

Hypertrees

Nati Linial

Uri Feige 60, January 2020

Simplicial Complexes - A quick reminder/primer

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Familiar objects with new names

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We see that a **graph** is synonymous with a **one-dimensional simplicial complex**. It has zero-dimensional faces (aka vertices) and one dimensional faces = edges

What is expressible in this language?

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Does the language of simplicial complexes provide analogous terms?

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ENUMERATION OF Q-ACYCLIC SIMPLICIAL COMPLEXES

BY
GIL KALAI

ABSTRACT

Let $\mathcal{C} = \mathcal{C}(n, k)$ be the class of all simplicial complexes C over a fixed set of n vertices ($2 \leq k \leq n$) such that: (1) C has a complete $(k-1)$ -skeleton, (2) C has precisely $\binom{n-1}{k}$ k -faces, (3) $H_k(C) = 0$. We prove that for $C \in \mathcal{C}$, $H_{k-1}(C)$ is a finite group, and our main result is:

$$\sum_C |H_{k-1}(C)|^2 = n \binom{n-2}{k}.$$



Recall the incidence matrix of a graph

$V \times E$ Vertices vs. edges.

$$A_G = \begin{matrix} & \dots & ij & \dots & \dots & \dots \\ \vdots & & & & & \\ i & \begin{pmatrix} \dots & \dots & \dots & \dots & \dots \\ \dots & +1 & \dots & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots \\ j & \dots & -1 & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots \end{pmatrix} & & & \\ \vdots & & & & & \end{matrix}$$

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 - ▶ Because A_G 's **right** kernel is the linear span of the indicator vectors of G 's cycle.

Recall: Equivalent descriptions of trees

Theorem

If $G = (V, E)$ is a graph with n vertices and $n - 1$ edges, then TFAE

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If $G = (V, E)$ is a graph with n vertices and $n - 1$ edges, then TFAE

1. *G is connected.*
2. *G is acyclic.*
3. *G is **collapsible**.*

Why G is connected iff it is acyclic

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1. G is connected $\Leftrightarrow A_G$ has a **trivial** left kernel.
2. G is acyclic $\Leftrightarrow A_G$ has a **zero** right kernel.
3. The $n - 1$ columns of A_G are linearly independent.

Collapsibility

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A graph G is collapsible if by repeated application of elementary collapses you can eliminate all of the edges in G .

Collapsing - a linear algebra perspective

Let A_G be the incidence matrix of graph G . In an elementary collapse we erase row i and column e of A_G where the (i, e) entry is the only nonzero entry in the i -th row.

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This **implies** that G is acyclic - Collapsing yields a proof that the right kernel is empty.

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As we saw, connectivity and acyclicity are **linear algebraic**. In contrast collapsibility is a **purely combinatorial** condition.

Indeed we will soon see that in higher dimensions collapsibility **implies** connectivity and acyclicity, but **the reverse implication does not hold**.

Setting the scene

We need a high-dimensional analog of the incidence matrix.

Boundary operators of simplicial cplexes

$(d - 1)$ -dimensional faces vs. d -dimensional faces.

$$\partial_2 = \begin{matrix} \vdots \\ ij \\ \vdots \\ ik \\ \vdots \\ \vdots \\ jk \\ \vdots \end{matrix} \begin{pmatrix} \dots & \dots & ijk & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & +1 & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & -1 & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & +1 & \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \end{pmatrix}$$

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Q: What is the rank of ∂_d ?

A: $\binom{n-1}{d}$, let's prove it

That $\text{rank}(\partial_d) \leq \binom{n-1}{d}$ follows from $\partial_{d-1}\partial_d = 0$.

We will show that $\text{rank}(\partial_d) \geq \binom{n-1}{d}$ by exhibiting an explicit set of $\binom{n-1}{d}$ linearly independent columns, i.e., the set of d -faces of a d -dimensional hypertree.

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- ▶ a **trivial** left kernel.
- ▶ **zero** right kernel.
- ▶ The $\binom{n-1}{d}$ columns of its ∂_d span the columns of the matrix of all $(d - 1)$ -faces vs. all d -faces.

Can you please show an example of hypertree?

Arguably the simplest one-dimensional (=graphic) tree is a **star**, i.e., all 1-dimensional faces (=edges) that contain, say, vertex n .

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Arguably the simplest one-dimensional (=graphic) tree is a **star**, i.e., all 1-dimensional faces (=edges) that contain, say, vertex n .

The same works in every dimension: Take all d -faces (=sets of size $d + 1$) which contain the vertex n . Let's see how this works.

The d -dimensional hyperstar

Recall the **boundary operator** ∂_d of the full d -dimensional n -vertex full complex. It is a $\binom{n}{d} \times \binom{n}{d+1}$ matrix of $\{0, -1, 1\}$.

