

# Soliton cellular automata for the affine general linear Lie superalgebra

Benjamin Solomon  
Joint work with Mitchell Ryan

The University of Queensland

# Table of Contents

- 1 The Box-Ball System**
  - Description of the Box-Ball System
  - Description of Soliton
- 2 Box-Ball Systems and Crystals**
  - Crystals and Tableau
  - BBS using crystals
  - Generalisations
- 3 The Super Box-Ball System**
  - Description of  $\widehat{\mathfrak{gl}}(m|n)$
  - Solitons in SBBS

# Outline

- 1 The Box-Ball System**
  - Description of the Box-Ball System
  - Description of Soliton
- 2 Box-Ball Systems and Crystals
- 3 The Super Box-Ball System

# What is a Box-Ball System?

- The *box-ball system (BBS)* is an ultradiscrete (discrete in time and space) analogue of the *Korteweg–de Vries (KdV) equation*,

$$\frac{\partial u}{\partial t} + \frac{\partial^3 u}{\partial x^3} - 6u \frac{\partial u}{\partial x} = 0$$

function  $u(x, t)$   
 $x = \text{space}$   
 $t = \text{time}$

which describes water moving through a one dimensional channel.

# What is a Box-Ball System?

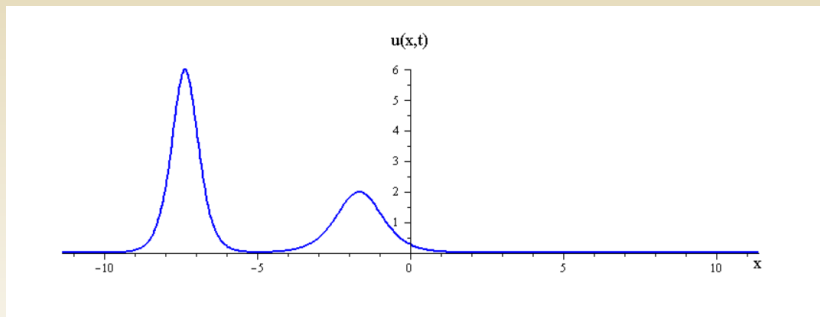
- The *box-ball system (BBS)* is an ultradiscrete (discrete in time and space) analogue of the *Korteweg–de Vries (KdV) equation*,

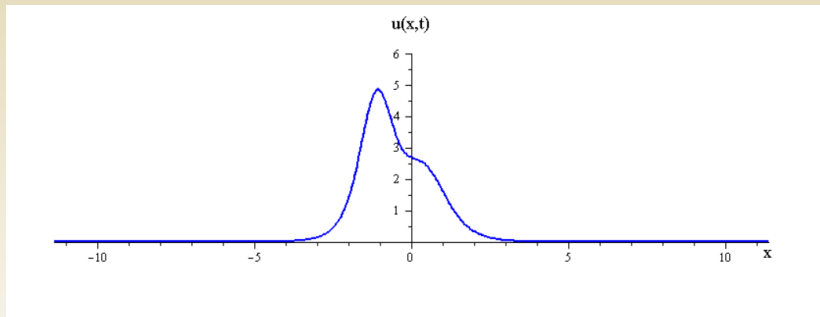
$$\frac{\partial u}{\partial t} + \frac{\partial^3 u}{\partial x^3} - 6u \frac{\partial u}{\partial x} = 0$$

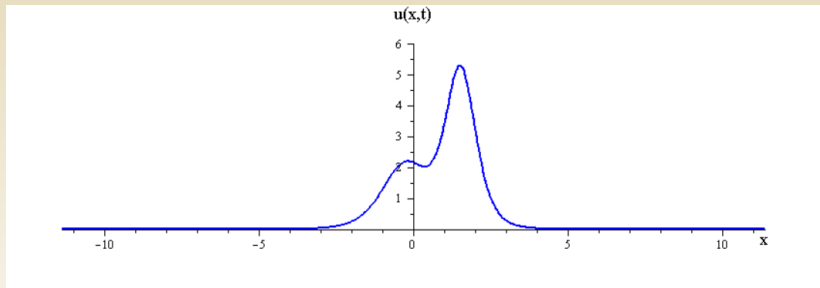
function  $u(x, t)$   
 $x = \text{space}$   
 $t = \text{time}$

which describes water moving through a one dimensional channel.

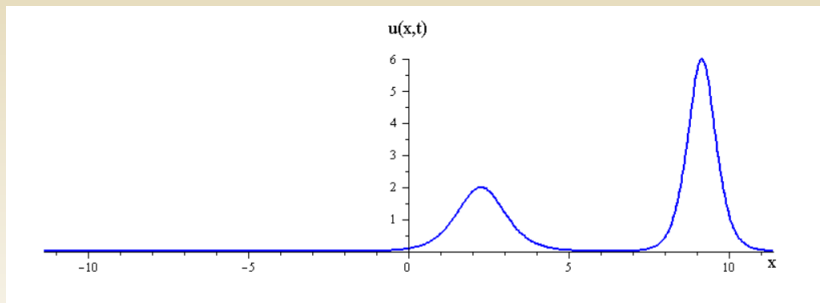
- The KdV equation admits *soliton* solutions, which are solitary waves moving through the channel.











## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.

## Example

$t = 0$



## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:

## Example

$t = 0$



## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:
  - The left most ball is moved the nearest empty box to its right.

## Example

$t = 0$



## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:
  - The left most ball is moved the nearest empty box to its right.
  - Repeat for each ball until all have been moved once.

## Example

$t = 0$



## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:
  - The left most ball is moved the nearest empty box to its right.
  - Repeat for each ball until all have been moved once.

