

Computing tropical linear spaces and A-discriminants

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What is tropical geometry?

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Definition

The field $\mathbb{C}\{\{t\}\}$ of **Puiseux series** on the variable t is the set of formal series of the form

$$f = \sum_{k=k_0}^{+\infty} c_k \cdot t^{\frac{k}{N}},$$

where $N \in \mathbb{Z}_{>0}$, $k_0 \in \mathbb{Z}$, and all $c_k \in \mathbb{C}$.

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The field of Puiseux series is **algebraically closed**, and it comes equipped with a **valuation** map $\text{val} : \mathbb{C}\{\{t\}\} - 0 \rightarrow \mathbb{Q}$ defined as

$$\text{val}(f) = \min \left\{ \frac{k}{N} \mid c_k \neq 0 \right\}.$$

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Example

$$f = 2 \cdot t^{-5/3} - 7 \cdot t^{-1} - 3j \cdot t^{-2/3} + t^{1/3} + \dots, \quad \text{val}(f) = -5/3.$$

Tropicalizing varieties

Suppose $I \subseteq \mathbb{C}[X_1^{\pm 1}, \dots, X_n^{\pm 1}]$ is an ideal and $V \subseteq (\mathbb{C} \setminus \{0\})^n$ its corresponding variety. The **tropicalization** of V is the set

$$\mathcal{T}(V) := \{(\text{val}(f_1), \dots, \text{val}(f_n)) \mid (f_1, \dots, f_n) \in V\} \subseteq \mathbb{Q}^n.$$

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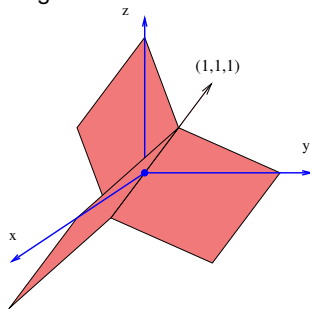
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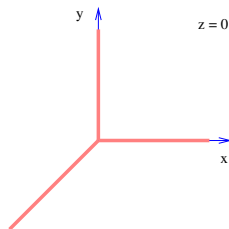
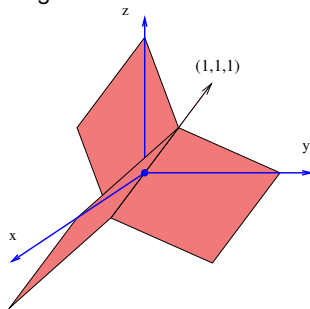
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Tropical hypersurfaces

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and let $V := V(p) \subseteq (\mathbb{C}\{\{t\}\} - 0)^n$. The tropicalization $\mathcal{T}(V)$ is then

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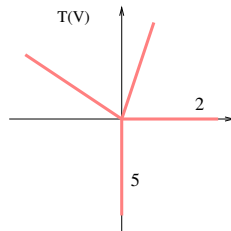
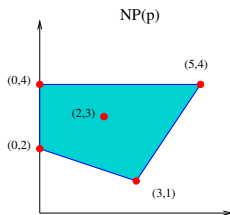
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Take $p = X^5 Y^4 + 2X^2 Y^3 - 7X^3 Y + 3Y^4 - Y^2$. The tropicalization of $V := V(p)$ is the (negative of the) one-dimensional skeleton of the normal fan of the **Newton polytope** of p .



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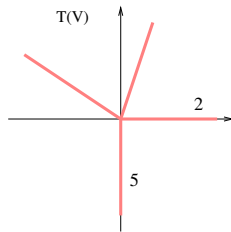
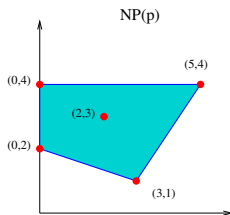
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Tropical geometry is concerned with the study of these **tropical varieties**. Simply put, **tropical geometry is the geometry of the leading exponents**.

Tropical linear spaces

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$$A^\perp = \begin{pmatrix} 2 & 1 & -1 & 0 \\ 4 & 2 & 0 & -1 \end{pmatrix},$$

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However, note that there is one more relation among the columns of A , namely $2X_3 - X_4 \in I(L)$. So we need one more condition:

$\min(x_3, x_4)$ is attained twice.

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In general, suppose L is the row space over $\mathbb{C}\{\{t\}\}$ of an $m \times n$ integer matrix A with columns $\mathbf{a}_1, \dots, \mathbf{a}_n$.

