

Computational Combinatorics Blog

<http://computationalcombinatorics.wordpress.com/>

An online resource for how to use and extend computational methods in combinatorics, including discussions on the following topics:

- Using software as black box.
- Isomorph-free generation.
- Canonical labelings, orbit calculations.
- Orbital branching.
- Flag Algebras. (on the way)
- Local search techniques (on the way)
- More...

Guest authors are requested!

Distinguishing Extension Number

Michael Ferrara Ellen Gethner Stephen G. Hartke
Derrick Stolee* Paul S. Wenger

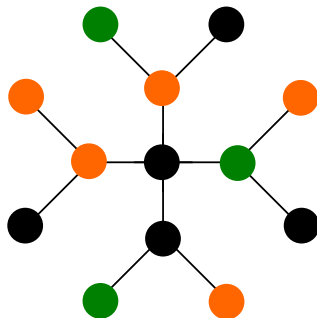
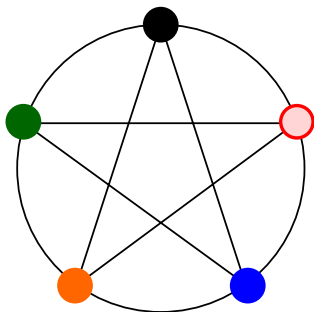
University of Illinois
stolee@illinois.edu
<http://www.math.illinois.edu/~stolee/>

October 20, 2012



Distinguishing Colorings

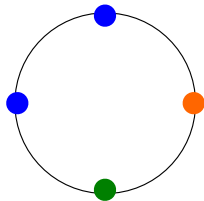
A k -coloring of $V(G)$ **distinguishes** G if the only color-preserving automorphism of G is the identity function.



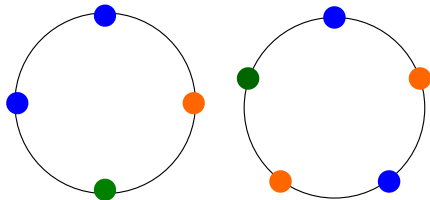
The minimum k such that G has a distinguishing k -coloring is the **distinguishing number**, $D(G)$.



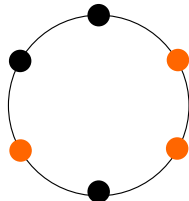
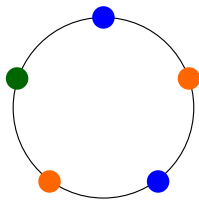
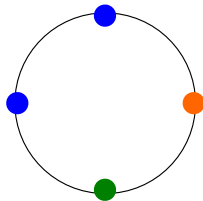
Coloring Cycles



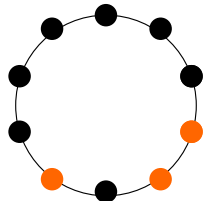
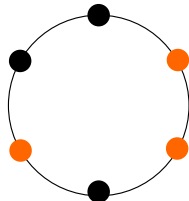
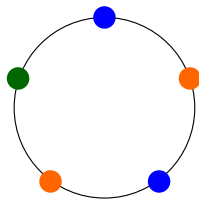
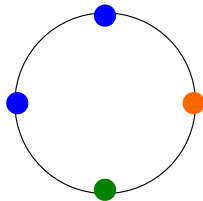
Coloring Cycles



Coloring Cycles



Coloring Cycles



$$D(C_n) = \begin{cases} 3 & \text{if } n \leq 5 \\ 2 & \text{if } n \geq 6 \end{cases}$$



Distinguishing Extension Number

Consider the following game on a graph G with parameters k and m .



Distinguishing Extension Number

Consider the following game on a graph G with parameters k and m .

1. **The Rascal** selects a set W of m vertices and k -colors $V(G) - W$.



Distinguishing Extension Number

Consider the following game on a graph G with parameters k and m .

1. **The Rascal** selects a set W of m vertices and k -colors $V(G) - W$.
2. **The Gentleman** k -colors W .



Distinguishing Extension Number

Consider the following game on a graph G with parameters k and m .

1. **The Rascal** selects a set W of m vertices and k -colors $V(G) - W$.
2. **The Gentleman** k -colors W .

The Gentleman wins if the resulting coloring is **distinguishing**.



Distinguishing Extension Number

Consider the following game on a graph G with parameters k and m .

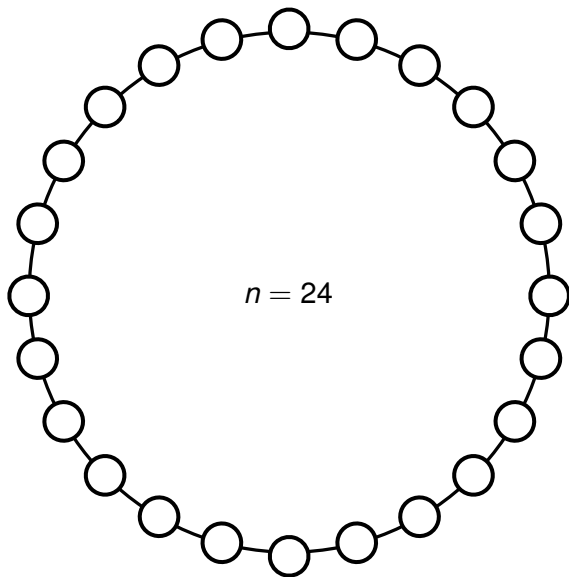
1. **The Rascal** selects a set W of m vertices and k -colors $V(G) - W$.
2. **The Gentleman** k -colors W .

The Gentleman wins if the resulting coloring is **distinguishing**.

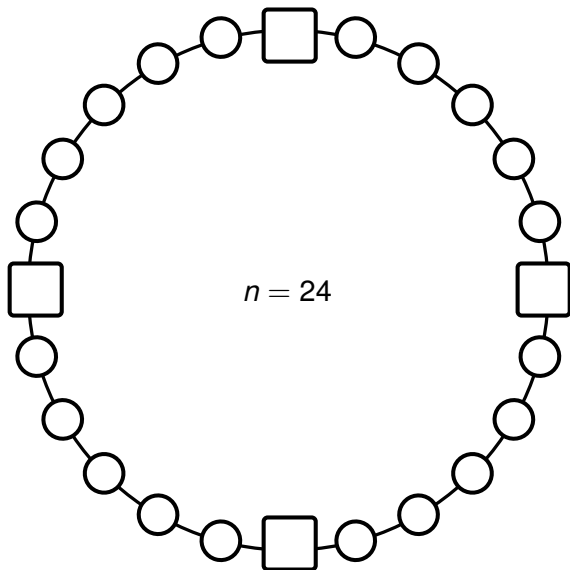
We restrict the Rascal from selecting W as a **fixing set**.
(the point-wise stabilizer of W in G is trivial.)



