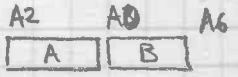
(10) **Entrée** $P_{A_0} = f(x, \ldots z) \in \mathbb{Z}[x \ldots z]$

$f(x \ldots z)$ vérifie la condition a-c (10)95 et en plus
d) f n'est pas homogène
e) f dépend de plus de 2 littéraux

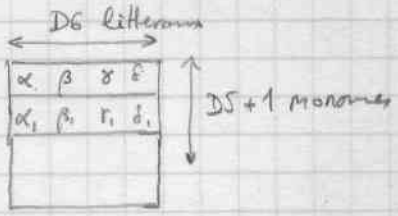
Sortie

D0.W = -1	f est irréductible	A6 inchangé
D0 = 0	$f = A * B$	A et B irréductibles
D0 = 1	$f = A * B$	A seul irréductible




```
XJFF: BSR   XJPANY
```

A2 : table des exposants



F1 (a)
∃? littéral de degré 1

```
        MOVE.L  A2,A3
        MOVE    D6,D4
        ABD     D4,D4
        MOVE    D6,D3
        SUBQ    #1,D3
```

boucle sur les littéraux

```
MK54 :  MOVE.L  A3,A1
        ADDQ    #2,A3
        MOVE    D5,D0
```

boucle sur les monomes

```
MK55 :  CMP     #2,(A1)
        BCC     MK56
```

→ degré ≥ 2

```
        ADD     D4,A1
        DBRA    D0,MK55
MK550:  MOVEQ   #-1,D0
        MOVE.L  A2,A6
        RTS
MK56:   DBRA    D3,MK54
```

le degré est 1 pour ce littéral
S1 (D0.W = -1)

[redacted]

MOVE D6,D4

BSR ANALDG (10)114 D3.L = m D4 : x (essayé)
A1 : liste des yi

MOVEM.L D3/D4/A1,-(SP)

MK5 S:
BRA MK59

MK57: BSR ANALDG ← MOVE.L A1,A6
CMP.L (SP),D3
BCC MK59
cas le nouveau D3 est meilleur
[redacted](SP)
MOVE.L 8(SP),A6
MOVE D6,D0
SUBQ #1,D0
MK58: MOVE (A1)+,(A6)+
DBRA D0,MK58

[redacted]

MK59: [redacted]#1,D4
BNE MK57
MOVEM.L (SP)+, D3/D4/A1 (m, x, liste yi)
CMP.L #$FFFF,D3
BCC MK550 → retour SI si D3 trop grand

```
MOVE.L  A0/A2,-(SP)
MOVE.L  A6,-(SP)

ADD  D4,D4
SUBQ #1,D6
MOVE  D6,(A6)+
MOVE  (A0,D4.W),(A6)+   x   ⊗
ADDQ #2,A0
MK60  [illegible] (A0)+,D0   y
      MOVE  (A1)+,D1          sauf
      BMI   MK61              saute x
      MOVE  D0,(A6)+          yi
      MOVE  D1,(A6)+          ai = {0 1
      CLR   (A6)+             bi = 0

MK61: DBRA  D6,MK60
      MOVE.L  A2,A0
      MOVE.L  (SP)+,A2
      BSR   XLB76
      MOVE.L  (SP),A0         f
      MOVE.L  D3/A6,-(SP)
      BSR   XPSAP             recopie f : g=f
      MOVE.L  A2,A0           ← g=pA0
      MOVE.L  12(SP),A1       struct
      MOVE  (A1)+,D6          s
      SUBQ  #1,D6
      MOVE  (A1),D2           x
      [illegible]
```

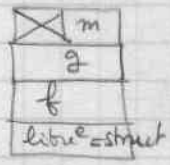
p_{A0} = poly
A1 : liste des y
D4 : x

Structure des transformations

$$y_1 = y_1 + a_1 x + b_1$$
$$y_2 = y_2 + a_2 x + b_2$$
$$\dots$$
$$y_s = y_s + a_s x + b_s$$

} s variable

s	x	y_1	a_1	b_1	y_2	a_2	b_2	...



