A counter-example to the Hirsch conjecture

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

The mathematics of Klee & Grünbaum Seattle, July 30, 2010

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Two quotes by Victor Klee:

- A good talk contains no proofs; a great talk contains no theorems.
- Mathematical proofs should only be communicated in private and to consenting adults.

This talk contains material that may not be suited for all audiences.

This includes, but may not be limited to, mathematical theorems and proofs, pictures of highly dimensional polytopes and explicit coordinates for them.

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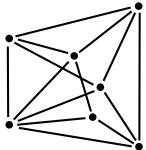
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Vertices and edges of a polytope *P* form a graph (finite, undirected)

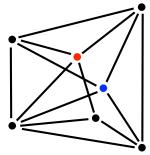


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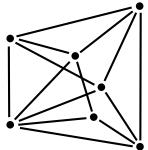


The distance d(a, b) between vertices a and b is the length (number of edges) of the shortest path from a to b.

For example, d(a, b) = 2.

The graph of a polytope

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



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

$$\delta(P) = \max\{d(a,b) : a,b \in \text{vert}(P)\}.$$

The Hirsch conjecture

Conjecture: Warren M. Hirsch (1957)

For every polytope P with n facets and dimension d,

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

Theorem (S. 2010+)

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

Corollary

Introduction

There is an infinite family of non-Hirsch polytopes with diameter $\sim (1 + \epsilon)n$, even in fixed dimension. (Best so far: $\epsilon = 1/43$).

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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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Besides, the methods known are not *strongly polynomial*. They are polynomial in the "bit model" but not in the "real machine model" [Blum-Shub-Smale 1989]).

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- H(9,4) = H(10,4) = 5 [Klee-Walkup, 1967]
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General bounds

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Theorem [Spielman-Teng 2004] [Vershynin 2006]

The expected diameter of the perturbed polyhedron is polynomial in d and ϵ^{-1} , and polylogarithmic in n.

Theorem 1: The *d*-step Theorem Klee and Walkup, 1967

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non-revisiting path \Rightarrow Hirsch.

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"d-step conjecture" \Rightarrow Hirsch for n = 2d.

$$\cdots \le H(2k-1,k-1) \le H(2k,k) = H(2k+1,k+1) = \cdots$$

Theorem 1 (Klee-Walkup 1967)

Hirsch \Leftrightarrow *d*-step \Leftrightarrow non-revisiting path.

Proof: Let $H(n, d) = \max\{\delta(P) : P \text{ is a } d\text{-polytope with } n\}$ facets}. The key step in the proof is to *show that for anv k*:

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That is to sav:

- 1) H(n,d) < H(n+1,d+1), for all n and d.
- 2) H(n-1, d-1) > H(n, d), when n < 2d.

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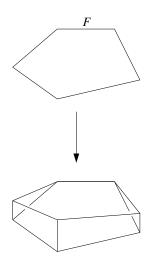
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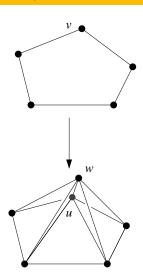
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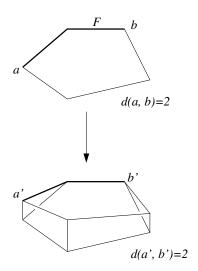
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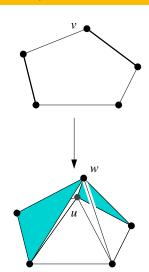
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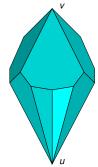


Definition

A *spindle* is a polytope P with two distinguished vertices u and v such that every facet contains either u or v (but not both).







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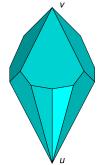
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Theorem (Generalized *d*-step, spindle version)

Let P be a spindle of dimension d, with n > 2d facets and length δ .

Then there is another spindle P' of dimension d+1, with n+1 facets and length $\delta+1$.

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

Corollary

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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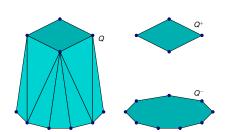
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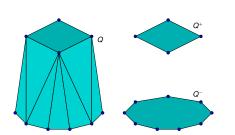
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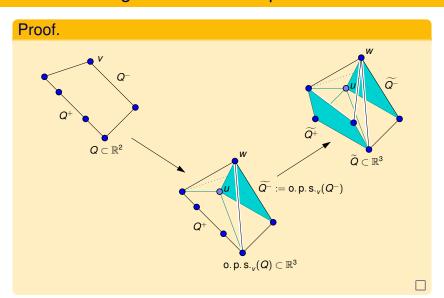
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Theorem (Generalized *d*-step, prismatoid version)

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Then there is another prismatoid Q' of dimension d + 1, with n+1 vertices and width $\delta+1$.

That is: we can increase the dimension, width and number of vertices of a prismatoid, all by one, until n = 2d.



So, to disprove the Hirsch Conjecture we only need to find a prismatoid of dimension *d* and width larger than *d*. Its number of vertices and facets is irrelevant!!!

