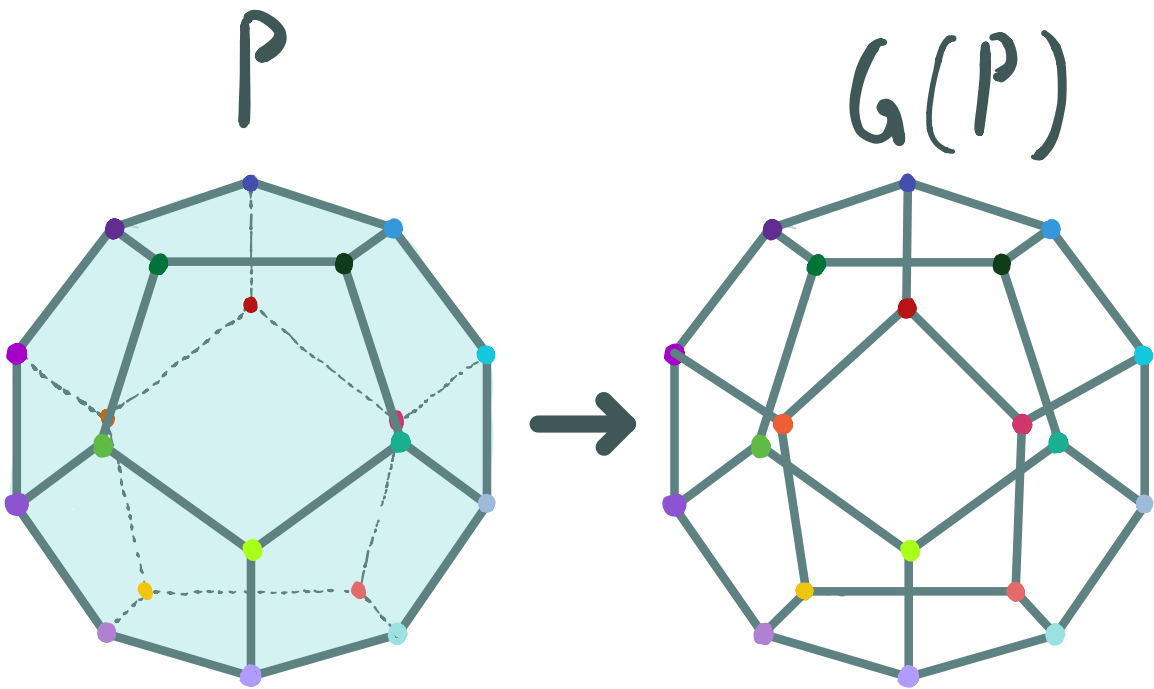


A simple way to tell a
simple polytope from
it's graph

- Gil Kalai -
-1987-

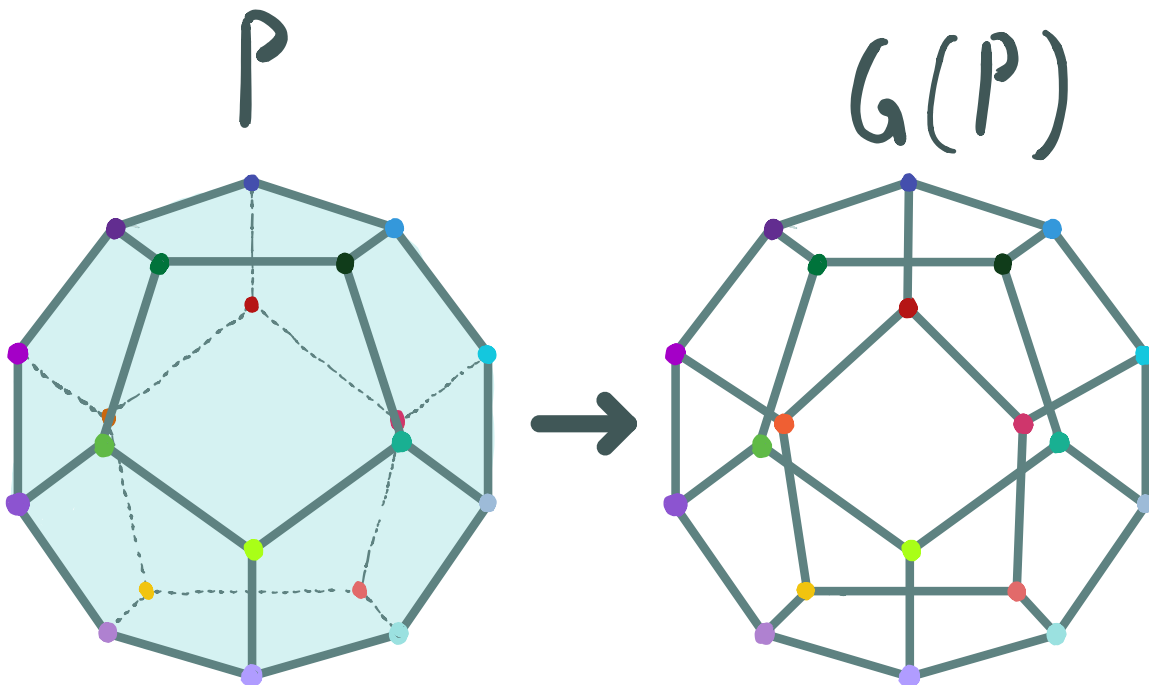


Outline

- Introduction / Defs.
- Acyclic Orientations
- Finding Faces

Graph of a polytope

Def: The graph of a polytope P , is the collection of its vertices and edges (ie. its one skeleton) and is denoted $G(P)$.



