

# Diameter of polytopes and The Hirsch Conjecture

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MDS Summer Schol, Döllnsee — August 14–16, 2012

# Hirsch Wars Trilogy

- Episode I: The Phantom Conjecture.
- Episode II: Attack of the Primatoids.
- Episode III: Revenge of the Linear Bound.

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Slides (director's cut):

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# Hirsch Wars Episode I

## The Phantom Conjecture

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# Polyhedra and polytopes

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

# Polyhedra and polytopes

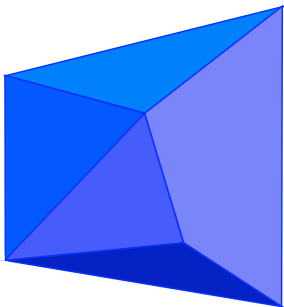
## Definition

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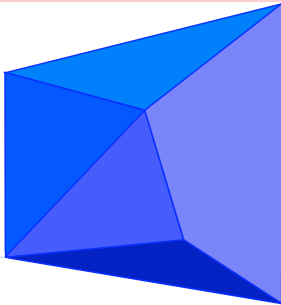


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# Polyhedra and polytopes

Polytope = bounded polyhedron.

Every polytope is a polyhedron, every bounded polyhedron is a polytope.

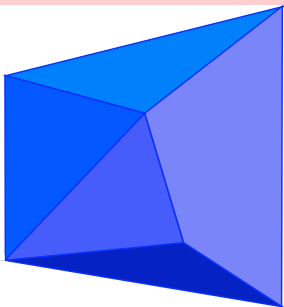


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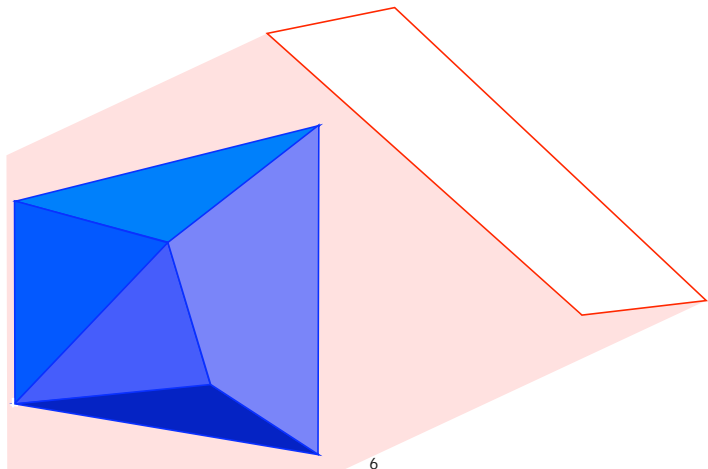
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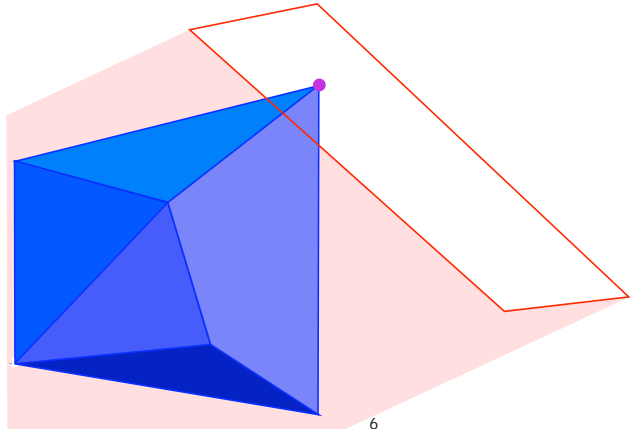
# Faces of $P$

Let  $P$  be a polytope (or polyhedron) and let  $H$  be a hyperplane  
not cutting, but touching  $P$ .



