

Fibered K3 Surfaces using Sage

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March 11, 2009

1 Reflexive Polytopes in Toric Geometry

- Reflexive Polytopes
- Homogeneous Coordinates
- Calabi-Yau Hypersurfaces
- Tools and Projects

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Lattice and Reflexive Polytopes

Let $N \simeq \mathbb{Z}^d$ be a lattice, $N_{\mathbb{R}} = N \otimes_{\mathbb{Z}} \mathbb{R}$, $M = \text{Hom}(N, \mathbb{Z})$.

Definition

A *lattice polytope* Δ is the convex hull in $N_{\mathbb{R}}$ of finitely many points $v_1, \dots, v_n \in N$.

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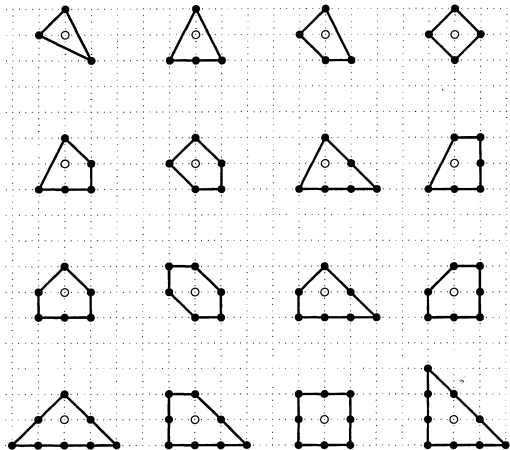
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- A necessary condition for Δ to be reflexive: the origin is the only *interior* lattice point (sufficient for $d = 2$).
- Vertices of Δ° are w_1, \dots, w_m , where $\langle w_i, v \rangle + 1 = 0$ are equations of facets of Δ and w_i are normalized inner normals to them.
- $(\Delta^\circ)^\circ = \Delta$.

Low-Dimensional Reflexive Polytopes

Up to the action of $GL(\mathbb{Z}^d)$, there are finitely many d -dimensional reflexive polytopes and there is a classification algorithm.



There are 16 reflexive polygons.

For $d = 3$: 4319.

For $d = 4$: 473,800,776.

The image is taken from Poonen, B. & Rodriguez-Villegas, F., Lattice polygons and the number 12, Amer. Math. Monthly 107 (2000), no. 3, 238–250.

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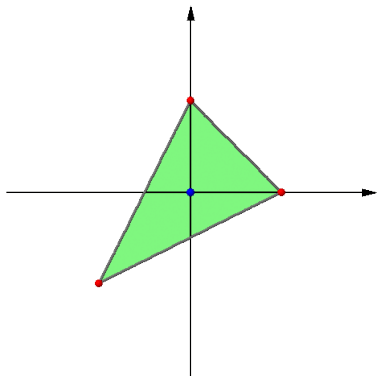
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Homogeneous Coordinates: Projective Space