## Example

$t = 0$



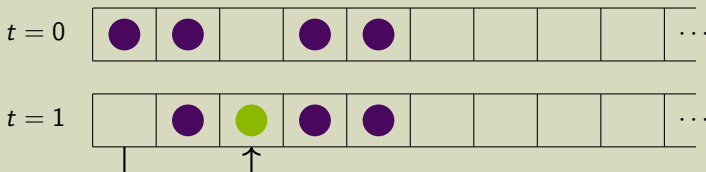
$t = 1$



## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:
  - The left most ball is moved the nearest empty box to its right.
  - Repeat for each ball until all have been moved once.

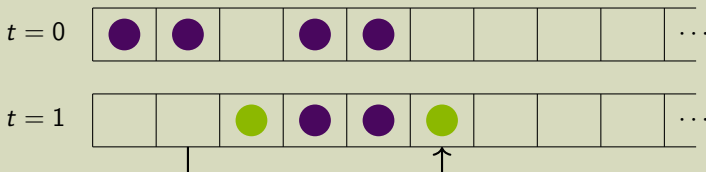
## Example



## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:
  - The left most ball is moved the nearest empty box to its right.
  - Repeat for each ball until all have been moved once.

## Example

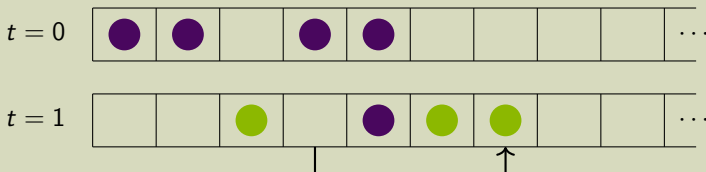




## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:
  - The left most ball is moved the nearest empty box to its right.
  - Repeat for each ball until all have been moved once.

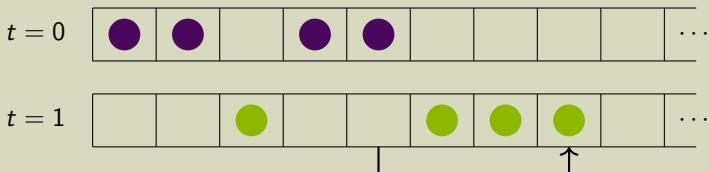
## Example



## Definition (Box-ball system)

- Composed of a finite number of balls in an infinite line of boxes.
- The *time evolution* of the system is defined by the following algorithm:
  - The left most ball is moved the nearest empty box to its right.
  - Repeat for each ball until all have been moved once.

## Example



# Solitonic Behaviour

A *soliton* in the BBS is a group of balls that exhibits the following behaviour:

# Solitonic Behaviour

A *soliton* in the BBS is a group of balls that exhibits the following behaviour:

- Speed corresponding to length.

# Solitonic Behaviour

A *soliton* in the BBS is a group of balls that exhibits the following behaviour:

- Speed corresponding to length.
- Stability under collisions.

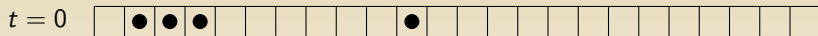
# Solitonic Behaviour

A *soliton* in the BBS is a group of balls that exhibits the following behaviour:

- Speed corresponding to length.
- Stability under collisions.

These conditions are analogous to the defining properties of a soliton solution to the KdV equation.

