

## Recap

### Key incidence estimates (Guth-Katz)

$\mathcal{L}$ :  $L$  lines in  $\mathbb{R}^3$

(a) If  $\leq \sqrt{L}$  lines in any plane or deg 2 surface, then  $|P_2(\mathcal{L})| \lesssim L^{3/2}$

(b) If  $\leq \sqrt{L}$  lines in any plane, then  $|P_r(\mathcal{L})| \lesssim \frac{L^{3/2}}{r^2} \quad \forall 3 \leq r \leq 2\sqrt{L}$

Last time we proved (b) for  $r=3$

### Szemerédi-Trotter in $\mathbb{R}^2$

$\mathcal{L}$ :  $L$  lines in  $\mathbb{R}^2$

$$|P_r(\mathcal{L})| \lesssim \frac{L^2}{r^3} + \frac{L}{r}$$

local  
to  
global

### Plane detection lemma

$\forall$  polynomials  $P$  in  $\mathbb{R}^3$ , there is a list of  $q$  polynomials  $SP$  st.

(1) If  $x \in Z(P)$ , then

$$SP(x) = 0 \iff x \text{ is critical or flat}$$

(2) If  $x$  is contained in 3 lines in  $Z(P)$  then  $SP(x) = 0$

(3)  $\deg SP \leq 3 \deg P$

(4) If  $P$  is irreducible and  $SP$  vanishes on  $Z(P)$ , and  $Z(P)$  contains a regular pt, then  $Z(P)$  is a plane.

2-rich points

Thm (GK)  $L$ :  $L$  lines in  $\mathbb{R}^3$  or  $\mathbb{C}^3$ ,  $\leq B$  lines in any plane or deg 2 surface then

$$|P_2(L)| \lesssim LB + L^{3/2}$$

Recall Regulus (eg.  $z=xy$ )  
 $L$  lines can make  $\frac{1}{4}L^2$  intersections

$\frac{L}{B}$  planes/reguli,  $B$  lines on each forming  $\frac{1}{4}B^2$  2rich pts

Rmk When  $B=10$ , no good example.

Classification of doubly ruled surfaces (19th century).

Thm.  $P \in \text{Poly}(\mathbb{C}^3)$  irred.

If  $Z(P)$  doubly-ruled, (every pt on  $Z(P)$  is contained in 2 lines in  $Z(P)$ ) then  $\deg P = 1$  or  $2$

$Z(P)$  plane or regulus.

Rmk GK thm is a strong quantitative strengthening of this classification

## Flecnodal

$z \in Z(P)$  is flecnodal if  $P$  vanishes at  $z$  to third order in some direction.

If  $z \in Z(P)$  lies on a line in  $Z(P)$ , then it's flecnodal.

Salmon's Flecnodal polynomial  
 $\text{Flec } P \in \text{Poly}(\mathbb{C}^3)$

•  $\deg \text{Flec } P \leq 11 \deg P$

•  $z \in Z(P)$  is flecnodal  $\Leftrightarrow \text{Flec } P(z) = 0$ .

## Local-to-global principle

Thm (Monge-Cayley-Salmon)

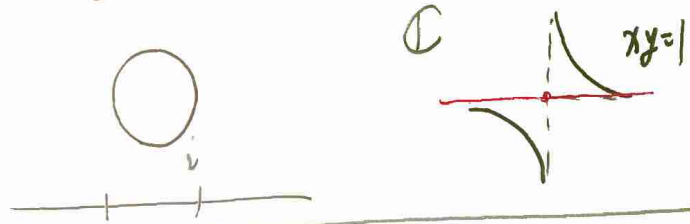
If  $P \in \text{Poly}(\mathbb{C}^3)$  <sup>irred</sup> every pt on  $Z(P)$  is flecnodal, then  $Z(P)$  is ruled.

Thm (GK) If  $P \in \text{Poly}(\mathbb{C}^3)$  irred, every pt of  $Z(P)$  is doubly flecnodal, then  $\deg P = 1$  or  $2$

$Z(P)$  is plane or regulus.

Furthermore, there is a list of  $O(1)$  polynomials of deg  $O(\deg P)$  that detects whether  $z \in Z(P)$  is doubly flecnodal.

Elimination theory  
Projection theory



Thm (Guth-Katz)

$S$ :  $S$  pts,  $L$ :  $L$  lines in  $\mathbb{R}^3$   
 $\leq B$  lines of  $L$  in any plane.

$$B \geq \sqrt{L}$$

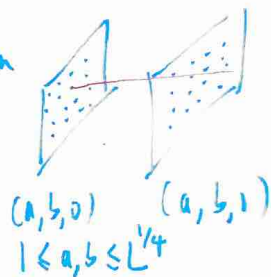
Then

$$I(S, L) \lesssim S^{1/2} L^{3/4} + B^{1/3} L^{1/3} S^{2/3} + L + S.$$

Thm Szemerédi-Trotter in  $\mathbb{R}^2$  (4)  
 $I(S, L) \lesssim S^{2/3} L^{2/3} + S + L.$

Examples:

1st term



all lines  
joining  
one pt from each

2nd term.

$\frac{L}{B}$  planes and  $B$  lines on each  
plane, and use grid example  
in ST.

# Polynomial partitioning.

$$P \text{ deg} \leq D$$

$\mathbb{R}^2 \setminus Z(P)$  into cells

of  $\lesssim S/D^2$  pts

$$I(S, L) = I(S_{\text{cell}}, L)$$

$$+ I(S_{\text{alg}}, L_{\text{cell}})$$

$$+ I(S_{\text{alg}}, L_{\text{alg}})$$

simple bound  
aggregate non  
cells

each  $L_{\text{cell}}$   
meets  $Z(P)$   
at  $\leq D$  pts

$L_{\text{alg}} \in \mathcal{D}$

$$I(S_{\text{alg}}, L_{\text{alg}} \setminus L_{\text{pl}})$$

$$\leq I(S_{\text{nonsp}}, L_{\text{alg}})$$

$$+ I(S_{\text{sp}}, L_{\text{nonsp}})$$

$$+ I(S_{\text{sp}}, L_{\text{sp}} \setminus L_{\text{pl}})$$

$$\leq \sum S_{\text{nonsp}} \text{ by (2) of plane } \leq 3DL \text{ by (3)}$$

For  $\mathbb{R}^3$ , apply similar strategy

Control  $I(S_{\text{alg}}, L_{\text{alg}})$

Divide  $Z(P)$  into planar & non-planar parts

$$I(S_{\text{alg}}, L_{\text{alg}}) = \underbrace{I(S_{\text{alg}}, L_{\text{pl}})}_{\text{Apply S-T.}} + I(S_{\text{alg}}, L_{\text{alg}} \setminus L_{\text{pl}})$$

Use  $\leq B$  lines in  
each plane

Special  
= flat contour