F1 C2

boucle i = 1 ... s

```
MK62 : ADDQ  #2,A1
MK   : MOVE  (A1)+,D0        yi
       MOVE  (A1)+,D3        ai
       BEQ   MK64            → ai=0
       ADDQ  #1,(SP)         ← nb de bi ≠0
       EXT.L D3
MK63 : MOVEQ #0,D1           bi=0
```

D3 D1 / D0 D2

× `BSR XJPSAB` remplace P_{A0} par subs(P_{A0}, $y_i = y_i + a_i x + b_i$)
conserve D2/D6/A0/A1

```
MK64 : DBRA  D6,MK62

       MOVE  D2,D0           x
       BSR   XDEG            D5 = degré de g en x
       CMP   2(SP),D5
×      BEQ   MK68            → ok
       MOVE  #17,-(SP)       met D0 = nb aléatoire ∈ [0,n[
       TRAP  #14             } rnd
       ADDQ  #2,SP
       BSR   MOORE           ⊗
       ANDL  #$FFFF,D0
       DIVU  (SP),D0
       SWAP  D0
       MOVE.L 12(SP),A1      ← MOVE.L (A1),D2  x
MK65 : ADDQ  #6,A1           mettre A1 sur la (D0+1)ème substitution
       MOVE  (A1),D2
       BEQ   MK65
       DBRA  D0,MK65
       BSR   SUALT           met D3 = { 1-D1 si D1 ≤ 0 ; -D1 si D1 > 0
       MOVE  D3,(A1)         nouveau ai
       SUB.L D1,D3           Δai        yi = yi + ((D3-D1)/Δai) x
       MOVE  -(A1),D0        yi
       MOVEQ #0,D1           bi = 0
       MOVE.L 4(SP),A0       g
       [illegible]           va mettre g = subs(g, yi = yi + Δai x)
       BRA   MK63
```

```
MK680: MOVE  #17,-(SP)      } rnd
       TRAP  #14
       ADDQ  #2,SP          → BSR MOORE  ⊗

       MOVE.L  12(SP),A1    structure
       AND.L   #$FFFF,D0

       DIVU  (A1)+,D0       diviz par s
       SWAP  D0             D0 = rnd(1) = i
       ADDQ  #1,D0
       MULU  #6,D0          changer bi

       ADD   D0,A1          pointe bi

       MOVE  (A1),D1
       BSR   SUALT          D3 = { 1-D1  si D1 ≤ 0
                                 { -D1   si D1 > 0
       MOVE  D3,(A1)
       BRA   MK68
       MOVE.L  4(SP),A6
       MOVE.L  4(SP),A0
```

↓

MK68

MK68 : MOVE.L A6, (SP)

struct | g

G
g
ℓ
struct

~~MOVE.L (SP), A6~~ ⊗

BSR XPSAP G=g

MOVE.L 12(SP), A1 structure calcule $G = subs(g, y_1 = b_1, y_2 = b_2 \dots y_s = b_s)$

MOVE (A1)+, D6 s

MOVE (A1)+, ~~D2~~ -(SP) x

SUBQ #1, D6

~~MOVE D2, (SP)~~

MK69 : MOVE (A1)+, D0 y_i

MOVE.L (A1)+, D1 } b_i

EXT.L D1 }

MOVE.L 2(SP), A0 G ⊗

MOVEM.L ~~D2/A1~~, -(SP)

BSR XJPSCT $\psi = subs(G, y_i = \overline{D1.L}^{b_i})$

MOVE.L ~~10~~(SP), A0 G

BSR XLB76R

MOVEM.L (SP)+, D6/A1

DBRA D6, MK69

MOVE (SP)+, D0 x

MOVE.L (SP), A0 G(x)

si ord(x) = 0 changer $[b_i]$

BSR XVAL ⊗ ?

