

POLY-BERNOULLI NUMBERS & MATCHSTICK GAMES ON CYLINDERS

REED COLLEGE COLLABORATIVE MATHEMATICS RESEARCH GROUP 2024

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JMM — 2025 JANUARY 9

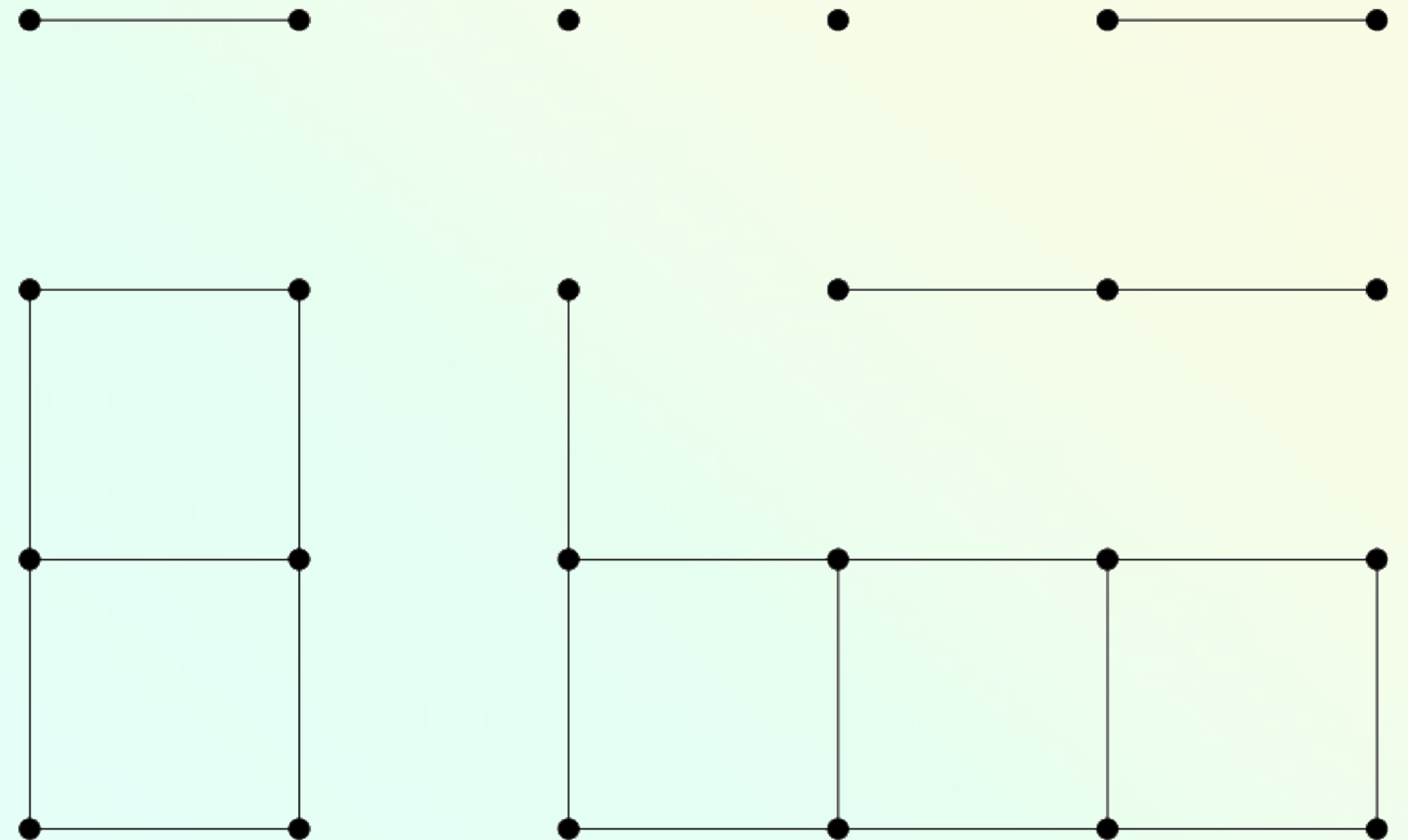
MATCHSTICK GAMES

SATURATED TRANSFER SYSTEMS ON MODULAR LATTICES

Write $[m] = \{0 < 1 < \dots < m\}$ so that $[m] \times [n]$ is a **rectangular grid** poset.