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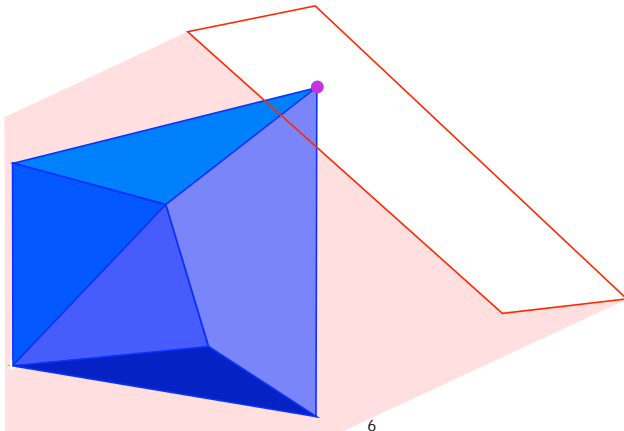
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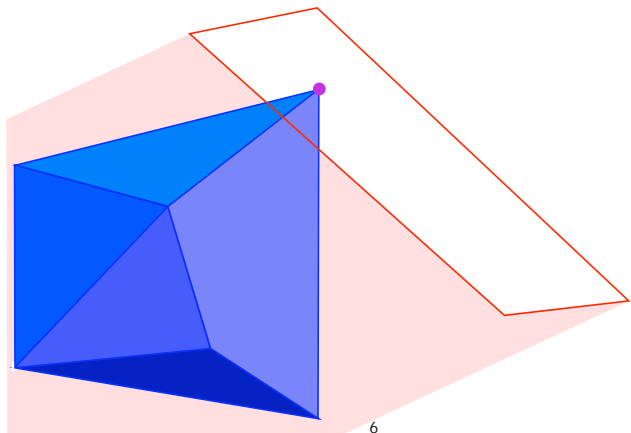
# Faces of $P$

We say that  $H \cap P$  is a **face** of  $P$ .



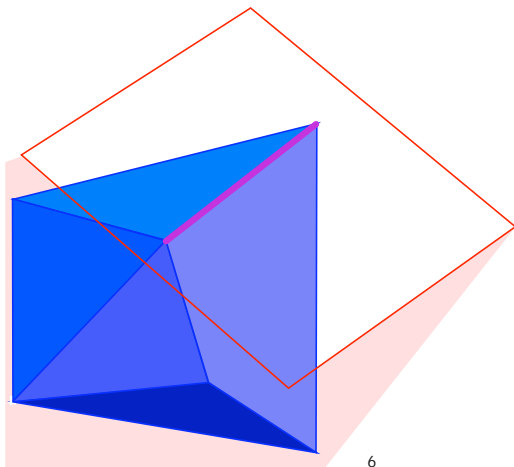
# Faces of $P$

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



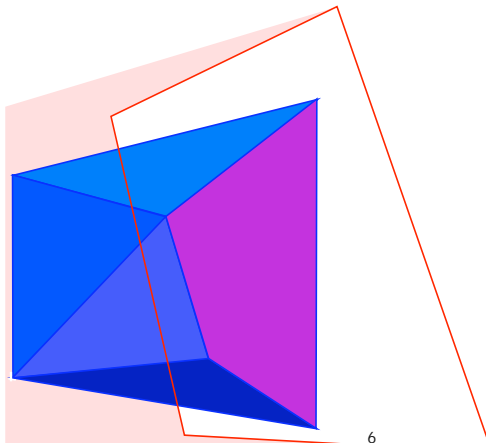
# Faces of $P$

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



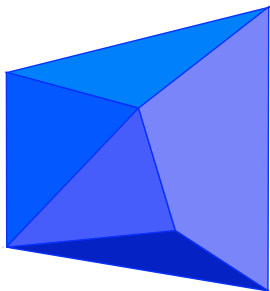
# Faces of $P$

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



# The graph of a polytope

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

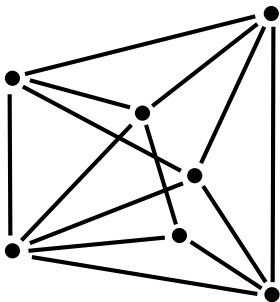


The distance  $d(u, v)$  between vertices  $u$  and  $v$  is the length (number of edges) of the shortest path from  $u$  to  $v$ .