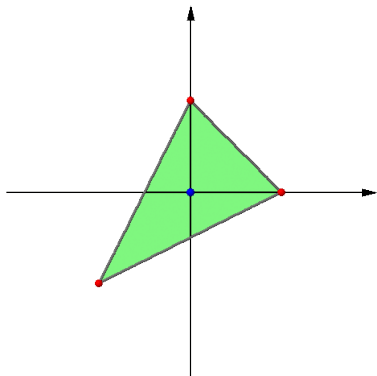
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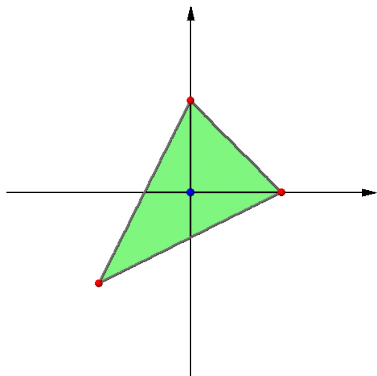
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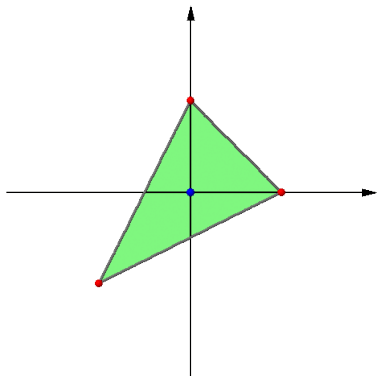
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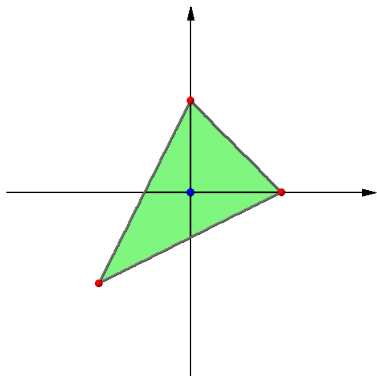
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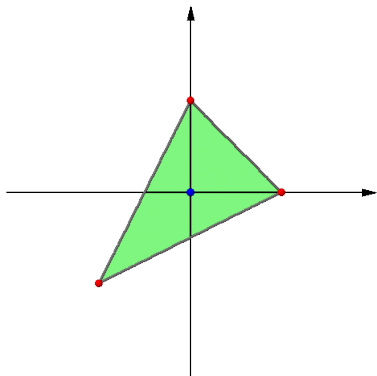
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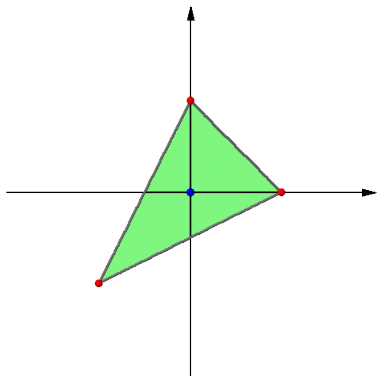
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This defines a toric variety \mathbb{P}_Δ as $(\mathbb{C}^3 \setminus \{0\})/\mathbb{C}^\times \simeq \mathbb{P}^2$.

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- On $\mathbb{C}^n \setminus S$ we have the action of $G = \ker [(\mathbb{C}^\times)^n \rightarrow \mathbb{C}^d]$ for

$$(\lambda_1, \dots, \lambda_n) \mapsto \left(\prod_{i=1}^n \lambda_i^{(v_i)_1}, \dots, \prod_{i=1}^n \lambda_i^{(v_i)_d} \right).$$

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- This defines the toric variety \mathbb{P}_Σ as $(\mathbb{C}^n \setminus S)/G$, which is a good geometric quotient if Σ is simplicial (e.g. if Σ corresponds to a maximal lattice triangulation of $\partial\Delta$).

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Anticanonical Hypersurfaces

- Batyrev's mirror pair of Calabi-Yau anticanonical hypersurfaces $X \subset \mathbb{P}_{\Sigma(\Delta)}$ and $X^\circ \subset \mathbb{P}_{\Sigma(\Delta^\circ)}$ is given by the equation

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- Q: What are the Hodge numbers of X and X° ?
- A: For $d \geq 4$ they can be computed “in terms of Δ .”

$$h^{1,1}(X) = \ell(\Delta) - 1 - d - \sum_{\Gamma} \ell^*(\Gamma) + \sum_F \ell^*(F) \ell^*(F^*),$$

where $\ell(\Delta) = |\Delta \cap N|$, Γ runs over codimension-1 faces of Δ , $\ell^*(\Gamma) = |\text{int } \Gamma \cap N|$, F runs over codimension-2 faces of Δ , and F^* is the dual to F face of Δ° .

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can be dealt with explicitly using polytope data — facial structure and lattice points on faces. Perfect for computer experimentation!

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- Some extra code, which may be added to Sage once it is clean, if there will be general interest.

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Sample Projects

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Let's look at elliptic fibrations closer.

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- Moreover, exceptional fibers over zero and infinity can be directly seen from the edges of Δ !
- With some care the method works for higher dimensions.

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$$\sum_{\langle m_f, v_i \rangle > 0} \langle m_f, v_i \rangle \{z_i = 0\} \sim - \sum_{\langle m_f, v_i \rangle < 0} \langle m_f, v_i \rangle \{z_i = 0\}.$$

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- Let's see it in action in 3D using Sage!

