

LECTURE 12 Wed 10/11

Recall

Vinberg's Thrm $A = (a_{ij})$

$a_{ij} < 0$, $a_{ij} < 0 \iff a_{ji} < 0$, A indecomposable
exactly one of the following holds

finite type

$\exists \vec{h} > 0$ s.t. $A\vec{h} > 0$

Affine type

$\exists \vec{h} > 0$ s.t. $A\vec{h} = \vec{0}$

Indefinite Type

$\exists \vec{h} > 0$ s.t. $A\vec{h} < 0$

Special Case: Generalized Cartan matrices:

Additionally require all $a_{ij} \in \mathbb{Z}$ and $a_{ii} = 2$

finite
 A, B, C, D, E, F, G

affine
 $\tilde{A}, \tilde{B}, \dots, \tilde{G}$

Problem: Classify finite/affine types when $a_{ii} \leq 3 \forall i$

Another Special Case: Graphical case: Additionally require all row sums ≥ 0

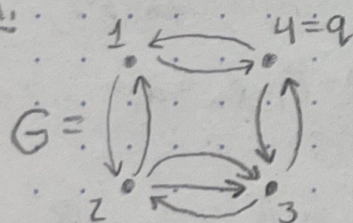
At least one row sum $\neq 0$

$\Rightarrow$ finite type

• $A = L'$ reduced Laplacian matrix of some graph G

• G chip firing w/ a sink

Ex.



$$L = \begin{pmatrix} 2 & -1 & 0 & -1 \\ -1 & 3 & -2 & 0 \\ 0 & -1 & 2 & -1 \\ -1 & 0 & -1 & 2 \end{pmatrix}$$

$$L \begin{pmatrix} 5 \\ 4 \\ 7 \\ 0 \end{pmatrix} = \vec{0}$$

Chip firing without sink

Can play game to get a loop back to where we started.

Fire each edge according to vector $\vec{h}$ s.t. $L^T \vec{h} = \vec{0} \rightsquigarrow \vec{h} = \begin{pmatrix} 5 \\ 4 \\ 7 \\ 0 \end{pmatrix}$

i.e fire vertex 1 five times, vertex 2 four times & vert. 3 seven times to get back to the chip configuration you started with

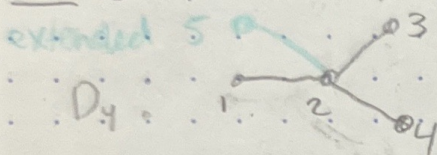
Game never ends, but finite in sense that from a given initial config, only finitely many configs we can get to.

Lemma: $\forall$ finite (resp. affine) A , $\exists$ diag matrix $D = \text{diag}(d_1, \dots, d_n)$, $d_i > 0$ s.t. AD is L' (resp L'), the reduced Laplacian matrix for some graph.

Proof sketch: The $\tilde{h}$ from Vinberg's Thm tells you the rescaling.

$$\rightsquigarrow D = \text{diag}\left(\frac{1}{h_1}, \frac{1}{h_2}, \dots, \frac{1}{h_n}\right)$$

Ex. Cartan matrix A (resp. extended Cartan matrix $\tilde{A}$) of type D_4

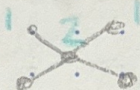


$$A = \begin{pmatrix} 2 & -1 & 0 & 0 \\ -1 & 2 & -1 & -1 \\ 0 & -1 & 2 & 0 \\ 0 & -1 & 0 & 2 \end{pmatrix}$$

$$\tilde{A} = \begin{pmatrix} 2 & -1 & 0 & 0 & 0 \\ -1 & 2 & -1 & -1 & -1 \\ 0 & -1 & 2 & 0 & 0 \\ 0 & -1 & 0 & 2 & 0 \\ 0 & -1 & 0 & 0 & 2 \end{pmatrix}$$

Note not all row sums are ≥ 0 .

Find additive function on



(everyone is happy, no one is excited)

$$\Rightarrow D = \begin{pmatrix} 1 & 2 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$

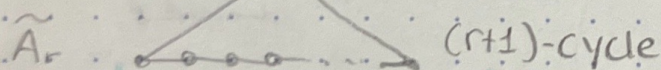
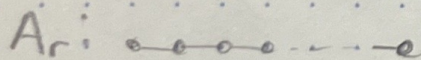
$$\tilde{A}D = \begin{pmatrix} 2 & -2 & 0 & 0 & 0 \\ -1 & 4 & -1 & -1 & -1 \\ 0 & -2 & 2 & 0 & 0 \\ 0 & -2 & 0 & 2 & 0 \\ 0 & -2 & 0 & 0 & 2 \end{pmatrix}$$