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

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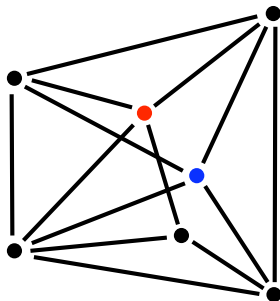


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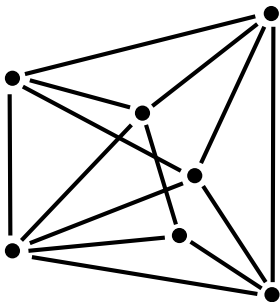


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The **diameter** of  $G(P)$  (or of  $P$ ) is the maximum distance among its vertices:

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



# The Hirsch conjecture

Conjecture: Warren M. Hirsch (1957)

For every polytope  $P$  with  $n$  facets and dimension  $d$ ,

$$\text{diam}(P) \leq n - d.$$

polytope	facets	dimension	$n - d$	diameter
cube	6	3	3	3
dodecahedron	12	3	9	5
octahedron	8	3	5	2
$k$ -prism	$k + 2$	3	$k - 1$	$\lfloor k/2 \rfloor + 1$
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## Brief history of the conjecture

- 1 It was communicated by W. M. Hirsch to G. Dantzig in 1957 (Dantzig had recently invented the [simplex method](#) for linear programming).
- 2 Several special cases have been proved:  $d \leq 3$ ,  $n - d \leq 6$ , 0/1-polytopes, ...
- 3 But in the general case **we do not even know of a [polynomial bound](#)** for  $\text{diam}(P)$  in terms of  $n$  and  $d$ .
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# "As simple as possible"

## Definition

A  $d$ -polytope/polyhedron is **simple** if at every vertex exactly  $d$  facets meet. ( $\simeq$  facet-defining hyperplanes are "in general position").

A  $d$ -polytope is **simplicial** if every facet has exactly  $d$  vertices. That is, if every proper face is a simplex. ( $\simeq$  vertices are "in general position").

Of course, the (polar) dual of a simple polytope is simplicial, and vice-versa.

## Lemma (Klee 1964)

*For every  $n$  and  $d$  the maximum diameter of  $d$ -polytopes /  $d$ -polyhedra with  $n$  facets is achieved at a simple one.*

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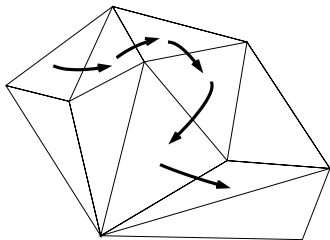
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## Remark

We will often dualize the diameter problem. We want to travel from one facet to another of a polytope  $Q$  (the polar of  $P$ ) along the "dual graph" whose edges correspond to *ridges* of  $Q$ .

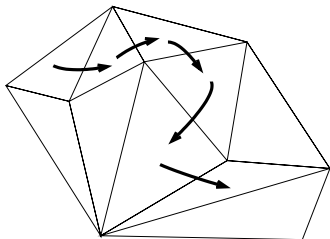


By the previous lemma we can restrict our attention to simplicial polytopes, whose face lattice is a *simplicial complex* with the topology of a  $(d - 1)$ -sphere. (A *simplicial  $(d - 1)$ -sphere*).

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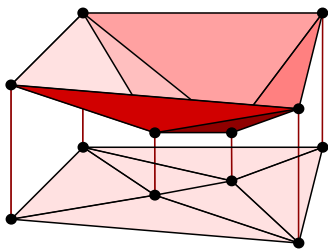
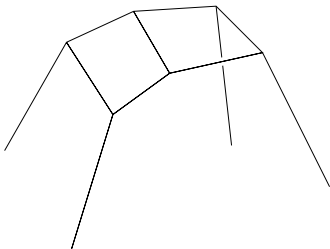
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The polar of an unbounded  $d$ -polyhedron with  $n$  facets "is" a regular triangulation of  $n$  points in  $\mathbb{R}^{d-1}$ .

# Linear programming

A **linear program** is the problem of maximization (or minimization) of a linear functional subject to linear inequality constraints. That is:

Given

- a system  $Mx \leq b$  of linear inequalities ( $b \in \mathbb{R}^n$ ,  $M \in \mathbb{R}^{d \times n}$ ), and
- an objective function  $c^t \in \mathbb{R}^{d^*}$

Find

- $\max\{c^t \cdot x : x \in \mathbb{R}^d, Mx \leq b\}$  (and a point  $x$  where the maximum is attained).

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# Linear programming

*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)

# A brief history of linear programming

- It was invented in the 1940's by G. Dantzig, L. Kantorovich and J. von Neumann.
- In particular, in 1947 G. Dantzig devised the **simplex method**: The first practical algorithm for solving linear programs (and still the one most used).
- Around 1980 two **polynomial time** algorithms for linear programming were proposed by Khachiyan and Karmakar (*ellipsoid* and *interior point* method).
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# Complexity of the simplex method

The simplex method is not (known to be) polynomial. More precisely, it is known **not to be polynomial** with the **pivot rules** that have been proposed so far.

