

LECTURE 36 Wed 12/4

Birkhoff Polytope

$$B_n = \left\{ A = (a_{ij})_{n \times n} \mid \begin{array}{l} \cdot a_{ij} \geq 0 \\ \cdot \text{all row sums} = 1 \\ \cdot \text{all column sums} = 1 \end{array} \right\}$$

$$\text{Vol } B_n = ?$$

A combinatorial formula

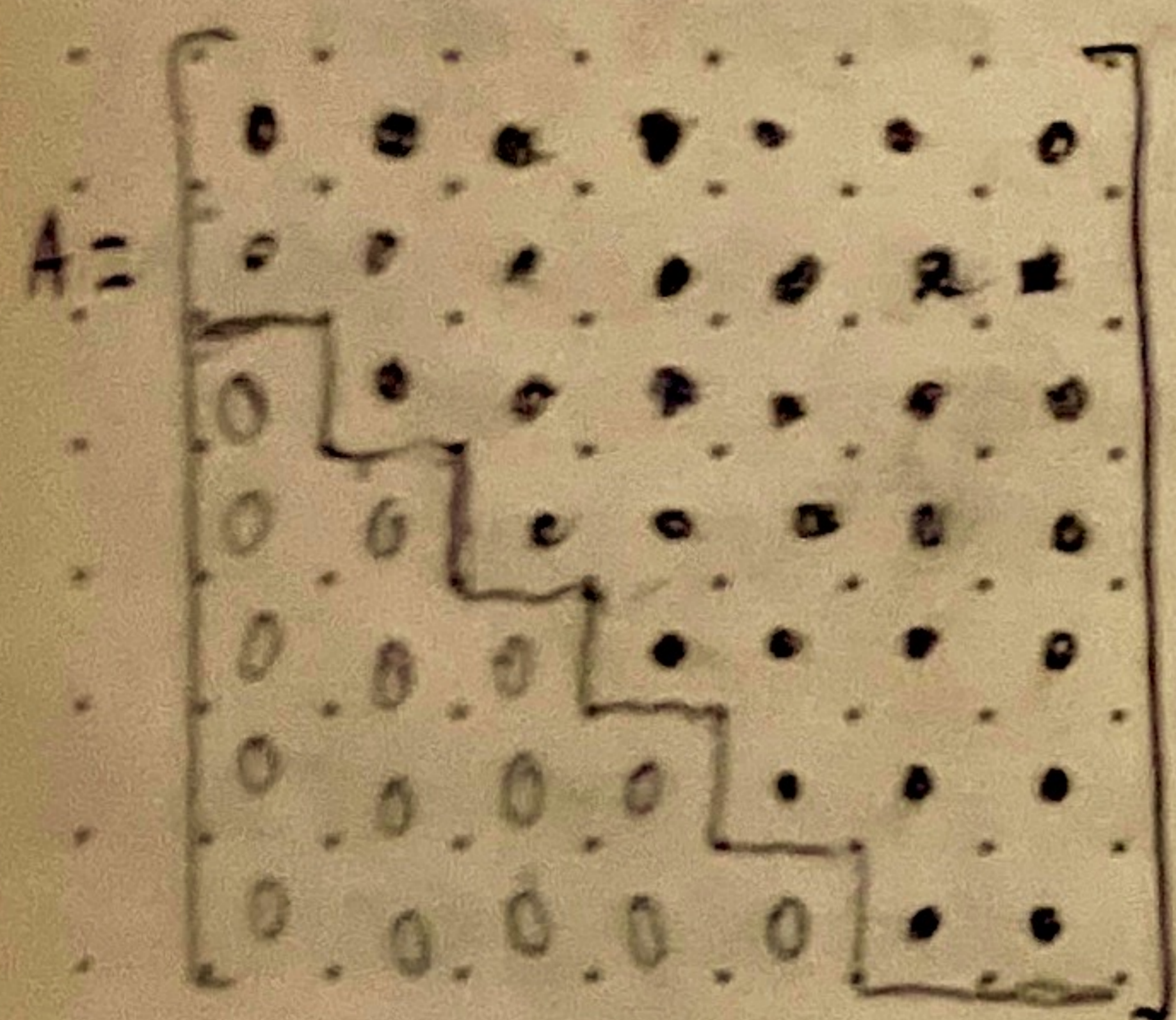
Calculated for $n \leq 10$ ← Formula gets computationally huge

Conj: The Ehrhart poly has positive coeff ??

Prof Pastrikov is not sure if we should believe this

Chan-Robbins-Yuan Polytope

= the face of B_n given by almost upper-triangular doubly-stochastic matrices



$$a_{ij} = 0 \text{ for } i \geq j+2$$

$$\text{Thrm: } \binom{n}{2}! \text{Vol}(\text{CRY}_n) = \underbrace{c_1 \cdot c_2 \cdot \dots \cdot c_{n-2}}_{\text{Catalan \#s}}$$

Conj: CRY

Proved by Zeilberger 1999

One page very analytic proof

(Open Problem?): Find a combinatorial proof

Flow polytopes

$G = (V, E)$ directed acyclic graph

$V = [n]$ all edges $i \rightarrow j$ are directed s.t. $i < j$

$$c = (c_1, \dots, c_n) \in \mathbb{R}^n \text{ s.t. } \sum c_i = 0$$

$$\text{Def: Flow}_G(c) := \left\{ (x_e)_{e \in E} \mid \begin{array}{l} \cdot x_e \geq 0 \\ \cdot \forall \text{ vertex } i \in [n] \\ \text{outflow}(i) - \text{inflow}(i) = c_i \end{array} \right\}$$

$$\text{outflow}(i) = \sum_{e \leftarrow i} x_e \quad ; \quad \text{inflow}(i) = \sum_{e \rightarrow i} x_e$$