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Recall the **boundary operator** ∂_d of the full d -dimensional n -vertex full complex. It is a $\binom{n}{d} \times \binom{n}{d+1}$ matrix of $\{0, -1, 1\}$.

Rows in this matrix represent $(d-1)$ -dimensional faces (=sets of size d). These sets fall in two categories:

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II: Those which **do** contain the vertex n , their number is: $\binom{n-1}{d-1}$.

It is easily verified that the rows in category I linearly span those from category II. We can therefore eliminate the latter without losing in rank.

The d -dimensional hyperstar (contd.)

Its vertex set is $V = [n]$. Every subset of V of size $\leq d$ is a face (its $(d-1)$ -skeleton is full). A set of size $d+1$ is a d -dimensional face iff it contains the vertex n .

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Because after category II rows are eliminated, what remains from the matrix ∂_d is simply the identity matrix - clearly a full rank matrix. In the row corresponding to set S , the only nonzero entry is in the column corresponding to $S \dot{\cup} \{n\}$.

Collapsibility in higher dimensions

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A little surprise

$$\binom{6-1}{2} = 10$$

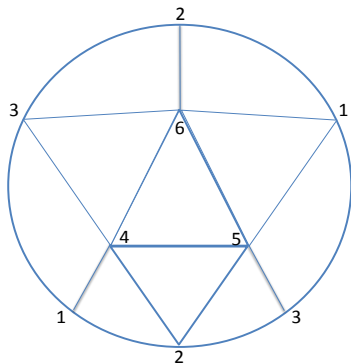


Figure: A triangulation of the projective plane

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This example shows (at least) two things:
Unlike the 1-dimensional case of graphs, the definition of a d -dimensional hypertree depends on the **underlying field**.

Indeed: The 6-point triangulation of the projective plane is a **\mathbb{Q} -hypertree**, but **not a \mathbb{F}_2 -hypertree**.

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Conjecture

*For every $d \geq 2$ and for every field \mathbb{F} and $n \rightarrow \infty$ **almost none** of the n -vertex d -dimensional \mathbb{F} -hypertrees are **collapsible**.*

This remains **open**, and is supported by rigorous numerical experiments.

If so...

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A construction: Let n be prime and $d \geq 2$. Fix a subset $A \subset \mathbb{Z}_n$ of cardinality $|A| = d + 1$. The **sum complex** X_A corresponding to A has a full $(d - 1)$ -dimensional skeleton and contains a d -face σ iff $\sum_{x \in \sigma} x \in A$.

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Theorem (L., Meshulam, Rosenthal)

*The complex X_A is **always a \mathbb{Q} -hypertree**.*

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Theorem (L., Meshulam, Rosenthal)

*The complex X_A is **always a \mathbb{Q} -hypertree**. It is **collapsible iff A forms an arithmetic progression**.*

Cayley-Kalai Formula

Theorem (Cayley's Formula, Borchardt 1860)

The number of trees with vertex set $[n]$ is n^{n-2} .

Theorem (Kalai 1983)

$$\sum_T |H_{d-1}(T)|^2 = n^{\binom{n-2}{d}}$$

where the sum is over all n -vertex d -dimensional hypertrees T .

But how many d -hypertrees are there?

Open Problem

For $d \geq 2$ and large n , find (at least approximately) the number of d -dimensional n -vertex \mathbb{Q} -hypertrees.

Kalai's Formula yields estimates, but falls short of an asymptotic formula. In joint work with Y. Peled these estimates were significantly improved, though a full answer still eludes us.

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Here is the strategy that we used to derive our bounds.

A random process

We consider the random process that starts with a full $(d - 1)$ -dimensional skeleton. At each step pick a random d -dimensional face $\sigma \notin X$. If possible, we add σ to X . Otherwise, we discard σ .

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We cannot add σ to X iff this creates a new cycle. In this case we say that σ is in the shade of X .

To wit: At each step we add to the current complex a random d -face σ whose addition creates no new cycle (" σ is not in the shade of X ").

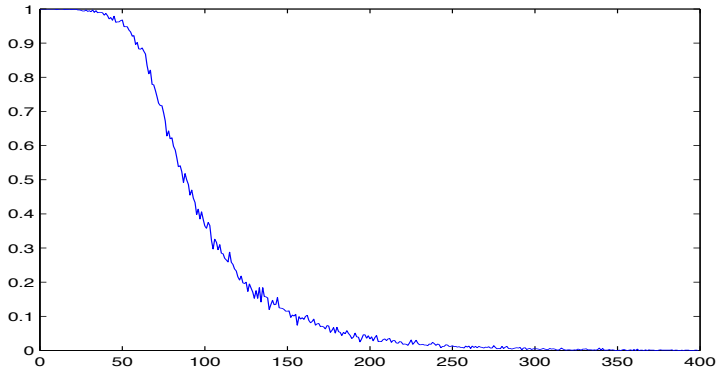
Living in the shades

Let $G = (V, E)$ be a disconnected graph, and let $ij \notin E$. We say that ij is in G 's shadow if i and j belong to the same connected component of G .