TST D5

BEQ MK680

BSR XDVP $\frac{dG}{dx}(x)$ conserve A0

MOVE.L A2, A1

BSR XGCD $P_{A2} = pgcd\left(G(x), \frac{dG}{dx}\right)$ conserve A0/A1

MOVE.L A1, A6

TST.L (A2)

X ~~BEQ~~

BNE MK680

~~x, pgcd = 1~~

→ changer $(b_1, \dots b_s)$

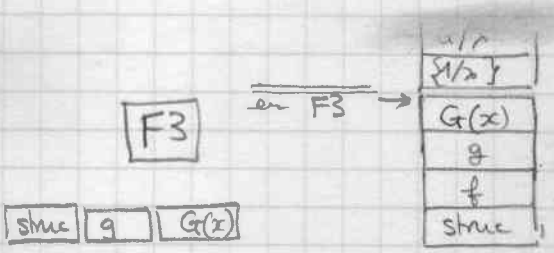
↓ pgcd = 1

↓

MK70

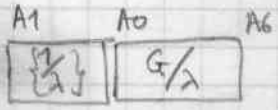
```
MK70: MOVE.L  A0,A2
      MOVE.L  A1,A6
      MOVEM.L (SP)+,D2/D6/A1
      MOVE.L  (SP),A0          G
      BSR     XLB76
      DBRA    D6,MK69
```

⊗



⊗ MK70 : MOVE.L (SP),A0 G

```
      BSR     XNORPE
      MOVE.L  A1,-(SP)
      BSR     XMFINT
      CMP #2,(A2)
      BNE     MK72
MK71: ADD #16,SP
      MOVE.L  (SP)+,A6
      MOVEQ #-1,D0
      RTS
```



factorisé $\frac{G}{\lambda}$

$var_{A_2} = g_1 * g_2 -- * g_t(x)$

$\rightarrow t > 1$

cas $\frac{G}{\lambda}$ irréductible

calcul de h = subs(g , $y_1 = y_1 + b_1$, ---)

struc	$g(x,y--)$	$G(x)$	$G^F(x)$

$h(x,y)$
$G^F(x)$
$G(x)$
$g(x,y)$
$f(x,y)$
struc

MK72 : MOVE.L (SP), A0
BSR XLB76

MOVE.L 8(SP), A0 $g(x,y)$
BSR XPSAP $h(x,y) = g(x,y)$
MOVE.L A2, A0
MOVE.L A2, -(SP)
MOVE.L 20(SP), A1 structure
MOVE (A1)+, D6 Δ
[illegible] D2 x
SUBQ #1, D6

MK73 : MOVE (A1)+, D0 y_i
MOVE.L (A1)+, D1 ⊗
EXT.L D1 $D1 = b_1$
MOVEQ #0, D3 $a_i = 0$
BSR XJPSAP remplace P_{A0} par subs(P_{A0} , $y_i = y_i + b_i$) (D0 ↓ y_i, D1 ↓ b_i)
DBRA D6, MK73 conserve A0/A1/D2/D6

← page 103.1

répète MJ70
MOVE.L 4(SP), A0 $G^F = g_1 * \cdots * g_t$ F4
MOVE (A0)+, D6 t
SUBQ #1, D6
MOVE D6, -(SP)
CLR -(SP)
MOVE #-1, (A6)+ -1
MOVE.L A6, -(SP)