$$\text{Flow}_G := \text{Flow}_G(1, 0, 0, \dots, -1)$$

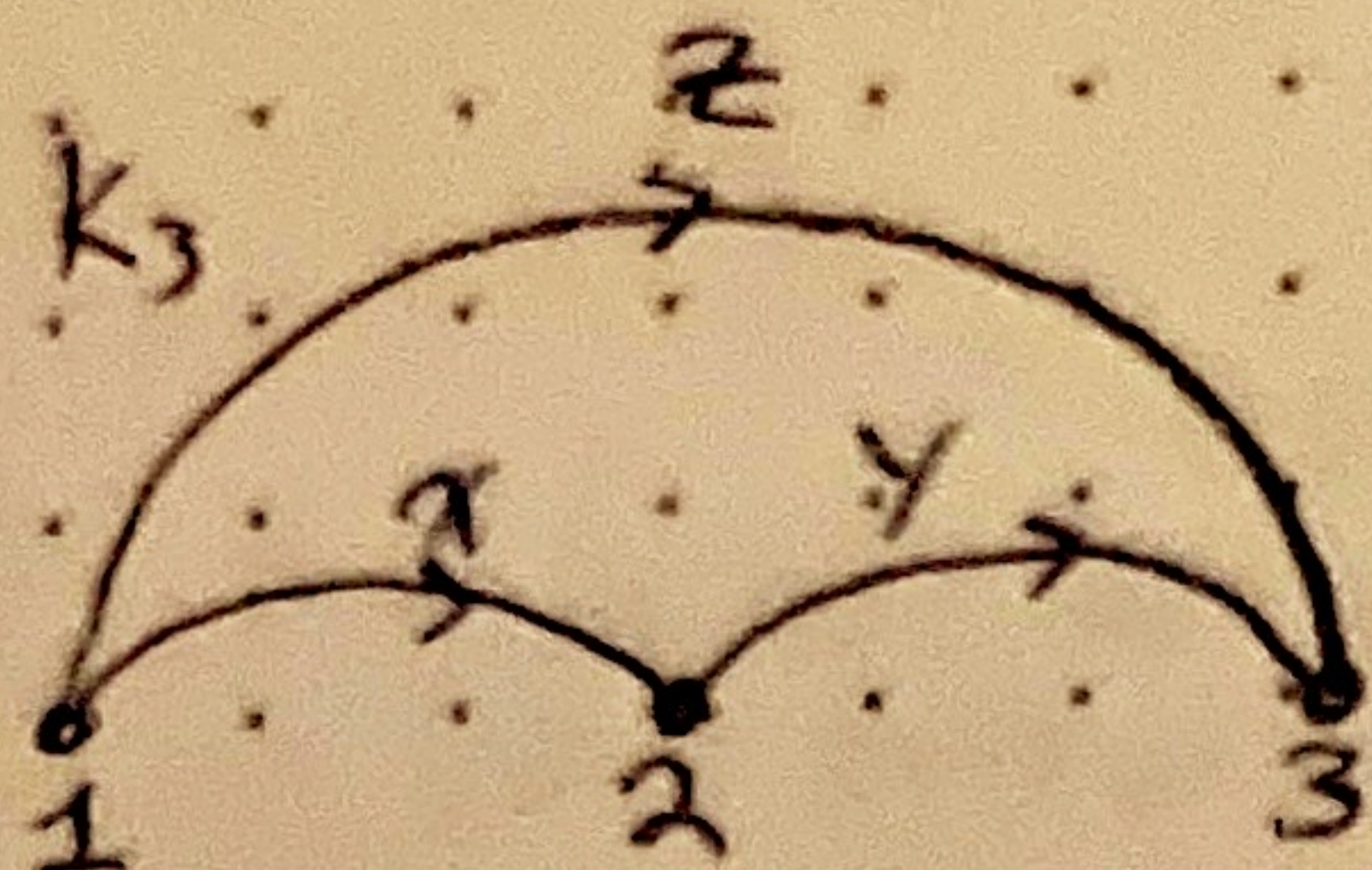
$$x, y, z \geq 0$$

$$x + y = 1$$

$$x = y$$

$$-(y + z) = 1$$

Ex. Flow_{K_3}



Prop: Vertices of Flow_G correspond to directed paths from 1 to n in G.



Why!

Want as many zeros as possible. The way to do this is to make one path all 1's and the rest all 0.

$$\dim \text{Flow}_G = |E| - |V| + \# \text{ connected comp.} \leftarrow \text{connected in the undirected sense}$$

But sometimes it's smaller if we have an internal source or sink.
 or sink.
 all those edges have to be zero.

True if G has no internal sources or sinks except 1 & n.

