

# Selfatopes and Their Properties

## *A Look into Polytopes*

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# Why do we care about Selfatopes?

Problem: In a theorem by Jessica Sidman and David Cox dealing with toric varieties, specific polytopes kept appearing. These polytopes are what we now call selfatopes.

Goal: To find and understand selfatopes, with a view towards classification.

# What is a Selfatope?

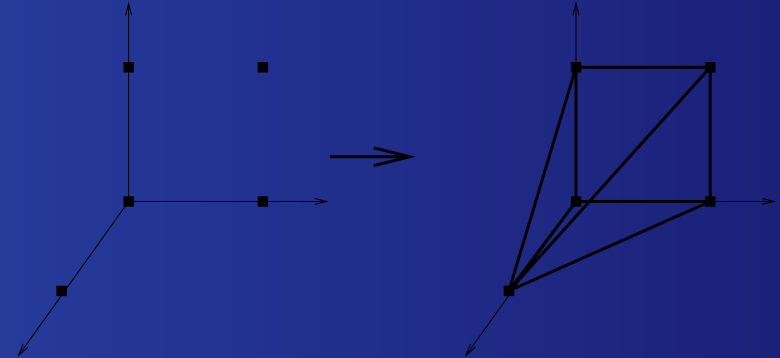
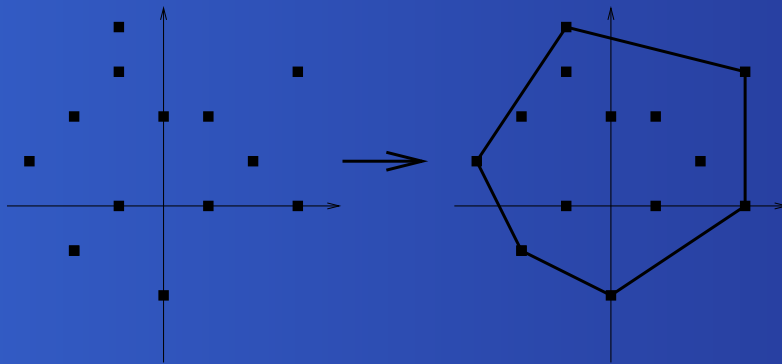
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$v$ : vertex

$w_i$ : nearest lattice point along edge  $i$  off of  $v$ .

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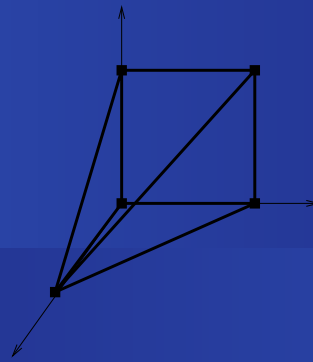
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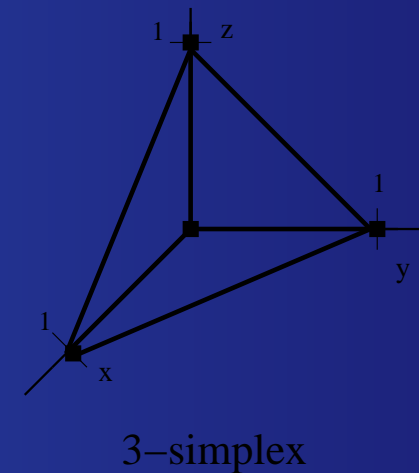
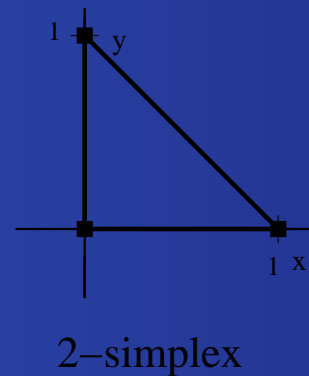
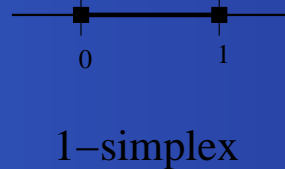
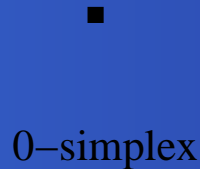
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Lattice-free edges: No points with integer coordinates along any edge, except for at vertices.

