Minimising the number of faces of a class of polytopes

David Yost

(joint work with Guillermo Pineda and Julien Ugon)



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A polytope is the convex hull of a finite set.

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In a standard optimisation problem, we have a domain P (possibly a polytope), a reasonable function $g: P \to \mathbb{R}$ (possibly convex), and we wish to find

$$\min_{x\in P} f(x)$$

or perhaps

 $\max_{x\in P} f(x).$

We will be interested in another optimisation problem; our domain \mathcal{P} will be a collection of polytopes (of the same dimension), and for some natural functions $f : \mathcal{P} \to \mathbb{R}$ we want to find

 $\min_{P\in\mathcal{P}}f(P).$

Precise upper bounds for the numbers of edges are easy to obtain. If d = 3, a polyhedron with v vertices has at most 3v - 6 edges, with equality iff every face is a triangle. Such maximal examples are easy to construct. Precise upper bounds for the numbers of edges are easy to obtain. If d = 3, a polyhedron with v vertices has at most 3v - 6 edges, with equality iff every face is a triangle. Such maximal examples are easy to construct.

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McMullen (1970) established the corresponding conclusion for k-dimensional faces for all k; this is known as the Upper Bound Theorem.

We are interested in *minimising* the total number of *m*-dimensional faces (of *d*-dimensional polytope with a certain number of vertices). We focus mainly on the number of edges, i.e. m = 1. Barnette (1973) established a precise lower bound for *simplicial* polytopes, but for general polytopes, lower bounds are not so easy to obtain.

Simple polytopes in higher dimensions

A *d*-dimensional polytope is *simple* if every vertex has degree *d*. For any polytope, the sum of the degrees of the vertices is equal to twice the number of edges. So in general there must be at least $\frac{1}{2}dv$ edges, with equality only if there exists a simple polytope with *v* vertices.

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If there is a simple *d*-polytope with *v* vertices, then either v = d + 1 (simplex), v = 2d (prism), v = 3d - 3 ($\Delta_{2,d-2}$), v = 16 and d = 6, or $v \ge 3d - 1$. For all *d*, and all *sufficiently large v*, we have min $F_1(v, d) = \frac{1}{2}vd$ if either *v* or *d* is even, and min $F_1(v, d) = \frac{1}{2}(v + 1)d - 1$ if both *v* and *d* are odd.

More interested in the case when v is small.

Following Grünbaum (1967), we set

$$\phi_m(\mathbf{v},d) = \binom{d+1}{m+1} + \binom{d}{m+1} - \binom{2d+1-\mathbf{v}}{m+1}.$$

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Until 2014, no further progress had been made on this problem.

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for $d < v \leq 2d$, and moreover that the minimising polytope is unique.

We also obtained precise values for $\phi_1(2d+1, d)$ and $\phi_1(2d+2, d)$.

We will not discuss high dimensional faces much, so for simplicity we will mostly write ϕ rather than ϕ_1 .

Theorem

Let P be a d-dimensional polytope with d + k vertices, where $0 < k \le d$.

(i) If P is a (d - k)-fold pyramid over the k-dimensional prism based on a simplex, then P has $\phi(d + k, d)$ edges.

(ii) Otherwise P has $> \phi(d + k, d)$ edges.

(iii) Furthermore, P has at least d - k nonsimple vertices, with equality only if P is a M(k, d - k)-triplex



FIGURE 1. Triplices



FIGURE 2. Pentasms

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The polytope described in (i) will be denoted M(k, d - k). The proof depends on the identity

$$\phi(d+k-n,d-1)+nd-\binom{n}{2}=\phi(d+k,d)+(k-n)(n-2).$$

Note that if there are *n* vertices of a polytope lying outside a given facet, they must belong to at least $nd - \binom{n}{2}$ edges, and the facet must by induction contain sat least $\phi(d + k - n, d - 1)$ edges. Observe also that if *P* had strictly more than 2k simple vertices, then it would have strictly more than $\phi(d + k, d)$ edges.

We also proved that Grünbaum's conjecture is true for all faces of sufficiently **high** dimension (more precisely $m \ge 0.62d$). Recently (published online 25/11/21), the problem was solved for all $m \ge 2$ by Xue, with a more elegant argument.

Now, change the question. Define the *excess degree* of a polytope as

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Obviously a polytope is simple iff its excess degree is 0. Minimising the number of edges is the same as minimising the excess degree.

Theorem

If P is a non-simple d-polytope, then its excess degree is at least d - 2.

Proof.

Choose a non-simple vertex v in P, and denote by k its excess degree; the conclusion is trivial if $k \ge d - 2$. Now the vertex figure of v, i.e. the facet which results when we cut v from P, is a (d-1)-polytope with d + k = d - 1 + k + 1 vertices, and for $k \le d - 2$ the previous theorem ensures that it has at least (d-1) - (k+1) nonsimple vertices. But every simple neighbour of v in P corresponds to a simple vertex in the vertex figure. Thus at least d - k - 2 neighbours of v are nonsimple and each of them has excess degree at least 1. This gives P excess degree at least k + (d - k - 2).

We now investigate min $F_1(2d + 1, d)$. We can also calculate min $F_m(2d + 1, d)$ for m > 1; the answer depends on some number theory.

Slicing one corner from the base of a square pyramid yields a polyhedron with 7 vertices and 6 faces, one of them a pentagon. We call this a *pentasm*.

