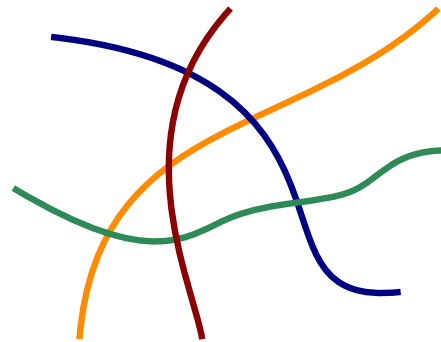
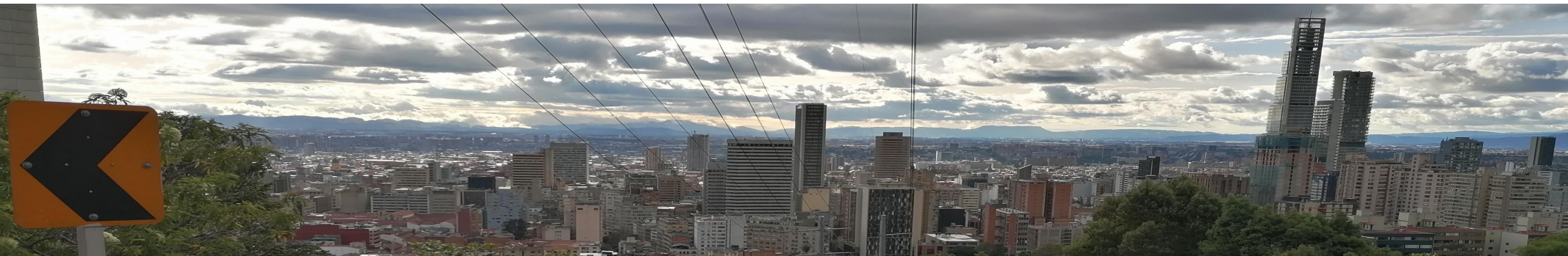


Pontificia Universidad Javeriana

# RANDOM GENERATION OF PSEUDOLINE ARRANGEMENTS



Sandro M. Roch



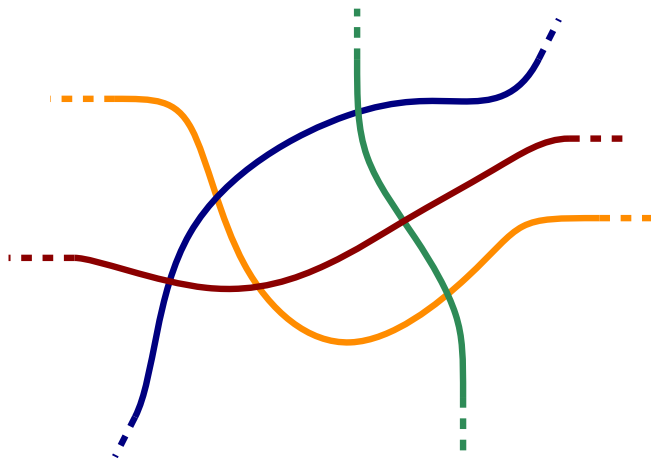
## pseudoline arrangements

**Def:** *pseudoline arrangement:*

- Family of continuous curves  $f_1, \dots, f_n : \mathbb{R} \rightarrow \mathbb{R}^2$  with

$$\lim_{t \rightarrow \infty} \|f_i(t)\| = \lim_{t \rightarrow -\infty} \|f_i(t)\| = \infty$$

- Each two cross in exactly one point.



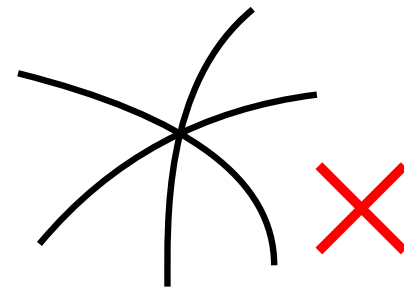
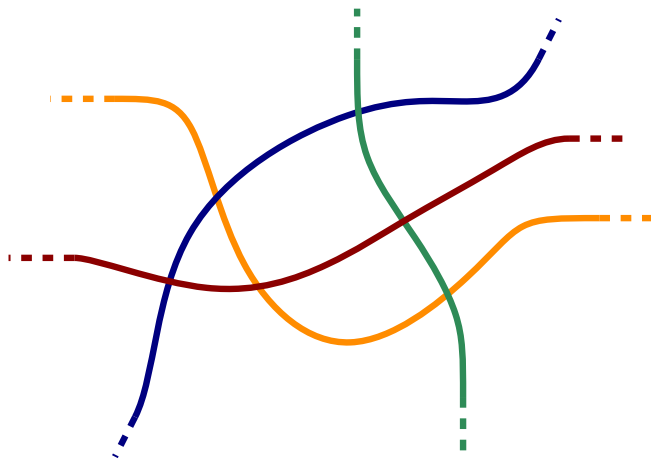
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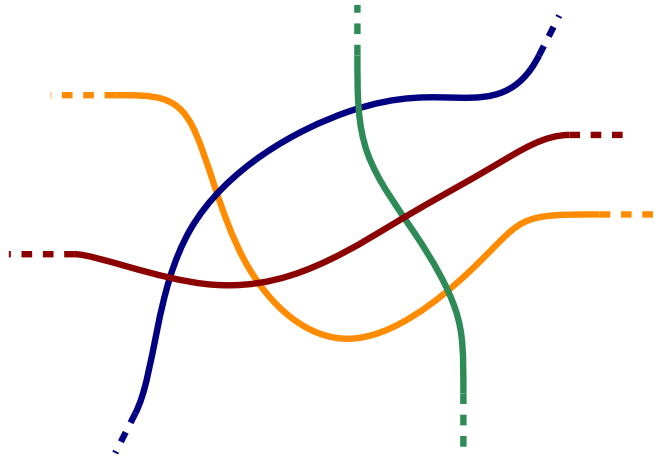
$$\lim_{t \rightarrow \infty} \|f_i(t)\| = \lim_{t \rightarrow -\infty} \|f_i(t)\| = \infty$$

- Each two cross in exactly one point.
- No 3 pseudolines cross at a single point.

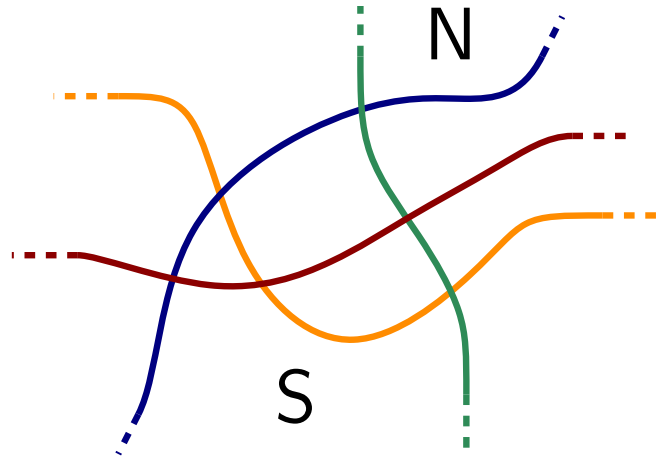


wiring diagrams

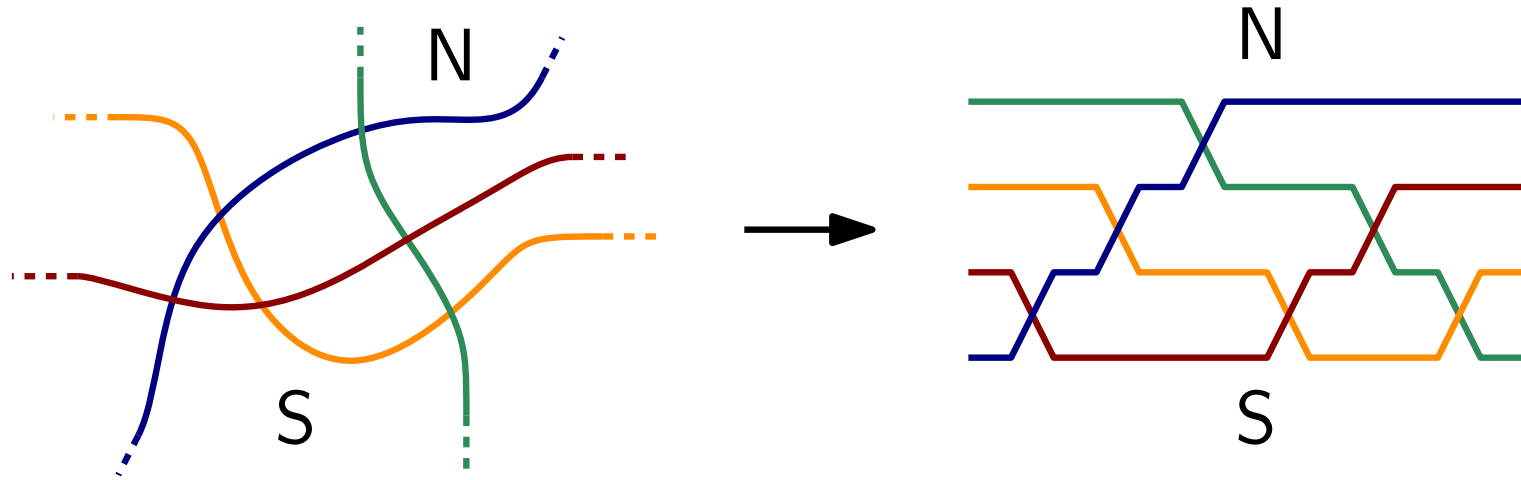
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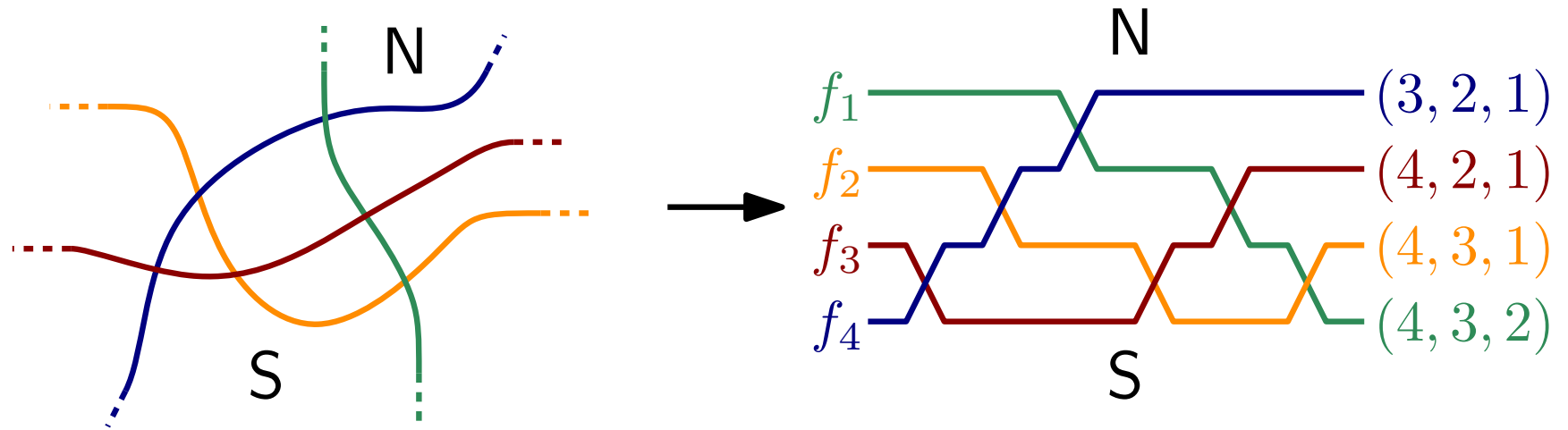
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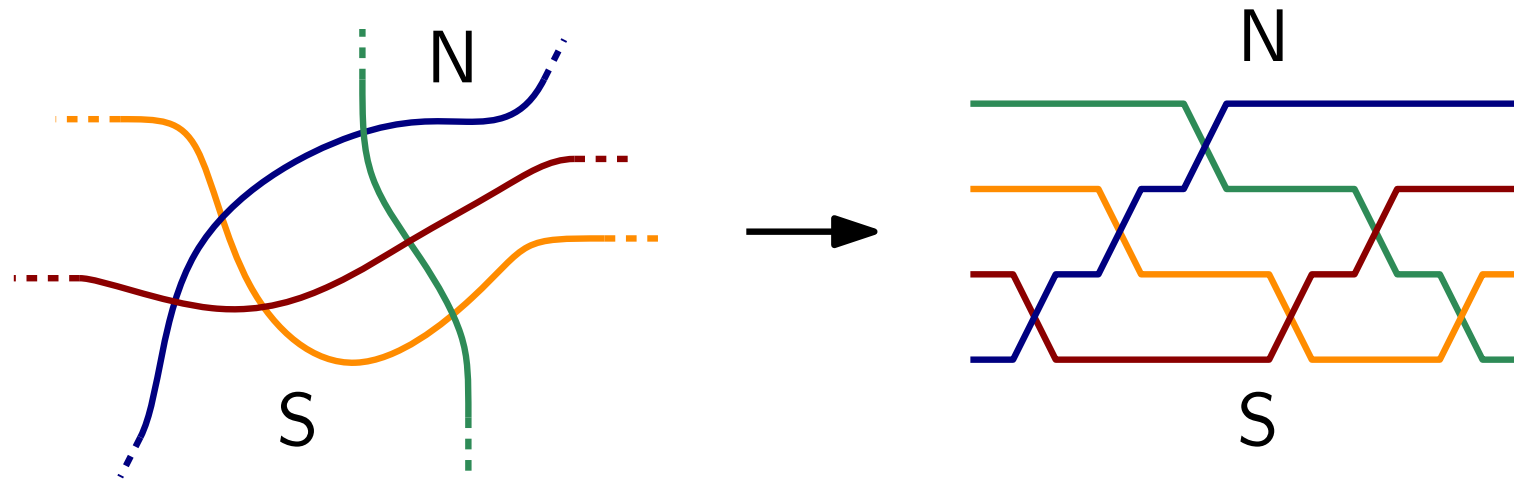


### Encoding by permutations:

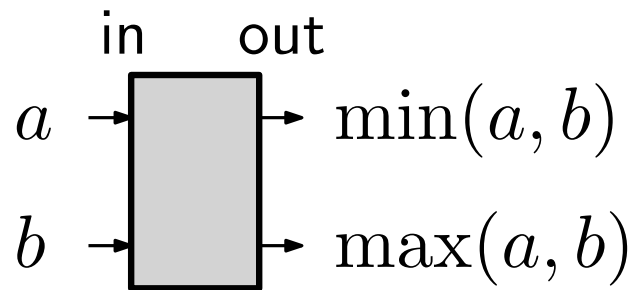
Permutation  $\pi_i \in S_{n-1}$  encodes intersection order of  $f_i$ .



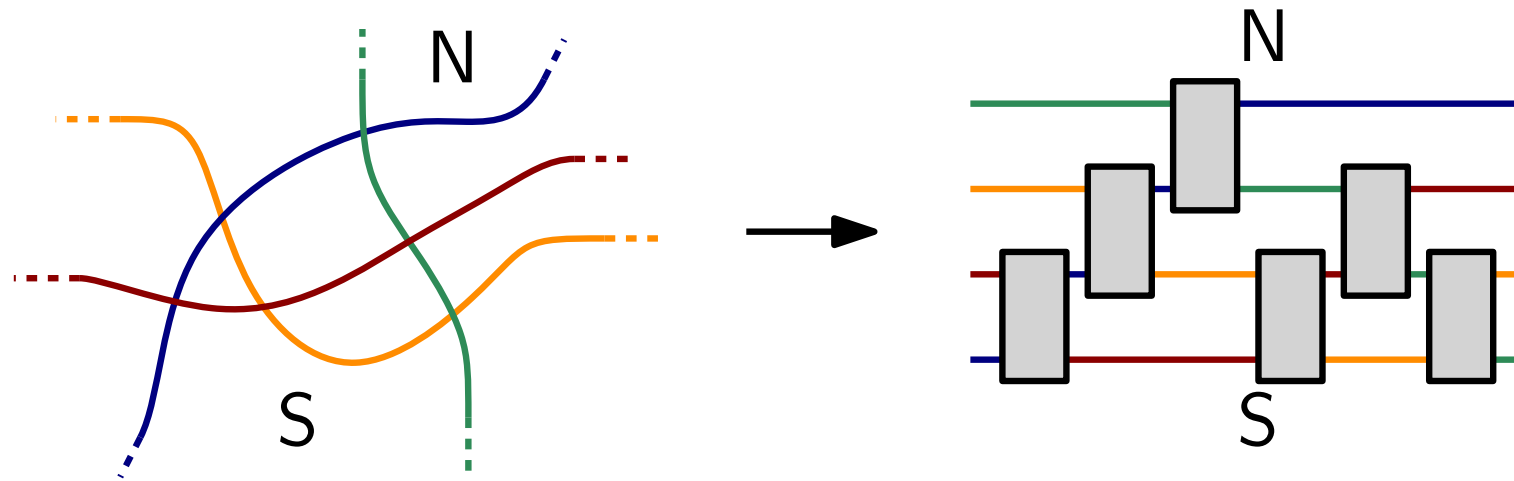
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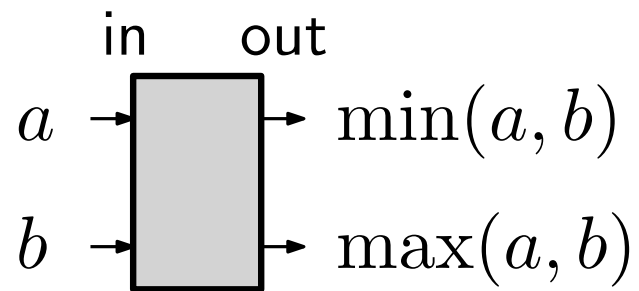
## Wiring diagrams as sorting networks:



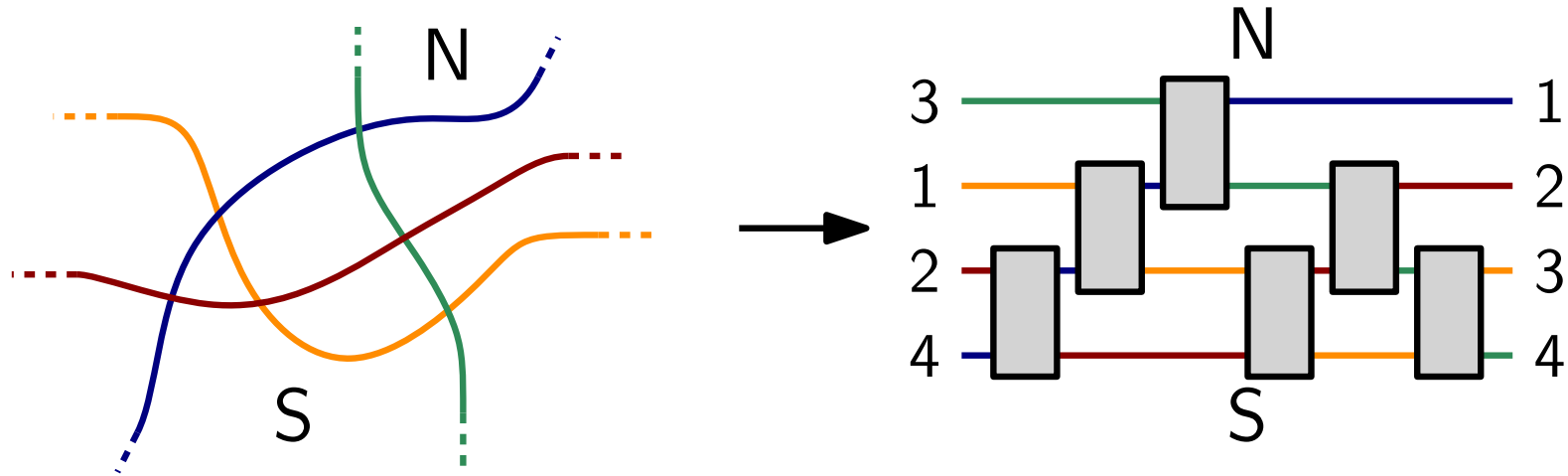
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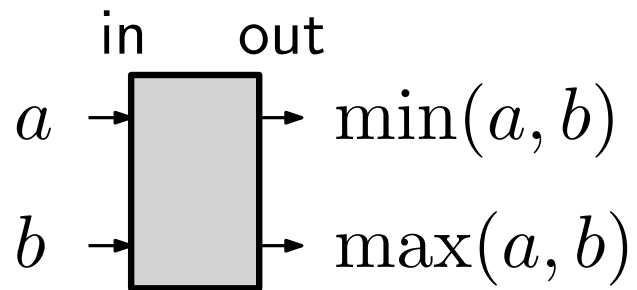
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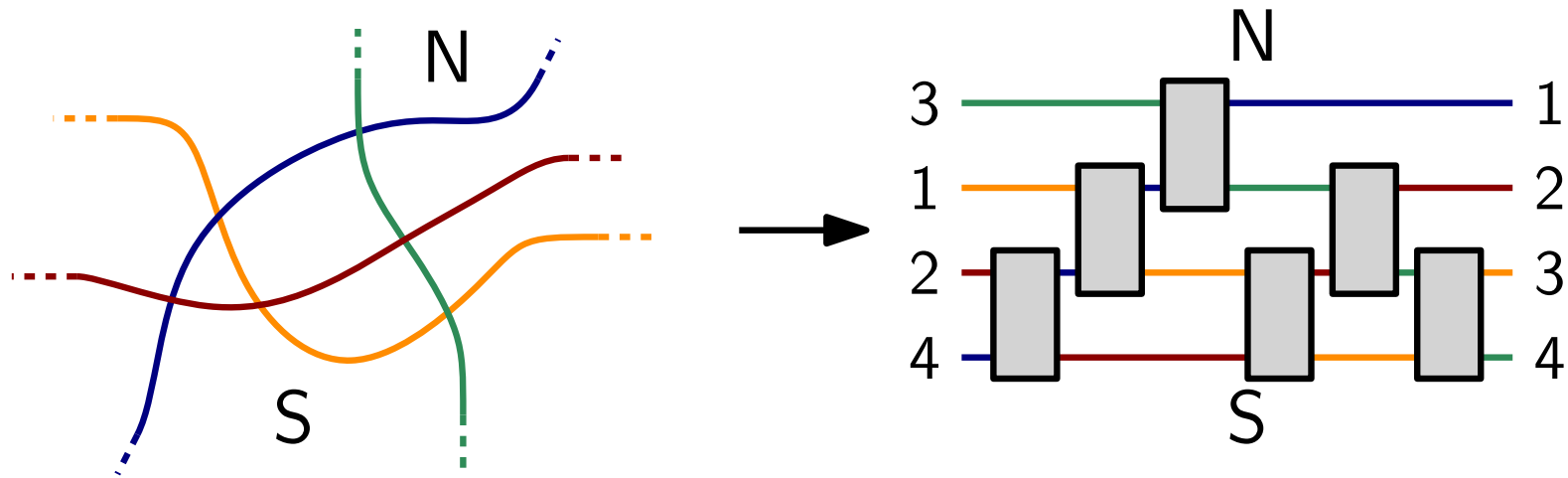
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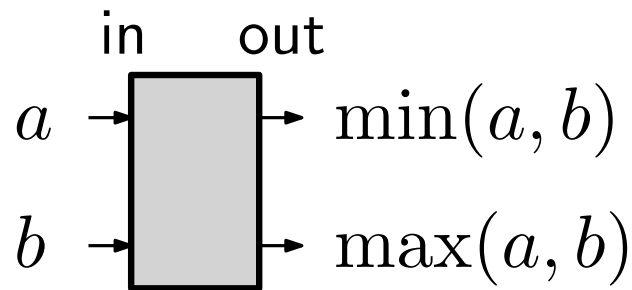
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## wiring diagrams