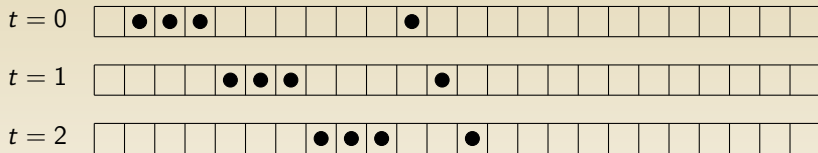
# BBS Example



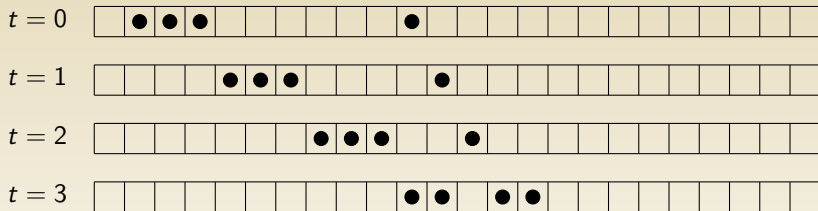




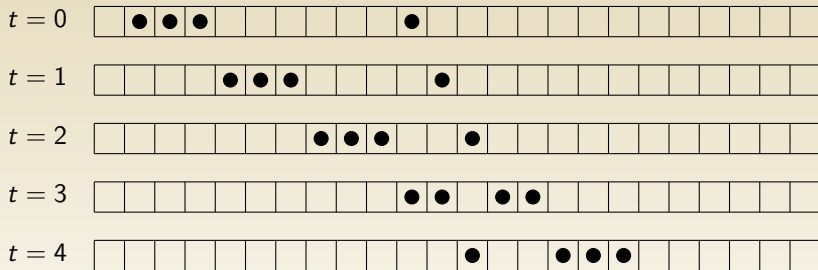
# BBS Example



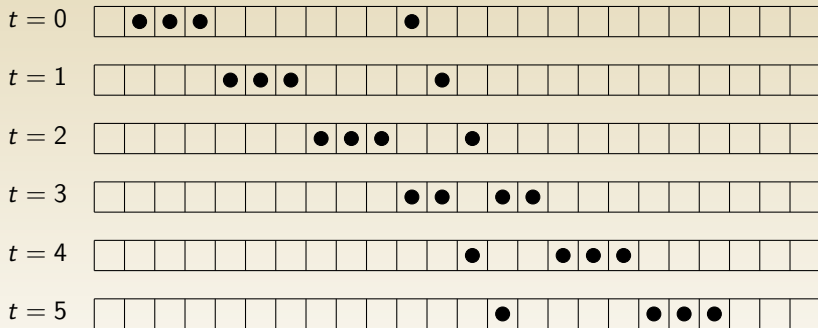
# BBS Example



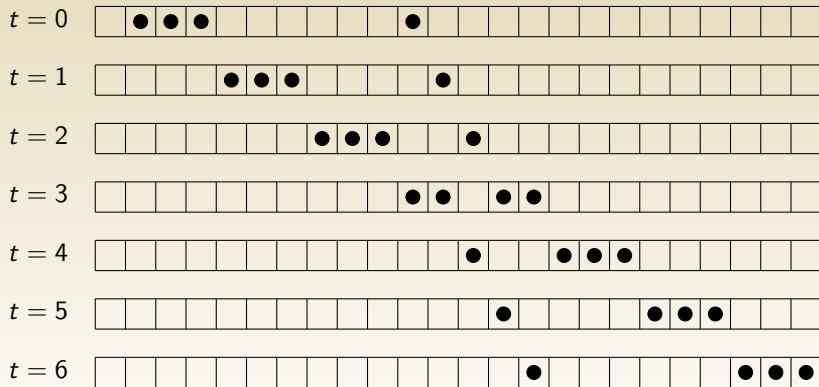
# BBS Example



# BBS Example



# BBS Example



# Outline

- 1 The Box-Ball System
- 2 Box-Ball Systems and Crystals**
  - Crystals and Tableau
  - BBS using crystals
  - Generalisations
- 3 The Super Box-Ball System

# General Linear Lie Algebra

Consider the general linear Lie algebra  $\mathfrak{gl}_2$ ;

# General Linear Lie Algebra

Consider the general linear Lie algebra  $\mathfrak{gl}_2$ ; the space of  $2 \times 2$  matrices, equipped with commutator  $[X, Y] = XY - YX$ .



# General Linear Lie Algebra

Consider the general linear Lie algebra  $\mathfrak{gl}_2$ ; the space of  $2 \times 2$  matrices, equipped with commutator  $[X, Y] = XY - YX$ .

If  $v_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$  and  $v_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$  are the standard basis vectors for a 2-dimensional complex vector space,

# General Linear Lie Algebra

Consider the general linear Lie algebra  $\mathfrak{gl}_2$ ; the space of  $2 \times 2$  matrices, equipped with commutator  $[X, Y] = XY - YX$ .

If  $v_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$  and  $v_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$  are the standard basis vectors for a 2-dimensional complex vector space, and

$$e_1 = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}, \quad f_1 = \begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix}, \quad h_1 = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}, \quad 1 = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

is a standard basis for  $\mathfrak{gl}_2$ ,

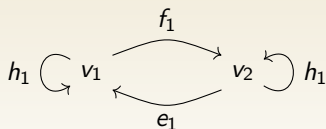
# General Linear Lie Algebra

Consider the general linear Lie algebra  $\mathfrak{gl}_2$ ; the space of  $2 \times 2$  matrices, equipped with commutator  $[X, Y] = XY - YX$ .

If  $v_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$  and  $v_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$  are the standard basis vectors for a 2-dimensional complex vector space, and

$$e_1 = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}, \quad f_1 = \begin{pmatrix} 0 & 0 \\ 1 & 0 \end{pmatrix}, \quad h_1 = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}, \quad 1 = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

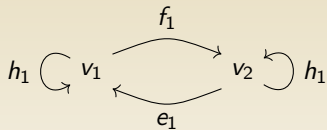
is a standard basis for  $\mathfrak{gl}_2$ , then



(up to scalar multiples).

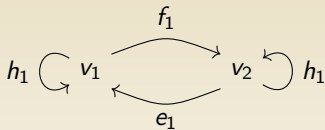
# Crystal Example

We can encode these relationships with a *crystal*,



# Crystal Example

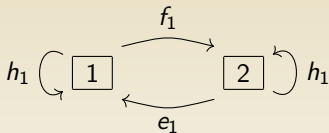
We can encode these relationships with a *crystal*,



For our purposes, a crystal is a labelled directed graph,

# Crystal Example

We can encode these relationships with a *crystal*,

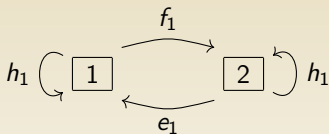


For our purposes, a crystal is a labelled directed graph, whose

- vertices are tableau containing indices of the vector space basis

# Crystal Example

We can encode these relationships with a *crystal*,

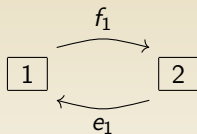


For our purposes, a crystal is a labelled directed graph, whose

- vertices are tableau containing indices of the vector space basis
- edge labels correspond to generators of the Lie algebra.

# Crystal Example

We can encode these relationships with a *crystal*,



For our purposes, a crystal is a labelled directed graph, whose

- vertices are tableau containing indices of the vector space basis
- edge labels correspond to generators of the Lie algebra.



# Crystal Example

We can encode these relationships with a *crystal*,

$$\boxed{1} \xrightarrow{f_1} \boxed{2}$$

For our purposes, a crystal is a labelled directed graph, whose

- vertices are tableau containing indices of the vector space basis
- edge labels correspond to generators of the Lie algebra.

# Crystal Example

We can encode these relationships with a *crystal*,

$$\boxed{1} \xrightarrow{1} \boxed{2}$$

For our purposes, a crystal is a labelled directed graph, whose

- vertices are tableau containing indices of the vector space basis
- edge labels correspond to generators of the Lie algebra.

# Tensor products

- More generally, we can consider any  $U_q(\mathfrak{gl}_2)$  representation, and construct a crystal from the  $q \rightarrow 0$  limit of the canonical basis.

# Tensor products

- More generally, we can consider any  $U_q(\mathfrak{gl}_2)$  representation, and construct a crystal from the  $q \rightarrow 0$  limit of the canonical basis.
- This allows us to use tableaux of different shapes.