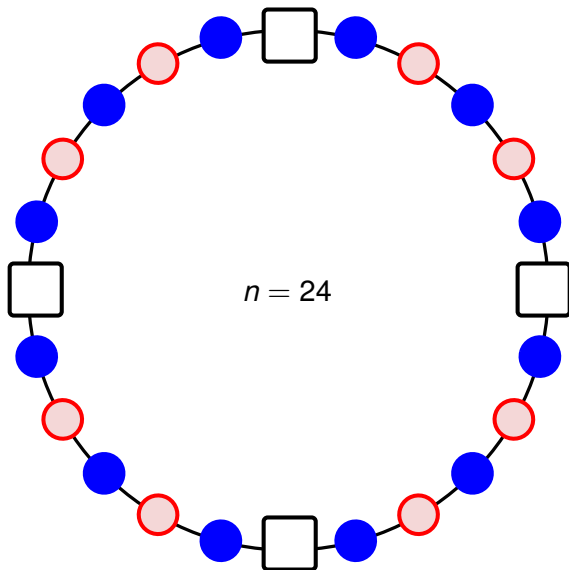
Extension Number on Cycles



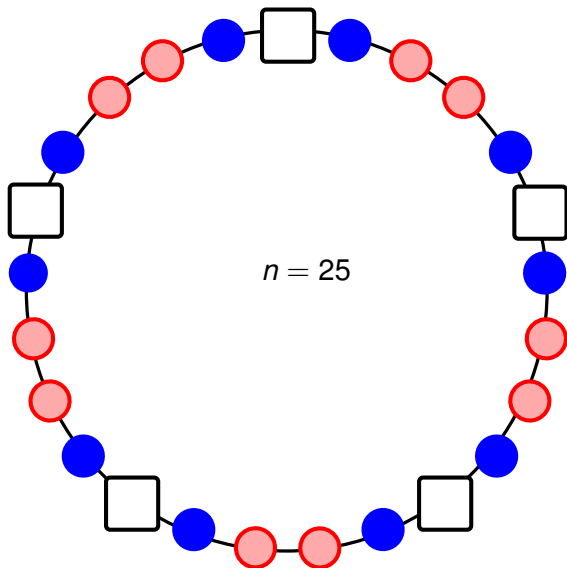
Extension Number on Cycles



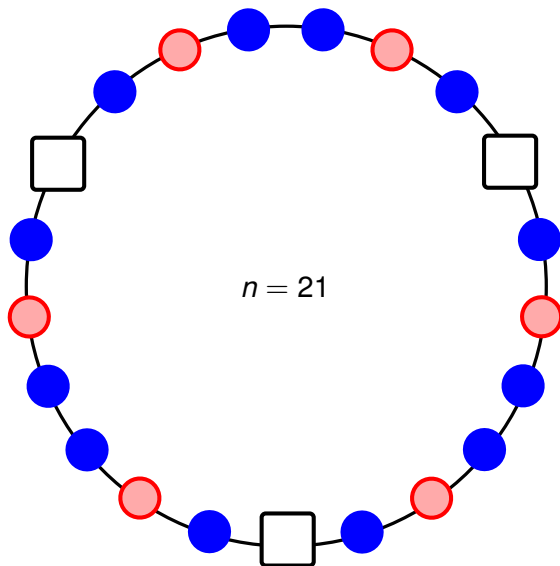
Extension Number on Cycles



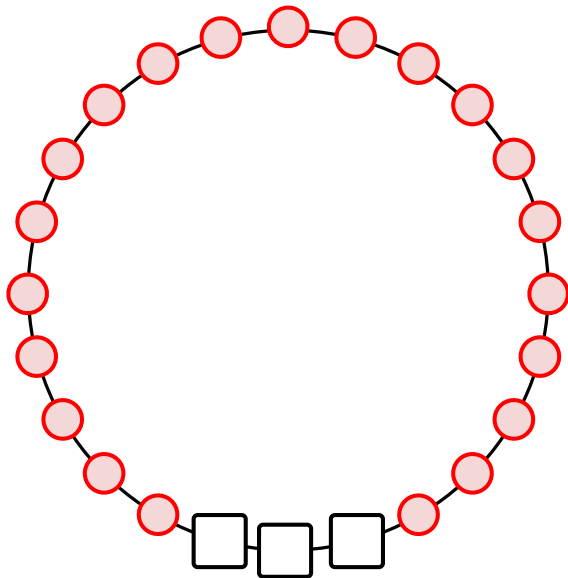
Extension Number on Cycles



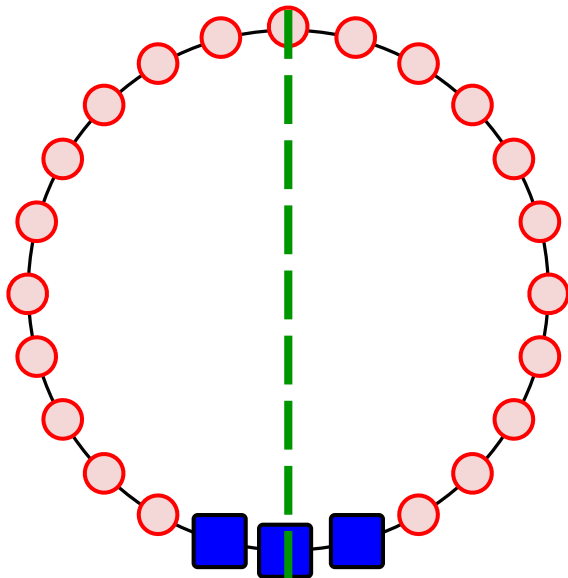
Extension Number on Cycles



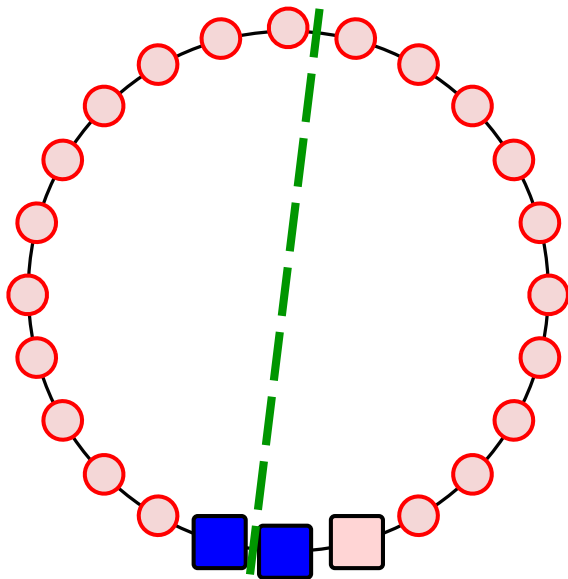
Extension Number on Cycles



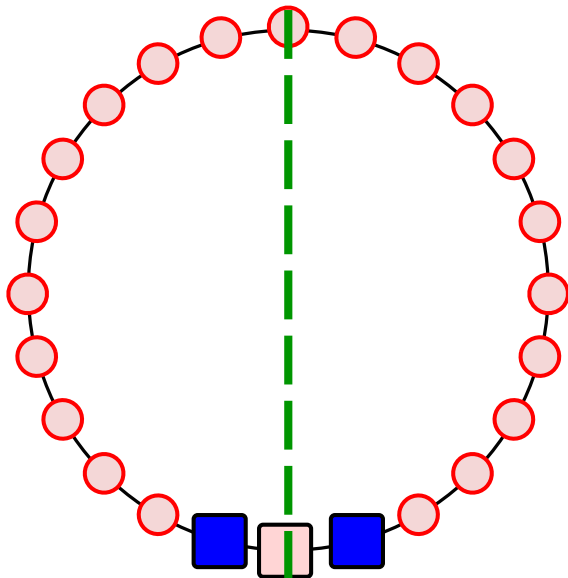
Extension Number on Cycles



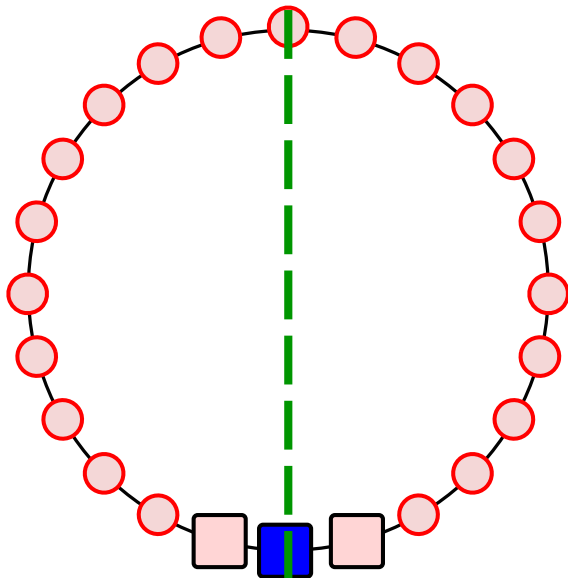
Extension Number on Cycles



Extension Number on Cycles



Extension Number on Cycles



Extension Number on Cycles

The **distinguishing extension number** $D_e(G; k)$ is the minimum m such that **the Gentleman always wins**.



Extension Number on Cycles

The **distinguishing extension number** $D_e(G; k)$ is the minimum m such that **the Gentleman always wins**.

If $k = D(G)$, use $D_e(G) = D_e(G; k)$.

(We will use $k = 2$.)



Extension Number on Cycles

The **distinguishing extension number** $D_e(G; k)$ is the minimum m such that **the Gentleman always wins**.

If $k = D(G)$, use $D_e(G) = D_e(G; k)$.

(We will use $k = 2$.)

Conjecture. For $n \geq 6$, $D_e(C_n) = \begin{cases} 6 & 5 \text{ divides } n \\ 5 & 4 \text{ divides } n . \\ 4 & \text{otherwise} \end{cases}$



Extension Number on Cycles

Our Results

Theorem. If the Rascal uses only one color, then the Gentleman wins with the proper number of blanks.



Extension Number on Cycles

Our Results

Theorem. If the Rascal uses only one color, then the Gentleman wins with the proper number of blanks.

Theorem. If $p \geq 13$ is prime, then $D_e(C_p) = 4$.



Extension Number on Cycles

Our Results

Theorem. If the Rascal uses only one color, then the Gentleman wins with the proper number of blanks.

Theorem. If $p \geq 13$ is prime, then $D_e(C_p) = 4$.

Theorem. The Gentleman wins if there are five blanks in **general position**.



Extension Number on Cycles

Our Results

Theorem. If the Rascal uses only one color, then the Gentleman wins with the proper number of blanks.

