

The gonality conjecture is true for linear ear decompositions

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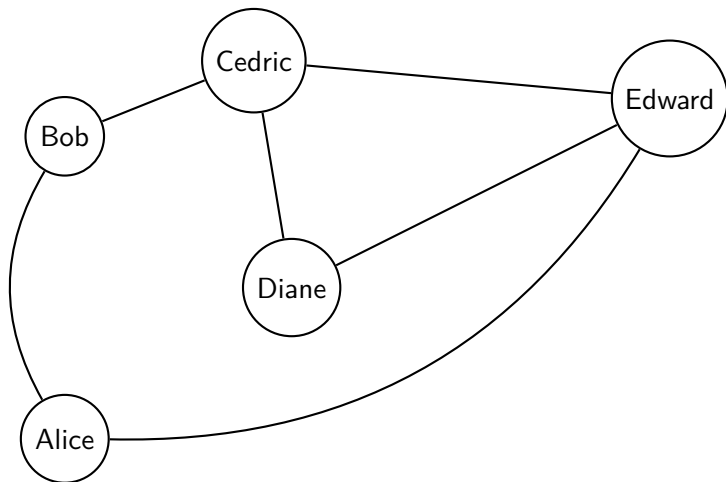
August 14, 2018

Outline

- 1 The chip firing game
- 2 The gonality conjecture
- 3 The linear ear decomposition
- 4 The nested ear decomposition, a work in progress...

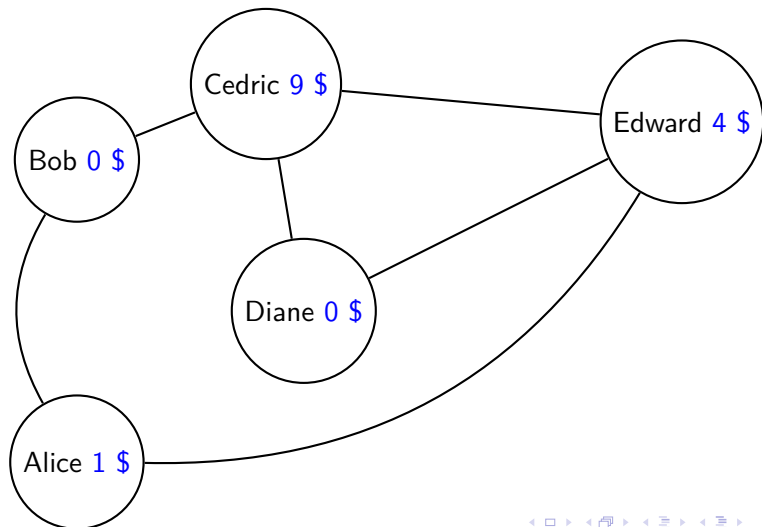
The chip firing game

A simple, unoriented graph:



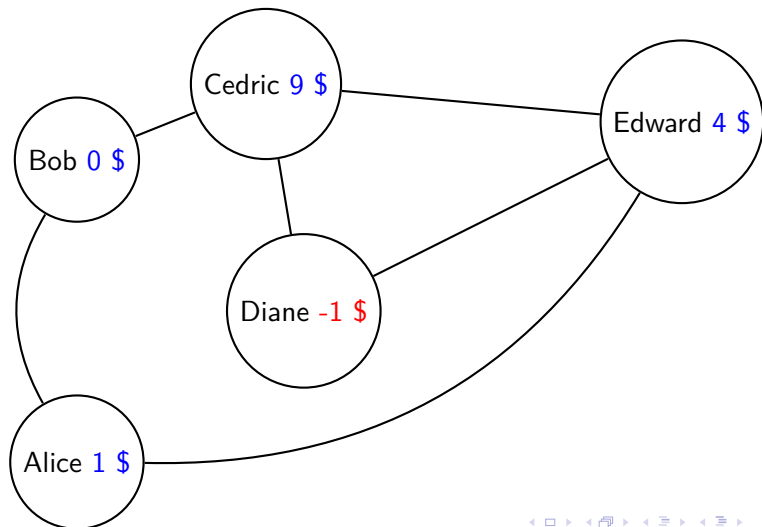
The chip firing game

The starting configuration:



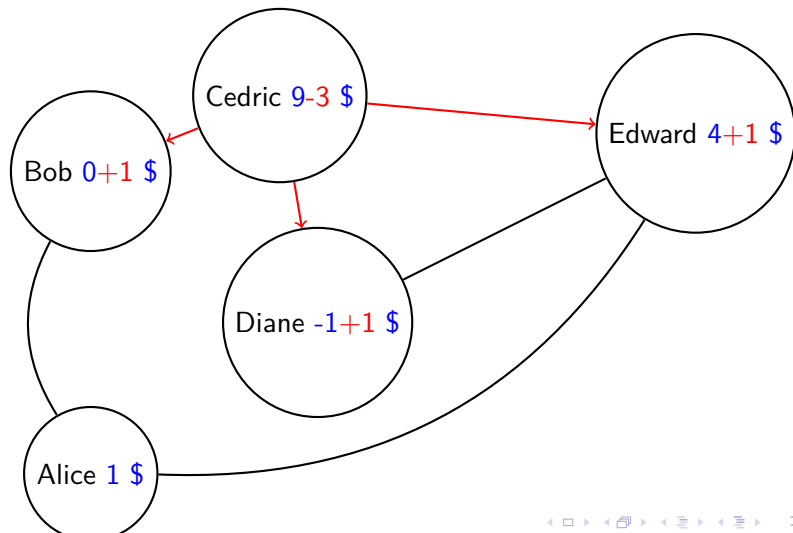
The chip firing game

A debt:



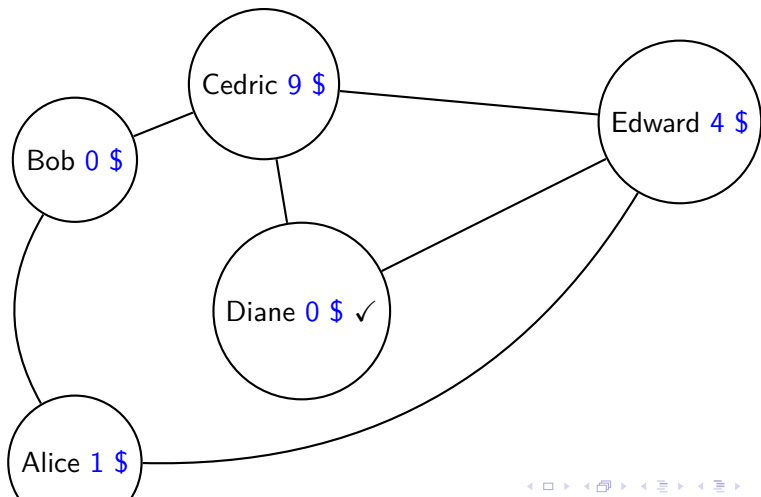
The chip firing game

A toppling:



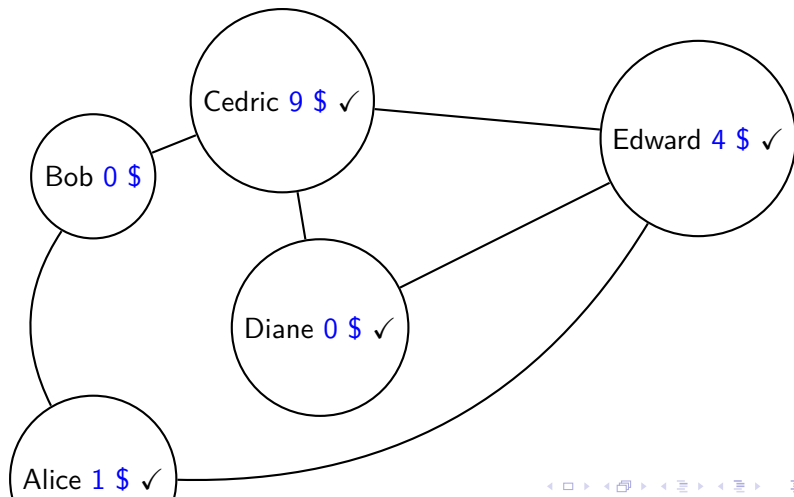
The chip firing game

Given a configuration, if any one person loses a dollar, can we still reach a winning configuration through topplings?