# Tensor products

- More generally, we can consider any  $U_q(\mathfrak{gl}_2)$  representation, and construct a crystal from the  $q \rightarrow 0$  limit of the canonical basis.
- This allows us to use tableaux of different shapes.
- We can compute tensor products of crystals using a *signature rule*.

# Tensor products

- More generally, we can consider any  $U_q(\mathfrak{gl}_2)$  representation, and construct a crystal from the  $q \rightarrow 0$  limit of the canonical basis.
- This allows us to use tableaux of different shapes.
- We can compute tensor products of crystals using a *signature rule*.
- Typically, the crystal is not connected under tensor products.

# Tensor products

- More generally, we can consider any  $U_q(\mathfrak{gl}_2)$  representation, and construct a crystal from the  $q \rightarrow 0$  limit of the canonical basis.
- This allows us to use tableaux of different shapes.
- We can compute tensor products of crystals using a *signature rule*.
- Typically, the crystal is not connected under tensor products.
- The *affine* Lie algebra  $\widehat{\mathfrak{gl}}_2$ , instead of  $\mathfrak{gl}_2$ , provides us with additional operators  $e_0$  and  $f_0$ :

$$\boxed{1} \begin{array}{c} \xrightarrow{1} \\ \xleftarrow{0} \end{array} \boxed{2}$$

# Tensor products

- More generally, we can consider any  $U_q(\mathfrak{gl}_2)$  representation, and construct a crystal from the  $q \rightarrow 0$  limit of the canonical basis.
- This allows us to use tableaux of different shapes.
- We can compute tensor products of crystals using a *signature rule*.
- Typically, the crystal is not connected under tensor products.
- The *affine* Lie algebra  $\widehat{\mathfrak{gl}}_2$ , instead of  $\mathfrak{gl}_2$ , provides us with additional operators  $e_0$  and  $f_0$ :

$$\boxed{1} \begin{array}{c} \xrightarrow{1} \\ \xleftarrow{0} \end{array} \boxed{2}$$

- Tensor products of these crystals are connected.



# Encoding a BBS with crystals

We can encode a BBS state, such as

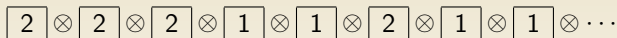


# Encoding a BBS with crystals

We can encode a BBS state, such as



by

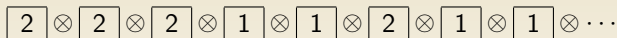


# Encoding a BBS with crystals

We can encode a BBS state, such as



by



where

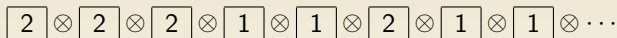
- $\boxed{1}$  represents an empty box (aka a *vacuum element*)

# Encoding a BBS with crystals

We can encode a BBS state, such as



by



where

- $\boxed{1}$  represents an empty box (aka a *vacuum element*)
- $\boxed{2}$  represents a full box.

# Carrier and $R$ -matrix

- To carry out time evolution, we use a *carrier* to 'pick up' balls and place them in the correct places.

## Carrier and $R$ -matrix

- To carry out time evolution, we use a *carrier* to 'pick up' balls and place them in the correct places.
- The carrier is a single-row tableau, for example

1	1	1
---	---	---

## Carrier and $R$ -matrix

- To carry out time evolution, we use a *carrier* to 'pick up' balls and place them in the correct places.
- The carrier is a single-row tableau, for example

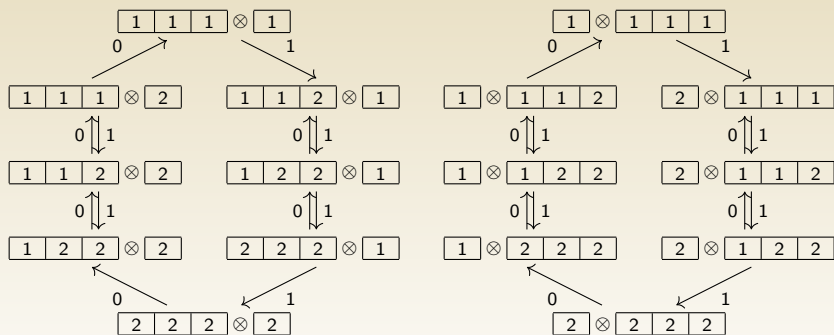
$$\begin{array}{|c|c|c|} \hline 1 & 1 & 1 \\ \hline \end{array}$$

- We can move the carrier using the *combinatorial  $R$ -matrix*:

$$R: B(\begin{array}{|c|c|c|} \hline & & \\ \hline \end{array}) \otimes B(\begin{array}{|c|} \hline \\ \hline \end{array}) \longrightarrow B(\begin{array}{|c|} \hline \\ \hline \end{array}) \otimes B(\begin{array}{|c|c|c|} \hline & & \\ \hline \end{array})$$

# Carrier and $R$ -matrix

If we swap the order of the tensor products, we obtain isomorphic crystals:



The  $R$ -matrix is this isomorphism.



# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \begin{array}{ccccccc} \bullet & \bullet & \bullet & & & \bullet & & \dots \end{array} \\
 t = 0 \quad \begin{array}{cccccccc} \boxed{2} & \otimes & \boxed{2} & \otimes & \boxed{2} & \otimes & \boxed{1} & \otimes & \boxed{1} & \otimes & \boxed{2} & \otimes & \boxed{1} & \otimes & \boxed{1} & \otimes & \dots \end{array}
 \end{array}$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \begin{array}{ccccccc} \bullet & \bullet & \bullet & & & \bullet & & \dots \end{array} \\
 t = 0 \quad \begin{array}{cccccccccccc} \boxed{2} & \otimes & \boxed{2} & \otimes & \boxed{2} & \otimes & \boxed{1} & \otimes & \boxed{1} & \otimes & \boxed{2} & \otimes & \boxed{1} & \otimes & \boxed{1} & \otimes & \dots \end{array}
 \end{array}$$

