

# Kneser graphs are Hamiltonian

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joint work with

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Scottish Combinatorics Meeting 2023

# Introduction

- Kneser graph  $K(n, k)$

vertices :  $k$ -elements subsets of  $\{1, 2, \dots, n\}$

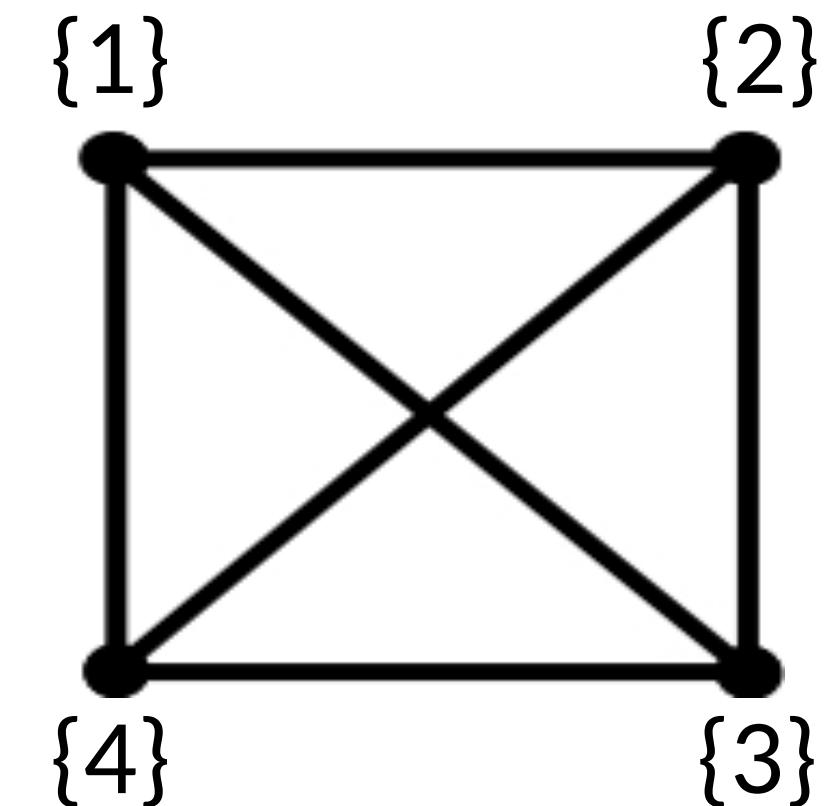
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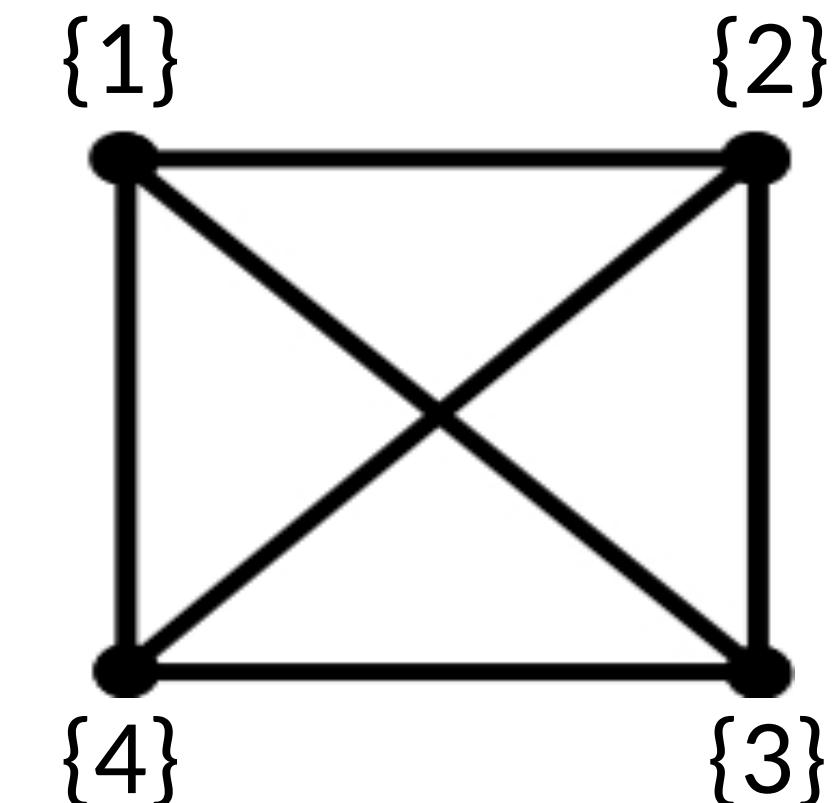
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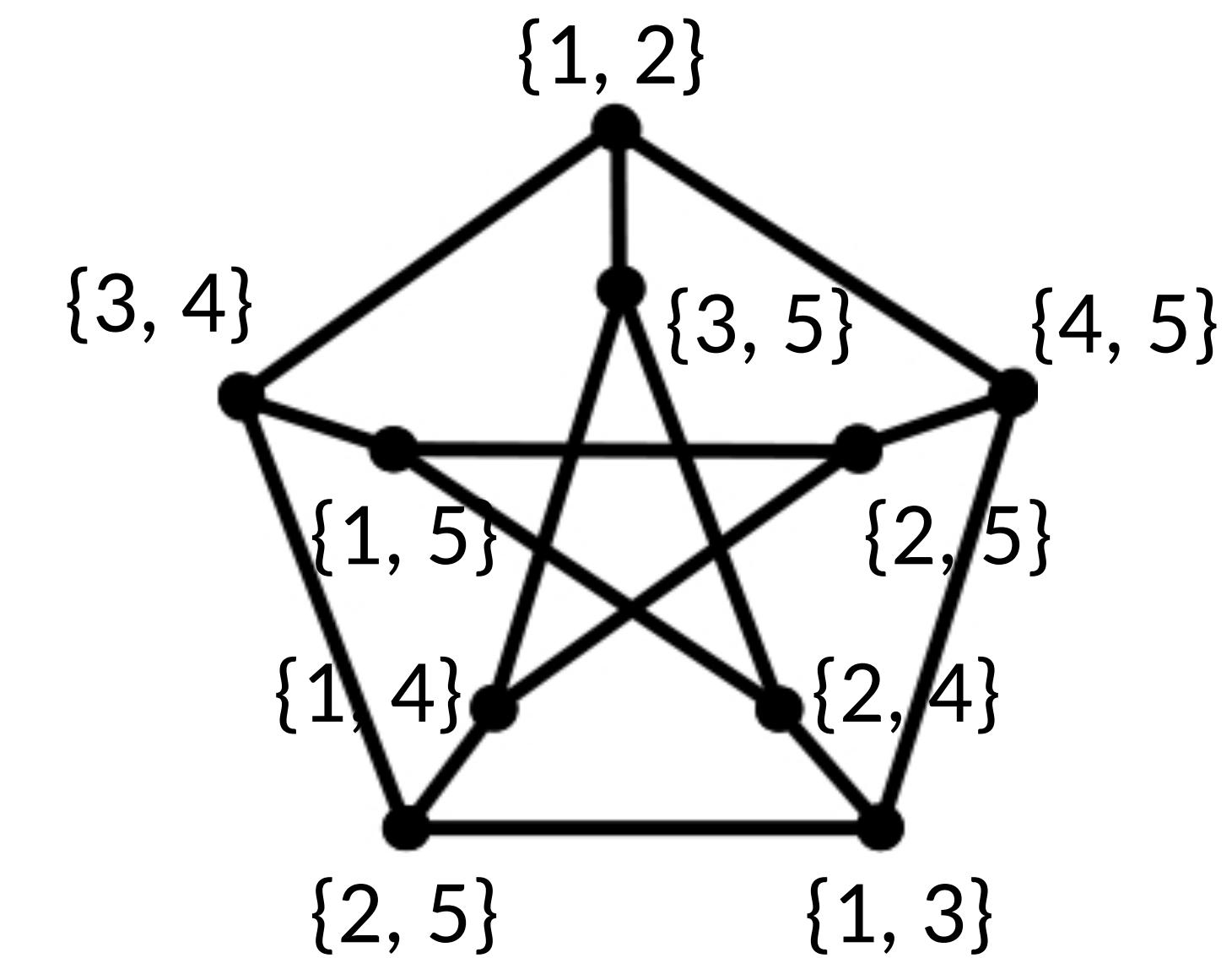
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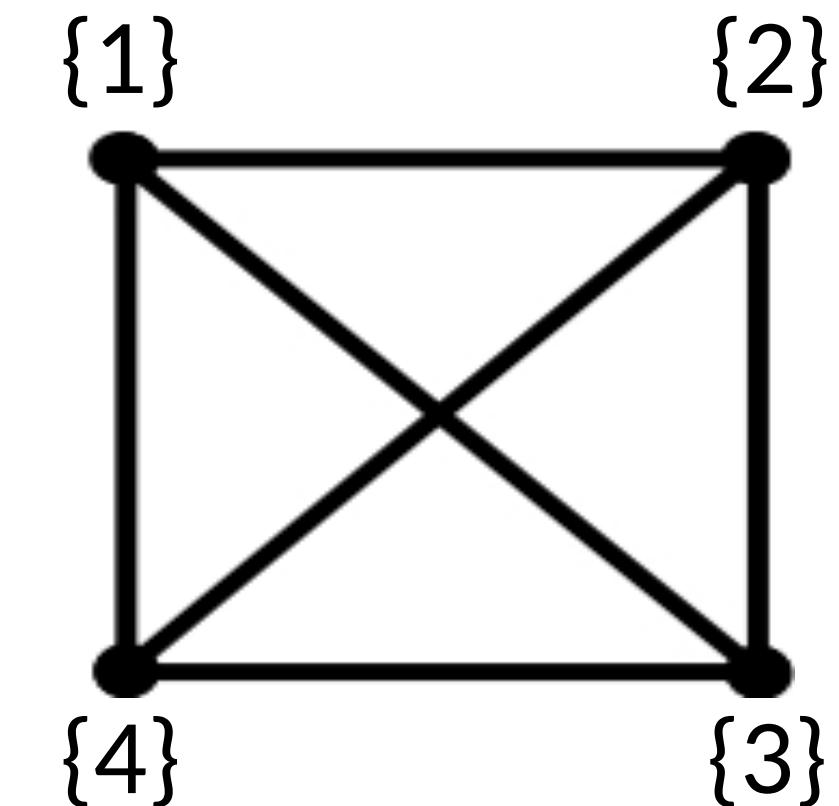
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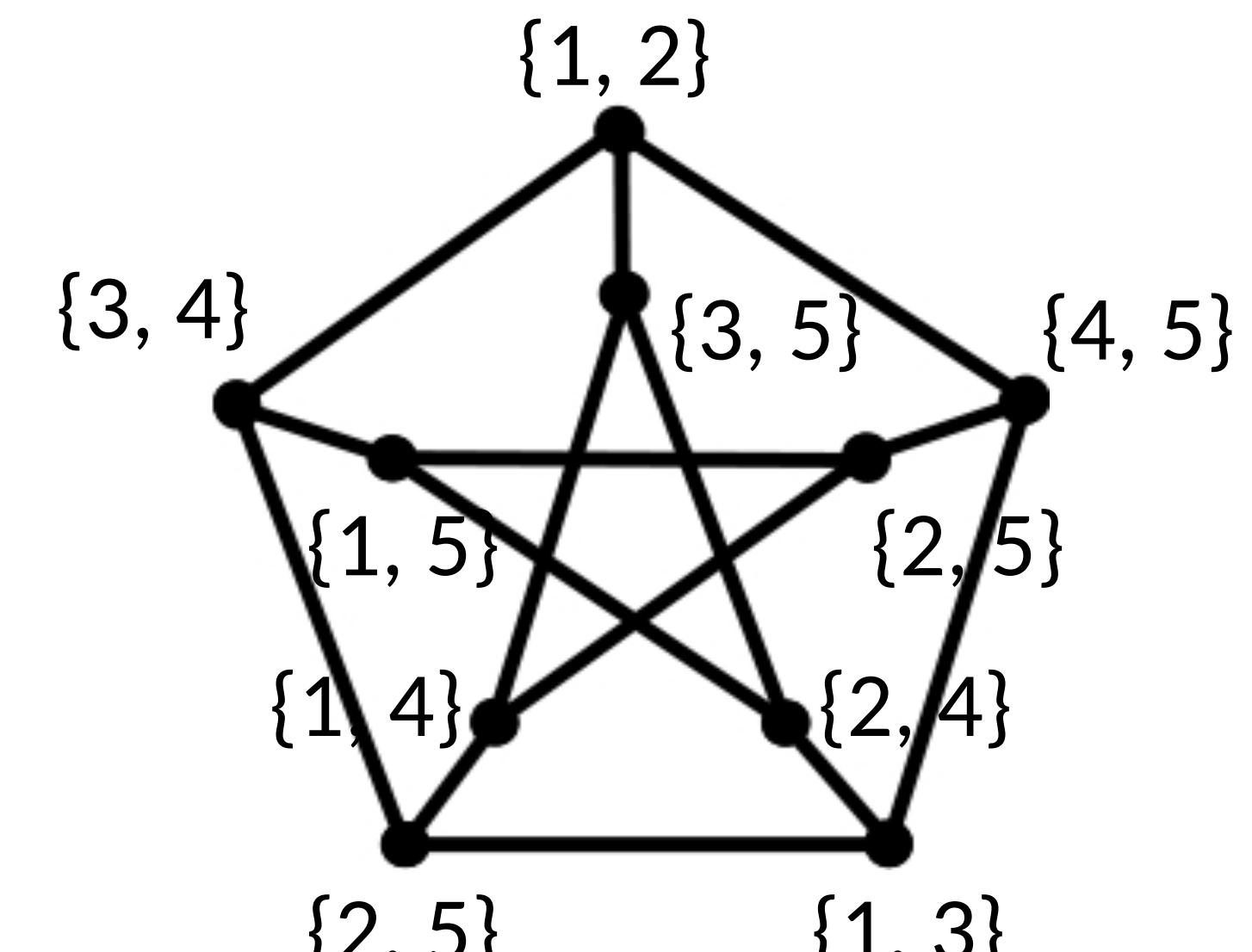
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- assumption :  $k \geq 1$  and  $n \geq 2k + 1$

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- special case : **Kneser graph**, with Petersen graph  $K(5,2)$  as an exception

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- [Y. Chen+Füredi 2002]: short proof for  $n = ck, c \in \{3,4,\dots\}$

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- **open**:  $2k + 3 \leq n \leq (1 + o(1)) 2.62 k$ , where  $n \neq 2k + 2^a$

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- Theorem 1 [STOC 2023]:  $K(n, k)$  has a Hamilton cycle for  $k \geq 1$  and  $n \geq 2k + 1$ , unless  $(n, k) = (5, 2)$ .

