

## **Honeycombs, puzzles, and moment polytopes**

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Many times, the right visualization has helped me out. I'll talk about three graphical calculi that I've found useful: honeycombs (for computing Littlewood-Richardson numbers), puzzles (related in two ways to honeycombs, and to many generalizations of L-R numbers), and moment polytopes (a good place to do calculations in equivariant intersection theory).