# "Raising expectations"

On the monotonicity of the expected size of a random polytope.

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Yet amazingly "simple" questions remain open. Here's one:

Fix K and define  $f_i(K_n)$  as the number of *i*-dimensional faces of  $K_n$ . Is  $n \mapsto E[f_0(K_n)]$  a monotone function?













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There are also some algorithmic motivations:

I'd like to generate sets of points with particular properties.

Near-uniform distribution of combinatorial types. Avoiding certain patterns.

A natural approach is to do it incrementally.

Monotonicity of  $f_0$  is a basic "incremental" property.

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**Theorem.** Let  $Z_n$  denote the convex hull of n points chosen independently from a "generic" distribution  $\mathcal{P}$  on  $\mathbb{R}^d$ . If  $E[f_{d-1}(Z_n)] \sim_{n \to \infty} An^c$  for some A, c > 0 then there exists an integer  $n_0$  such that for any  $n \ge n_0$  we have  $E[f_{d-1}(Z_{n+1})] > E[f_{d-1}(Z_n)].$ 

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Based on a sampling argument ("Clarkson-Shor") introduced to analyze deterministic geometric configurations.

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A *k*-set of X is a pair (a, b) such that the open halfplane to the left of the line (ab), oriented from a to b, contains k points of X.



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Flip a (biased) coin for each point independently to decide whether to keep it or not.

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$$\begin{split} E[s_0(R)] &= \sum_{i=0}^{n-2} s_i(X) p^2 (1-p)^i \ge \sum_{i=0}^k s_i(X) p^2 (1-p)^i \ge p^2 (1-p)^k \sum_{i=0}^k s_i(X) \\ & \wedge \\ E[\#R] = pn \\ & \Rightarrow \text{ for any choice of } p \text{ we have } \sum_{i=0}^k s_i(X) \le \frac{n}{p(1-p)^k}. \\ & \text{ Setting } p = \frac{1}{k} \text{ yields that } \sum_{i=0}^k s_i(X) = O(nk) \text{ for any } n\text{-points set } X. \end{split}$$

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Step 1. 
$$s_0(n) - s_0(n-1) \ge \frac{ds_0(n) - s_1(n)}{n}$$

Step 2.  $s_0(r) \ge x^d s_0(n) + x^d(1-x)s_1(n)$  where  $1 \le r \le n$  and  $x = \frac{r-d}{n-d}$ .

Step 3. Use the asymptotic behavior of  $f_{d-1}(n) = s_0(n)$  to express  $s_0(r)$  in terms of  $s_0(n)$ .

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$$ns_0(Z) = \left(\sum_{q \in Z} s_0(Z \setminus \{q\})\right) + \left(\sum_{F} \text{facet of } CH(Z) \sum_{q \in Z} \mathbb{1}_{q \in F}\right) - s_1(Z)$$

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Count how many of the 0- and 1-sets of Z became 0-sets of R:

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Altogether,  $s_0(r) \ge x^d s_0(n) + x^d (1-x) s_1(n)$ .

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We now find some value r(n) such that for all n large enough

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A sufficient condition is that  $\lim_{n\to\infty} \frac{f_{d-1}(n)}{An^c} = 1$ 

For any  $\epsilon > 0$  there exists  $N_{\epsilon}$  such that for all  $n \ge N_{\epsilon}$  we have  $(1 - \epsilon)An^{c} \le f_{d-1}(n) \le (1 + \epsilon)An^{c}$ 

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assumption we make on the distribution  $\mathcal{P}$ .

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#### From facets to other faces

So, when K is smooth  $E[f_{d-1}(K_n)]$  is asymptotically increasing.

When K is polyhedral this technique cannot say much...

Since  $K_n$  is a. s. simplicial,  $E[f_{d-2}(K_n)] = \frac{d}{2}E[f_{d-1}(K_n)]$  is also asymptotically monotone.

Every (d-1)-face is incident to d (d-2)-faces.

For d = 3 we have  $f_0(K_n) = 2 - f_2(K_n) + f_1(K_n) = 2 + \frac{1}{2}f_2(K_n)$ by Euler's relation and  $E[f_0(K_n)]$  is also asymptotically monotone.

#### To summarize

An interesting property.

Any sufficiently fast asymptotic growth of  $E[f_{d-1}]$  cannot hide oscillations.

A simple yet efficient probabilistic technique to analyze geometric configurations.

Introduce a notion of "levels". Sample the configuration and analyze how the levels "propagate". Optimize the sampling rate. K. L. Clarkson. New applications of random sampling in computational geometry, *Discrete & Computational Geometry*, 2:195–222, 1987.

K. L. Clarkson and P. W. Shor. Applications of random sampling in computational geometry, II, *Discrete & Computational Geometry* 4:387–421, 1989.

B. Chazelle. **The discrepancy method**, *Cambridge University Press*, http://www.cs.princeton.edu/ chazelle/book.html (chapter on random sampling of range spaces).

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N. Alon and J. Spencer. **The probabilistic method**, *Wiley Series in Discrete Mathematics and Optimization*.