## Time evolution

$$\begin{array}{cccccccccccc}
 \boxed{1} & \boxed{1} & \boxed{1} & \otimes & \boxed{2} & \otimes & \boxed{2} & \otimes & \boxed{2} & \otimes & \boxed{1} & \otimes & \boxed{1} & \otimes & \boxed{2} & \otimes & \boxed{1} & \otimes & \boxed{1} & \otimes & \dots
 \end{array}$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \boxed{1} \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \boxed{2} \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \boxed{2} \boxed{2} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \boxed{1} \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots$$



# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \boxed{1} \boxed{2} \otimes \boxed{1} \otimes \dots$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \boxed{2} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots
 \end{array}$$

## Time evolution

$$\boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{2} \otimes \boxed{2} \otimes \boxed{1} \otimes \boxed{1} \otimes \boxed{1} \otimes \dots$$

# Time evolution using the $R$ -matrix

$$\begin{array}{c}
 \bullet \bullet \bullet \square \square \bullet \square \square \dots \\
 t = 0 \quad \square 2 \otimes \square 2 \otimes \square 2 \otimes \square 1 \otimes \square 1 \otimes \square 2 \otimes \square 1 \otimes \square 1 \otimes \dots
 \end{array}$$

## Time evolution

$$\square 1 \otimes \square 1 \otimes \square 1 \otimes \square 2 \otimes \square 2 \otimes \square 1 \otimes \square 2 \otimes \square 2 \otimes \square 1 \otimes \square 1 \otimes \square 1 \otimes \dots$$

$$\begin{array}{c}
 t = 1 \quad \square 1 \otimes \square 1 \otimes \square 1 \otimes \square 2 \otimes \square 2 \otimes \square 1 \otimes \square 2 \otimes \square 2 \otimes \square 1 \otimes \dots \\
 \square \square \square \bullet \bullet \square \bullet \bullet \square \dots
 \end{array}$$

# Generalisations

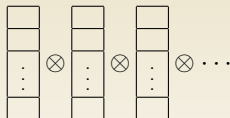
- Different ‘coloured’ balls for  $\widehat{\mathfrak{gl}}_n$  crystals for all  $n \geq 2$  (Hatayama–Kuniba–Takagi, 2000).

# Generalisations

- Different ‘coloured’ balls for  $\widehat{\mathfrak{gl}}_n$  crystals for all  $n \geq 2$  (Hatayama–Kuniba–Takagi, 2000).
- Higher height columns.

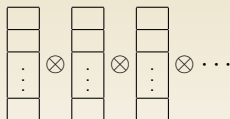
# Generalisations

- Different ‘coloured’ balls for  $\widehat{\mathfrak{gl}}_n$  crystals for all  $n \geq 2$  (Hatayama–Kuniba–Takagi, 2000).
- Higher height columns. Yamada (2004) studied a BBS with the shape



# Generalisations

- Different ‘coloured’ balls for  $\widehat{\mathfrak{gl}}_n$  crystals for all  $n \geq 2$  (Hatayama–Kuniba–Takagi, 2000).
- Higher height columns. Yamada (2004) studied a BBS with the shape



- Single-box tableaux from crystals of supersymmetric Lie algebras (Hikami–Inoue, 2000).

# Outline

- 1 The Box-Ball System
- 2 Box-Ball Systems and Crystals
- 3 The Super Box-Ball System**
  - Description of  $\widehat{\mathfrak{gl}}(m|n)$
  - Solitons in SBBS



# General Linear Lie Superalgebra

## Definition

The *general linear Lie superalgebra*  $\mathfrak{gl}(m|n)$  is the set of all linear transformations of the  $(m|n)$ -dimensional *super vector space*, equipped with the *super-commutator*  $[X, Y] = XY - (-1)^{|X||Y|} YX$ .

# General Linear Lie Superalgebra

## Definition

The *general linear Lie superalgebra*  $\mathfrak{gl}(m|n)$  is the set of all linear transformations of the  $(m|n)$ -dimensional *super vector space*, equipped with the *super-commutator*  $[X, Y] = XY - (-1)^{|X||Y|} YX$ .

- Using the structure of this superalgebra we describe the generalised *supersymmetric box-ball system* (SBBS).

## Crystals in $U_q(\mathfrak{gl}(m|n))$

- Let  $v_{\overline{m}}, v_{\overline{m-1}}, \dots, v_{\overline{1}}, v_1, \dots, v_{n-1}, v_n$  be the standard basis vectors of the  $(m|n)$ -dimensional super vector space over which  $\mathfrak{gl}(m|n)$  acts.

## Crystals in $U_q(\mathfrak{gl}(m|n))$

- Let  $v_{\overline{m}}, v_{\overline{m-1}}, \dots, v_{\overline{1}}, v_1, \dots, v_{n-1}, v_n$  be the standard basis vectors of the  $(m|n)$ -dimensional super vector space over which  $\mathfrak{gl}(m|n)$  acts.
- The crystal for  $\mathfrak{gl}(m|n)$  is

$$\boxed{\overline{m}} \xrightarrow{\overline{m-1}} \boxed{\overline{m-1}} \xrightarrow{\overline{m-2}} \dots \xrightarrow{\overline{1}} \boxed{\overline{1}} \xrightarrow{0} \boxed{1} \xrightarrow{1} \dots \xrightarrow{n-2} \boxed{n-1} \xrightarrow{n-1} \boxed{n}$$

## Crystals in $U_q(\mathfrak{gl}(m|n))$

- Let  $v_{\overline{m}}, v_{\overline{m-1}}, \dots, v_{\overline{1}}, v_1, \dots, v_{n-1}, v_n$  be the standard basis vectors of the  $(m|n)$ -dimensional super vector space over which  $\mathfrak{gl}(m|n)$  acts.
- The crystal for  $\mathfrak{gl}(m|n)$  is

$$\boxed{\overline{m}} \xrightarrow{\overline{m-1}} \boxed{\overline{m-1}} \xrightarrow{\overline{m-2}} \dots \xrightarrow{\overline{1}} \boxed{\overline{1}} \xrightarrow{0} \boxed{1} \xrightarrow{1} \dots \xrightarrow{n-2} \boxed{n-1} \xrightarrow{n-1} \boxed{n}$$

- We call the barred values the *bosonic* entries, and the unbarred *fermionic* entries.