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- settles Hamiltonicity of  $K(n, k)$  in full generality

# Generalized Johnson graphs

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- settles the Hamiltonicity problem for graphs defined by intersecting set-systems

# Proof outline

- construct a cycle factor : collection of cycles covering all vertices  
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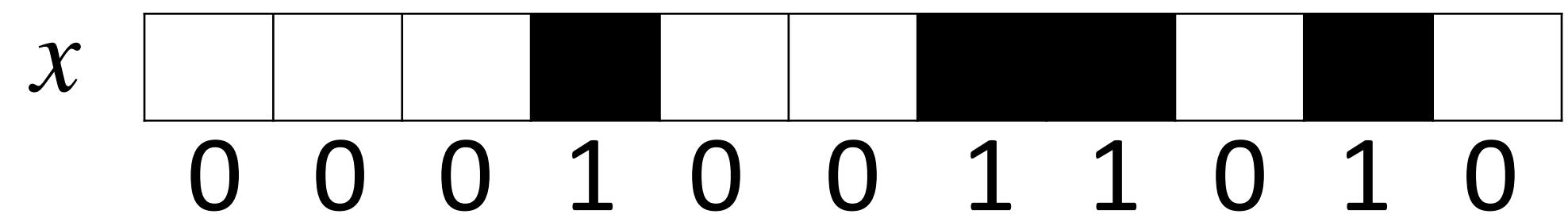
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(it works for  $n \geq 2k + 1$ )
- glue cycles together (the assumption  $n \geq 2k + 3$  is important)

# Cycle factors

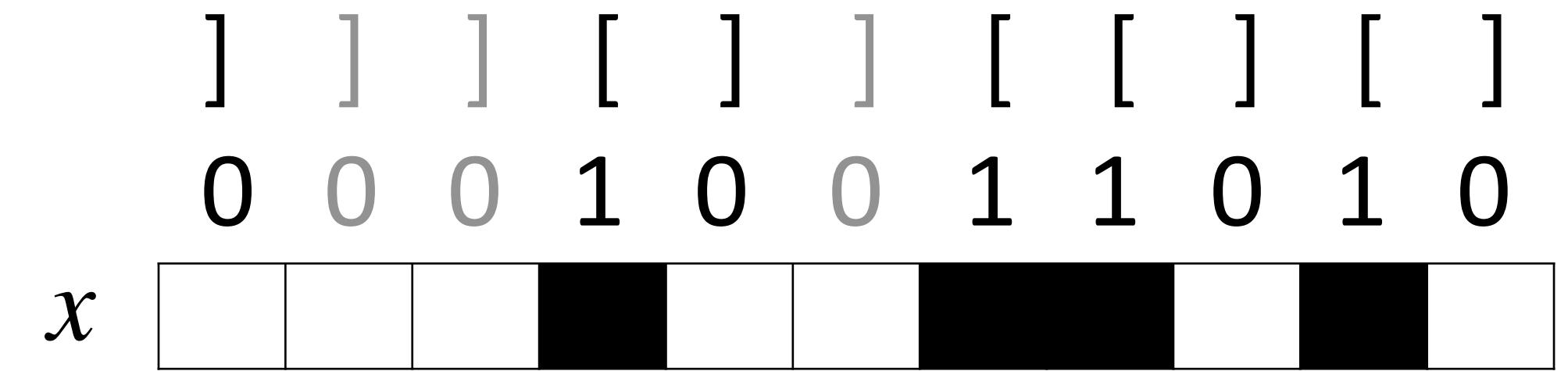
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- Example:  $n = 11, k = 4, x = \{4, 7, 8, 10\}$