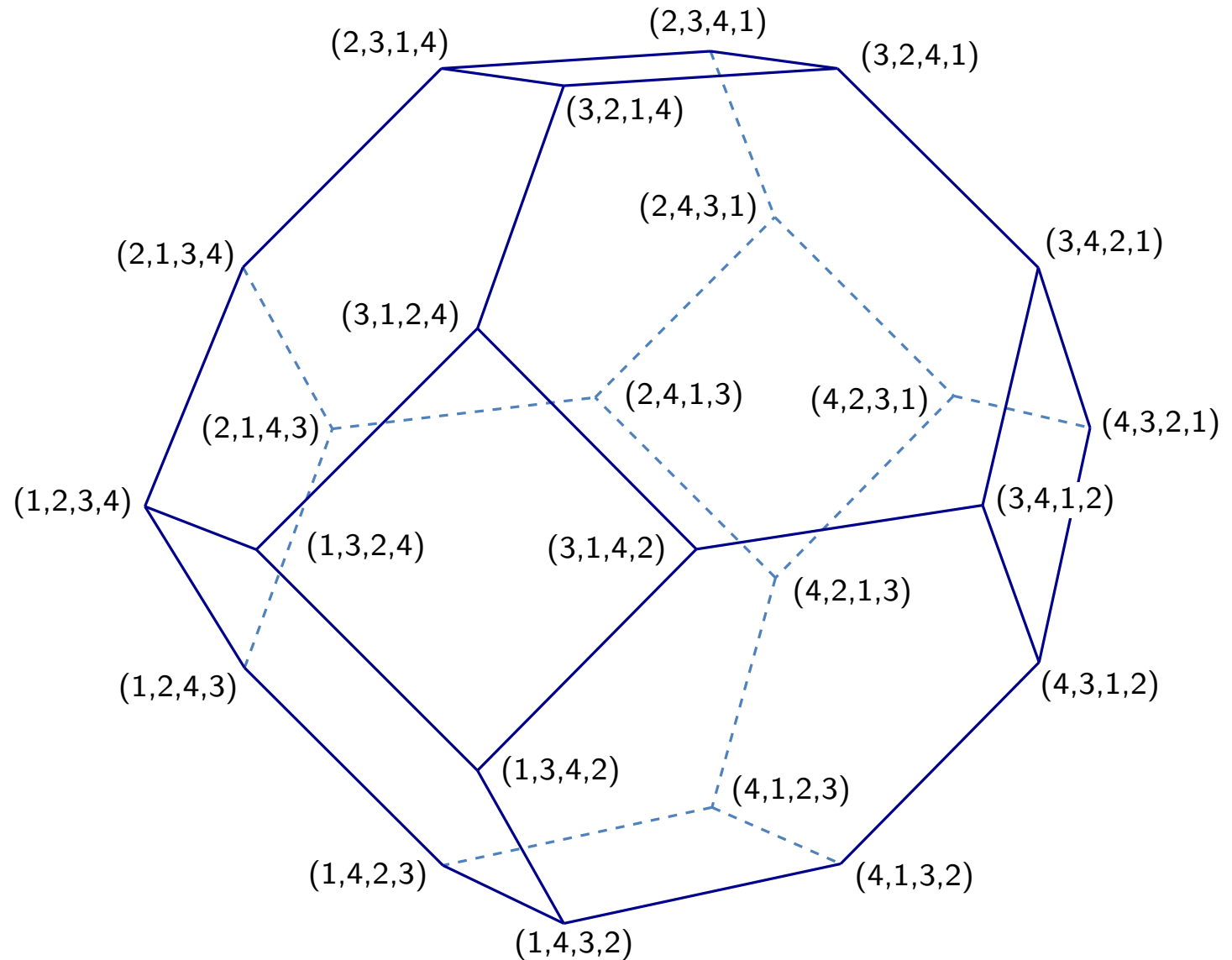
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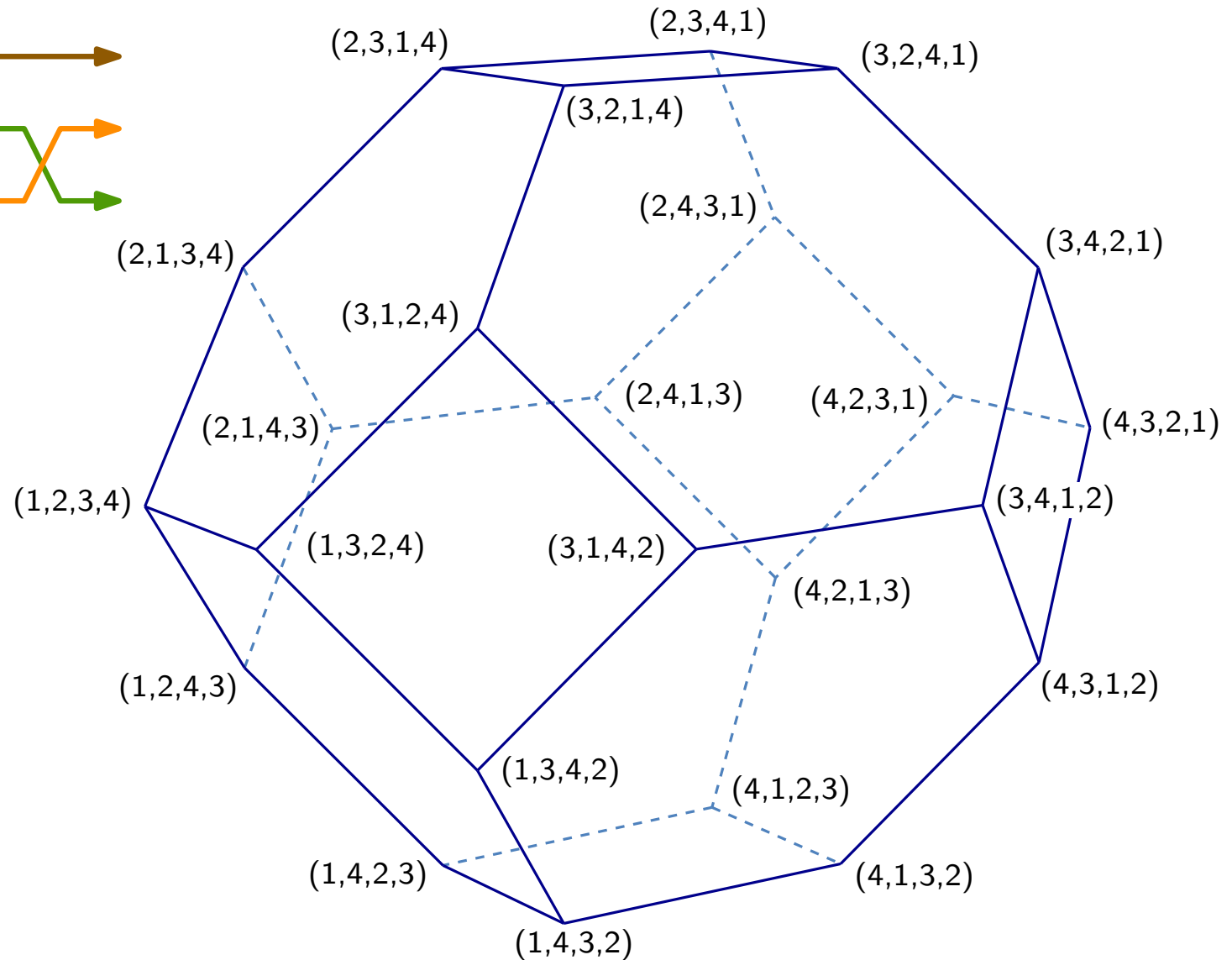
Sorting networks encode minimal sorting algorithms that are based on *comparison & exchange* of neighbor elements.

monotonic paths on permutahedron

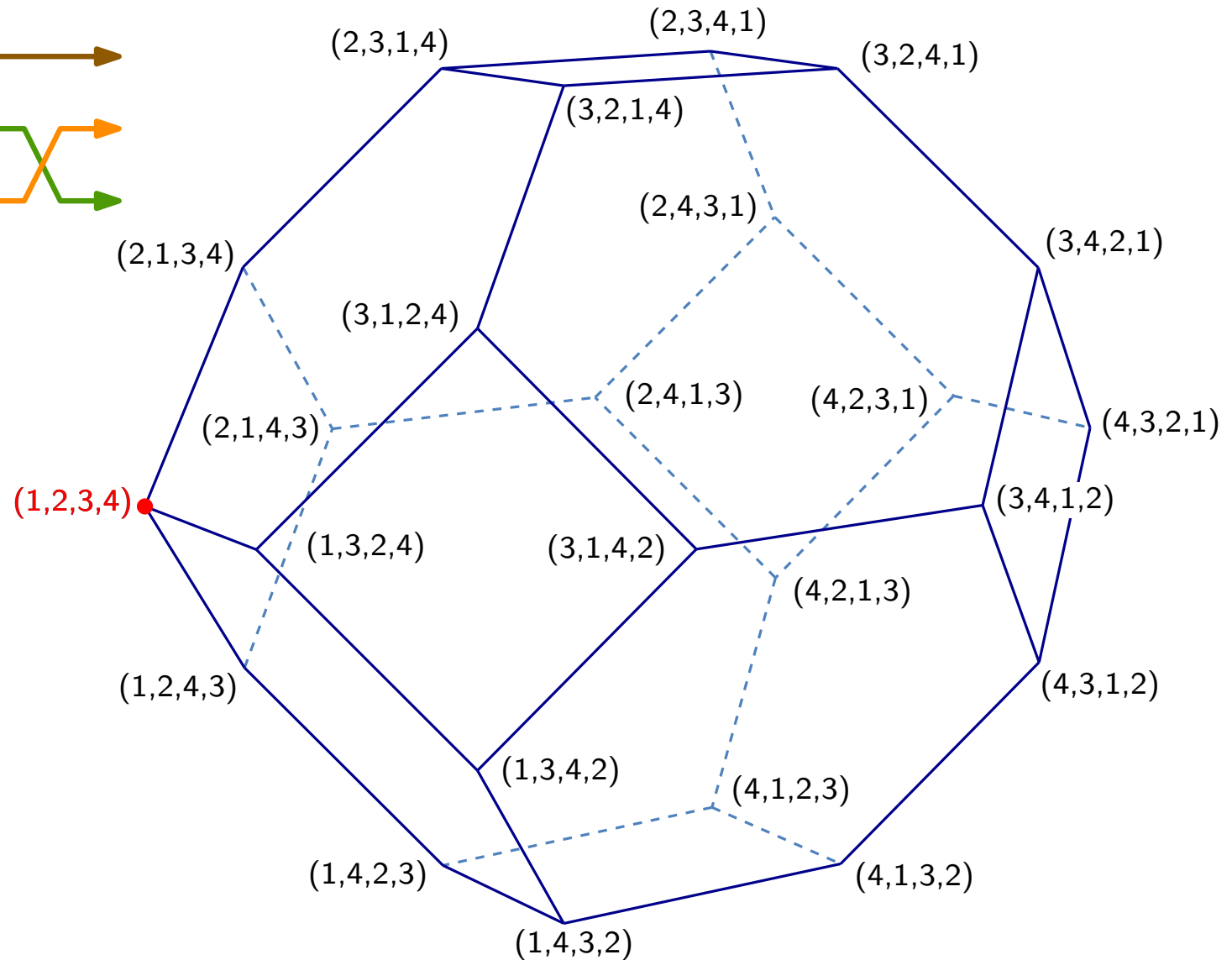
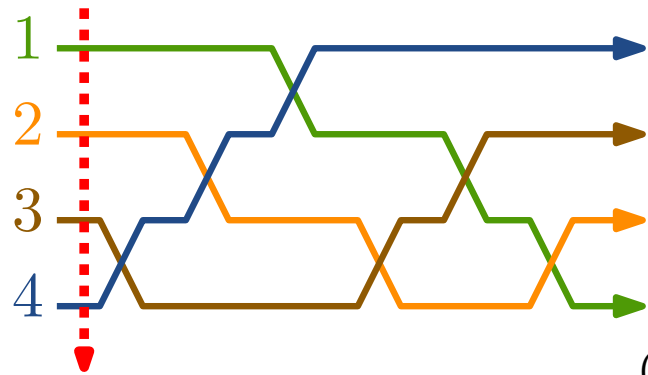
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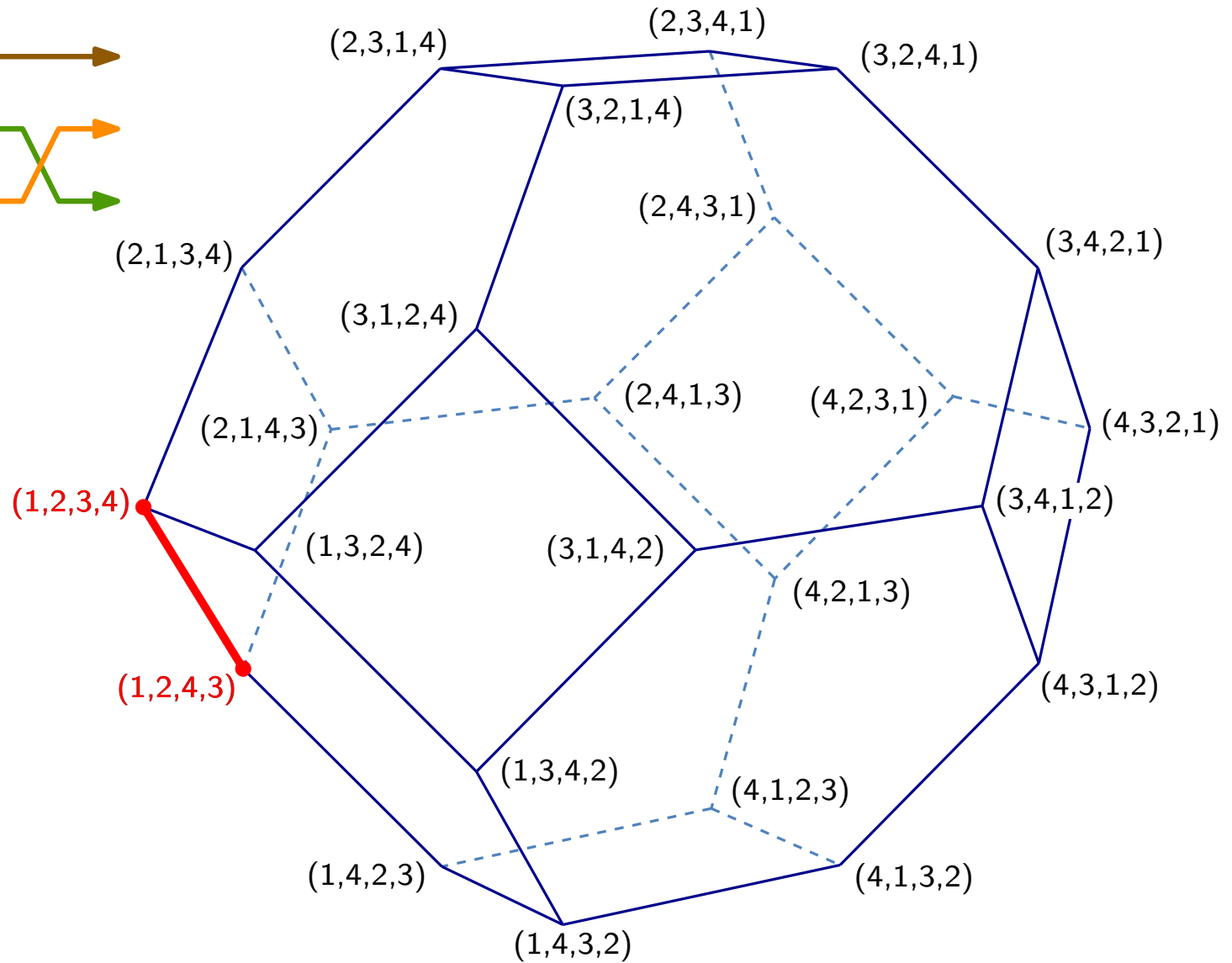
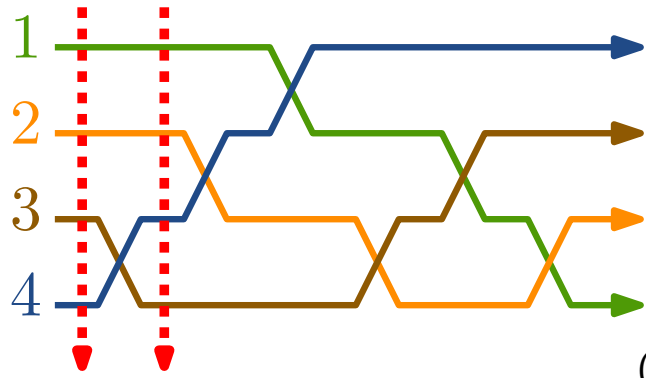


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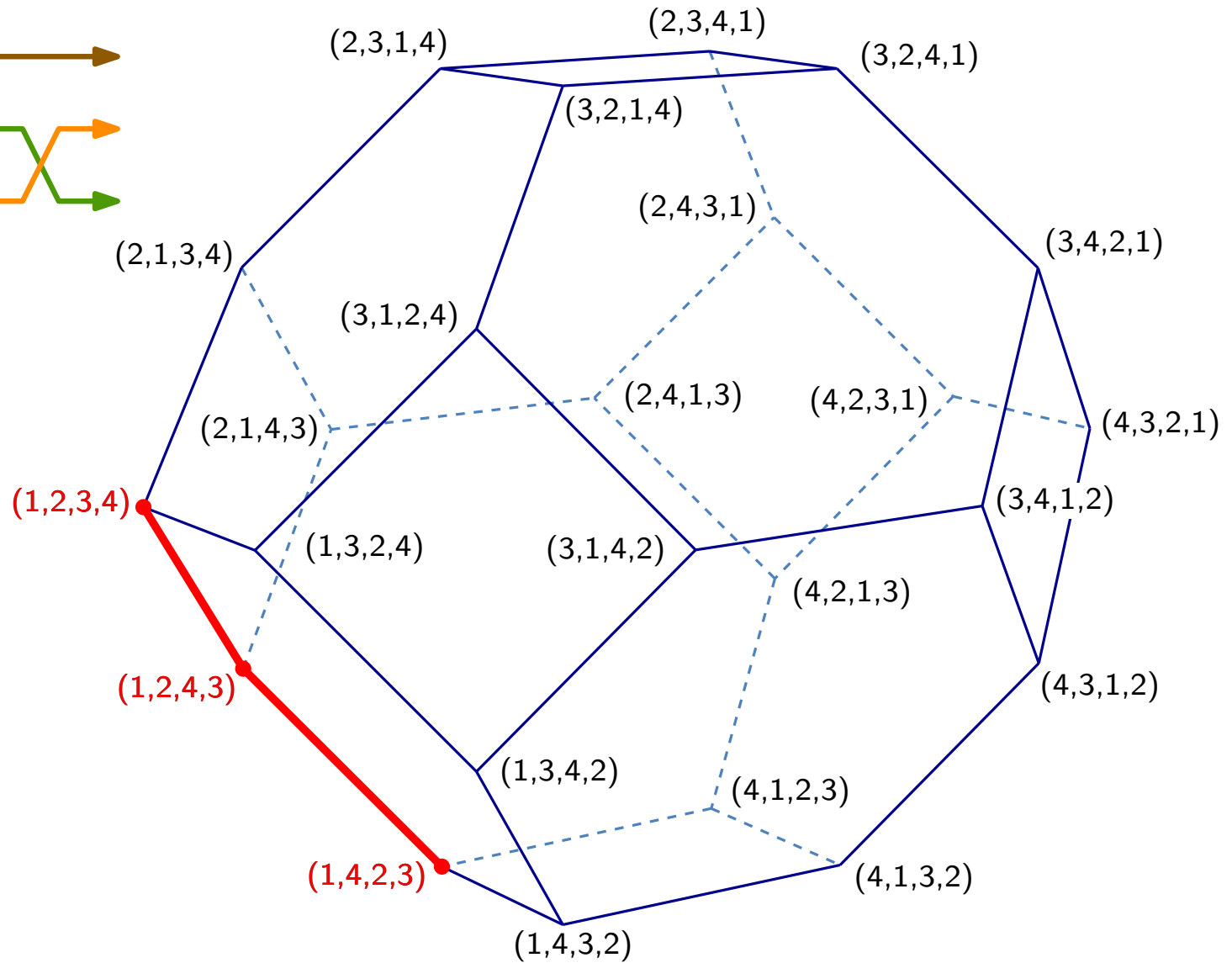
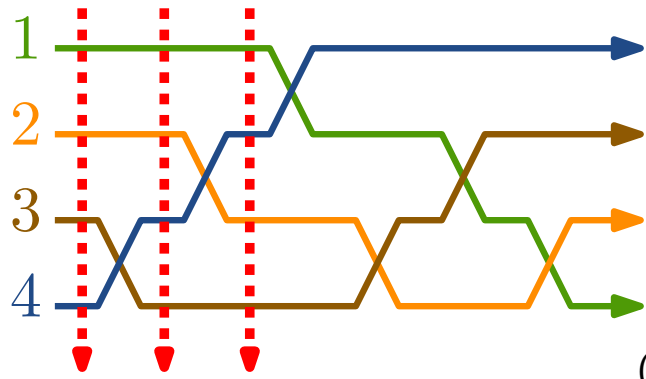