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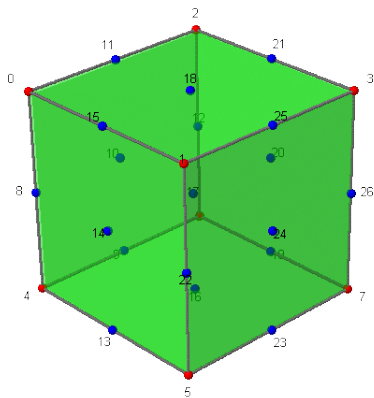
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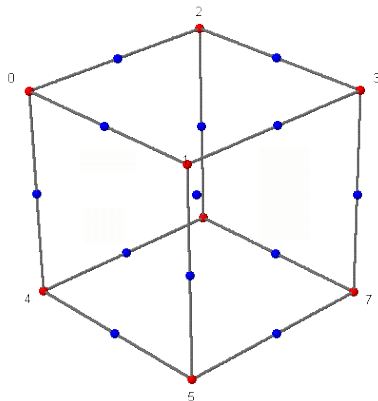
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Slicing the Cube

Take a cube:

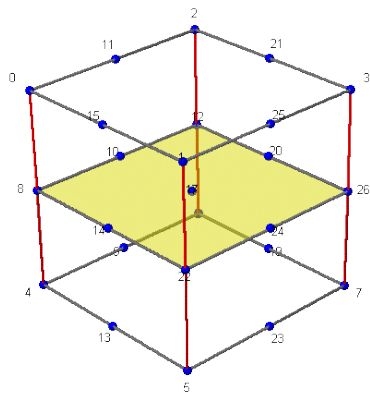


Consider its skeleton:

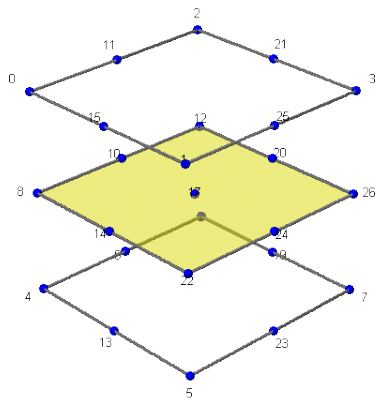


Slicing the Cube

Slice it:

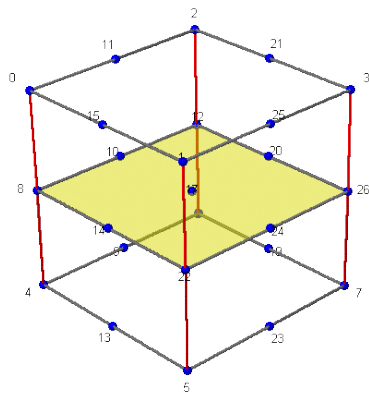


Remove "touching" parts:

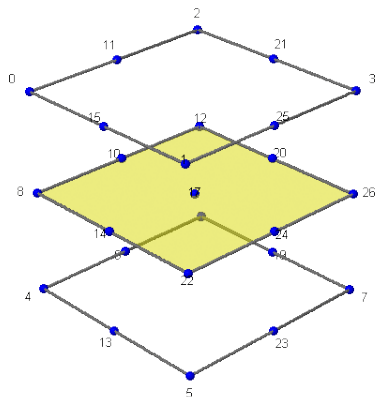


Slicing the Cube

Slice it:



Remove “touching” parts:



Graphs on top and bottom are extended Dynkin diagrams corresponding to the exceptional fibers over zero and infinity of the induced fibration of X !

Slicing the Cube — not by hands!!!

Using Sage, after some preparation we get

...

```
sage: ef.show()
```

A fibration of:

A polytope polar to An octahedron: 3-dimensional, 8 vertices.

Corresponding to:

...

Equation of a hypersurface:

$$a_3 z_0^2 z_2^2 z_4^2 z_6^2 z_8^2 z_9^2 + a_4 z_0^2 z_1^2 z_4^2 z_5^2 z_8^2 z_{10}^2 + a_2 z_0^2 z_1^2 z_2^2 z_3^2 z_8 z_9 z_{10} z_{11} + \\ a_6 z_0 z_1 z_2 z_3 z_4 z_5 z_6 z_7 z_8 z_9 z_{10} z_{11} + a_5 z_4^2 z_5^2 z_6^2 z_7^2 z_8 z_9 z_{10} z_{11} + a_1 z_2^2 z_3^2 z_6^2 z_7^2 z_9^2 z_{11}^2 + a_0 z_1^2 z_3^2 z_5^2 z_7^2 z_{10}^2 z_{11}^2$$

...