Theorem. If $p \geq 13$ is prime, then $D_e(C_p) = 4$.

Theorem. The Gentleman wins if there are five blanks in **general position**.

Theorem. For all $n \geq 6$, $D_e(C_n) \leq 21$.



Extension Number on Prime Cycles

Theorem. If $p \geq 13$ is prime, then $D_e(C_p) = 4$.

$\text{Aut}(C_p)$ is the dihedral group of order $2p$.

1. All rotations are primitive.
2. Two reflections make a rotation.



Step 1: Monochromatic Colorings

There are three blanks where the pairwise distances are distinct.

Color them with the other color.



Step 1: Monochromatic Colorings

There are three blanks where the pairwise distances are distinct.

Color them with the other color.

(We now assume the coloring is not monochromatic.)



Extending in Prime Cycles

Step 2: Position of W

Let W be a set of blanks.



Extending in Prime Cycles

Step 2: Position of W

Let W be a set of blanks.

There exists $w_0 \in W$ such that the reflection about w_0 sends $W - w_0$ to elements not in W .

Let $W = \{w_0, w_1, w_2, w_3\}$.



Step 3: Restrictions on Colorings

Since p is prime, any rotation is **primitive**, and hence has one orbit of vertices.



Step 3: Restrictions on Colorings

Since p is prime, any rotation is **primitive**, and hence has one orbit of vertices.

All extensions must allow only one **reflection**



Step 3: Restrictions on Colorings

Since p is prime, any rotation is **primitive**, and hence has one orbit of vertices.

All extensions must allow only one **reflection**

There is at most one coloring c_{forb} which allows reflection about w_0 .



Step 4: Building a Rotation

Let $c_1 : \{w_1, w_2, w_3\} \rightarrow \{\text{Red, Blue}\}$ be a coloring on W which differs from c_{forb} in at least two positions.



Extending in Prime Cycles

Step 4: Building a Rotation

Let $c_1 : \{w_1, w_2, w_3\} \rightarrow \{\text{Red}, \text{Blue}\}$ be a coloring on W which differs from c_{forb} in at least two positions.

Let $\tau_R^{(1)}$ be the reflection given when assigning $c_1(w_0)$ to be **Red**.

Let $\tau_B^{(1)}$ be the reflection given when assigning $c_1(w_0)$ to be **Blue**.