Question

- 3-prismatoids have width at most 3 (exercise).
- 4-prismatoids have width at most 4 [S., July 2010].
- 5-prismatoids of width 6 exist [S., May 2010].

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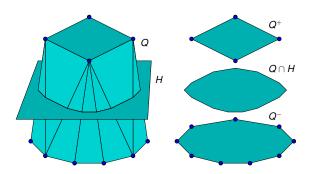
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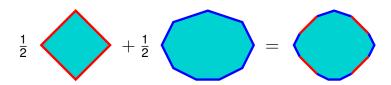
Theorem 2: A non-Hirsch 4-polyhedron Klee and Walkup, 1967

Theorem 2 •00000

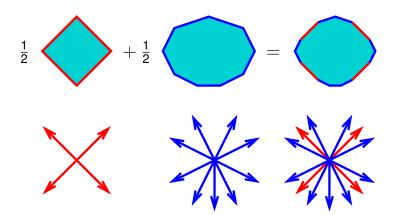
Analyzing the combinatorics of a d-prismatoid Q can be done via an intermediate slice ...



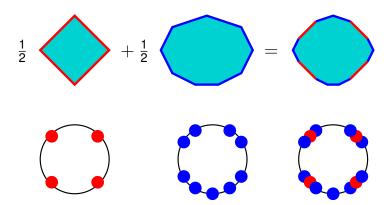
... which equals the Minkowski sum $Q^+ + Q^-$ of the two bases Q^+ and Q^- .



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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-prismatoids ⇔ pairs of maps in the 2-sphere. 5-prismatoids ⇔ pairs of "maps" in the 3-sphere

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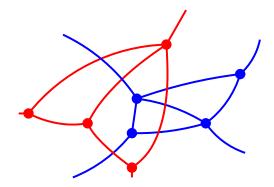
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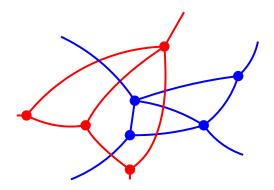
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Example: (part of) a 4-prismatoid



Theorem 2



4-prismatoid of width > 4



pair of (geodesic, polytopal) maps in S2 so that two steps do not let you go from a blue vertex to a red vertex.

Klee and Walkup, in 1967, disproved the Hirsch conjecture:

Theorem 2

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Theorem 2 (Klee-Walkup 1967)

There is an unbounded 4-polyhedron with 8 facets and diameter 5.

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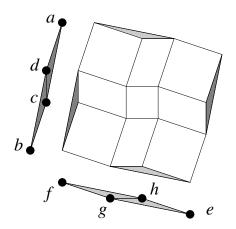
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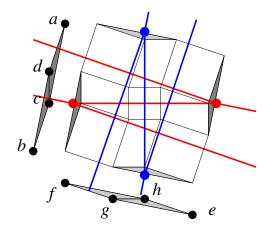
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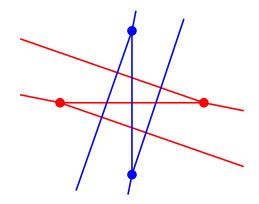
The Klee-Walkup polytope is an "unbounded 4-spindle". What is the corresponding "superposition of two (geodesic, polytopal) maps" in a surface?

Theorem 2 000000



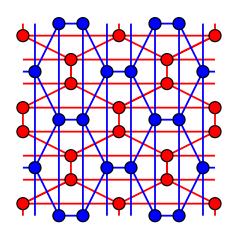
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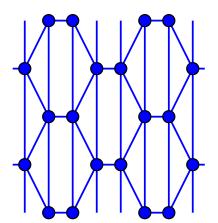


A 4-dimensional prismatoid of width > 4?

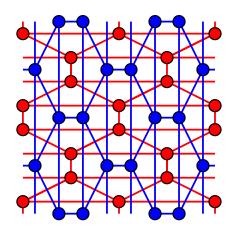
Replicating the basic structure of the Klee-Walkup polytope we can get a "non-Hirsch" pair of maps in the plane:

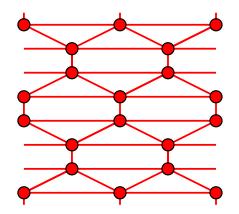


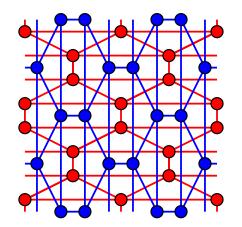
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Theorem (S., July 2010)

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Proof (rough idea of).

Every pair of non-Hirsch maps on a surface necessarily contains certain "zig-zag alternating cycles", and no such cycle can bound a 2-ball.

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Theorem

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Corollary

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

Theorem 2

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Theorem

The prismatoid Q of the next two slides, of dimension 5 and with 48 vertices, has width six.

Proof 1.