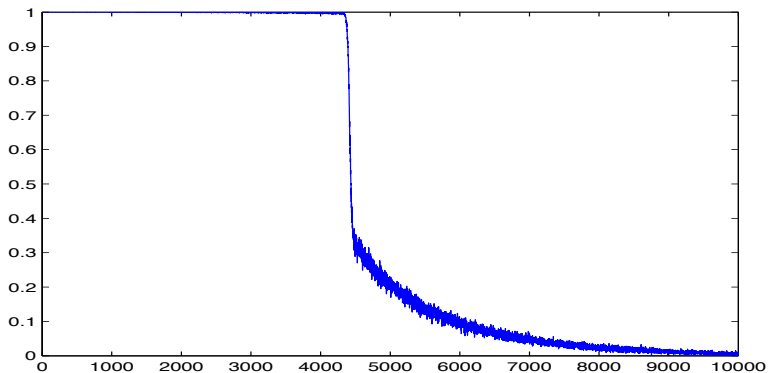
Living in the shades

Let $G = (V, E)$ be a disconnected graph, and let $ij \notin E$. We say that ij is in G 's shadow if i and j belong to the same connected component of G . In other words ij is in G 's shadow iff the column corresponding to the edge ij is in the linear span of the columns of A_G .

Outside the shadow of an evolving graph



Shadow of an evolving 2-complex



A lower bound on the number of hypertrees: A taste of the proof

Claim: If X is an acyclic d -complex, then the number of d -faces in its shadow Y is $\leq \frac{n \cdot |X|}{d+1}$

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There are exactly $(d+1) \cdot |Y|$ pairs (v, σ) with v a vertex in σ , a d -face in Y . Let W be the set of d -faces in Y that contain v .

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There are exactly $(d+1) \cdot |Y|$ pairs (v, σ) with v a vertex in σ , a d -face in Y . Let W be the set of d -faces in Y that contain v .
 W is an acyclic complex, being part of v 's hyperstar. So, the columns corresponding to W are linearly independent and spanned by X . Therefore $|W| \leq |X|$, which proves our claim.

A little context - $G(n, p)$

This is the grandfather of all models of random graphs. Introduced by Erdős and Rényi in the 60's, a mainstay of modern combinatorics and still an important source of ideas and inspiration.

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Closely related model: the evolution of random graphs starts with n vertices and no edges. At each step add a random edge to the evolving graph.

A d -dimensional analog of $G(n, p)$

About 15 years ago, Roy Meshulam and I introduced a model of a random d -dimensional n -vertex complex $X_d(n, p)$. In dimension $d = 1$ the $X_1(n, p)$ model coincides with $G(n, p)$.

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Start with a **full $(d - 1)$ -dimensional skeleon**. (In the case of graphs - start with n vertices.)

For each d -dimensional face σ , independently and with probability p , decide whether $\sigma \in X$. (For graphs - same with every **edge**).

Some basic facts in $G(n, p)$ theory

Theorem (Erdős and Rényi '60)

The threshold for graph connectivity in $G(n, p)$ is

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Whereas if $p \geq (1 + \epsilon) \frac{\ln n}{n}$, whp a graph in $G(n, p)$ is **connected**.

Spelling "Connectivity" in high dimension

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Specifically, whp, left kernel($\partial_d(X)$) is

- ▶ *nontrivial* for $p < (1 - \epsilon) \frac{d \ln n}{n}$, and
- ▶ *trivial* for $p > (1 + \epsilon) \frac{d \ln n}{n}$.

Phase transition in $G(n, p)$ theory

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Start with n isolated vertices and sequentially add a new random edge, one at a time. Initially every edge is isolated. Later, [small](#) and [simple](#) connected components appear.

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Start with n isolated vertices and sequentially add a new random edge, one at a time. Initially every edge is isolated. Later, [small](#) and [simple](#) connected components appear.

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- ▶ [small](#) = cardinality $O(\log n)$.
- ▶ [simple](#) = a tree.
- ▶ Plus a Poisson number of [unicyclic graphs](#) with $O(\log n)$ vertices.

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Note: Time $\frac{n}{2}$ corresponds to $p = \frac{1}{n}$.

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But if $p > \frac{1+\epsilon}{n}$, G **almost surely contains a cycle**.