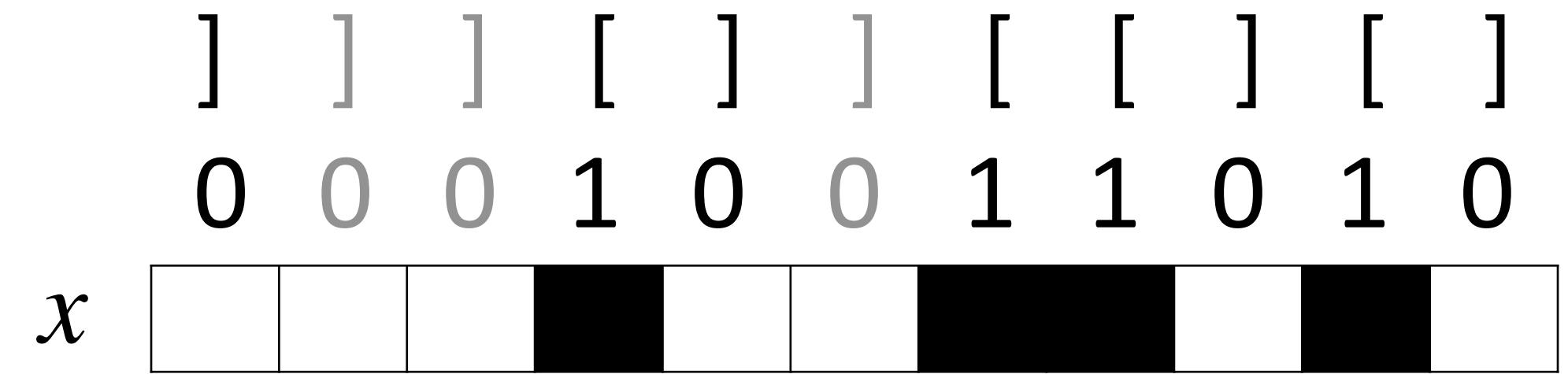


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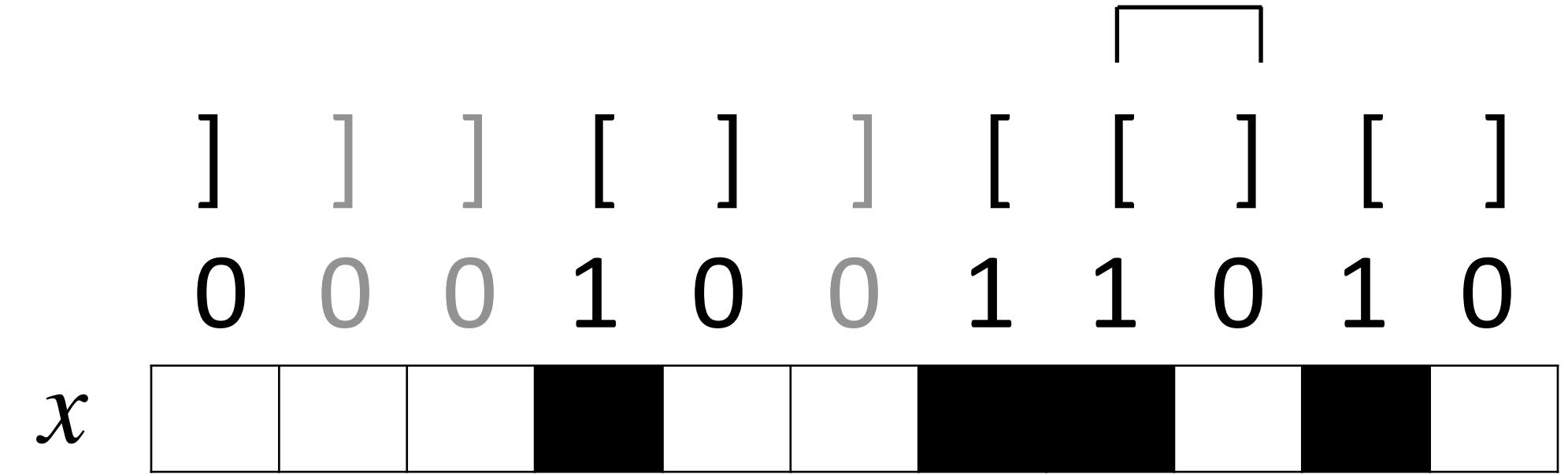
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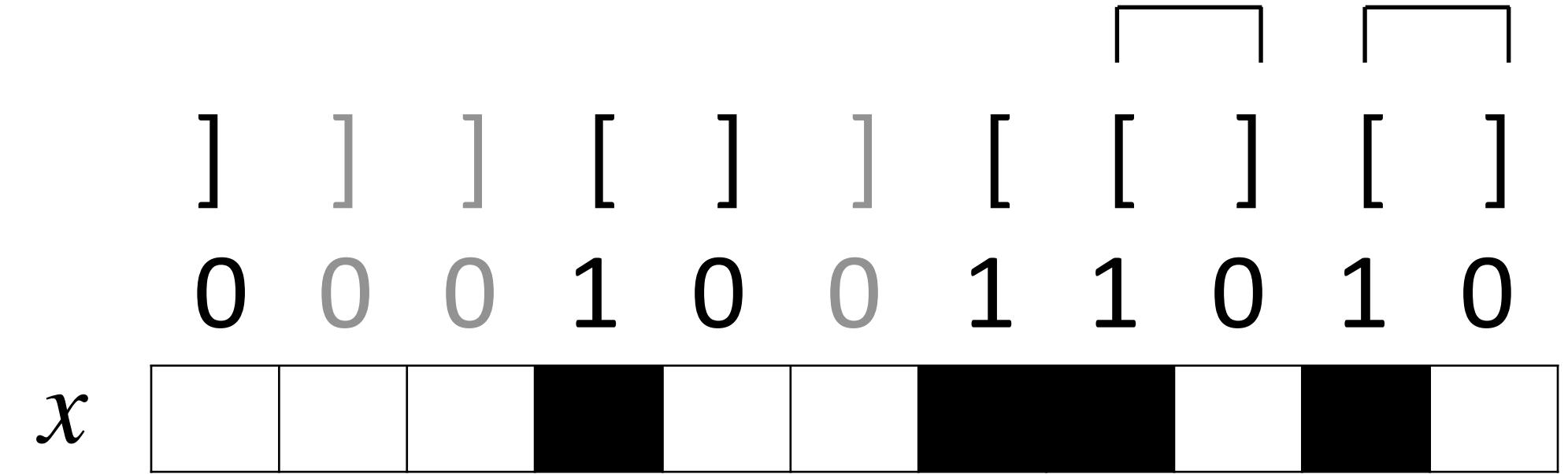
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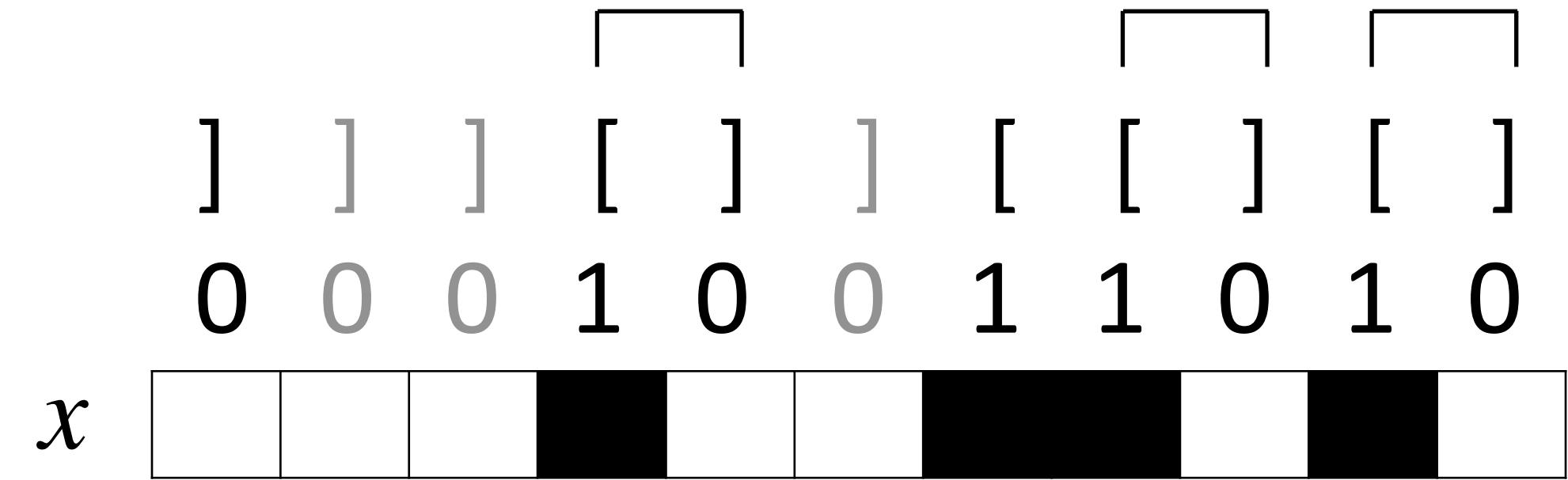
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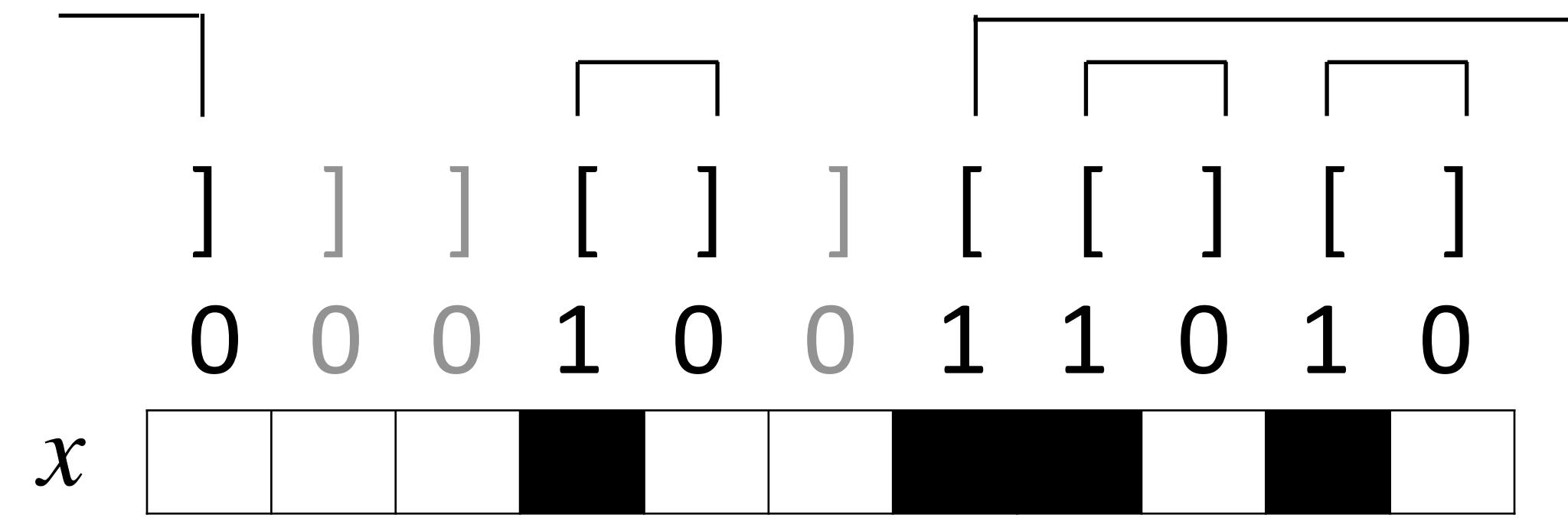
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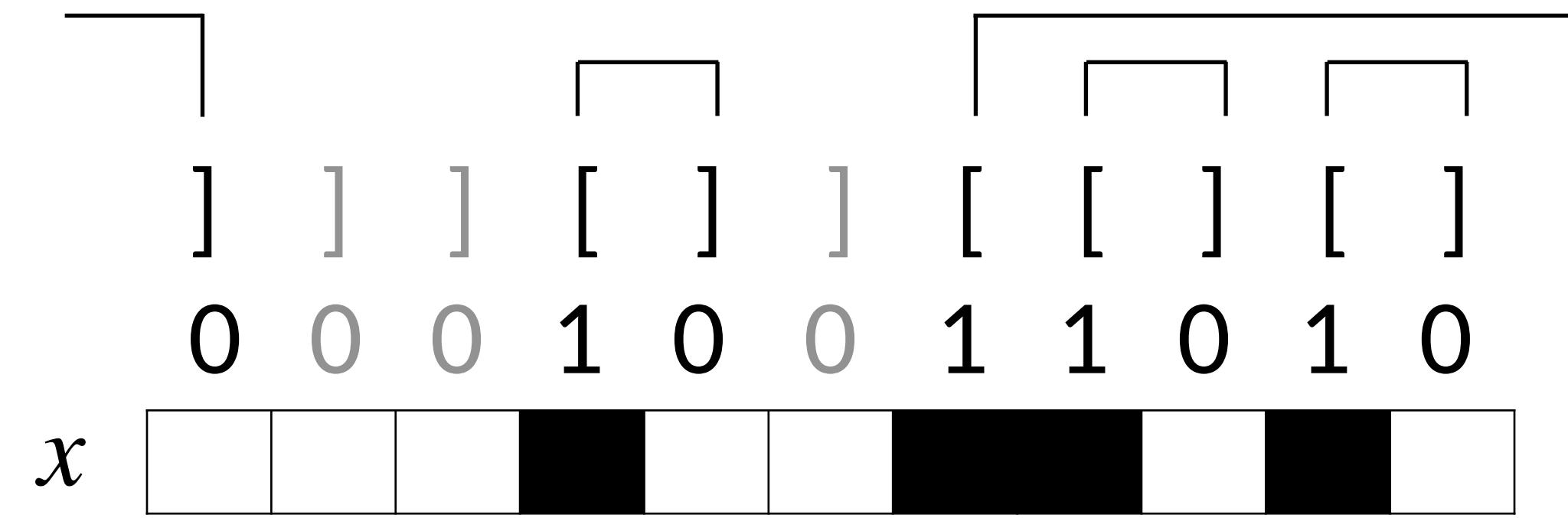
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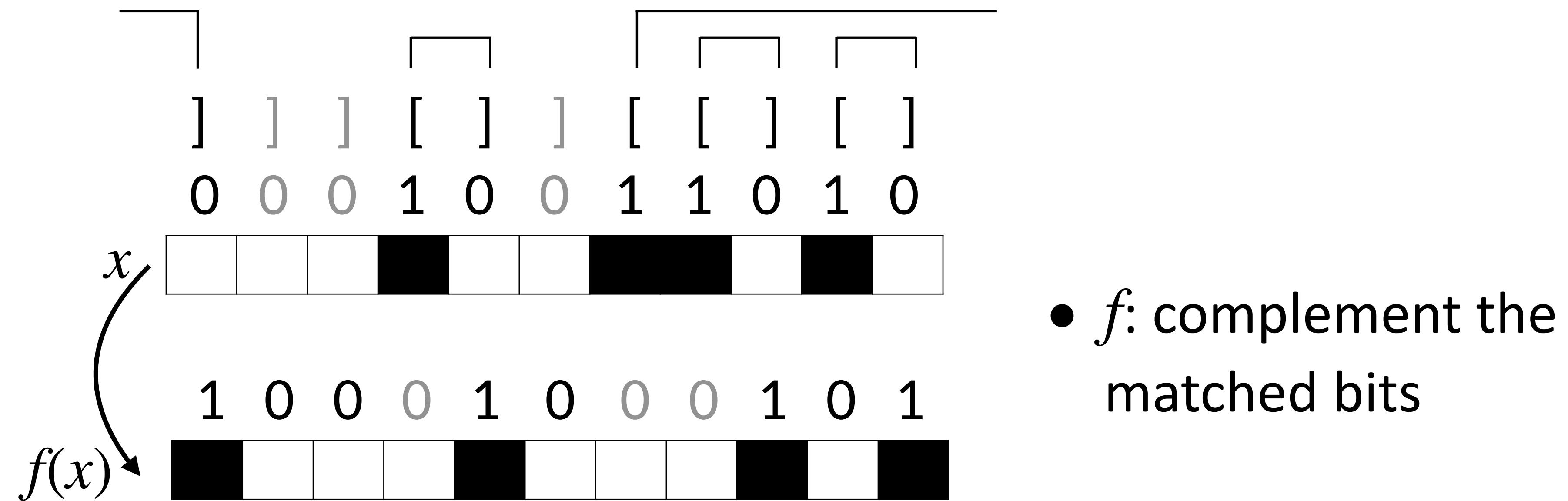
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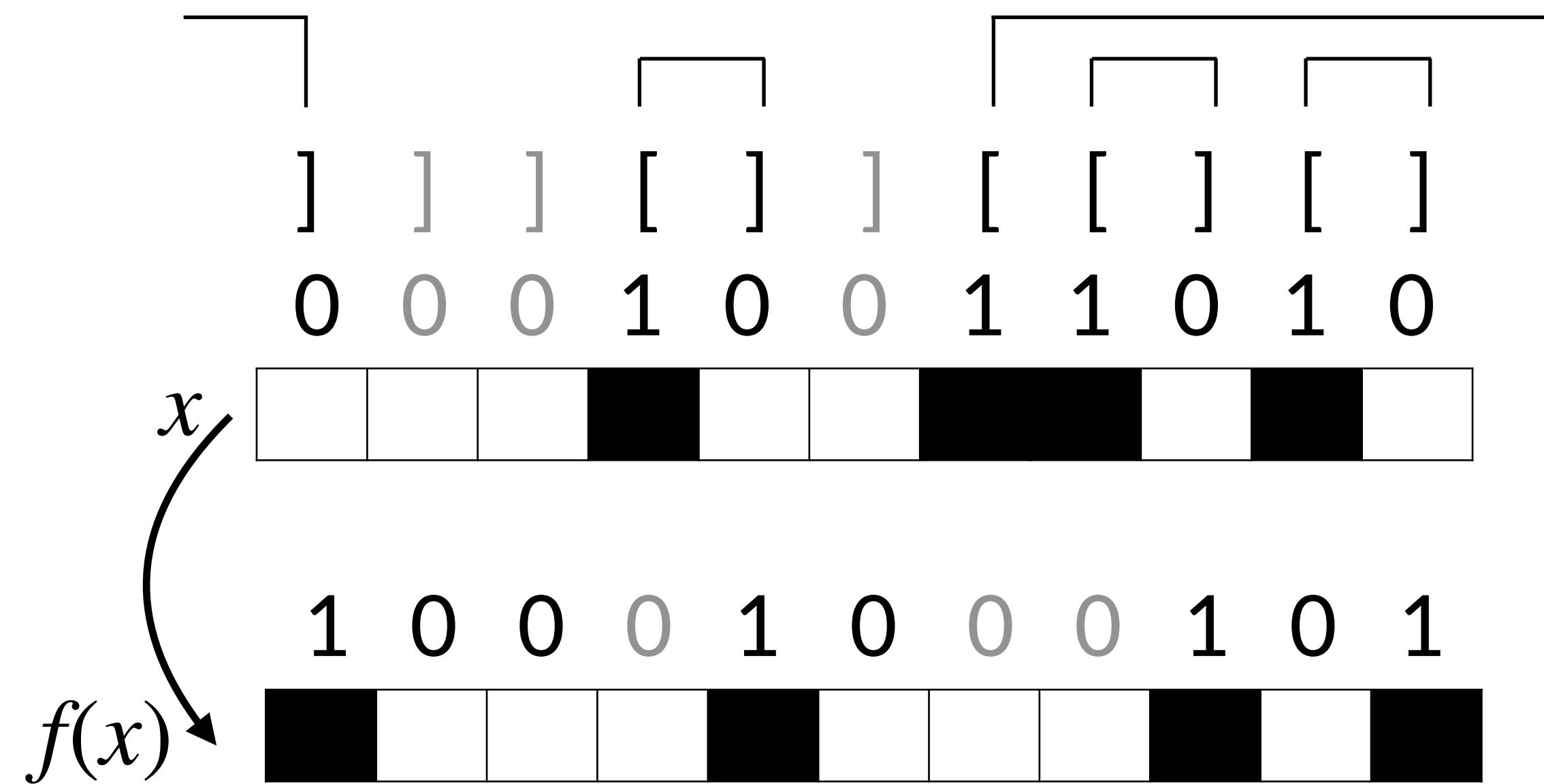


