# Towers of Hanoi, Gray Codes, and Coxeter Groups

James Dann

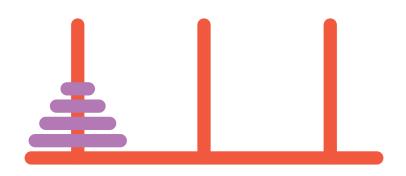
May 5, 2022

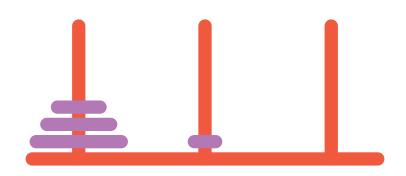
▶ Proof technique for statements over 0,1,...

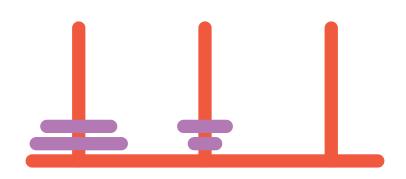
- ▶ Proof technique for statements over 0,1,...
- Prove case is true for n = 0

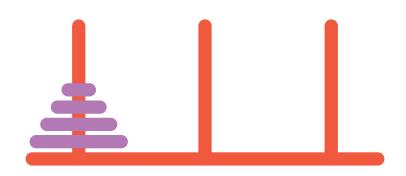
- ▶ Proof technique for statements over 0,1,...
- Prove case is true for n = 0
- ▶ Suppose is true for n and prove true for n + 1

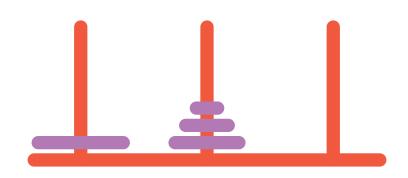
- ▶ Proof technique for statements over 0,1,...
- Prove case is true for n = 0
- ▶ Suppose is true for n and prove true for n + 1
- ▶ True for all  $n \in \mathbb{N}$

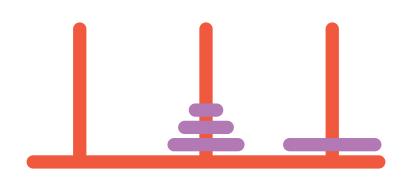


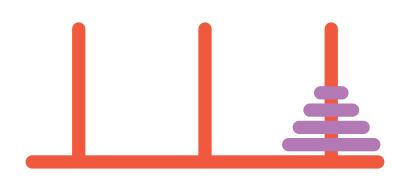












► Solution involves using the induction hypothesis twice, separated by a single simple move

- ► Solution involves using the induction hypothesis twice, separated by a single simple move
- $\triangleright$  2<sup>n</sup> 1 moves required

- Solution involves using the induction hypothesis twice, separated by a single simple move
- $\triangleright$  2<sup>n</sup> 1 moves required
- ▶ Moves through  $2^n$  states

► Enumerate all binary strings of length *n* in a cycle such that adjacent strings differ in exactly one place

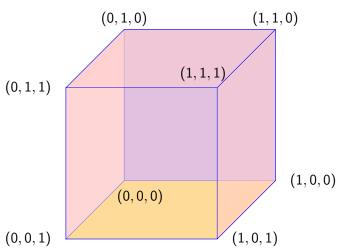
- ► Enumerate all binary strings of length *n* in a cycle such that adjacent strings differ in exactly one place
- **00**, 01, 11, 10

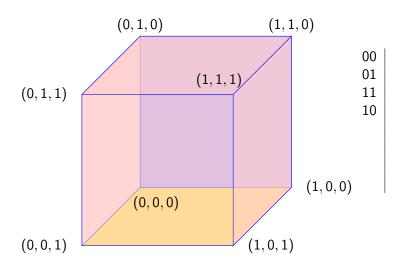
- ► Enumerate all binary strings of length *n* in a cycle such that adjacent strings differ in exactly one place
- **0**0, 01, 11, 10
- Problem has many applications in signal processing

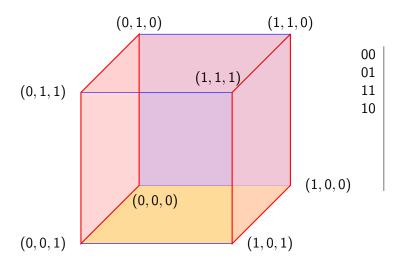
- ► Enumerate all binary strings of length *n* in a cycle such that adjacent strings differ in exactly one place
- **00**, 01, 11, 10
- Problem has many applications in signal processing
- ► Connection to *n*-dimensional cubes

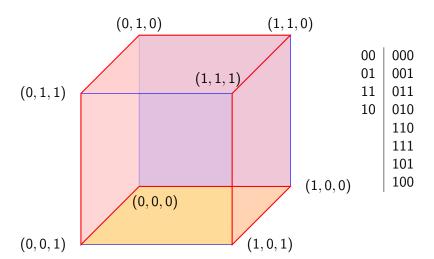
▶ n-dimensional cube is a graph where the vertices are binary strings and the edges are between strings that differ in exactly one place

n-dimensional cube is a graph where the vertices are binary strings and the edges are between strings that differ in exactly one place