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This inequality is **strict**.

Concretely

Theorem (Lior Aronshtam, L., Tomasz Łuczak, Roy Meshulam, Yuval Peled)

► *The collapsibility threshold in $X_d(n, p)$ is*

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Theorem (Lior Aronshtam, L., Tomasz Łuczak, Roy Meshulam, Yuval Peled)

- The collapsibility threshold in $X_d(n, p)$ is

$$(1 + o_d(1)) \frac{\log d}{n}.$$

- The threshold for having a cycle *whp* is

$$\frac{d + 1 - o_d(1)}{n}.$$

Resolving the remaining major difficulty

We have no notion of a high-dimensional connected component

Theorem (L., Y. Peled)

Exactly at the same $p = \frac{c}{n}$ where $X_d(n, p)$ almost surely acquires a cycle, the shadow of the complex becomes gigantic ($=\Omega(n^{d+1})$ faces).

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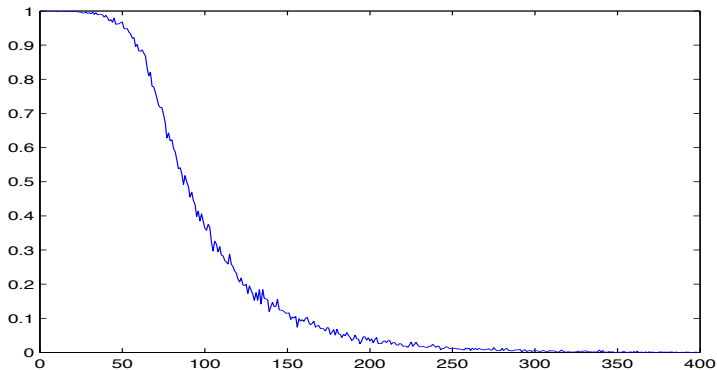
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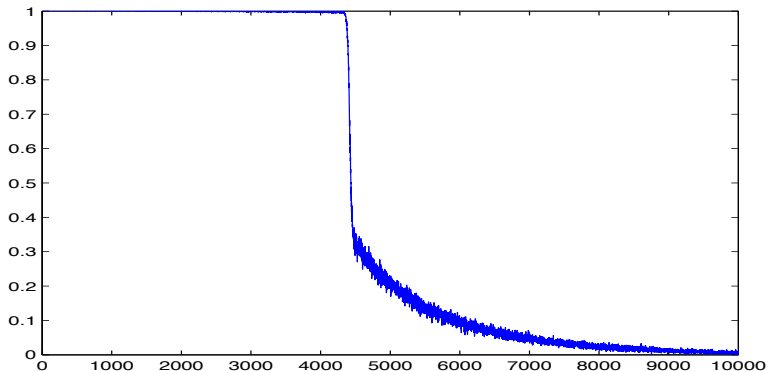
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This statement applies in all dimensions. However, when $d = 1$ the limit distribution is continuous but not smooth, while for $d \geq 2$ the limit distribution is discontinuous.

A view of phase transition in $G(n, p)$



Phase transition in $X_2(n, p)$ complexes



More surprises in the shadows

Easy Observation

Let G be an "*almost tree*", i.e., an n vertex forest with $n - 2$ edges (and hence with two connected components). Then at least $(1 - o(1))\frac{n^2}{4}$, i.e., *at least half of the remaining edges, are in G 's shadow*.

Surprises in the shadows (contd.)

Construction: Let X be a 2-dimensional n -vertex complex with a full 1-dimensional skeleton. The 2-faces of X are the **arithmetic triples** of difference $\neq 1$. Easy fact: The number of 2-faces in X is $\binom{n-1}{2} - 1$ (one less than a 2-dimensional hypertree).

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Theorem (L., Newman, Peled, Rabinovich)

*The complex X is \mathbb{Q} -acyclic. Assuming the Riemann hypothesis¹, there are infinitely many primes n for which X has an **empty shadow**.*

¹It actually suffices to assume the weaker Artin's conjecture

Sampling hypertrees

Recent work of Anari, Liu, Oveis Gharan and Vinzant shows that a most natural algorithm for sampling hypertrees converges in polynomial time.

Hyperpaths?

A **path** is a tree where every **vertex** is in **two or fewer edges**.

Can we construct d -dimensional **hypertree** where every $(d - 1)$ -dimensional **face** is contained in $d + 1$ or fewer d -dimensional **face**?

Hyperpaths (contd.)

If so, how many are they? In dimension one: If P_n denotes the number of n -vertex paths and T_n is the number of n -vertex trees, then

$$\frac{P_n}{T_n} = \left(\frac{1}{e} + o(1)\right)^n$$

and in higher dimension?

MAZALTOV URI