

# Lit-only $\sigma$ -game on nondegenerate graphs

Hau-wen Huang

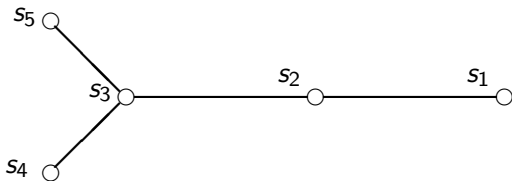
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# Lit-only $\sigma$ -game

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Example: Let  $\Gamma$  be

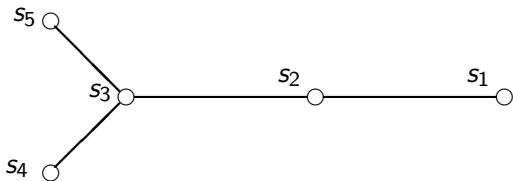


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Example: The lit-only  $\sigma$ -game on  $\Gamma$

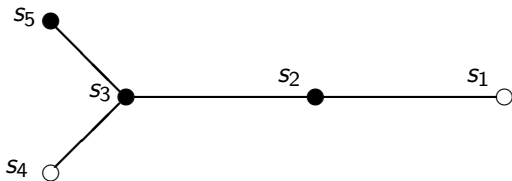


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Example: The lit-only  $\sigma$ -game on  $\Gamma$

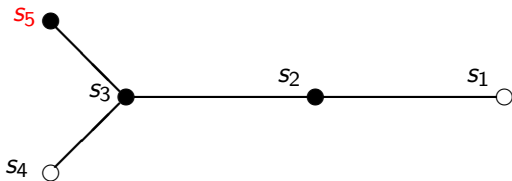


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Example: The lit-only  $\sigma$ -game on  $\Gamma$

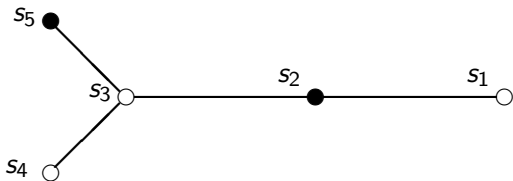


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Example: The lit-only  $\sigma$ -game on  $\Gamma$

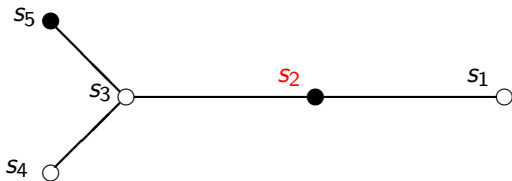


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Example: The lit-only  $\sigma$ -game on  $\Gamma$

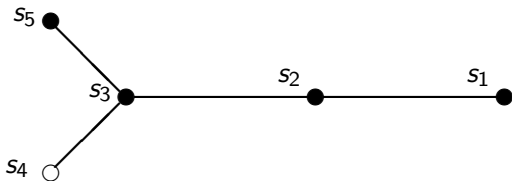


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Example: The lit-only  $\sigma$ -game on  $\Gamma$





# Lit-only $\sigma$ -game

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A configuration of the lit-only  $\sigma$ -game on a finite graph  $\Gamma$  is an assignment of one of two states, *on* or *off*, to all vertices of  $\Gamma$ . Given a configuration, a move of the lit-only  $\sigma$ -game on  $\Gamma$  allows the player to choose an *on* vertex  $s$  of  $\Gamma$  and change the states of all neighbors of  $s$ . Given an initial configuration, the goal is to minimize the number of *on* vertices of  $\Gamma$  by a finite sequence of moves of the Reeder's game on  $\Gamma$ .

# The story began that ...

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Prof. Chang introduced the work of Prof. Chuah on Vogan diagrams to combinatorists.

# $k$ -lit graphs

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Given an integer  $k$ , we say that the underlying graph is  *$k$ -lit* if, for any configuration, the number of *on* vertices can be reduced to at most  $k$  by a finite sequence of moves of the lit-only  $\sigma$ -game on  $\Gamma$ .

# The minimum light number of a graph

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Let  $\Gamma$  be a graph. The *minimum light number* of  $\Gamma$  is the smallest integer  $k$  for which  $\Gamma$  is  $k$ -lit.