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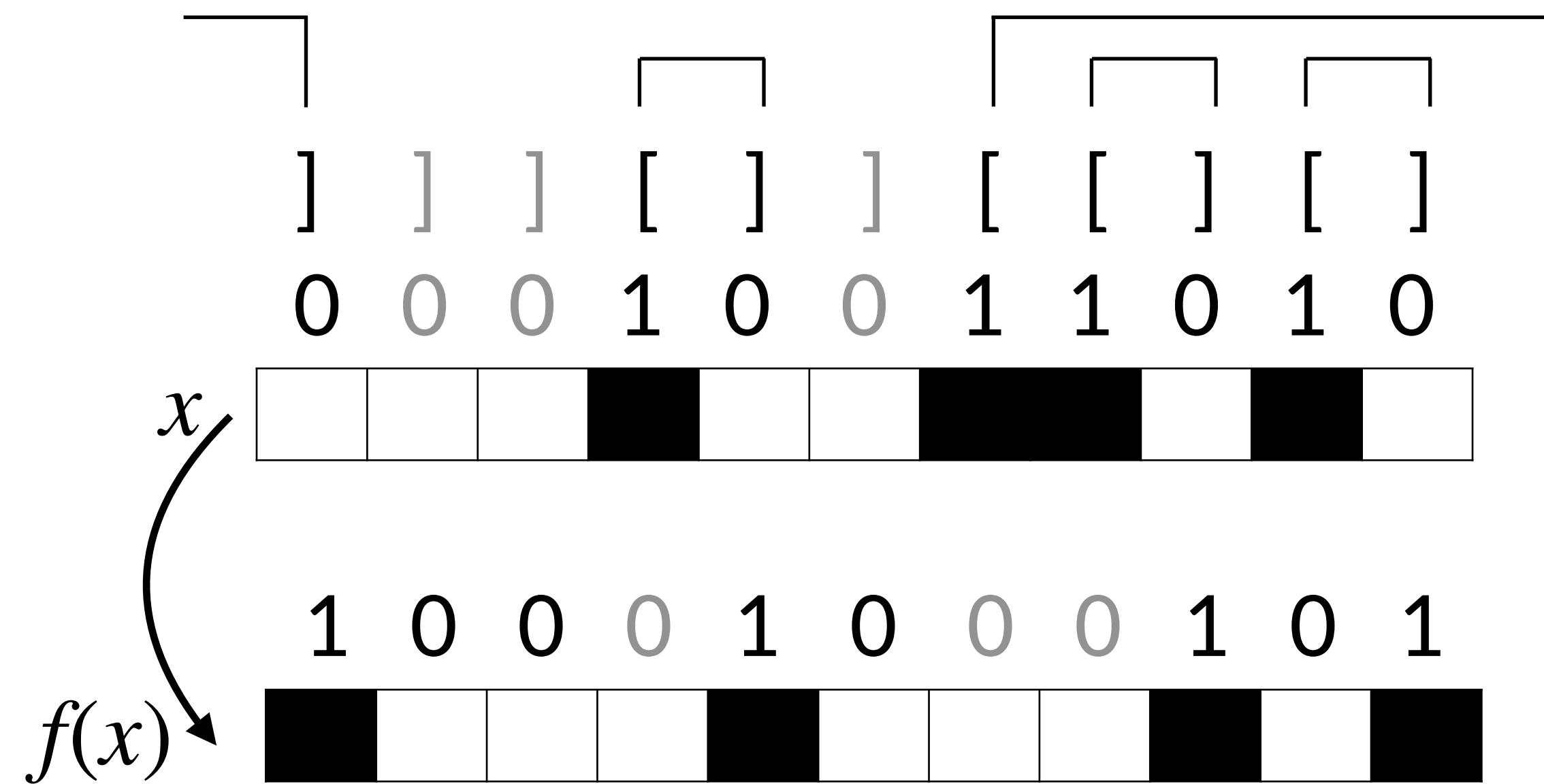
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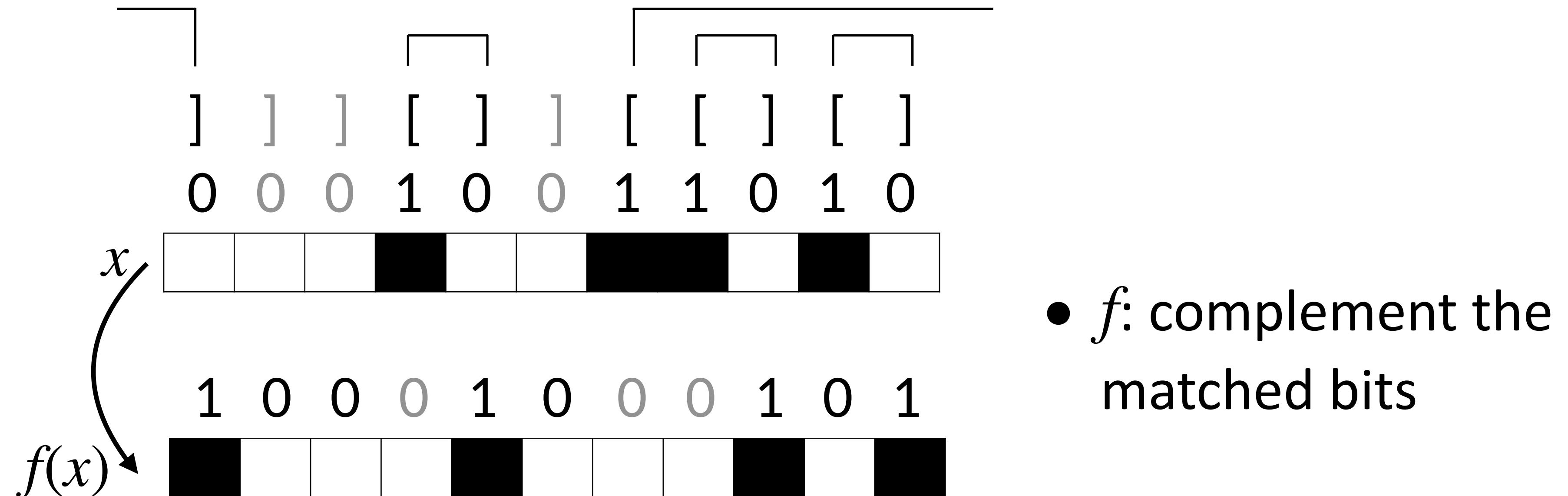
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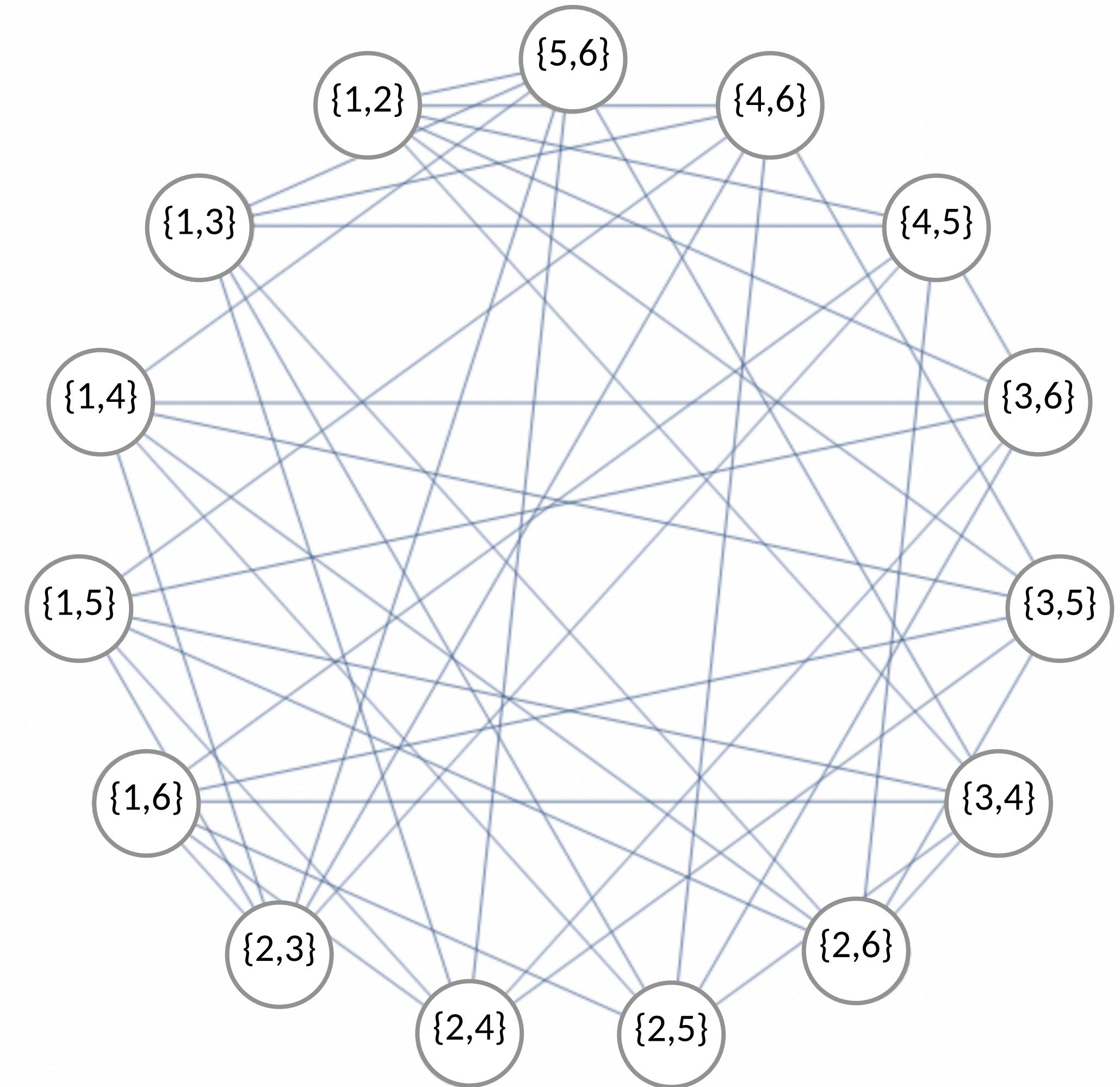
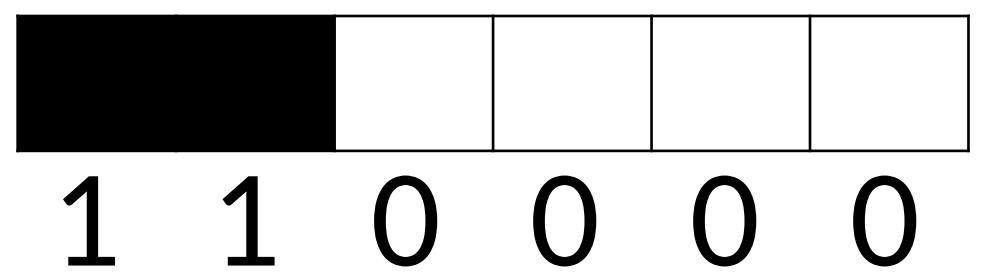
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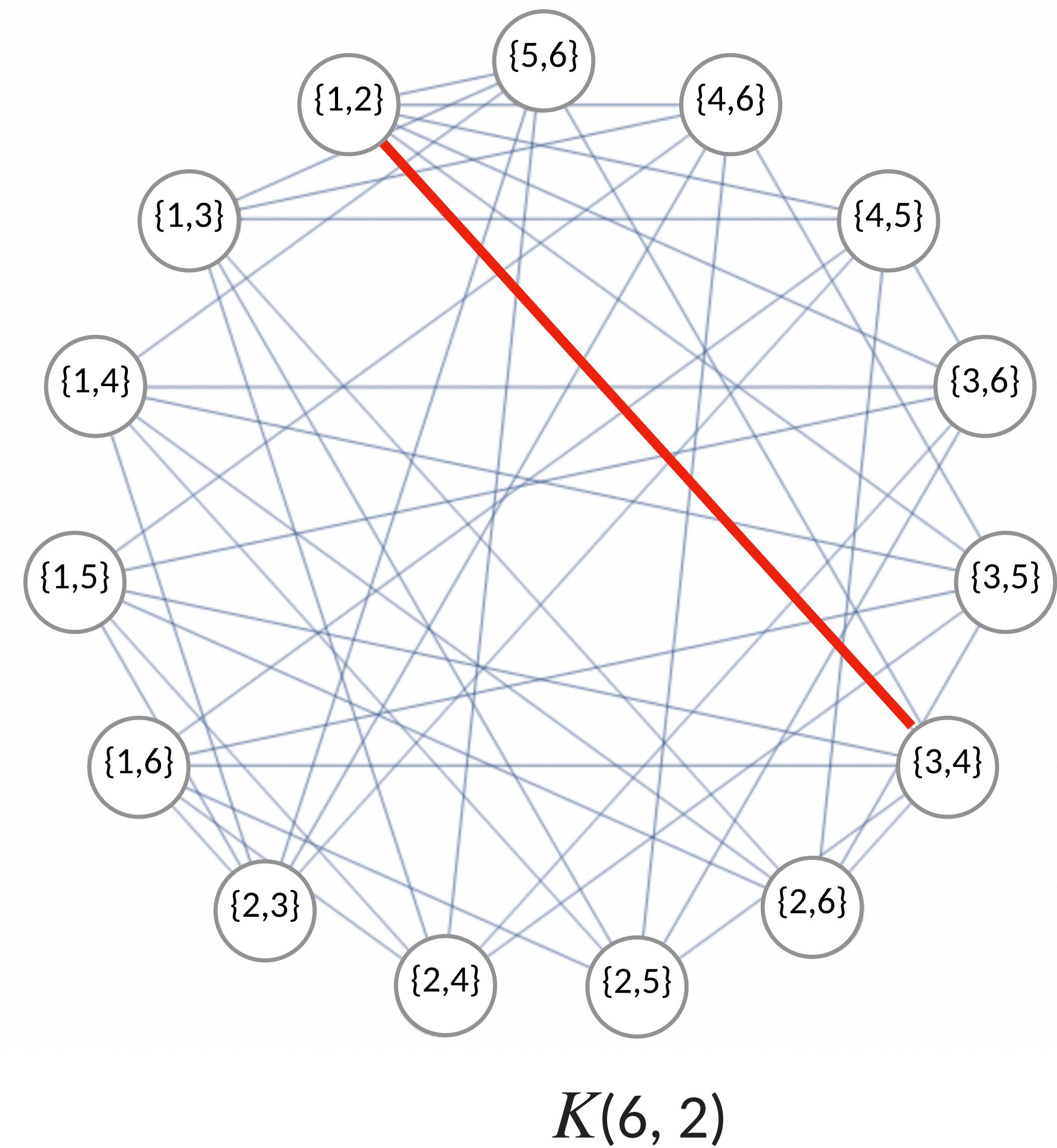
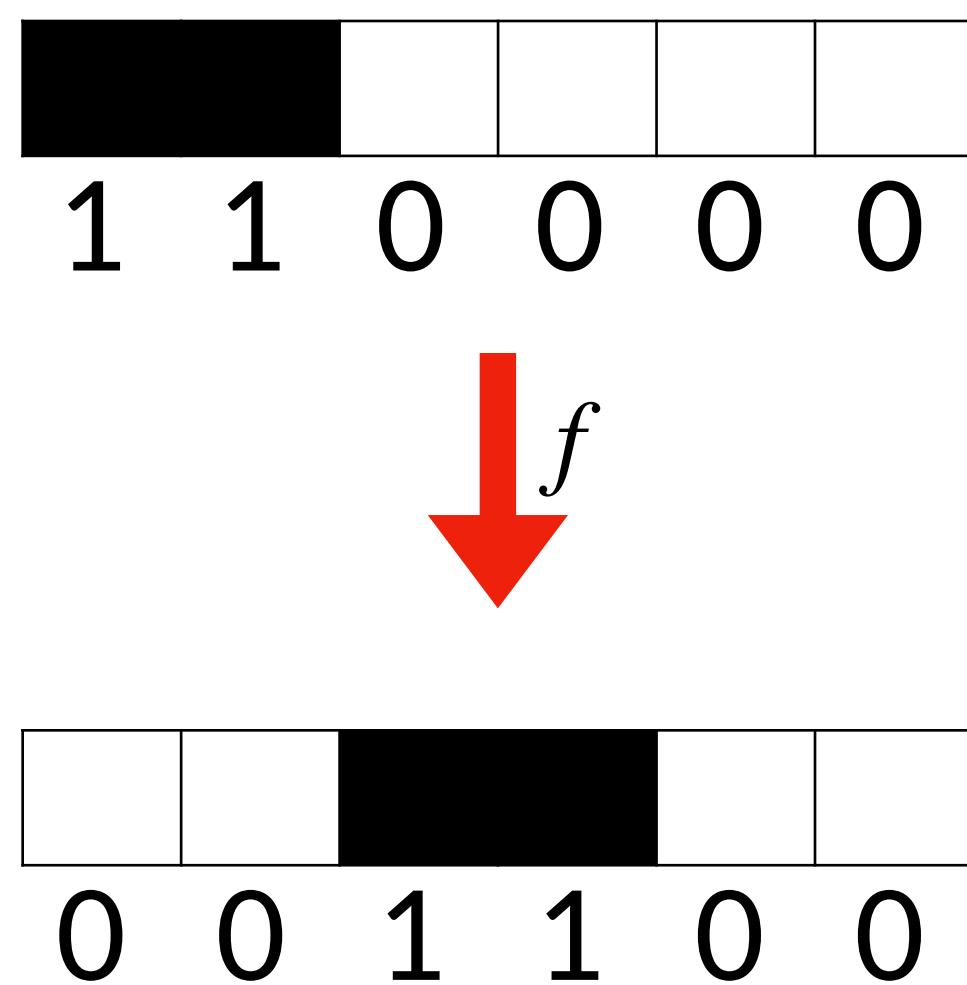
- edge in a Kneser graph :  $(x, f(x))$
- repeated application of  $f$  gives a cycle
- partitions the vertices of  $K(n, k)$  into disjoint cycles

# Example

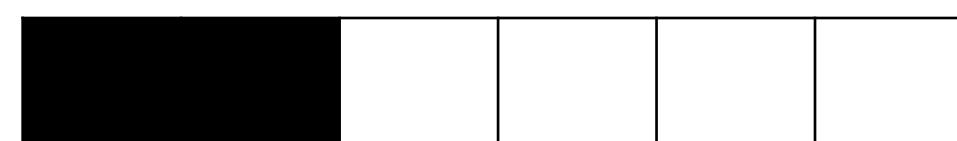


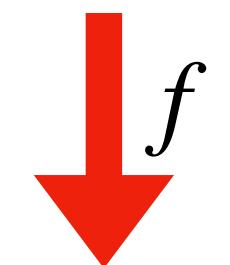
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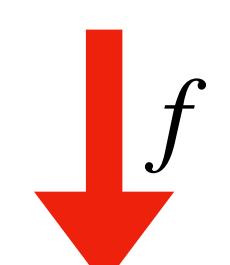