Question:

Is there a class of polytopes for which $h(P)$ determines its facial poset?

Question:

Is there a class of polytopes for which $G(P)$ determines its facial poset?

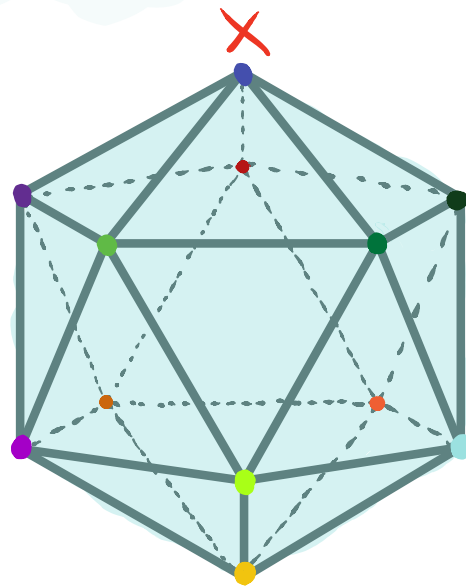
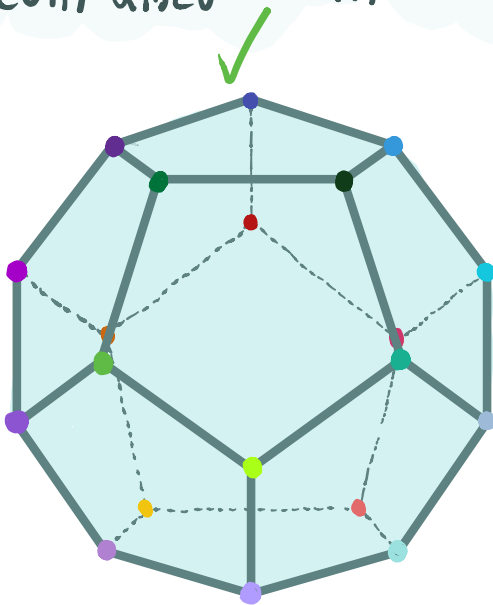
Answer:

$G(P)$ determines this for all simple polytopes.

