

Counter-examples to the Hirsch conjecture

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<http://personales.unican.es/santosf/Hirsch>

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Polyhedra and polytopes

Definition

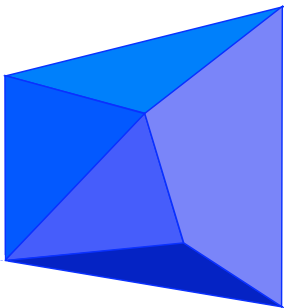
A (convex) **polyhedron** P is the intersection of a finite family of affine half-spaces in \mathbb{R}^d .

The **dimension** of P is the dimension of its affine hull.

Polyhedra and polytopes

Definition

A (convex) **polytope** P is the convex hull of a finite set of points in \mathbb{R}^d .

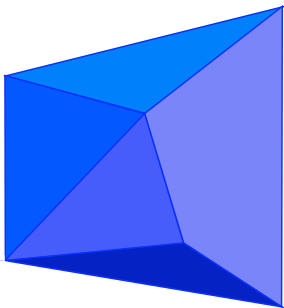


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Polyhedra and polytopes

Polytope = bounded polyhedron.

Every polytope is a polyhedron, but not conversely.

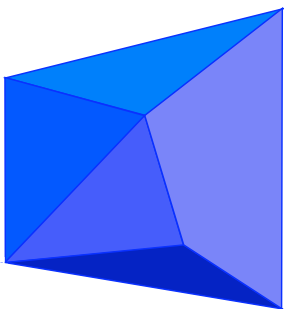


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Faces of P

Let P be a polytope (or polyhedron) and let

$$H = \{x \in \mathbb{R}^d : a_1 x_1 + \cdots + a_d x_d \leq a_0\}$$

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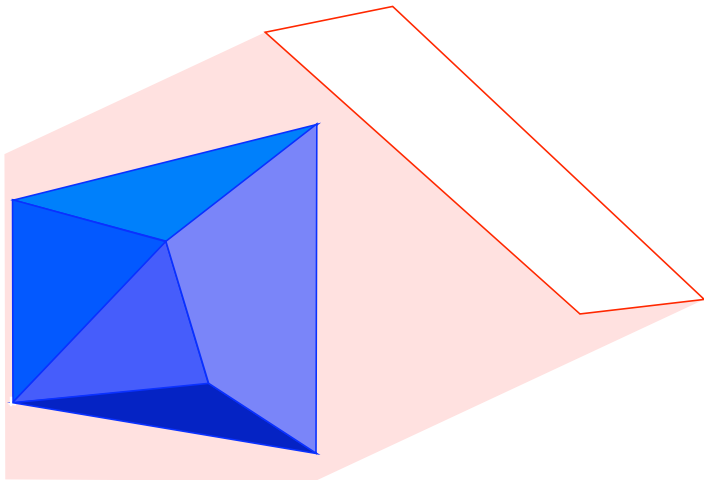
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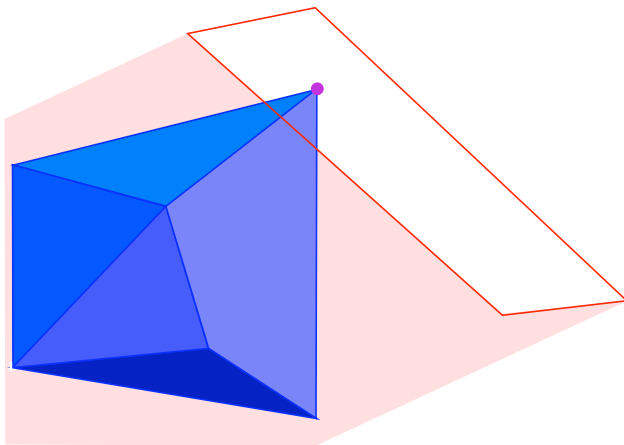
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The “empty face” of P .

