Lit-only σ -game

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This is joint work with Yaokun Wu.

Line graphs Critical subgraphs Marble graphs Lit-only σ-game Generalizations Contac

Multigraph and graphs

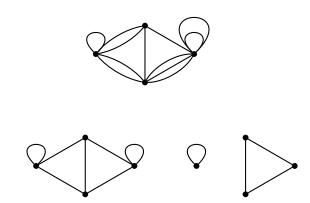


Figure: Two ways to view a multigraph as a graph.

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Line graphs

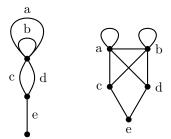


Figure: A multigraph and its line graph

Let graph G be the line graph of a multigraph H. The multigraph H is a root multigraph of the graph G.

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Characterization of line graphs

A digraph is nonsingular if its adjacency matrix has full rank over binary field.

Theorem 1

For a loopless graph G, the following statements are equivalent.

- The graph G is a line graph.
- The graph G does not contain any graph in a set of 32 forbidden graphs as induced subgraph.

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- The graph G is a line graph.
- The graph G does not contain any graph in a set of 32 forbidden graphs as induced subgraph.
- Every connected 6-vertex induced subgraph of G is a line graph.
- Every connected nonsingular 6-vertex induced subgraph of G is the line graph of a 7-vertex tree.

The 32 forbidden graphs

There are 43 connected nonsingular 6-vertex graphs. They consist of the 32 forbidden graphs, and the 11 line graphs of 7-vertex trees.

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Problem 2

Is there any explanation using the root system of type E_6 ?

Critical subgraph

The adjacency matrix of a digraph D: $\mathbb{A}(D)$. A critical subgraph of a graph G is a nonsingular induced subgraph H with rank $\mathbb{A}(G) = \operatorname{rank} \mathbb{A}(H)$.

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Theorem 3

Critical subgraphs of a connected line graph are "almost" spanning trees in the root multigraph.

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Existence of property preserving critical subgraphs

Theorem 4

For each of the following graph class C, and every graph $G \in C$, there exists graph $H \in C$, such that H is a critical subgraph of G.

- · Connected graphs.
- Connected loopless line graphs.
- Connected line graphs with loops.
- Connected loopless non-line graphs.
- Connected non-line graphs with loops.

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The existence of property preserving critical subgraphs allows us to extend a certain result for nonsingular graphs to the corresponding result for singular graphs.

Marble graph

Let Q(G) be the Euler characteristic of G over \mathbb{F}_2 , namely

$$Q(G) = |V(G)| - |E(G)| \pmod{2}$$
.

And for $x \in \mathbb{F}_2^{V(G)}$, set

$$Q_G(x) = Q(G[Supp(x)]).$$

A marble graph is a loopless graph that satisfies

$$Q_G(x) = 0$$
 whenever $\mathbb{A}(G)^{\top} x = \mathbf{0}$,

for
$$x \in \mathbb{F}_2^{V(G)}$$

Equivalent definition

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Theorem 5

A loopless graph G is a marble graph if and only if there exist the quadratic form q_G on the row space of $\mathbb{A}(G)$ that satisfies

$$q_G(\mathbb{A}(G)^{\top}x) = Q_G(x),$$

for
$$x \in \mathbb{F}_2^{V(G)}$$
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Problem 6

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Theorem 7

Suppose connected loopless line graph G is the line graph of multigraph H. The graph G is a marble graph if and only if $|V(H)| \not\equiv 2 \pmod{4}$.

Lit-only σ -game

Give a digraph D. For every $v \in V(D)$, construct a map $\mathcal{T}_v \in \operatorname{End}(\mathbb{F}_2^{V(D)})$ by setting

$$\mathcal{T}_{\nu}(x)(w) = \begin{cases} x(w), & vw \notin A(D), \\ x(w) + x(v), & vw \in A(D). \end{cases}$$

The map \mathcal{T}_v is a transvection when v is not a loop, and is a projection when v is a loop.