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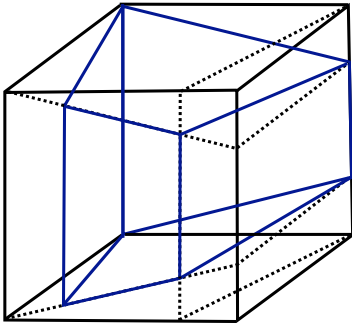
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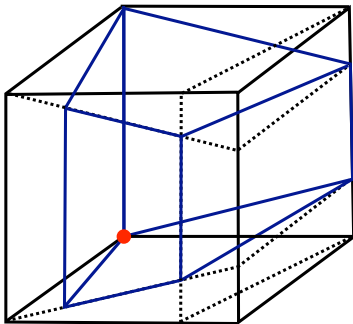


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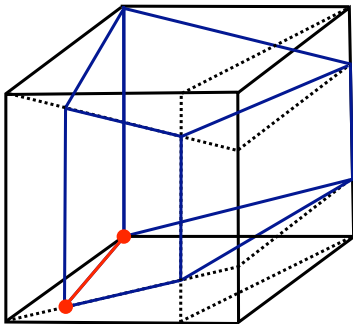
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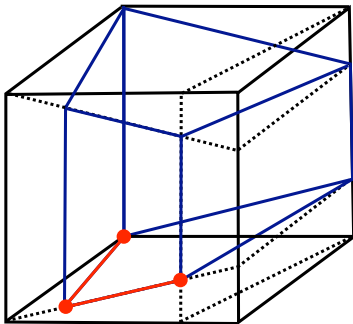


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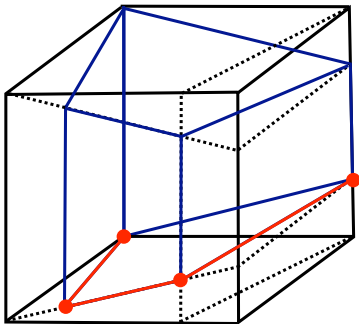


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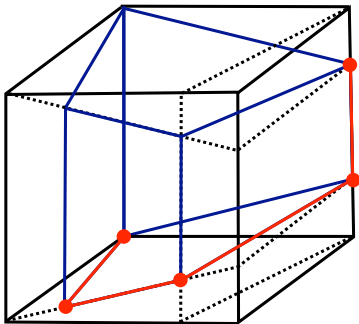


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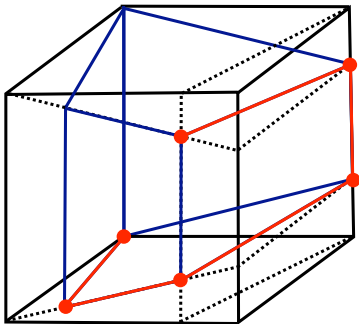


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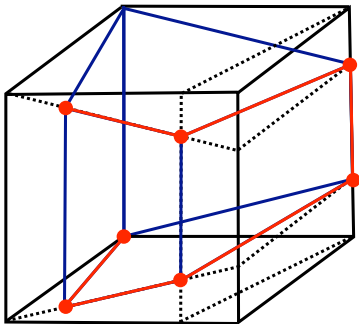


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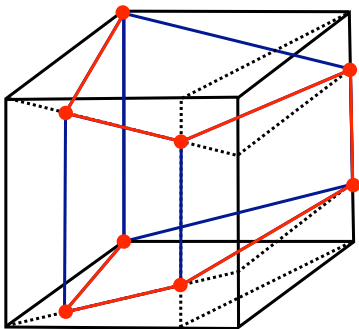


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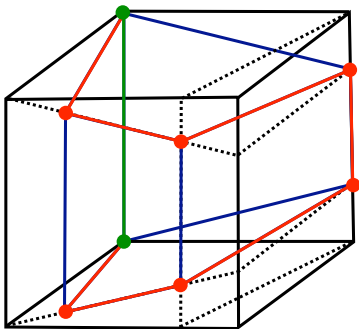


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## Connection to the Hirsch conjecture

- 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.
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(M. Todd, 2011)



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*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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The simplex method was chosen one of the "10 algorithms with the greatest influence on the development and practice of science and engineering in the 20th century" in the selection made by the journal *Computing in Science and Engineering* in the year 2000.