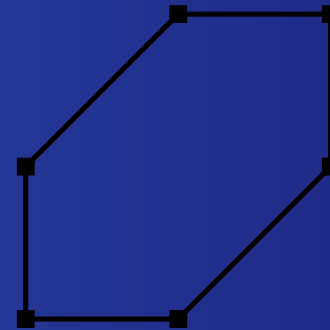
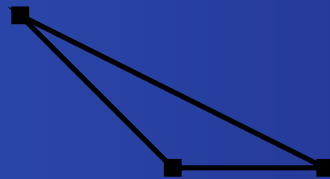
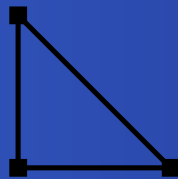
# Simplex

The *standard  $n$ -simplex* is the convex hull of the standard basis vectors and  $(0, \dots, 0)$  :  
 $\text{conv}\{e_1, \dots, e_n, (0, \dots, 0)\}$ .



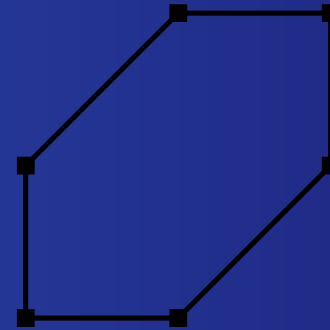
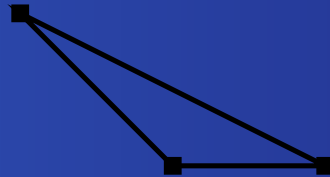
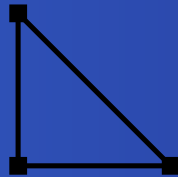
# Examples of Selfatopes

## Selfatopes

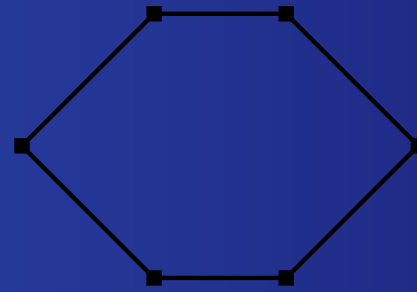


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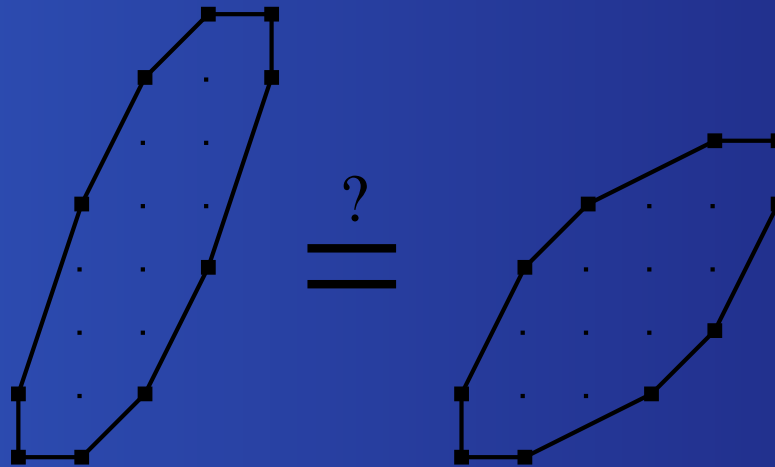
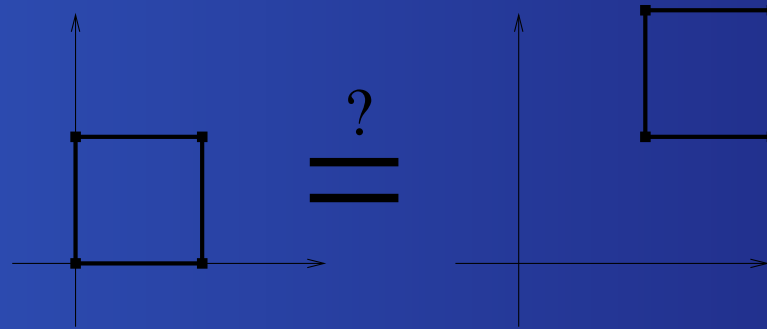
## Selfatopes