Definition

$C \subseteq \{1, \dots, n\}$ is a **circuit** of $A \iff \{\mathbf{a}_i \mid i \in C\}$ is minimally dependent.

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The tropicalization $\mathcal{T}(L)$ depends only on the set of circuits of A (its **matroid**). In fact,

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Why do we care?

A-discriminants

Suppose A is an $m \times n$ integer matrix. The columns of A can be identified with Laurent monomials $\mathbf{x}^{\mathbf{a}_1}, \dots, \mathbf{x}^{\mathbf{a}_n}$ in the ring $\mathbb{C}[x_1^{\pm 1}, \dots, x_m^{\pm 1}]$. Let \mathbb{C}^A be the space of all Laurent polynomials of the form $p(\mathbf{x}) = \sum_{i=1}^n c_i \cdot \mathbf{x}^{\mathbf{a}_i}$.

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The **discriminantal variety** ∇_A is the Zariski closure of the set of polynomials p in \mathbb{C}^A for which there exists a $\mathbf{z} \in (\mathbb{C}^*)^m$ satisfying

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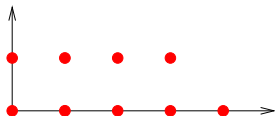
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If ∇_A has codimension 1 then its defining polynomial Δ_A is called the **A-discriminant**.

An example

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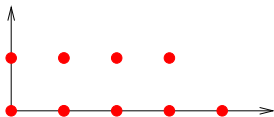
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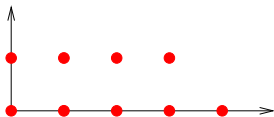
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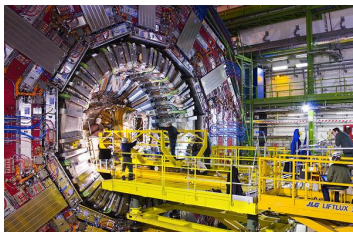
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It was used by physicist C. Lester to “write $M_{T_2}^2$ as the root of a single order 4 polynomial. This will permit us to calculate it at a rate of 40 MHz, **which will allow us to trigger the ATLAS detector at the Large Hadron Collider to take pictures of super-symmetric particles (if they exist)**. This discriminant is instrumental in reaching that 40 MHz bunch crossing rate! :-) ”.



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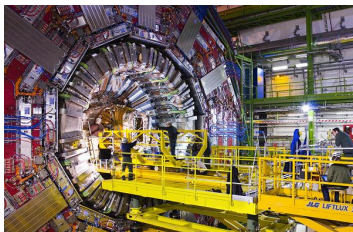
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$$A = \begin{pmatrix} 2 & 1 & 0 & 1 & 0 & 0 & 2 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 2 & 0 & 1 & 0 & 0 & 1 & 2 & 0 & 1 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}.$$

The A -discriminant Δ_A expresses the condition on the coefficients of two general quadrics for them to be tangent.

It is a surprisingly large homogeneous polynomial of degree 12 having 3210 different monomials!

It was used by physicist C. Lester to “write $M_{T_2}^2$ as the root of a single order 4 polynomial. This will permit us to calculate it at a rate of 40 MHz, **which will allow us to trigger the ATLAS detector at the Large Hadron Collider to take pictures of super-symmetric particles (if they exist)**. This discriminant is instrumental in reaching that 40 MHz bunch crossing rate! :-) ”.



So discriminants are **interesting** and **useful**, but also **large** and **hard to compute**.

The tropical approach

Suppose the columns of A are $\mathbf{a}_1, \dots, \mathbf{a}_n$. Let T be the image of the monomial map

$$\begin{aligned} (\mathbb{C}^*)^m &\longrightarrow (\mathbb{C}^*)^n \\ \mathbf{t} &\longmapsto (\mathbf{t}^{\mathbf{a}_1}, \dots, \mathbf{t}^{\mathbf{a}_n}). \end{aligned}$$

Theorem (Horn uniformization)

The discriminantal variety ∇_A is the Zariski closure of the coordinate-wise product between $\ker(A)$ and T , i.e.,

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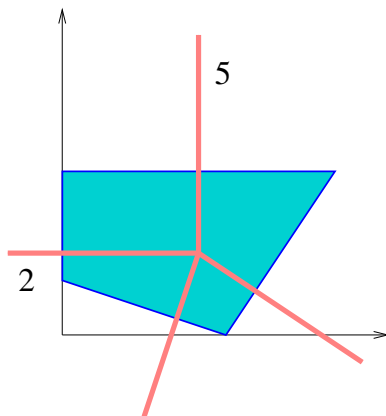
This can be used to compute $\mathcal{T}(\nabla_A)$, if we can effectively compute $\mathcal{T}(\ker(A))$.