Extending in Prime Cycles

Step 4: Building a Rotation

Let $c_1 : \{w_1, w_2, w_3\} \rightarrow \{\text{Red}, \text{Blue}\}$ be a coloring on W which differs from c_{forb} in at least two positions.

Let $\tau_R^{(1)}$ be the reflection given when assigning $c_1(w_0)$ to be **Red**.

Let $\tau_B^{(1)}$ be the reflection given when assigning $c_1(w_0)$ to be **Blue**.

$\sigma_{(1)} = \tau_B^{(1)} \cdot \tau_R^{(1)}$ is the **rotation** given by performing $\tau_R^{(1)}$ then $\tau_B^{(1)}$.



Extending in Prime Cycles

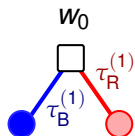
Step 4: Building a Rotation

w_0



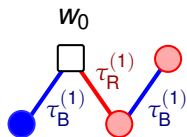
Extending in Prime Cycles

Step 4: Building a Rotation



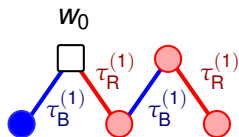
Extending in Prime Cycles

Step 4: Building a Rotation



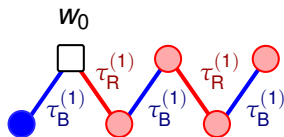
Extending in Prime Cycles

Step 4: Building a Rotation



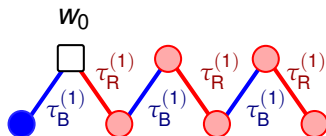
Extending in Prime Cycles

Step 4: Building a Rotation



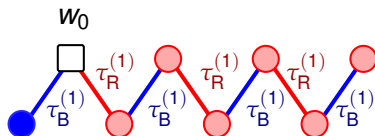
Extending in Prime Cycles

Step 4: Building a Rotation



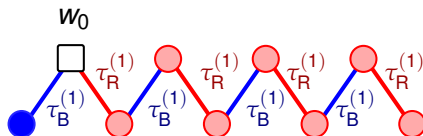
Extending in Prime Cycles

Step 4: Building a Rotation



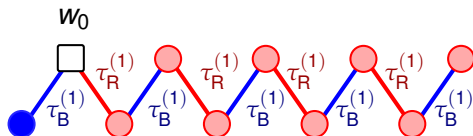
Extending in Prime Cycles

Step 4: Building a Rotation



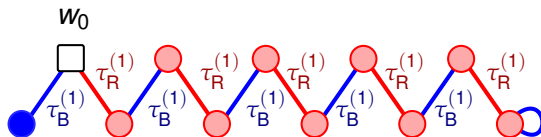
Extending in Prime Cycles

Step 4: Building a Rotation



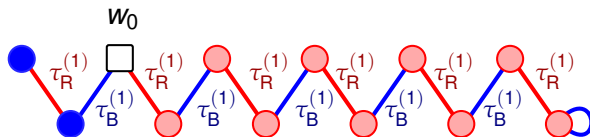
Extending in Prime Cycles

Step 4: Building a Rotation



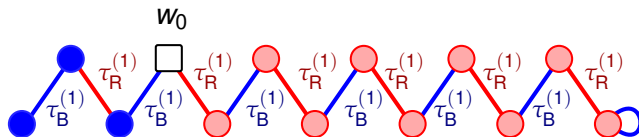
Extending in Prime Cycles

Step 4: Building a Rotation



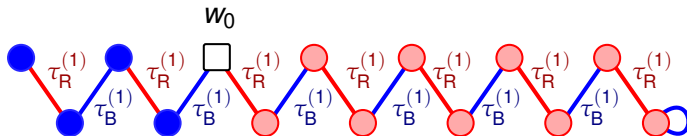
Extending in Prime Cycles

Step 4: Building a Rotation



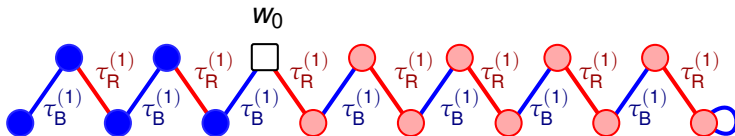
Extending in Prime Cycles

Step 4: Building a Rotation



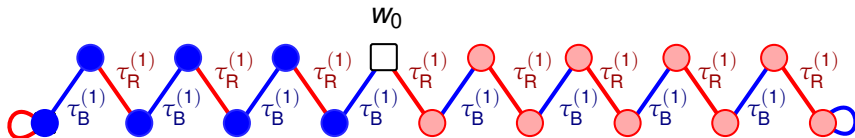
Extending in Prime Cycles

Step 4: Building a Rotation



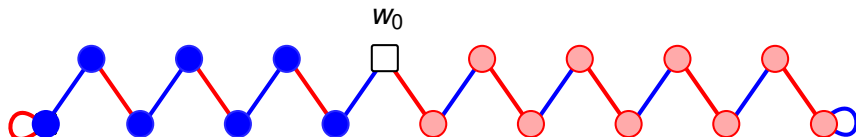
Extending in Prime Cycles