Simple Polytopes

Introduction

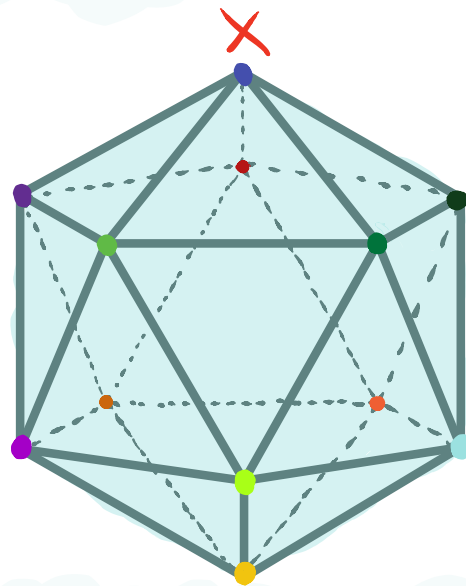
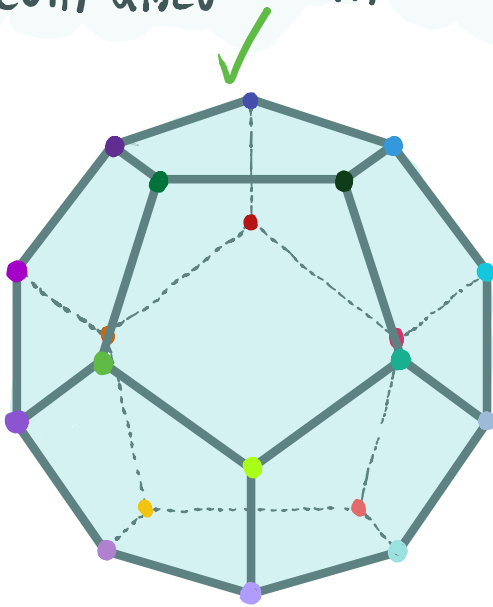
Def: A d -dimensional polytope is simple if every vertex is contained in d -edges.



Simple Polytopes

Introduction

Def: A d -dimensional polytope is simple if every vertex is contained in d -edges.



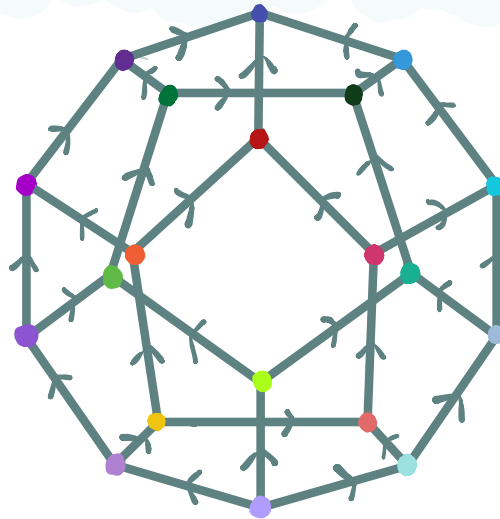
Fact 1. Every face of a simple polytope is also a simple polytope.

Fact 2. Given a vertex v and k edges adjacent to v in a simple polytope, there is a unique k -face containing all of the k edges and our vertex v .

Acyclic Orientations :

Acyclic Orientations

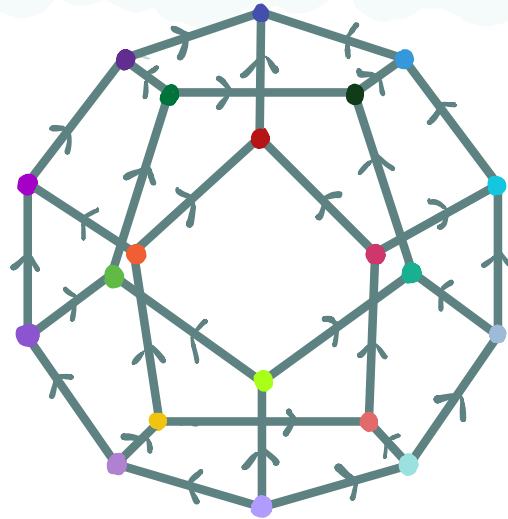
An acyclic orientation on $G(P)$ is one without any cycles. We can construct acyclic orientations via linear functionals.



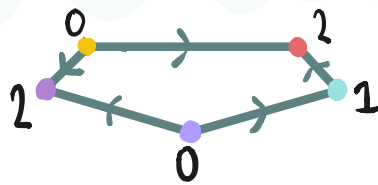
Acyclic Orientations :

Acyclic Orientations

An acyclic orientation on $G(P)$ is one without any cycles. We can construct acyclic orientations via linear functionals.