How to recover Δ_A ?

If ∇_A has codimension 1, we can recover the Newton polytope of the A -discriminant Δ_A from $\mathcal{T}(\nabla_A)$ by using a **ray shooting algorithm**.

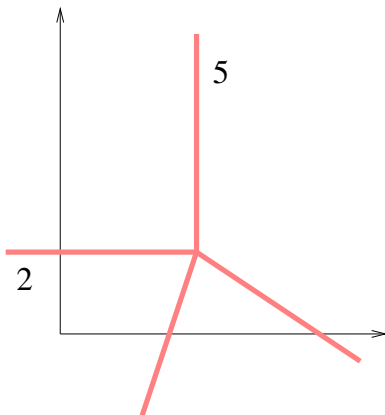
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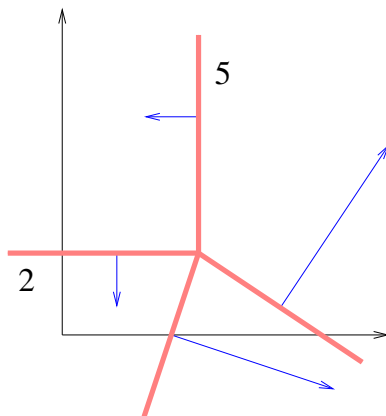
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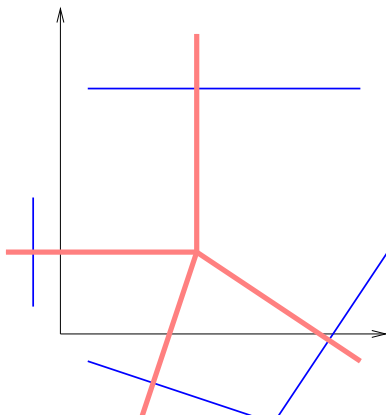
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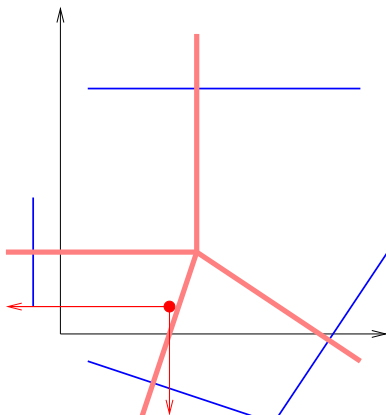
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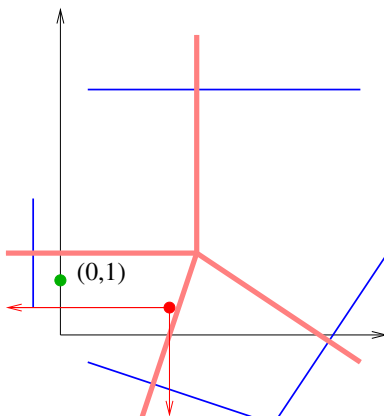
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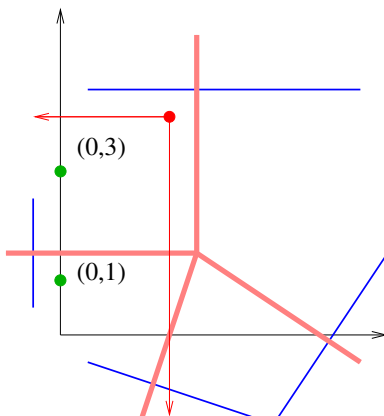
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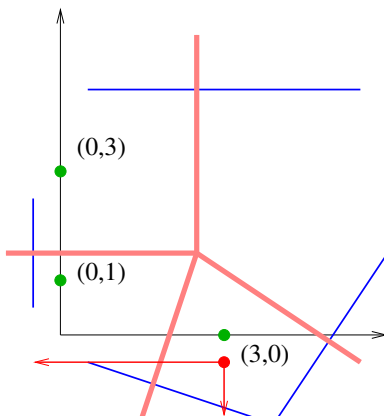
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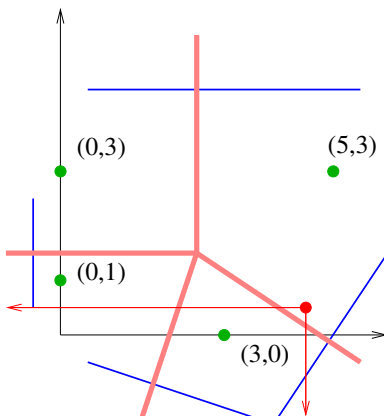
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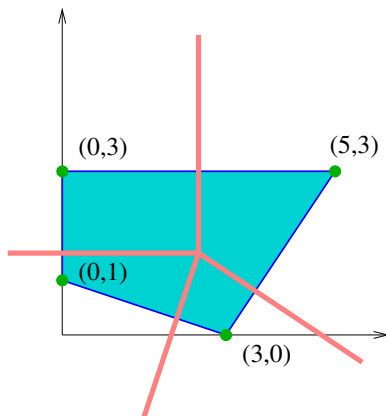
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If we can compute tropical linear spaces effectively then we can compute (the Newton polytope) of Δ_A .