Fiber over $(t^{(1)}, 1)$:

$$(a_3 t^2) z_8^2 z_9^2 + (a_4 t^2) z_8^2 z_{10}^2 + (a_2 t^2 + a_6 t + a_5) z_8 z_9 z_{10} z_{11} + a_1 z_9^2 z_{11}^2 + a_0 z_{10}^2 z_{11}^2$$

Top: ExtA7.

Bottom: ExtA7.

F_0: ('I', 8).

F_infinity: ('I', 8).

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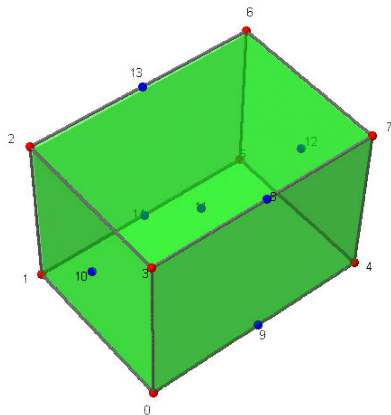
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- **Splitting**

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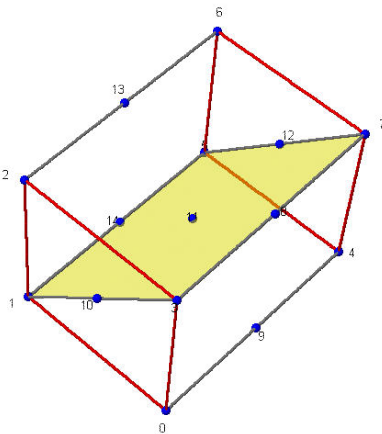
- Summary
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Another Example

Start with:

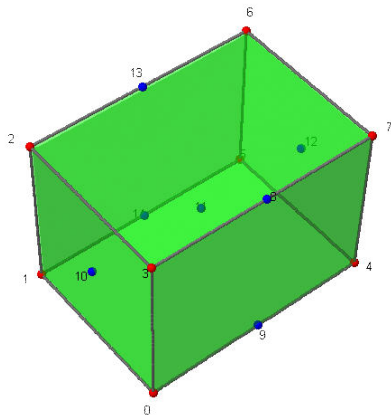


Fibration diagram:

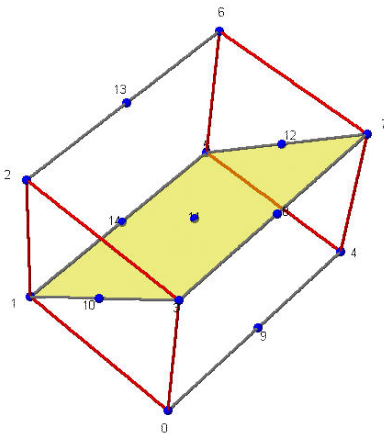


Another Example

Start with:



Fibration diagram:



Not as satisfying as before — graphs of “top” and “bottom” are not extended Dynkin diagrams.

Picard Lattice

- Up to linear equivalence, all divisors on $\mathbb{P}_{\Sigma(\Delta)}$ are toric-invariant, i.e. correspond to 1-dimensional cones of $\Sigma(\Delta)$.

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$$p(X) = \ell(\Delta) - 1 - 3 - \sum_{F, \text{ facets of } \Delta} \ell^*(F) + \sum_{E, \text{ edges of } \Delta} \ell^*(E)\ell^*(E^*).$$

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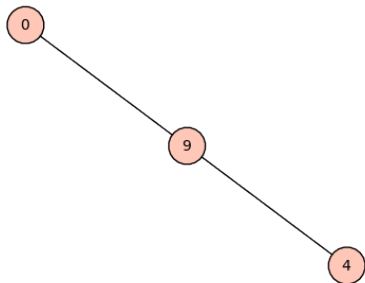
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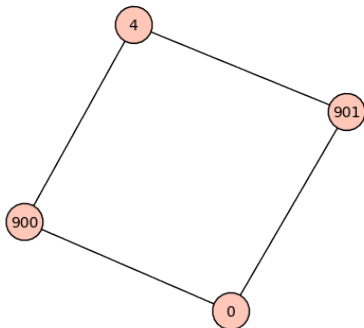
- After this “splitting” all points on graphs of the “top” and “bottom” correspond to divisors with self-intersection -2. “Edges split” as well and each line represents an intersection of divisors (without multiplicities except for the case $0===0$).