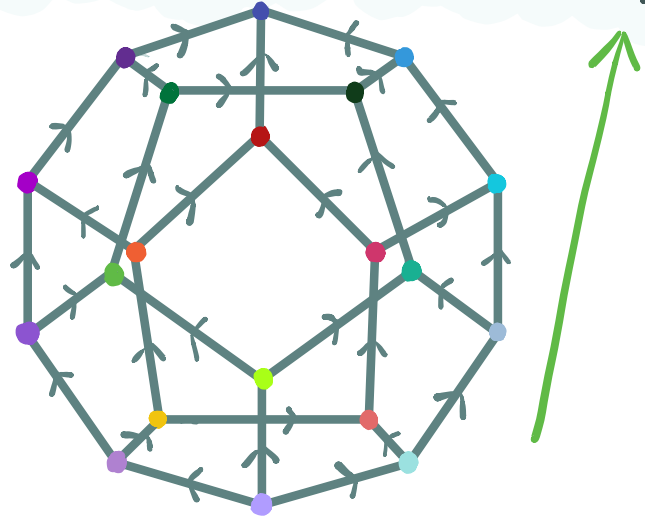


Def: Given an acyclic orientation on $G(P)$, let $\deg(v)$ be the # of adjacent edges directing into it.

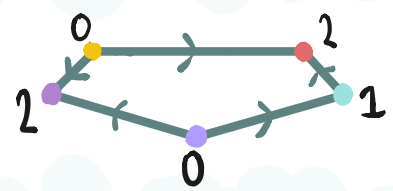


Acyclic Orientations :

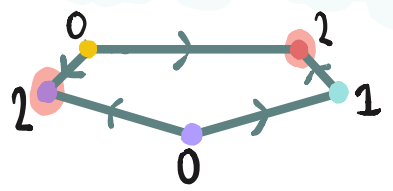
An acyclic orientation on $G(P)$ is one without any cycles. We can construct acyclic orientations via linear functionals.



Def: Given an acyclic orientation on $G(P)$, let $\deg(v)$ be the # of adjacent edges directing into it.

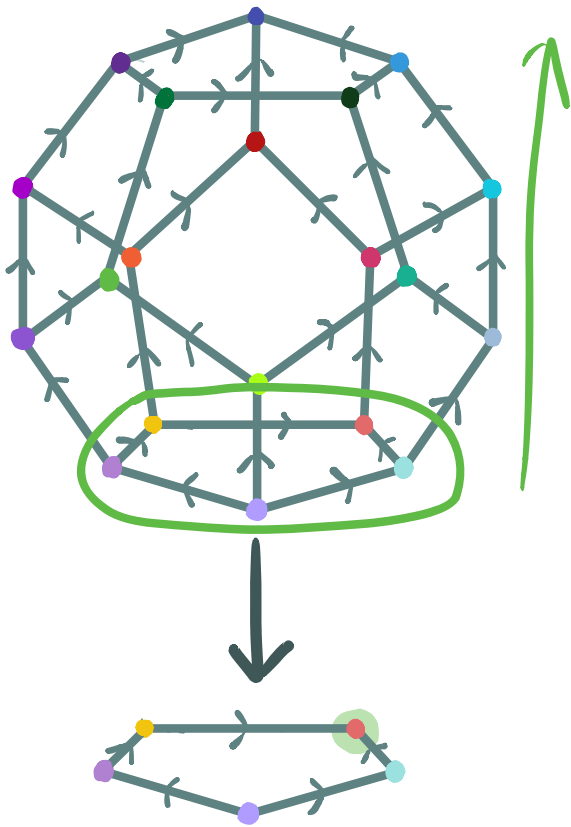


Def: If all edges of a vertex are directed into it, we call it a sink.

