

# Critical Groups of Simplicial Complexes

Art Duval (University of Texas, El Paso)  
Caroline Klivans (University of Chicago)  
Jeremy Martin (University of Kansas)

Washington University in St. Louis  
Combinatorics Seminar  
February 24, 2011

# Graphs

Let  $G = (V, E)$  be a finite, undirected, loopless **graph**:

- ▶  $V$  is a finite set of *vertices*
- ▶  $E$  is a finite set of *edges*
- ▶ Each edge connects two distinct vertices called its *endpoints*
- ▶ Parallel edges are allowed

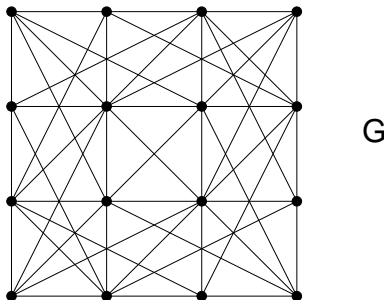
# Spanning Trees

**Definition** A **spanning tree of  $G$**  is a set of edges  $T$  (or a subgraph  $(V, T)$ ) such that:

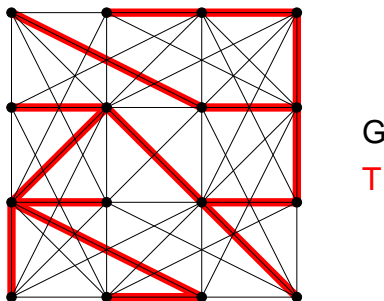
1.  $(V, T)$  is **connected**: every pair of vertices is joined by a path
2.  $(V, T)$  is **acyclic**: there are no cycles
3.  $|T| = |V| - 1$ .

Any two of these conditions together imply the third.

# Spanning Trees



# Spanning Trees



# The Matrix-Tree Theorem

Label the vertices of  $G$  as  $1, 2, \dots, n$ .

**Definition** The **Laplacian of  $G$**  is the  $n \times n$  matrix  $L = [\ell_{ij}]$ :

$$\ell_{ij} = \begin{cases} \deg_G(i) & \text{if } i = j \\ -\# \text{ of edges with endpoints } i, j & \text{otherwise.} \end{cases}$$

- ▶ Symmetric  $n \times n$  matrix
- ▶  $\text{rank } L = n - 1$
- ▶  $L = \partial\partial^*$ , where  $\partial$  = signed vertex-edge incidence matrix  
= simplicial boundary map

# The Matrix-Tree Theorem

## The Matrix-Tree Theorem (Kirchhoff, 1847)

(1) Let  $0, \lambda_1, \lambda_2, \dots, \lambda_{n-1}$  be the eigenvalues of  $L$ . Then the number of spanning trees of  $G$  is

$$\tau(G) = \frac{\lambda_1 \lambda_2 \cdots \lambda_{n-1}}{n} .$$

# The Matrix-Tree Theorem

## The Matrix-Tree Theorem (Kirchhoff, 1847)

(1) Let  $0, \lambda_1, \lambda_2, \dots, \lambda_{n-1}$  be the eigenvalues of  $L$ . Then the number of spanning trees of  $G$  is

$$\tau(G) = \frac{\lambda_1 \lambda_2 \cdots \lambda_{n-1}}{n} .$$

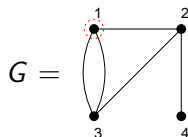
(2) Pick any  $1 \leq i \leq n$ , and form the *reduced Laplacian*  $\tilde{L}$  by deleting the  $i^{th}$  row and  $i^{th}$  column of  $L$ . Then

$$\tau(G) = \det \tilde{L} .$$



# The Matrix-Tree Theorem

**Example**



$$L = \begin{bmatrix} 3 & -1 & -2 & 0 \\ -1 & 3 & -1 & -1 \\ -2 & -1 & 3 & 0 \\ 0 & -1 & 0 & 1 \end{bmatrix}$$

$$\tilde{L} = \begin{bmatrix} 3 & -1 & -1 \\ -1 & 3 & 0 \\ -1 & 0 & 1 \end{bmatrix}$$

Eigenvalues: 0, 1, 4, 5

$$(1 \cdot 4 \cdot 5)/4 = 5$$

$$\det \tilde{L} = 5$$

# Chip-Firing and Sandpiles

- Discrete dynamical system on graphs discovered independently by many: Biggs, Dhar, Merino Lopez, ...
- Combinatorics: *chip-firing game*
- Theoretical economics: *dollar game*
- Theoretical physics: *abelian sandpile model*
- Related constructions: *rotor-router model*, ...
- See L. Levine and J. Propp, “What Is... A Sandpile?”, Notices of the AMS 57, no. 8 (2010)