## Not Selfatopes



# The Question of Equivalence

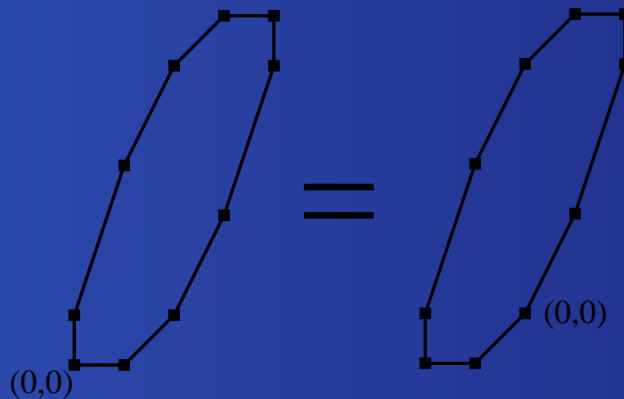


# Equivalences

Two types of equivalence:

(1) Translation (If lattice points go to lattice points)

Example:



# Equivalences

Two types of equivalence:

(2) Linear Transformation

**Theorem**: Linear transformations that can be written as elements of  $GL(n, \mathbb{Z})$  with determinant  $\pm 1$  preserve all properties of selfatopes.

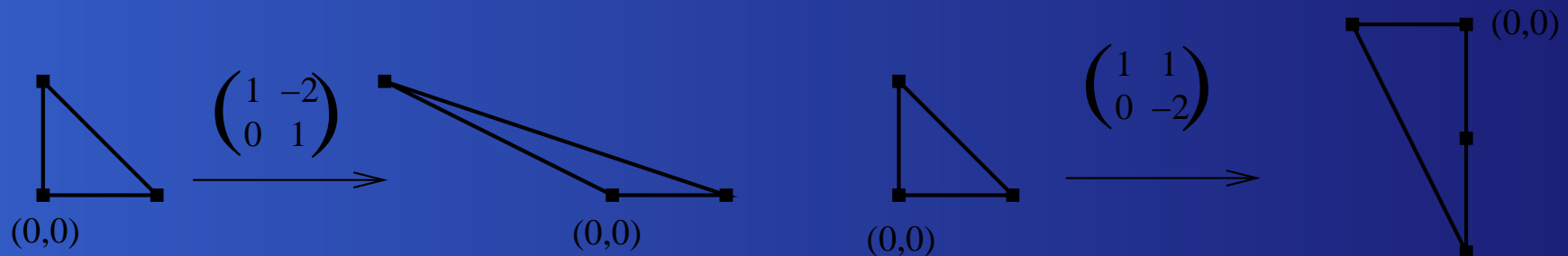
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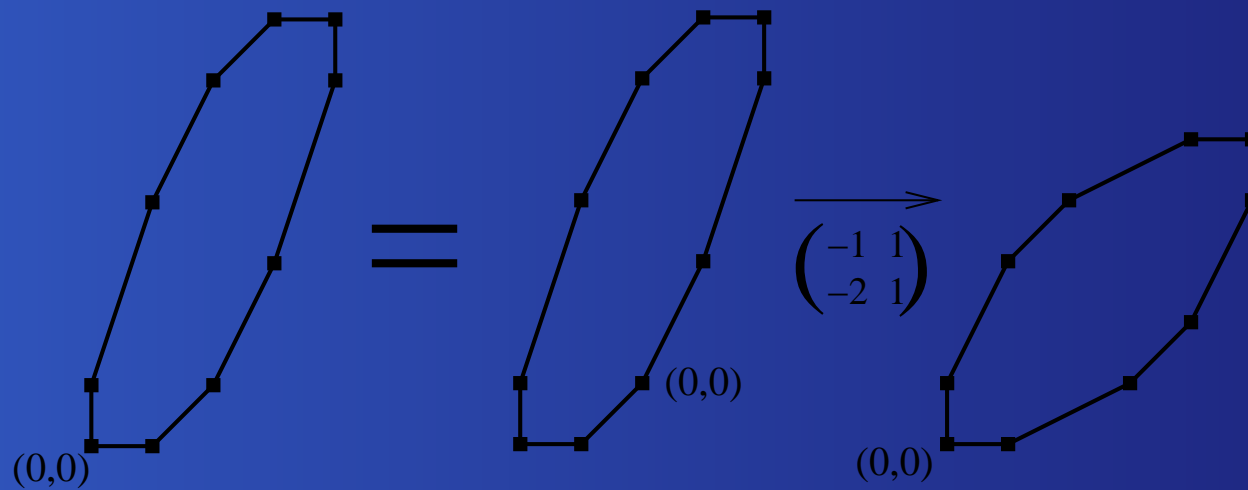
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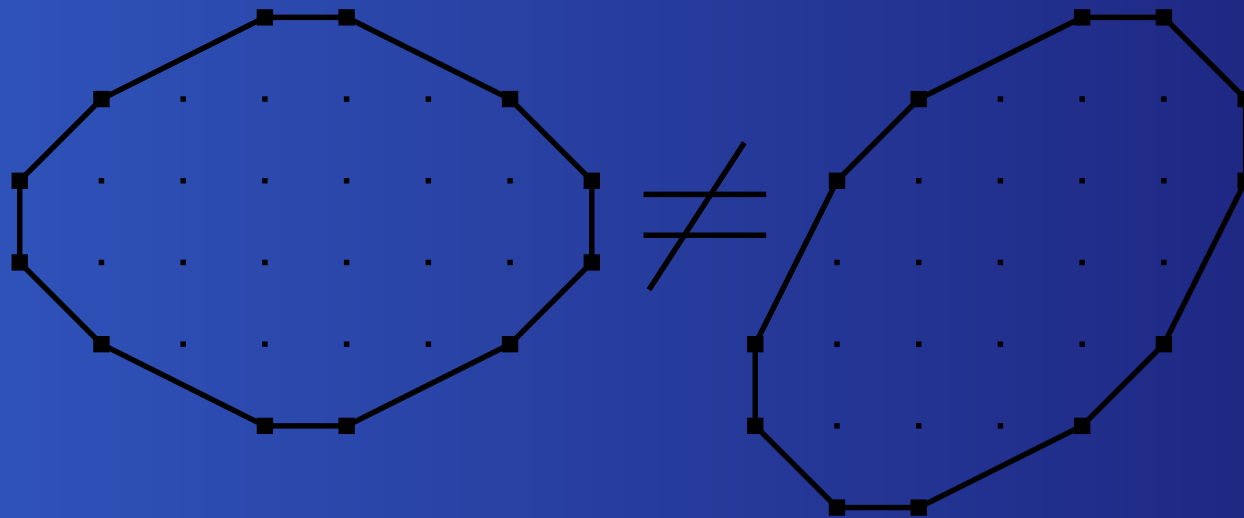
# Equivalences

## Translations and Linear Transformations



# Equivalences

## Limits



# Equivalence in $\mathbb{R}^2$

Linear Transformations in  $\mathbb{R}^2$ :

Rotations:

General Form:  $\begin{pmatrix} a & -b \\ b & a \end{pmatrix}$ ,  $a^2 + b^2 = 1$

First thought: Any rotation will work.

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Reality:  $a, b = 0, \pm 1 \implies$  rotations of  $90^\circ$ .

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Reflections:

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Reality: As with rotations:  $a, b = 0, \pm 1 \implies$  reflections about the  $x$ - and  $y$ -axes.