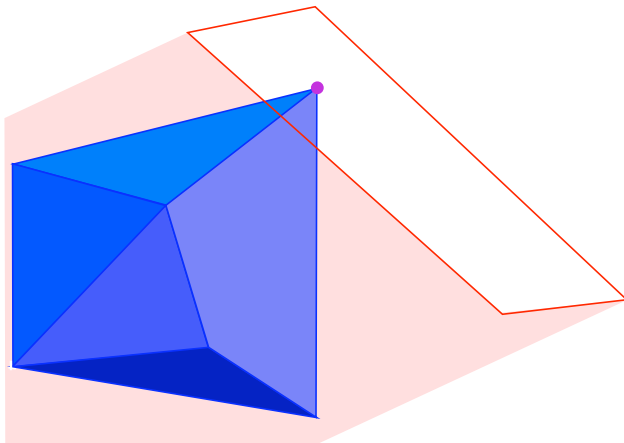


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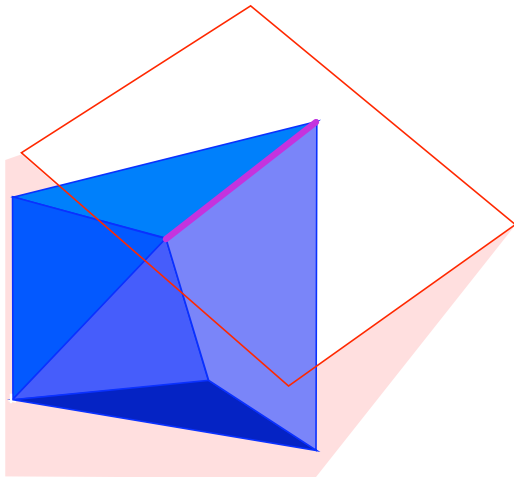
Faces of P

Faces of dimension 0 are called **vertices**.



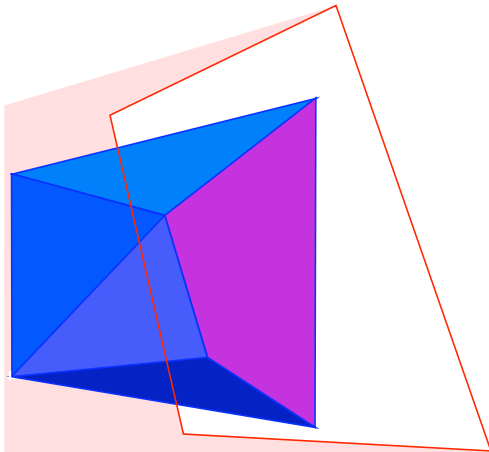
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Faces of dimension 1 are called **edges**.



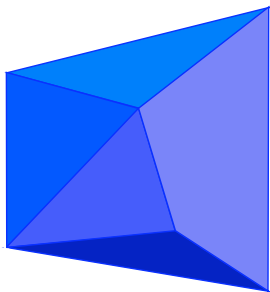
Faces of P

Faces of dimension $d - 1$ (codimension 1) are called **facets**.



The graph of a polytope

Vertices and edges of a polytope P form a (finite, undirected) graph.

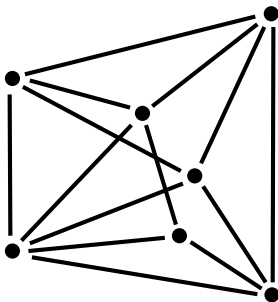


The distance $d(u, v)$ between vertices u and v is the length (number of edges) of the shortest path from u to v .

For example, $d(u, v) = 2$.

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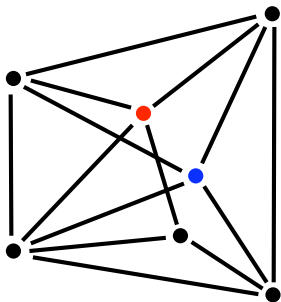


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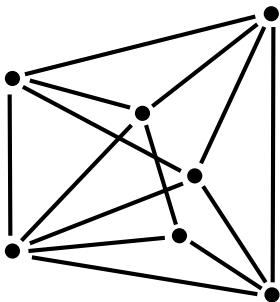


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The graph of a polytope

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The **diameter** of $G(P)$ (or of P) is the maximum distance among its vertices:

$$\delta(P) := \max\{d(u, v) : u, v \in V\}.$$

The Hirsch conjecture

Let $\delta(P)$ denote the diameter of the graph of a polytope P .

Conjecture: Warren M. Hirsch (1957)

For every polytope P with n facets and dimension d ,

$$\delta(P) \leq n - d.$$

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Fifty three years later...

Theorem (S. 2010+)

There is a 43-dim. polytope with 86 facets and diameter ≥ 44 .

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Corollary

There is an infinite family of non-Hirsch polytopes with diameter $\sim (1 + \epsilon)n$, even in fixed dimension. (Best so far: $\epsilon = 1/20$).