boucles	
m	t

table des degrés de $h(x,y)$

y_1	D_1	y_2	D_2	...	-1

compread aussi x — arrêt

```
F1: MOVE.L  A6, TBLDEG
    MOVE.L  (SP), A0        h(x,y)
    MOVE.L  A0,A1
    MOVE    (A1)+, D6   <-- { MOVE.L 20(SP),A4   structure
                            { ADDQ #2,A4         pointe x
\1: SUBQ #1,D6
X   BMI  \2                 { CMP  (A4),D0
    MOVE (A1)+, D0  y   <-- { BEQ  \1
    BSR  XDEG           D5 = deg(h, y)
    MOVEM D0/D5, (A6)+
    BRA  \1
\2: MOVE  D6,(A6)+      (arrêt = -1)
```

```
MK75 : MOVE.L  (SP)+, A6      augmenter m et initialiser
       MOVEM   (SP), D1/Dm/D6
                               (t)
       MOVE    D1, D0
       ADDQ    #1, D1
       MOVE    D1, (SP)   ← MOVE.L A6, -(SP)
       ADD     D1, D1              2m
       CMP     D6, D1
       BLE     MK76
   fin  pas de factorisation
       ADD     #12, SP
       BRA     MK71
MK76 : MOVE    D6, (A6)+
       SUBQ    #1, D6
       DBRA    D0, MK76
       MOVE    D0, (A6)+      avec
MK77 : BSR     XPSP1          A0 = 1
       MOVE.L  12(SP), A6     G^F
       MOVE.L  (SP), A3       boucles
       MOVE.L  A2, -(SP)
```

boucle : initialisation

-1	t	t-1	~	t-m+1	-1

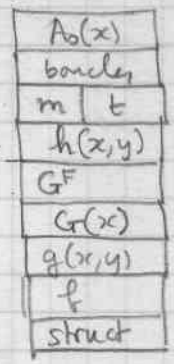
F4 E1

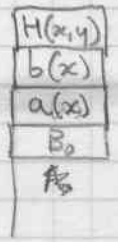
calcul de $A_0(x)$

$= g_{\alpha_1} \cdots g_{\alpha_m}$

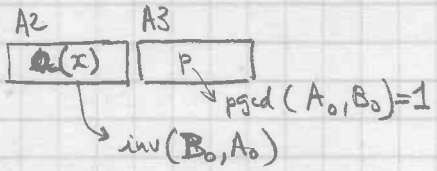
```
       BSR     CALPR0         remplace BA2 par A0(x) = gα1 --- gαm
```

Calcule $B_0(x) = G/A_0$






```
MOVE.L  20(SP),A0     G
MOVE.L  A2,A1         A0
BSR     XCTDIV        err si pas exact
MOVE.L  A2,-(SP)      B0
MOVE.L  A2,A0
BSR     XJP INV
```




```
MOVE.L  (SP),A1       B0
MOVE.L  A2,-(SP)
MOVE.L  A2,A0         a(x)
MOVE.L  A3,-(SP)
BSR     XMULP         a(x). B0

MOVE.L  A2,A1
MOVE.L  (SP),A0
BSR     XSUBP         1 - a(x). B0(x)
MOVE.L  A2,A0
MOVE.L  12(SP),A1     A0(x)
BSR     XCTDIV        b(x)
MOVE.L  (SP),A0
BSR     XLB76
```

```
                      B0  A0
MOVEM.L  8(SP),A0/A1
BSR     XMULP         A0B0
MOVE.L  A2,A1
MOVE.L  24(SP),A0     h(x,y)
MOVE.L  A1,-(SP)
BSR     XSUBP         H(x,y) = h(x,y) - A0B0
MOVE.L  A1,A0
BSR     XLB76
```

(Pourquoi ne pas prendre directement $G = A_0 B_0$?)

```
MOVE.L  32(SP),A1     G(x)
MOVE.L  24(SP),A0     h(x,y)
BSR     XSUBP
MOVE.L  A2,-(SP)
```

```
MOVE.L  16(SP),A0     A = A0
BSR     XPSAP
MOVE.L  A2,-(SP)
MOVE.L  16(SP),A0     B = B0
BSR     XPSAP
MOVE.L  A2,-(SP)
```