A tableau of shape  $Y^{r,1}$  is a column of values as follows

$$r \left\{ \begin{array}{|c|} \hline x_1 \\ \hline x_2 \\ \hline \vdots \\ \hline x_r \\ \hline \end{array} \right.$$

where  $x_i \in \{\overline{m}, \overline{m-1}, \dots, \overline{1}, 1, \dots, n-1, n\}$ .

A tableau of shape  $Y^{r,1}$  is a column of values as follows

$$r \left\{ \begin{array}{|c|} \hline x_1 \\ \hline x_2 \\ \hline \vdots \\ \hline x_r \\ \hline \end{array} \right. \begin{array}{l} \downarrow \\ \text{Increasing} \\ \text{(strict if} \\ \text{bosonic)} \\ \downarrow \end{array}$$

where  $x_i \in \{\overline{m}, \overline{m-1}, \dots, \overline{1}, 1, \dots, n-1, n\}$ .

A tableau of shape  $Y^{r,1}$  is a column of values as follows

$$r \left\{ \begin{array}{|c|} \hline x_1 \\ \hline x_2 \\ \hline \vdots \\ \hline x_r \\ \hline \end{array} \right. \begin{array}{l} \downarrow \\ \text{Increasing} \\ \text{(strict if} \\ \text{bosonic)} \end{array}$$

where  $x_i \in \{\overline{m}, \overline{m-1}, \dots, \overline{1}, 1, \dots, n-1, n\}$ .

An empty box, or *vacuum*, is the tableau

$$r \left\{ \begin{array}{|c|} \hline \overline{m} \\ \hline \overline{m-1} \\ \hline \vdots \\ \hline \overline{m-r+1} \\ \hline \end{array} \right.$$



# Defining the super box-ball system

- The *state* of a SBBS is a tensor product of single column tableaux.

# Defining the super box-ball system

- The *state* of a SBBS is a tensor product of single column tableaux.
- In this super system the carrier is initialised with

$\overline{m}$	$\cdots$	$\overline{m}$
$\vdots$	$\ddots$	$\vdots$
$\overline{m - r + 1}$	$\cdots$	$\overline{m - r + 1}$

$\underbrace{\hspace{15em}}_{\ell}$

## Defining the super box-ball system

- The *state* of a SBBS is a tensor product of single column tableaux.
- In this super system the carrier is initialised with

$\overline{m}$	$\cdots$	$\overline{m}$
$\vdots$	$\ddots$	$\vdots$
$\overline{m - r + 1}$	$\cdots$	$\overline{m - r + 1}$

$\underbrace{\hspace{15em}}_{\ell}$

- From Kwon–Okado, we have a  $U_q(\widehat{\mathfrak{gl}}(m|n))$ -crystal structure and a combinatorial  $R$ -matrix that we can use to define time evolution of the system.

# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.

# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.
- We can describe the action of the  $R$ -matrix using a modified version of Schensted's bumping algorithm.

# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.
- We can describe the action of the  $R$ -matrix using a modified version of Schensted's bumping algorithm.
- The insertion of  $i \in \{\overline{m}, \overline{m-1}, \dots, n-1, n\}$  into tableau  $x$  is denoted  $i \rightarrow x$ .

# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.
- We can describe the action of the  $R$ -matrix using a modified version of Schensted's bumping algorithm.
- The insertion of  $i \in \{\overline{m}, \overline{m-1}, \dots, n-1, n\}$  into tableau  $x$  is denoted  $i \rightarrow x$ .
- The column reading of a tableau  $x$  is the Japanese reading (top-to-bottom, right-to-left), denoted  $\text{col}(x)$ .

# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.
- We can describe the action of the  $R$ -matrix using a modified version of Schensted's bumping algorithm.
- The insertion of  $i \in \{\overline{m}, \overline{m-1}, \dots, n-1, n\}$  into tableau  $x$  is denoted  $i \rightarrow x$ .
- The column reading of a tableau  $x$  is the Japanese reading (top-to-bottom, right-to-left), denoted  $\text{col}(x)$ .

$$\text{col} \left( \begin{array}{|c|c|c|} \hline \overline{4} & \overline{4} & 1 \\ \hline \overline{3} & \overline{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array} \right)$$



# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.
- We can describe the action of the  $R$ -matrix using a modified version of Schensted's bumping algorithm.
- The insertion of  $i \in \{\overline{m}, \overline{m-1}, \dots, n-1, n\}$  into tableau  $x$  is denoted  $i \rightarrow x$ .
- The column reading of a tableau  $x$  is the Japanese reading (top-to-bottom, right-to-left), denoted  $\text{col}(x)$ .

$$\text{col} \left( \begin{array}{|c|c|c|} \hline \overline{4} & \overline{4} & \mathbf{1} \\ \hline \overline{3} & \overline{3} & \mathbf{2} \\ \hline \mathbf{1} & \mathbf{2} & \mathbf{3} \\ \hline \end{array} \right) = \mathbf{123}$$

# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.
- We can describe the action of the  $R$ -matrix using a modified version of Schensted's bumping algorithm.
- The insertion of  $i \in \{\overline{m}, \overline{m-1}, \dots, n-1, n\}$  into tableau  $x$  is denoted  $i \rightarrow x$ .
- The column reading of a tableau  $x$  is the Japanese reading (top-to-bottom, right-to-left), denoted  $\text{col}(x)$ .