# Polynomial Hirsch conjecture

In this sense, more important than the standard Hirsch conjecture (which is false) is the following "polynomial version" of it:

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Let  $H(n, d)$  denote the maximum diameter of  $d$ -polyhedra with  $n$  facets. There is a constant  $k$  such that:

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Theorem [Kalai-Kleitman 1992]

$$H(n, d) \leq n^{\log_2 d + 2}, \quad \forall n, d.$$

and a subexponential simplex algorithm:

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- It holds with equality in **simplices** ( $n = d + 1, \delta = 1$ ) and **cubes** ( $n = 2d, \delta = d$ ).
- If  $P$  and  $Q$  satisfy it, then so does  $P \times Q$ :  $\delta(P \times Q) = \delta(P) + \delta(Q)$ .
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We call these "**Hirsch-sharp**" polytopes.
- For every  $n > d$ , it is easy to construct **unbounded polyhedra** where the bound is tight.
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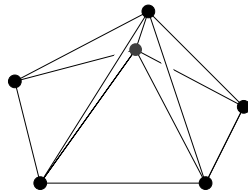
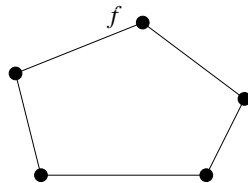
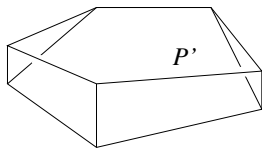
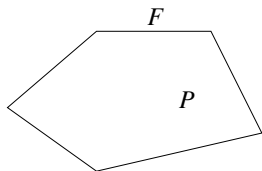


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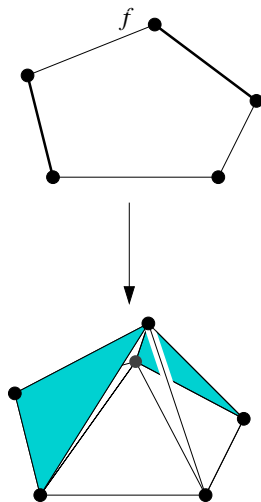
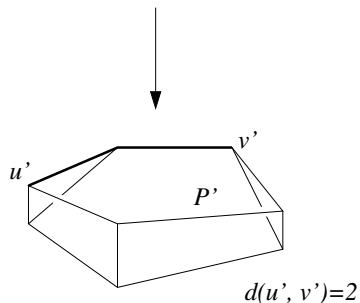
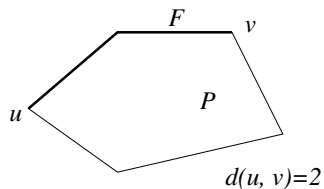
- It holds with equality in **simplices** ( $n = d + 1$ ,  $\delta = 1$ ) and **cubes** ( $n = 2d$ ,  $\delta = d$ ).
- If  $P$  and  $Q$  satisfy it, then so does  $P \times Q$ :  $\delta(P \times Q) = \delta(P) + \delta(Q)$ .
- For every  $n \leq 2d$ , there are **polytopes in which the bound is tight** (products of simplices).  
We call these "**Hirsch-sharp**" polytopes.
- For every  $n > d$ , it is easy to construct **unbounded polyhedra** where the bound is tight.
- $H(n, d)$  is weakly monotone w.r.t.  $(n - d, d)$ , not to  $(n, d)$ .