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Remark

To this day, we do not know any polynomial upper bound for $\delta(P)$, in terms of n and d (**polynomial Hirsch Conjecture**)

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A **quasi**-polynomial bound, and a bound in fixed dimension

Theorem [Kalai-Kleitman 1992]

For every d -polytope with n facets:

$$\delta(P) \leq n^{\log_2 d + 2}.$$

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Motivation: linear programming

A **linear program** is the problem of maximization (or minimization) of a linear functional subject to linear inequality constraints. That is: finding $\max\{c \cdot x : x \in \mathbb{R}^d, Mx \leq b\}$ for given $c \in \mathbb{R}^d, b \in \mathbb{R}^n, M \in \mathbb{R}^{d \times n}$.

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*“If one would take statistics about which **mathematical problem** is using up **most of the computer time in the world**, then (not including database handling problems like sorting and searching) the answer would probably be linear programming.”*

(László Lovász, 1980)

Connection to the Hirsch conjecture

- The set of feasible solutions $P = \{x \in \mathbb{R}^d : Mx \leq b\}$ is a **polyhedron** P with (at most) n facets and d dimensions.
- The optimal solution (if it exists) is always attained at a vertex.
- The **simplex method** [Dantzig 1947] solves linear programming by starting at any feasible vertex and moving along the graph of P , in a monotone fashion, until the optimum is attained.
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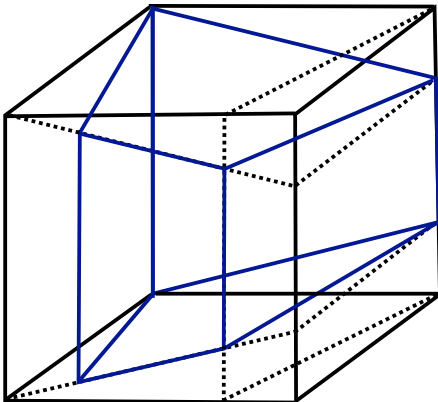
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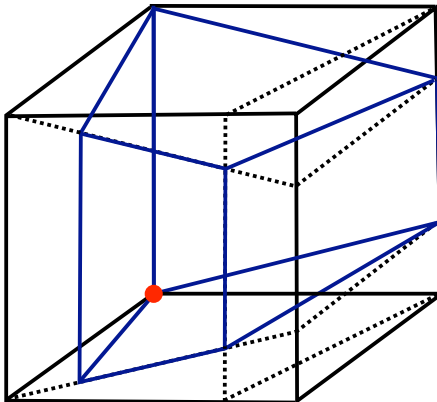
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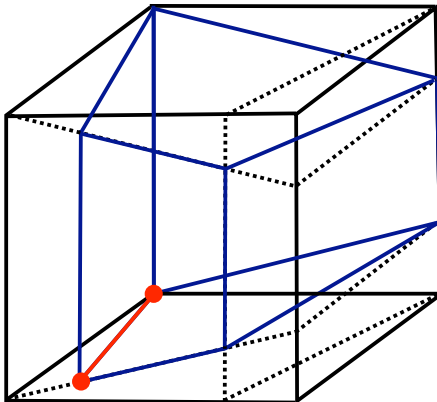
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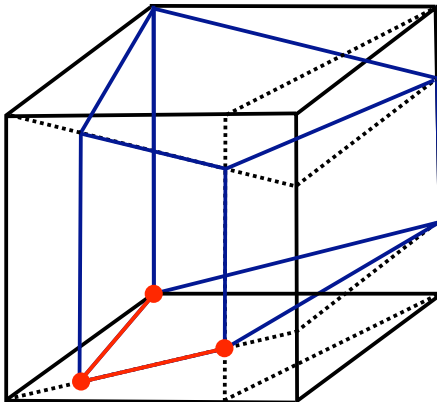
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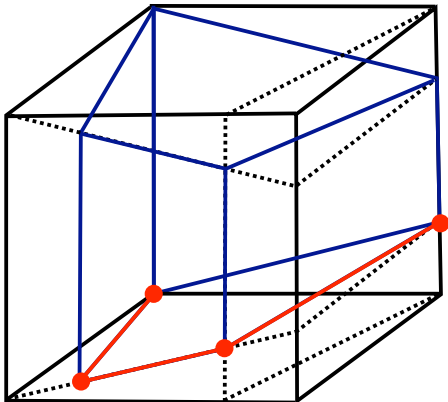
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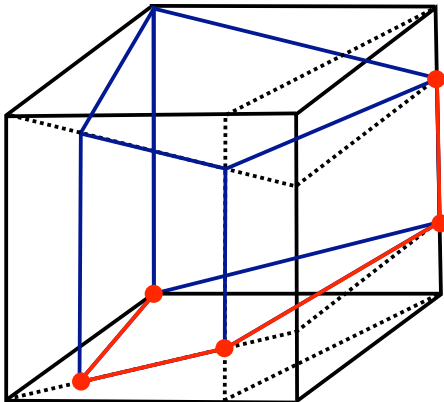
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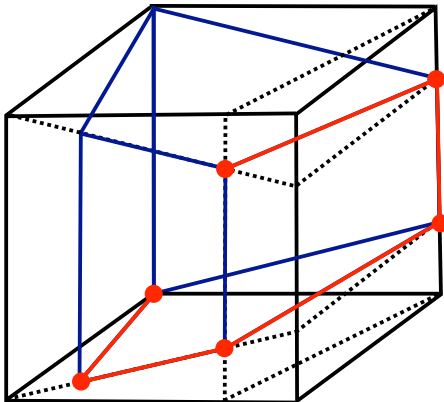
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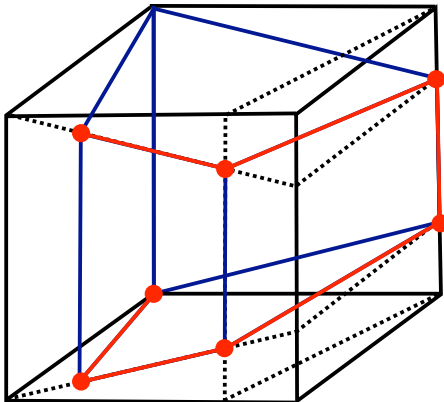
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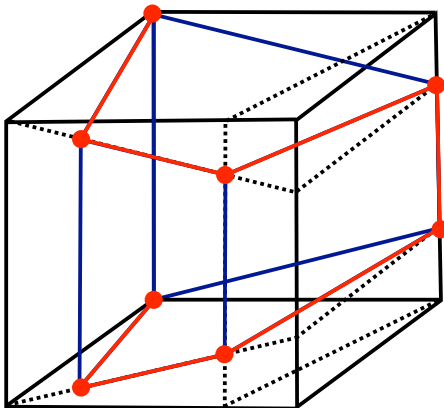
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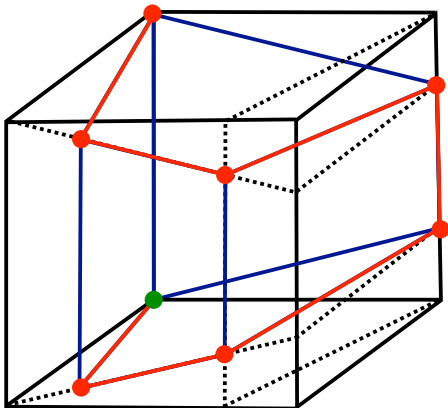
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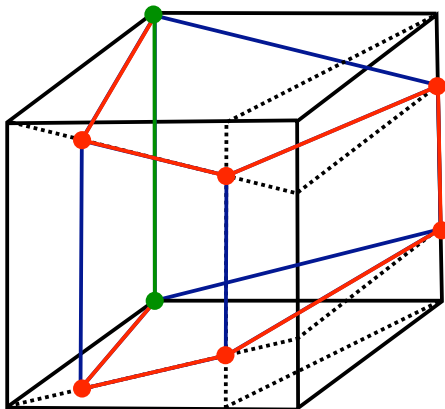
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The number of pivot steps [that the simplex method takes] to solve a problem with m equality constraints in n nonnegative variables is almost always at most a small multiple of m , say $3m$.