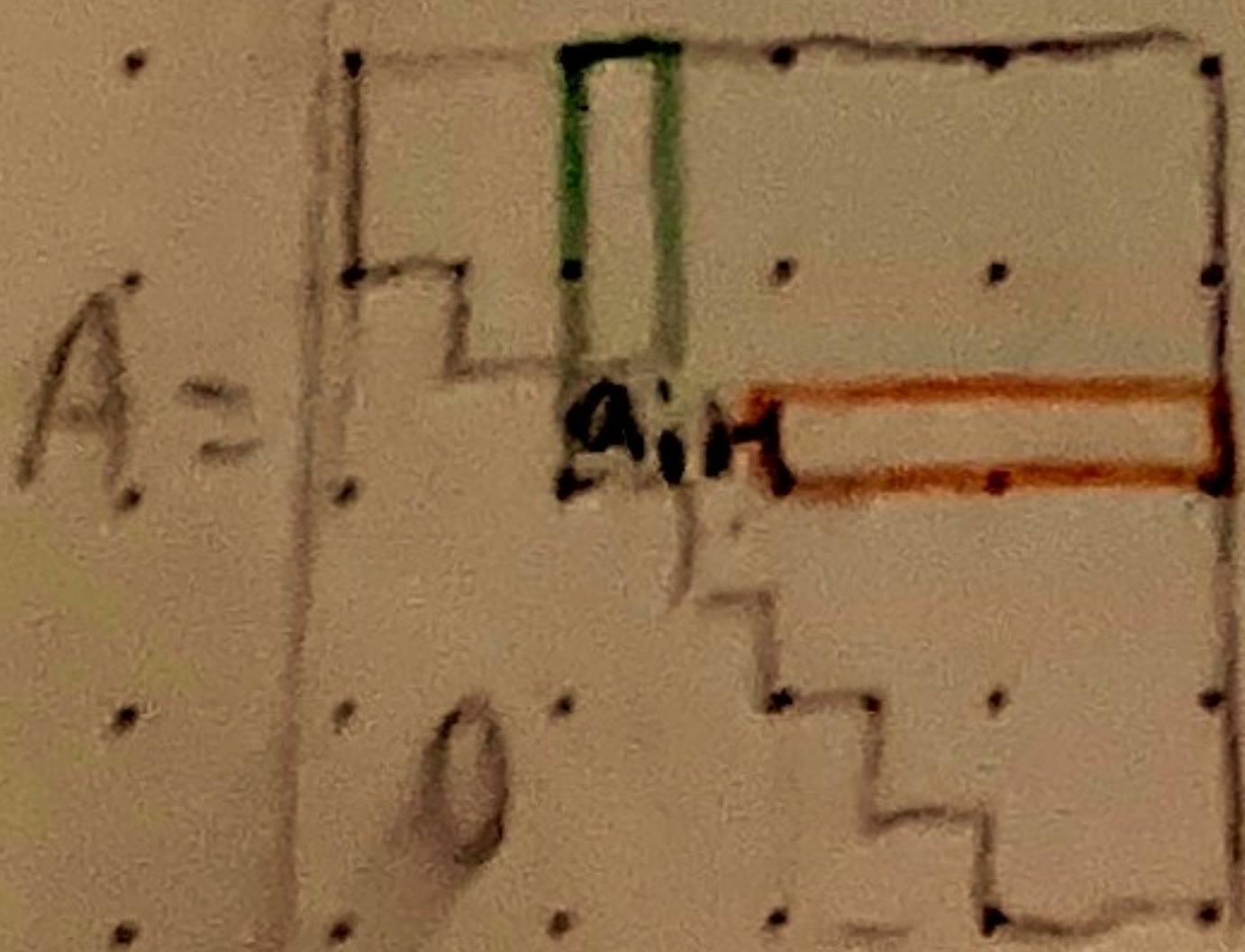
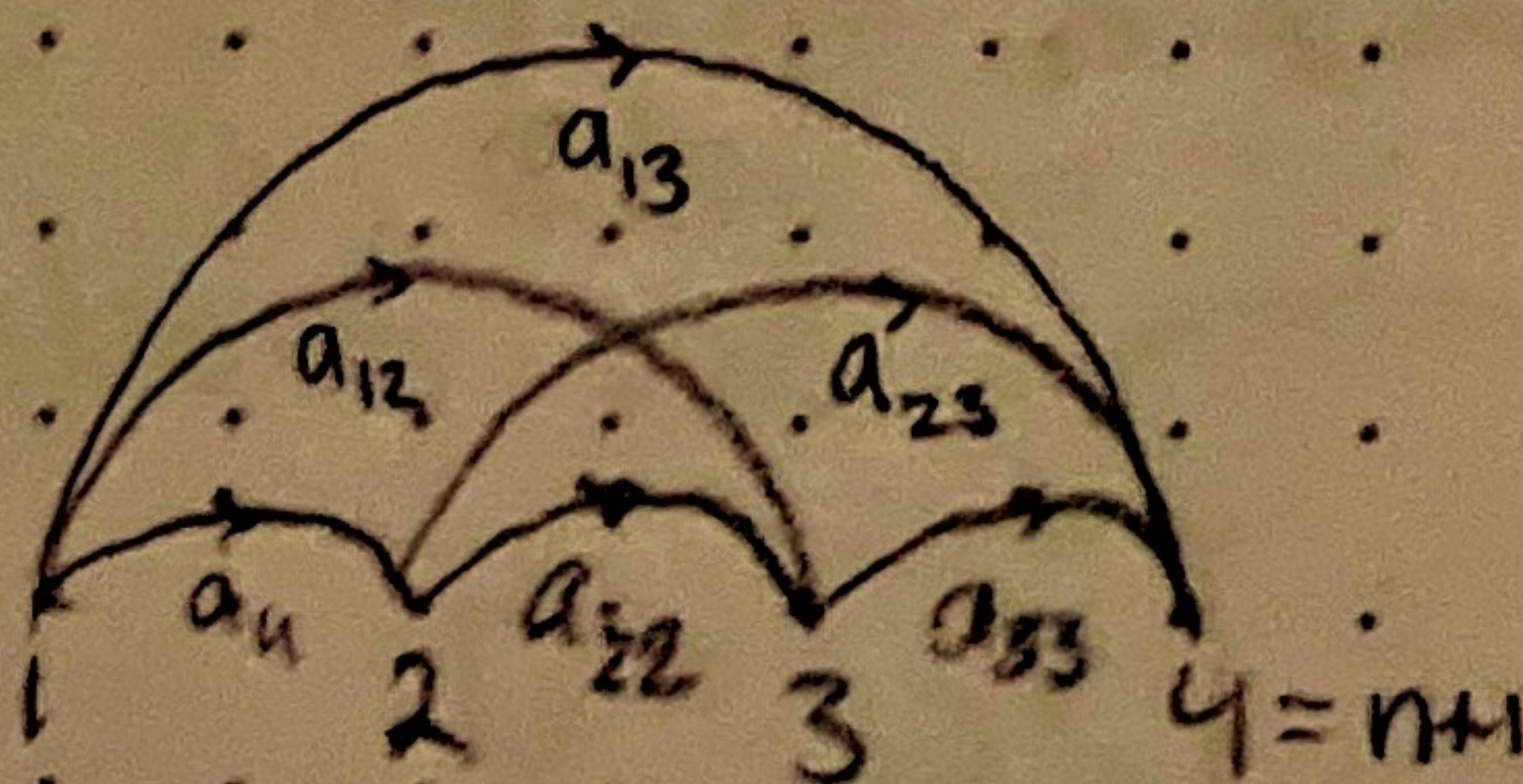
Why: |E| vars. Each vertex imposes a relation.

Prop: $\text{CRY}_n \cong \text{Flow}_{K_{n+1}}$

$$A = (\phi_{ij}) \mapsto (x_{ij}) \quad x_{ij} = a_{i,j-1} \text{ for } 1 \leq i < j \leq n+1$$

Ex. $n=3$

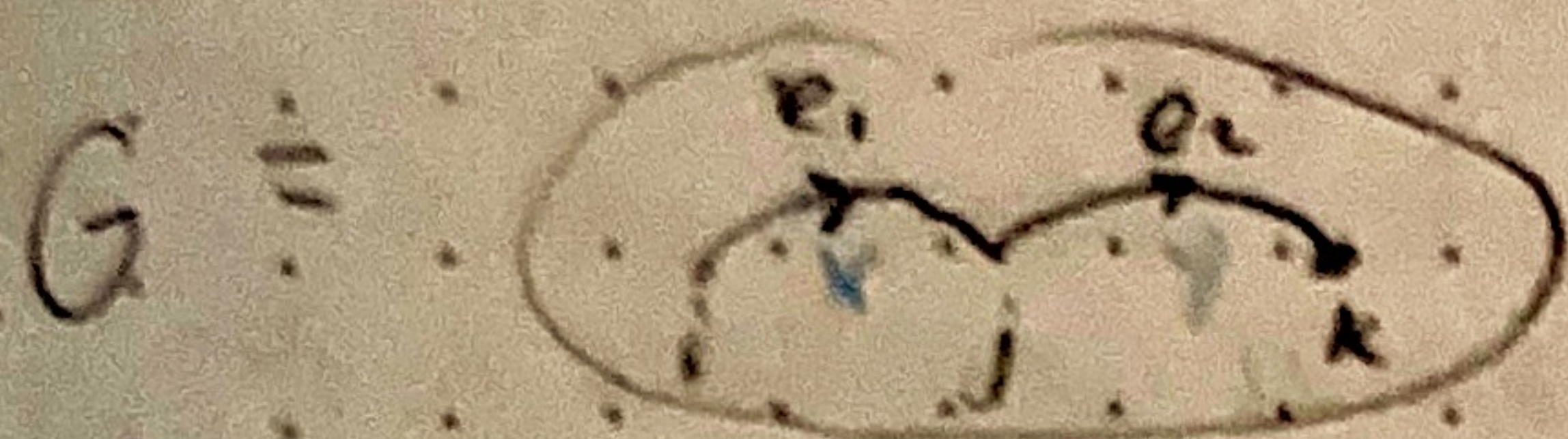
$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ 0 & a_{22} & a_{23} \\ 0 & a_{32} & a_{33} \end{bmatrix}$$