Another Example — Splitting

Before splitting:

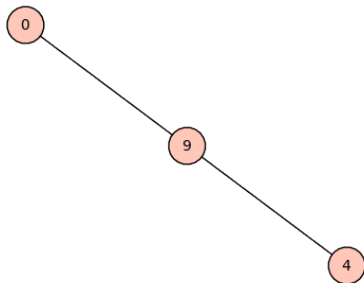


After splitting:

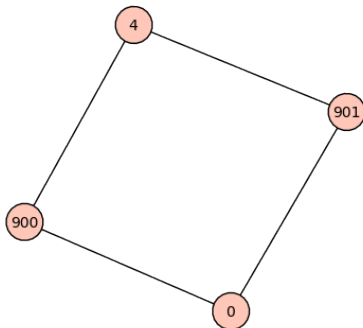


Another Example — Splitting

Before splitting:



After splitting:



Now we do get an extended Dynkin diagram, as expected for an exceptional fiber!

Splitting: Details

Intersection of a generic K3 surface and a torus-invariant divisor $\{z_j = 0\}$, where v_j is an interior point of an edge E gives

$$\sum_{w \in \Delta^\circ \cap M} a_w \prod_{i=1}^n z_i^{\langle w, v_i \rangle + 1} = \sum_{w \in E^* \cap M} a_w \prod_{i=1, \dots, \hat{j}, \dots, n} z_i^{\langle w, v_i \rangle + 1},$$

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since $\langle w, v_j \rangle = -1$ precisely for $w \in E^*$.

Let w_0, \dots, w_s be consecutive points along E^* . Since $w_k = w_0 + k(w_1 - w_0)$, we can rewrite the above as

$$\prod_{i=1}^n z_i^{\langle w_0, v_i \rangle + 1} \sum_{k=0}^s a_{w_k} \left(\prod_{t=1}^n z_t^{\langle w_1 - w_0, v_t \rangle} \right)^k$$

and the intersection splits into $s = \ell^*(E^*) + 1$ components.

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3 Using Sage

- **Summary**
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- Interfaces with other programs: integration with PALP, using MAGMA and Maple for (temporarily) missing features of Sage.

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Interfaces with Other Software

- It was quite easy to make an interface to PALP for computing convex hulls, facial structure, polars, and nef partitions.
- Interfaces to commercial software are built-in (but you have to have these programs, of course), if a particular function is not supported in the sense of returning a Sage object, at least it is possible to get a string output for any command.
- This is convenient to get fast access to features that are not implemented in Sage and wait for someone to implement it.
- E.g. MAGMA was used for graph classification, but now there is no need for this, thanks to Robert Miller!

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 - even pretty printing (as well as LaTeX code)!
- For classifying all exceptional fibers numerically it was important to find roots with specified precision to make sure that multiple roots are determined as multiple.
- For one of the projects it was important to have fast arithmetics for polynomials over \mathbb{Z} and Sage is the fastest for the moment.

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```
def top3d(self,
          edge_thickness=3, edge_color=(0.5,0.5,0.5),
          point_size=10, point_color=(0,0,1),
          label_color=(0,0,0), label_shift=1.1):
    r"""
    Return the 3d plot of the top edge diagram.
    """
    g = self._s.top
    points = self.polytope().points().columns(copy=False)
    plot = None
    for v in g.vertices():
        pt = points[v]
        plot += point3d([pt], size=point_size, rgbcolor=point_color)
        plot += text3d(str(v), label_shift*pt, rgbcolor=label_color)
    for e in g.edges():
        plot += line3d([points[e[0]], points[e[1]]],
                      thickness=edge_thickness, rgbcolor=edge_color)
    return plot
```

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- If you do want to have a personal installation, you download the archive, follow simple instructions, and it works. If you have problems, it is clear where to get help.
- From personal experience, this can be more complicated (thus annoying) for much simpler free software.