Step 4: Building a Rotation



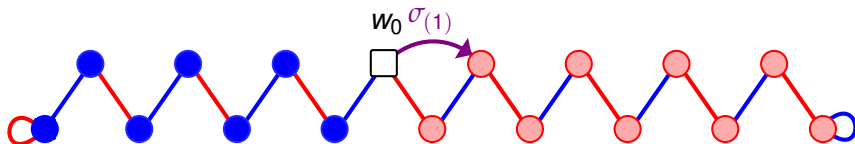
Extending in Prime Cycles

Step 4: Building a Rotation



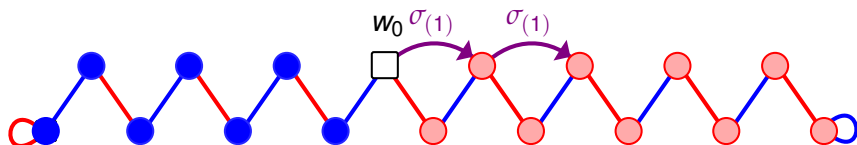
Extending in Prime Cycles

Step 4: Building a Rotation



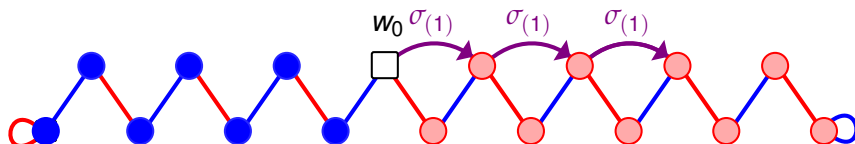
Extending in Prime Cycles

Step 4: Building a Rotation



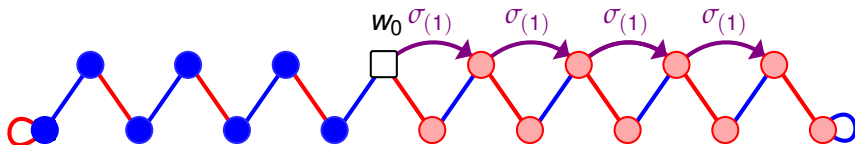
Extending in Prime Cycles

Step 4: Building a Rotation



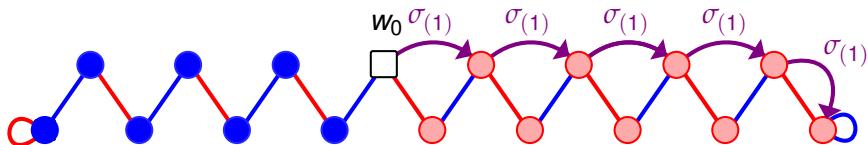
Extending in Prime Cycles

Step 4: Building a Rotation



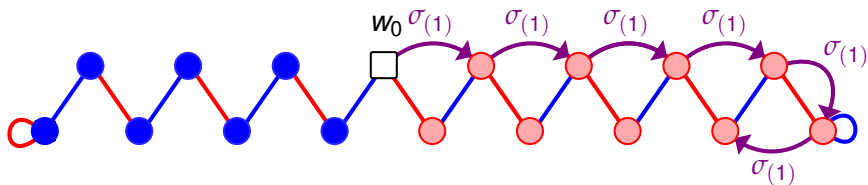
Extending in Prime Cycles

Step 4: Building a Rotation



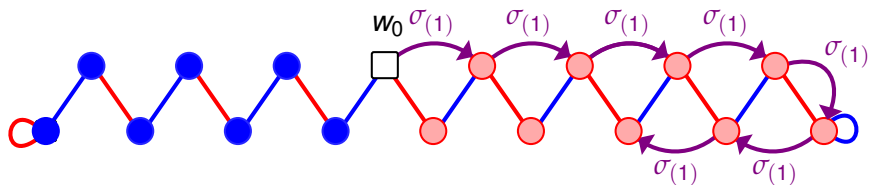
Extending in Prime Cycles

Step 4: Building a Rotation



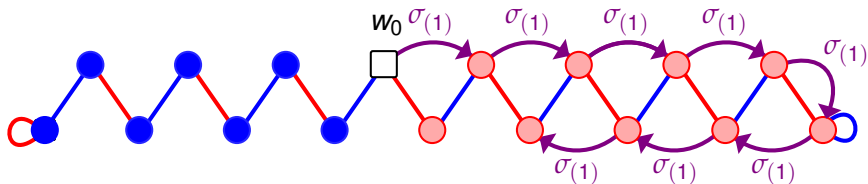
Extending in Prime Cycles

Step 4: Building a Rotation



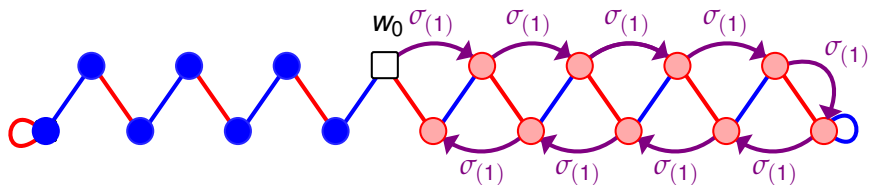
Extending in Prime Cycles

Step 4: Building a Rotation



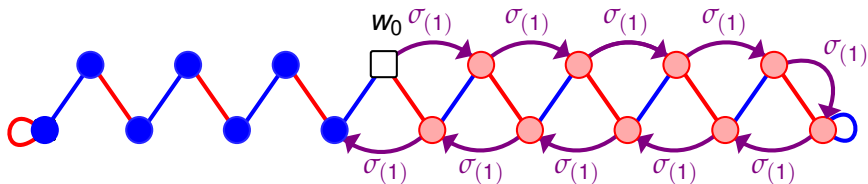
Extending in Prime Cycles

Step 4: Building a Rotation



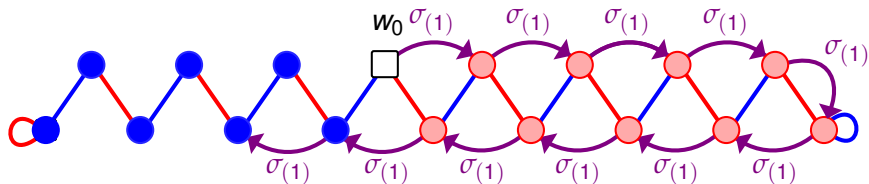
Extending in Prime Cycles

Step 4: Building a Rotation



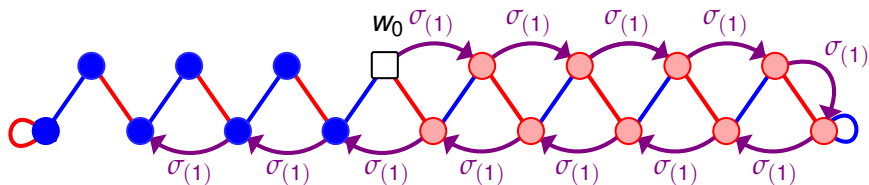
Extending in Prime Cycles

Step 4: Building a Rotation



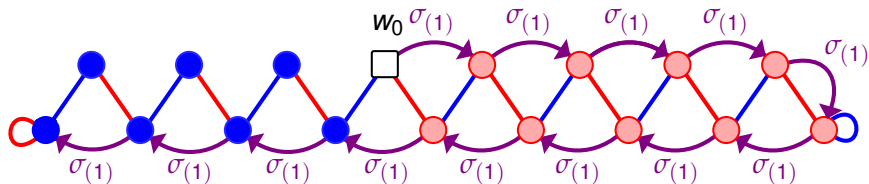
Extending in Prime Cycles

Step 4: Building a Rotation



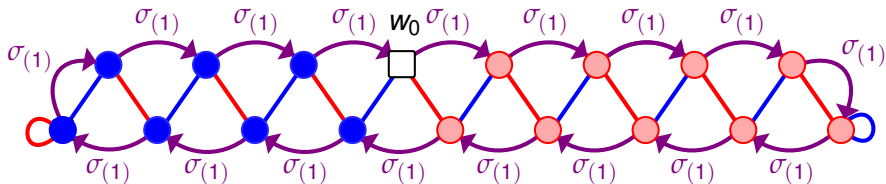
Extending in Prime Cycles

Step 4: Building a Rotation



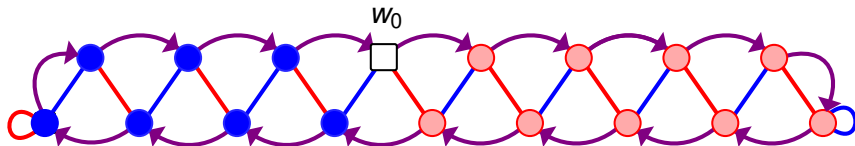
Extending in Prime Cycles

Step 4: Building a Rotation



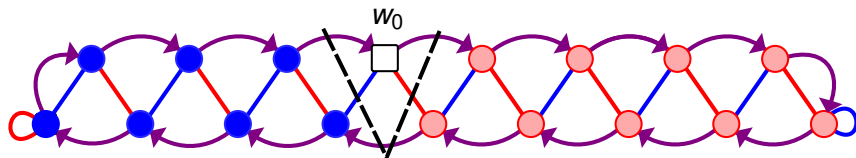
Extending in Prime Cycles

Step 4: Building a Rotation

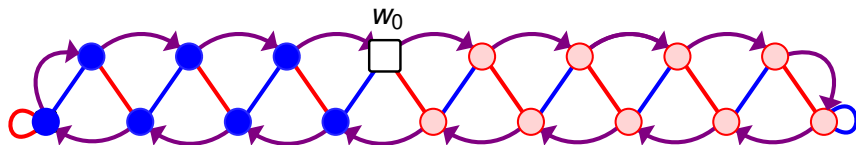


Extending in Prime Cycles

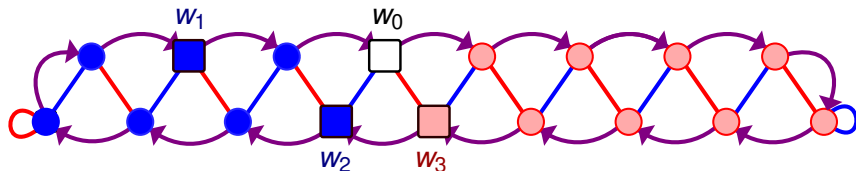
Step 4: Building a Rotation



Extending in Prime Cycles



Extending in Prime Cycles

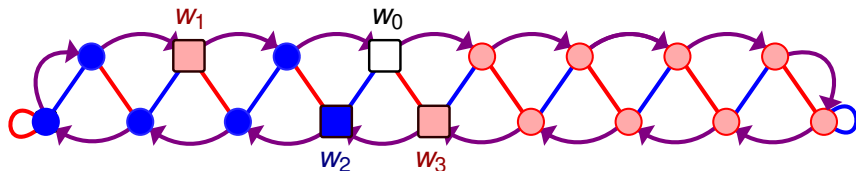


There are three other blanks $w_1, w_2, w_3!$

Some blank (say w_1) is not one of $\tau_R^{(1)}(w_0), \tau_B^{(1)}(w_0)$.