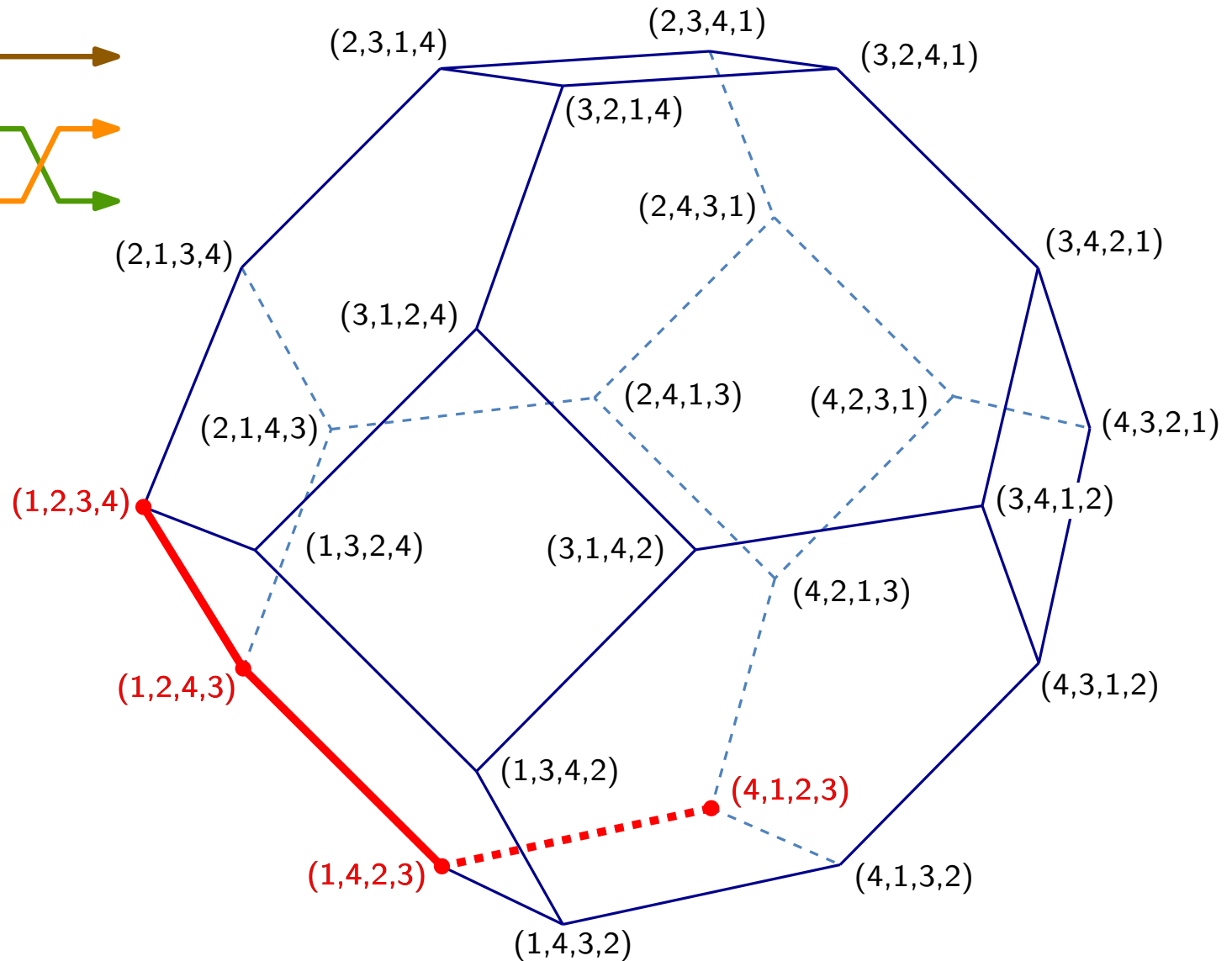
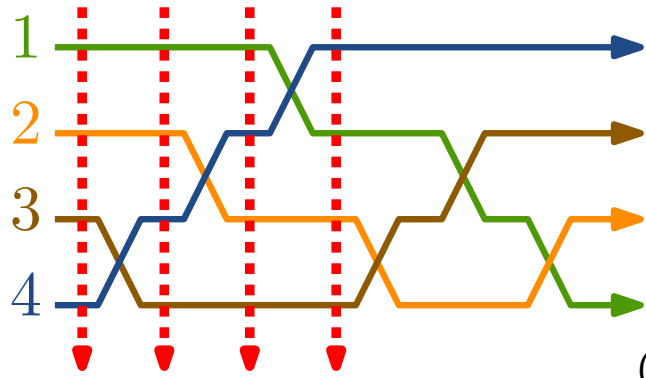
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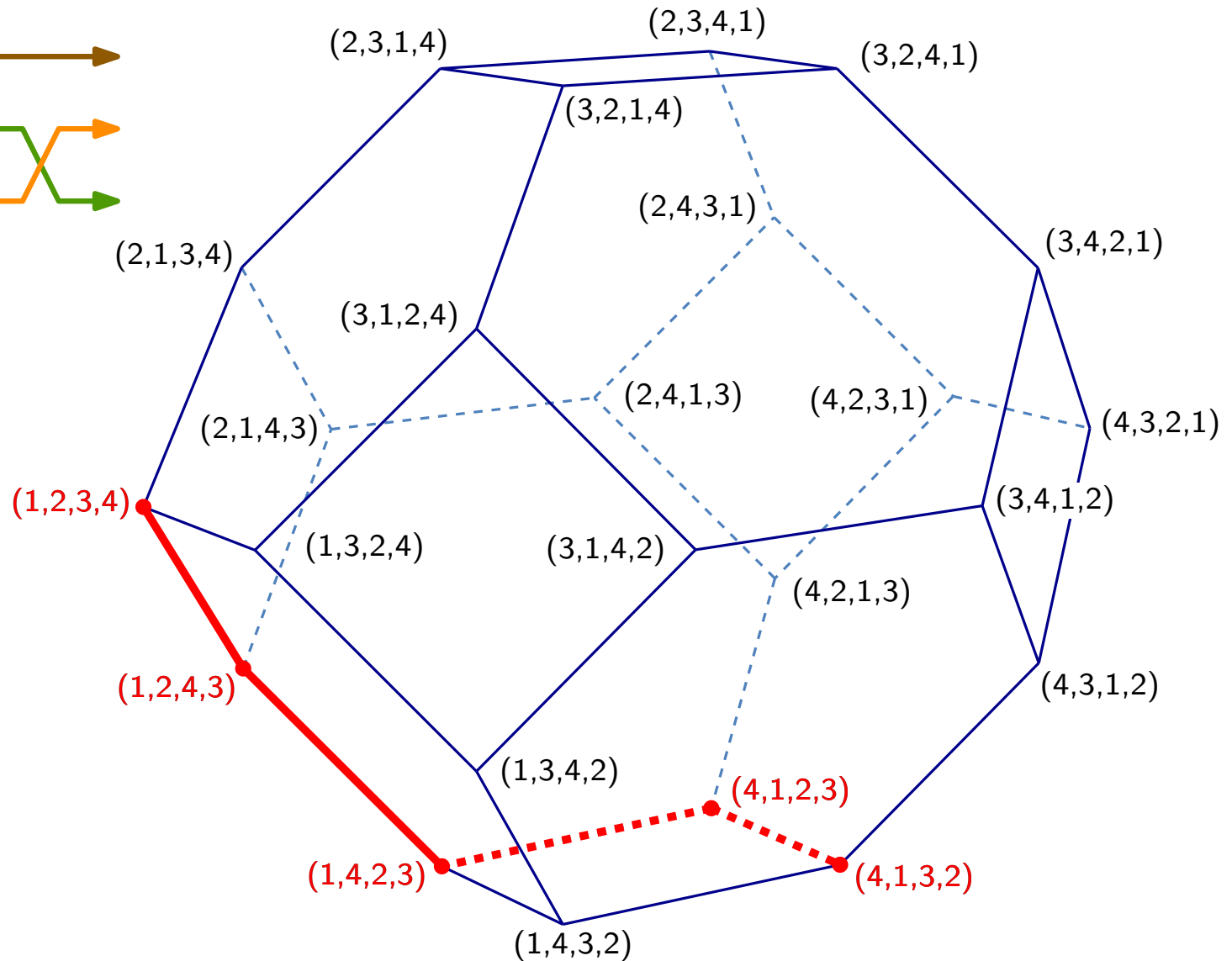
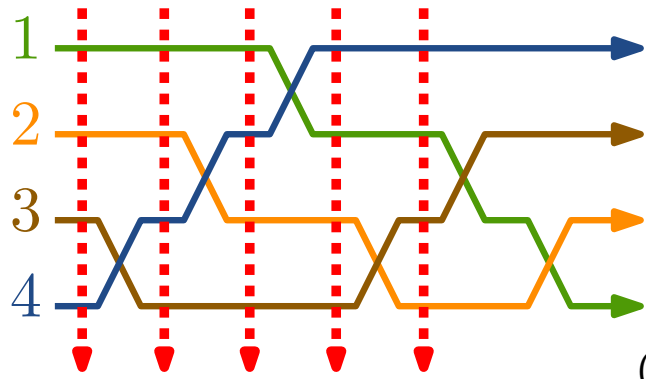
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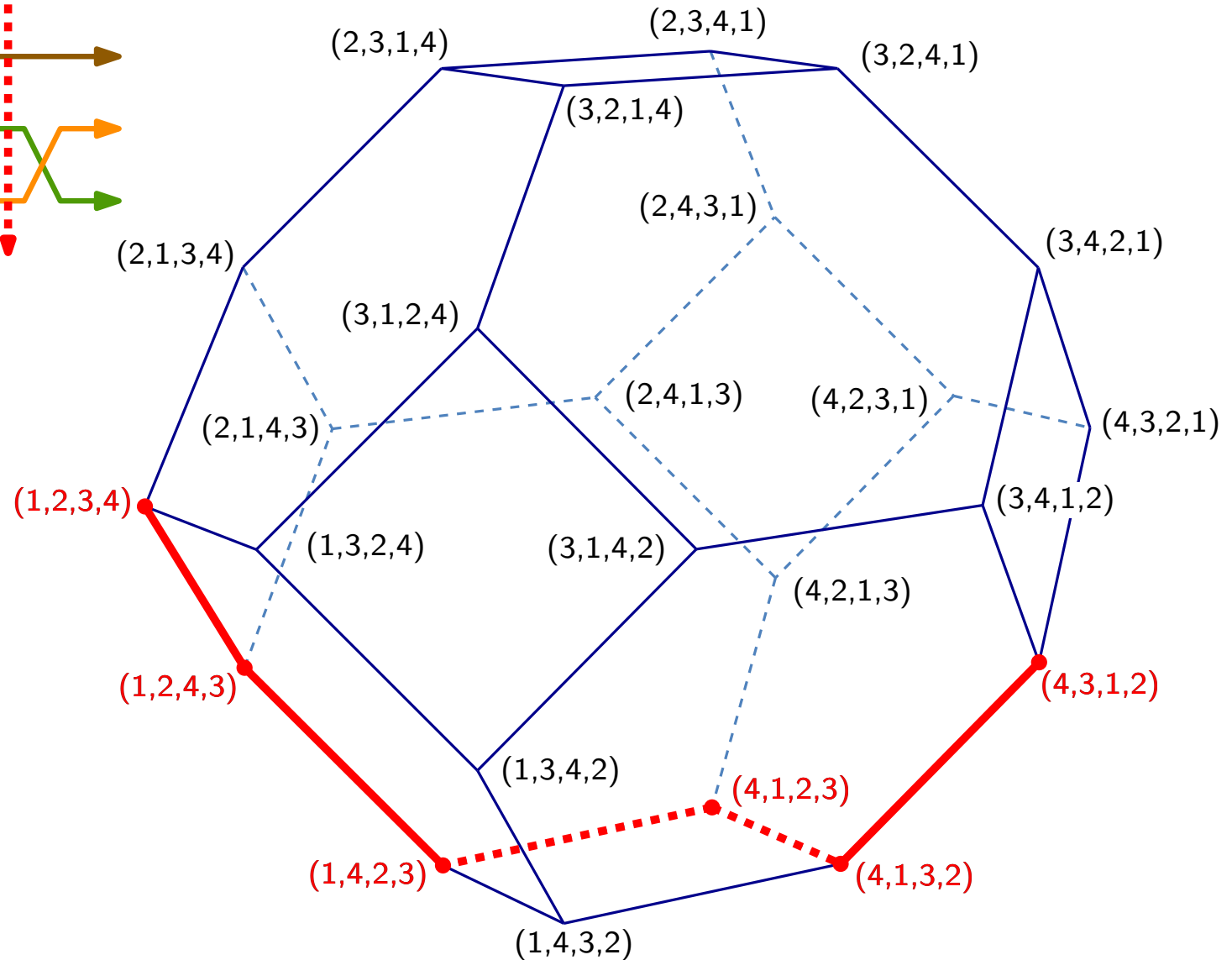
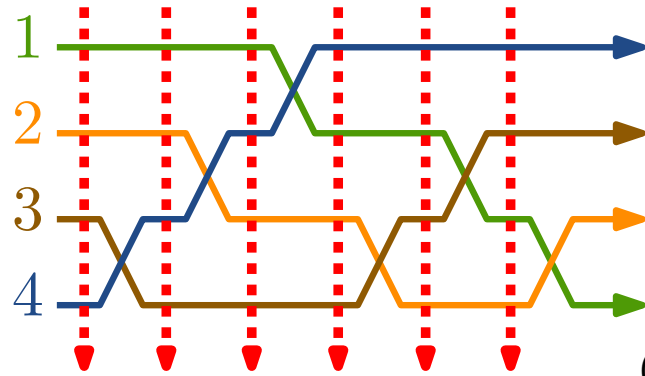
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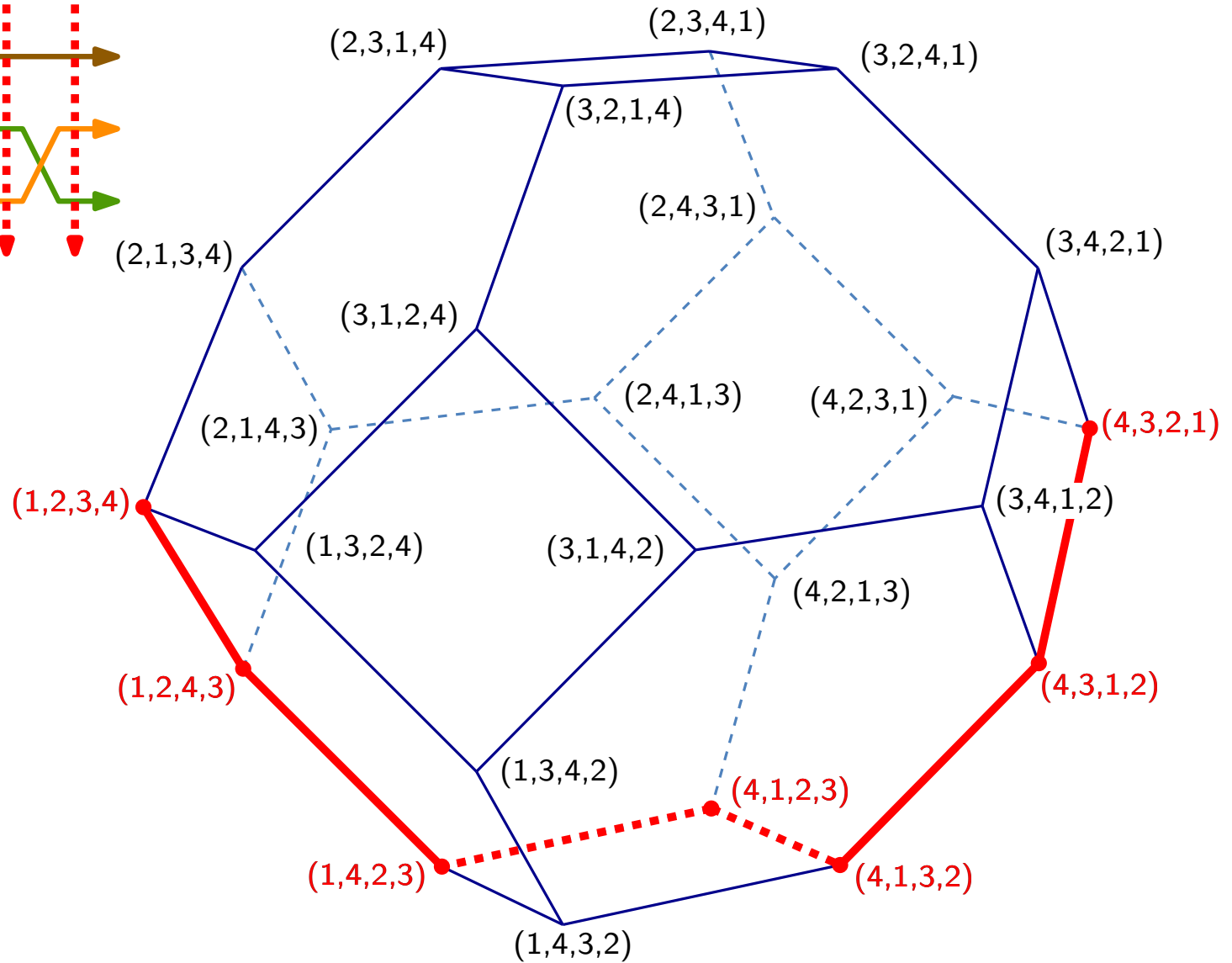
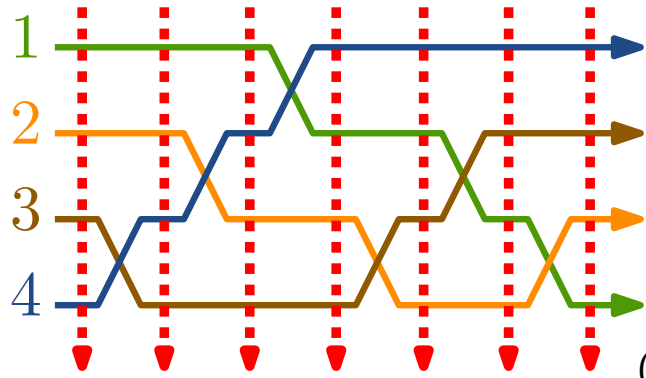
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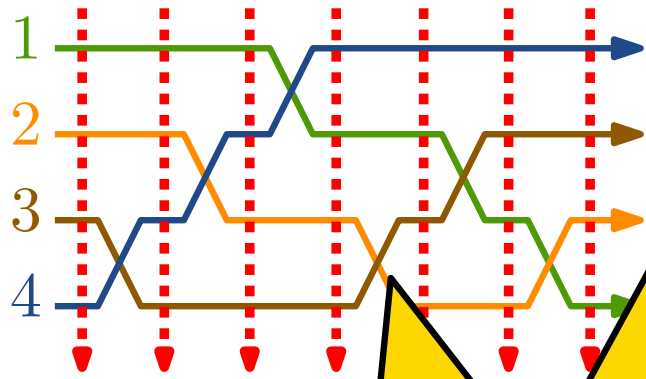
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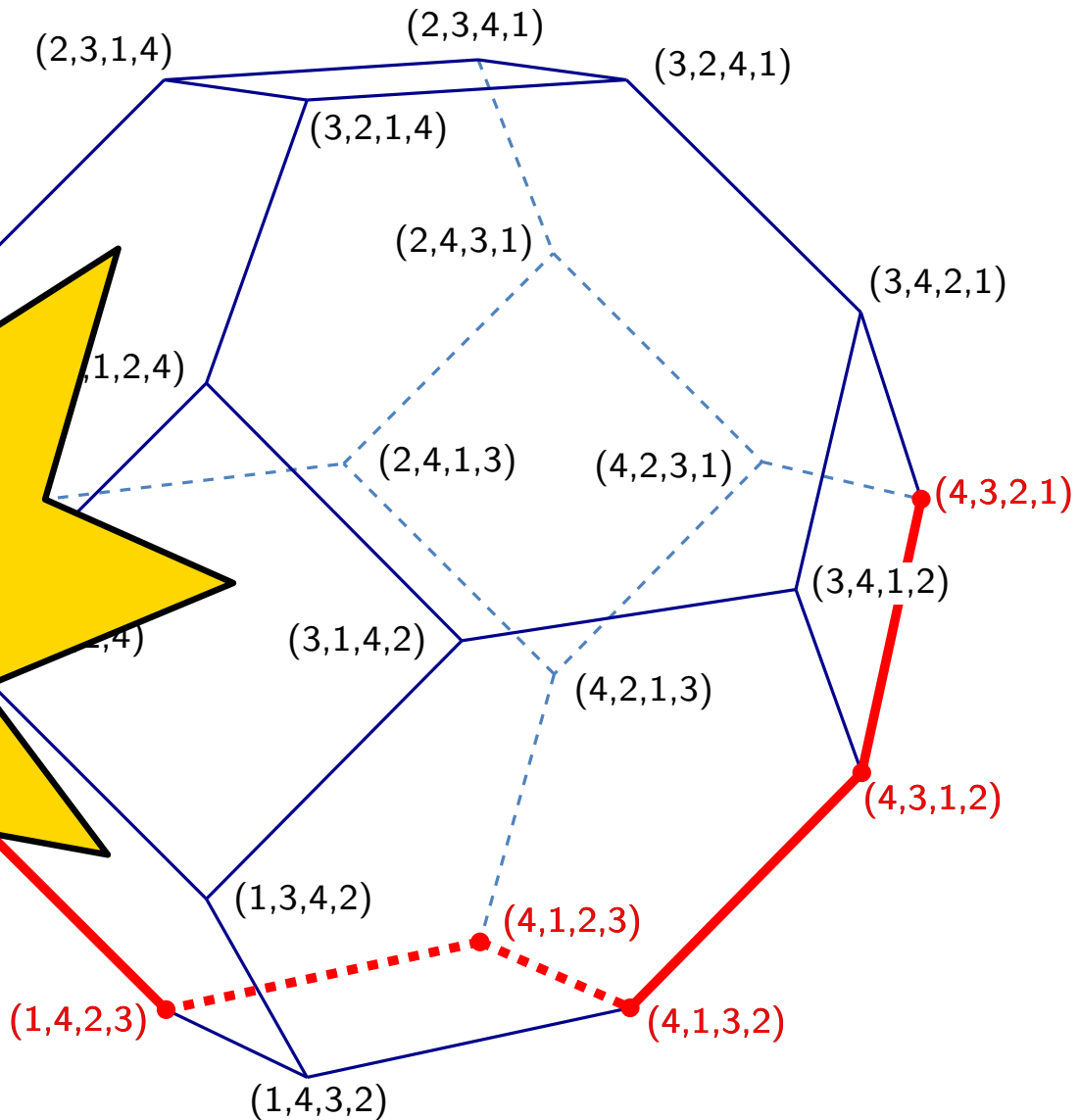


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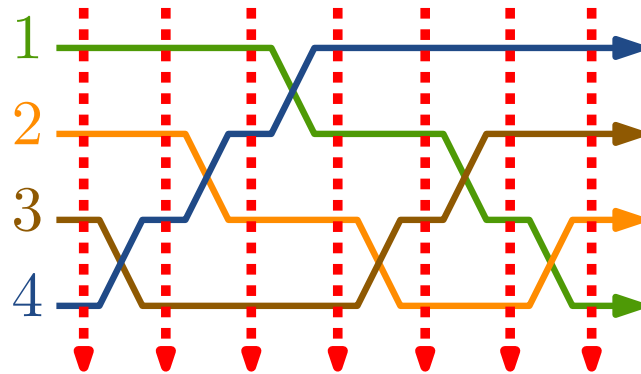


**Standard-Young-tableaux !!!**

1	3	6
2	5	
4		

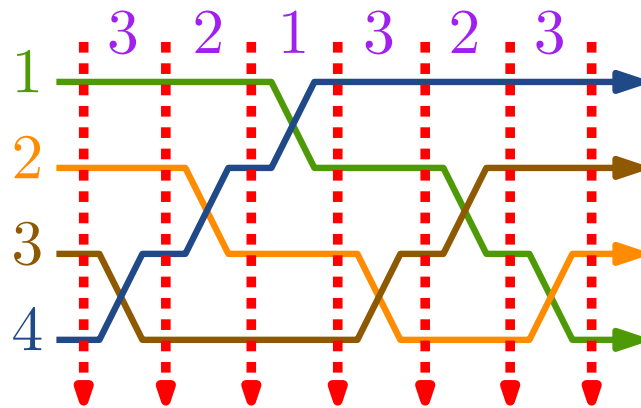


# Edelman-Greene bijection

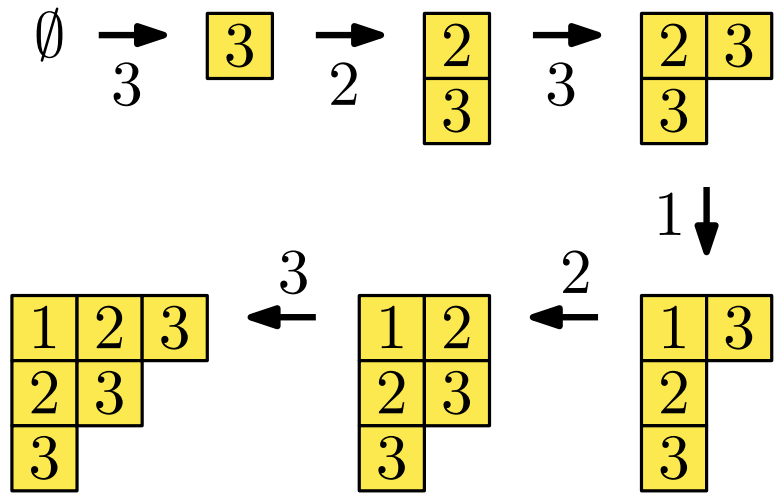
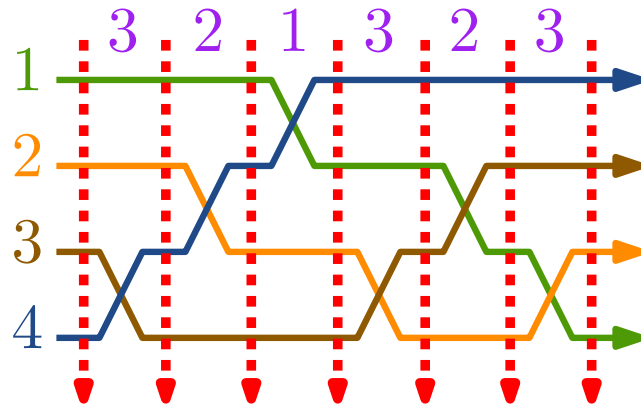




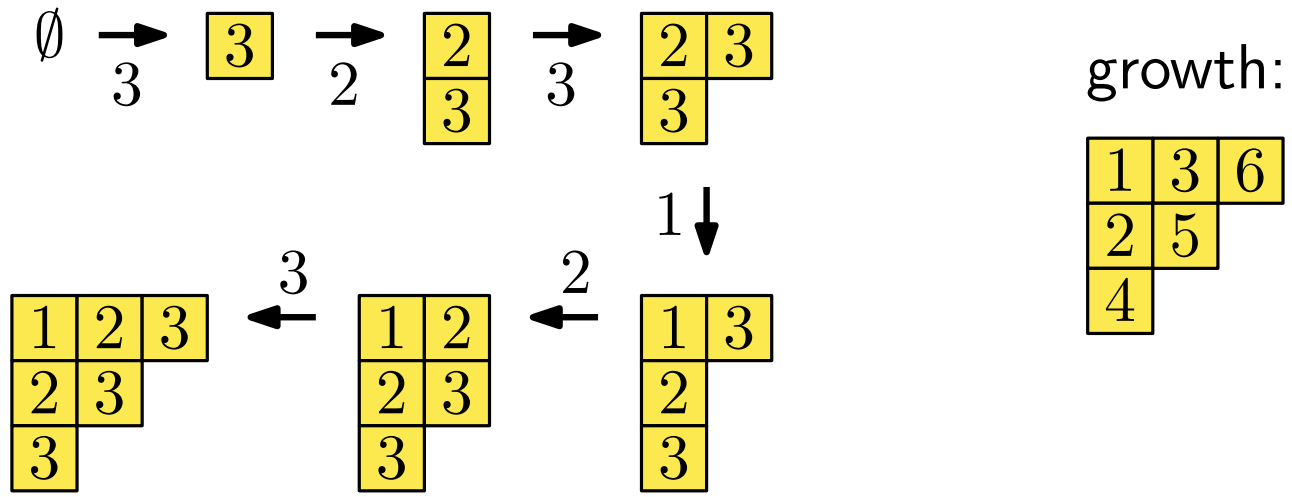
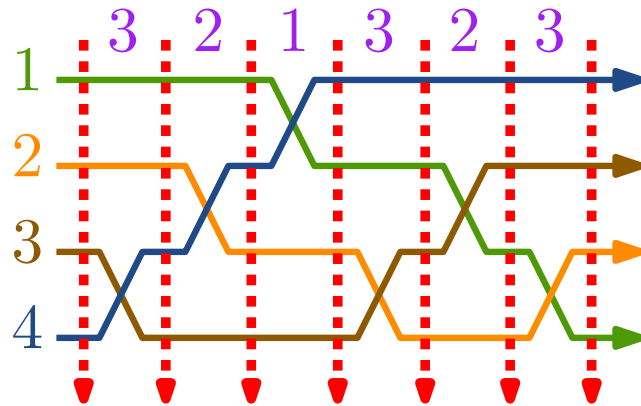
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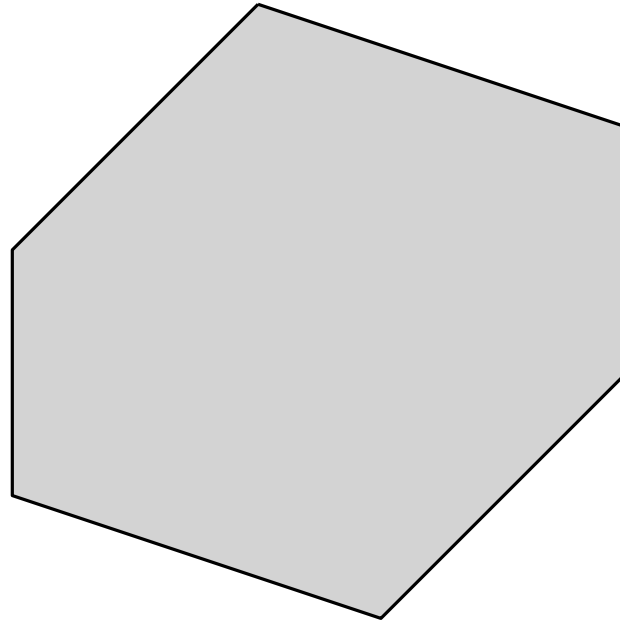
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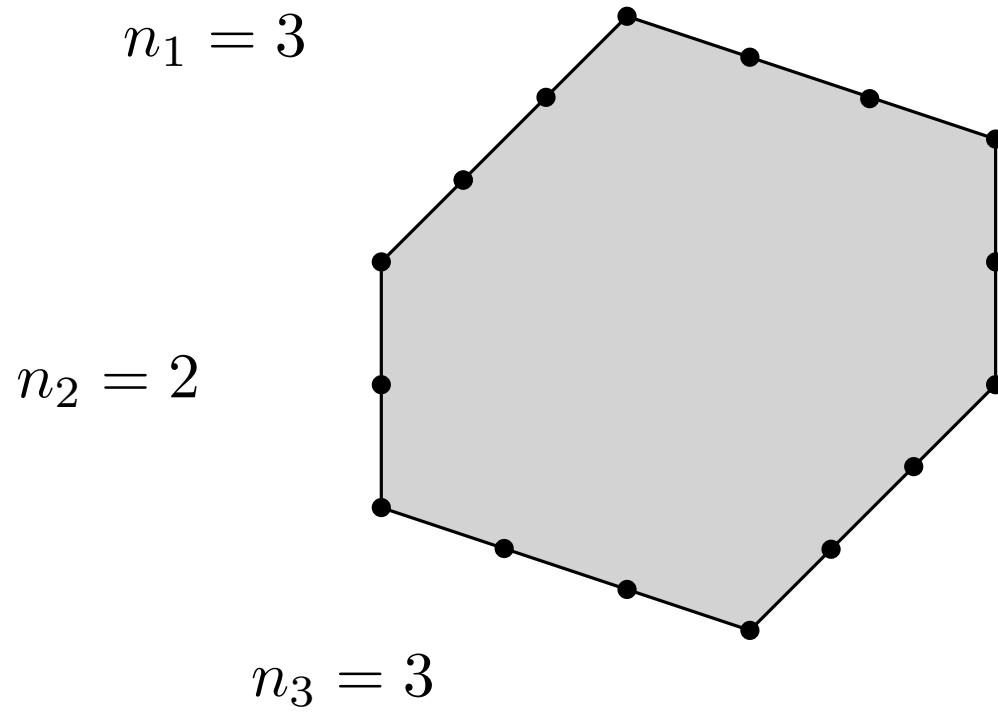
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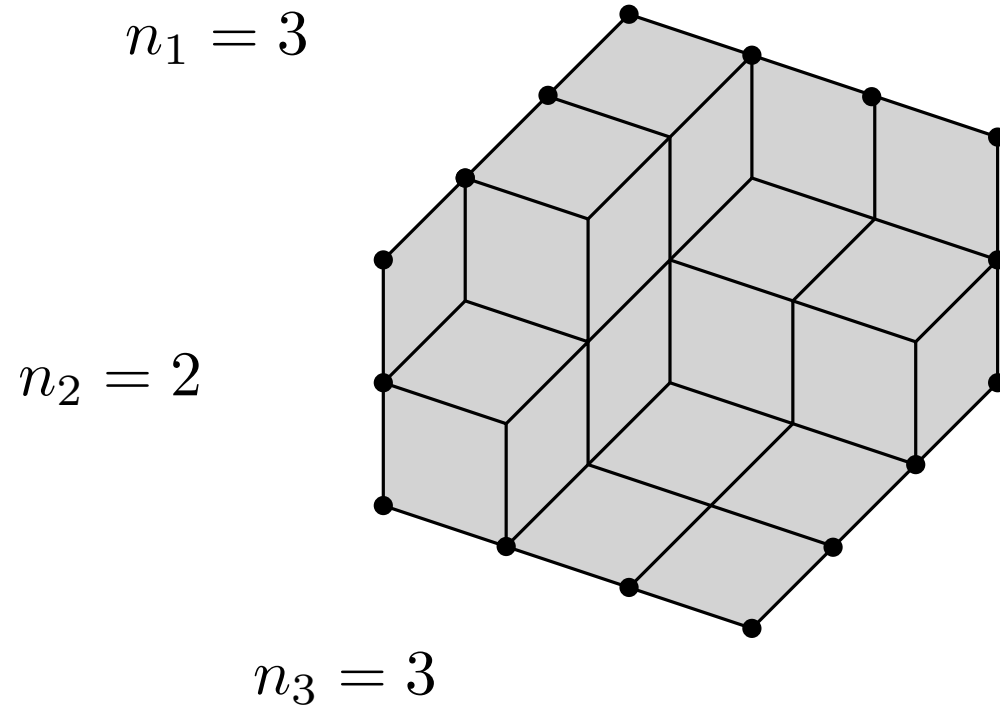
# rhombic tilings