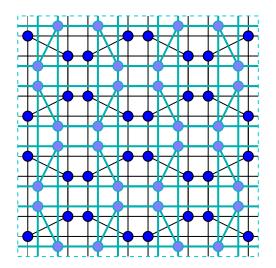
It has been verified with polymake that the dual graph of Q (modulo symmetry) has the following structure:

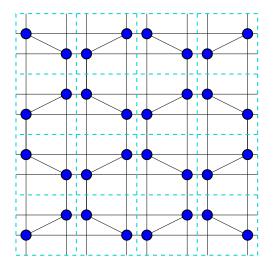
$$A - B \setminus C \longrightarrow F \longrightarrow I \setminus K - L$$

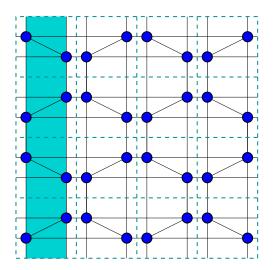
```
X_1
                                      x_2
                                               х3
                                                       x_4
                                                              X5
                  1+
                              18
                  2^+
                             -18
                                       0
                  3+
                               0
                                      18
                                     -18
                                              45
                                             -45
                                                       0
                  7+
                                                       45
                                       0
                                               0
                  8+
                                                      -45
                                               0
                  9+
                              15
                                      15
                                                       0
                  10<sup>+</sup>
                             -15
                                      15
                  11+
                              15
                                     -15
                                                       0
                  12+
                             -15
                                     -15
                                               0
Q := conv
                  13<sup>+</sup>
                                               30
                                                       30
                               0
                                       0
                  14+
                                             -30
                                                       30
                                       0
                  15<sup>+</sup>
                                              30
                                                      -30
                  16<sup>+</sup>
                                             -30
                                                      -30
                  17+
                                      10
                                              40
                                                       0
                  18<sup>+</sup>
                                     -10
                                              40
                  19<sup>+</sup>
                                      10
                                             -40
                                                       0
                  20^{+}
                                     -10
                                             -40
                               n
                                                       0
                                                               1
                  21+
                              10
                                                       40
                                               0
                  22^{+}
                             -10
                                                       40
                                               0
                  23<sup>+</sup>
                                                      -40
                              10
                  24+
                             -10
                                       n
                                               n
                                                      -40
```

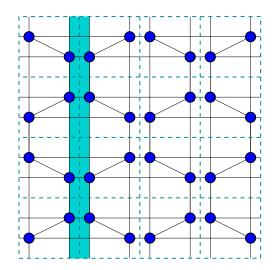
```
X<sub>1</sub>
                 x<sub>2</sub>
                       x<sub>3</sub>
                              x_4
                                    X5
                 0
                        0
                              18
                                   -1
          0
                       0
                 0
                             -18
3-
                 0
                       18
                                   _1
                              0
                      -18
                                   _1
5
          45
                                   -1
         -45
                 0
                                   -1
7-
          0
                 45
                        0
                                   -1
8-
          0
                -45
                        0
                                   -1
9-
                 0
                       15
                              15
                                   -1
10-
                       15
                             -15
                                   -1
11-
                      -15
                              15
                                    -1
12-
                 0
                      -15
                             -15
13-
         30
                 30
                                   _1
14-
         -30
                 30
                                   -1
15-
         30
                -30
                        0
                                   -1
16-
         -30
               -30
                       0
                                   -1
17-
         40
                 0
                       10
                                   -1
18-
         40
                 0
                      -10
                                   -1
19-
         -40
                 0
                       10
                                   -1
20-
         -40
                      -10
                 0
                                   -1
21-
                 40
                       0
                              10
                                    -1
22-
          0
                40
                        0
                             -10
                                   -1
23-
               -40
                              10
                                    -1
24-
               -40
          0
                             -10
```

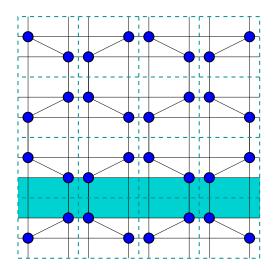
Theorem 2

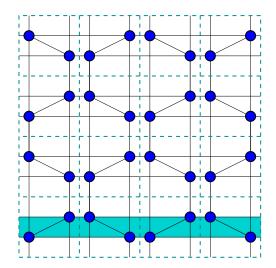


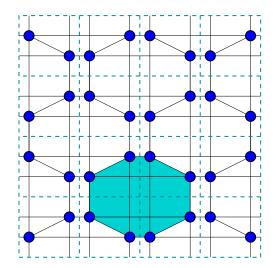






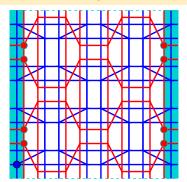


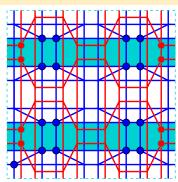




Proof 2.

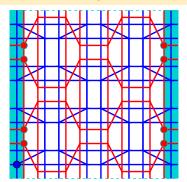
Show that there are no blue vertex a and red vertex b such that a is a vertex of the blue cell containing b and b is a vertex of the red cell containing a.

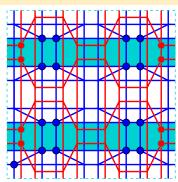




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- This breaks a "psychological barrier", but for applications it is absolutely irrelevant.

Finding a counterexample will be merely a small first step in the line of investigation related to the conjecture.

(V. Klee and P. Kleinschmidt, 1987)

The end

THANK YOU!