▶ 2<sup>n</sup> edges required

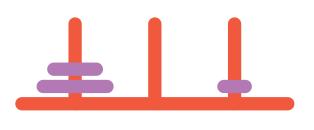
- $\triangleright$  2<sup>n</sup> edges required
- ightharpoonup Moves through  $2^n$  vertices

- $\triangleright$  2<sup>n</sup> edges required
- ► Moves through 2<sup>n</sup> vertices
- ➤ Solution involves using the induction step twice, separated by a single simple move

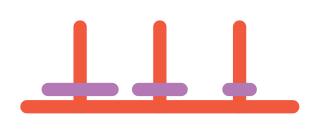
String	Diff	
000	-	
001	0	
011	1	
010	0	
110	2	
111	0	
101	1	
100	0	



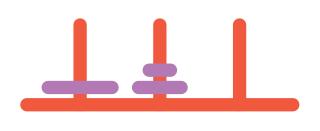
String	Diff	
000	-	
001	0	
011	1	
010	0	
110	2	
111	0	
101	1	
100	0	



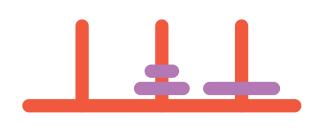
Diff	
-	
0	
1	
0	
2	
0	
1	
0	



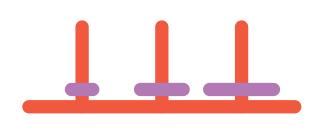
String	Diff	
000	-	
001	0	
011	1	
010	0	
110	2	
111	0	
101	1	
100	0	



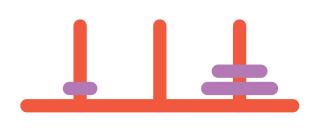
String	Diff	
000	-	
001	0	
011	1	
010	0	
110	2	
111	0	
101	1	
100	0	



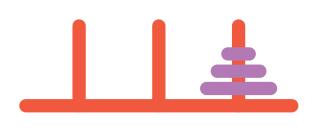
Diff
-
0
1
0
2
0
1
0



Diff	
-	
0	
1	
0	
2	
0	
1	
0	



String	Diff	
000	-	
001	0	
011	1	
010	0	
110	2	
111	0	
101	1	
100	0	



String	Diff	Peg 1	Peg 2	Peg 3
000	-	2 1 0		
001	0	2 1		0
011	1	2	1	0
010	0	2	10	
110	2		10	2
111	0	0	1	2
101	1	0		2 1
100	0			2 1 0

#### Connection??

String	Diff	Peg 1	Peg 2	Peg 3
000	-	2 1 0		
001	0	2 1		0
011	1	2	1	0
010	0	2	10	
110	2		10	2
111	0	0	1	2
101	1	0		2 1
100	0			2 1 0

▶ Flip 0th bit = swap all disks  $\leq$  0 between pegs containing 0 and 1, if same peg then swap with ? peg

#### Connection??

String	Diff	Peg 1	Peg 2	Peg 3
000	-	2 1 0		
001	0	2 1		0
011	1	2	1	0
010	0	2	1 0	
110	2		10	2
111	0	0	1	2
101	1	0		2 1
100	0			2 1 0

- ▶ Flip 0th bit = swap all disks  $\leq$  0 between pegs containing 0 and 1, if same peg then swap with ? peg
- ▶ Flip 1st bit = swap all disks  $\leq 1$  between pegs containing 1 and 2, if same peg then swap with ? peg

#### Connection??

String	Diff	Peg 1	Peg 2	Peg 3
000	-	2 1 0		
001	0	2 1		0
011	1	2	1	0
010	0	2	10	
110	2		10	2
111	0	0	1	2
101	1	0		2 1
100	0			2 1 0

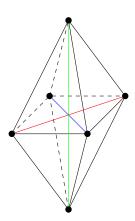
- ▶ Flip 0th bit = swap all disks  $\leq$  0 between pegs containing 0 and 1, if same peg then swap with ? peg
- Flip 1st bit = swap all disks  $\leq 1$  between pegs containing 1 and 2, if same peg then swap with ? peg
- ▶ Flip 2nd bit = swap all disks  $\leq$  2 between left peg and peg with 2, if same peg then swap with ? peg

► Think about the set of all binary strings *W* as a group

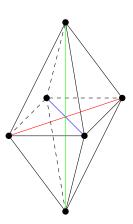
- ► Think about the set of all binary strings *W* as a group
- $ightharpoonup \mathbb{Z}_2^n$

- ► Think about the set of all binary strings *W* as a group
- $ightharpoonup \mathbb{Z}_2^n$
- ► Reflections

- ► Think about the set of all binary strings *W* as a group
- $ightharpoonup \mathbb{Z}_2^n$
- ► Reflections



- ► Think about the set of all binary strings *W* as a group
- $ightharpoonup \mathbb{Z}_2^n$
- Reflections
- ► Hang on if you don't know group theory...