$$\text{inflow}(i) = \text{outflow}(i) = a_{i,j-1}$$

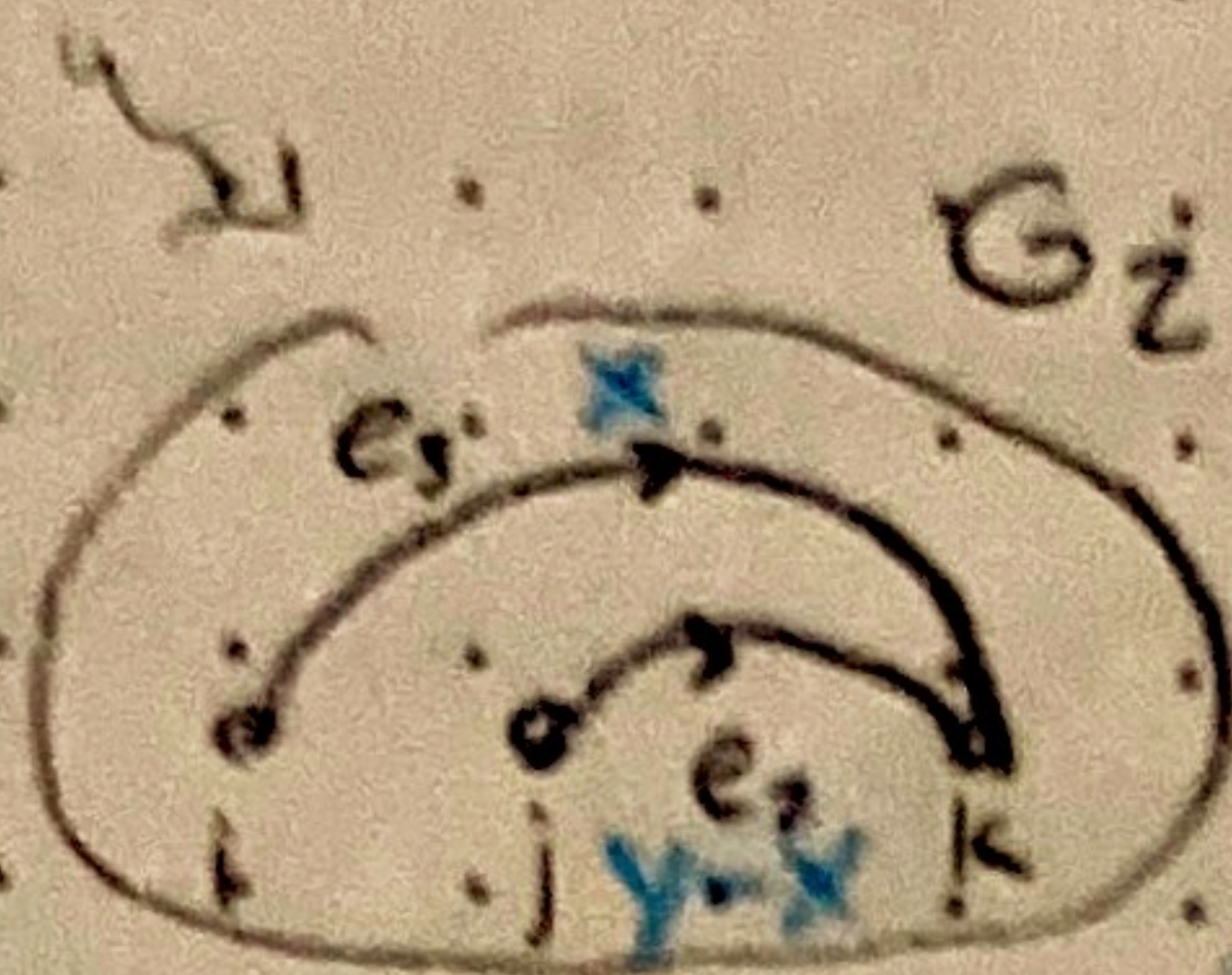
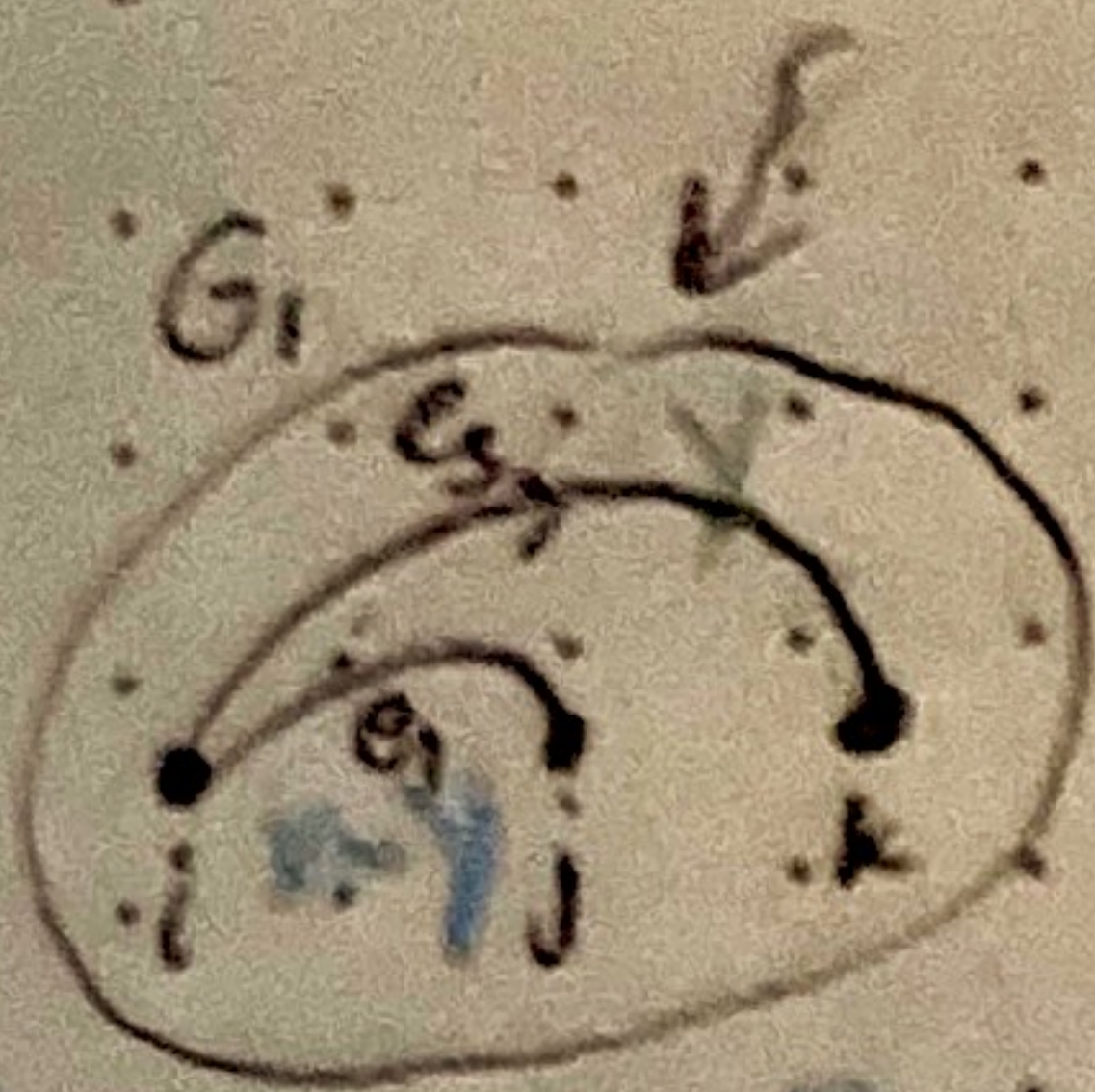
Game on graphs