MATCHSTICK GAME RULES:

- Vertical stick implies all sticks to its left
- Horizontal stick implies all sticks below it
- $3 \Rightarrow 4$ in unit boxes

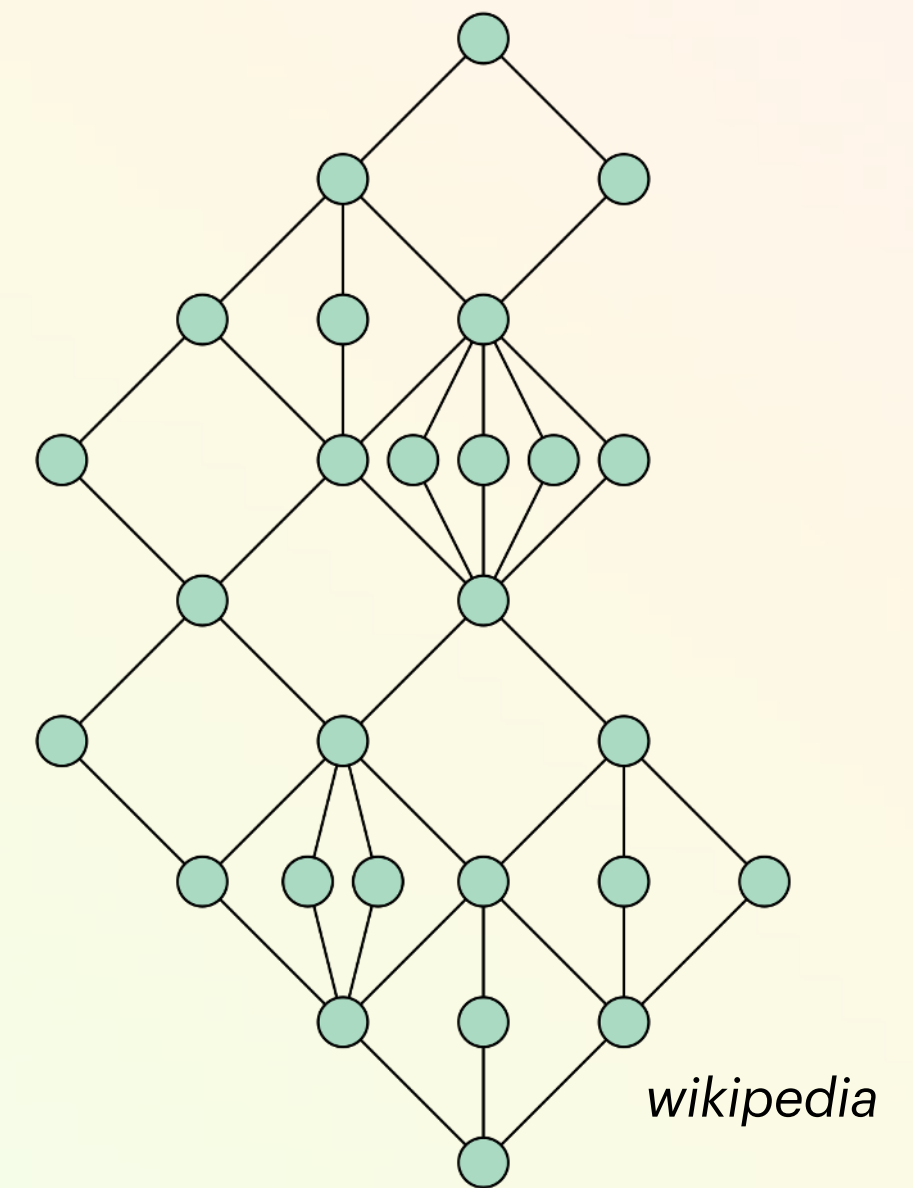


MODULAR LATTICES

KEY STRUCTURAL PROPERTY OF SUBGROUP LATTICES OF ABELIAN GROUPS

A lattice P is **modular** when $x \leq y$ implies $x \vee (z \wedge y) = (x \vee z) \wedge y$.

Equivalently, $[x \wedge y, y] \cong [x, x \vee y]$ for all x, y (**diamond isomorphism**).



MATCHSTICK GAME RULES:

- Q a subset of covering relations of P
- $x Q (x \vee y) \implies (x \wedge y) Q y$
- $3 \implies 4$ in covering diamonds

THEOREM. A lattice is modular if and if it contains no pentagonal sublattice.

WHY MATCHSTICK GAMES?

Matchstick games on modular lattice P enumerate

- saturated transfer systems
- submonoids of $(P, \vee)$
- max-closed relations (Knuth)
- interior operators
- coreflective factorization systems
- cofibrant model structures

(See Tien Chih's talk!)