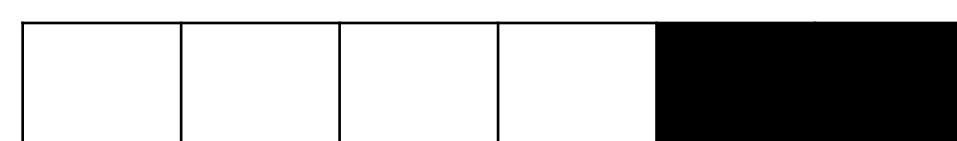
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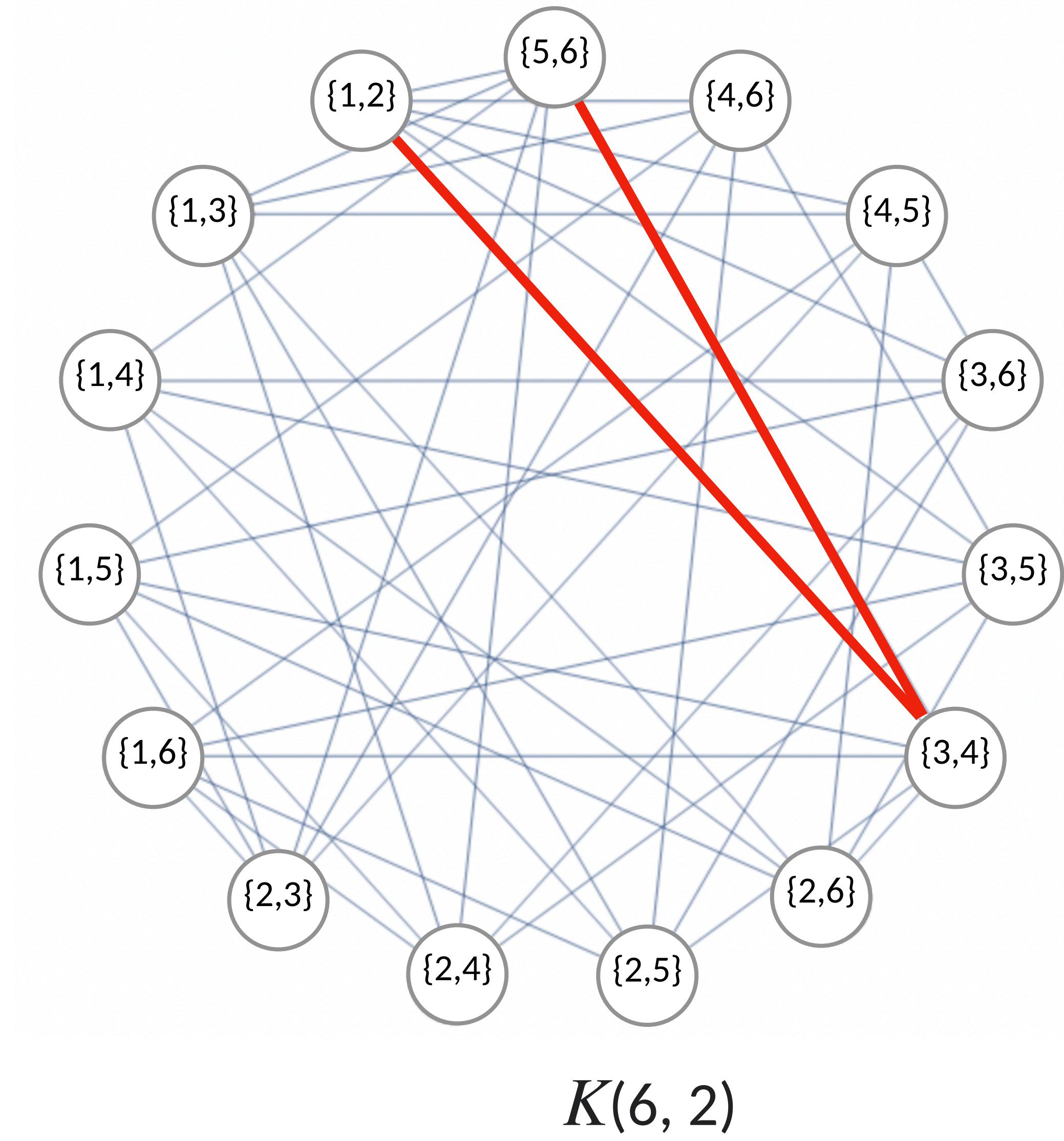
  
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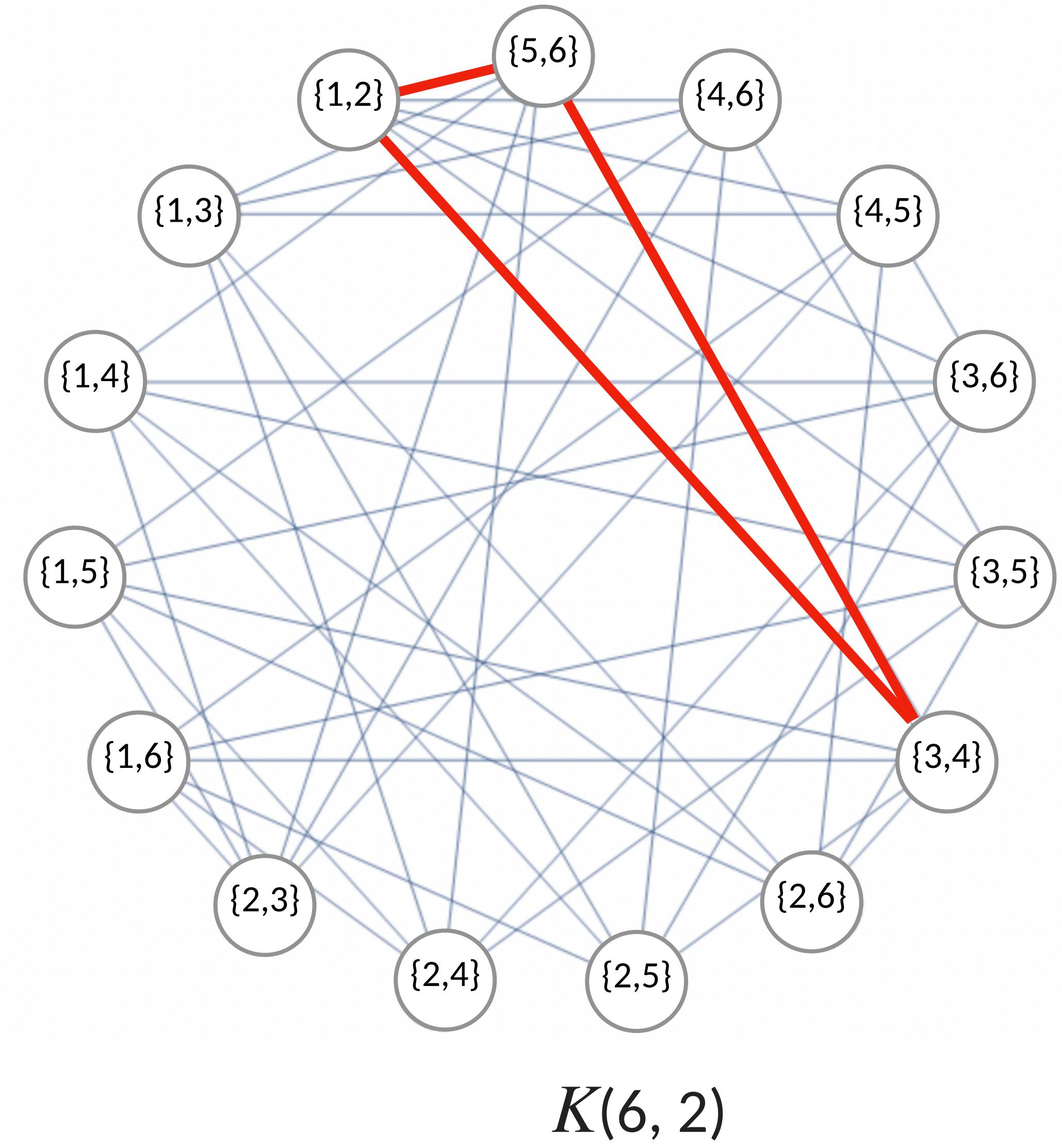
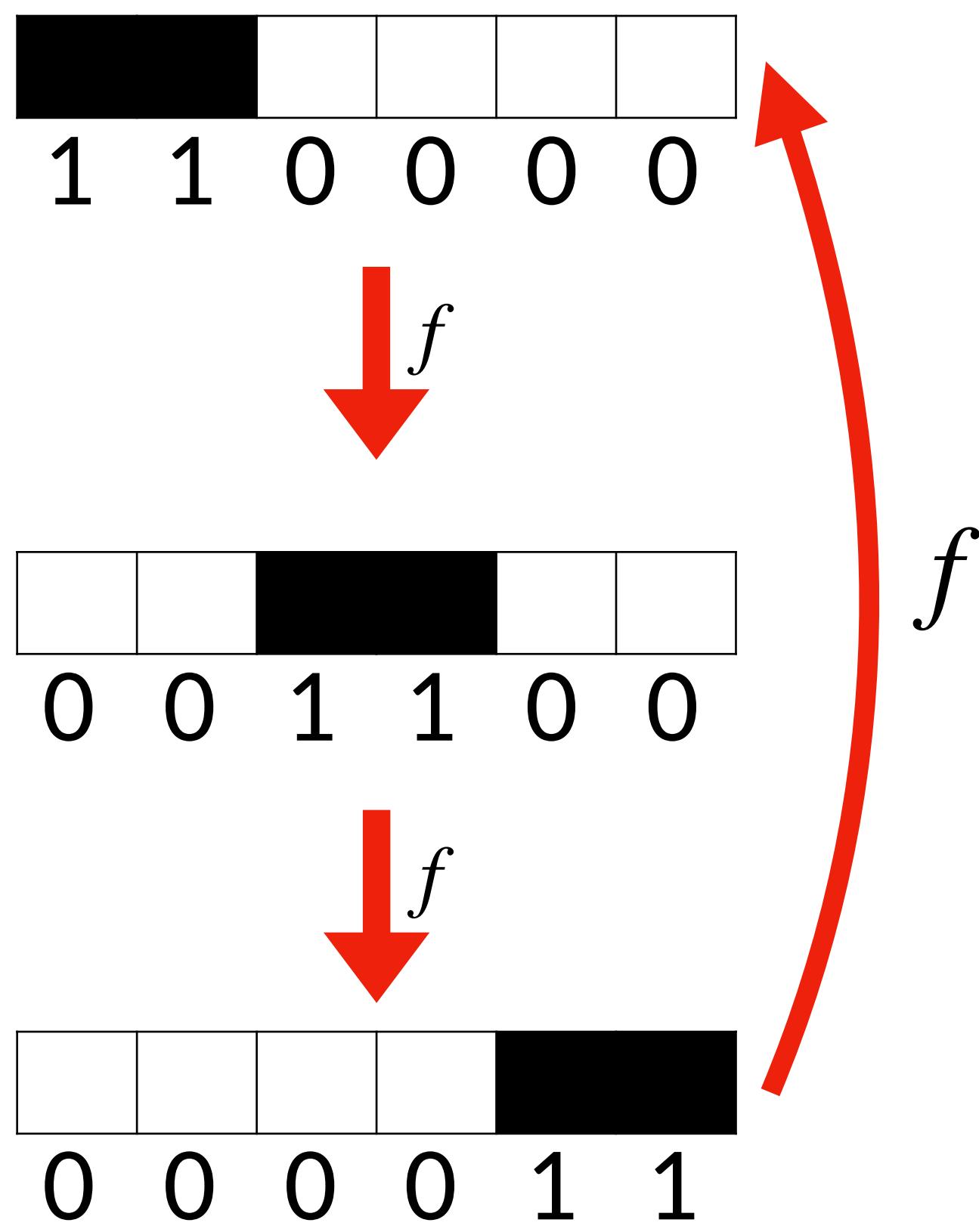
  
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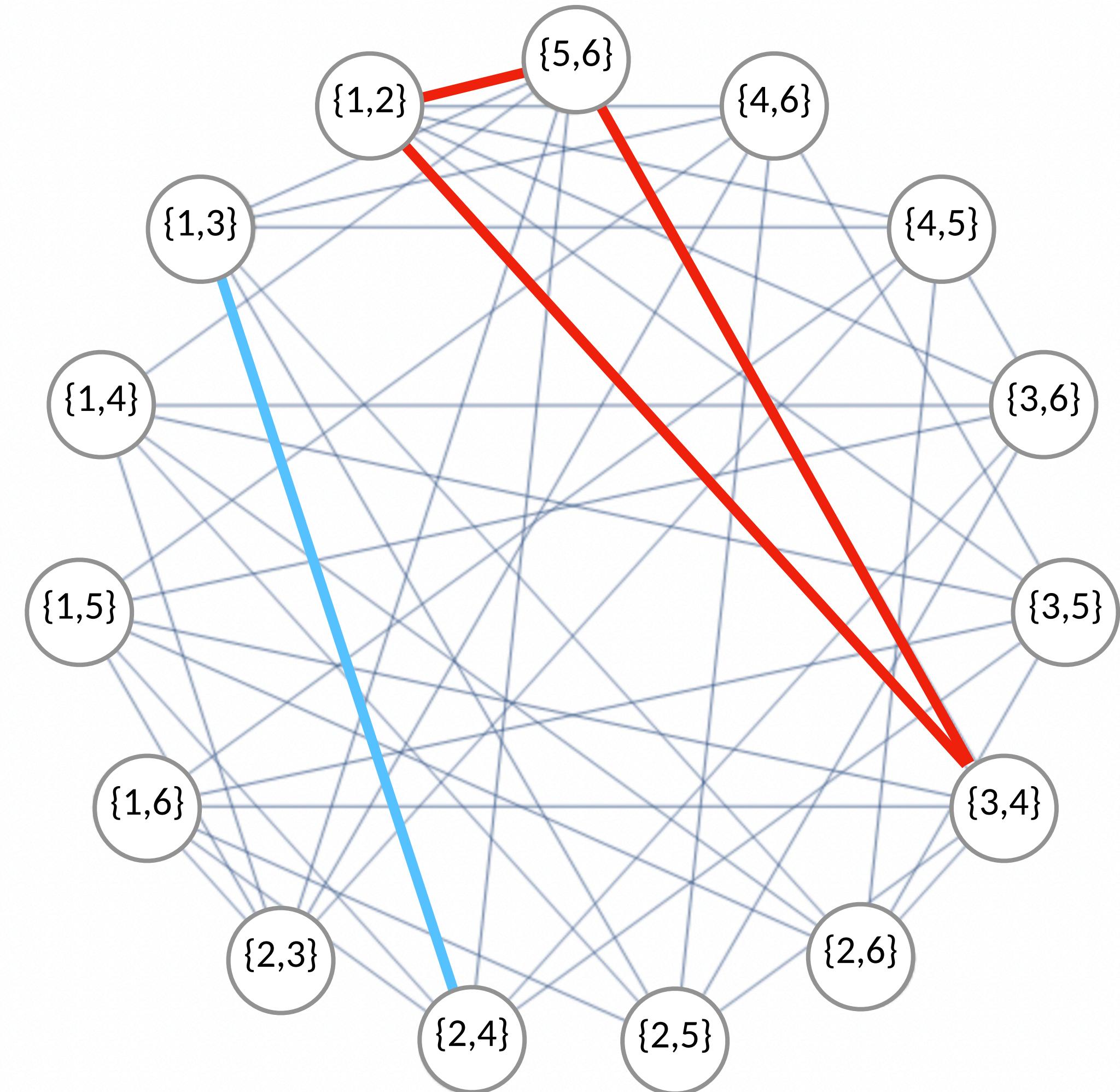
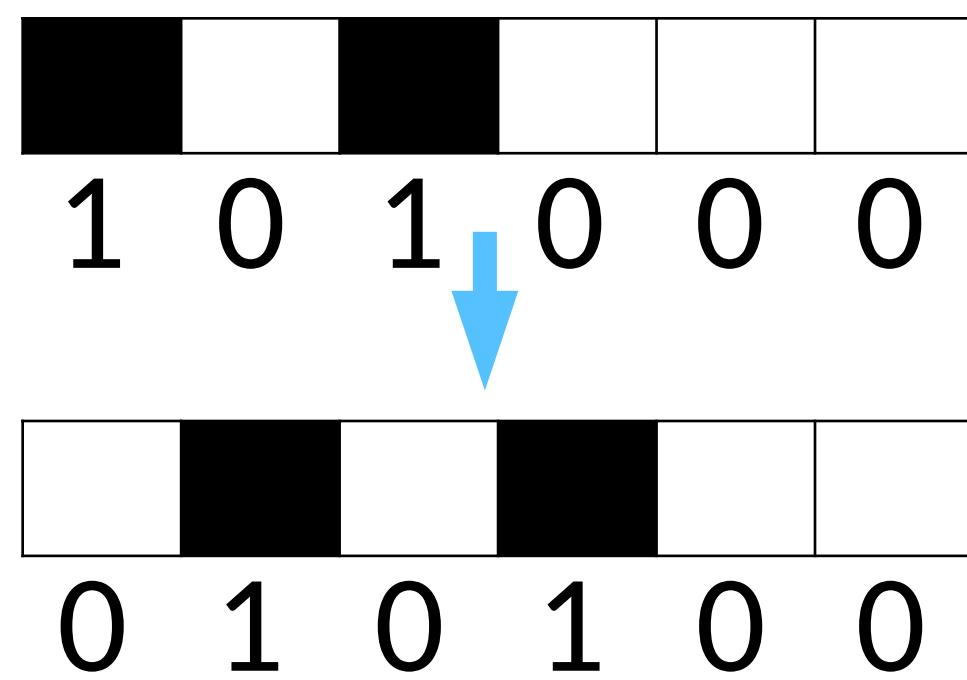
  