We will use the same name for the higher-dimensional version, obtained by slicing one corner from the quadrilateral base of a (d-2)-fold pyramid. It has 2d + 1 vertices and can also be represented as the Minkowski sum of a *d*-dimensional simplex, and a line segment which lies in the affine span of one 2-face but is not parallel to any edge.

Theorem

Let P be a d-dimensional polytope with 2d + 1 vertices.

(i) If P is d-dimensional pentasm, then P has $d^2 + d - 1$ edges. (ii) Otherwise the numbers of edges is $> d^2 + d - 1$, or P is the sum of two triangles.

This shows that the pentasm is the unique minimiser if $d \ge 5$. If d = 4, the sum of two triangles has 9 vertices, and is the unique minimiser, with only 18 edges.

If d = 3, the sum of two triangles can have 7, 8 or 9 vertices; the example with v = 7 has 11 edges, the same as the pentasm.



Minimizers of the number of edges, for polytopes with no more than *2d* vertices



Minimizers of the number of edges, for polytopes with 2d+1 vertices



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Slicing one corner from the apex of a square pyramid yields a polyhedron combinatorially equivalent to the cube. Slicing one corner from 3-prism yields a polyhedron combinatorially equivalent to the 5-wedge. Of all the polyhedra with 8 vertices, these are the only two with 12 edges.

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We show that for $d \neq 5$, analogues of these polyhedra minimise the number of edges, amongst polytopes with 2d + 2 vertices. Consider first the polytope obtained by slicing one corner from the apex of a (d-2)-fold pyramid on a square base. It has 2d + 2vertices, $(d+1)^2 - 4$ edges and can also be represented as the Minkowski sum of a (d-3)-fold pyramid on a square base, and a line segment in the other dimension. Slicing one corner from the apex of a square pyramid yields a polyhedron combinatorially equivalent to the cube. Slicing one corner from 3-prism yields a polyhedron combinatorially equivalent to the 5-wedge. Of all the polyhedra with 8 vertices, these are the only two with 12 edges.

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Consider next a (d-3)-fold pyramid whose base is a 3-prism, then slice one corner off. This example also has 2d + 2 vertices and $(d+1)^2 - 4$ edges.

Theorem

Let P be a d-dimensional polytope with 2d + 2 vertices, where $d \ge 6$ or d = 3.

(i) If P is one of the two polytopes just described, then P has $d^2 + 2d - 3$ edges.

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If d = 4, there are two more minimising polytopes with 10 vertices and 21 edges.

If d = 5, the unique minimiser is the sum of a tetrahedron and triangle; this clearly has 12 vertices and 30 edges; 30 < 32. If d = 7, there is a third minimising polytope with 16 vertices and 60 edges.

Polytopes with 2d+2 vertices with minimal number of edges



The 4-polytopes with ten vertices and 21 edges.

In fact, the set $F_1(d + k, d)$ contains gaps if $k \ge 4$; the number of edges of a non-minimising polytope is at least $\phi(d + k, d) + k - 2$ (expect for k = 5).

We now show that having low excess degree imposes severe restrictions on the structure of a polytope.

A polytope with excess d - 2 either has a single vertex with excess d - 2, or d - 2 vertices with excess one. In both cases, the nonsimple vertices form a simplex face.

If there is a *d*-polytope with v vertices with excess d - 2, then either

$$v = d + 2$$
 (triplex $M(2, d - 2)$),
 $v = 2d - 1$ (triplex $M(d - 1, 1)$),
 $v = 2d + 1$ (pentasm),
 $v = 3d - 2$ ($C(d), \Sigma(d), N(d), A(4)$),
 $v = 3d - 1, d = 4$ (three sporadic examples),
or $v \ge 3d$.

M(2, 1-2)











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If a polytope with excess d - 1, then either d = 3 (many sporadic examples) or d = 5, and all nonsimple vertices have the same degree. In the latter case, the nonsimple vertices form a face, which is either a simplex or a square.

So, having excess d - 2 or d - 1 limits the possible excess degrees of individual vertices. Examples in dimensions 3 and 4 suggest there is no such structural result for excess d. Not so!

Theorem

Let P be a d-polytope with excess d, where $d \ge 7$ or d = 5. Then P has d vertices with excess 1. For d = 6, we can still conclude that all nonsimple vertices have the same degree.

For examples in d = 6, consider M(3,3) which has three vertices with excess two, M(4, 2) which has two vertices with excess three, and the pyramid over $\Delta(2, 3)$, which has one vertex with excess six.

Conjecture: If P is a d-polytope with excess d, where $d \ge 7$, then it is formed by gluing two simple polytopes together, along a simplex facet. This would imply that if such a polytope has v vertices, then either v = d + 2 (bipyramid over a simplex), v = 2d + 1 (capped prism) or $v \ge 3d$. Towards a classification?

Three dimensional polyhedra are well understood. Catalogues exist of all polyhedra with up to about 20 vertices, and algorithms exist for creating more.

Catalogues exist of all 4-dimensional and 5-dimensional polyhedra with up to 9 vertices.

There are $\frac{d^2}{4}$ polytopes with d + 2 vertices, and they are very well understood.

Algorithms exist for finding all (combinatorial types of)

d-polytopes with d + 3 vertices. Catalogues exist for $d \le 6$.

Polytopes with d + 4 vertices are often considered chaotic. If we restrict our attention to polytopes with low excess/ few edges, things become more tractable.

It seems feasible to characterise all *d*-polytopes with up to 2d + 2 vertices, and at most two more edges than the minimum possible.

Thank you for

your attention