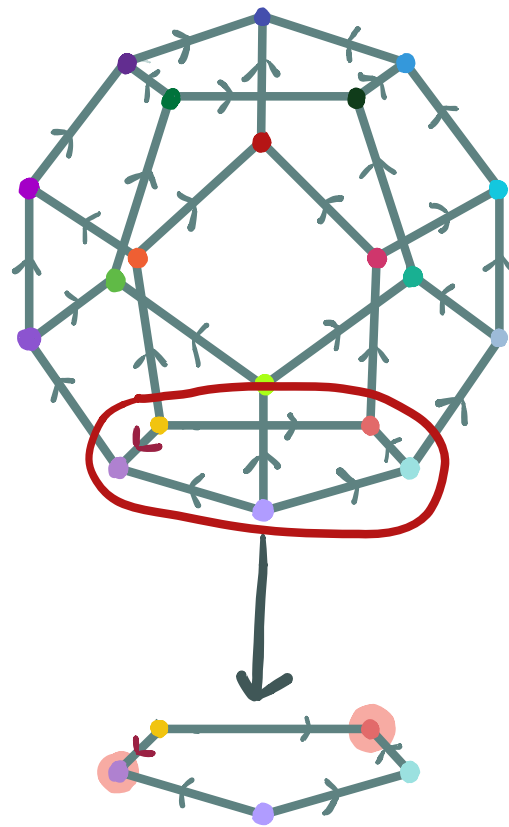


Def: An acyclic orientation on $G(P)$ is good if for each face $f \in P$, $G(f)$ has exactly one sink.

Good



Bad



Idea:

Given an acyclic orientation on $G(P)$, we will count the # of (sink, face) pairs to determine if our orientation is good.

Lower Bound:

Every face of P has at least one sink.
So the # of (sink, face) pairs is \geq the # of faces of P .

Idea:

Given an acyclic orientation on $G(P)$, we will count the # of (sink, face) pairs to determine if our orientation is good.

Lower Bound:

Given P a simple polytope with any acyclic ordering on it, every face of P will have at least one sink. So the # of (sink, face) pairs is \geq the # of faces of P .

"Pf":

- Every acyclic graph has at least one sink.



- Every subgraph of an acyclic graph is acyclic



- The graph $G(f)$ where f is a face of P , is a subgraph of $G(P)$.

RK:

A good orientation is one with a unique sink for each face, so we reach our lower bound exactly when the orientation is good.

Prop:

$\#(\text{sink, face}) \text{ pairs} \geq \# \text{ of faces of } P$, with equality, exactly when our orientation is good.

RK:

A good orientation is one with a unique sink for each face, so we reach our lower bound exactly when the orientation is good.

Prop:

$\#(\text{sink, face}) \text{ pairs} \geq \# \text{ of faces of } P$, with equality, exactly when our orientation is good.

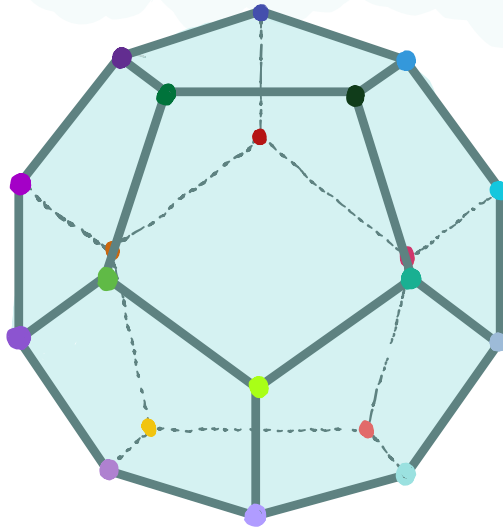
How to count?

Given an acyclic orientation on $G(P)$, let h_i be the $\#$ of vertices with $\text{deg} = i$.
Then:

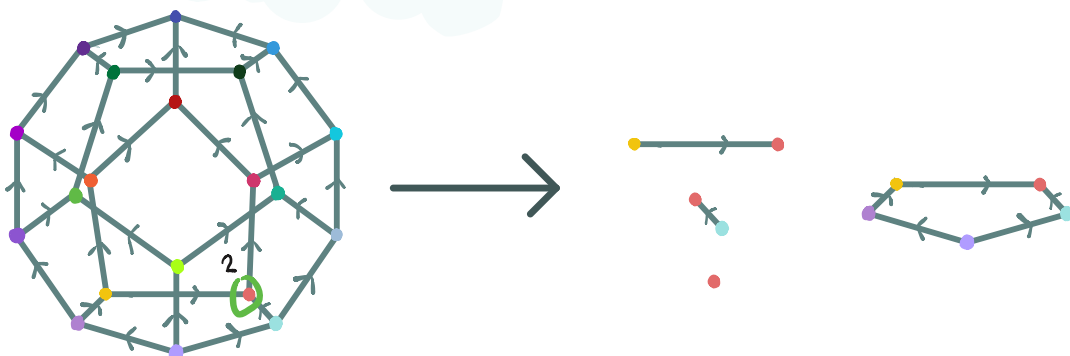
$$\#(\text{sink, face}) = h_0 + 2h_1 + \dots + 2^d h_d$$

Fact 2.

Given a vertex v and k edges adjacent to v in a simple polytope, there is a unique k -face containing all of the k edges and our vertex v .



So if a vertex v has in-degree i , there are 2^i faces for which v is a sink.

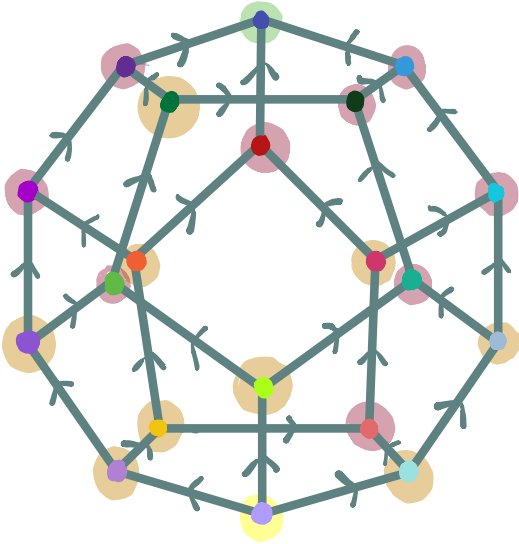


Example

Ayclic Orientations

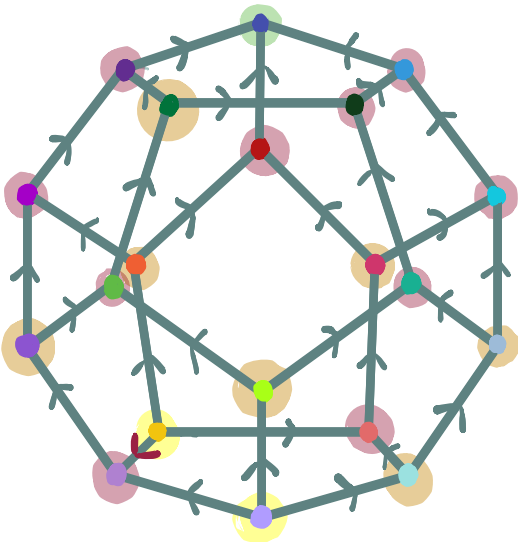
$$1 + \# \text{Vertices} + \# \text{edges} + \# \text{facets} = \# \text{faces}$$
$$1 + 20 + 30 + 12 = 63$$

Good



$$\begin{aligned} \text{---} & \text{deg}(0) : 1 \cdot 2^0 \\ \text{---} & \text{deg}(1) : 9 \cdot 2^1 \\ \text{---} & \text{deg}(2) : 9 \cdot 2^2 \\ \text{---} & \text{deg}(3) : 1 \cdot 2^3 \\ & \hline & 63 \end{aligned}$$

Bad



$$\begin{aligned} \text{---} & \text{deg}(0) : 1 \cdot 2^0 \\ \text{---} & \text{deg}(1) : 7 \cdot 2^1 \\ \text{---} & \text{deg}(2) : 10 \cdot 2^2 \\ \text{---} & \text{deg}(3) : 1 \cdot 2^3 \\ & \hline & 64 \end{aligned}$$

Finite = Computable

1. Given $G(P)$ calculate:

$$\#(\text{sink, face}) = h_0 + 2h_1 + \dots + 2^d h_d$$

for all acyclic orientations of $G(P)$.

