOVE     (A2),(A1)+
MK38: ADDQ     #2,A0
      ADDQ     #2,A2
MK39: DBRA     D6,MK37
      BSR      XPOSE                 coef
      MOVE.L   A4,8(SP)              monome suivant
      MOVE     14(SP),D0             (z)        } pose P_A1 = z^D2
                                     D2 = exp   }
      MOVE.L   (SP)+,A0              M
      BSR      XMULP                 M * z^D2
      MOVE.L   A2,A1
      MOVE.L   16(SP),A0             S
      BSR      XADDP                 S+M
      BSR      XLB76                     MOVEM.L  (SP)+,D0/D1/D2/A0/A2
      SUBQ     #1,8(SP)      n-1                (degré total, z, P_A0, S)
      BPL      MK36                      RTS
```