$$\text{col} \left( \begin{array}{|c|c|c|} \hline \overline{4} & \mathbf{4} & 1 \\ \hline \overline{3} & \mathbf{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array} \right) = 123\overline{4}\overline{3}2$$

# The $R$ -matrix and Schensted's Bumping Algorithm

- The combinatorial  $R$ -matrix gives the unique isomorphism between the tensor product of crystals.
- We can describe the action of the  $R$ -matrix using a modified version of Schensted's bumping algorithm.
- The insertion of  $i \in \{\overline{m}, \overline{m-1}, \dots, n-1, n\}$  into tableau  $x$  is denoted  $i \rightarrow x$ .
- The column reading of a tableau  $x$  is the Japanese reading (top-to-bottom, right-to-left), denoted  $\text{col}(x)$ .

$$\text{col} \left( \begin{array}{|c|c|c|} \hline \overline{4} & \overline{4} & 1 \\ \hline \overline{3} & \overline{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array} \right) = 123\overline{4}\overline{3}2\overline{4}\overline{3}1$$

# Insertion Example

Consider the following insertion,

# Insertion Example

Consider the following insertion,

$$\bar{2} \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & 1 & 2 & 5 \\ \hline \end{array}$$



# Insertion Example

Consider the following insertion,

$$\bar{2} \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & 1 & 2 & 5 \\ \hline \end{array}$$

## Schensted's Bumping Algorithm

$$\begin{array}{c} \bar{2} \\ \downarrow \\ \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & \mathbf{1} & 2 & 5 \\ \hline \end{array} \end{array}$$

# Insertion Example

Consider the following insertion,

$$\bar{2} \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & 1 & 2 & 5 \\ \hline \end{array}$$

## Schensted's Bumping Algorithm

$$\begin{array}{c} 1 \\ \downarrow \\ \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & \bar{2} & 2 & 5 \\ \hline \end{array} \end{array}$$



# Insertion Example

Consider the following insertion,

$$\bar{2} \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & 1 & 2 & 5 \\ \hline \end{array}$$

## Schensted's Bumping Algorithm

$$\begin{array}{c} 2 \\ \downarrow \\ \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & \mathbf{3} \\ \hline \bar{2} & \bar{2} & 1 & 5 \\ \hline \end{array} \end{array}$$

# Insertion Example

Consider the following insertion,

$$\bar{2} \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & 1 & 2 & 5 \\ \hline \end{array}$$

## Schensted's Bumping Algorithm

$$\begin{array}{c} 3 \\ \downarrow \\ \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 2 \\ \hline \bar{2} & \bar{2} & 1 & 5 \\ \hline \end{array} \end{array}$$

# Insertion Example

Consider the following insertion,

$$\bar{2} \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{3} & \bar{3} & 1 & 3 \\ \hline \bar{2} & 1 & 2 & 5 \\ \hline \end{array}$$

## Schensted's Bumping Algorithm

$\bar{3}$	$\bar{3}$	1	2	3
$\bar{2}$	$\bar{2}$	1	5	

# $R$ -matrix and Schensted's Bumping Algorithm

[Kwon–Okado 2021] Suppose we have the tensor product of tableaux  $x \otimes y$ . Then the combinatorial  $R$ -matrix sends  $x \otimes y$  to  $\tilde{y} \otimes \tilde{x}$ , if and only if  $\text{col}(y) \rightarrow x = \text{col}(\tilde{x}) \rightarrow \tilde{y}$ .

# Computation of the R-matrix

Set

$$x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$$

# Computation of the R-matrix

Set  $x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$

## Insertion

$$\text{col}(y) \rightarrow x = \bar{3}12 \rightarrow \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}$$

# Computation of the R-matrix

Set  $x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$

## Insertion

$$\text{col}(y) \rightarrow x = 12 \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} & 3 \\ \hline \bar{3} & \bar{3} & 1 & \\ \hline 1 & 2 & 3 & \\ \hline \end{array}$$

# Computation of the R-matrix

Set  $x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$

## Insertion

$\text{col}(y) \rightarrow x = 2 \rightarrow \begin{array}{|c|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} & 3 \\ \hline \bar{3} & \bar{3} & 1 & \\ \hline 1 & 2 & 3 & \\ \hline 1 & & & \\ \hline \end{array}.$



# Computation of the R-matrix

Set  $x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$

## Insertion

$$\text{col}(y) \rightarrow x = \begin{array}{|c|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} & 3 \\ \hline \bar{3} & \bar{3} & 1 & \\ \hline 1 & 2 & 3 & \\ \hline 1 & & & \\ \hline 2 & & & \\ \hline \end{array}$$

# Computation of the R-matrix

Set  $x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$

## Insertion

$$\text{col}(y) \rightarrow x = \begin{array}{|c|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} & 3 \\ \hline \bar{3} & \bar{3} & 1 & \\ \hline 1 & 2 & 3 & \\ \hline 1 & & & \\ \hline 2 & & & \\ \hline \end{array}$$

# Computation of the R-matrix

Set  $x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$

## Insertion

$$\text{col}(y) \rightarrow x = \begin{array}{|c|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} & 3 \\ \hline \bar{3} & \bar{3} & 1 & \\ \hline 1 & 2 & 3 & \\ \hline 1 & & & \\ \hline 2 & & & \\ \hline \end{array}$$

Similarly,  $\text{col}(\tilde{x}) \rightarrow \tilde{y} = 123\bar{4}\bar{3}2\bar{4}\bar{3}1 \rightarrow \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}$

# Computation of the R-matrix

Set  $x = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array}, \quad y = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array}, \quad \tilde{y} = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array}, \quad \tilde{x} = \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}.$