# Wedging, dually k. a. one-point-suspension



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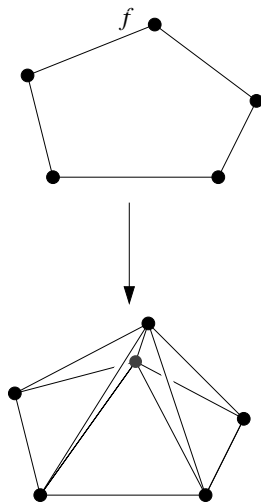
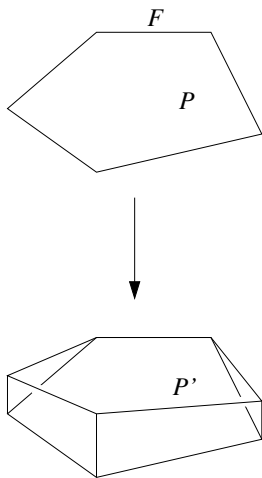
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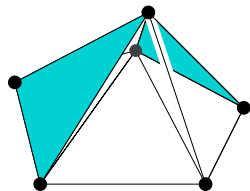
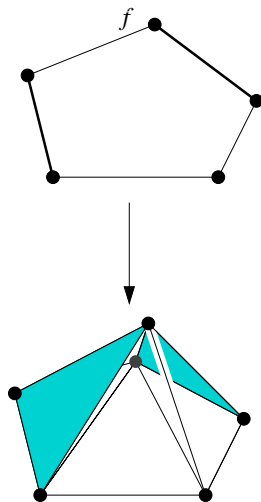
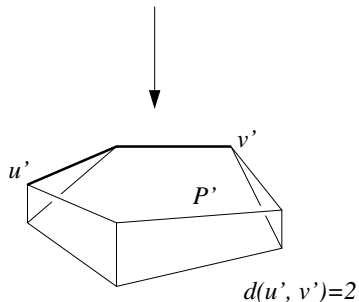
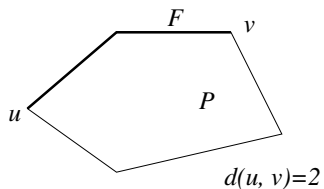
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The  $d$ -step Theorem follows from and implies (respectively) the following:

### Lemma

*For every  $d$ -polytope  $P$  with  $n$  facets and diameter  $\delta$  there is a  $d + 1$ -polytope with one more facet and the same diameter  $\delta$ .*

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The feasible region of a linear program can be an **unbounded** polyhedron, instead of a polytope.

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- There are unbounded polyhedra of dimension 4 with 8 facets and diameter 5 [Klee-Walkup, 1967].
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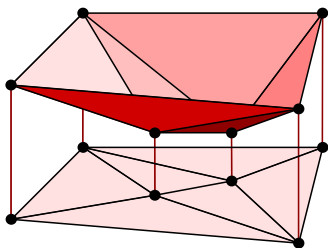
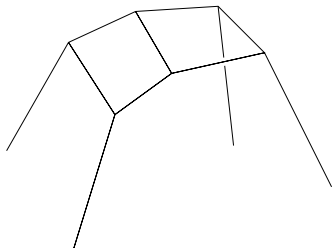
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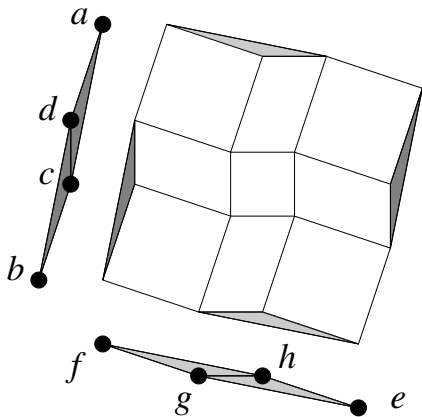
## Theorem

*There is a regular triangulation of a 4-polytope with 8 vertices that has two tetrahedra at distance five.*



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This is a (Cayley Trick view of a) 3D triangulation with 8 vertices and diameter 5:



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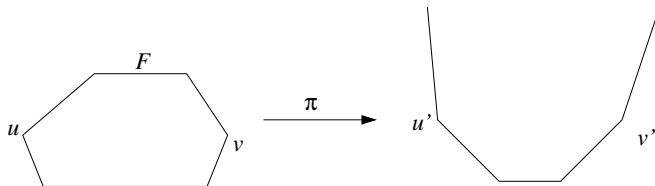
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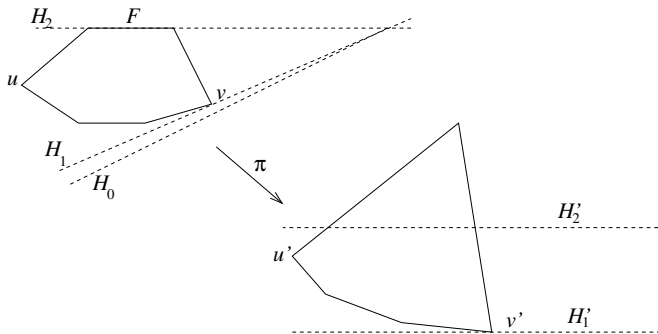
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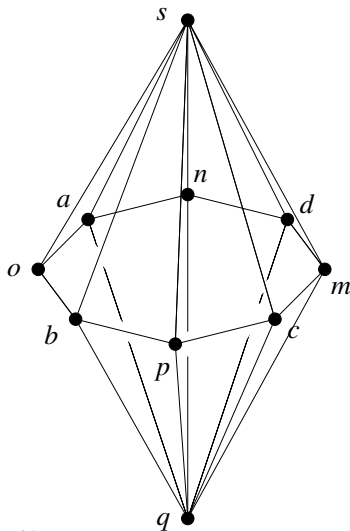
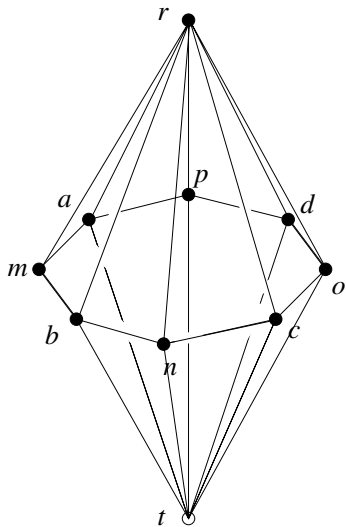
# The Mani-Walkup "always revisiting" simplicial 3-sphere