Extending in Prime Cycles



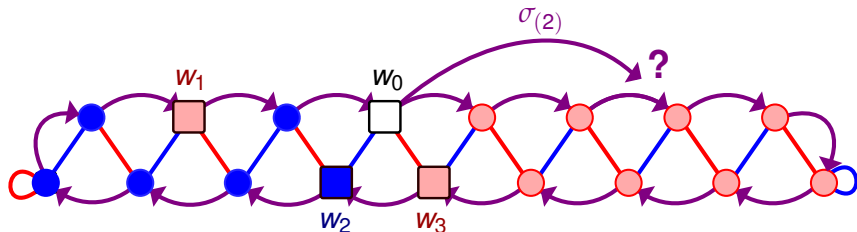
Change the color of w_1 from **Blue** to **Red**.

This creates a new coloring, c_2 .

Since c_2 differs from c_1 by one element, $c_2 \neq c_{\text{forb}}$.



Extending in Prime Cycles



Therefore, the red/blue extensions of c_2 to w_0 form:

1. Red/blue reflections $\tau_R^{(2)}$ and $\tau_B^{(2)}$.
2. Rotation $\sigma_{(2)}$.



Extending in Prime Cycles

Wrapping Up

Since $p \geq 13$, $\sigma_{(1)}$ and $\sigma_{(2)}$ cannot coexist!

(Several details are omitted...)

Therefore, one of these extensions of c_1 or c_2 must have been distinguishing!



AND NOW FOR SOMETHING
(not so) COMPLETELY DIFFERENT.

Extension Number on Circles and Lines

Let S^d denote the unit sphere in \mathbb{R}^{d+1} .

(S^1 is the circle, S^2 is the usual sphere.)



Extension Number on Circles and Lines

Let S^d denote the unit sphere in \mathbb{R}^{d+1} .

(S^1 is the circle, S^2 is the usual sphere.)

$\text{Aut}(S^d)$ consists of **linear maps** with determinant ± 1 .

(Rigid motions with reflections/inversions.)



Extension Number on Circles and Lines

Let S^d denote the unit sphere in \mathbb{R}^{d+1} .

(S^1 is the circle, S^2 is the usual sphere.)

$\text{Aut}(S^d)$ consists of **linear maps** with determinant ± 1 .

(Rigid motions with reflections/inversions.)

$\text{Aut}(\mathbb{R}^k)$ consists of **affine linear maps** with determinant ± 1 .

(Rigid motions with reflections/inversions and translations.)



Extension Number on Circles and Lines

Let S^d denote the unit sphere in \mathbb{R}^{d+1} .

(S^1 is the circle, S^2 is the usual sphere.)

$\text{Aut}(S^d)$ consists of **linear maps** with determinant ± 1 .

(Rigid motions with reflections/inversions.)

$\text{Aut}(\mathbb{R}^k)$ consists of **affine linear maps** with determinant ± 1 .

(Rigid motions with reflections/inversions and translations.)

We can play the Rascal/Gentleman game on points in S^d or \mathbb{R}^k .