## Insertion

$$\text{col}(y) \rightarrow x = \begin{array}{|c|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} & 3 \\ \hline \bar{3} & \bar{3} & 1 & \\ \hline 1 & 2 & 3 & \\ \hline 1 & & & \\ \hline 2 & & & \\ \hline \end{array}$$

Similarly,  $\text{col}(\tilde{x}) \rightarrow \tilde{y} = \begin{array}{|c|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} & 3 \\ \hline \bar{3} & \bar{3} & 1 & \\ \hline 1 & 2 & 3 & \\ \hline 1 & & & \\ \hline 2 & & & \\ \hline \end{array}$

# Computation of the $R$ -matrix

Thus,

$$R \left( \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & \bar{3} \\ \hline \bar{3} & 1 & 3 \\ \hline 1 & 2 & 3 \\ \hline \end{array} \otimes \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 2 \\ \hline \end{array} \right) = \begin{array}{|c|} \hline \bar{3} \\ \hline 1 \\ \hline 3 \\ \hline \end{array} \otimes \begin{array}{|c|c|c|} \hline \bar{4} & \bar{4} & 1 \\ \hline \bar{3} & \bar{3} & 2 \\ \hline 1 & 2 & 3 \\ \hline \end{array}$$

















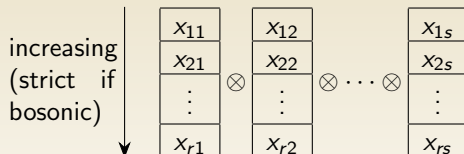
# Soliton Speed

Let  $S \in B(Y^{r,1})^{\otimes s}$  be given by

$$\begin{array}{|c|} \hline x_{11} \\ \hline x_{21} \\ \hline \vdots \\ \hline x_{r1} \\ \hline \end{array} \otimes \begin{array}{|c|} \hline x_{12} \\ \hline x_{22} \\ \hline \vdots \\ \hline x_{r2} \\ \hline \end{array} \otimes \cdots \otimes \begin{array}{|c|} \hline x_{1s} \\ \hline x_{2s} \\ \hline \vdots \\ \hline x_{rs} \\ \hline \end{array}$$

# Soliton Speed

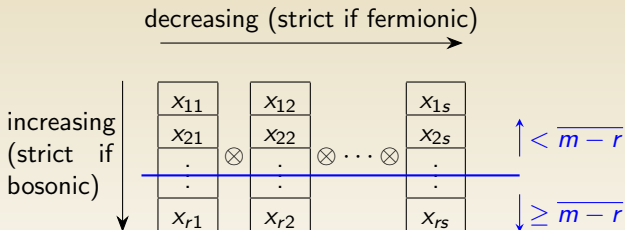
Let  $S \in B(Y^{r,1})^{\otimes s}$  be given by





# Soliton Speed

Let  $S \in B(Y^{r,1})^{\otimes s}$  be given by







# Soliton Collisions

## Theorem (Ryan–S. 2022+; Soliton Collisions)

*If  $S$  and  $T$  both have the form on the previous slide and we draw the **line** directly above the last row, then  $S$  and  $T$  are stable under collision.*

# Soliton Collisions

## Theorem (Ryan–S. 2022+; Soliton Collisions)

If  $S$  and  $T$  both have the form on the previous slide and we draw the *line* directly above the last row, then  $S$  and  $T$  are stable under collision.

### Example

Consider height-3 tableaux for  $\widehat{\mathfrak{gl}}(4|2)$  (so  $m = 4$ ,  $r = 3$ ).

$$\begin{array}{|c|} \hline \bar{3} \\ \hline \bar{2} \\ \hline 2 \\ \hline \end{array} \otimes \begin{array}{|c|} \hline \bar{4} \\ \hline \bar{2} \\ \hline 1 \\ \hline \end{array} \otimes \begin{array}{|c|} \hline \bar{4} \\ \hline \bar{3} \\ \hline \bar{1} \\ \hline \end{array}$$

$\uparrow < \overline{m-r} = \bar{1}$

$\downarrow \geq \overline{m-r} = \bar{1}$

satisfies the assumptions of the theorem.





## Bigger Picture?

- There is a super analog of the KdV equation. What is the relationship with our system?

## Bigger Picture?

- There is a super analog of the KdV equation. What is the relationship with our system?
- Does the super box-ball system relate to the supersymmetric version of the Kadomtsev–Petviashvili (KP) hierarchy?

## Bigger Picture?

- There is a super analog of the KdV equation. What is the relationship with our system?
- Does the super box-ball system relate to the supersymmetric version of the Kadomtsev–Petviashvili (KP) hierarchy?
- To the supersymmetric Heisenberg spin chains?



## Bigger Picture?

- There is a super analog of the KdV equation. What is the relationship with our system?
- Does the super box-ball system relate to the supersymmetric version of the Kadomtsev–Petviashvili (KP) hierarchy?
- To the supersymmetric Heisenberg spin chains?
- To the supersymmetric Toda lattice?

## References

- Benkart, G., Kang, S. J., & Kashiwara, M. (2000). Crystal bases for the quantum superalgebra  $U_q(\widehat{\mathfrak{gl}}(m|n))$ . *Journal of the American Mathematical Society*, 13(2), 295-331.
- Hatayama, G., Kuniba, A. & Takagi, T. (2000). Soliton cellular automata associated with crystal bases. *Nuclear Physics B*, 577(3), 619-645.
- Hikami, K., & Inoue, R. (2000). Supersymmetric extension of the integrable box-ball system. *Journal of Physics A: Mathematical and General*, 33(22), 4081.
- Kwon, J. H., Okado, M. (2021). Kirillov–Reshetikhin Modules of Generalized Quantum Groups of Type A. *Publications of the Research Institute for Mathematical Sciences*, 57(3), 993-1039.
- Yamada, D. (2003). Box ball system associated with antisymmetric tensor crystals. *Journal of Physics A*, 37(42), 9975-9987.