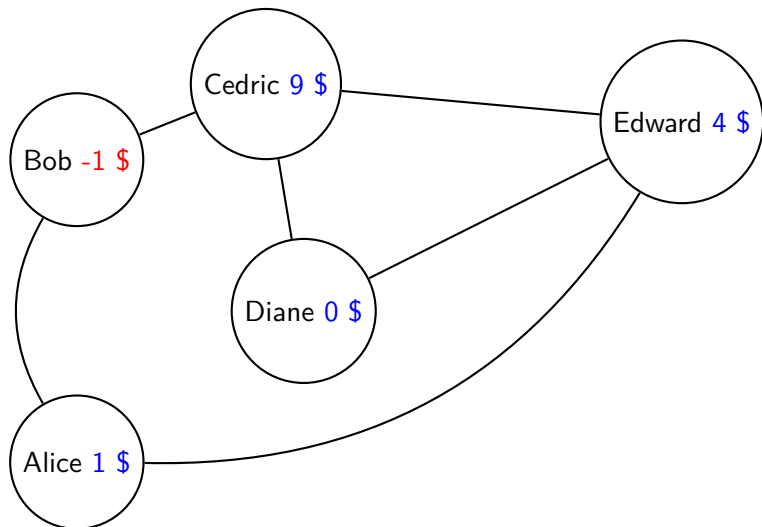


The chip firing game

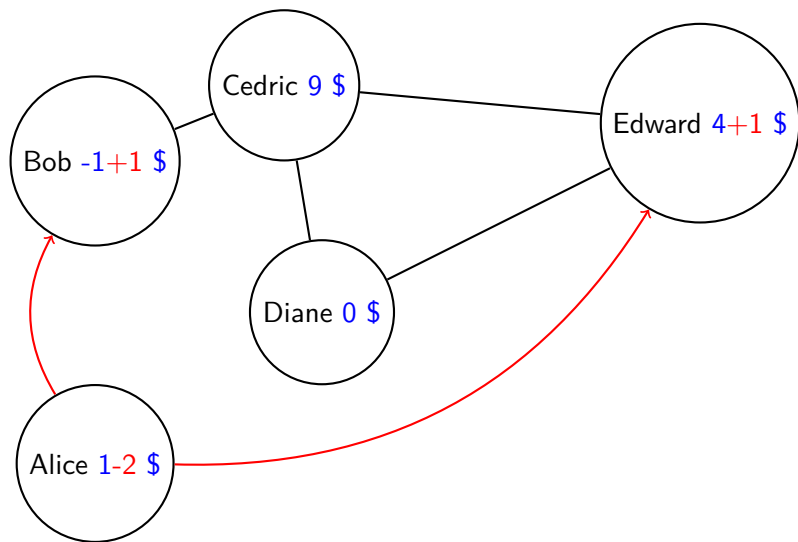
Given a configuration, if any one person loses a dollar, can we still reach a winning configuration through topplings?