▶ Three "simple" generators  $s_0, s_1, s_2$  such that  $1 = s_0^2 = s_1^2 = s_2^2$ 

- Three "simple" generators  $s_0, s_1, s_2$  such that  $1 = s_0^2 = s_1^2 = s_2^2$
- ► All elements can be built out of these generators

- ► Three "simple" generators  $s_0, s_1, s_2$  such that  $1 = s_0^2 = s_1^2 = s_2^2$
- ► All elements can be built out of these generators
- ▶ These elements commute with each other  $(s_i s_j = s_j s_i)$

- ► Three "simple" generators  $s_0, s_1, s_2$  such that  $1 = s_0^2 = s_1^2 = s_2^2$
- ► All elements can be built out of these generators
- ▶ These elements commute with each other  $(s_i s_j = s_j s_i)$
- ▶ The elements of  $\mathbb{Z}_2^n$  are the elements obtained by multiplication, subject to some relations

- ► Three "simple" generators  $s_0, s_1, s_2$  such that  $1 = s_0^2 = s_1^2 = s_2^2$
- ► All elements can be built out of these generators
- ▶ These elements commute with each other  $(s_i s_j = s_j s_i)$
- ► The elements of  $\mathbb{Z}_2^n$  are the elements obtained by multiplication, subject to some relations

$$\mathbb{Z}_2^n = \left\langle s_0, s_1, s_2 \mid 1 = s_i^2 = (s_0 s_1)^2 = (s_1 s_2)^2 = (s_0 s_2)^2 \right\rangle$$



▶ Set of generators  $S = \{s_1, s_2, ..., s_n\}$ 

- ▶ Set of generators  $S = \{s_1, s_2, \dots, s_n\}$
- ► Represents reflections in (hyper)planes

- ▶ Set of generators  $S = \{s_1, s_2, \dots, s_n\}$
- ► Represents reflections in (hyper)planes
- Every generator is its own inverse  $(s_i^2 = 1)$

- ▶ Set of generators  $S = \{s_1, s_2, ..., s_n\}$
- ► Represents reflections in (hyper)planes
- Every generator is its own inverse  $(s_i^2 = 1)$
- ▶ Relations of the form  $(s_i s_j)^{m(i,j)} = 1$

- ▶ Set of generators  $S = \{s_1, s_2, ..., s_n\}$
- Represents reflections in (hyper)planes
- Every generator is its own inverse  $(s_i^2 = 1)$
- ▶ Relations of the form  $(s_i s_j)^{m(i,j)} = 1$
- ► Represents angle between  $s_i$  and  $s_j$ :  $\frac{\pi}{m(i,j)}$

# Symmetric Group

Permutations on n letters

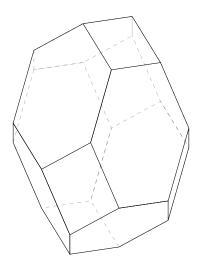
# Symmetric Group

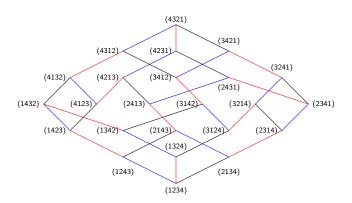
- Permutations on n letters
- ▶ Generated by adjacent transpositions  $(1\ 2), (2\ 3), \dots$

# Symmetric Group

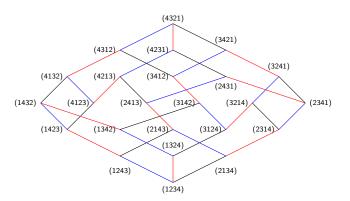
- Permutations on n letters
- ▶ Generated by adjacent transpositions (1 2), (2 3), . . .
- ▶ Satisfy aforementioned relations, with  $(s_i s_{i+1})^3 = 1$

# Tikz is hard

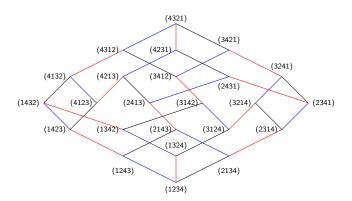




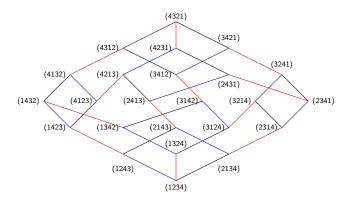
► Inductive decomposition



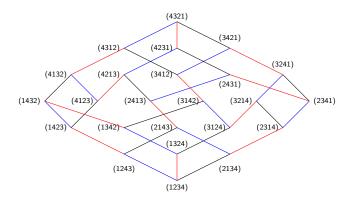
- ► Inductive decomposition
- ightharpoonup g =something that ends only in blue \* something never using blue



▶ Split into smaller parts with Hamilton cycles



- ► Split into smaller parts with Hamilton cycles
- Always connected



- ► Split into smaller parts with Hamilton cycles
- Always connected
- Connect hamilton cycles