Flows x & y through edges



2 cases

- $x \geq y$
- $x \leq y$



preserves flow through vertices if $x \geq y$ and $y \geq x$

Prop: (1) $\text{Flow}_G = \text{Flow}_{G_1} \cup \text{Flow}_{G_2}$

The intersection is common face given by $x=y$

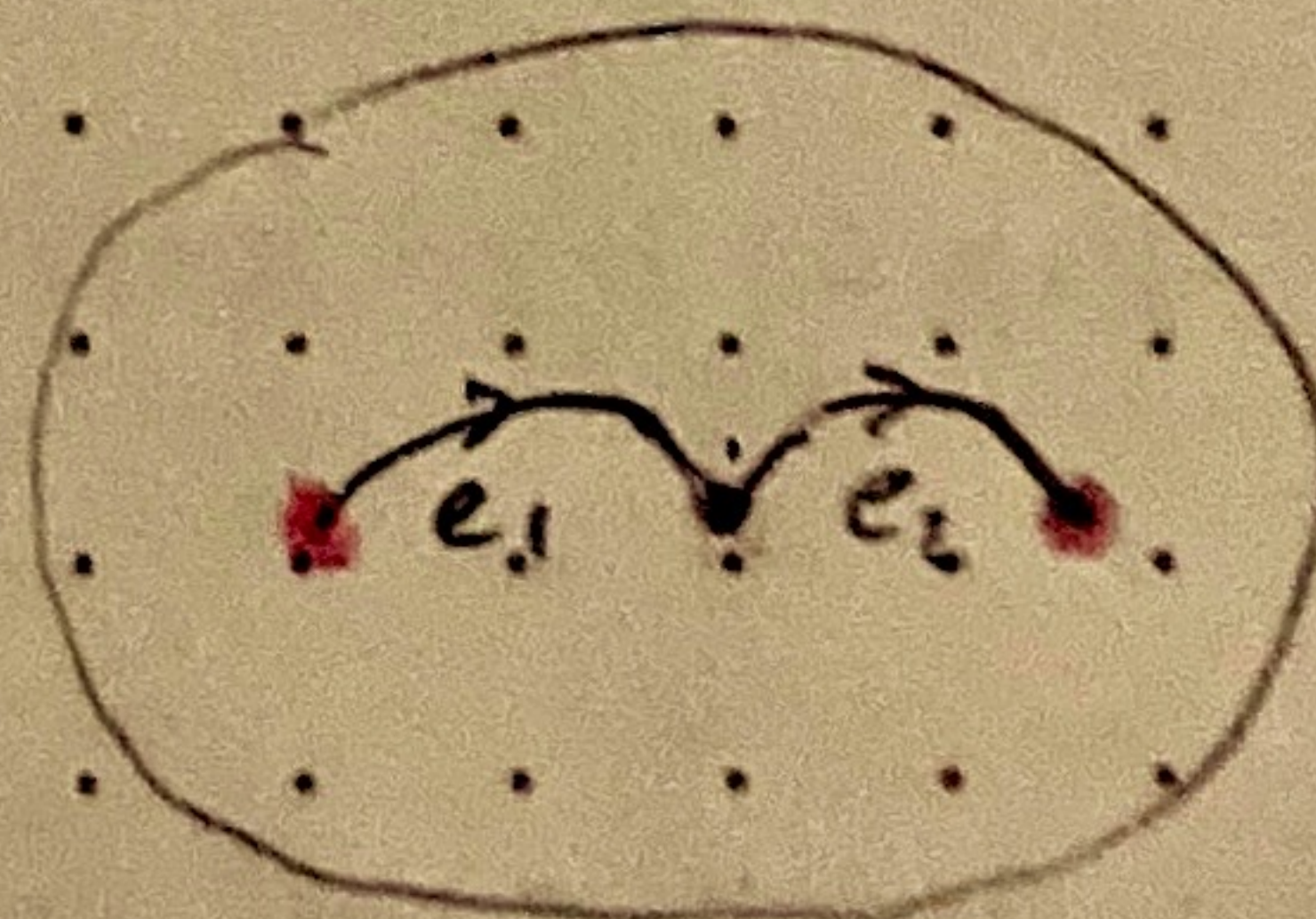
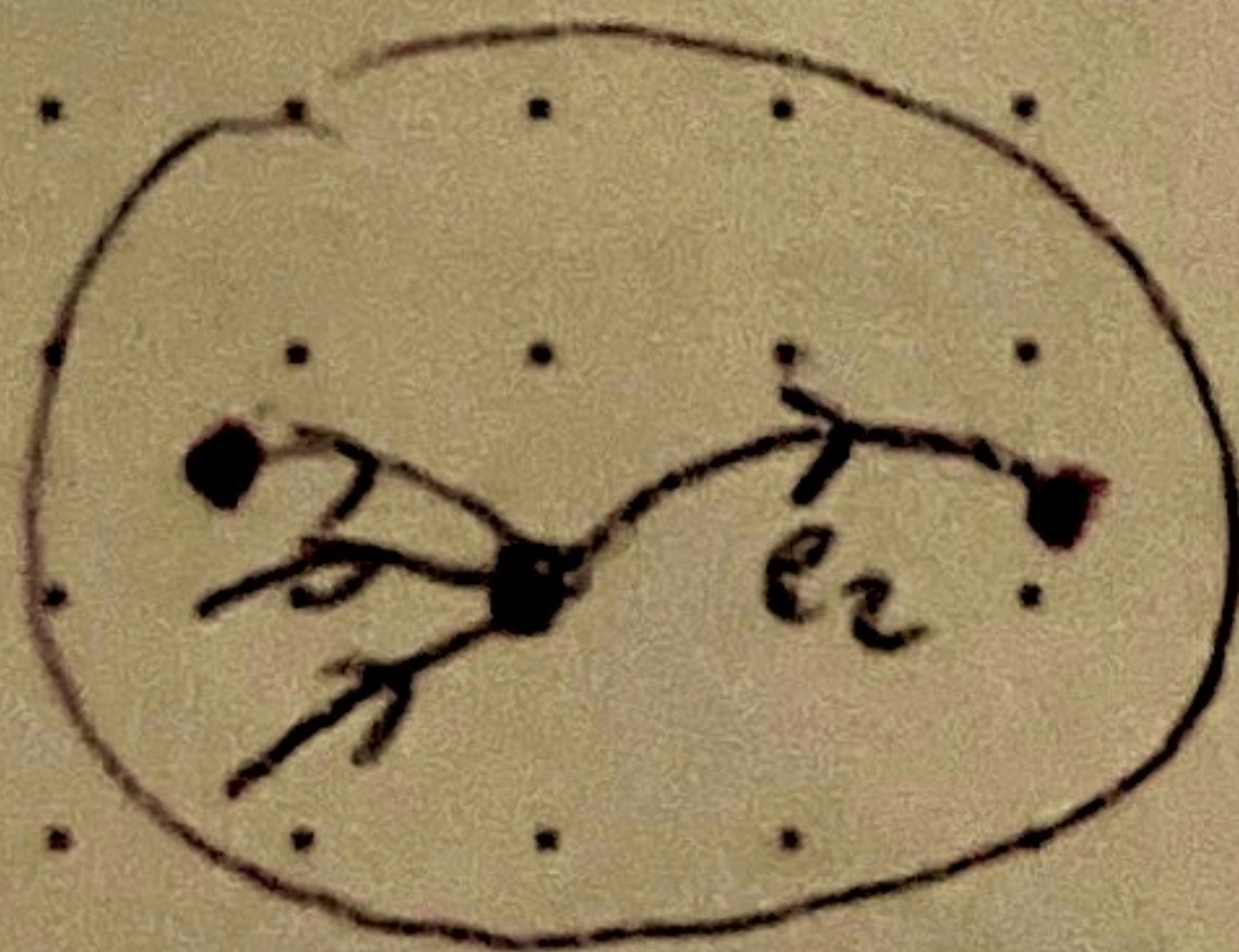
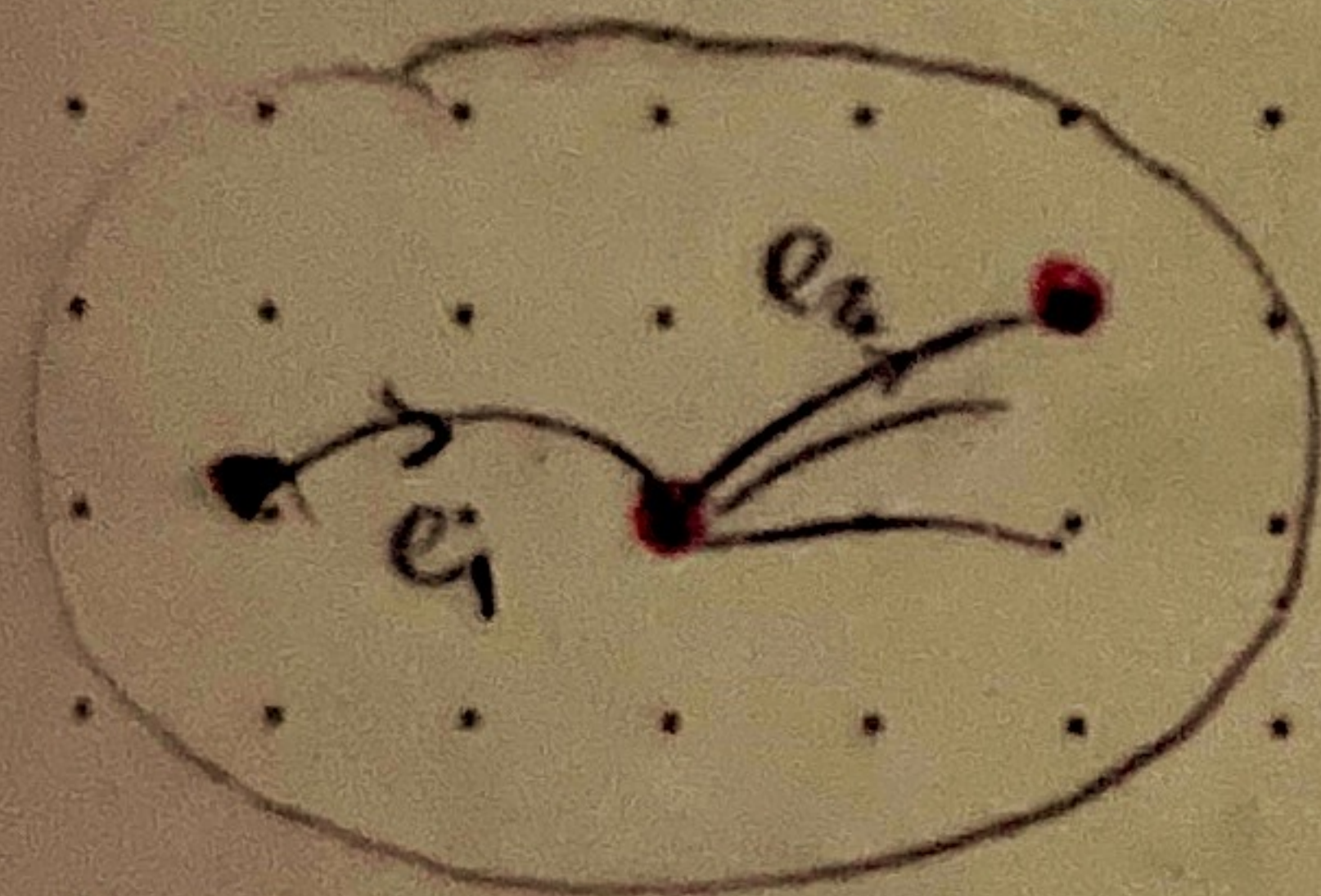
(2) $\text{Vol}(\text{Flow}_G) \stackrel{?}{=} \text{Vol}(\text{Flow}_{G_1}) + \text{Vol}(\text{Flow}_{G_2})$