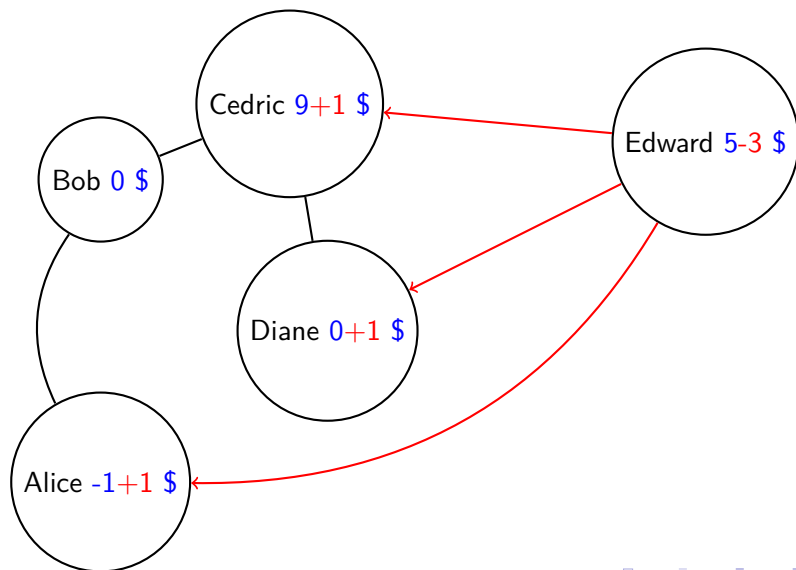
The chip firing game



The chip firing game

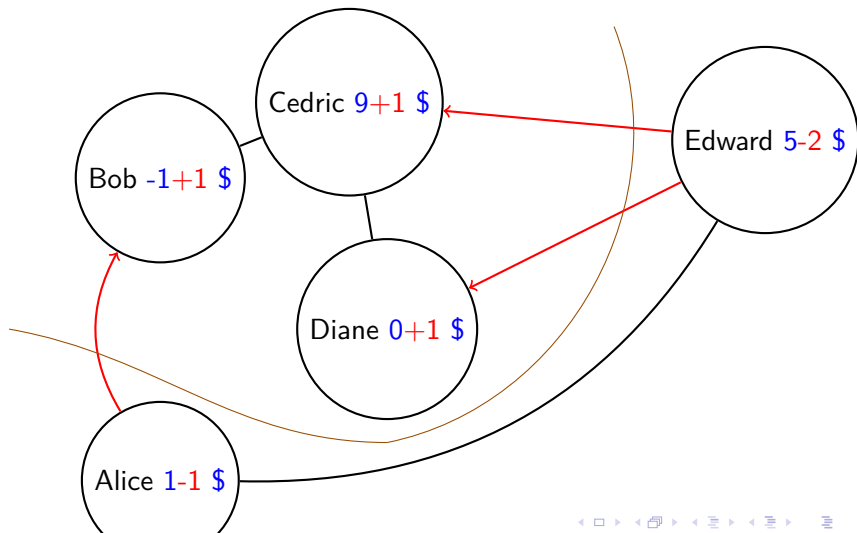


The chip firing game



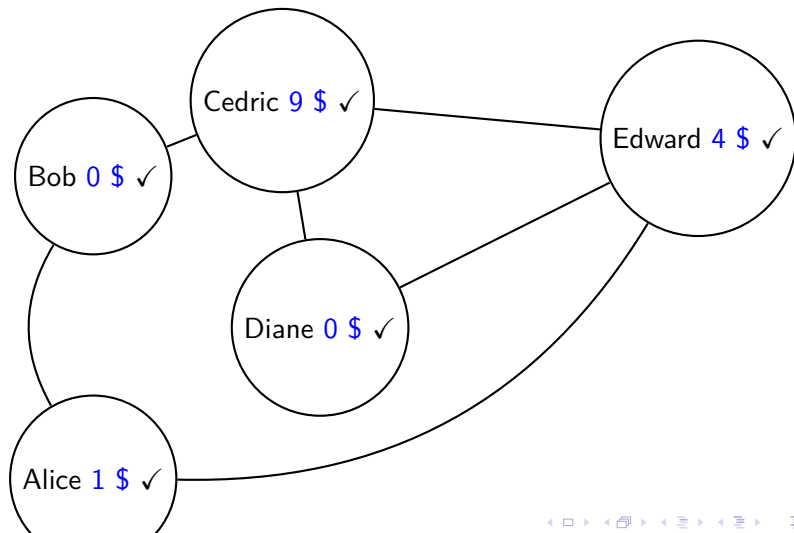
The chip firing game

Toppling a set:



The chip firing game

A winnable starting configuration:



The gonality conjecture

The game

A graph: $G = (V, E)$

A configuration: D

The question: If any one person loses a dollar, can we still win?

The gonality conjecture

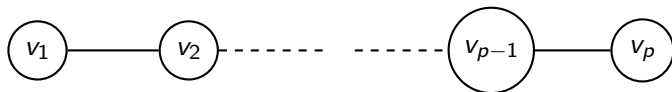
Given $\lfloor \frac{g+3}{2} \rfloor$ chips, there always exists a winnable starting configuration.

g is G 's genus:

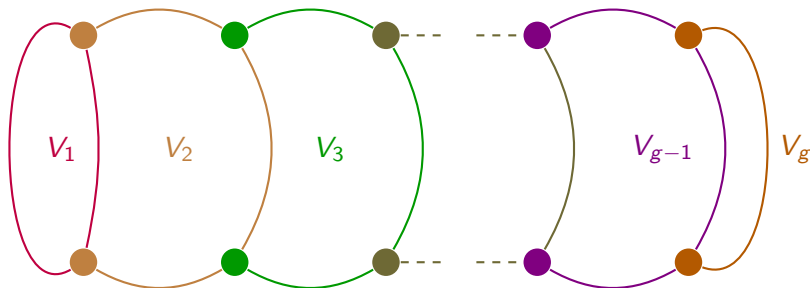
$$g = |E| - |V| + 1$$

The linear ear decomposition

An ear:

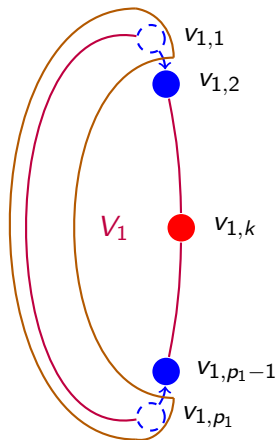


A linear ear decomposition:



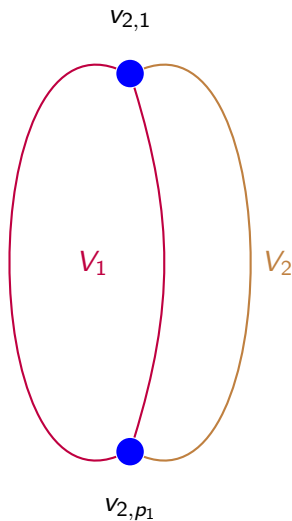
Proof

Induction on g :
 $g = 1$: 2 chips



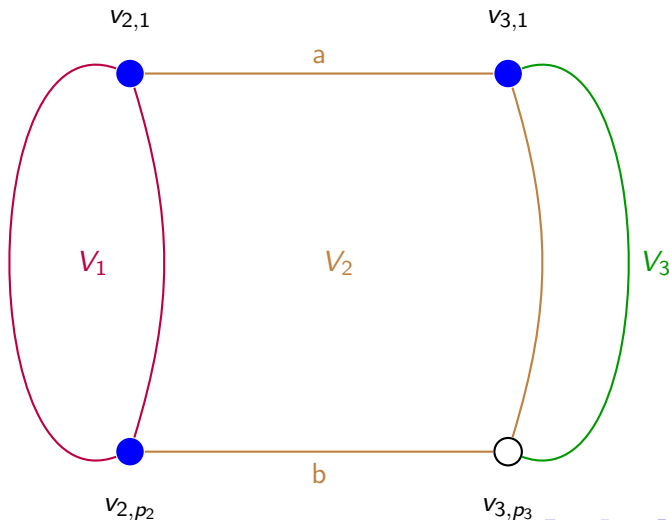
Proof

$g = 2$: 2 chips

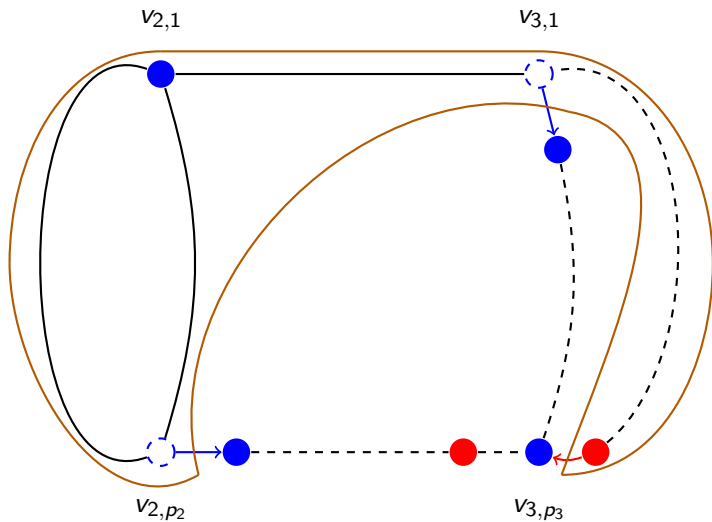


Proof

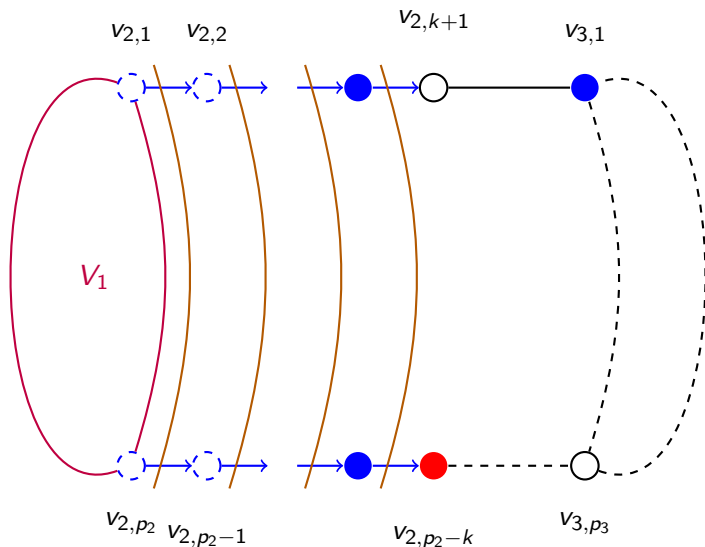
$g = 3$: $a \geq b$, 3 chips