A local criterion for tropical linear spaces

Suppose A is an $m \times n$ integer matrix of rank m with columns labeled by the set $\{1, \dots, n\}$, and let $L = \text{rowspan}(A)$. Suppose the columns in $B \subseteq \{1, \dots, n\}$ form a **basis** for \mathbb{R}^m .

Definition

For any $k \notin B$ there is a unique (minimal) dependence among the columns in $B \cup \{k\}$, called the **fundamental circuit** $C(k, B)$ of k over B .

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Suppose $w \in \Sigma_B$. Then w is in $\mathcal{T}(L)$ if and only if $\min\{w_i \mid i \in C\}$ is attained twice for any **fundamental** circuit C over the basis B .

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Example

$$A = \begin{pmatrix} 1 & 1 & 0 & 0 & 0 & 2 \\ 0 & 2 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & -2 & 1 & -1 \end{pmatrix}$$

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A generic vector $w \in \Sigma_B \cap \mathcal{T}(L)$ induces a **preference function** $p : B^c \rightarrow B$ in the following way:

1. Define the total order J on B as $a <_J b \iff w_a < w_b$.
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We have $\min\{w_i \mid i \in C(k, B)\} = w_k = w_{p(k)}$, so p encodes which coordinates attain the minimum in each fundamental circuit.

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Let (p, K) be a compatible pair. The set of vectors $w \in \Sigma_B \cap \mathcal{T}(L)$ that induce (p, K) is an m -dimensional polyhedral cone $\Gamma(p, K)$ in \mathbb{R}^n whose extremal rays can all be taken to be 0/1 vectors.

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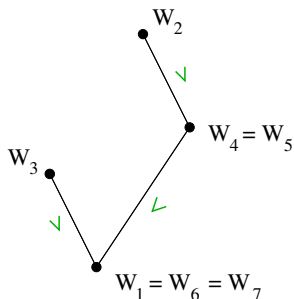
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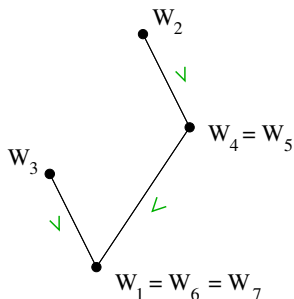
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The corresponding cone is generated by the rays

$$e_2, \quad e_2 + e_4 + e_5, \quad e_3, \quad \pm(e_1 + e_2 + e_3 + e_4 + e_5 + e_6 + e_7).$$



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The cones $\{\Gamma(p, K) \mid (p, K) \text{ is a compatible pair}\}$ are the maximal cones of a *simplicial polyhedral fan* whose support is the tropicalization $\mathcal{T}(L)$, called the **cyclic Bergman fan** of L .

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We can compute $\mathcal{T}(L)$ by going over all bases B of the matrix A , computing all possible compatible pairs (p, K) , and calculating their corresponding cones $\Gamma(p, K)$.

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Key Fact

There is an effective algorithm for computing compatible pairs, which builds up both p and K **at the same time**.

TropLi: A C++ implementation

This algorithm for computing $\mathcal{T}(L)$ has been implemented in C++ as a software tool called **TropLi**. It can also be used to compute bases, circuits, tutte polynomial...