# The Chip-Firing Game

- ▶ Each vertex  $i$  has a finite number  $c_i \geq 0$  of poker chips

# The Chip-Firing Game

- ▶ Each vertex  $i$  has a finite number  $c_i \geq 0$  of poker chips
- ▶ A vertex *fires* by giving one chip to each of its neighbors (provided that it has enough chips)

# The Chip-Firing Game

- ▶ Each vertex  $i$  has a finite number  $c_i \geq 0$  of poker chips
- ▶ A vertex *fires* by giving one chip to each of its neighbors (provided that it has enough chips)
- ▶ Vertex  $n$ , the *bank*, has an infinite supply of chips, but only fires if no other vertex can fire

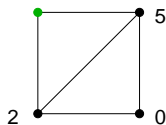
# The Chip-Firing Game

- ▶ Each vertex  $i$  has a finite number  $c_i \geq 0$  of poker chips
  - ▶ A vertex *fires* by giving one chip to each of its neighbors (provided that it has enough chips)
  - ▶ Vertex  $n$ , the *bank*, has an infinite supply of chips, but only fires if no other vertex can fire
- 
- ▶ State of the system = vector  $\mathbf{c} = (c_1, \dots, c_{n-1}) \in \mathbb{N}^{n-1}$

# The Chip-Firing Game

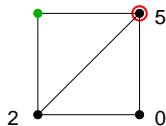
- ▶ Each vertex  $i$  has a finite number  $c_i \geq 0$  of poker chips
- ▶ A vertex *fires* by giving one chip to each of its neighbors (provided that it has enough chips)
- ▶ Vertex  $n$ , the *bank*, has an infinite supply of chips, but only fires if no other vertex can fire
- ▶ State of the system = vector  $\mathbf{c} = (c_1, \dots, c_{n-1}) \in \mathbb{N}^{n-1}$
- ▶ Firing vertex  $i$  = subtracting  $i^{\text{th}}$  column of  $L$  from state  $\mathbf{c}$