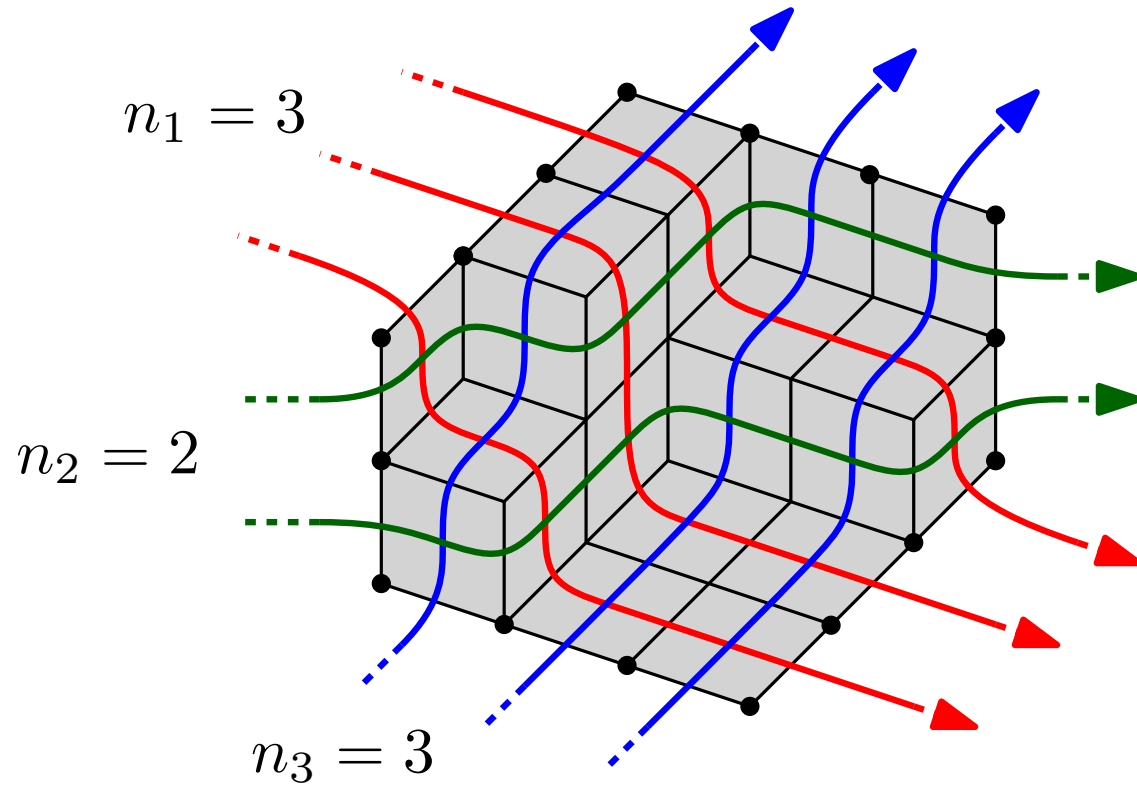
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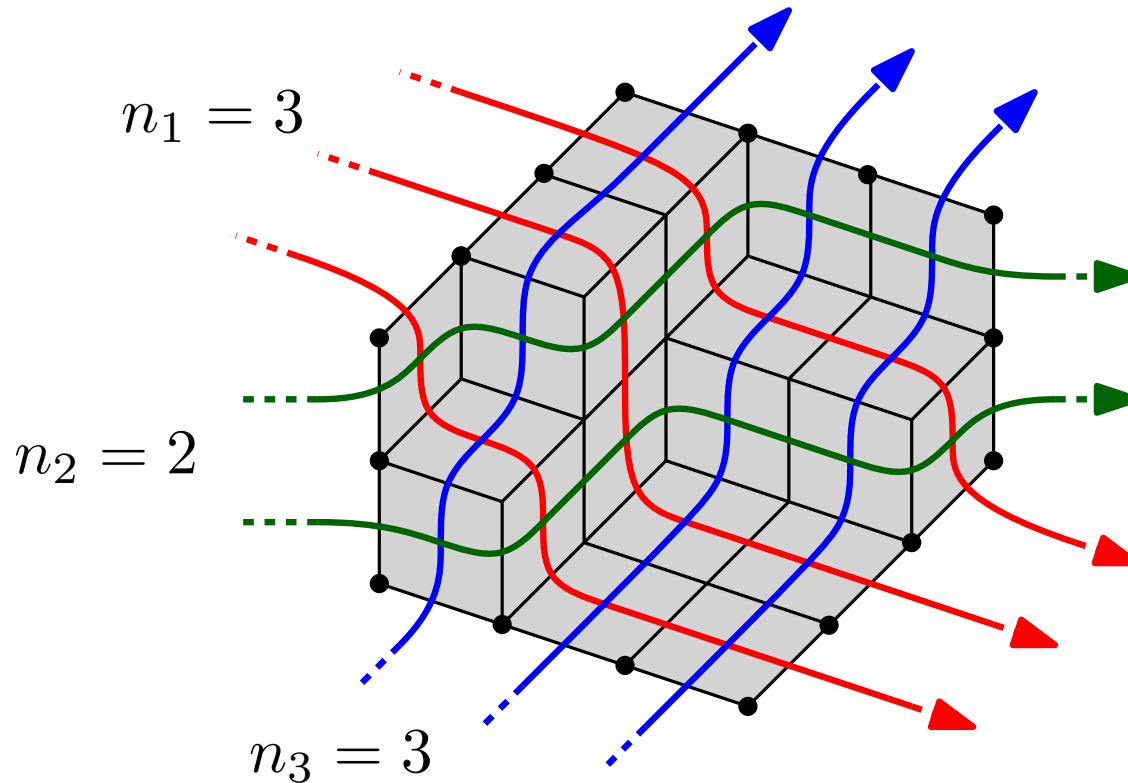
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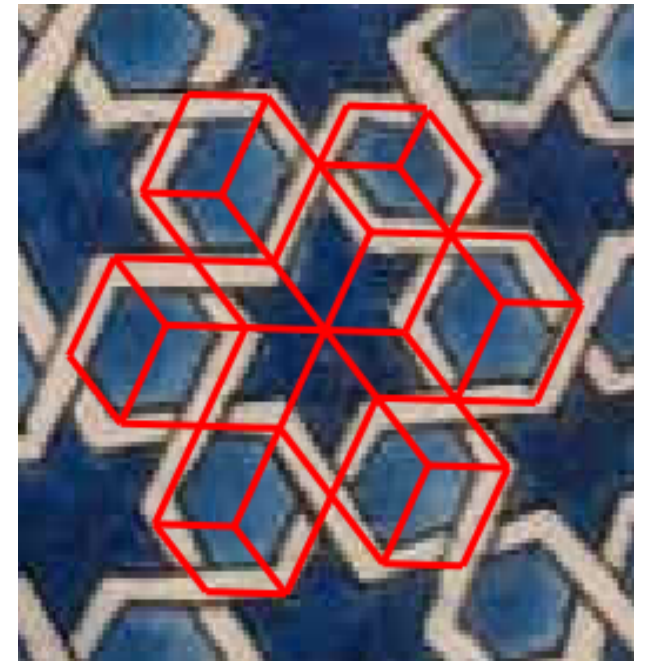


⇒ *generalized pseudoline arrangement:*

- *parallel class* of  $n_1, \dots, n_r$  pseudolines
- (Only) pseudolines of different classes cross

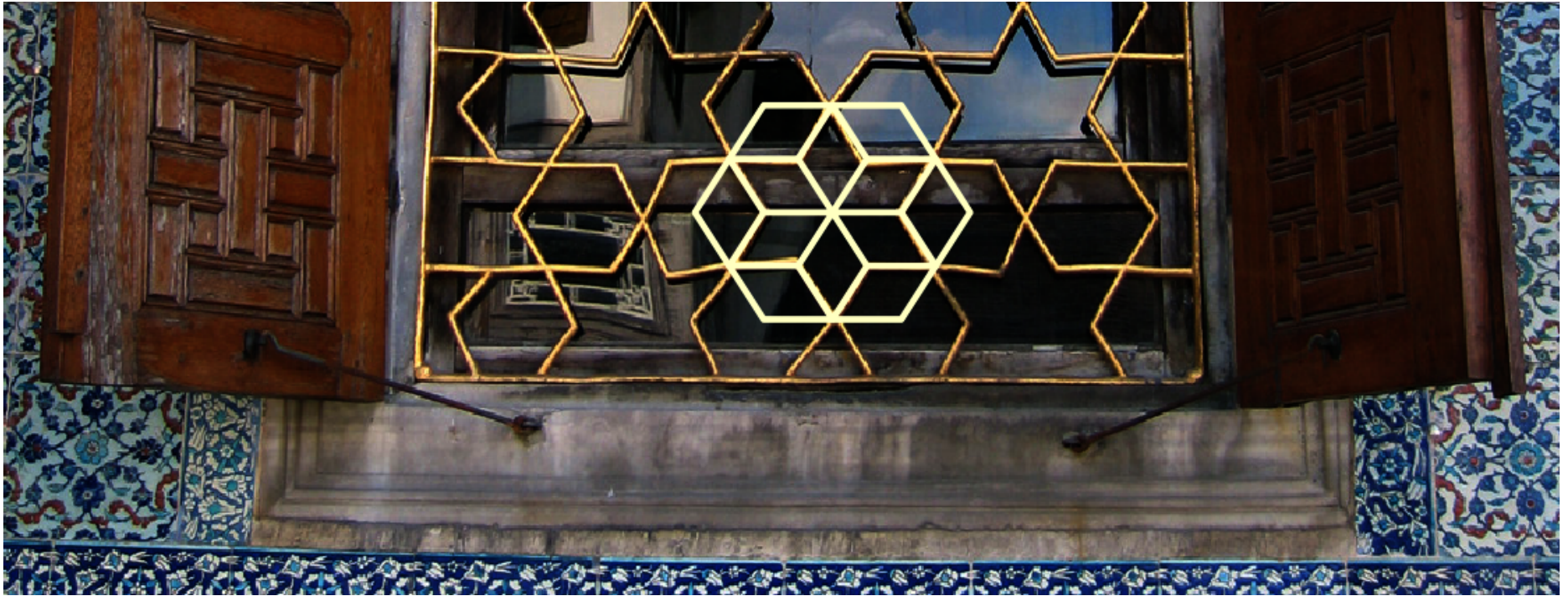


## generalized arrangements



Aslan Pasha Mosque  
Ioannina, Greece

# rhombic tilings



Topkapı Palace, Istanbul, Turkey

# pseudoline arrangements

wiring diagrams

signotopes

plane partitions

permutations

rhombic  
tilings

sorting networks

higher Bruhat  
orders

Standard Young tableaux

families of monotonic  
non-crossing paths

oriented matroid of rank 3

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**Problem:**  
How can pseudoline  
arrangements be  
efficiently generated  
uniformly at random?

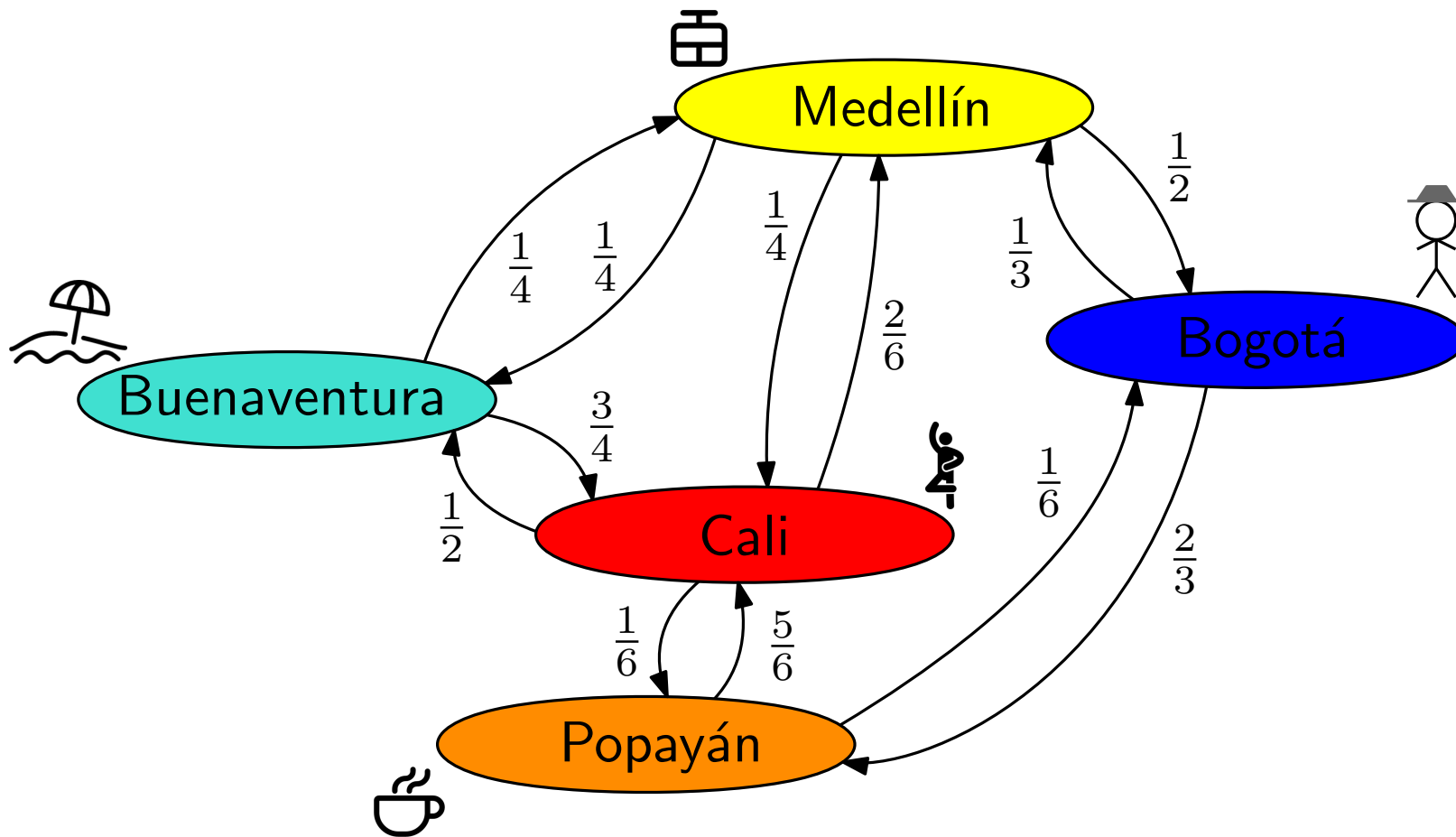
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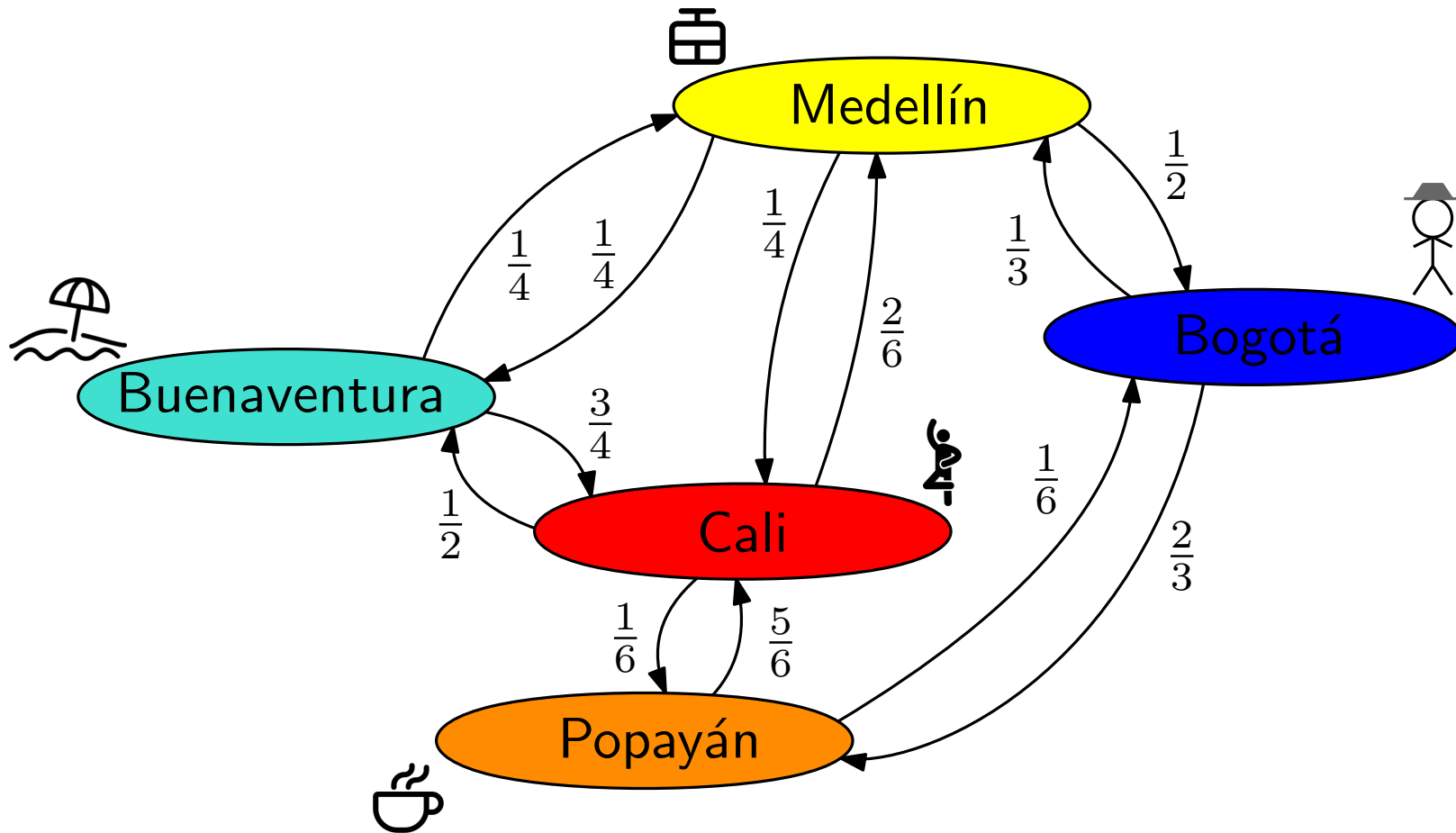
rapidly mixing Markov chains

# rapidly mixing Markov chains



# rapidly mixing Markov chains

Markov chain  $(X_t)$ , state space  $\mathcal{X}$ , transition prob.  $P : \mathcal{X} \times \mathcal{X} \rightarrow [0, 1]$



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$$\mathbb{P}[X_t = x] \rightarrow \pi(x)$$



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$$\|\mu - \mu'\|_{\text{TV}} := \sup_{M \subseteq \mathcal{X}} |\mu(M) - \mu'(M)|$$

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**Def:** A class of Markov chains is *rapidly mixing* if for each of them

$$\tau(\varepsilon) \in \mathcal{O} \left( p \left( \log \frac{|\mathcal{X}|}{\varepsilon} \right) \right) \quad \text{for some } p \in \mathbb{R}[X].$$

## random generation using Markov chains

### Idea:

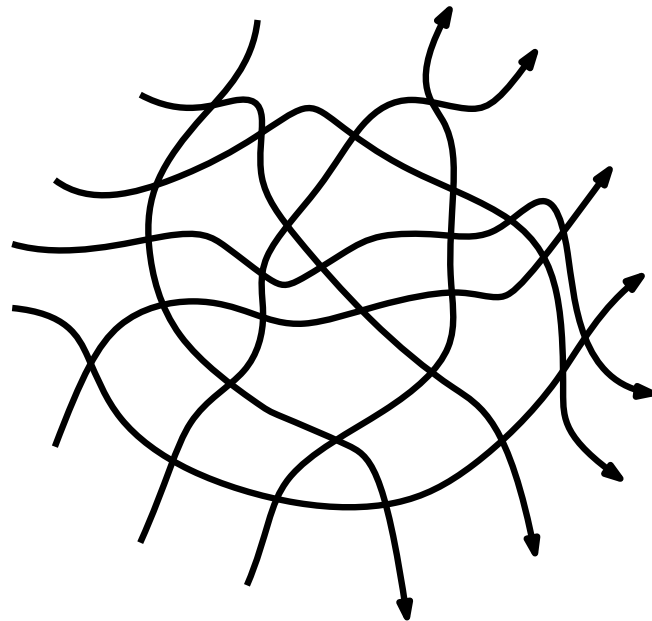
- States  $\mathcal{X} = \{\text{arrangements of fixed size}\}$
- Symmetric transition probabilities  
 $\implies$  After many steps get almost uniform arrangement

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## Markov chain I: random reinsertion of pseudoline

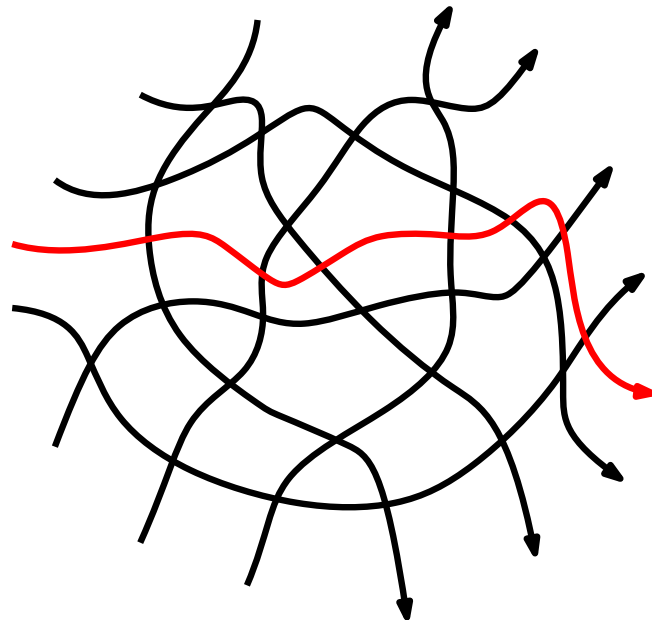


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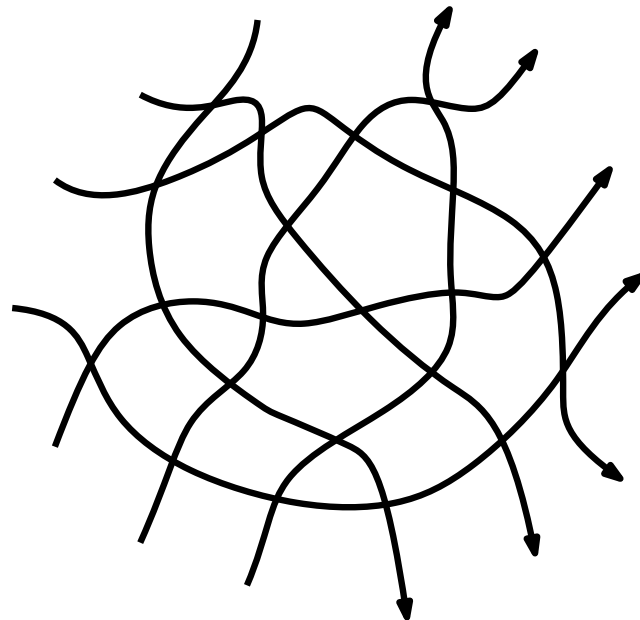


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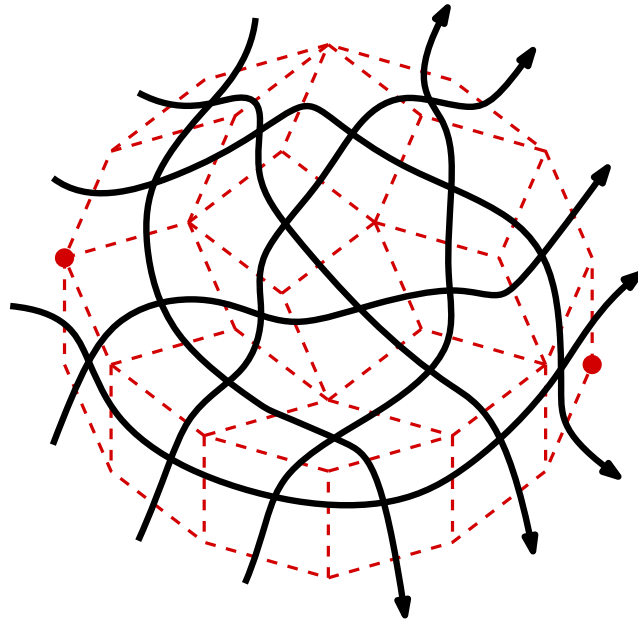


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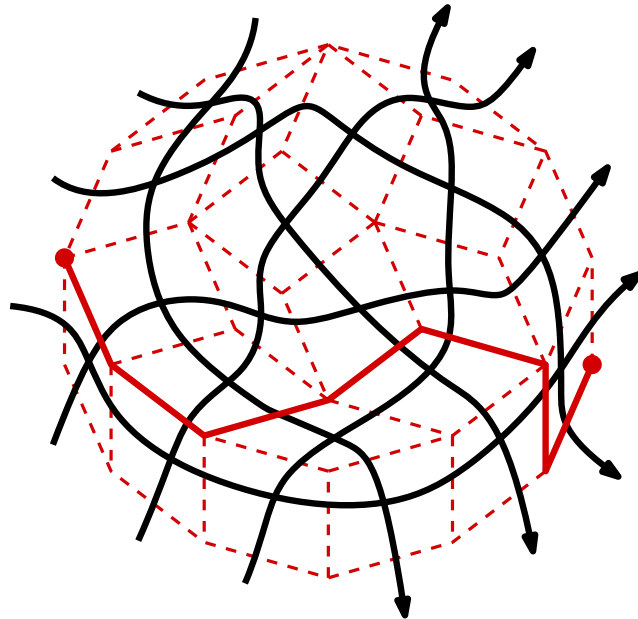