The simplex method has remained, if not the method of choice, a method of choice, usually competitive with, and on some classes of problems superior to, the more modern approaches.

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Complexity of linear programming

Besides, the known polynomial algorithms for linear programming known are not *strongly polynomial*: They are polynomial in the **bit model** of complexity (Turing machine) but not in the **arithmetic model** (real RAM machine).

Finding **strongly polynomial algorithms for linear programming** is one of the “**mathematical problems for the 21st century**” according to [Smale 2000]. A polynomial pivot rule would solve this problem in the affirmative.

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- It holds with equality in **simplices** ($n = d + 1$, $\delta = 1$) and **cubes** ($n = 2d$, $\delta = d$).
- It holds for all 0-1 polytopes [Naddef 1989] and for 3-polytopes [Klee 1966].
- If P and Q satisfy it, then so does $P \times Q$: $\delta(P \times Q) = \delta(P) + \delta(Q)$. In particular:

For every $n \leq 2d$, there are **polytopes in which the bound is tight** (products of simplices).

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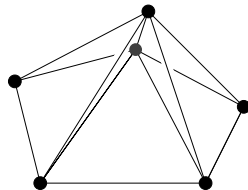
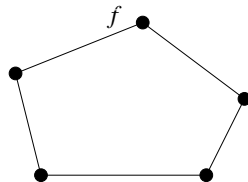
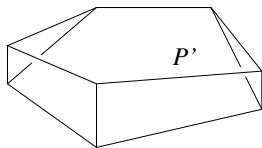
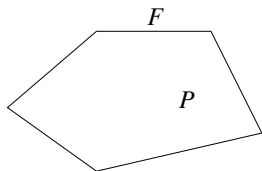
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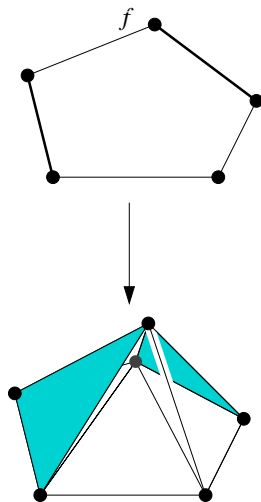
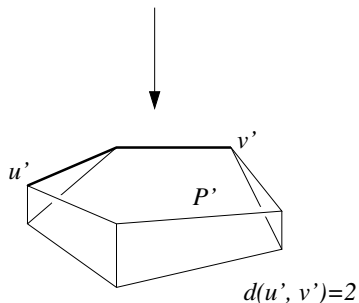
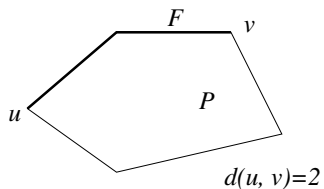
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So, the d -step Theorem is based in the following lemma:

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Let P be a polytope of dimension d with diameter λ . Then there is another polytope P' of dimension $d + 1$, with $n + 1$ facets and diameter λ .

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Our construction of counter-examples has two ingredients:

- 1 A **strong d -step theorem** for spindles/prismatoids.
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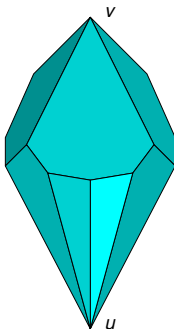
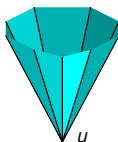
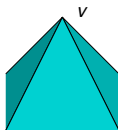
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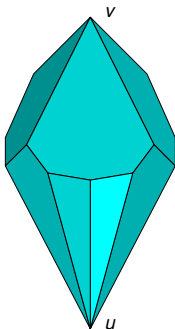
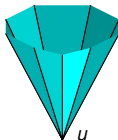
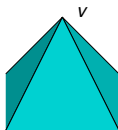
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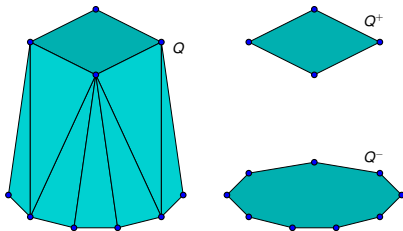
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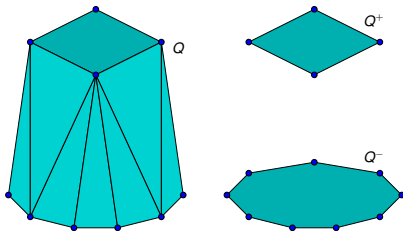
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Let P be a spindle of dimension d , with $n > 2d$ facets, and with length δ . Then there is another spindle P' of dimension $d + 1$, with $n + 1$ facets and with length $\delta + 1$.

That is: we can increase the dimension, number of facets *and length* of a spindle, all by one, until $n = 2d$.

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In particular, if a spindle P has length $> d$ then there is another spindle P' (of dimension $n - d$, with $2n - 2d$ facets, and length $\geq \delta + n - 2d > n - d$) that violates the Hirsch conjecture.

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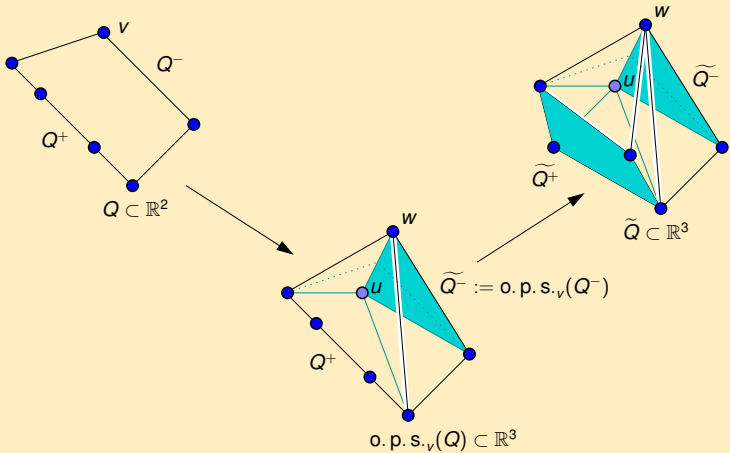
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Proof.