Not always equality though!

If e_1 is only edge j for example, then need $y-x=0$
 so flow through e_2 is 0 in G_2

Even worse! If e_1 only edge that enters and e_2 only that exits, we are forced to have $x=y$ in all 3 polytopes, and all three polytopes coincide.

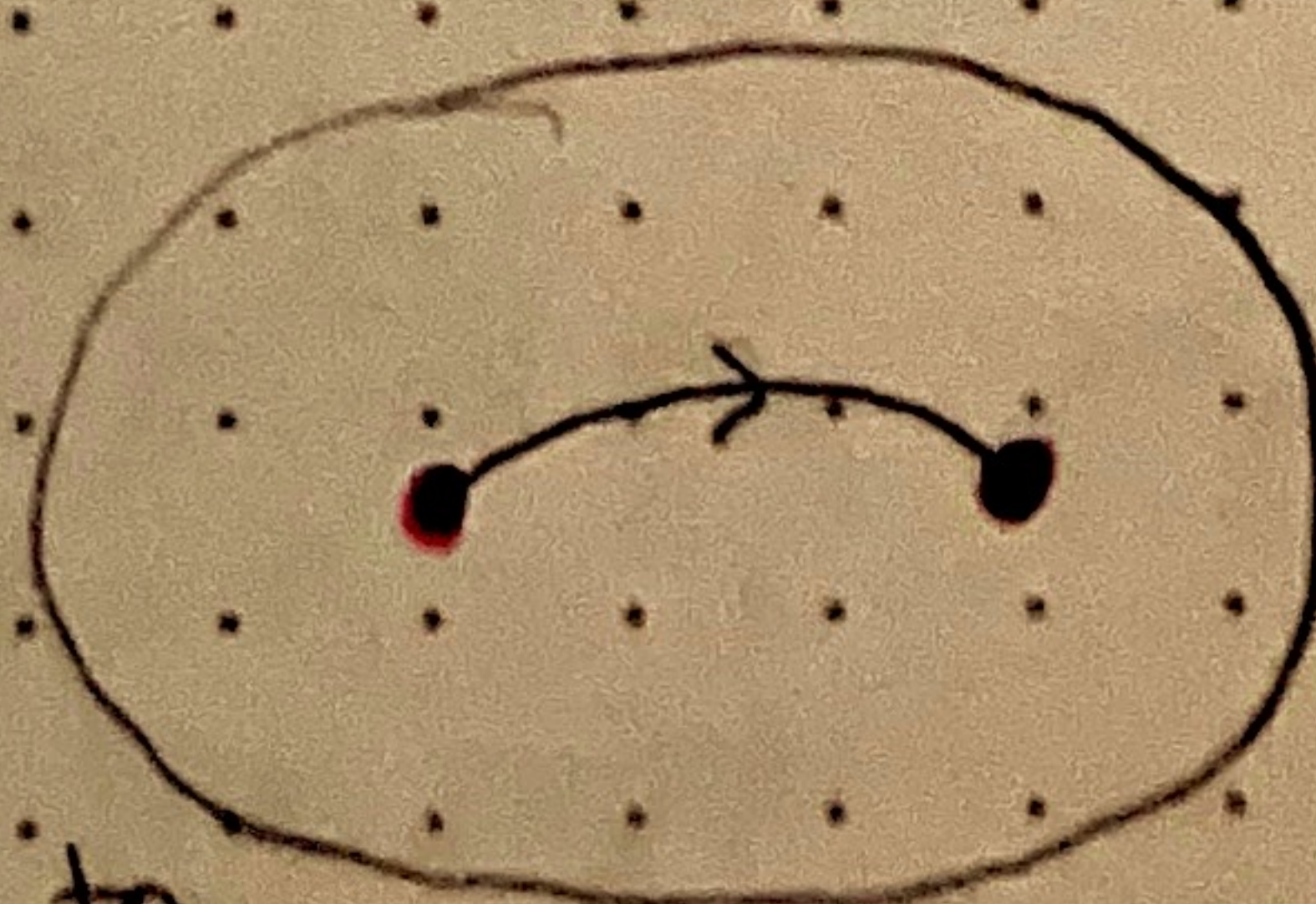