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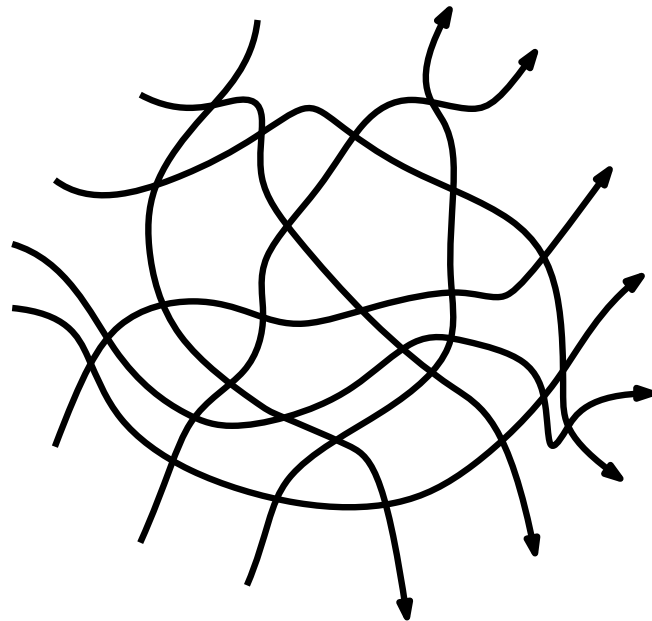


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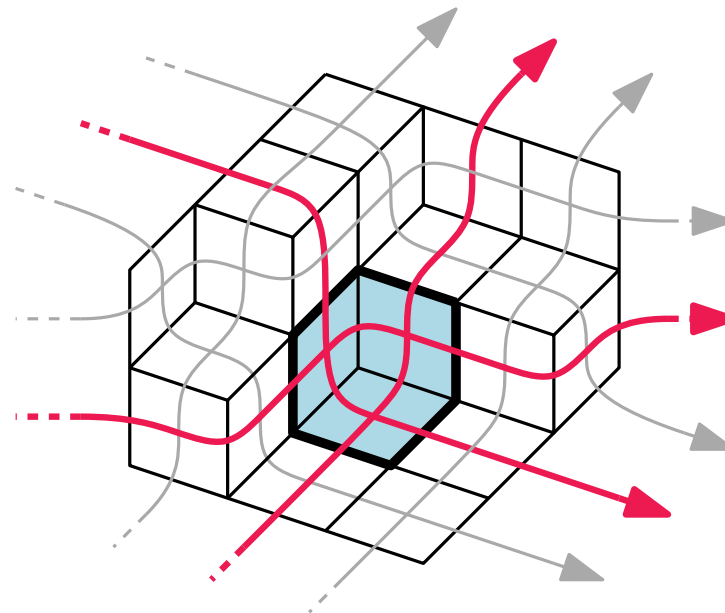


# random generation using Markov chains

## Idea:

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## Markov chain II: random triangle flip

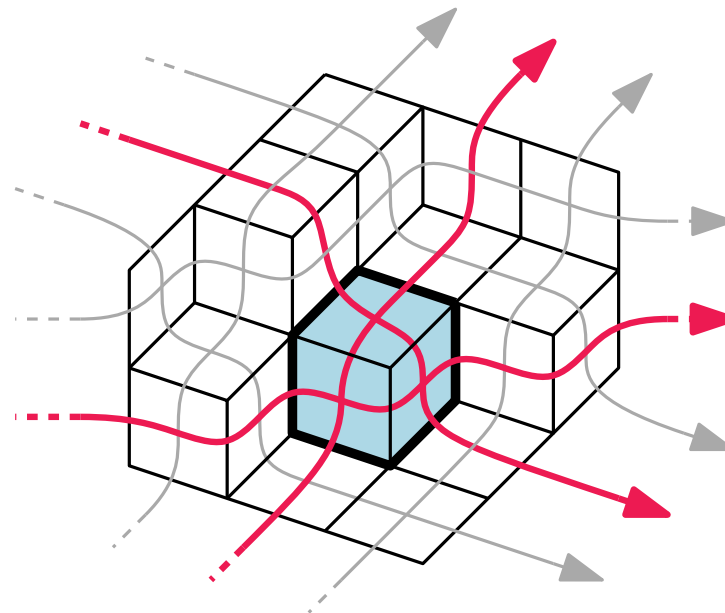


# random generation using Markov chains

## Idea:

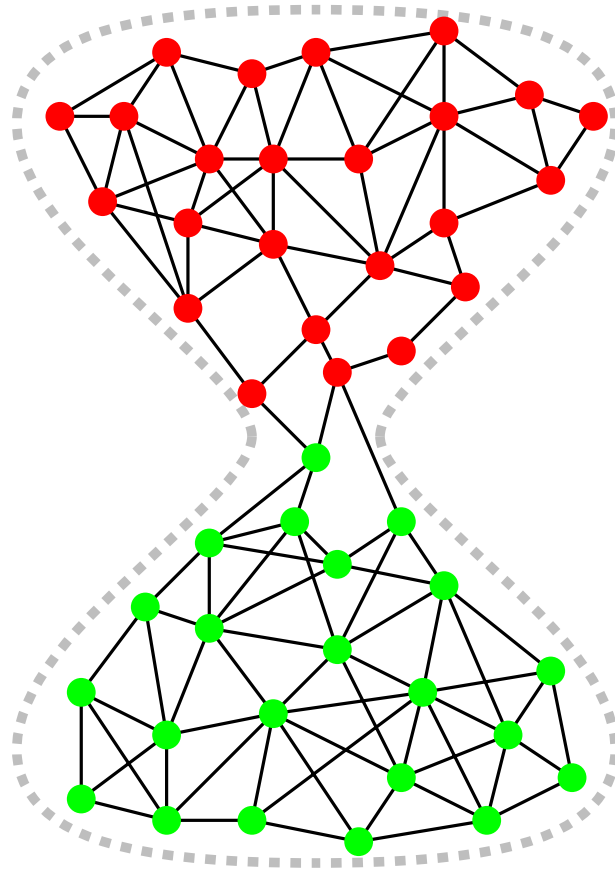
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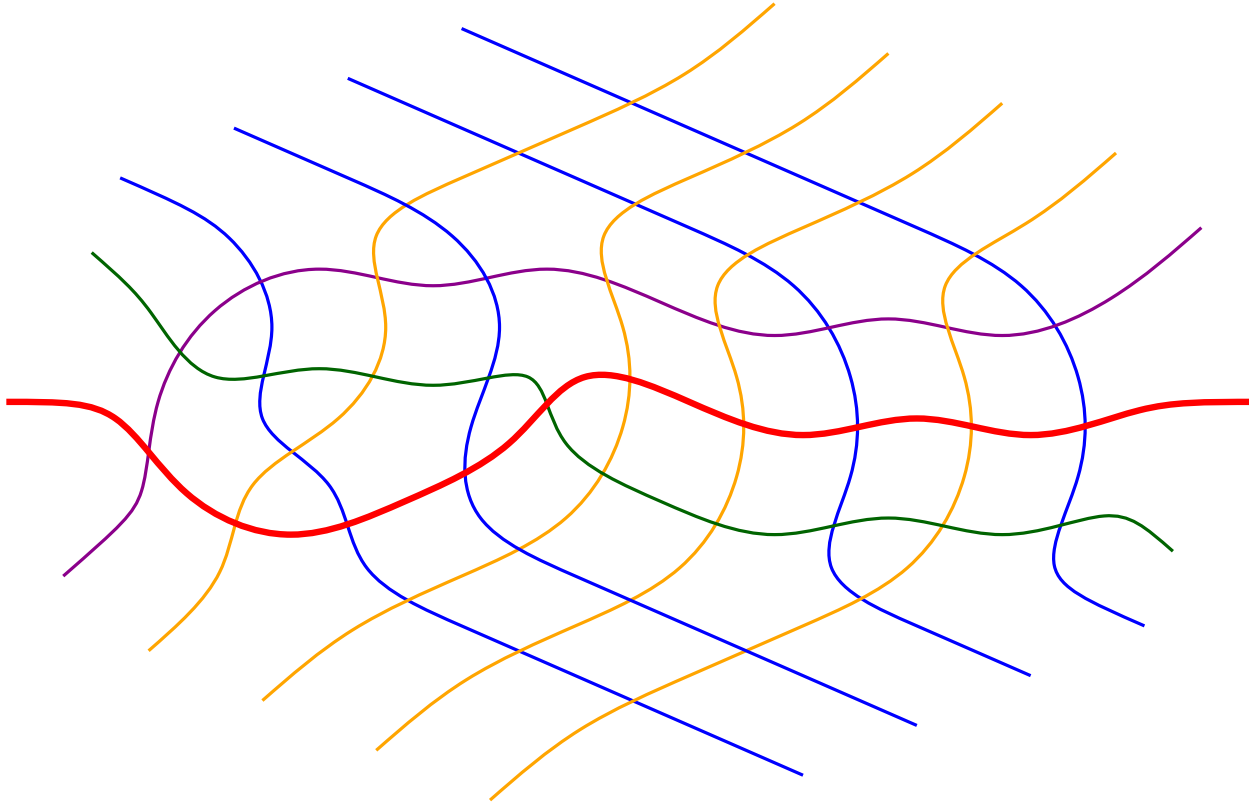


# bottleneck

Markov chain having a „bottleneck“:

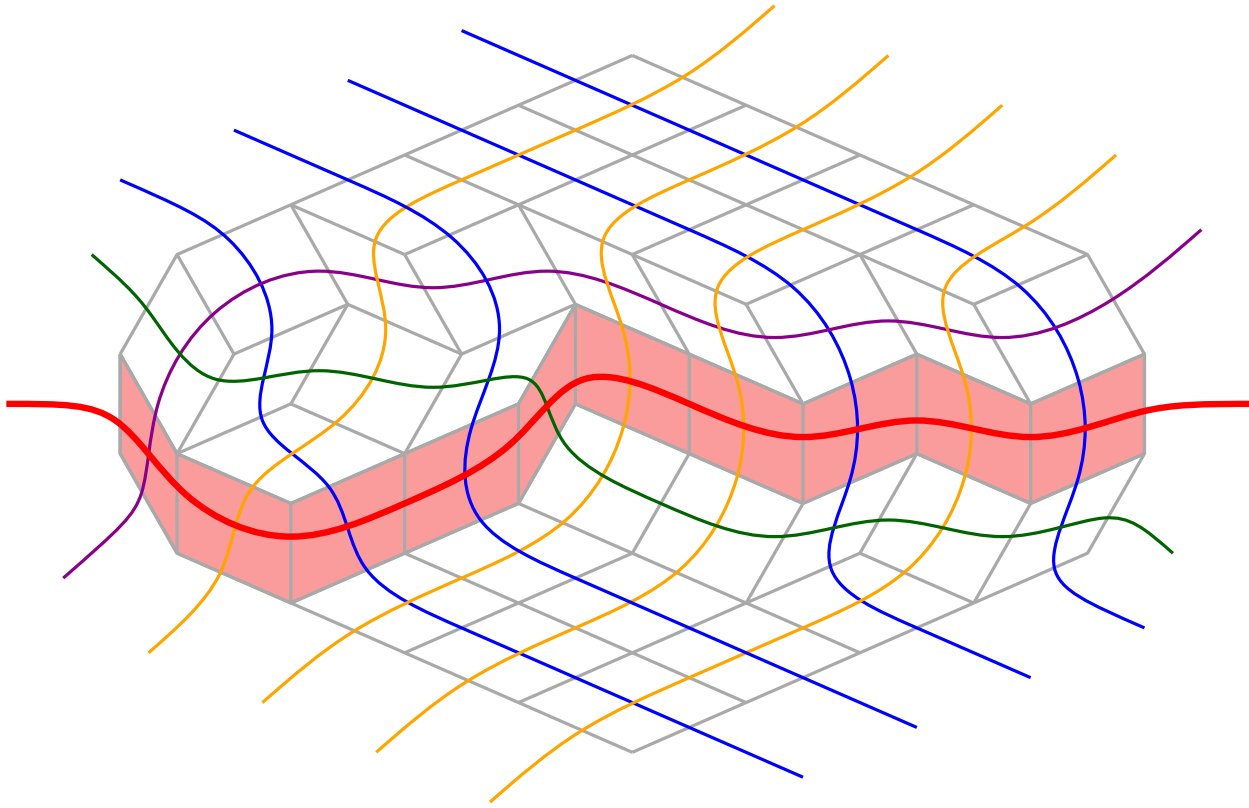


# flips on single pseudoline

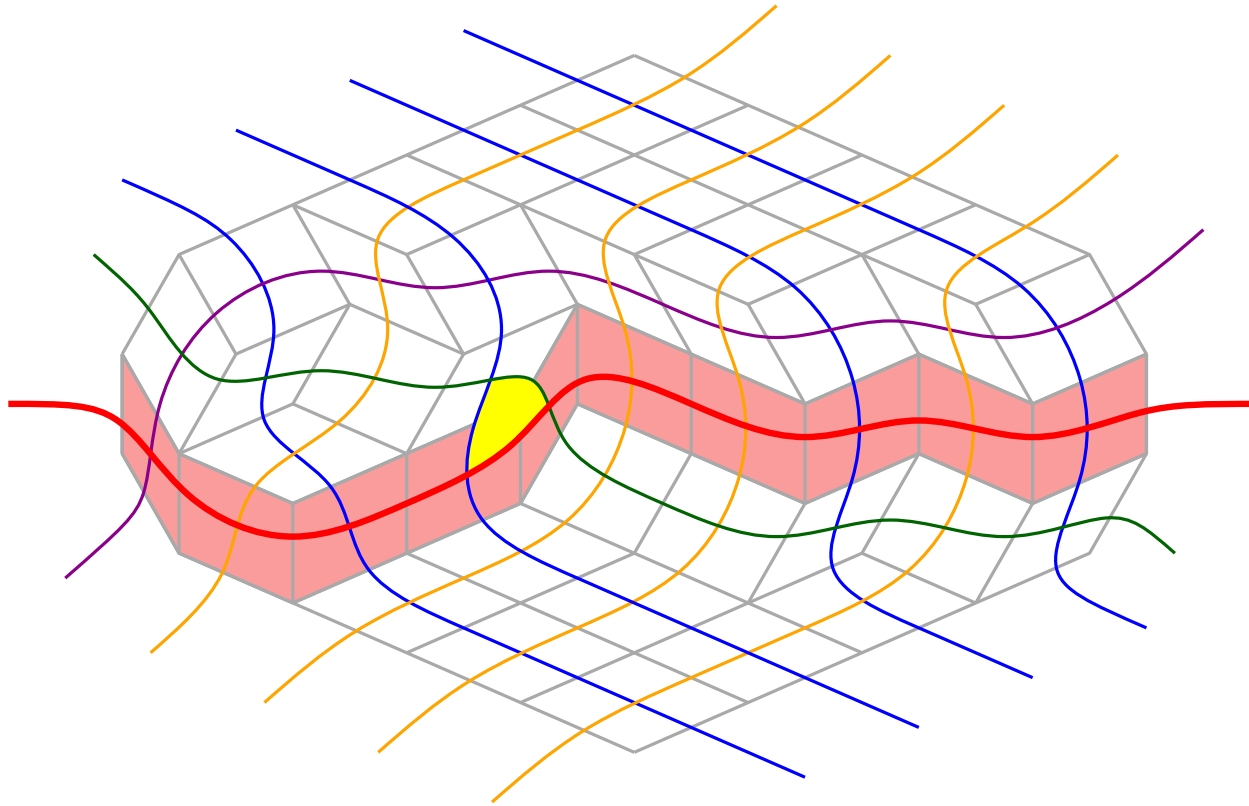




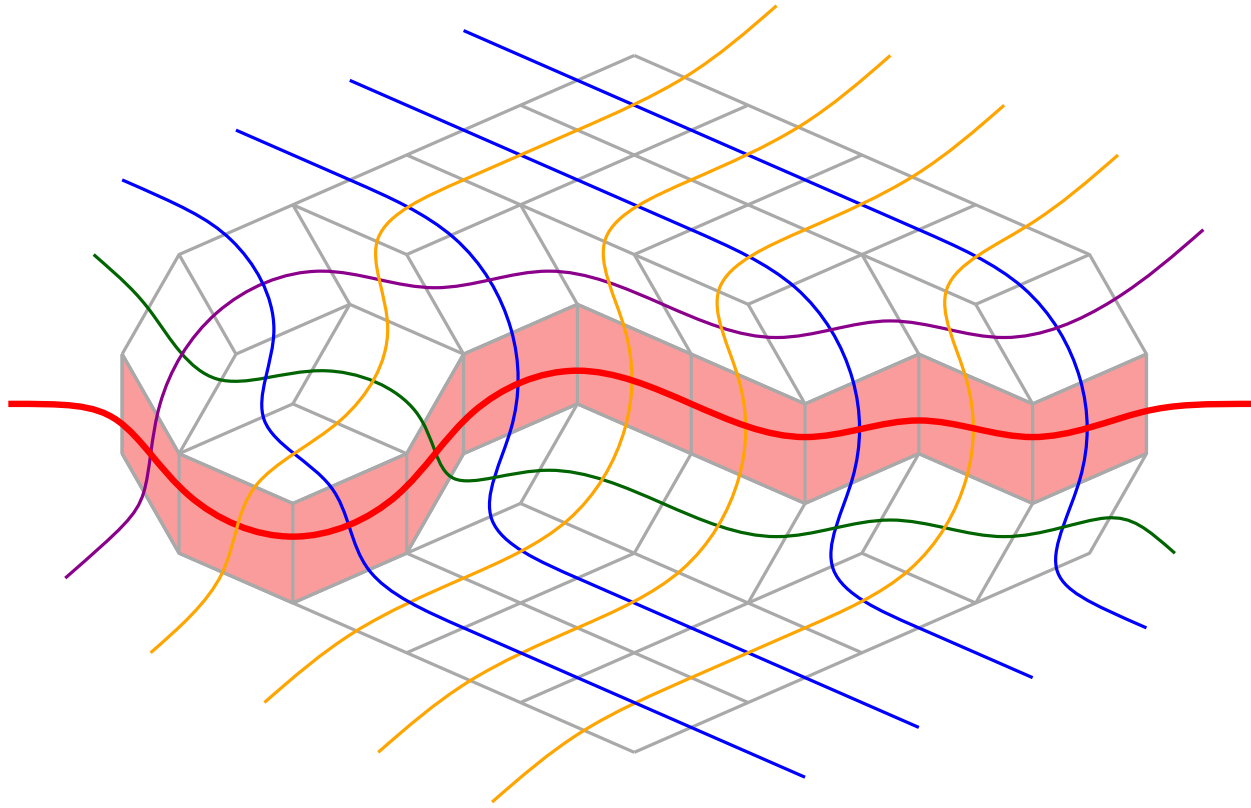
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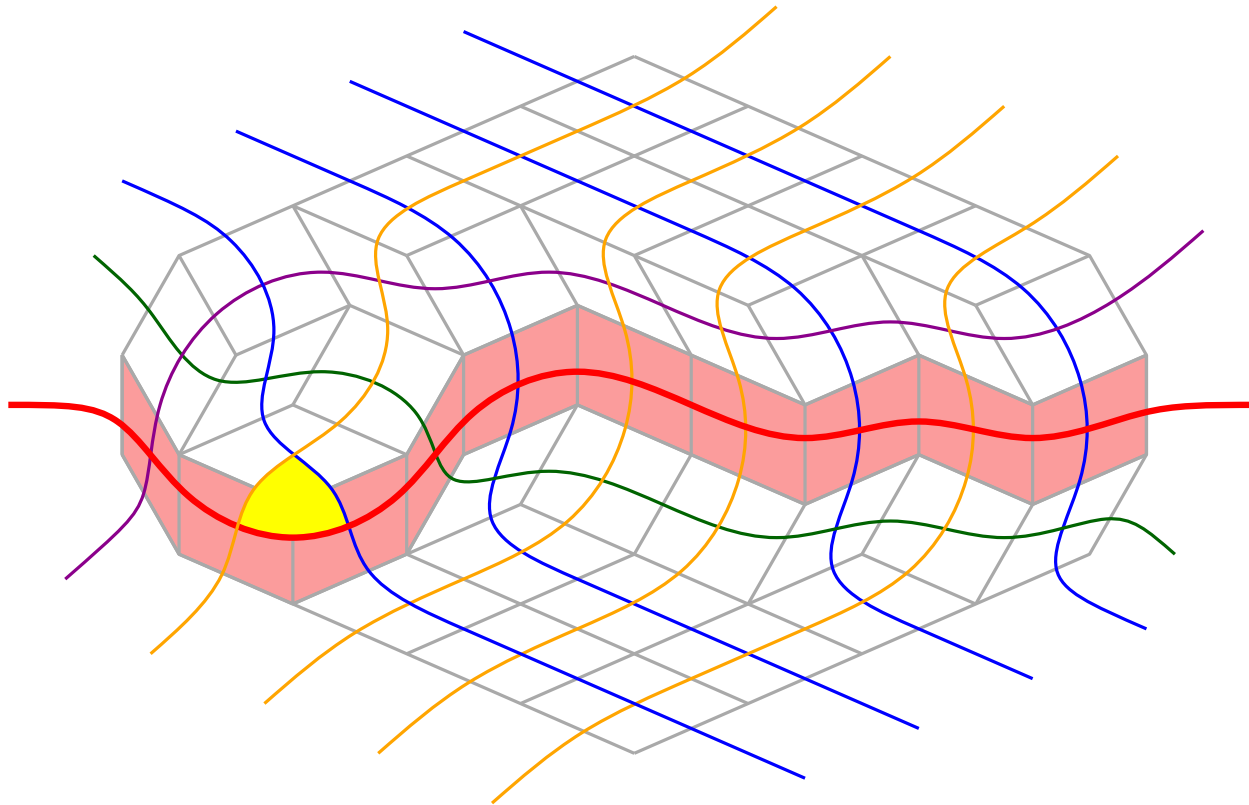
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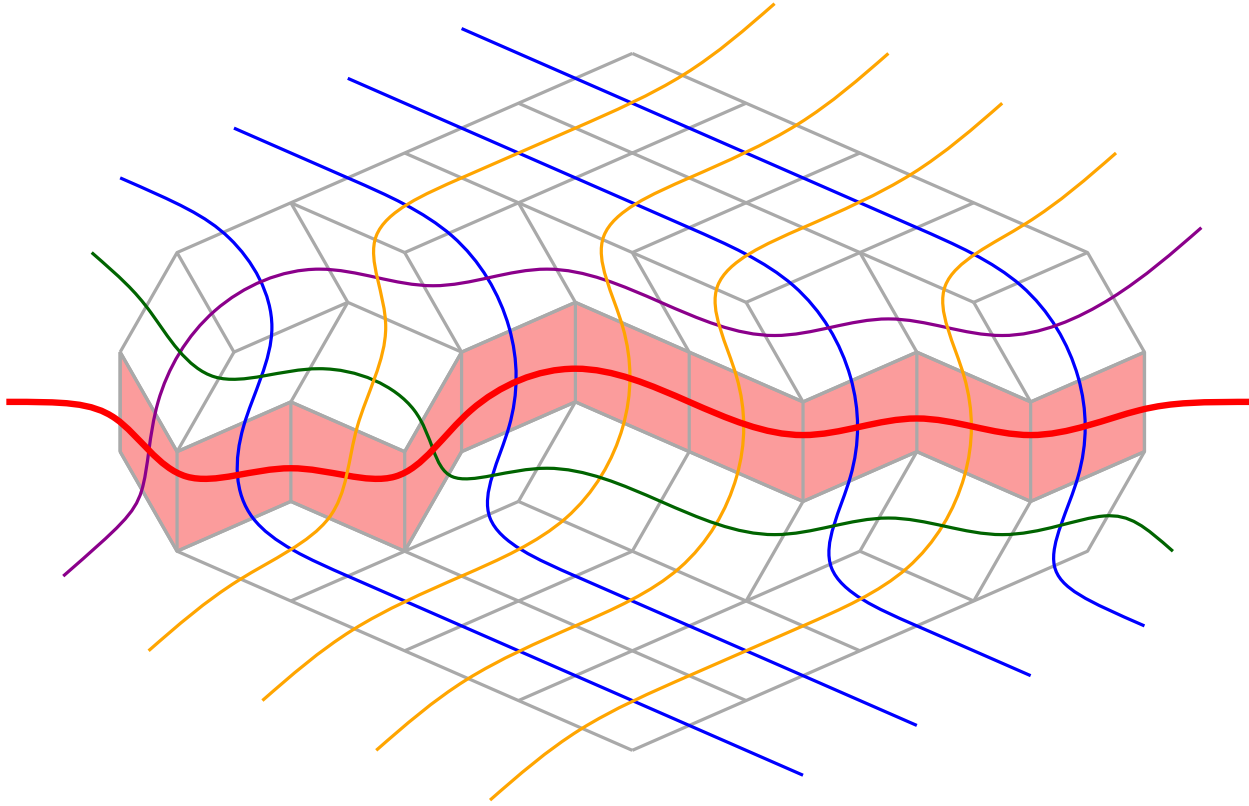
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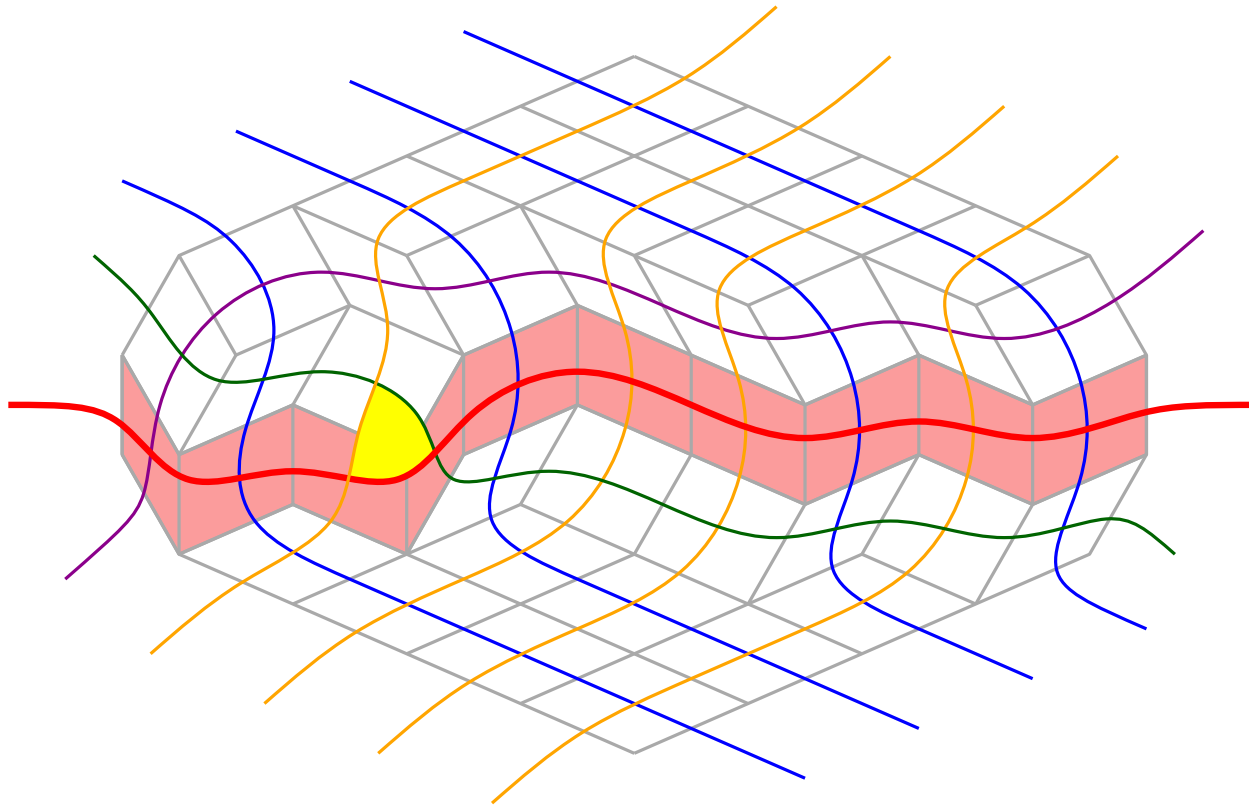
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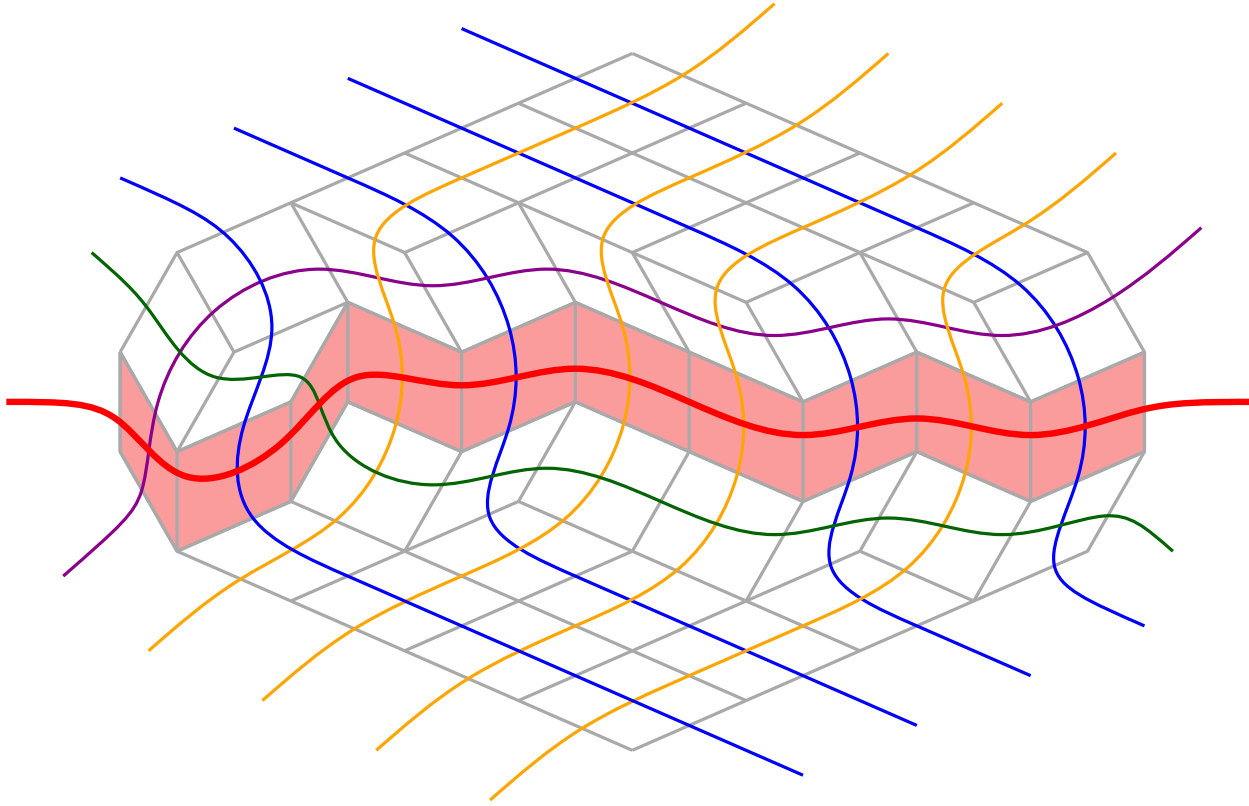
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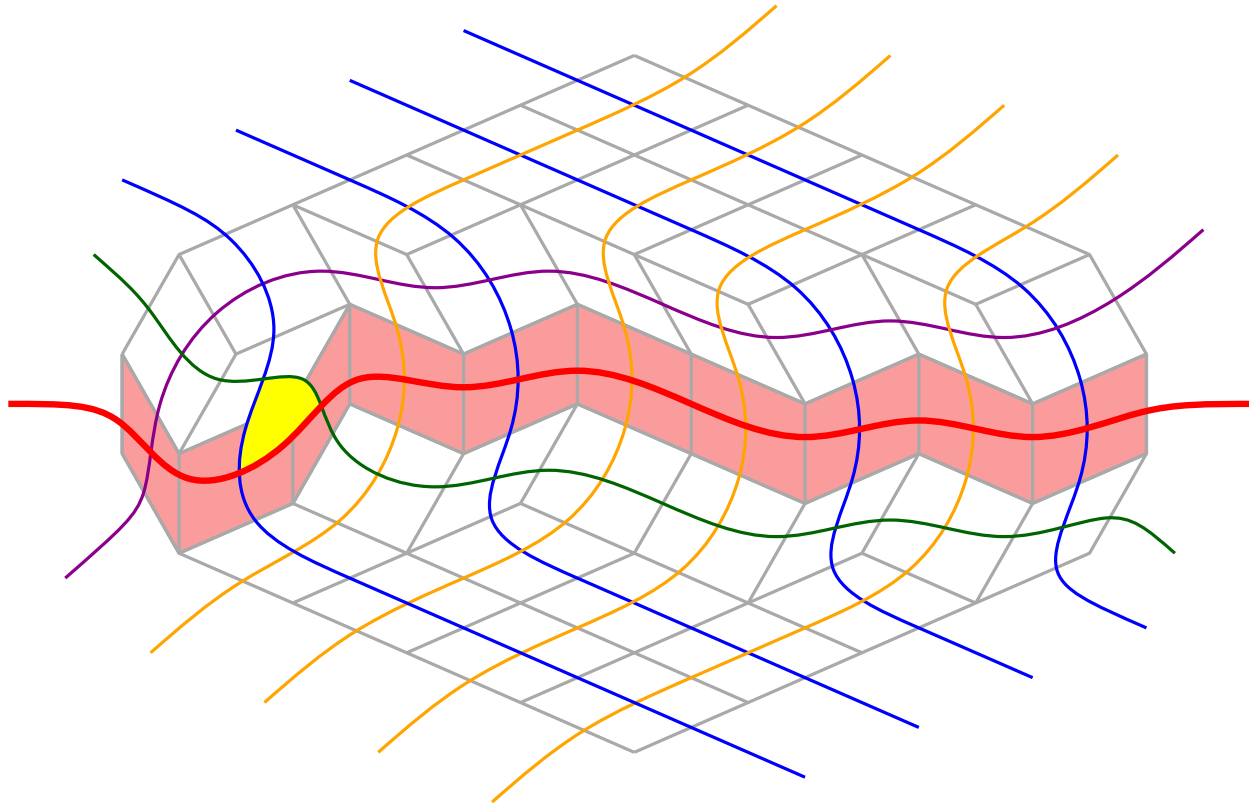
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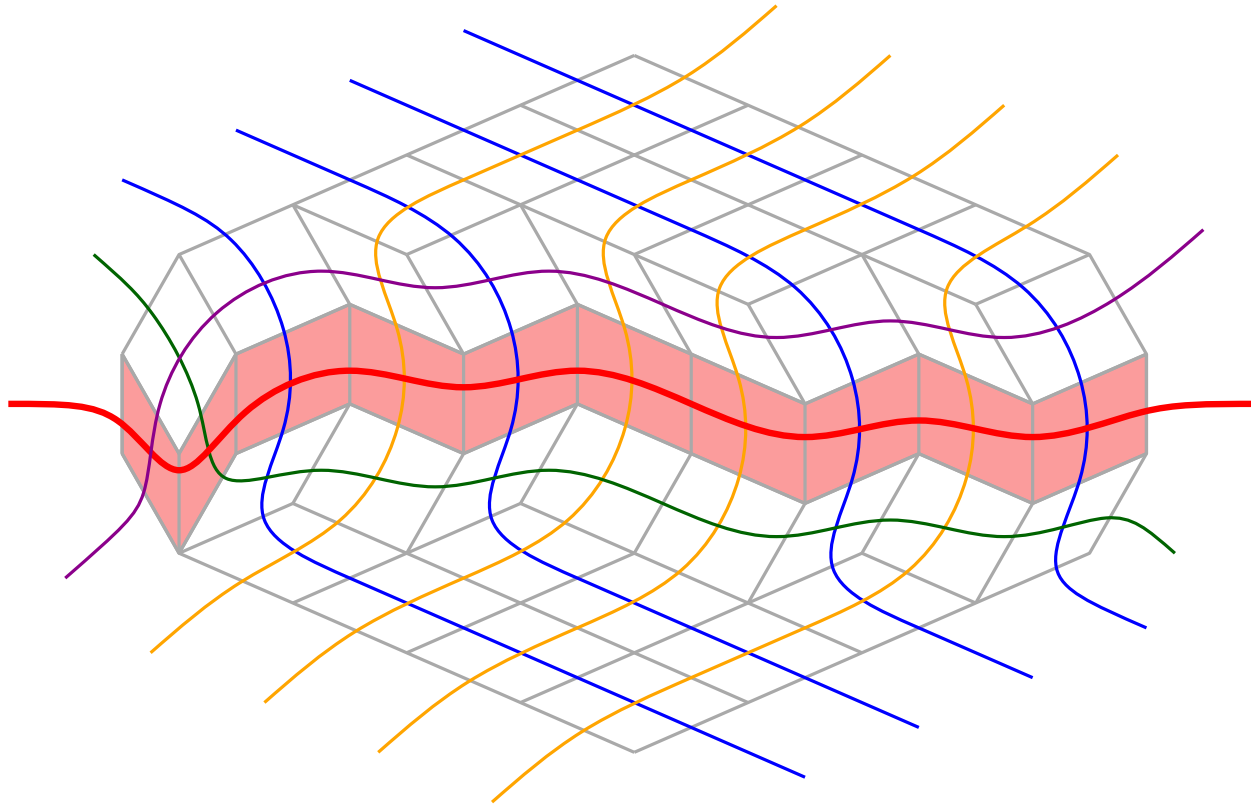


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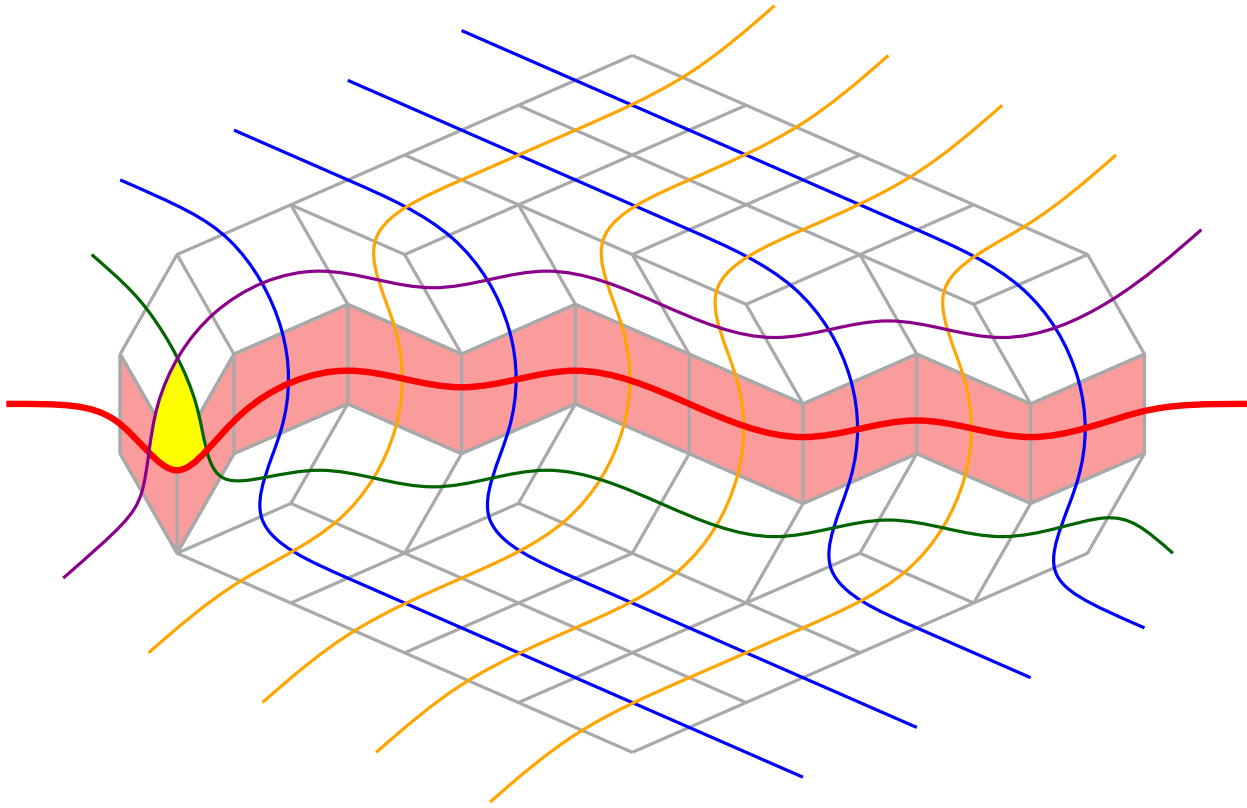




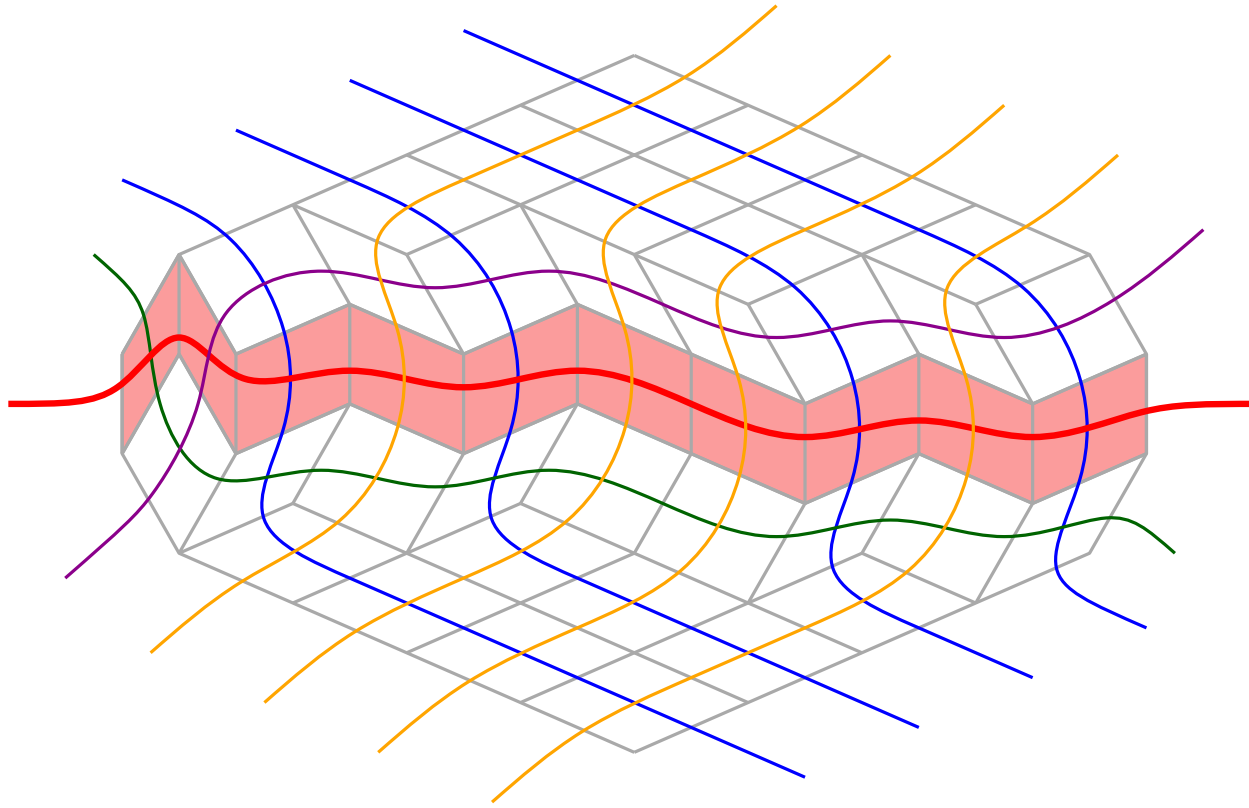
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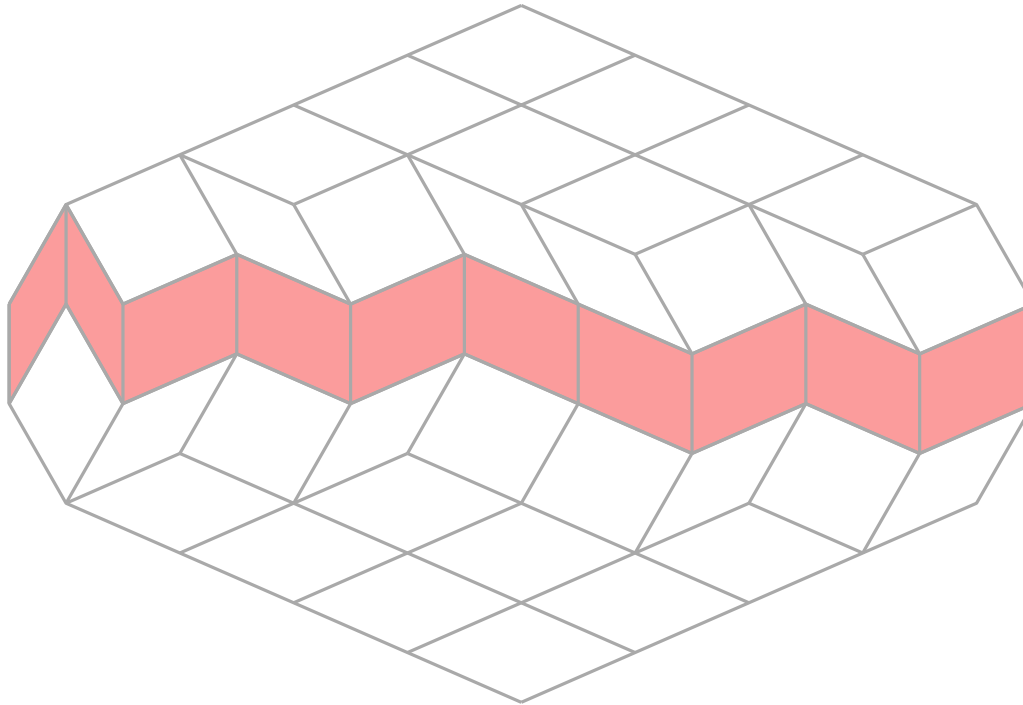
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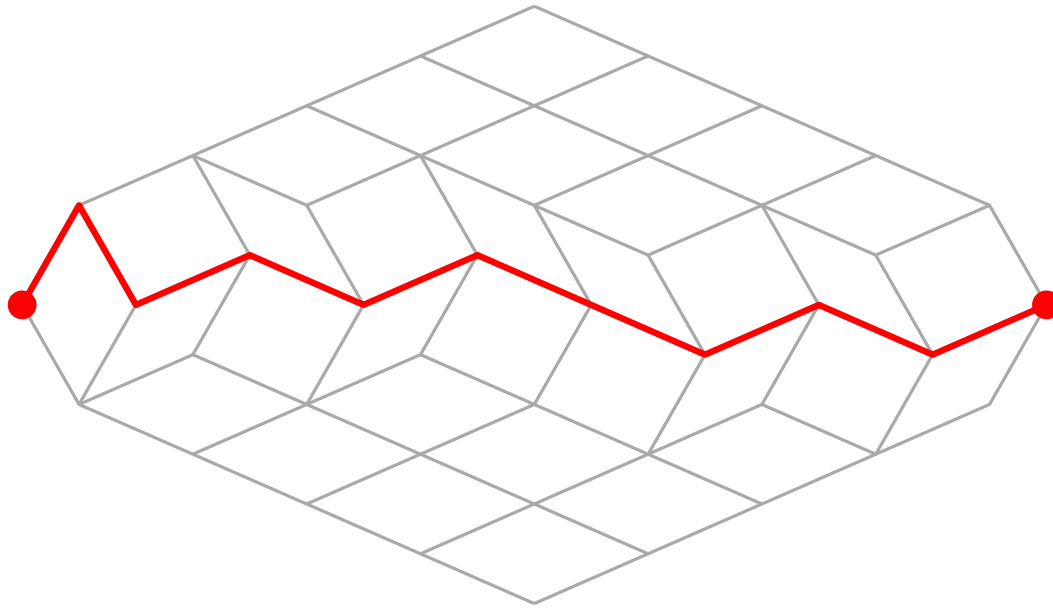
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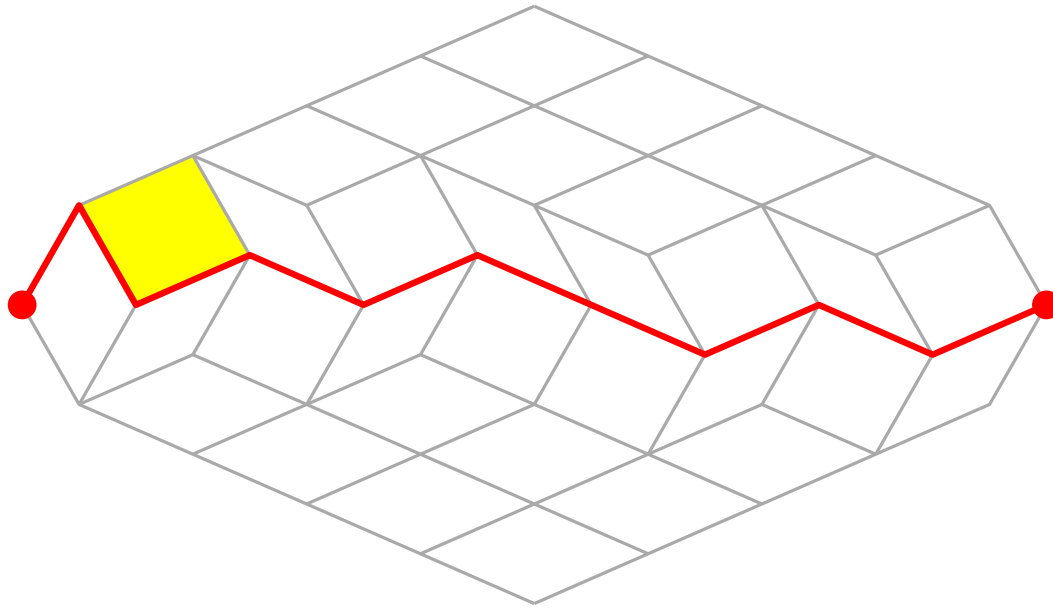
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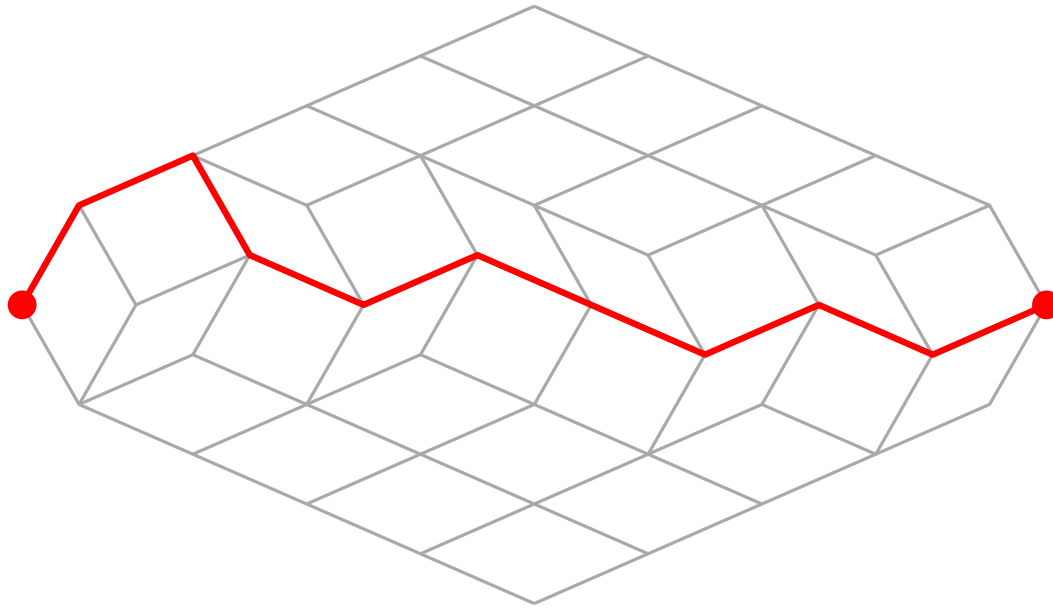
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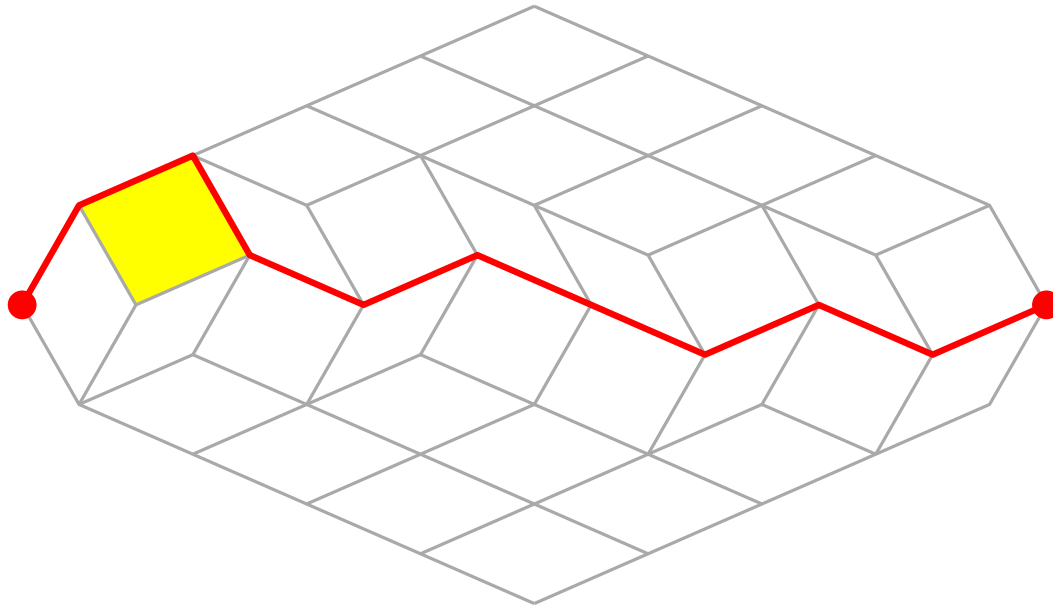
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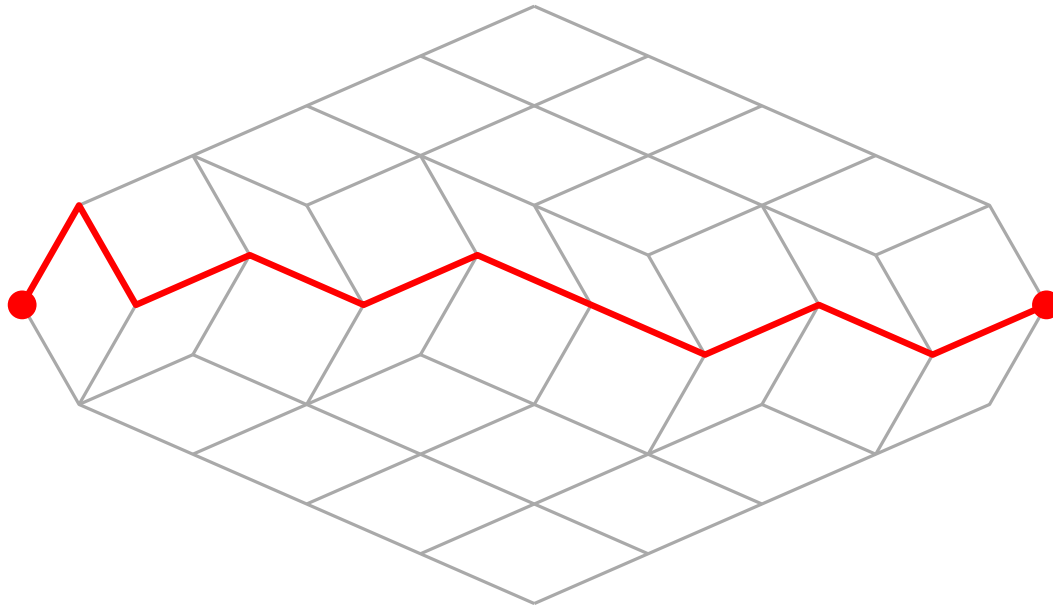