TropLi: A C++ implementation

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Example

$$A = \begin{pmatrix} 1 & -2 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 1 \\ 0 & 2 & -2 & 0 & -2 & 2 & 0 & 0 & 0 & 0 & -2 & 0 & 1 & 0 \\ 0 & 2 & -1 & 0 & -2 & 0 & 0 & 1 & 0 & 0 & -1 & 1 & 0 & 0 \\ -1 & 0 & 0 & 0 & 3 & 0 & 0 & -3 & 0 & 1 & 0 & 0 & 0 & 0 \\ -1 & 1 & 0 & 0 & 2 & -2 & 0 & -1 & 1 & 0 & 0 & 0 & 0 & 0 \\ -1 & 2 & -1 & 0 & 1 & -2 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ -1 & 3 & -3 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

The matrix A has size 7×14 . The software Gfan takes more than a day to compute $\mathcal{T}(L)$. TropLi takes much less...

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TropLi: A C++ implementation

Example

$$A = \begin{pmatrix} 0 & 0 & 1 & 0 & -1 & 0 & -2 & -1 & 0 & -3 & -2 & -1 & 0 \\ 0 & 1 & 0 & 0 & 0 & -1 & 0 & -1 & -2 & 0 & -1 & -2 & -3 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

$$A^\perp = \begin{pmatrix} 0 & 0 & 0 & 0 & -1 & 1 & 1 & -1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -1 & 1 & 0 & 0 & 1 & 0 & 0 & -1 & 0 & 0 \\ 1 & 0 & -1 & 0 & 1 & -1 & 0 & 1 & 0 & 0 & -1 & 0 & 0 \\ 0 & 0 & 0 & 2 & -2 & -1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & -1 & 1 & 0 & 0 \\ 0 & 0 & 0 & -1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & -1 & 0 \\ 0 & -1 & 1 & 0 & -1 & 1 & 0 & -1 & 1 & 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & -2 & 1 & 0 \\ 0 & 0 & 0 & 4 & -6 & 0 & 0 & 0 & 0 & 0 & 3 & 0 & -1 \end{pmatrix}$$

The matrix A^\perp has size 9×13 . A Maple implementation for computing tropical linear spaces locally using their nested fan structure (already much faster than Gfan) takes many hours to compute $\mathcal{T}(L^\perp)$. TropLi takes...

TropLi: A C++ implementation

Example

$$A = \begin{pmatrix} 0 & 0 & 1 & 0 & -1 & 0 & -2 & -1 & 0 & -3 & -2 & -1 & 0 \\ 0 & 1 & 0 & 0 & 0 & -1 & 0 & -1 & -2 & 0 & -1 & -2 & -3 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

$$A^\perp = \begin{pmatrix} 0 & 0 & 0 & 0 & -1 & 1 & 1 & -1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -1 & 1 & 0 & 0 & 1 & 0 & 0 & -1 & 0 & 0 \\ 1 & 0 & -1 & 0 & 1 & -1 & 0 & 1 & 0 & 0 & -1 & 0 & 0 \\ 0 & 0 & 0 & 2 & -2 & -1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & -1 & 0 & 0 & 0 & -1 & 1 & 0 & 0 \\ 0 & 0 & 0 & -1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & -1 & 0 \\ 0 & -1 & 1 & 0 & -1 & 1 & 0 & -1 & 1 & 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & -2 & 1 & 0 \\ 0 & 0 & 0 & 4 & -6 & 0 & 0 & 0 & 0 & 0 & 3 & 0 & -1 \end{pmatrix}$$

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Example

$$A = \begin{pmatrix} 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

The matrix A^\perp has size 15×20 .

TropLi: A C++ implementation

Example

$$A = \begin{pmatrix} 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

The matrix A^\perp has size 15×20 . TropLi computes $\mathcal{T}(L^\perp)$ as fan with 172 rays and **475 722 maximal cones**. All the computation takes just a little more than **60 seconds!**

TropLi: A C++ implementation

Example

$$A = \begin{pmatrix} 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

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A C++ implementation for computing vertices of the Newton polytope of an A-discriminant is also available, at

<http://math.berkeley.edu/~felipe/tropli/>

TropLi: A C++ implementation

Example

$$A = \begin{pmatrix} 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 2 & 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

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Thank you!

Ooops...