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(S^1) = 6.$



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(S^1) = 6.$

Conjecture. (The Plane) $D_e(\mathbb{R}^2) = 7.$



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(\mathbb{S}^1) = 6.$

Conjecture. (The Plane) $D_e(\mathbb{R}^2) = 7.$

Conjecture. (The Sphere) $D_e(\mathbb{S}^2) = 9.$



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(S^1) = 6.$

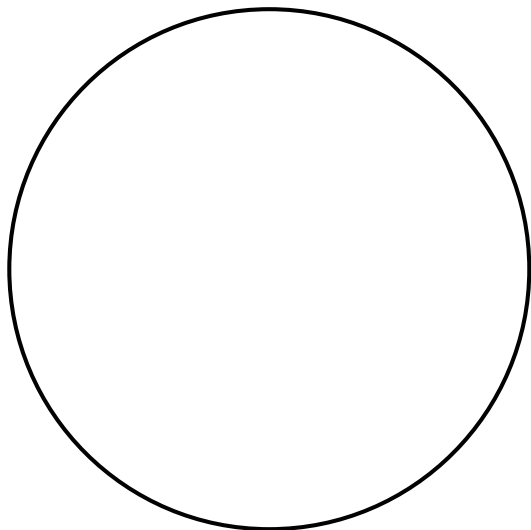
Conjecture. (The Plane) $D_e(\mathbb{R}^2) = 7.$

Conjecture. (The Sphere) $D_e(S^2) = 9.$

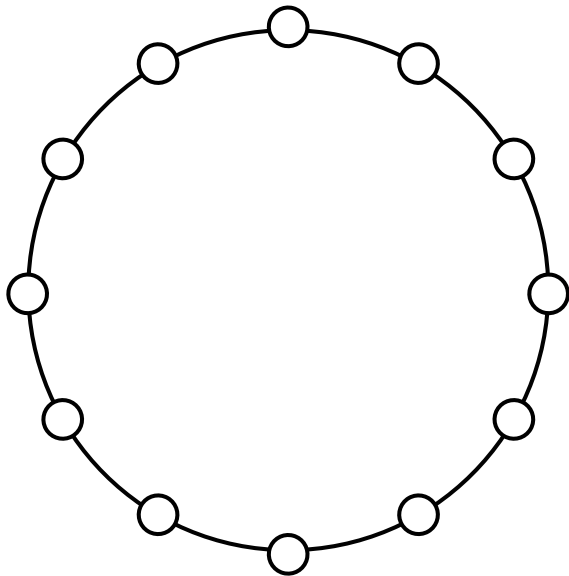
Conjecture. (Space!) $D_e(\mathbb{R}^3) = 10.$