# 1-lit graphs

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A known result:  
All trees with perfect matchings are 1-lit.

# 1-lit graphs

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# 1-lit graphs

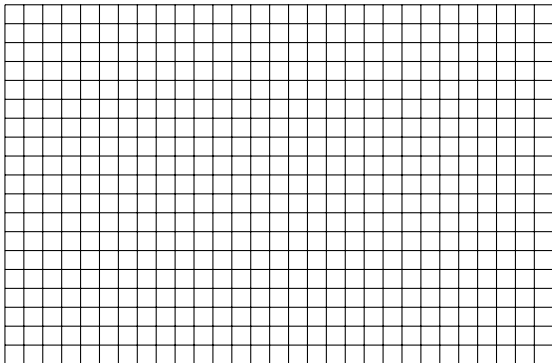
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# 1-lit graphs

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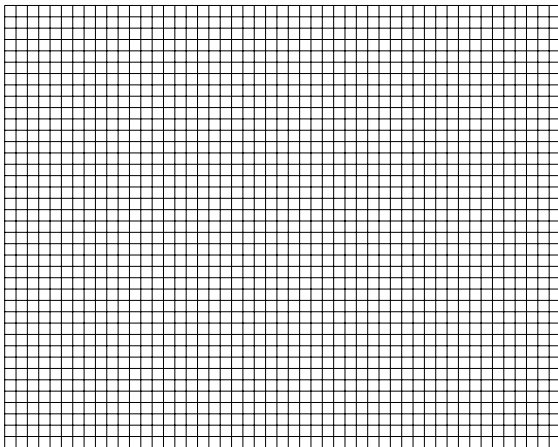




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All  $m$  by  $n$  grids with  $\text{g.c.d.}(m + 1, n + 1) = 1$  are 1-lit.

# Graphs with odd number of perfect matchings

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My new result:

## Theorem

*Assume that  $\Gamma$  is a simple graph which is not a line graph and with an odd number of perfect matchings. Then  $\Gamma$  is 2-lit. Moreover we give a linear algebraic criterion for  $\Gamma$  to be 1-lit.*

# Bipartite graphs with odd number of perfect matchings

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A consequence of my new result:

## Corollary

*A bipartite graph  $\Gamma$  with an odd number of perfect matchings are 2-lit. Moreover  $\Gamma$  is 1-lit if and only if  $\Gamma$  is an edge or contains a vertex with even degree.*

# Graphs with odd number of perfect matchings

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Let  $\Gamma$  be a simple graph. Then the following are equivalent:

1. The number of perfect matchings in  $\Gamma$  is odd.
2. The determinant of the adjacent matrix of  $\Gamma$  is odd.

Suppose that 1, 2 hold. Based on some reason, we call such a graph  $\Gamma$  is a *nondegenerate graph*.

# Line graphs with odd number of perfect matchings

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Let  $\Gamma$  be a line graph. Then the following are equivalent:

1. The number of perfect matchings in  $\Gamma$  is odd.
2.  $\Gamma$  is a claw-free block graph of even order.
3.  $\Gamma$  is a line graph of an odd-order tree.

# Line graphs with odd number of perfect matchings

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Let  $\Gamma$  be a line graph. Let  $LN(\Gamma)$  denote the minimum light number of  $\Gamma$ . Prof. Wu gave a characterization for  $LN(\Gamma)$ . In particular, if  $\Gamma$  is a line graph of a tree then  $LN(\Gamma)$  is equal to the edge isoperimetric number of  $\Gamma$ .

$$\max_k \min_{\#S=k} \#EB(S).$$

# The key of my approach is ...

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1. We view each move for which we choose a vertex  $s$  as an invertible linear transformation, denoted by  $\kappa_s$ .
2. The lit-only  $\sigma$ -game on a simple graph can be considered as a representation of the simply-laced Coxeter group associated with  $\Gamma$ .
3. The transpose of  $\kappa_s$  preserves a symplectic form.



# Conclusion

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	nondeg. graphs	deg. graphs
line graphs	✓	✓
non-line graphs	✓	?

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Thanks for your attention