

Root system chip-firing

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Thomas McConville, Alexander Postnikov

January 12, 2018

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- The **chip-firing game** of Björner, Lovasz, and Shor ('91) (or **Abelian Sandpile Model** studied by Bak, Tang, and Wiesenfeld ('87) and Dhar ('90))

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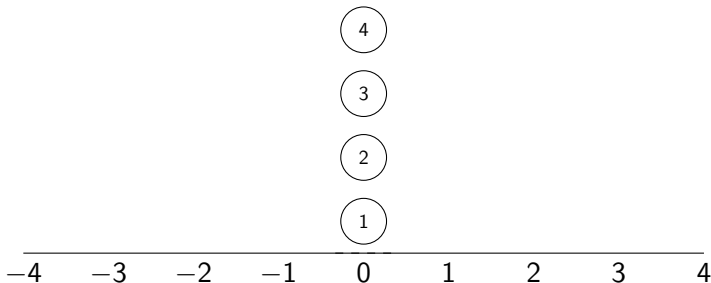
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Root system chip-firing was developed as a generalization of Jim Propp's **labeled chip-firing game**.

Labeled chip-firing

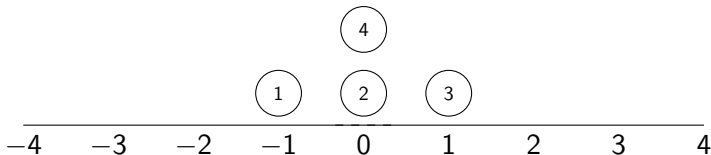
- Among an infinite row of boxes, pick one box to place chips labeled $1, 2, \dots, n$.



- While possible, pick two chips from the same box, sending the smaller chip left and bigger chip right.

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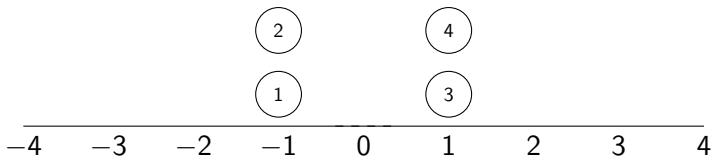
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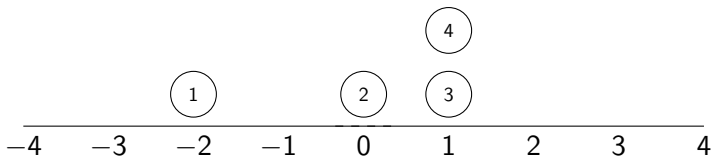
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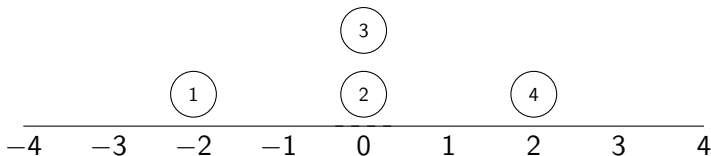
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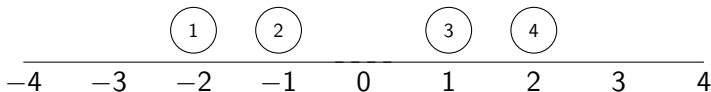
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Proof commentary: This is tricky. You are invited to develop a better proof.

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General root systems	Type A_{n-1}
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W Weyl group	$W = \mathfrak{S}_n$ permutations of $\{1, \dots, n\}$

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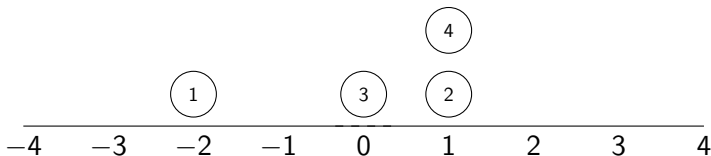
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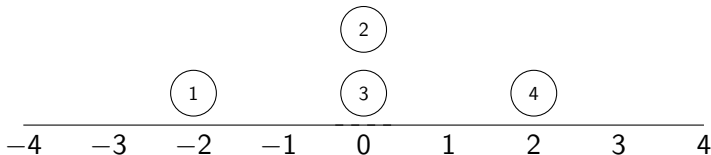
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Confluence

We say the root system chip-firing game is **confluent from** $\lambda_0 \in P$ if every sequence of moves $\lambda_0 \rightarrow \lambda_1 \rightarrow \lambda_2 \rightarrow \cdots$ terminates at the same weight μ . The game is **confluent** if it is confluent from every $\lambda_0 \in P$.