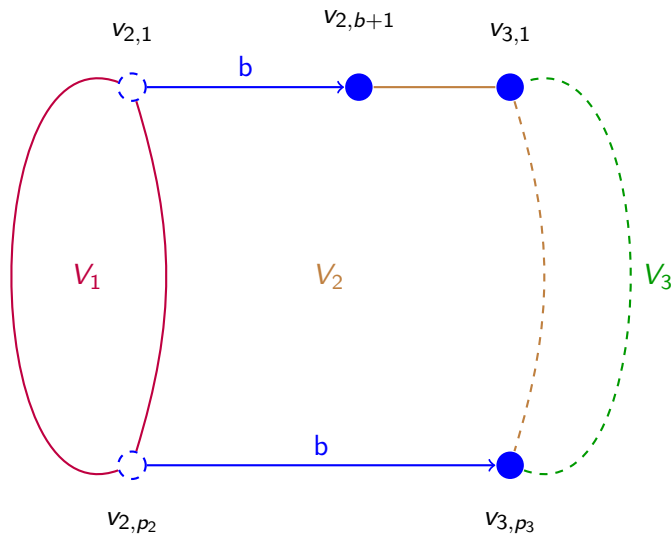
Proof



Proof

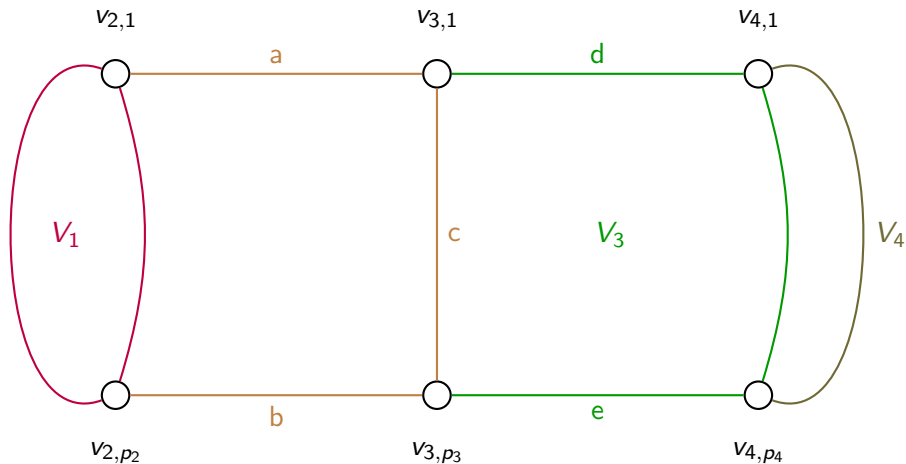


Proof



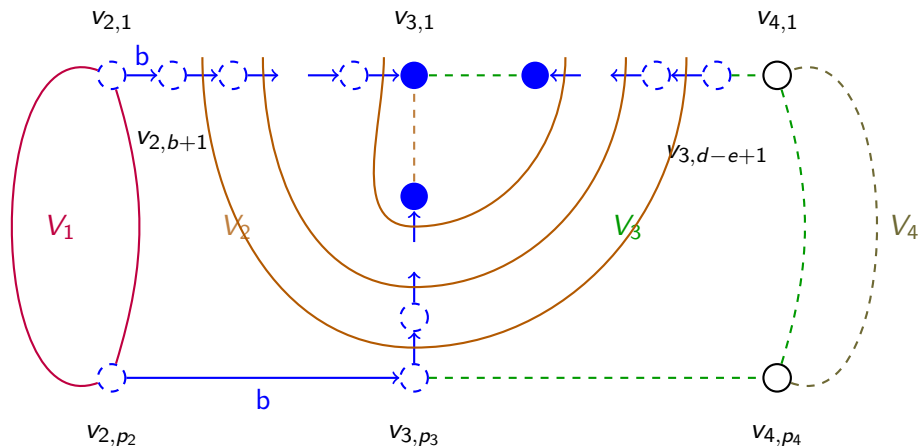
Proof

$g = 4$: 3 chips

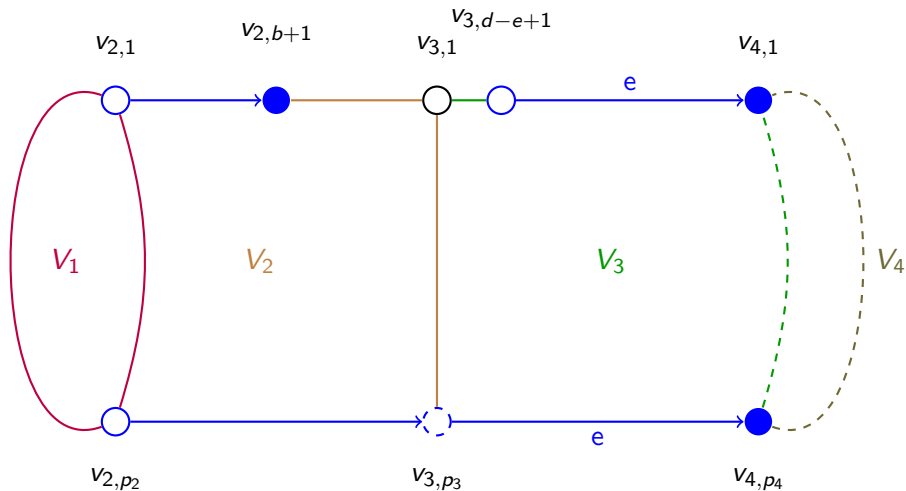


Proof

$$g = 4: a > b, d > e, a - b \leq \min(c, d - e)$$

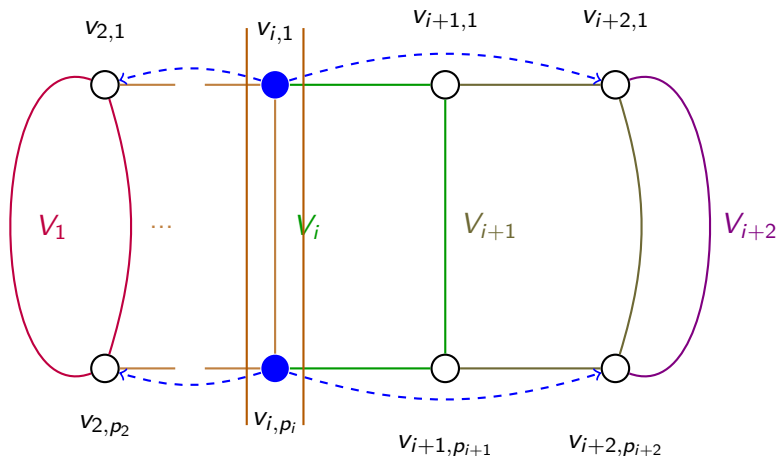