2. Since good orientations are guaranteed to exist, $\#f = \min \{ \#(\text{sink, face}) \}$.

3. The good orientations are those such that $\#(\text{sink, face}) = \#f$.

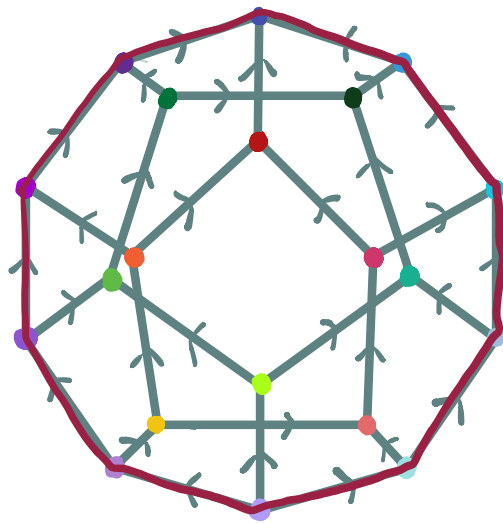
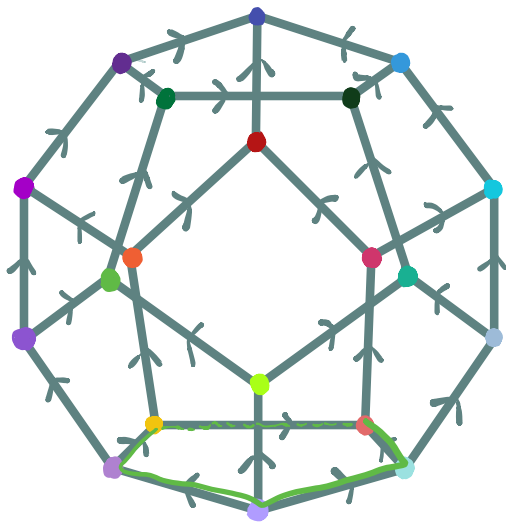
So what?

Finding Faces

Thm:

A connected induced k -regular subgraph of $G(P)$ is the graph of a face of P iff its vertices are initial w.r.t. some good ordering on $G(P)$.

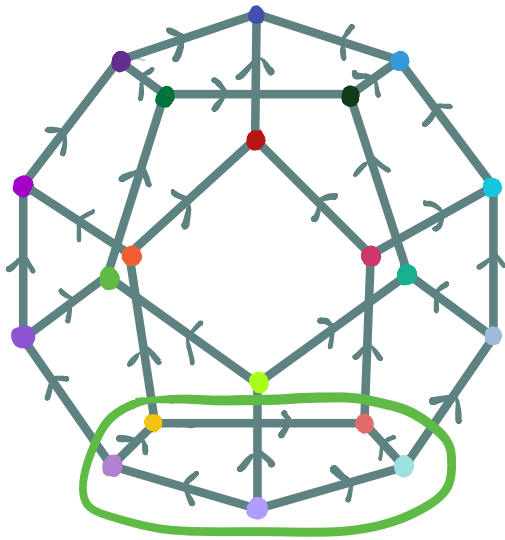
Ex:



Finding Faces

Face \Rightarrow initial

"Use the linear functional defined by the supporting hyperplane of our face"



Initial \Rightarrow face

"Subtle"

Key Points

- The graph of a face of a polytope is a connected, induced, and k -regular subgraph.

- **Fact 2.**

• $H \subseteq G$ minimal w.r.t. an ordering \leq $\Rightarrow \forall v \in V(H)$ and $\forall w \in V(G)$ s.t. $w \leq v$, $w \in V(H)$.

• If H, G connected and k -regular and $H \subseteq G$ then $H = G$

Final Algorithm

Given $G(P)$:

1. Compute all good acyclic orientations
2. Compute all k -regular, induced, connected subgraphs of $G(P)$
3. Check which of these are initial w.r.t. a good ordering
4. Construct a poset by inclusion from the initial subgraphs.