# The Chip-Firing Game

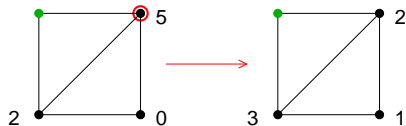




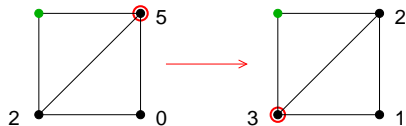
# The Chip-Firing Game



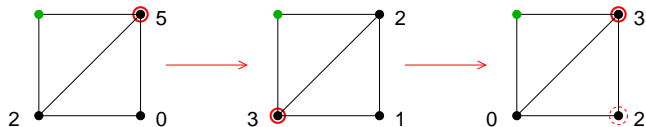
# The Chip-Firing Game



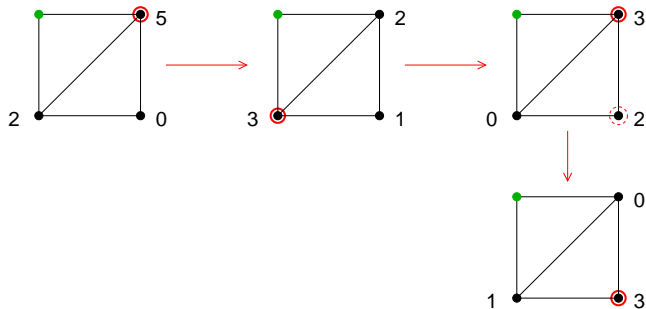
# The Chip-Firing Game



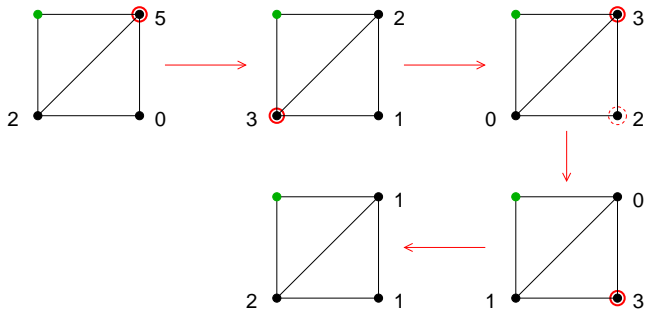
# The Chip-Firing Game



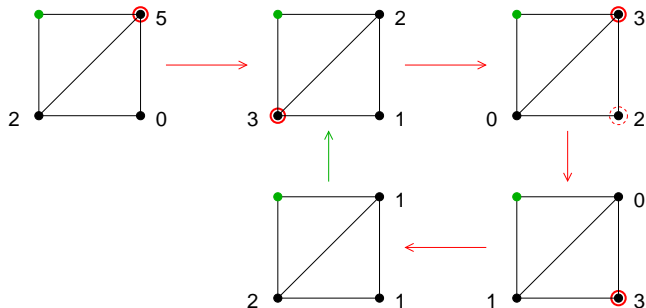
# The Chip-Firing Game



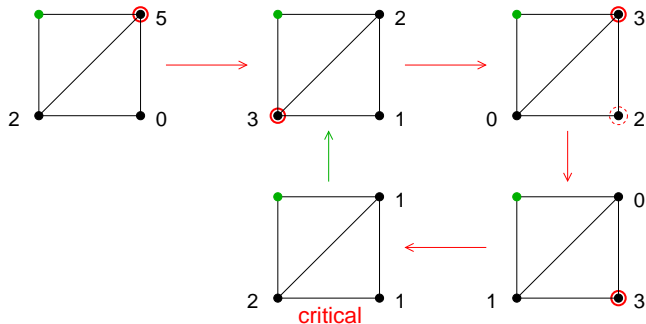
# The Chip-Firing Game



# The Chip-Firing Game



# The Chip-Firing Game





# The Critical Group

- ▶ Every starting configuration leads eventually to exactly one critical configuration.

# The Critical Group

- ▶ Every starting configuration leads eventually to exactly one critical configuration.
- ▶ The number of critical configurations is  $\tau(G)$ .

# The Critical Group

- ▶ Every starting configuration leads eventually to exactly one critical configuration.
- ▶ The number of critical configurations is  $\tau(G)$ .
- ▶ The set of critical configurations forms a group  $K(G)$  under addition-and-firing.

# The Critical Group

- ▶ Every starting configuration leads eventually to exactly one critical configuration.
- ▶ The number of critical configurations is  $\tau(G)$ .
- ▶ The set of critical configurations forms a group  $K(G)$  under addition-and-firing.
- ▶ Algebraically:  $\mathbb{Z}^n / \text{colspace}(L) \cong \mathbb{Z} \oplus K(G)$ .

# The Critical Group

- ▶ Every starting configuration leads eventually to exactly one critical configuration.
- ▶ The number of critical configurations is  $\tau(G)$ .
- ▶ The set of critical configurations forms a group  $K(G)$  under addition-and-firing.
- ▶ Algebraically:  $\mathbb{Z}^n / \text{colspace}(L) \cong \mathbb{Z} \oplus K(G)$ .
- ▶  $K(G)$  is the **critical group** of  $G$ .

# Simplicial Complexes

**Simplicial complex:** a set family  $\Delta \subseteq 2^{\{1,2,\dots,n\}}$  such that  $\sigma \in \Delta, \sigma' \subseteq \sigma \implies \sigma' \in \Delta$ .

**Faces** = elements of  $\Delta$

**Dimension** of a face:  $\dim \sigma = |\sigma| - 1$

**Facet** = maximal face

**Pure complex:** all facets have the same dimension

**Ridge** = face of codimension 1

**i-skeleton:**  $\Delta_{(i)} = \{\sigma \in \Delta \mid \dim \sigma \leq i\}$

$\tilde{H}_i(\Delta) = i^{th}$  reduced simplicial homology group of  $\Delta$  over  $\mathbb{Z}$

# Simplicial Spanning Trees

Henceforth, let  $\Delta$  be a pure simplicial complex of dimension  $d$ .

**Definition** A **simplicial spanning tree** (SST) is a subcomplex  $\Upsilon \subset \Delta$  such that:

1.  $\Upsilon \supseteq \Delta_{(d-1)}$ ;
2.  $\tilde{H}_d(\Upsilon; \mathbb{Z}) = 0$ ;
3.  $|\tilde{H}_{d-1}(\Upsilon; \mathbb{Z})| < \infty$ .

# Simplicial Spanning Trees

- ▶  $\dim \Delta = 1 \implies$  SSTs are graph-theoretic spanning trees



# Simplicial Spanning Trees

- ▶  $\dim \Delta = 1 \implies$  SSTs are graph-theoretic spanning trees
- ▶  $\dim \Delta = 0 \implies$  SSTs are vertices of  $\Delta$

# Simplicial Spanning Trees

- ▶  $\dim \Delta = 1 \implies$  SSTs are graph-theoretic spanning trees
- ▶  $\dim \Delta = 0 \implies$  SSTs are vertices of  $\Delta$
- ▶  $\Delta$  is  $\mathbb{Q}$ -acyclic  $\implies$  it has only one SST, namely itself.
  - ▶ Contractible complexes  $\approx$  acyclic graphs
  - ▶ Some noncontractible complexes also qualify, notably  $\mathbb{RP}^2$