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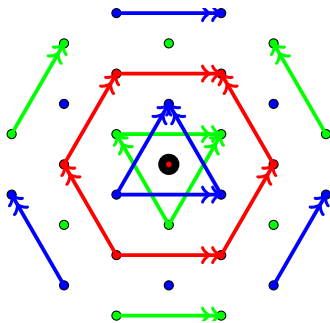
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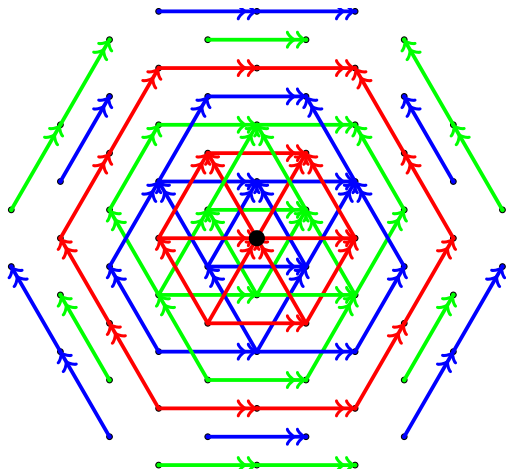
For any root system Φ , the game is (fully) confluent when $M = \{-k, -k+1, \dots, k-1, k\}$ or $M = \{-k+1, \dots, k-1, k\}$ for some $k \in \{0, 1, 2, \dots\}$.

Examples



Type A_2 , $M = \{0\}$

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Type A_2 , $M = \{-1, 0, 1\}$

Symmetric intervals $M = \{-k, -k + 1, \dots, k - 1, k\}$

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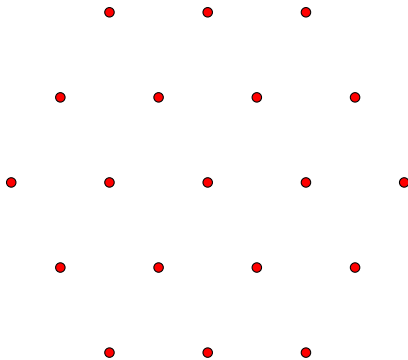
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- $\text{Perm}(\lambda)$ is the convex hull of $\{w \cdot \lambda \mid w \in W\}$
- $\Pi^Q(\lambda) = (Q + \lambda) \cap \text{Perm}(\lambda)$



Non-escaping permutahedron lemma

- $P^+ = \{\lambda \in P \mid \langle \lambda, \alpha^\vee \rangle \geq 0, \forall \alpha \in \Phi^+\}$ dominant chamber
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Lemma

If $\lambda \in P^+$, $\mu \in \Pi^Q(\lambda + k\rho)$ and $\mu \rightarrow \mu'$ then $\mu' \in \Pi^Q(\lambda + k\rho)$.

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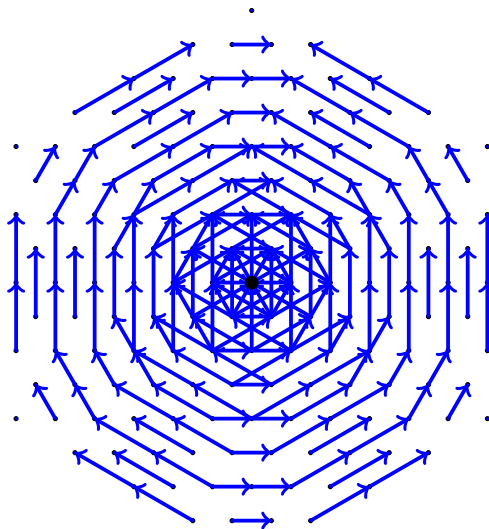
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If $\lambda_0, \lambda \in P^+$ where λ is minimal in dominance order such that $\lambda_0 \in \Pi^Q(\lambda + k\rho)$, then $\lambda_0 \rightarrow \cdots \rightarrow \lambda + k\rho$.

Symmetric example



$$G_2, M = \{-1, 0, 1\}$$

Truncated intervals $M = \{-k + 1, \dots, k - 1, k\}$

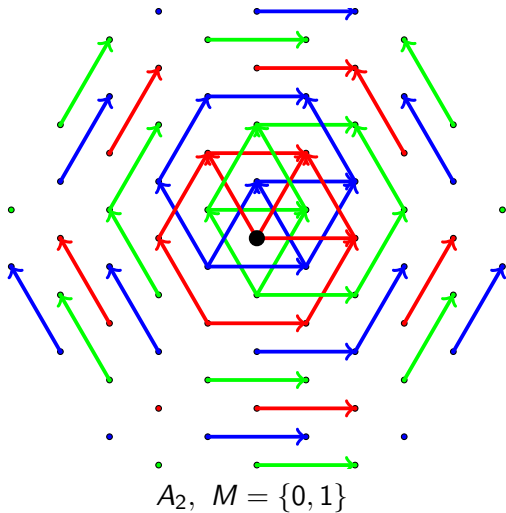
Theorem (GHMP)

For a truncated interval M , the game is (fully) confluent.

Proof.

Local confluence may be proved by reduction to rank 2. □

Truncated example



Closing remarks

- Let $H_{\alpha,j} = \{x \in \mathbb{R}^n \mid \langle x, \alpha^\vee \rangle = j\}$. The affine hyperplane arrangements

$$\mathcal{A}_k^{\text{Cat}} = \{H_{\alpha,j} \mid \alpha \in \Phi^+, j \in \{-k, \dots, k\}\},$$

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- There are polynomials $e_\lambda(k)$ indexed by dominant weights λ that count the set of λ_0 such that $\lambda_0 \rightarrow \dots \rightarrow \lambda + k\rho$ (for the symmetric or truncated cases). This polynomial has **positive integer** coefficients (S Hopkins, GHMP). The $e_\lambda(k)$ like an Ehrhart polynomial for a (sometimes) non-convex region!

THANKS!!!