A 5-pismatoid of width six

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A 5-prismatoid of width six

Theorem

The prismatoid Q of the previous slide has width six.

A 5-prismatoid of width six

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Corollary

There is a 43-dimensional polytope with 86 facets and diameter (at least) 44.

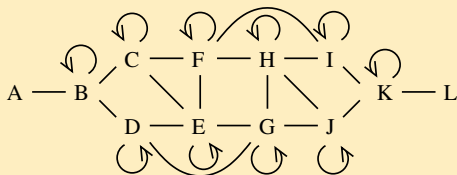
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Proof 1 of the Theorem.

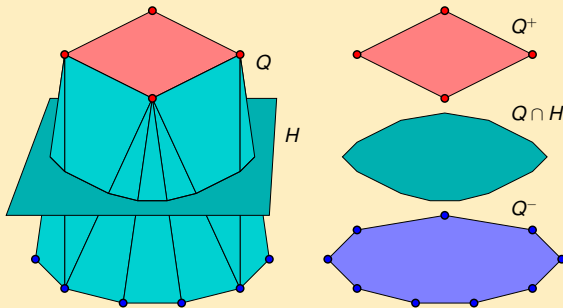
It has been verified with `polymake` that the dual graph of Q has the following structure:



Combinatorics of prisms

Proof 2 of the Theorem (idea).

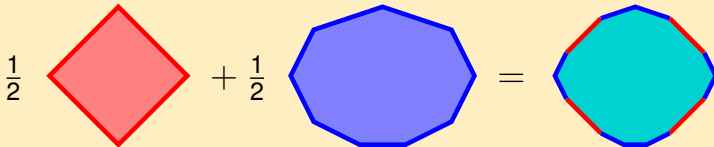
Analyzing the combinatorics of a d -prismatoid Q can be done via an intermediate slice ...



Combinatorics of prisms

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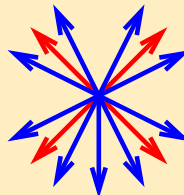
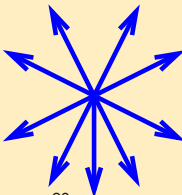
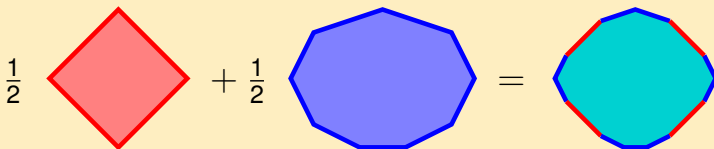
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Combinatorics of prisms

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Combinatorics of prisms

So: the combinatorics of Q follows from the superposition of the normal fans of Q^+ and Q^- .

Remark

The normal fan of a $d - 1$ -polytope can be thought of as a (geodesic, polytopal) cell decomposition (“map”) of the $d - 2$ -sphere.

Conclusion

4-prisms \Leftrightarrow pairs of maps in the 2-sphere.
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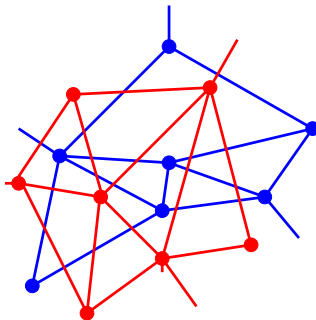
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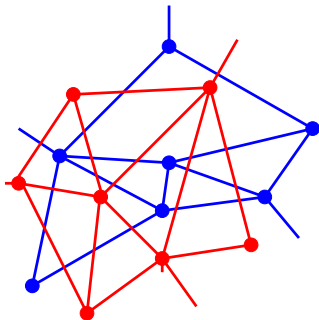
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Example: (part of) a 4-prismatoid



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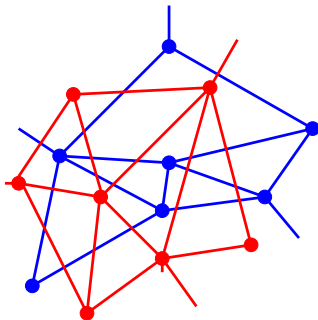