# Simplicial Spanning Trees

- ▶  $\dim \Delta = 1 \implies$  SSTs are graph-theoretic spanning trees
- ▶  $\dim \Delta = 0 \implies$  SSTs are vertices of  $\Delta$
- ▶  $\Delta$  is  $\mathbb{Q}$ -acyclic  $\implies$  it has only one SST, namely itself.
  - ▶ Contractible complexes  $\approx$  acyclic graphs
  - ▶ Some noncontractible complexes also qualify, notably  $\mathbb{RP}^2$
- ▶  $\Delta$  is a simplicial sphere  $\implies$  SSTs are  $\Delta \setminus \{\text{facet}\}$ 
  - ▶ Simplicial spheres  $\approx$  cycle graphs

# Combinatorial Laplacians

$\partial : C_d(\Delta) \rightarrow C_{d-1}(\Delta)$  simplicial boundary map

$L = \partial\partial^* : C_{d-1}(\Delta) \rightarrow C_{d-1}(\Delta)$ : (updown) Laplacian

# Combinatorial Laplacians

$\partial : C_d(\Delta) \rightarrow C_{d-1}(\Delta)$  simplicial boundary map

$L = \partial\partial^* : C_{d-1}(\Delta) \rightarrow C_{d-1}(\Delta)$ : (updown) Laplacian

- ▶  $L_1$  = usual graph-theoretic Laplacian

# Combinatorial Laplacians

$\partial : C_d(\Delta) \rightarrow C_{d-1}(\Delta)$  simplicial boundary map

$L = \partial\partial^* : C_{d-1}(\Delta) \rightarrow C_{d-1}(\Delta)$ : (updown) Laplacian

- ▶  $L_1 =$  usual graph-theoretic Laplacian

$$\tau_d = \sum_{\text{SST's } \Upsilon \subseteq \Delta} |\tilde{H}_{d-1}(\Upsilon; \mathbb{Z})|^2$$

# Combinatorial Laplacians

$\partial : C_d(\Delta) \rightarrow C_{d-1}(\Delta)$  simplicial boundary map

$L = \partial\partial^* : C_{d-1}(\Delta) \rightarrow C_{d-1}(\Delta)$ : (updown) Laplacian

- ▶  $L_1$  = usual graph-theoretic Laplacian

$$\tau_d = \sum_{\text{SST's } \Upsilon \subseteq \Delta} |\tilde{H}_{d-1}(\Upsilon; \mathbb{Z})|^2$$

- ▶  $\tau_1$  = number of spanning trees of 1-skeleton

# Counting Simplicial Spanning Trees

**Theorem** (Simplicial Matrix-Tree Theorem; Duval–Klivans–JLM, 2007)



# Counting Simplicial Spanning Trees

**Theorem** (Simplicial Matrix-Tree Theorem; Duval–Klivans–JLM, 2007)

- $\tau_d = (\text{product of nonzero eigenvalues of } \Delta) \cdot \frac{|\tilde{H}_{d-2}(\Delta; \mathbb{Z})|}{\tau_{d-1}}.$

# Counting Simplicial Spanning Trees

**Theorem** (Simplicial Matrix-Tree Theorem; Duval–Klivans–JLM, 2007)

- $\tau_d = (\text{product of nonzero eigenvalues of } \Delta) \cdot \frac{|\tilde{H}_{d-2}(\Delta; \mathbb{Z})|}{\tau_{d-1}}.$
- Let  $\Gamma$  be a SST of  $\Delta_{(d-1)}$ . Define the reduced Laplacian  $\tilde{L}$  by deleting the rows and columns corresponding to  $\Gamma$ . Then

$$\tau_d = \frac{|\tilde{H}_{d-2}(\Delta; \mathbb{Z})|}{|\tilde{H}_{d-2}(\Gamma; \mathbb{Z})|} \det \tilde{L}.$$

# Counting Simplicial Spanning Trees

**Theorem** (Simplicial Matrix-Tree Theorem; Duval–Klivans–JLM, 2007)

- $\tau_d = (\text{product of nonzero eigenvalues of } \Delta) \cdot \frac{|\tilde{H}_{d-2}(\Delta; \mathbb{Z})|}{\tau_{d-1}}.$
- Let  $\Gamma$  be a SST of  $\Delta_{(d-1)}$ . Define the reduced Laplacian  $\tilde{L}$  by deleting the rows and columns corresponding to  $\Gamma$ . Then

$$\tau_d = \frac{|\tilde{H}_{d-2}(\Delta; \mathbb{Z})|}{|\tilde{H}_{d-2}(\Gamma; \mathbb{Z})|} \det \tilde{L}.$$

► *Problem:* Construct a simplicial analogue of the critical group.

# Simplicial Critical Groups

Consider the simplicial chain complex

$$0 \rightarrow C_d(\Delta) \xrightarrow{\partial_d} C_{d-1}(\Delta) \xrightarrow{\partial_{d-1}} \dots$$

**Definition** The  $i^{\text{th}}$  **critical group** of  $\Delta$  is