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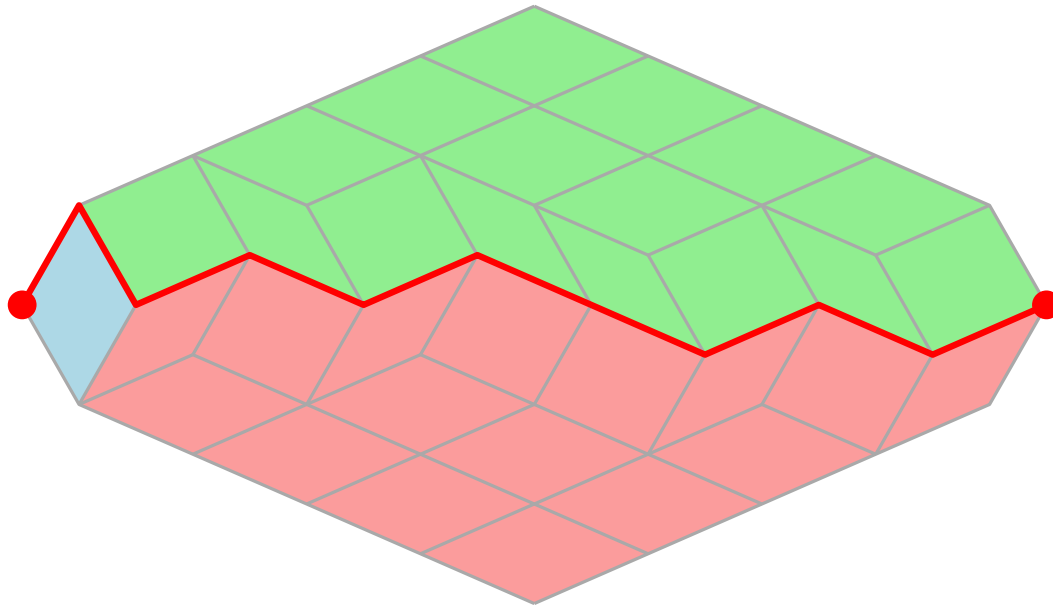




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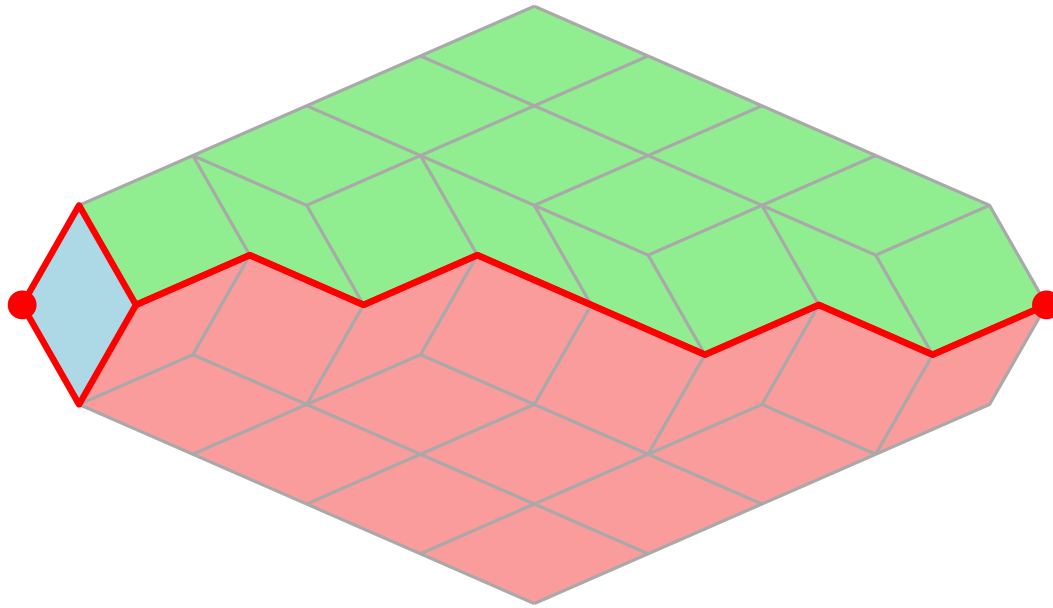


## flips on single pseudoline



- Partition of states into two classes:
  - paths **above the blue rhombus**
  - paths **below the blue rhombus**

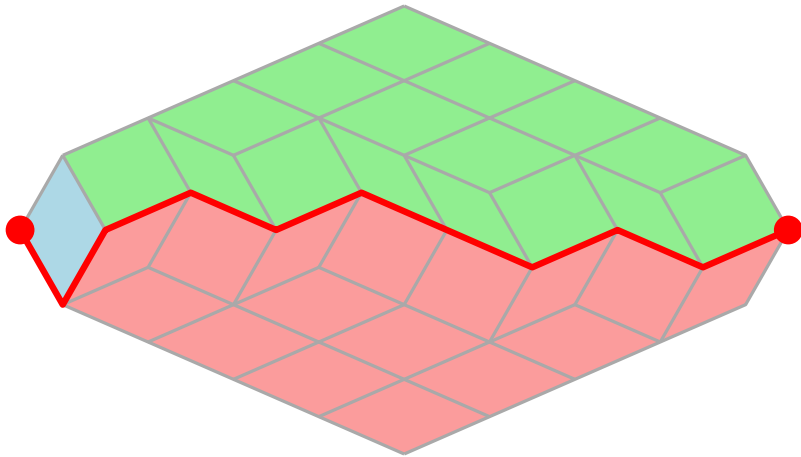
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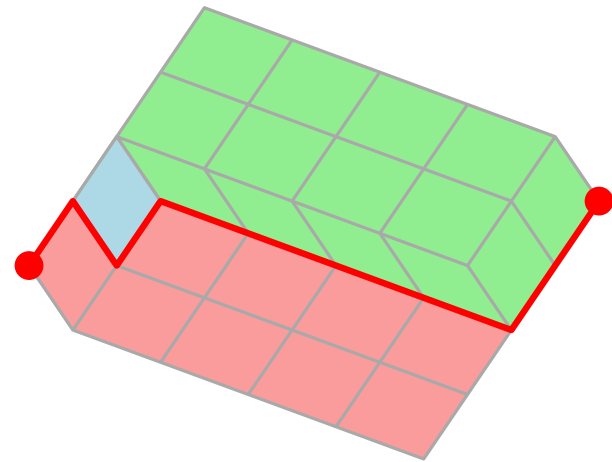
- Partition of states into two classes:
  - paths **above the blue rhombus**
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- Only a flip on the blue rhombus connects both classes!

## flips on single pseudoline

$r = 5$  parallel classes:  
(generalizable to more)



$r = 4$  parallel classes:



- Partition of states into two classes:
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  - paths **below the blue rhombus**
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## flips on single pseudoline

### **Theorem (R., 2021):**

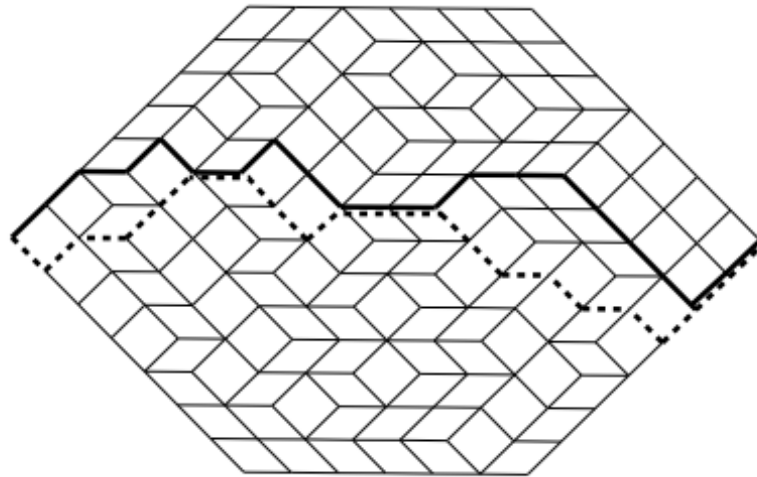
The Markov chain which operates on generalized pseudoline arrangements and flips random triangles with involvement of a distinguished parallel class is

- ... **rapidly-mixing** on 3 parallel classes, and...
- ... in general **not rapidly-mixing** on 4 or more parallel classes.

Statement for 3 classes follows from  
(Luby, Randall & Sinclair, 1995)

## flips on single pseudoline

Destainville, 2001: *Mixing times of plane rhombus tilings*



*„Nevertheless, the above arguments do not exclude definitively the existence of rare slow fibers, [...]“*

**Now we know:** „slow fibers“ do exist!

three parallel classes

## three parallel classes

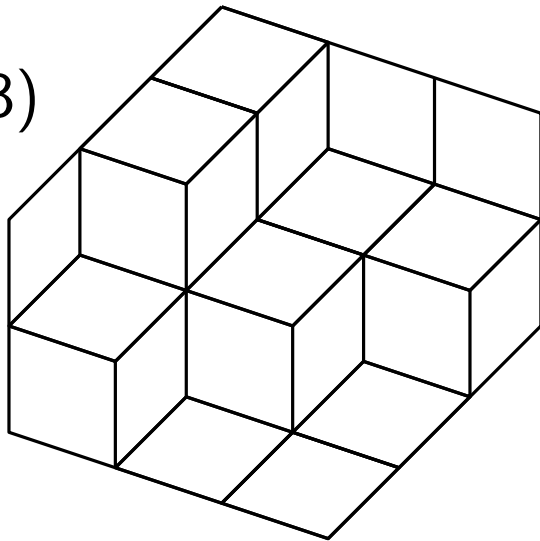
**Def:** matrix  $[h_{i,j}] \in \mathbb{N}_0^{r \times s}$  is called *plane partition*, if rows and columns are monotonically increasing.



## three parallel classes

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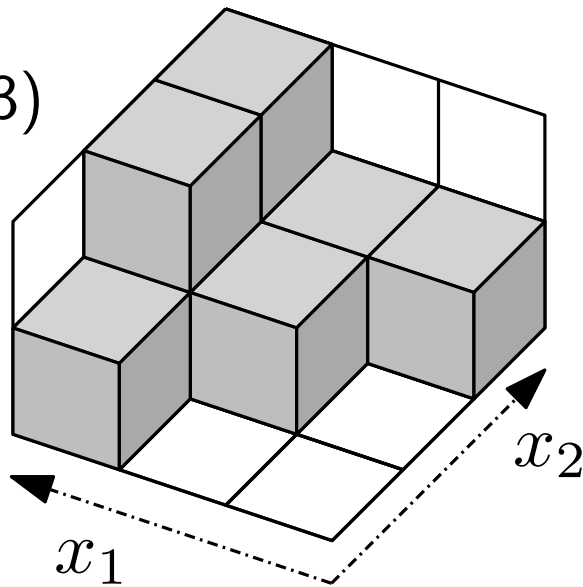
rhombic tiling  
of size  $(3, 2, 3)$



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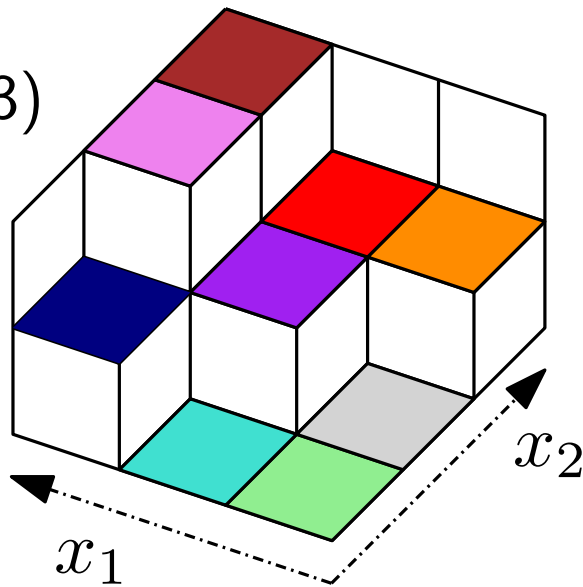
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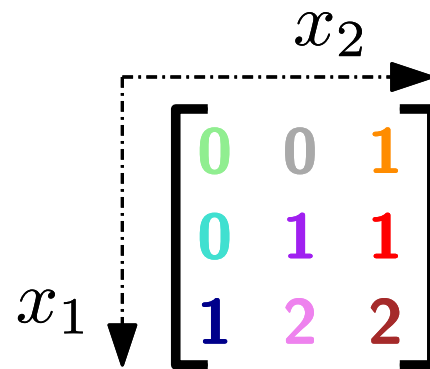
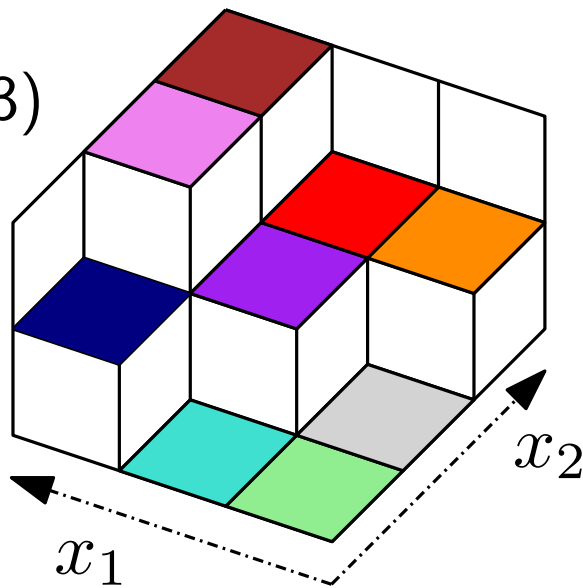
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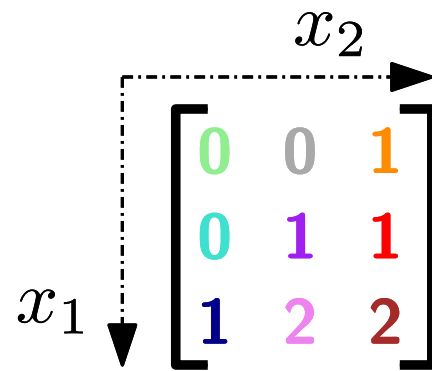
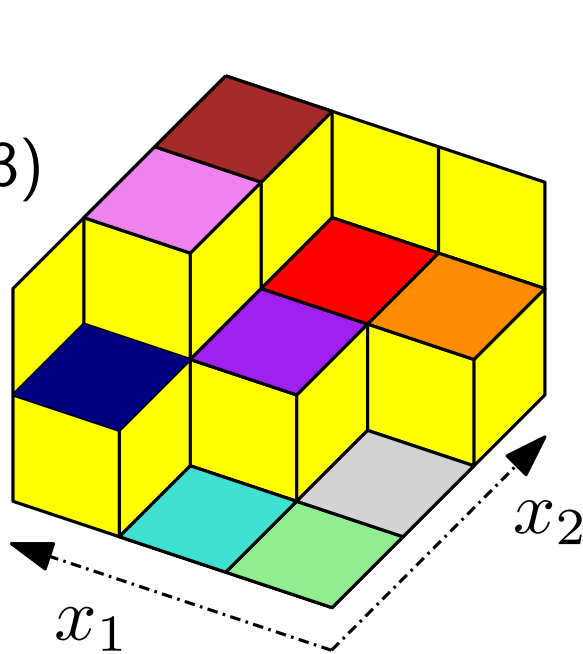


plane partition  
with entries  
 $h_{i,j} \leq 2$

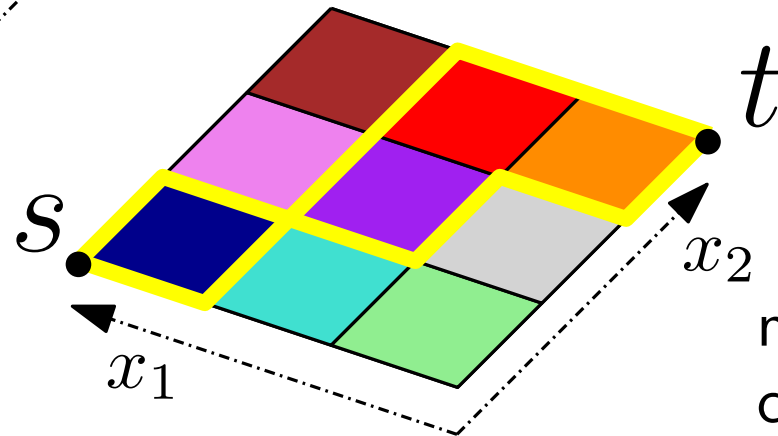
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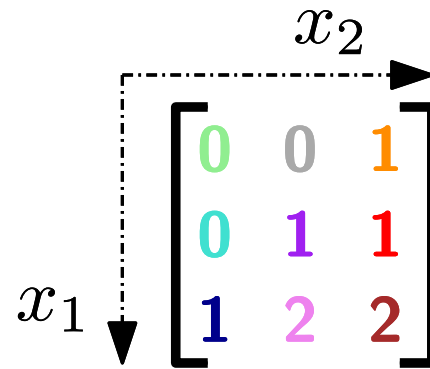
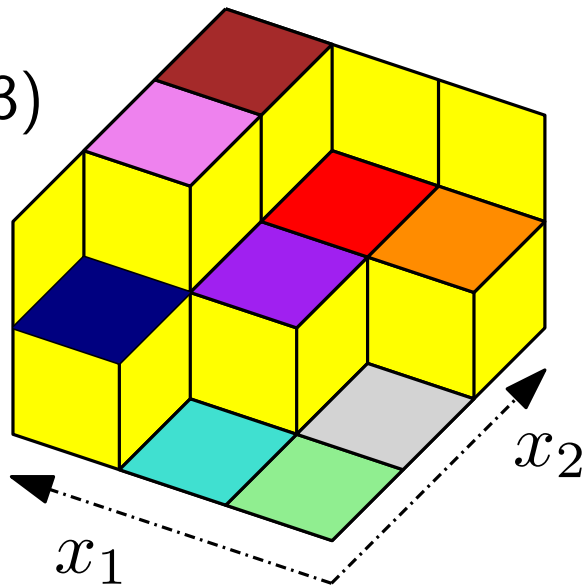


monotonic, non-  
crossing grid paths

## three parallel classes

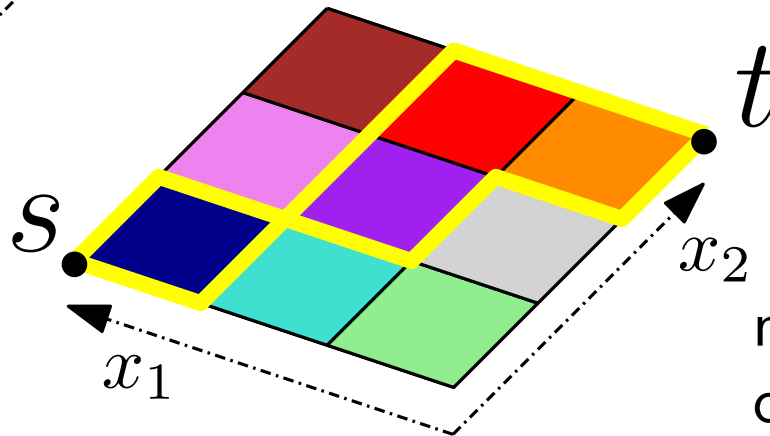
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$$\begin{aligned} \min \quad & \sum f_{i,j}(A_{i,j}) \\ \text{s.t.} \quad & A \text{ p.p.}, A_{i,j} \leq h \end{aligned}$$



monotonic, non-  
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## three parallel classes

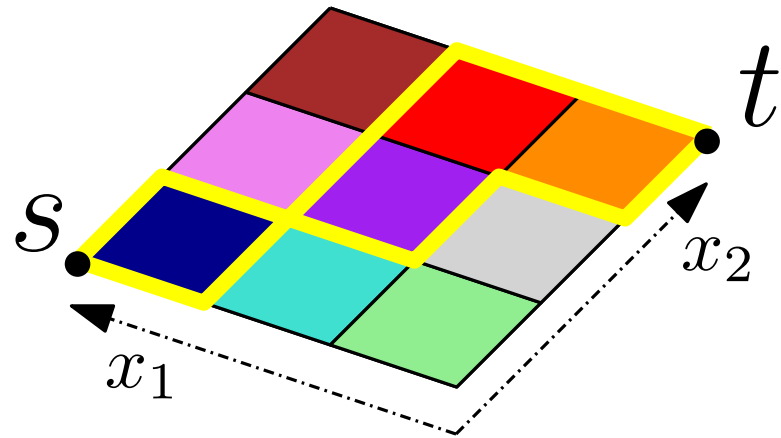
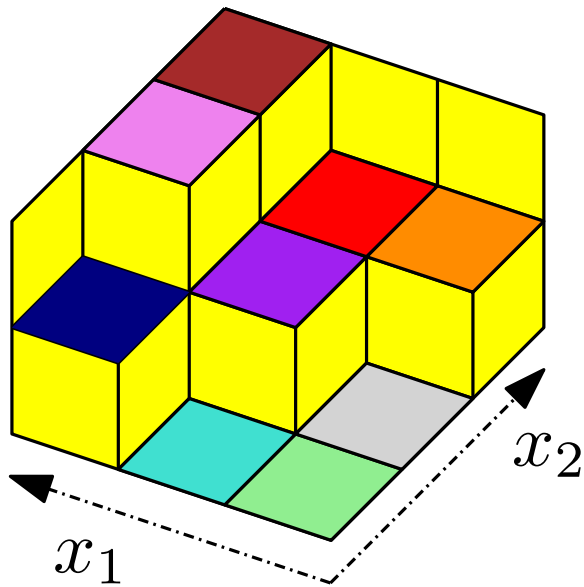
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The Markov chain that flips triangles in generalized pseudoline arrangements of 3 parallel classes is rapidly mixing.