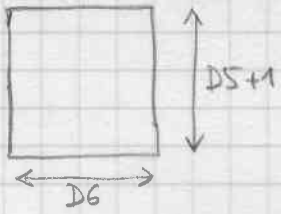
répète

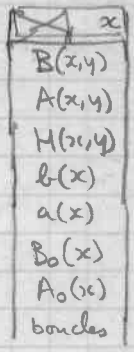
(10)

```
MK80: MOVE.L  20(SP),A0      B0(x)
      MOVE.L  (A0),-(SP)     x   ⊗
      MOVE.L  12(SP),A0      H(x,y)

      BSR     XJPANY
      MOVE.L  (SP),D1        x
      [illegible]

      MOVE    (A0)+,D0
      SUBQ    #1,D0
      [illegible]
      [illegible]

MK81: CMP     (A0)+,D1
      [illegible] D0,MK81
      MOVE    D0,(SP)
      MOVEM.L D5/D6/A2,-(SP)
      MOVE.L  A2,A1
      [illegible]
      [illegible]
      BRA     MK85

MK82: MOVE.L  [illegible]
      MOVE.L  A2,A3
      MOVE    D6,D1
      SUBQ    #1,D1

MK83: CMP     D1,D0
      BEQ     MK84
      CMPM    (A0)+,(A3)+
      [illegible] D1,MK83
      [illegible] MK85
      MOVE.L  A2,A1
      BRA     MK85
MK84: DBRA    D1,MK83

MK85: ADD     D6,A2
      ADD     D6,A2
      DBRA    D5,MK82
```

F4 (E2)

A2: table des exposants de H





D0 = indique la position du littéral x dans exp H (-1 si absent)

cherche l'exposant $\alpha_1 \dots \alpha_5$ minimum : pointé par A1

Compare A2 et A1 (exposant / exposant)

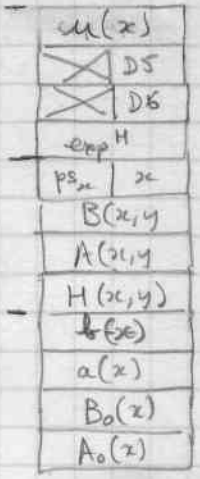
→ Saute x

→ A0 est le plus petit
↓ A2 est le plus petit

MK84: ADDQ #2,A0 ⊗
ADDQ #2,A3
↓ égalité (garder A0)

Poser $u(x) = coef(H, y_1^{\alpha_1}, y_2^{\alpha_2} \dots)$

```
MOVE.L   A6,-(SP)          exposants α...   : A1
MOVE.L   28(SP),A2         H(x,y)
LEA      2(A2),A3          litteraux en A3
SUBQ     #1,D6             nb de litt - 1  (sauter le D0ème)
←{MOVEM.L  D6/A1/A3,-(SP)
MK86 : CMP    D6,D0
       BEQ    MK87         → saute
MOVEM.L  D0/D6/A1/A3,-(SP)
MOVE     (A3),D0  ½        littéral
MOVE     (A1),D1  α        exposant ←
MOVE.L   A2,A0
BSR      XCOEF1            coef(  , y^α)
MOVE.L   [illegible],A0
BSR      XLB76
MOVEM.L  (SP)+,D0/D6/A1/A3
MOVE.L   12(SP),A2
MK87 : ADDQ   #2,A1
ADDQ   #2,A3
DBRA   D6,MK86
```



Poser $y_1^{\alpha_1} \cdots y_s^{\alpha_s} = P$

```
                                  s-1  α1  y1
MOVEM.L  (SP)+, D6/A1/A3
```

```
MOVE.L   A6,-(SP)          P = 1
CLR.L    (A6)+
MOVE     #$4001,(A6)+
```