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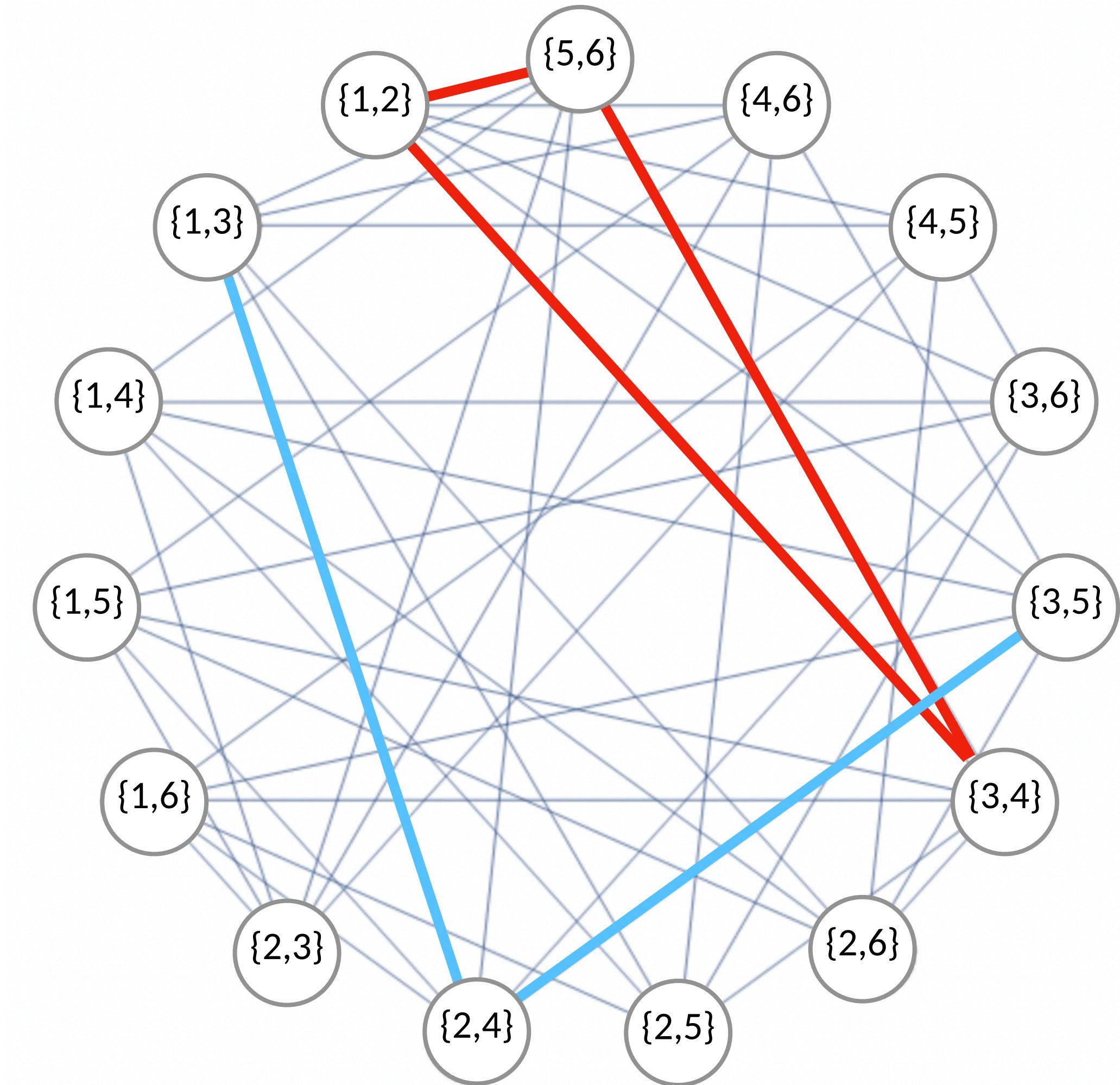
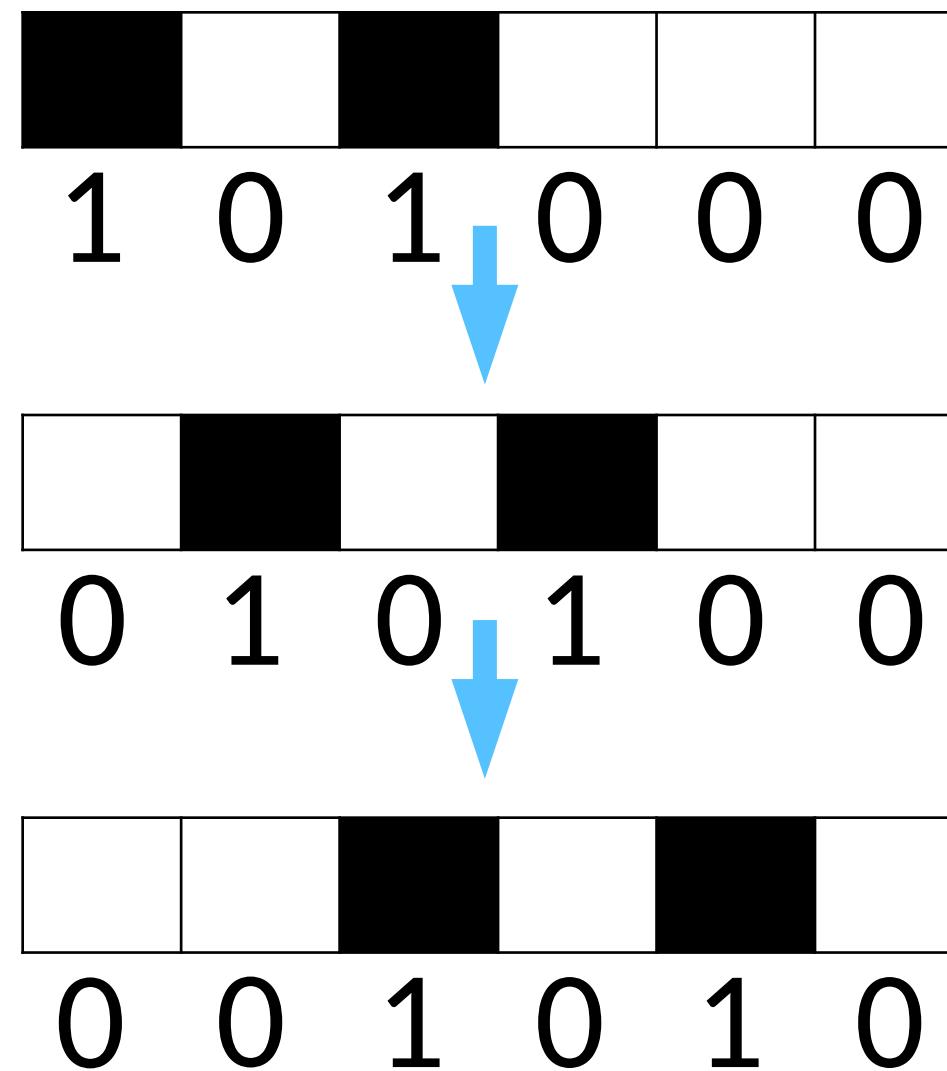