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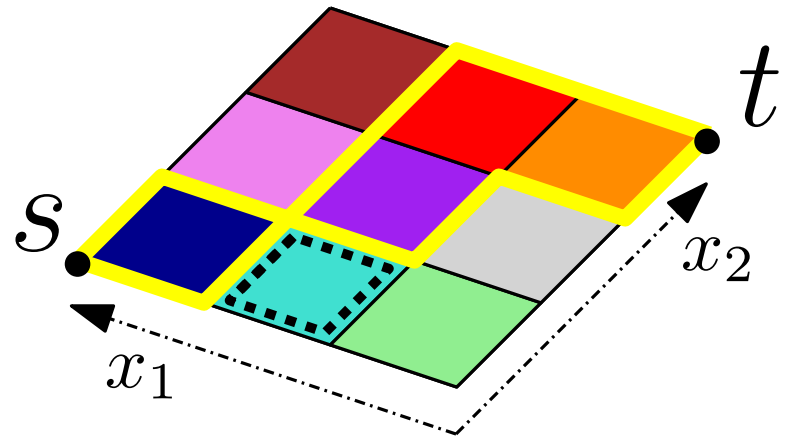
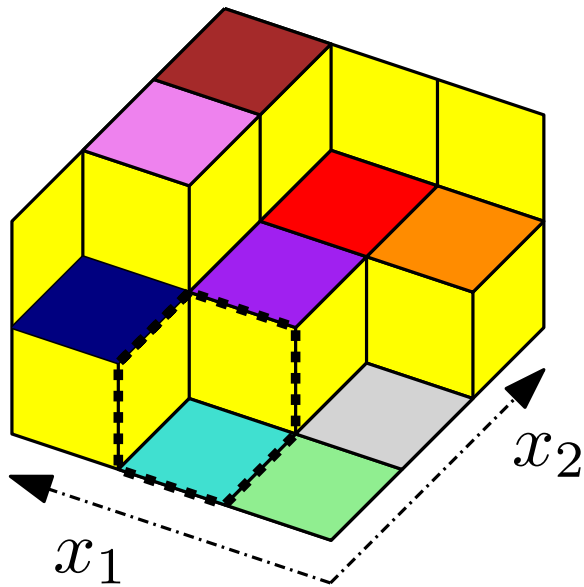




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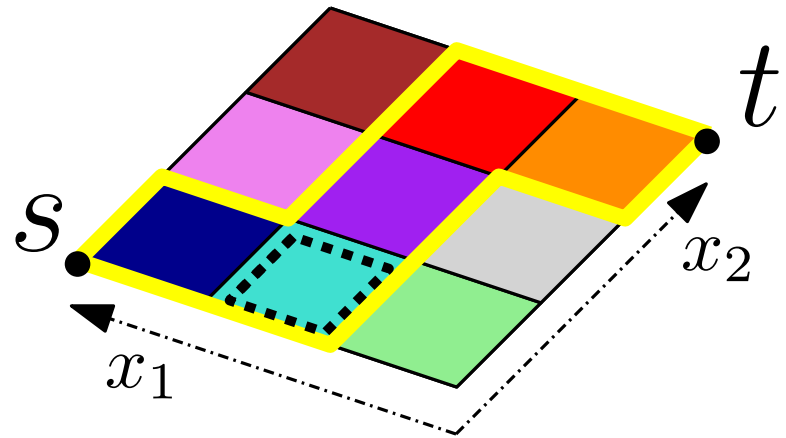
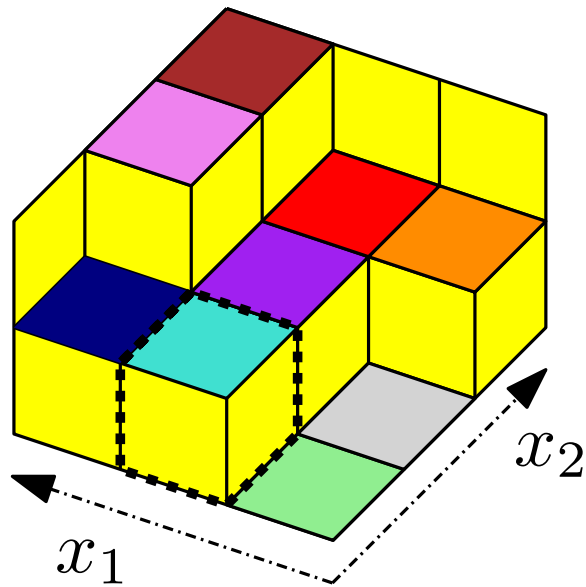
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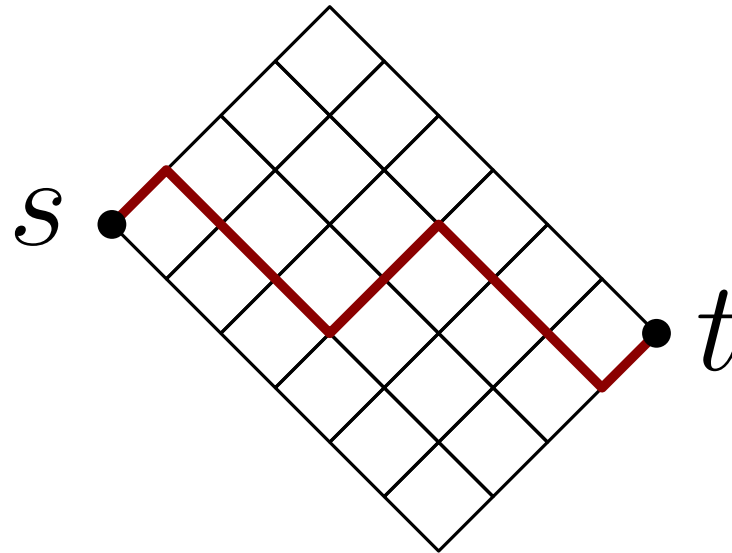


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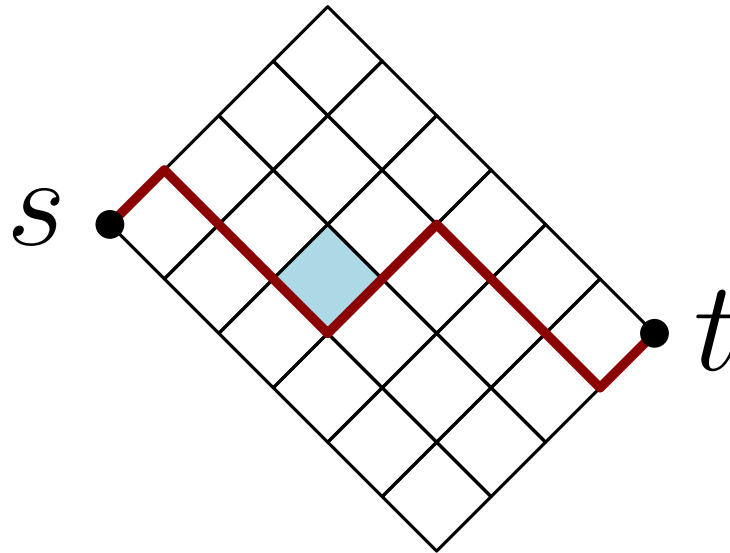


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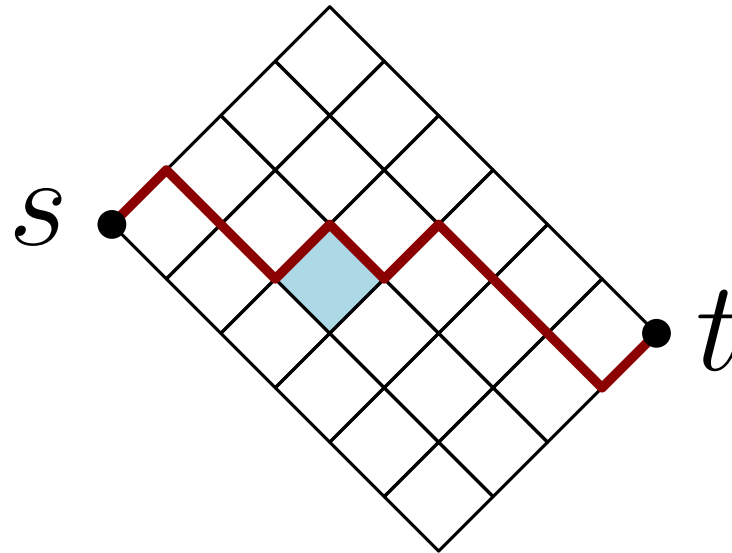


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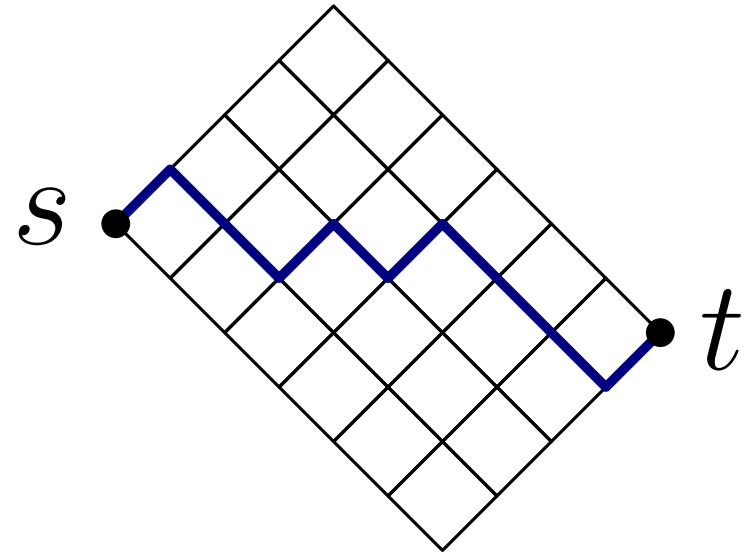
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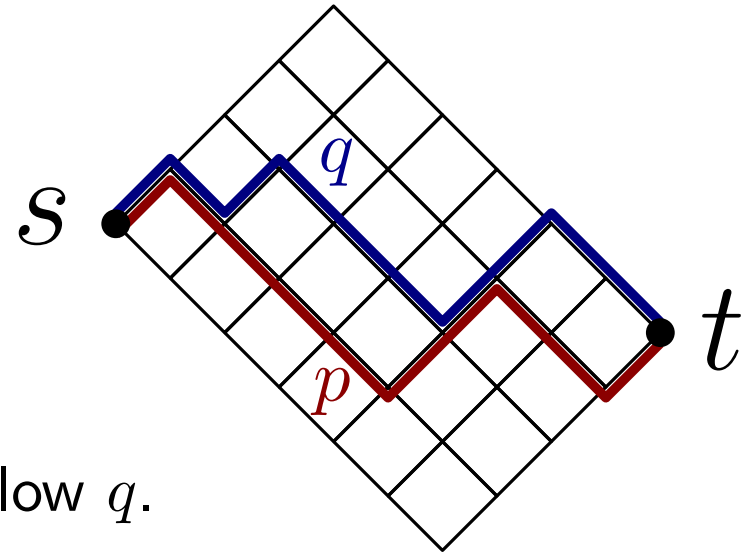


three parallel classes



**Technique:** Monotone coupling

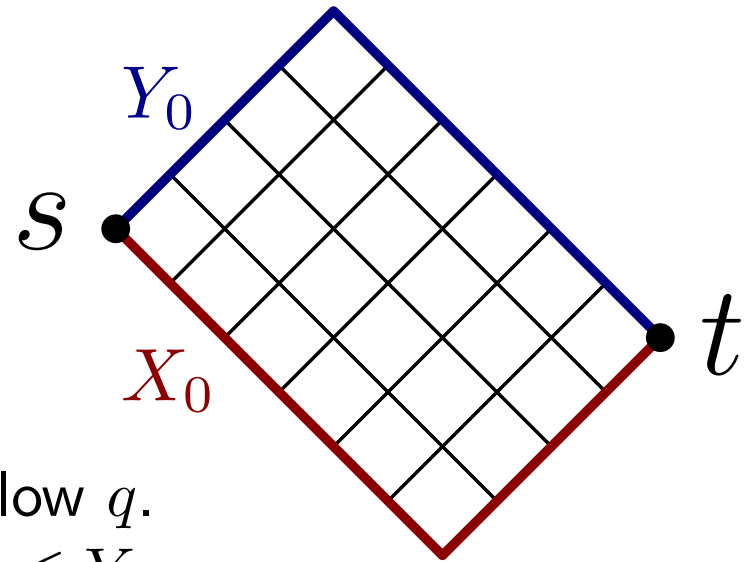
## three parallel classes



**Technique:** Monotone coupling

- Partial order on paths:  $p \leq q$  iff  $p$  below  $q$ .

## three parallel classes

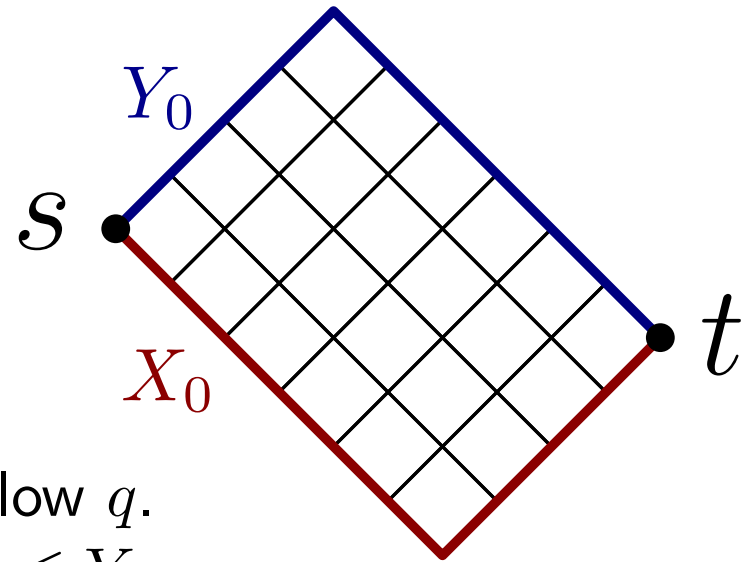


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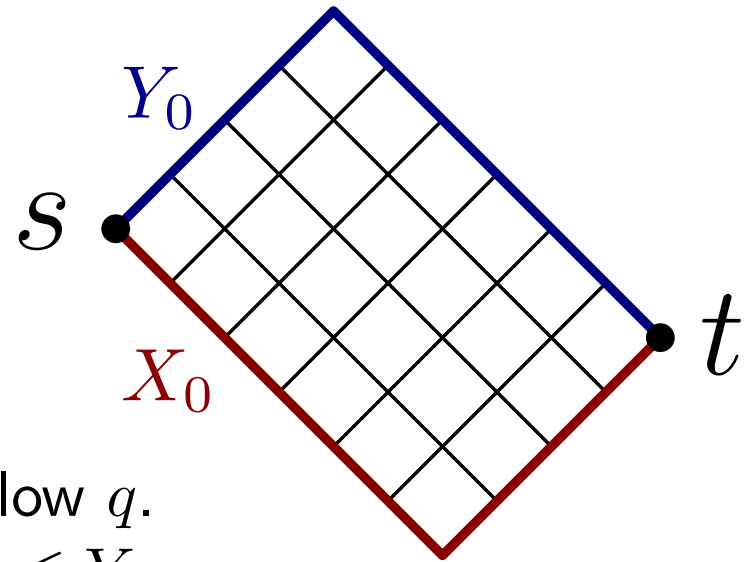
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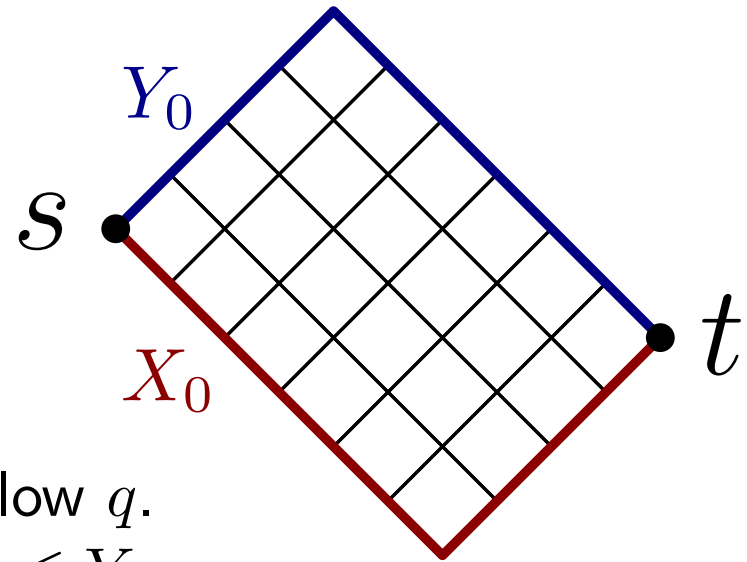
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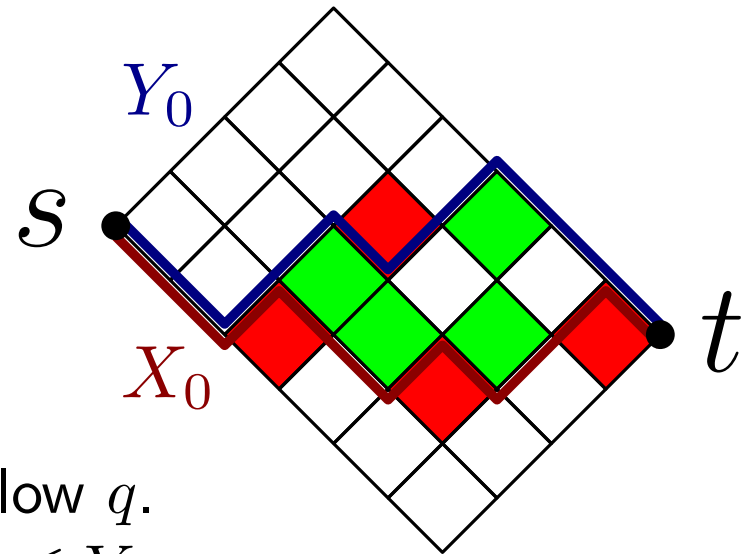
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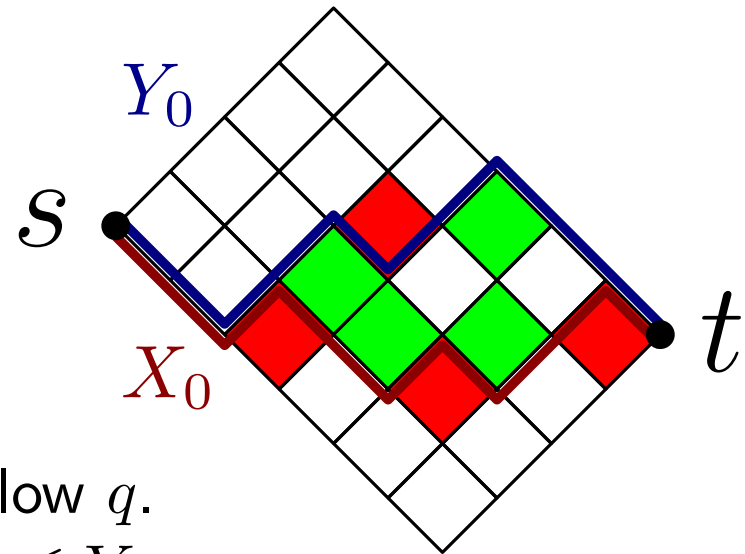


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Get upper bound on  $\mathbb{E}[\tau_C]$  by upper bounding expected change of area between  $X_t$  and  $Y_t$ :  $\mathbb{E}[\Delta d(X_t, Y_t)] \leq 0$ .

## three parallel classes



### Technique: Monotone coupling

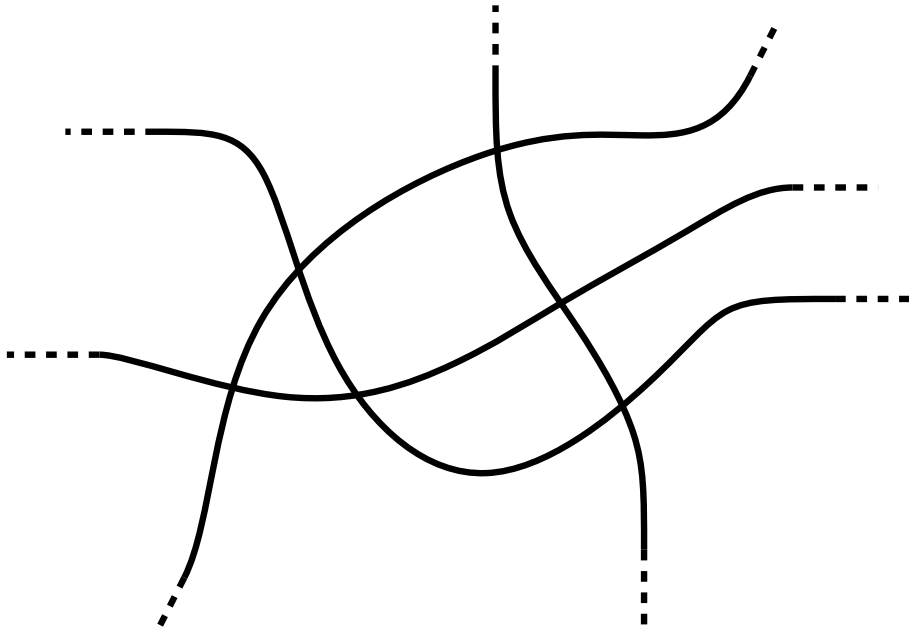
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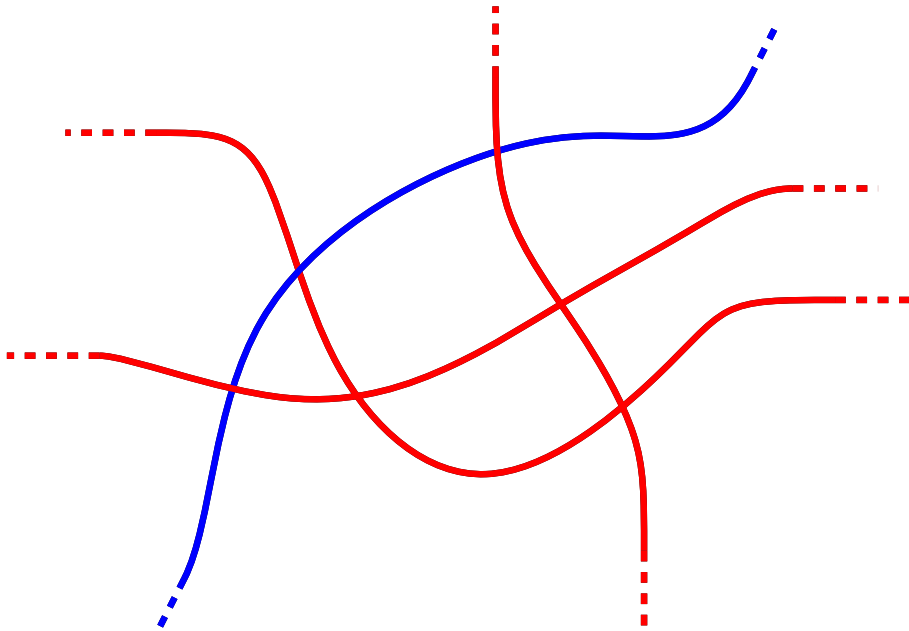
Theory  $\implies \tau(\varepsilon) \leq 6 \cdot \mathbb{E}[\tau_C] \left(1 + \log\left(\frac{1}{\varepsilon}\right)\right)$

bichromatic triangle conjecture

# bichromatic triangle conjecture

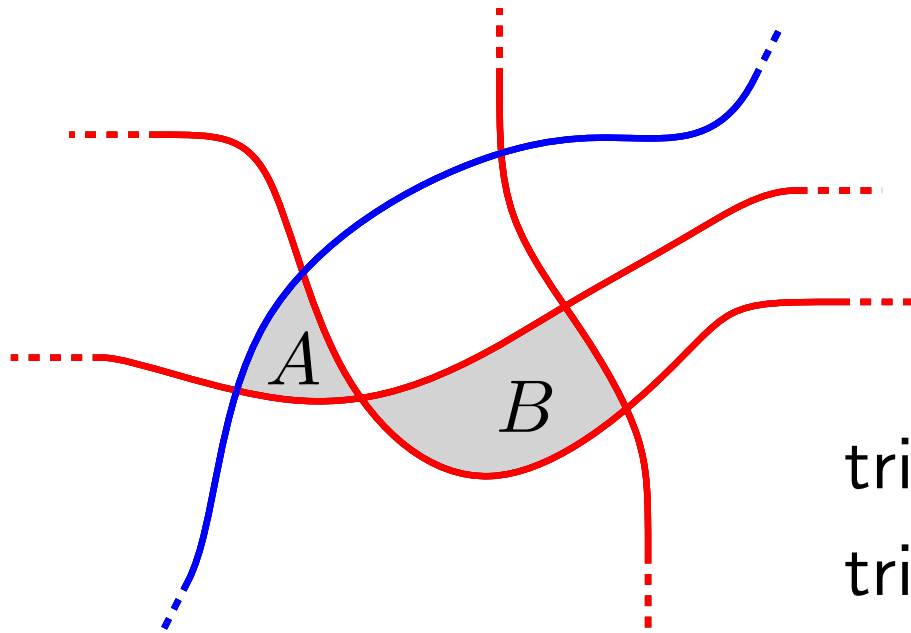


# bichromatic triangle conjecture



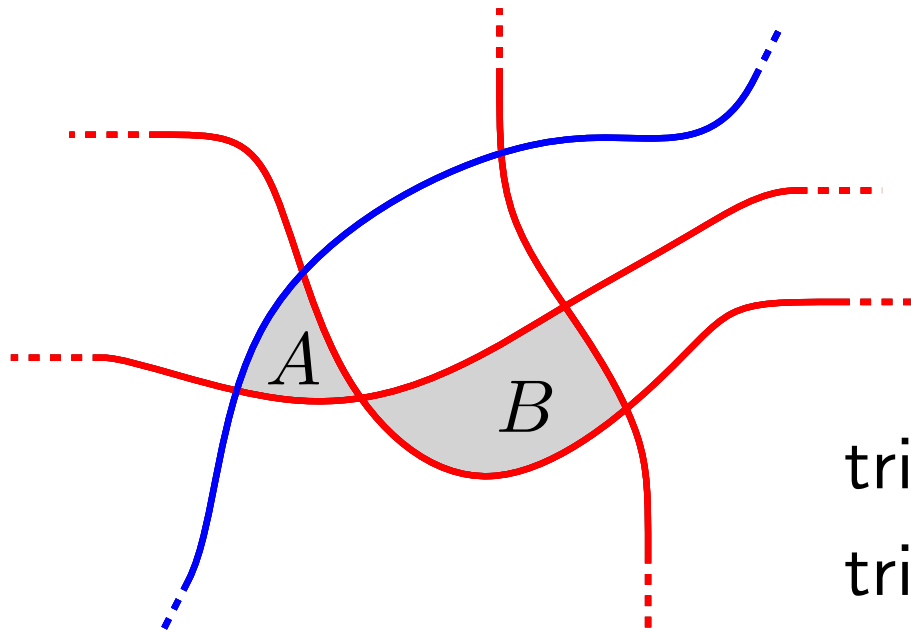


# bichromatic triangle conjecture



triangle  $A$  bichromatic  
triangle  $B$  monochromatic

## bichromatic triangle conjecture



triangle  $A$  bichromatic  
triangle  $B$  monochromatic

### **Conjecture:**

(Björner, Las Vergnas, Sturmfels, White, Ziegler, 1999)

Every truly two-colored arrangement of at least three pseudolines contains a bichromatic triangle.

¿Preguntas?