P
μ(x)

repète MK86

```
MK870: CMP    D6,D0
x      BEQ    MK871              → saute x
       MOVEM.L D0/D6/A1/A3,-(SP)
       MOVE   (A3),D0            yi
       MOVE   (A1),D2            αi
       BSR    XPSMON             P_A1 = yi^αi
       MOVE.L 16(SP),A0          P
       BSR    XMULP
       BSR    XLB76
       MOVEM.L (SP)+,D0/D6/A1/A3
MK871: ADDQ   #2,A1
       ADDQ   #2,A3
       DBRA   D6,MK870
```

Calcule $\hat{A}(x)$


```
MOVE.L  4(SP),A0        ⊗ a(x)
MOVE.L  40(SP),A1       ⊗ a(x)
BSR     XMULP
MOVE.L  A2,A0
MOVE.L  48(SP),A1       ⊗ A0(x)
MOVE.L  A0,-(SP)
BSR     XJPMOD          Â = mod (a u, A0)
MOVE.L  (SP),A0
BSR     XLB76
```

⊗ { MOVE.L A2,A0 ; MOVE.L 4(SP),A1 ; BSR XMULP }

repete

```
MOVE.L  8(SP),A0        ⊗ u(x)
MOVE.L  40(SP),A1       ⊗ b(x)
BSR     XMULP
MOVE.L  A2,A0
MOVE.L  48(SP),A1       ⊗ B0(x)
MOVE.L  A0,-(SP)
BSR     XJPMOD          B̂ = mod (bu, B0)
MOVE.L  (SP),A0
BSR     XLB76
```

⊗ { MOVE.L A2,A0 ; MOVE.L 8(SP),A1 ; BSR XMULP ; MOVEM.L (SP)+, A0/A1/A3 ; MOVEM.L A0/A1,-(SP) }

```
MOVE.L  4(SP),A0        Â
MOVE.L  28(SP),A1       B(x)
BSR     XMULP
MOVE.L  A2,-(SP)
MOVE.L  (SP),A1         B̂
BSR     XMULP           Â.B̂
MOVE.L  (SP),A0         Δ
                        ,A1
BSR     XADDP           Â B̂ + Â B(x)
BSR     XLB76
MOVE.L  4(SP),A0        B̂
MOVE.L  36(SP),A1       A(x)
BSR     XMULP           B̂ A(x)
MOVE.L  (SP),A0         Δ
MOVE.L  A2,A1
BSR     XADDP
BSR     XLB76
```

Calcule Δ

(10) Vérif que $deg(\Delta, y_i) \leq D_i$

remplace 109.1/2

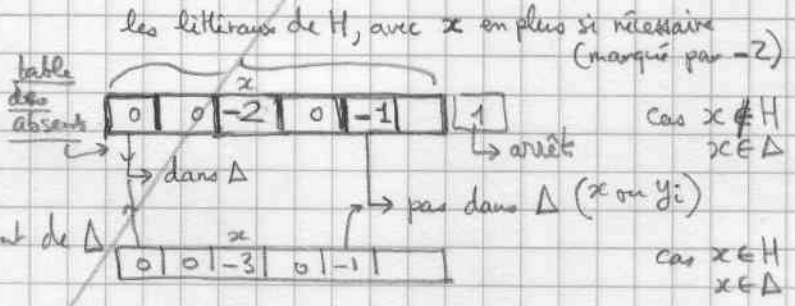
haut 110

```
MOVE.L   (SP),A0      Δ
MOVE.L   TBLDEG,A1    table des degrés
MOVE.L   A6,-(SP)
\10:MOVE (A1)+,D0     yi
BMI      MM12         → fin
BSR      XDEG         d5 = deg(Δ, yi)
CMP      (A1)+,D5
BLE      \10
MKG7:                 etc
```

Exposants de Δ, sauf x, majorés par ceux de H?