4-prismatoid of width > 4



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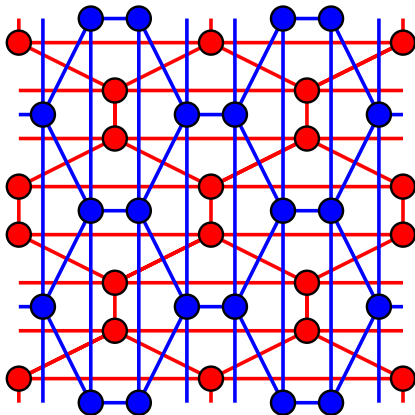
5-prismatoid of width > 5



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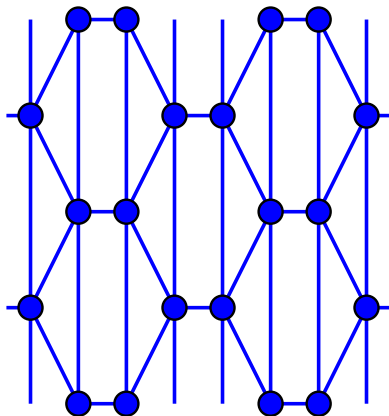
A 4-dimensional prismatic of width > 4 ?

Replicating the following basic structure we can get a “non-Hirsch” periodic pair of maps in the plane:



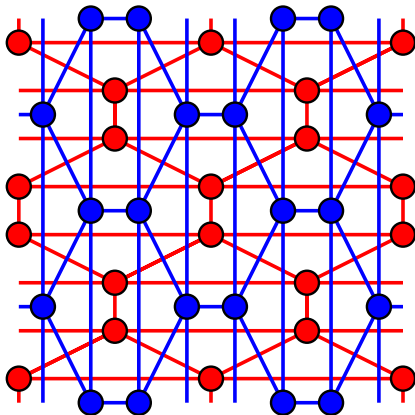
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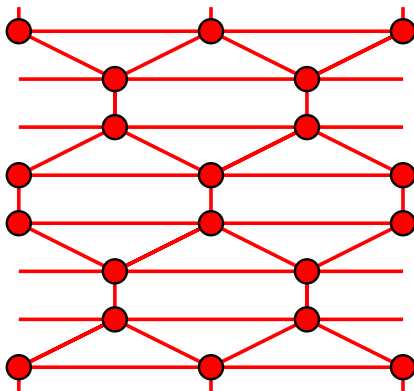
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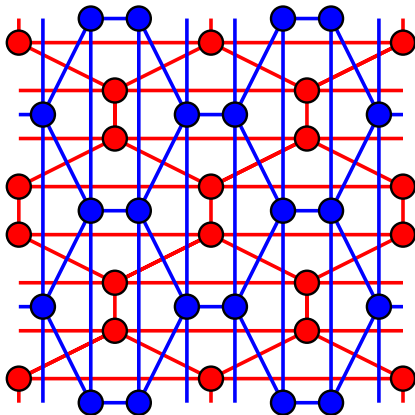
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If this drawing was on a 2-sphere it would represent a 4-prismatic of width 5.

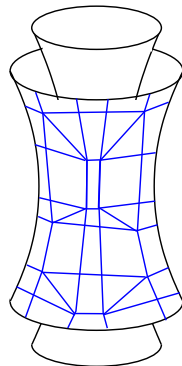
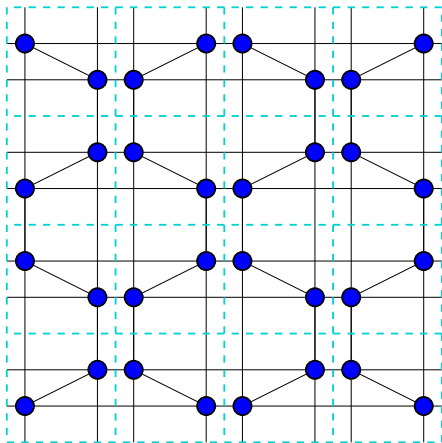
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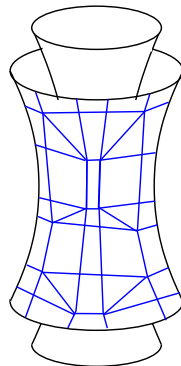
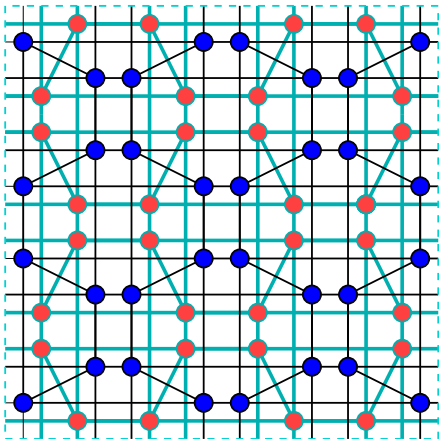
If this drawing was on a 2-sphere it would represent a 4-prmatoid of width 5.