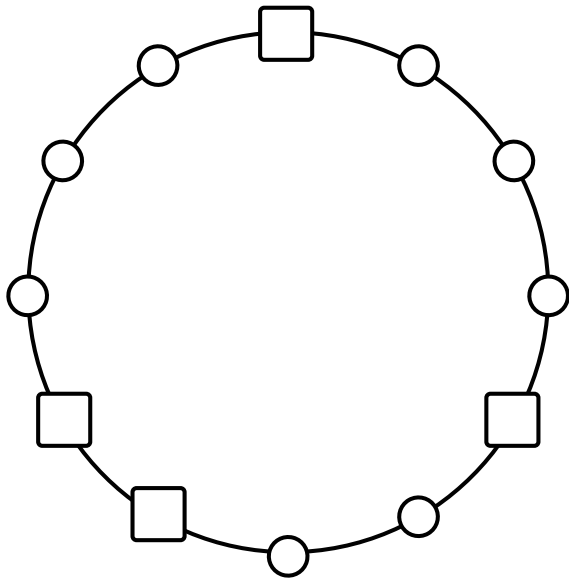
Embedding Cycles on the Circle



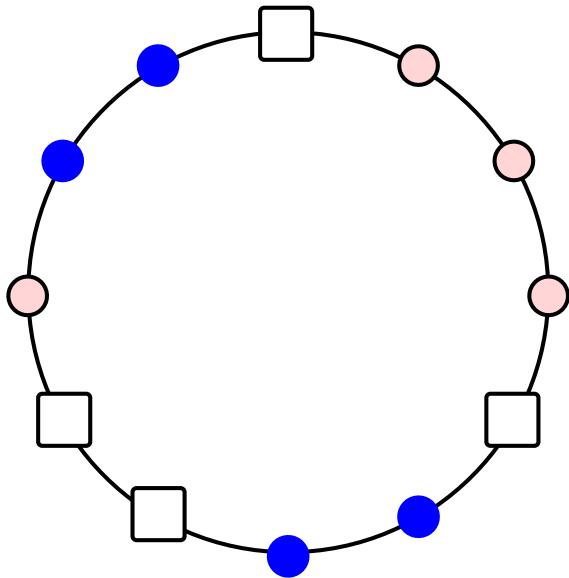
Embedding Cycles on the Circle



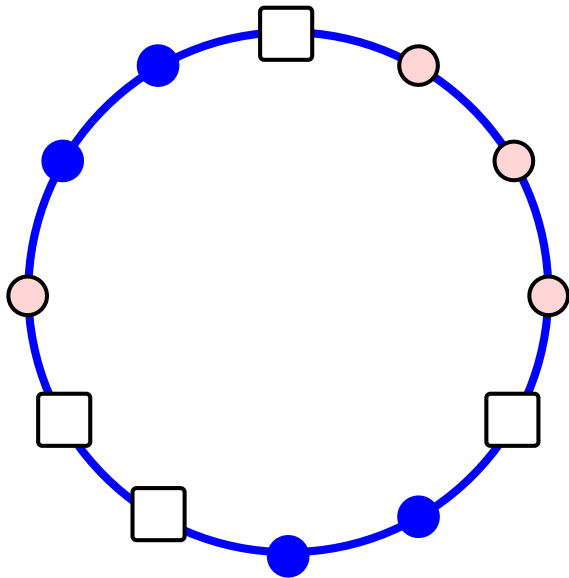
Embedding Cycles on the Circle



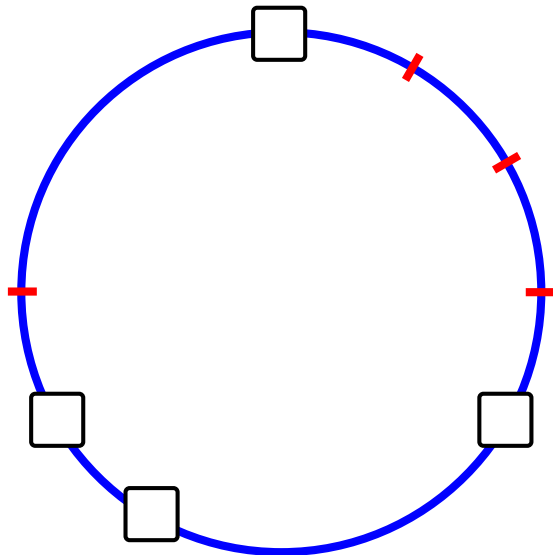
Embedding Cycles on the Circle



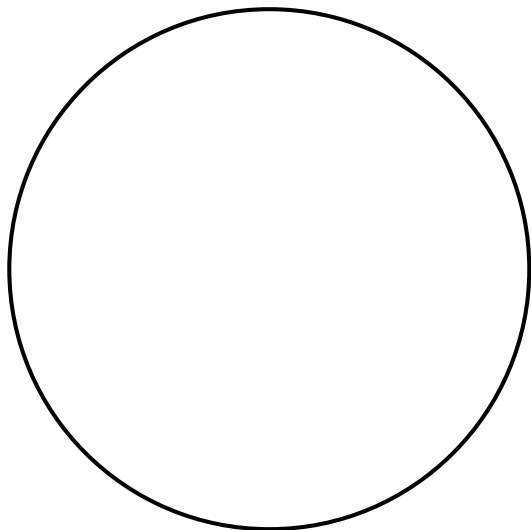
Embedding Cycles on the Circle



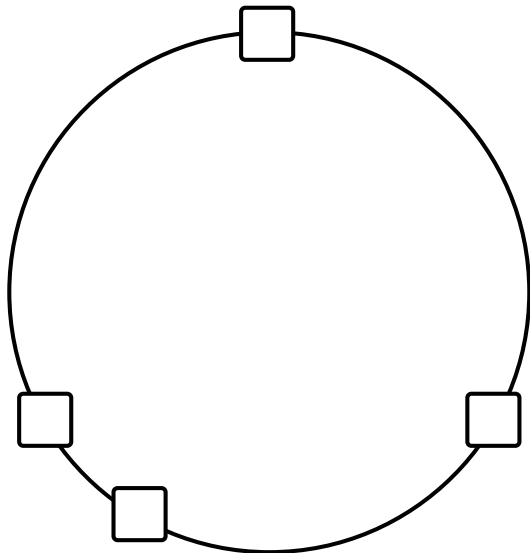
Embedding Cycles on the Circle



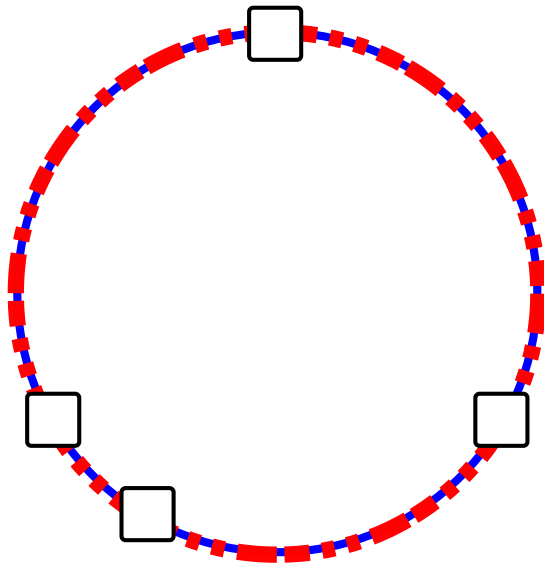
Embedding Cycles on the Circle



Embedding Cycles on the Circle



Embedding Cycles on the Circle



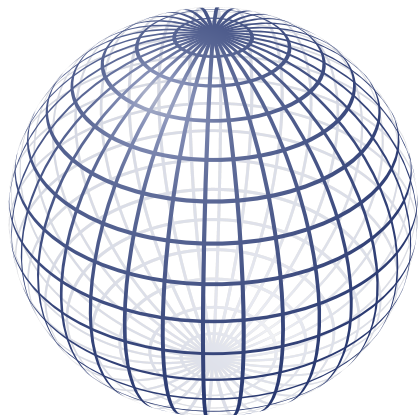
Extension Number on Spheres and Spaces

Conjecture. $D_e(\mathbb{S}^2) = 9$.



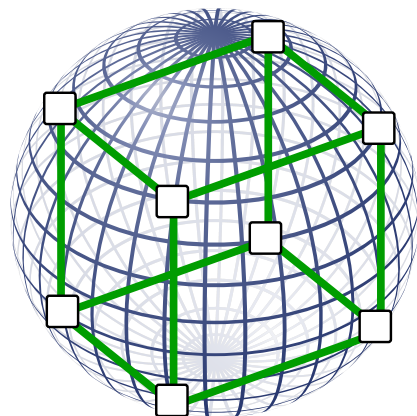
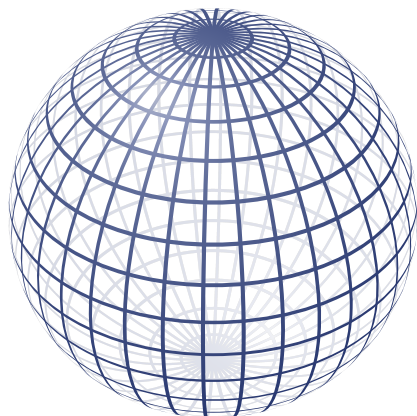
Extension Number on Spheres and Spaces

Conjecture. $D_e(S^2) = 9$.



Extension Number on Spheres and Spaces

Conjecture. $D_e(S^2) = 9$.



Sphere image from <http://en.wikipedia.org/wiki/Sphere>



Extension Number on Spheres and Spaces

Conjecture. $D_e(\mathbb{R}^{d+1}) = D_e(\mathbb{S}^d) + 1.$

($D_e(\mathbb{R}^{d+1}) > D_e(\mathbb{S}^d)$ by adding a blank at 0.)



Extension Number on Spheres and Spaces

Conjecture. $D_e(\mathbb{R}^{d+1}) = D_e(\mathbb{S}^d) + 1.$

($D_e(\mathbb{R}^{d+1}) > D_e(\mathbb{S}^d)$ by adding a blank at 0.)

Conjecture. $D_e(\mathbb{R}^3) = 10.$



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(S^1) = 6.$



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(S^1) = 6.$

Theorem. If the Rascal uses only one color on the circle, the Gentleman wins with 6 blanks.



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(S^1) = 6.$

Theorem. If the Rascal uses only one color on the circle, the Gentleman wins with 6 blanks.

Theorem. The Gentleman wins on the circle if five blanks are in **general position**.



Extension Number on Circles and Lines

Theorem. (The Real Line) $D_e(\mathbb{R}^1) = 4.$

Conjecture. (The Circle) $D_e(S^1) = 6.$

Theorem. If the Rascal uses only one color on the circle, the Gentleman wins with 6 blanks.

Theorem. The Gentleman wins on the circle if five blanks are in **general position**.

Corollary. (The Circle) $D_e(S^1) \leq 21.$



Distinguishing Extension Number

Michael Ferrara Ellen Gethner Stephen G. Hartke
Derrick Stolee* Paul S. Wenger

University of Illinois
stolee@illinois.edu
<http://www.math.illinois.edu/~stolee/>

October 20, 2012