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The map \mathcal{T}_v is a transvection when v is not a loop, and is a projection when v is a loop.

The phase space of the lit-only σ -game on a digraph D is the digraph Γ with:

- $V(\Gamma) = \mathbb{F}_2^{V(D)}$;
- $A(\Gamma) = \{(x, \mathcal{T}_v(x)) \mid x \in V(\Gamma), v \in V(D)\}.$

Lit-only group

The lit-only group of a loopless digraph D, LOG(D), is the multiplicative group generated by \mathcal{T}_V where $V \in V(D)$.

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The lit-only group of a loopless digraph D, LOG(D), is the multiplicative group generated by \mathcal{T}_{v} where $v \in V(D)$.

The lit-only group determines the phase space, and vice versa.

Classification of lit-only group

Let D be a strongly connected loopless digraph, let $V = \mathbb{F}_2^{V(D)}$ and W be row space of $\mathbb{A}(D)$.

Theorem 8

- D is the line graph of multigraph H: $LOG(D) \cong Sym_{V(H)} \ltimes W^{\dim V - \dim W - c}$, where $c = 1 + |V(H)| \pmod{2}$.
- D is a non-line marble graph: $LOG(D) \cong O(W, q_D) \ltimes W^{\dim V - \dim W}$.
- D is a non-line non-marble graph: $LOG(D) \cong Sp(W, \omega_D) \ltimes W^{\dim V - \dim W - 1}$.

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Conjecture 9

Non-symmetric digraph:

 $\mathsf{LOG}(D) \cong \mathsf{SL}(W) \ltimes W^{\dim V - \dim W}.$

Conjecture 10

Let D be a strongly connected loopless digraph, let $V = \mathbb{F}_2^{V(D)}$ and W be row space of $\mathbb{A}(D)$. The group $\mathsf{LOG}(D)$ is isomorphic to one of the following.

- $\operatorname{\mathsf{Sym}}_{\dim W + 1} \ltimes W^{\dim V \dim W}$
- $\operatorname{Sym}_{\dim W + 2} \ltimes W^{\dim V \dim W 1}$
- $O^-(W) \ltimes W^{\dim V \dim W}$
- $O^+(W) \ltimes W^{\dim V \dim W}$
- $\operatorname{Sp}(W) \ltimes W^{\dim V \dim W 1}$
- $SL(W) \ltimes W^{\dim V \dim W}$

Problem 11

Is there any connection with the classification of a certain type of Lie algebra?

Lit-only σ -game on graphs with loops

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Problem 12

Give a classification of the monoid generated by \mathcal{T}_{ν} .

Problem 13

Is there any connection with Hecke algebra?

Lit-only σ -game on digraphs

• Line digraphs.

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- Critical subdigraphs.

Problem 14

Give a characterization of strongly connected digraphs that have strongly connected critical subdigraphs.

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• Ear decomposition.

Only partial results.

Lit-only σ -game on vector bundle

Let V be a vector space and D be a digraph. For each arc $vw \in A(D)$, we put an automorphism $\phi_{vw} \in \operatorname{Aut}(V)$. For each $v \in V(D)$, construct map $\mathcal{T}_v \in \operatorname{End}(V^{V(D)})$ by setting

$$\mathcal{T}_{\nu}(\mathbf{x})(w) = \begin{cases} \mathbf{x}(w), & vw \notin A(D), \\ \mathbf{x}(w) + \phi_{vw}(\mathbf{x}(v)), & vw \in A(D), \end{cases}$$

for $\mathbf{x} \in V^{V(D)}$.

The phase space is the digraph Γ with

- $V(\Gamma) = V^{V(D)}$;
- $A(\Gamma) = \{(\mathbf{x}, \mathcal{T}_{\mathbf{v}}(\mathbf{x})) \mid \mathbf{x} \in V(\Gamma), \mathbf{v} \in V(D)\}.$

The lit-only sigma game on a digraph is the game on a vector bundle with $V = \mathbb{F}_2$.

Contact

Thanks for your attention.

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