COUNTING GAMES

THEOREM (Hafeez-Marcus-O-Osorno '22). The number of legal matchstick games on $[m] \times [n]$ is

$$\text{games}([m] \times [n]) = \sum_{j=2}^{m+2} (-1)^{m-j} \left\{ \begin{matrix} m+1 \\ j-1 \end{matrix} \right\} \frac{j!}{2} j^n$$

for $\left\{ \begin{matrix} r \\ s \end{matrix} \right\}$ the Stirling number of the second kind counting s -block partitions of an r -element set, and these numbers satisfy the recurrence

$$\text{games}([m] \times [n+1]) = \text{games}([m] \times [n]) + \sum_{j=0}^m \binom{m+1}{j} \text{games}([j] \times [n]).$$

POLY-BERNOULLI NUMBERS

BERNOULLI NUMBERS + POLYLOGARITHMS = COMBINATORICS

COROLLARY. Matchstick games on $[m] \times [n]$ are seminumerous with poly-Bernoulli numbers: $2 \text{ games}([m] \times [n]) = B_{m+1,n+1}$.

The **poly-Bernoulli numbers** $B_n^{(s)}$ [Kaneko 1997] are defined by

$$\sum_{n \geq 0} B_n^{(s)} \frac{z^n}{n!} = \frac{1}{1 - e^{-z}} \sum_{k \geq 1} \frac{(1 - e^{-z})^k}{k^s}.$$

Then $B_n^{(1)}$ is the classical Bernoulli numbers, and $B_{m,n} := B_n^{(-m)}$ is a positive integer for $m, n \in \mathbb{N}$.

POLY-BERNOULLI NUMBERS

BERNOULLI NUMBERS + POLYLOGARITHMS = COMBINATORICS

THEOREM [Kaneko; see Knuth 2024]. The (re-indexed) pB numbers satisfy

$$B_{m,n} = \sum_{k \geq 0} (k!)^2 \begin{Bmatrix} m+1 \\ k+1 \end{Bmatrix} \begin{Bmatrix} n+1 \\ k+1 \end{Bmatrix}$$

and their exponential generating function is

$$G(x, y) = \sum_{m,n \geq 0} B_{m,n} \frac{x^m y^n}{m! n!} = \frac{e^{x+y}}{e^x + e^y - e^{x+y}}.$$

CAN WE GENERALIZE THESE FORMULÆ SO THEY APPLY TO OTHER MODULAR LATTICES?

WE WILL FOCUS ON LATTICES OF THE FORM $P \times [n]$ FOR P MODULAR.

TRANSFER MATRIX METHOD

BUILDING $\text{games}(P \times [n])$ **ONE LAYER AT A TIME**

If G is a weighted directed graph with adjacency matrix $A(G)$, then

$$(A(G)^n)_{u,v} = \sum_{\substack{\text{length } n \text{ walks} \\ v_0 v_1 \cdots v_n \\ u = v_0, v = v_n}} \prod_{i=0}^{n-1} \text{weight}(v_i v_{i+1}).$$

Define $G(P)$ to have vertex set $\text{games}(P)$ and a directed edge QQ' with weight the number of matchstick games on $P \times [1]$ with Q on 'bottom' and Q' on 'top'.