All row sums are 0 now



Equivalent to chip firing on this graph

Hypersimplicies, Eulerian Numbers & Their generalization to Root Systems



$(r+1)$ -cycle

additive function

simple roots: $\alpha_i = \vec{e}_i - \vec{e}_{i+1} \in \mathbb{R}^n / (1, \dots, 1)\mathbb{R}$ for $i=1, \dots, r$

Highest root: $\theta = \vec{e}_1 - \vec{e}_n = \alpha_1 + \dots + \alpha_r$

Coxeter arrangement: $x_i - x_j = 0$ $(i \neq j \in [n])$ hyperplanes in $\mathbb{R}^n / (1, \dots, 1)\mathbb{R}$

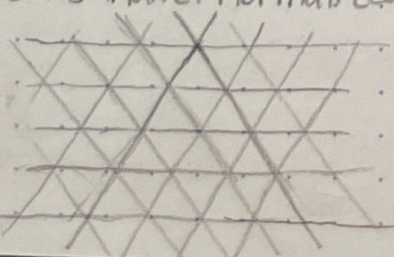
Affine coxeter arr.: $x_i - x_j = k$ $(i \neq j \in [n], k \in \mathbb{Z})$

FACTS: These affine hyperplanes subdivide the space into simplices called the alcoves. All alcoves have normalized volume 1

Ex. A_2

Dynkin diagram

fully-symmetric

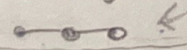


A_3 : subdivide 3D space with tetrahedra (no longer regular tetrahedron)



Dynkin diagram

no longer symmetric in every simple root



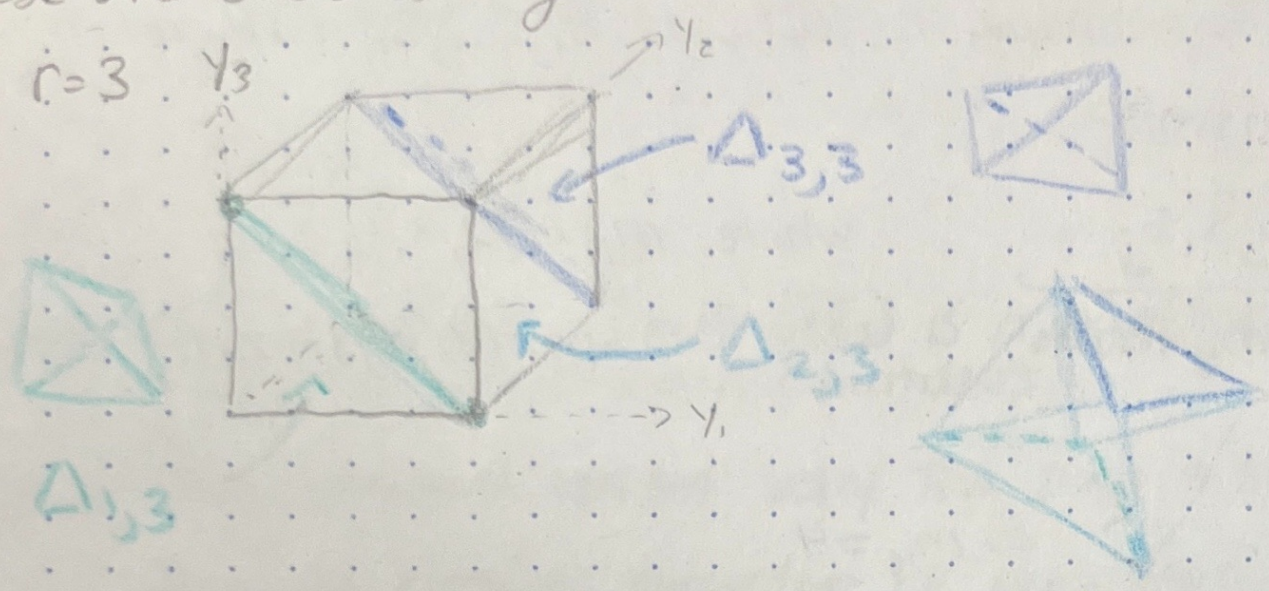
k^{th} hypersimplex

$$\Delta_{r,k} := \left\{ \vec{x} \mid \begin{array}{l} 0 \leq (\alpha_i, \vec{x}) \leq 1 \\ k-1 \leq (\theta, \vec{x}) \leq k \end{array} \right\} = \left\{ (y_1, \dots, y_r) \mid \begin{array}{l} 0 \leq y_i \leq 1 \\ k-1 \leq y_1 + \dots + y_r \leq k \end{array} \right\}$$

$$(\alpha_i, \vec{x}) \rightarrow y_i$$

These are slices of higher dim'd cube

Ex. $r=3$



Exercise: how is
← this subdivided
into alcoves

Eulerian # = normalized volume of $\Delta_{k,r}$

$\Delta_{k,r}$ consists of the Eulerian # of alcoves