This does not work, but putting the drawing in (two tori embedded in) S^3 does, and gives a prmatoid with 48 vertices.

A 5-prismatoid of width > 5



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Smaller counter-examples

There are two ways in which a smaller non-Hirsch polytope could be obtained:

- Find a smaller 5-prismatoid of width > 5 , or
- Find a 4-prismatoid of width > 4 .

The latter is impossible:

Theorem (S.-Stephen-Thomas 2011)

Every prismatoid of dimension four has width ≤ 4 .

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If we fix the dimension d , the width of prisms is linear:

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The width of a d -dimensional prismatoid with n vertices cannot exceed $2^{d-3}n$.

Proof.

This is a general result for the (dual) diameter of a polytope [Barnette, Larman, ~1970]. □

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In dimension five we can get better upper bounds:

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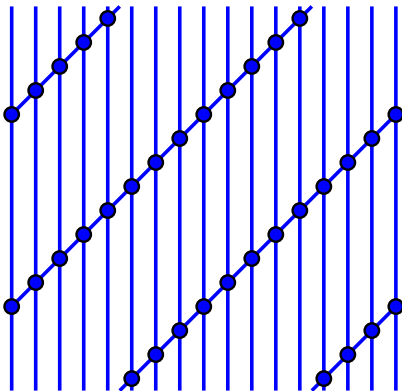
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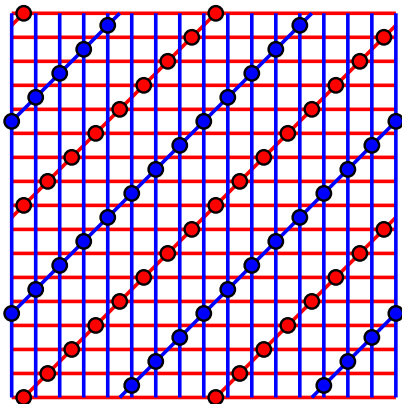
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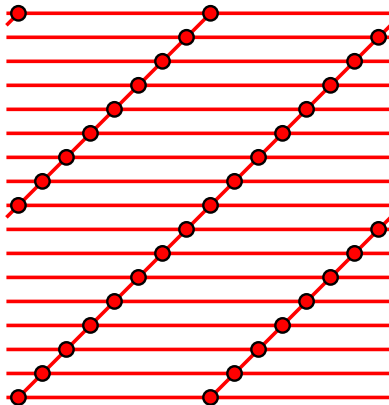
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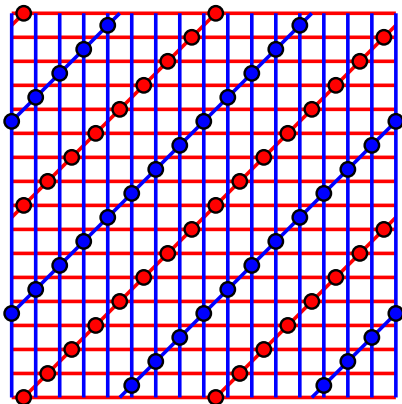
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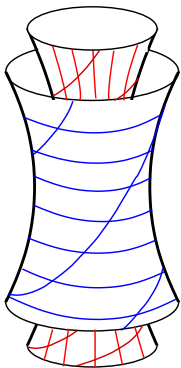


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Consider the red and blue maps as lying in two parallel tori in the 3-sphere.

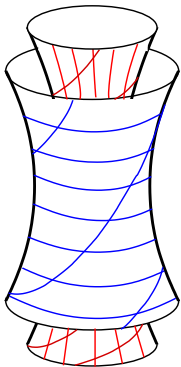


Complete the tori maps to the whole 3-sphere (you need quadratically many cells for that).

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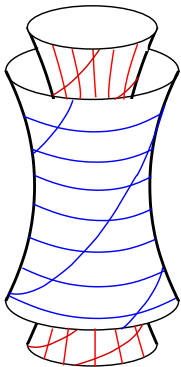


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THANK YOU!