a) vérif que les littéraux de Δ (sauf x) se trouvent dans H et table des littéraux de H, en sautant x, absents de Δ

```
MOVE.L  (SP),A0      Δ
MOVE.L  40(SP),A1    H
MOVE    30(SP),D1    x

        MOVE    (A0)+,D5
        MOVE    (A1)+,D6
        MOVE.L  A6,-(SP)   absents
        BRA     MK90
MK88 :  MOVE    (A0)+,D0   littéral suivant de Δ
        CMP     D0,D1
        BNE     MK89
        SUBQ    #1,D6
        BMI     MKA10  ⊗
        CMP     (A1)+,D0
        BNE     MKA10
        MOVE    #-3,(A6)+
        BRA     MK90
MKA10:  SUBQ    #2,A1
MKA11:  ADDQ    #1,D6
        MOVE    #-2,(A6)+
        BRA     MK90
MK89 :  SUBQ    #1,D6
        BMI     MK97
        MOVE    #-1,(A6)+
        CMP     (A1)+,D0
        BNE     MK89
        CLR     -2(A6)
MK90:   DBRA    D5,MK88
        MOVE    #1,(A6)+
```



cas x

→ $x \notin H$

↓ $x \in \Delta$ et H

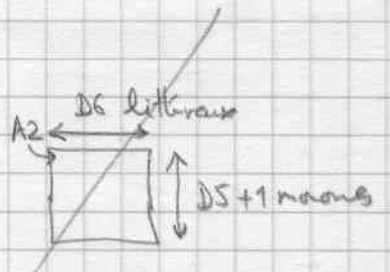
$x \in \Delta$, mais pas à H

→ le littéral do de Δ n'est pas dans H

```
\1: SUBQ  #1,D6
    BMI   \3
    MOVE  D5,(A6)+    ici D5=-1
    BRA   \1
\3:
```

⊗

```
        MOVE.L  4(SP),A0        Δ
        BSR     XJPANY          table des exposants de Δ :
                                boucle sur les DS+1 monomes
MK91 :  MOVEM.L 20(SP),D3/D4/A0
                                table des exposants de H

        MOVE.L  (SP),A1         table des absents
        MOVE.L  A6,A3           met en A6 le exposant du monome de Δ, avec alignement
                                sur H : si y∉Δ  y∈H  met exposant 0   (-1)
                                        si x∈Δ  x∉H  saute x          (-2)
                                        si y∈Δ et y∈H met exposant de Δ : (0)
                                        si x∈Δ  x∈H  met exposant 0   (-3)
MK92:   MOVE    (A1)+,D0
        BNE     MKA14
        MOVE    (A2)+,(A3)+
        BRA     MK92

MKA14:  BPL     MK93            → fin
        ADDQ    #1,D0
        BEQ     MKA16           → (-1) y∈H y∉Δ met zéro
        ADDQ    #1,D0
        BEQ     MKA18           → (-2) x∈Δ x∉H saute x
        ADDQ    #2,A2           ↓ (-3) x∈Δ x∈H
MKA16:  CLR     (A3)+
        BRA     MK92
MKA18:  ADDQ    #2,A2
        BRA     MK92

MK93:   MOVE    D4,D2           cherche un majorant
        MOVE.L  A0,A4
        MOVE.L  A6,A3
        BRA     MK95
```



```
MK94:CMPM   (A3)+,(A4)+
     BCS    MK96                    → echec pour ce monom de H
MK95:DBRA   D2, MK94
     DBRA   D5, MK91
X    BRA    MM12                    → ok

MK96: ADD   D4, A0          )8
      ADD   D4, A0          )8
      DBRA  D3, MK93        )8

MK97:ADD  #60 ,SP                   échec pas de majorant de H
     MOVE.L  (SP)+,A6   A0(x)       changer les sous ensemble i1 -- im
(repete MK90-2)
     LEA   -2(A6),A5                0
     MOVE.L  A5,A0
MK98: MOVE  -(A0),D0
     BMI   MK75                     → augmenter m
     MOVE.L  A0,A1
MM10:SUBQ  #1,D0
     BEQ   MK98
     MOVE  D0,(A1)+
     CMP.L  A5,A1
     BCC   MK77                     → nouveau sous ensemble
     BRA   MM10
```