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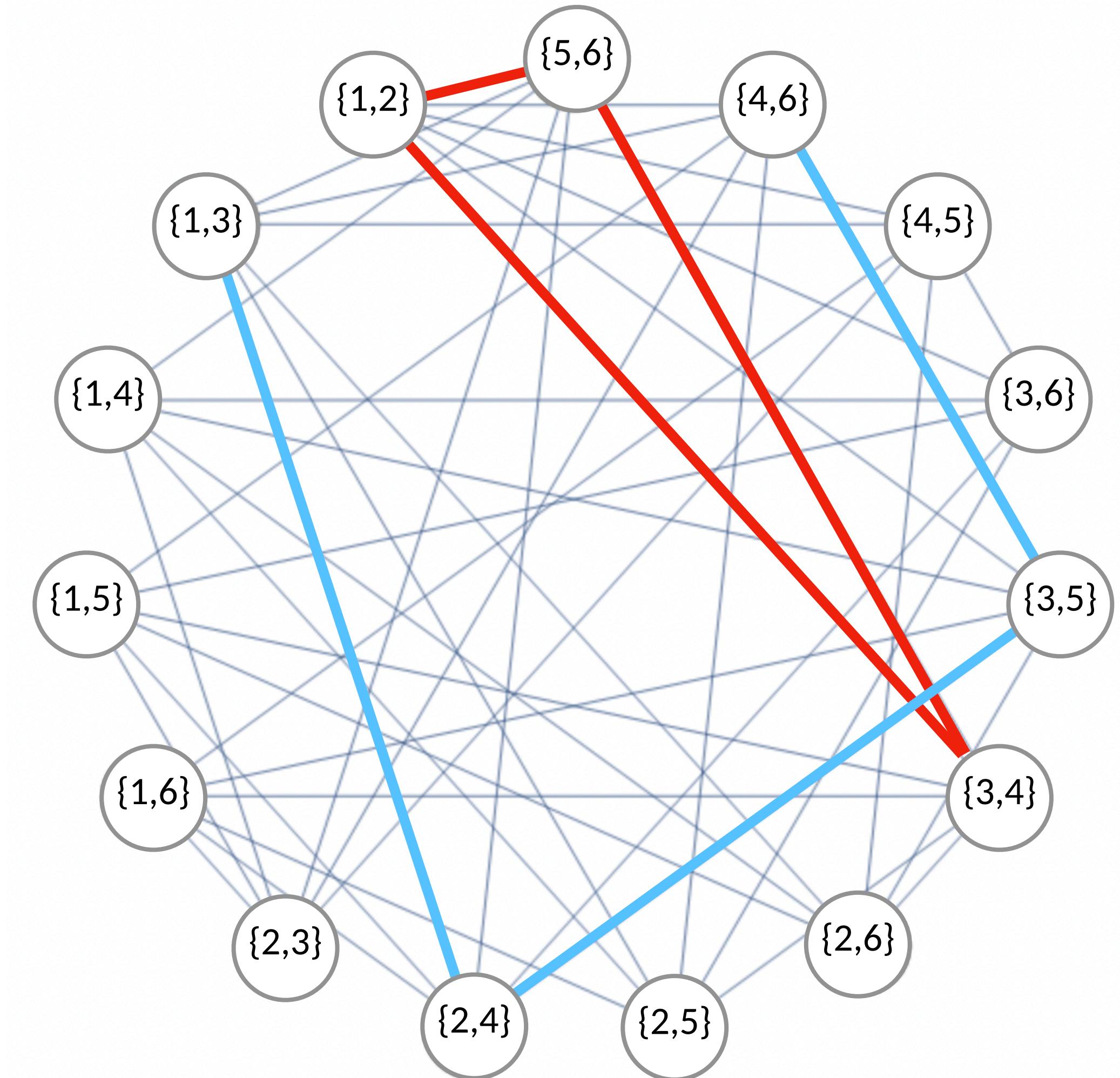
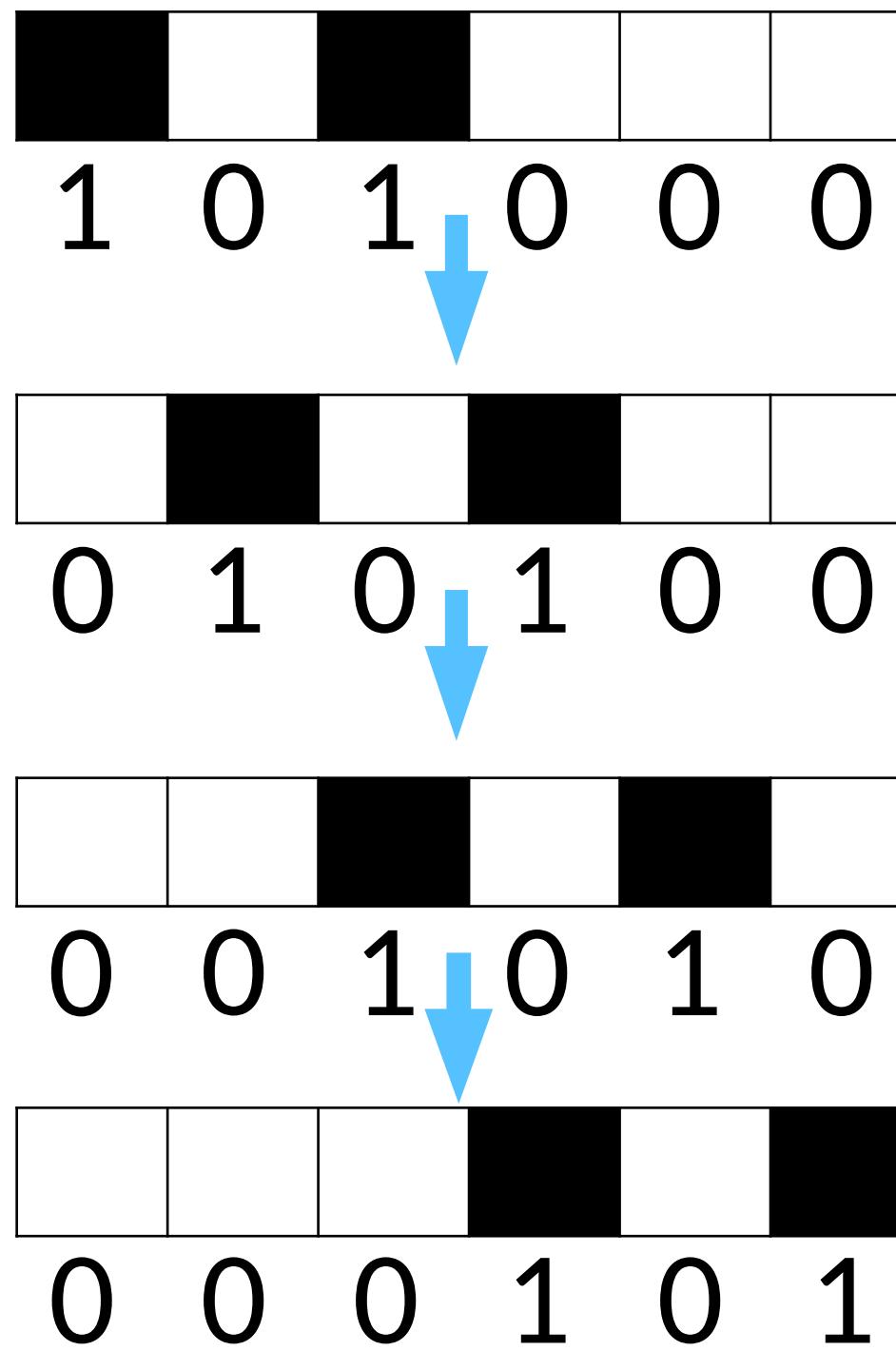
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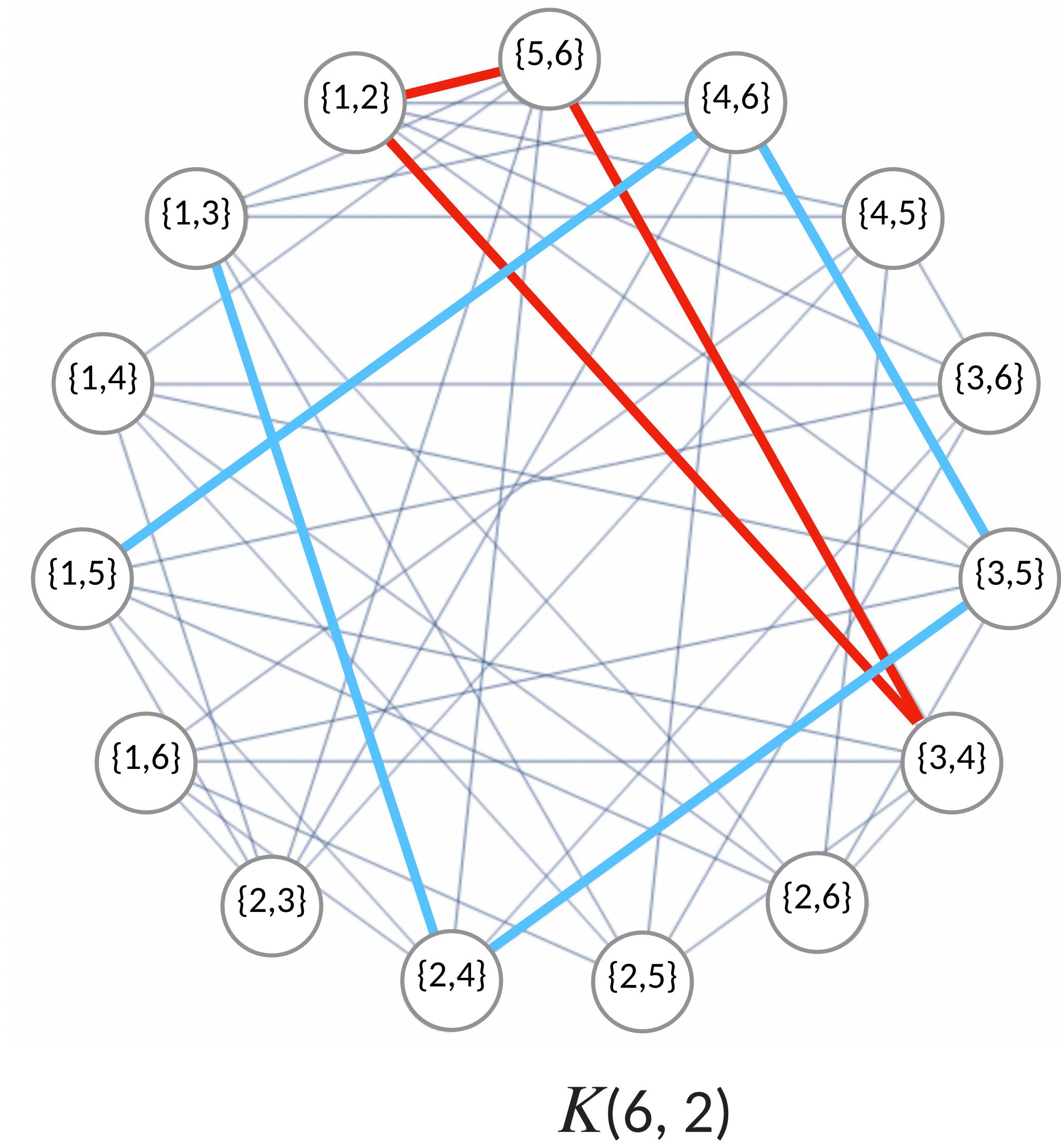
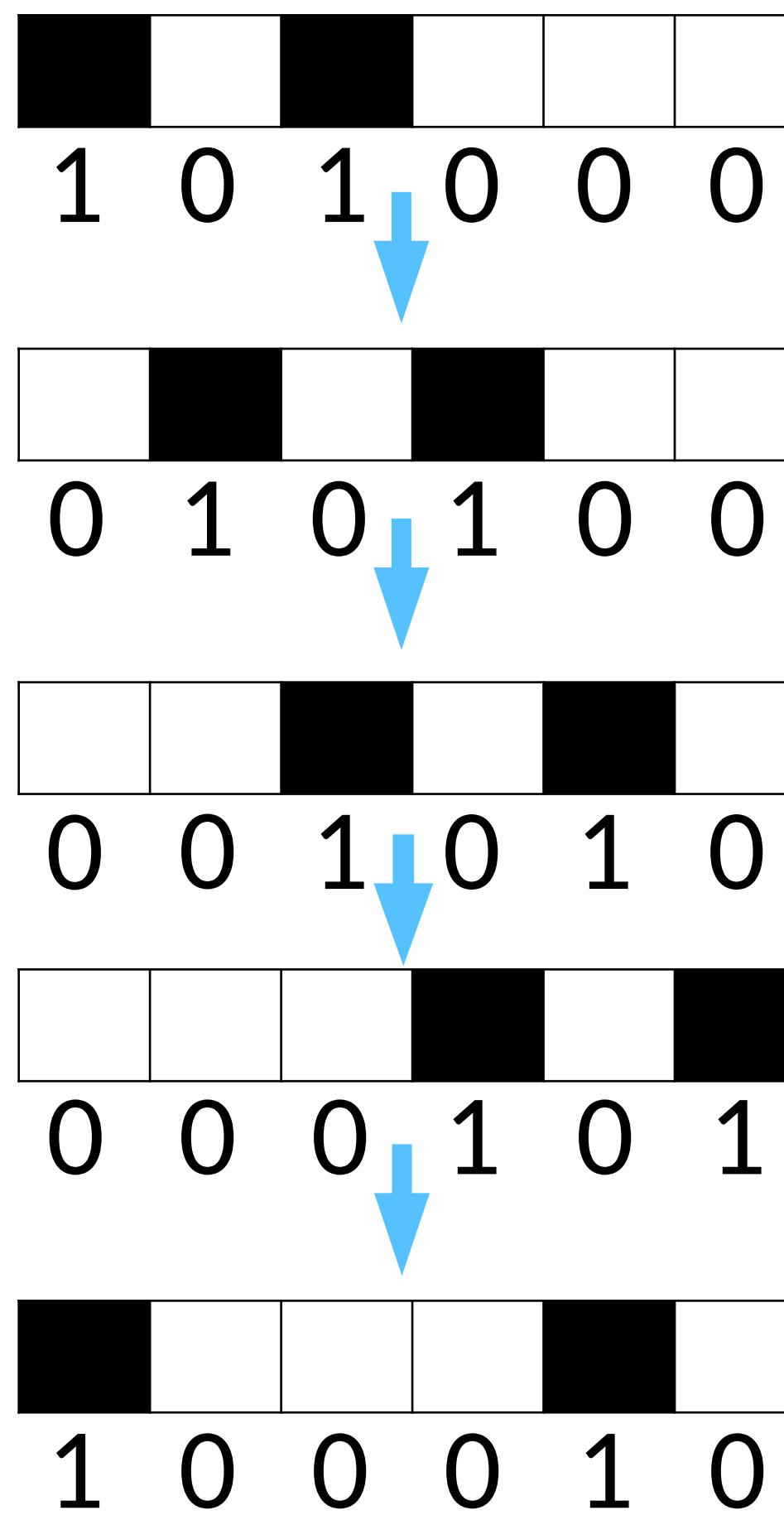
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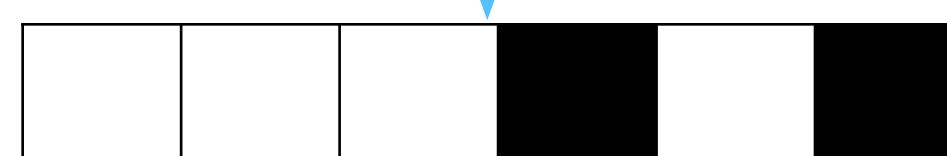
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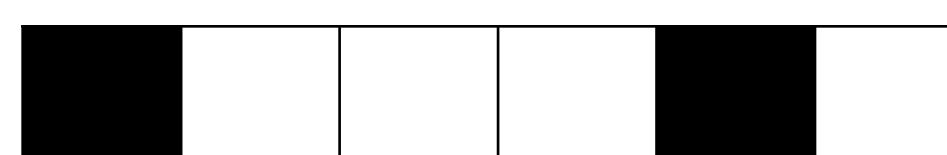
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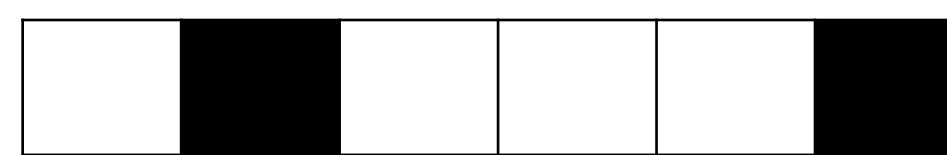
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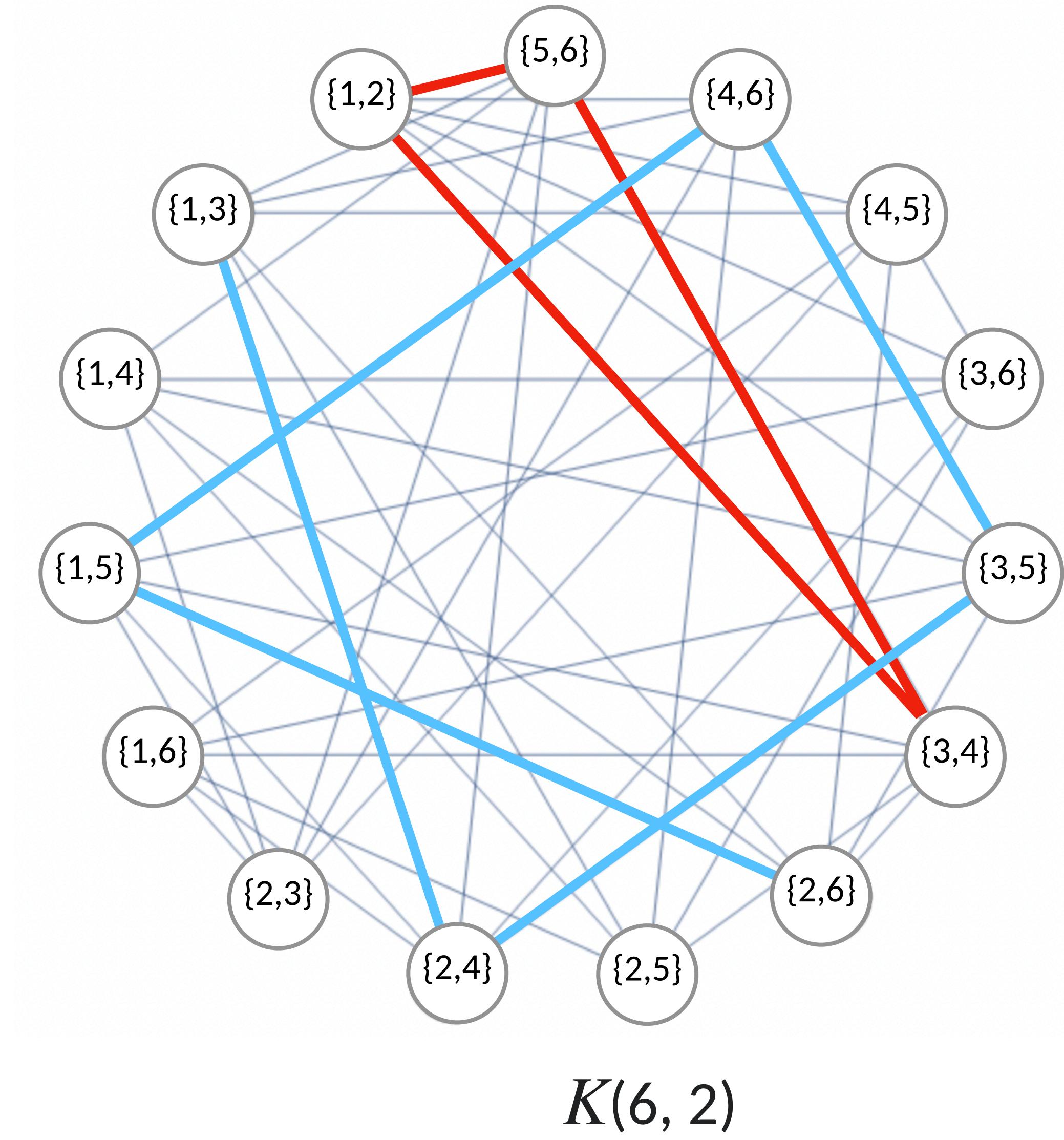
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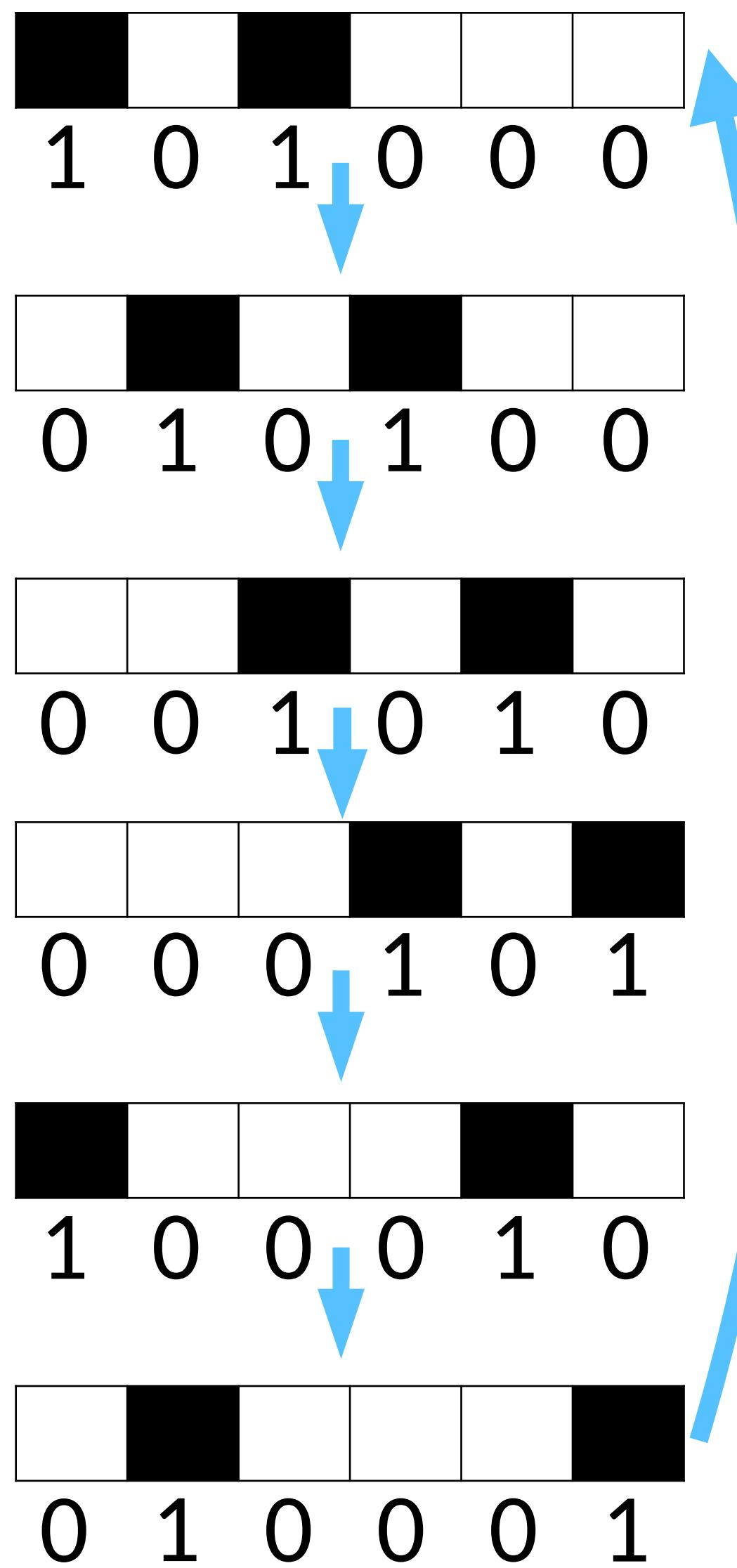