Proof



Proof

$g = i + 2$: +1 chip for every 2 ears

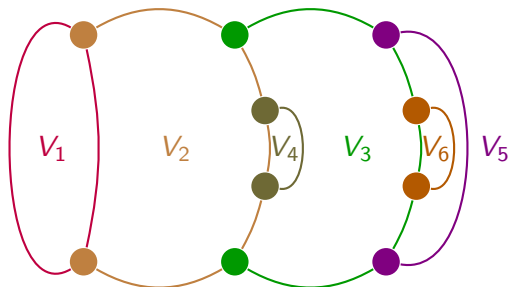


place chips similar to when $g = i$

place one chip similar to when $g = 4$

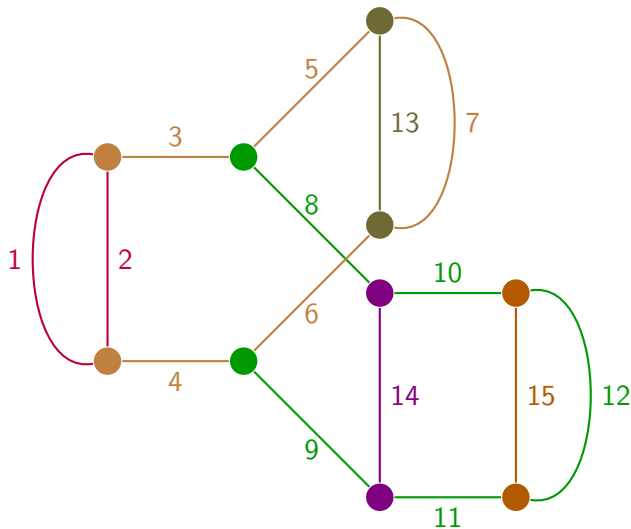
The nested ear decomposition, a work in progress...

An example of a nested ear decomposition:



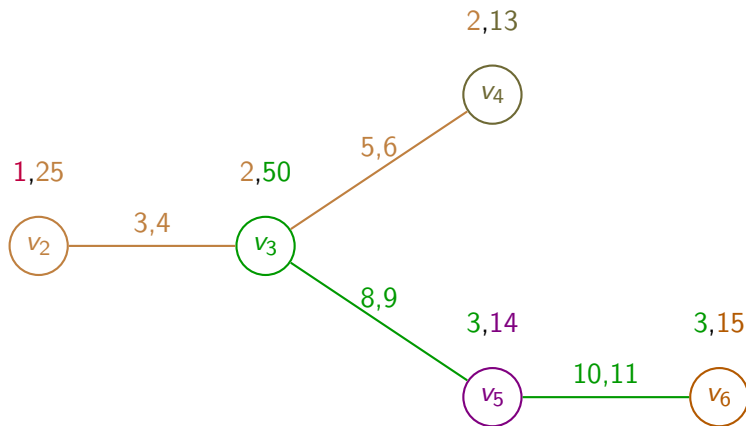
An idea

The same graph with the length of the paths added:



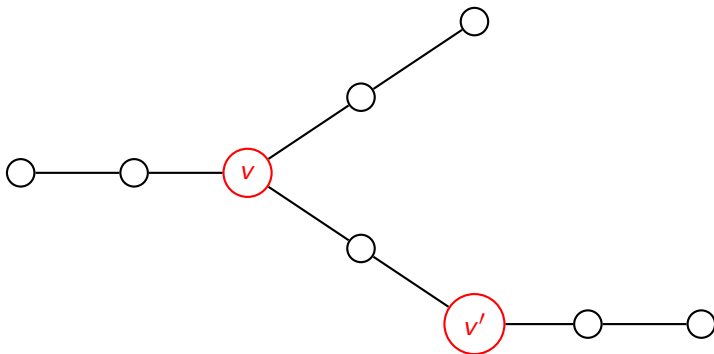
An idea

The corresponding tree:



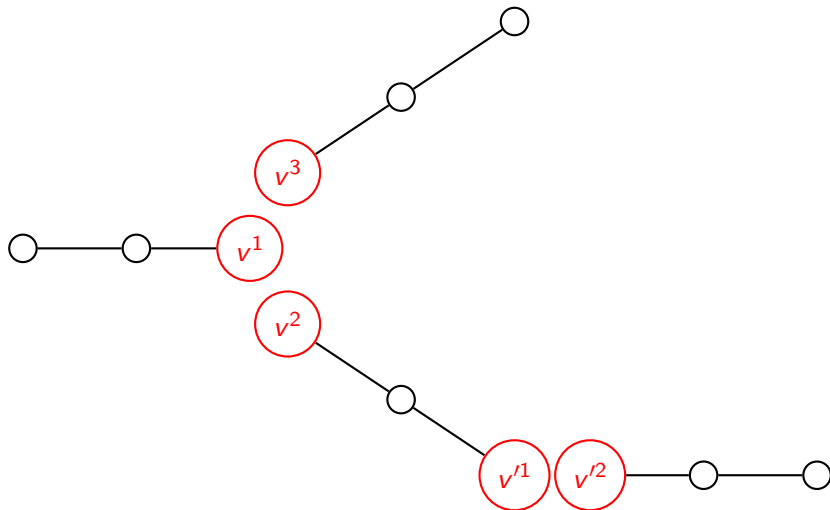
An idea

Breakers:



An idea

Components:



An idea

How to solve it on nested ear decompositions that look like full binary trees?