Higher Dimensional Chip-Firing

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Chip-Firing

Discrete Dynamical System Combinatorial Game Physics Model

A commodity (chips, dollars, sand) is moved (fired, exchanged, toppled) amongst sites of a network.

Dynamics are given by a local thresholding rule.

If you have enough to share with all of your neighbors, then share!

Chip-Firing – Basic Dynamics



Let's look at some larger examples. How can we visualize them?

Color	Number of chips
	0
	1
	2
	3



2	3	3	2
3	2	2	3
3	2	2	3
2	3	3	2



Suppose we drop N chips at the origin of the two-dimensional grid. N = 10



Suppose we drop N chips at the origin of the two-dimensional grid. N = 100



Suppose we drop N chips at the origin of the two-dimensional grid. N = 1,000



Suppose we drop N chips at the origin of the two-dimensional grid. N = 10,000



Suppose we drop N chips at the origin of the two-dimensional grid. N = 100,000



Suppose we drop N chips at the origin of the two-dimensional grid. N = 1,000,000



Suppose we drop N chips at the origin of the two-dimensional grid. N = 10,000,000





(Bak, Tang, Wiesenfeld '88, Dhar '06, Creutz '04, Pstojic '03, Caracciolo, Paoletti, Sportiello '08, Paoletti '14, Levine, Pegden, Smart '13, '16, '17)

Suppose we drop N chips at the origin of the F-Lattice. With checkerboard background 0 / 1.



Suppose we drop N chips at the origin of the two-dimensional grid. With background height 2.



Suppose we drop N chips at the origin of the two-dimensional grid. With checkerboard background 1 / 3.



• Algebraic (Duval, K., Martin '11, '14)

Combinatorial Laplacian (Hodge Laplacian)

Higher dimensional spanning trees (simplicial matroids)

Sandpile group $\mathcal{S}(G)$ (family of group invariants)



Flow on edges Reroute across incident faces

- Dynamic (Felzenszwalb, K. '19)
 - Does the process stop? Order of firings? Pattern Formation?





• Root system chip-firing (Galashin, Hopkins, McConville, Postnikov '18)



• A non-terminating example:







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• Conservative flows (circulations) terminate:



• Order matters!



• Remove a face from the grid: (Topological Constraint)