# Equivalence in $\mathbb{R}^2$

Linear Transformations in  $\mathbb{R}^2$ :

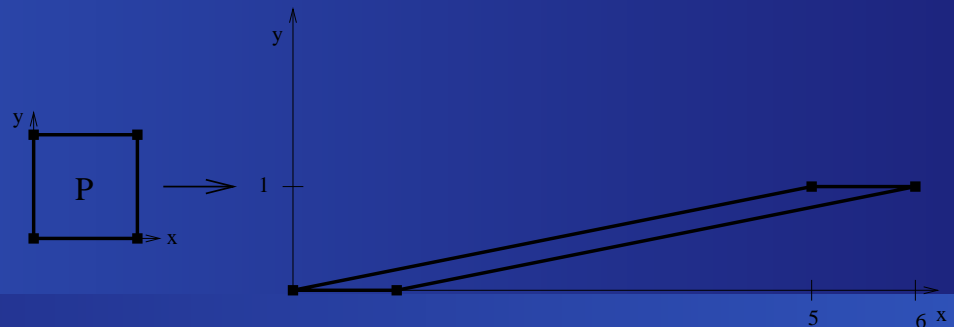
Shears:

General Form:

Horizontal:  $\begin{pmatrix} 1 & k \\ 0 & 1 \end{pmatrix}$  Vertical:  $\begin{pmatrix} 1 & 0 \\ k & 1 \end{pmatrix}$ .

Example:

$$\begin{pmatrix} 1 & 5 \\ 0 & 1 \end{pmatrix}$$



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Linear Transformations in  $\mathbb{R}^2$ :

Shears:

General Form:

$$\text{Horizontal: } \begin{pmatrix} 1 & k \\ 0 & 1 \end{pmatrix} \quad \text{Vertical: } \begin{pmatrix} 1 & 0 \\ k & 1 \end{pmatrix}.$$

Reality: All shears preserve selfatope properties.

# How Do We Create New Selfatopes?

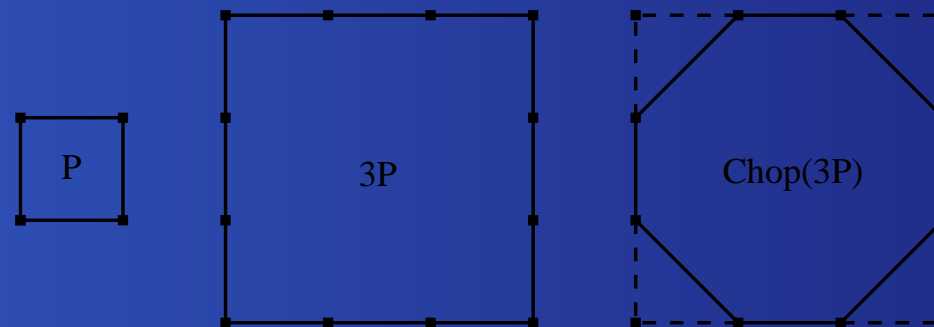
## The 3P Chop Method

- (1) Begin with a polytope  $P \in \mathbb{R}^n$
- (2) Scale  $P$  up by 3 =  $3P$
- (3) Cut an  $n$ -simplex off at each vertex of  $3P = \text{Chop}(3P)$

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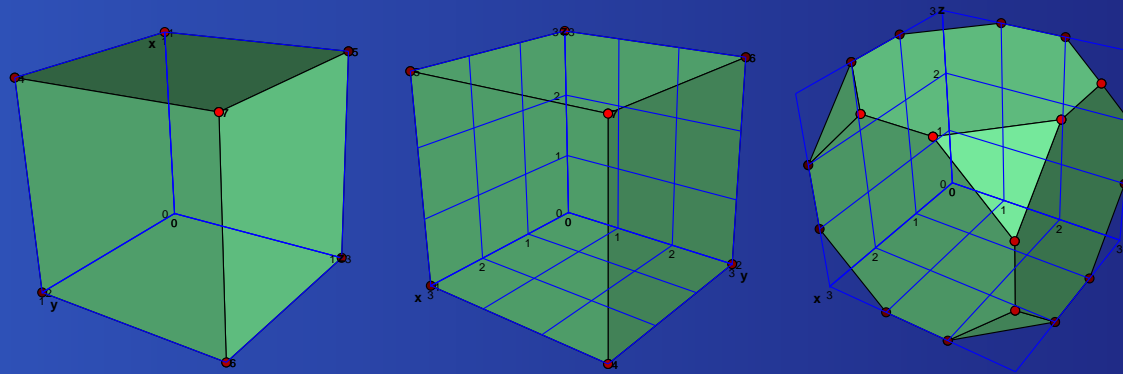


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Theorem: When the 3P Chop Method is performed on a selfatope,  $P$ , then  $Chop(3P)$  will also be a selfatope.