For $A(P) := A(G(P))$, we have

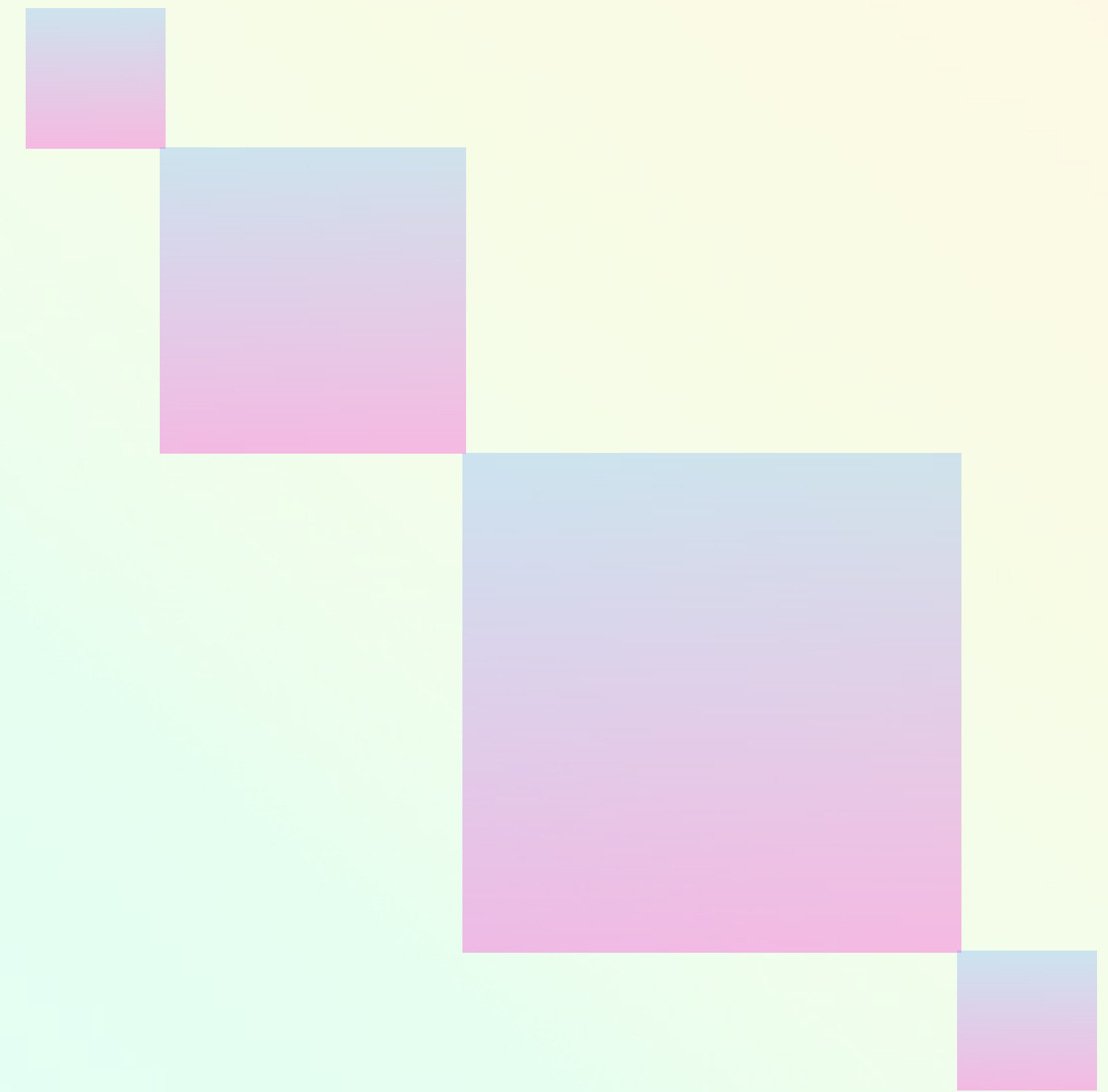
$$\text{games}(P \times [n]) = \sum_{Q, Q' \in \text{games}(P)} (A(P)^n)_{Q, Q'}.$$

EXAMPLE

SPECIALIZING TO $P = [1] \times [1]$

DIAGONALIZABILITY

LEMMA [CMRG '24]. For any finite modular lattice P there is a linear extension of $\text{games}(P)$ such that $A(P)$ is upper triangular with equal diagonal entries contiguous and each contiguous block diagonal. It follows that $A(P)$ is diagonalizable.



FORMULÆ & ASYMPTOTICS

THEOREM [CMRG '24]. For each finite modular lattice P , there are rational numbers b_i and positive integers λ_i , $1 \leq i \leq m$, such that

$$\# \text{games}(P \times [n]) = \sum_{i=1}^m b_i \lambda_i^n.$$

COROLLARY [CMRG '24]. The largest eigenvalue of $A(P)$ equals $\text{ac}(P)$, the number of antichains of P , and thus

$$\# \text{games}(P \times [n]) = \Theta(\text{ac}(P)^n).$$

EXAMPLE

SPECIALIZING TO $[1] \times [1] \times [n]$

Set $P = [1] \times [1]$. The number of matchstick games on $P \times [n] = [1] \times [1] \times [n]$ is

$$\# \text{games}([1] \times [1] \times [n]) = \frac{35}{2} \cdot 6^n - 12 \cdot 4^n + 3^n + \frac{1}{2} \cdot 2^n.$$

(An equivalent formula was discovered independently by Filip Stappers in the context of “max-closed relations”.)

FORMULÆ

$$[1]^3$$

$$[2]^{*5}$$

GENERATING FUNCTIONS

EXPONENTIAL GENERATING FUNCTION FOR HIGHER-DIMENSIONAL GRIDS

$$\text{Set } G(x_1, \dots, x_k) = \sum_{n_1, \dots, n_k \geq 0} 2^{\# \text{games}([n_1 - 1] \times \dots \times [n_k - 1])} \frac{x_1^{n_1} \dots x_k^{n_k}}{n_1! \dots n_k!}.$$

$$\text{By [Kaneko '97], } G(x, y, 0, \dots, 0) = \frac{e^{x+y}}{e^x + e^y - e^{x+y}}.$$

CONJECTURE [CMRG '24]. The exponential generating function $G(x_1, \dots, x_k)$ is a rational function in the variables $e^{x_1}, \dots, e^{x_k}$.

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ACKNOWLEDGMENTS



DMS-2204365, DMS-1916439