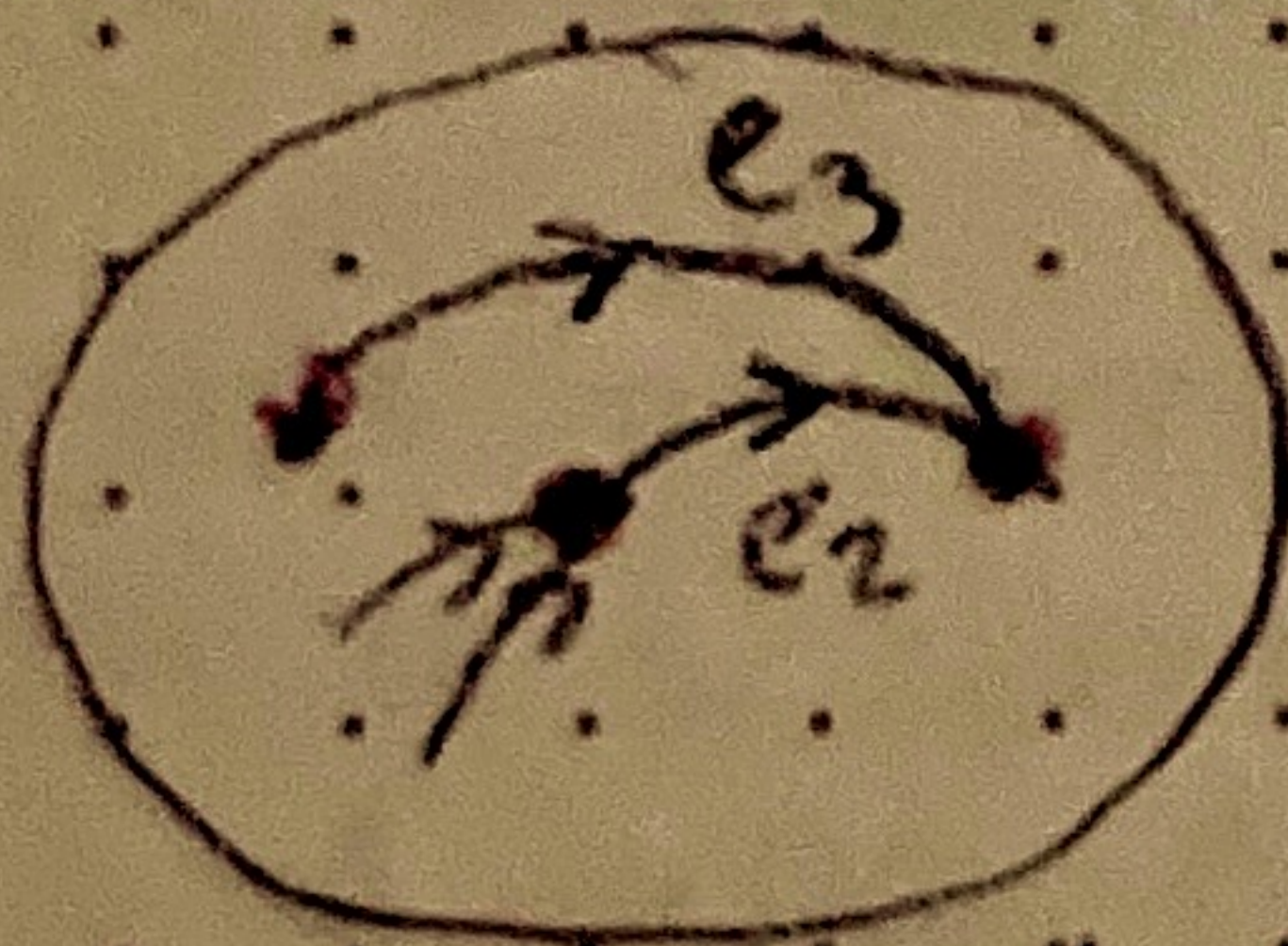
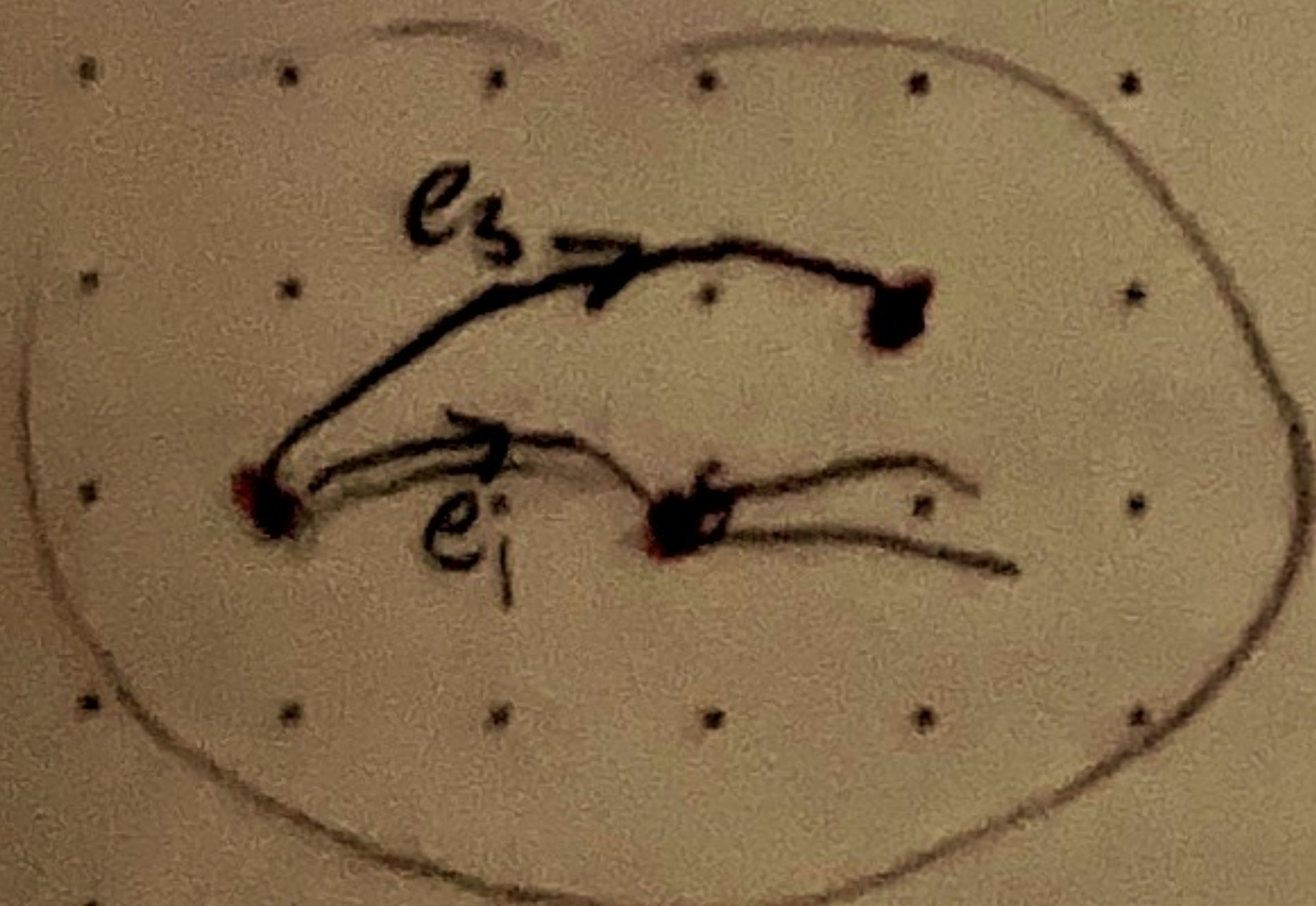
Upside: Almost same as game described on pset, but this has some exceptional cases



Exceptional case 1

Case 2

Case 3



This game may provide some hints on how to solve pset problem version