calcule H'-H - Δ

calcule A' = A + Â

```
MM12: MOVEM.L (SP)+, A0/A1                    Δ
      MOVE.L [illegible]
      MOVE.L [illegible], A0                  H
      BSR  XSUBP                              H' = H - Δ
      MOVE.L  A2,-(SP)
      MOVE.L  8(SP), A0                       Â
      MOVE.L  36(SP), A1                      A
      BSR  XADDP                              A' = A + Â
      MOVE.L  A2,-(SP)
repete → MOVE.L  8(SP), A0                    B̂
      MOVE.L  36(SP), A1                      B
      BSR  XADDP                              B' = B + B̂
      MOVE.L  A6,A5
      MOVE.L [illegible]
      MOVE.L  (SP)+, A6                       fin H'
      MOVE.L  (SP)+, A2                       début H'
      ADD  #36, SP
      MOVE.L  (SP), A0   ← MOVE.L H A0,A3
      BSR  XLB76
      MOVE.L  A6, -(SP)
      MOVE.L  A4, A6
      BSR  XLB76
      MOVE.L  A6, -(SP)
      MOVE.L  A5, A6
      BSR  XLB76
```

```
TST.L   (A3)+          H=0 ?
BNE     MK80
CMP     #$4000, (A3)
BNE     MK80
```

B(x)
A(x)
H(x,y
b
a
...

On a trouvé
A(x) facteur de h(x,y)

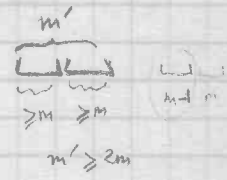
```
MOVE.L  (SP)+, A6      B(x)
MOVE.L  (SP)+, A2      A(x)
ADD     #24, SP
MOVEM.  (SP)+, D5/D6   (m, t)
SUB     D5, D6         D6 = m' = t - m     (nb de facteurs de B)
~~SUBQ  #1, D5~~       ⊗
ADD     D5, D5         D5 = ~~2(m-1)~~ 2m
MOVEQ   #0, D4
CMP     D5, D6         si ⊗ m' ≤ 2m-2 (m-1)   B est irreductible
BLT     MM14           ⊗                      sinon
MOVEQ   #1, D4
MM14: ADD   #12, SP    ⊗
MOVE.L  (SP), A0       g(x,y)
BSR     XLB76
```

D4 = 0 } valeur de D0^5
D4 = 1 }

D0^5
A(x,y..)
~~...~~ a
t
struct

struct	A(x,y)

```
MOVE.L  (SP), A0       A
MOVE.L  (SP), A1       structure
MOVE    (A1)+, D6      s
SUBQ    #1, D6
MOVE    (A1)+, D2      x
MOVE    D4, -(SP)      D0^5
```

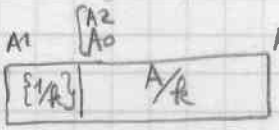


```
MM16: MOVE  (A1)+, D0      yi
      MOVE  (A1)+, D3      ai
      NEG   D3
      EXT.L D3             -ai
      MOVE  (A1)+, D1      bi
      NEG   D1
      EXT.L D1             -bi
      BSR   XJPSAB
      DBRA  D6, MM16
      BSR   XNORPE
      MOVE.L 10(SP), A0    ⊗
      MOVE.L A0, A1
      BSR   XLB76
      MOVE.L 6(SP), A0     f
      BSR   XCMDIV
      MOVE.L A2, A0
      MOVE  (SP)+, D0      { 0 A*B ired
                           { 1 A*B red
      MOVE.L (SP)+, A2     ⊗
      ADDQ  #8, SP
      RTS
```

D0 D3 D2 D1

$A = subs(A, y_i = y_i - a_i\, x - b_i)$

Conserve D2/D6/A0/A1



$A = red(A)$