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# The 3P Chop Method

Properties:

In  $\mathbb{R}^2$ : creates  $2n$ -gons from  $n$ -gons

Question: How to create selfagons in  $\mathbb{R}^2$  that have an odd number of sides?

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In  $\mathbb{R}^2$ : creates  $2n$ -gons from  $n$ -gons

Question: How to create selfagons in  $\mathbb{R}^2$  that have an odd number of sides?

Partial Answer: The 2P Chop Method

# The 2P Chop Method

## Limits:

Works only in  $\mathbb{R}^2$

Begin with  $2n$ -gon

## Capabilities:

Build any  $3n$ -gon

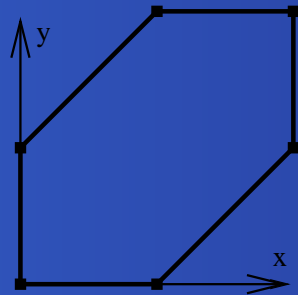
# The $2P$ Chop Method

- (1) Begin with an  $2n$ -gon selfatope  $P \in \mathbb{R}^2$
- (2) Scale  $P$  up by 2 to generate  $2P$
- (3) Cut a 2-simplex off of half of the vertices of  $2P$

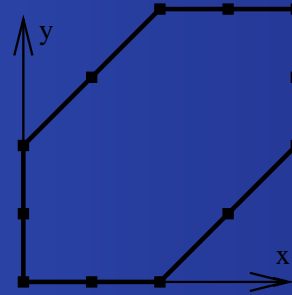
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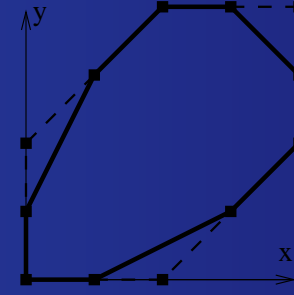
Step 1



Step 2



Step 3

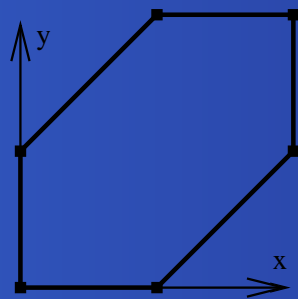


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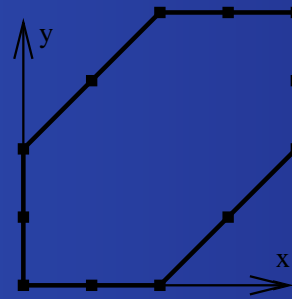
**Theorem:** In  $\mathbb{R}^2$ , if we start with a  $2n$  sided selfatope  $P$ , the 2P Chop Method creates a  $3n$  sided selfatope.

Example:  $n = 3 \implies 6\text{-gon} \rightarrow 9\text{-gon}$ .

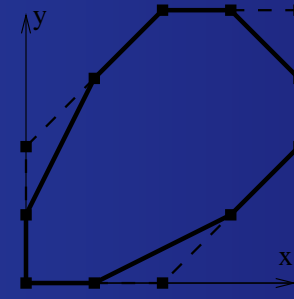
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Step 2



Step 3



# Conclusion

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Classification:

1. Translations
2. Linear Operations

Creation: The 3P Chop and 2P Chop Methods

# Conclusion

## Open Questions

Determining equivalence can be tedious

3P Chop and 2P Chop Methods do not create all selfatopes

# Acknowledgements

- Jessica Sidman for her guidance throughout this summer
- David Cox for the original ideas behind the 3P Chop Method
- My fellow REU students; Lisa Byrne, Vince Lyzinski, Aaron Wolbach, and Frances Worek
- Polymake for insight into the geometry of polytopes
- Funding for the work presented here provided by the NSF Grant #DMS-0353700.