Mani and Walkup constructed a simplicial 3-ball with 16 vertices and with two tetrahedra  $abcd$  and  $mnp$  with the property that any path from  $abcd$  to  $mnp$  must revisit a vertex previously abandoned.

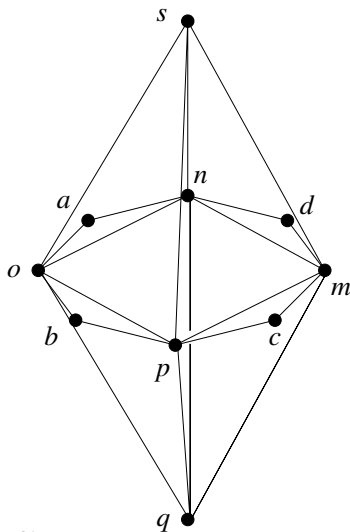
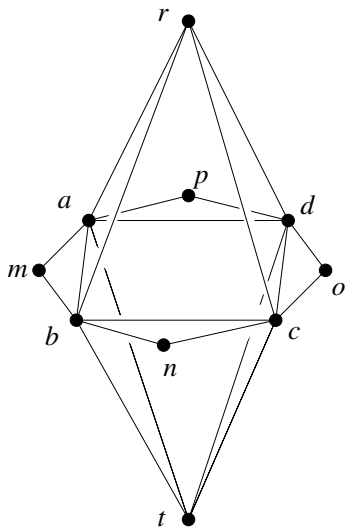
By the (combinatorial)  $d$ -step theorem, that implies the existence of a "non-Hirsch" 11-sphere with 24 vertices ( $n - d = 12$ )

The key to the construction is in a subcomplex of two triangulated octagonal bipyramids.

# The Mani-Walkup "always revisiting" simplicial 3-sphere



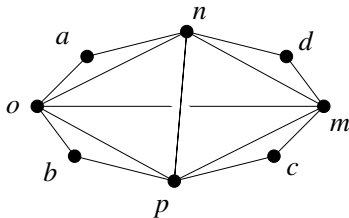
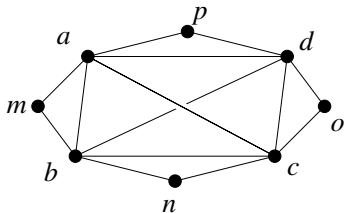
# The Mani-Walkup "always revisiting" simplicial 3-sphere



# The Mani-Walkup "always revisiting" simplicial 3-sphere

$r$  ●

$s$  ●



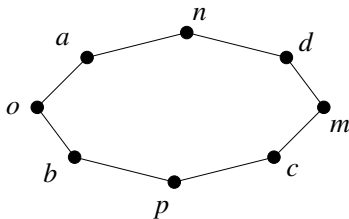
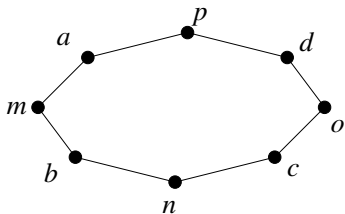
$t$  ●

$q$  ●

# The Mani-Walkup "always revisiting" simplicial 3-sphere

$r$  ●

$s$  ●



$t$  ●

$q$  ●

Thank you

**TO BE CONTINUED**