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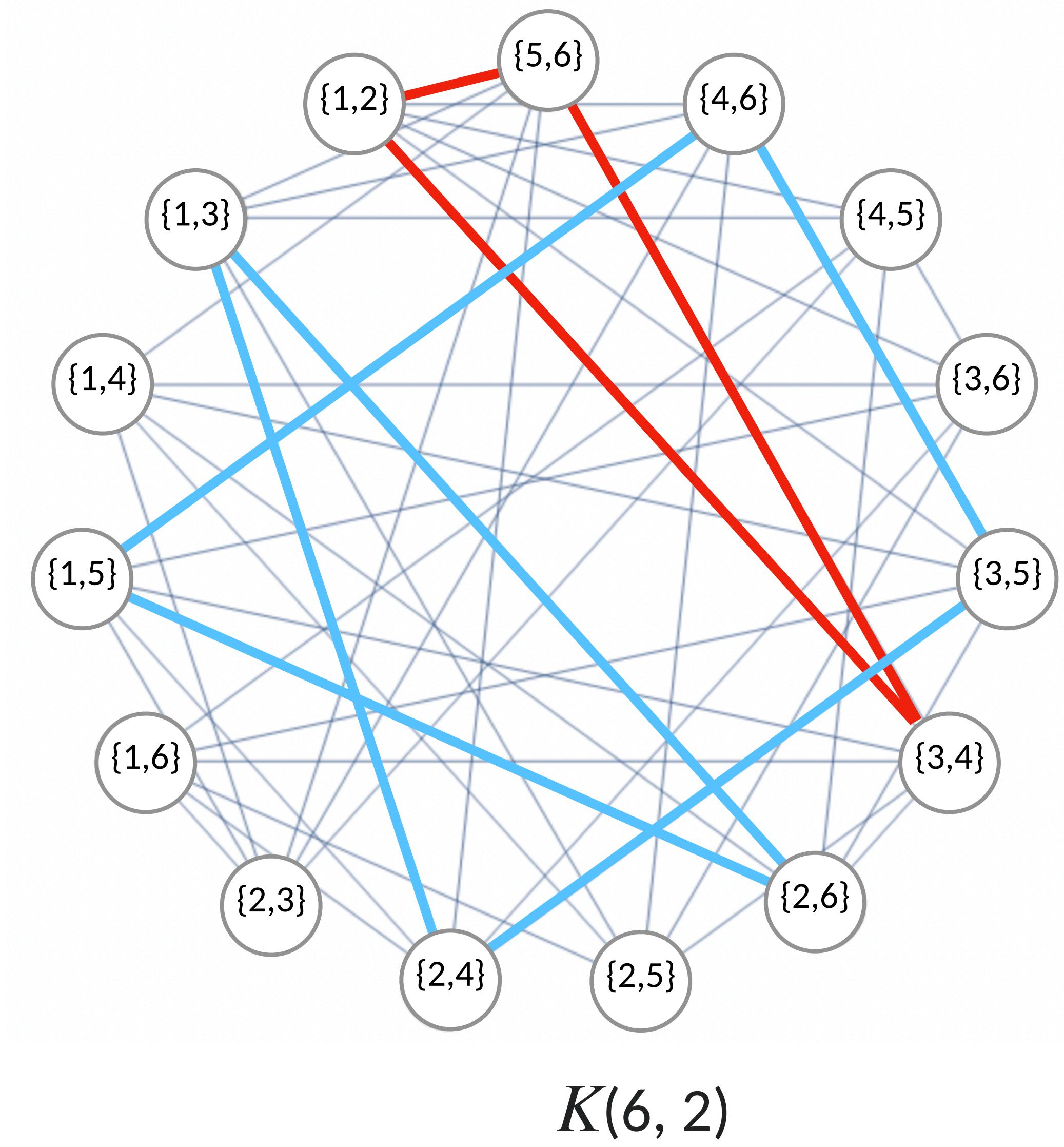


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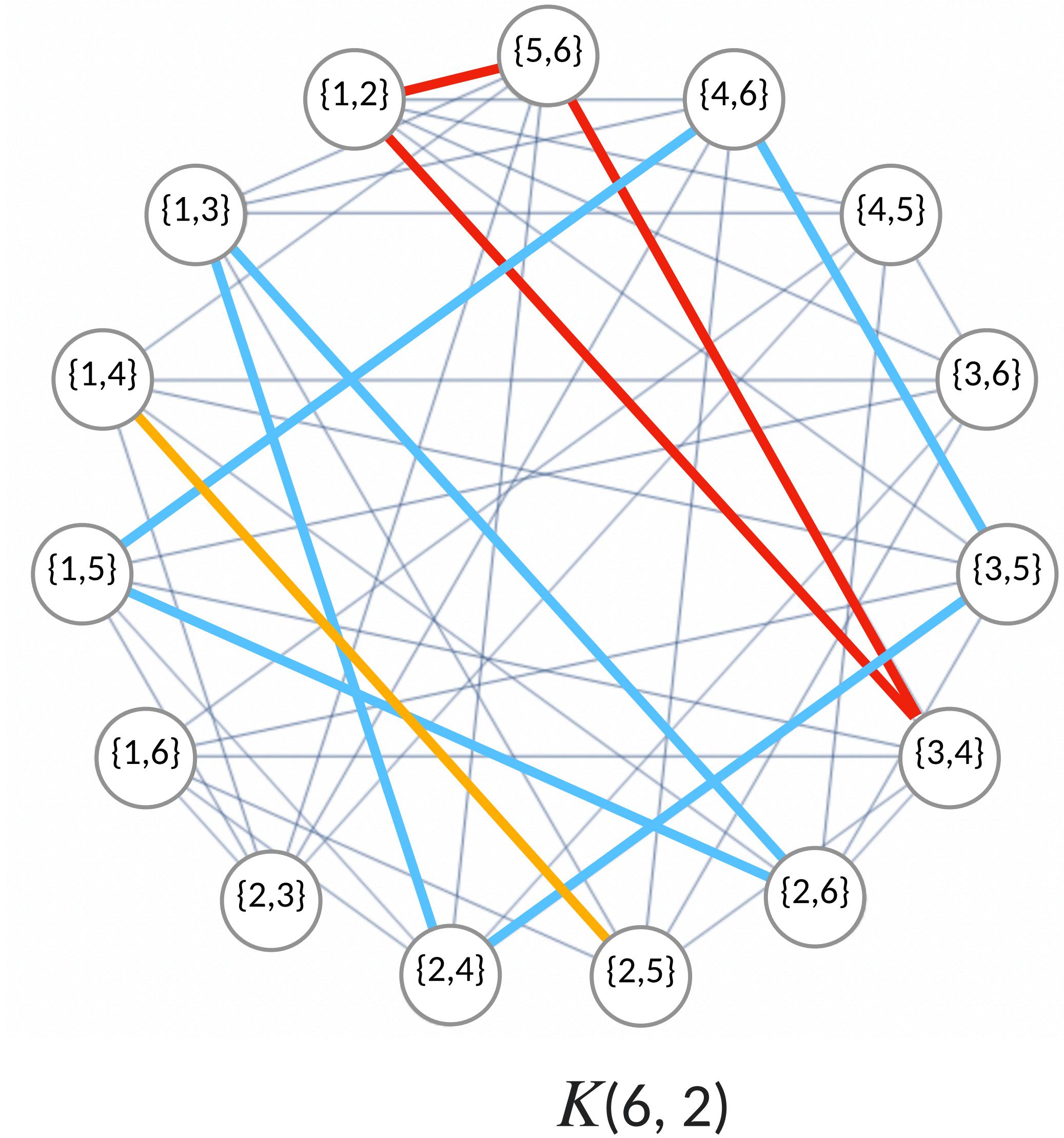
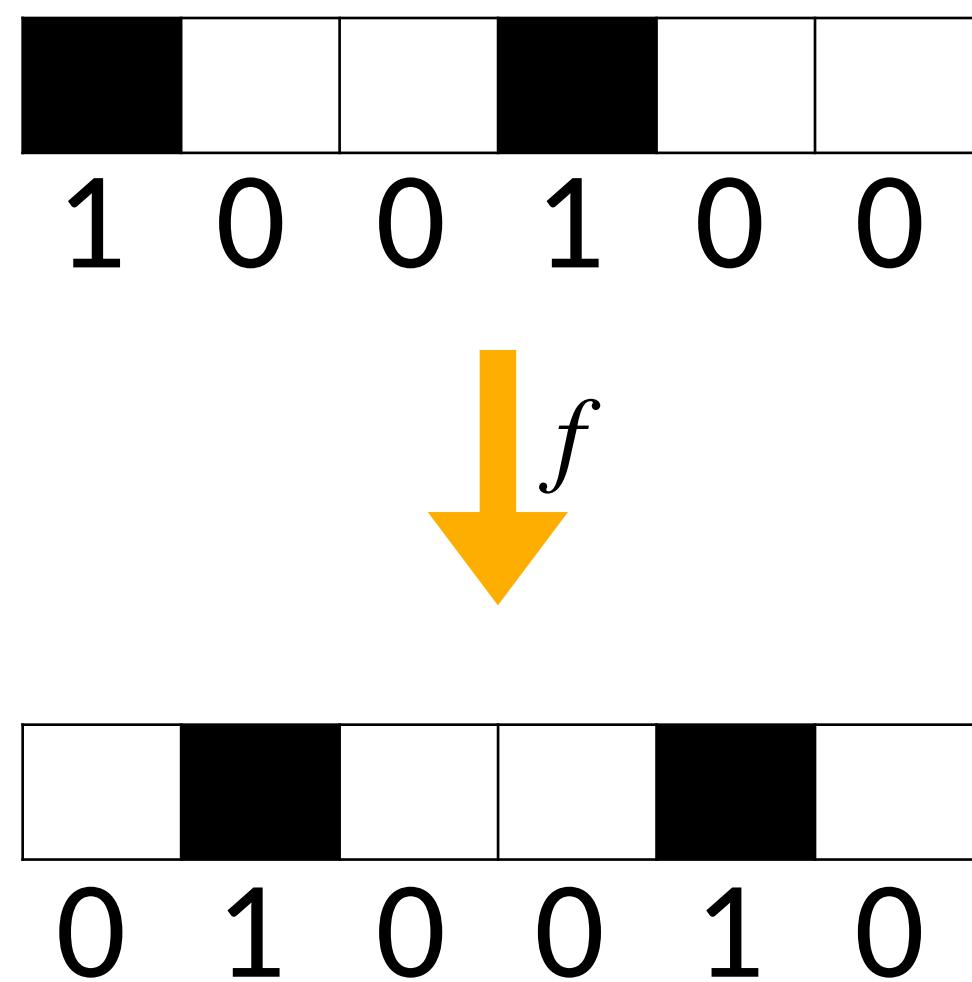


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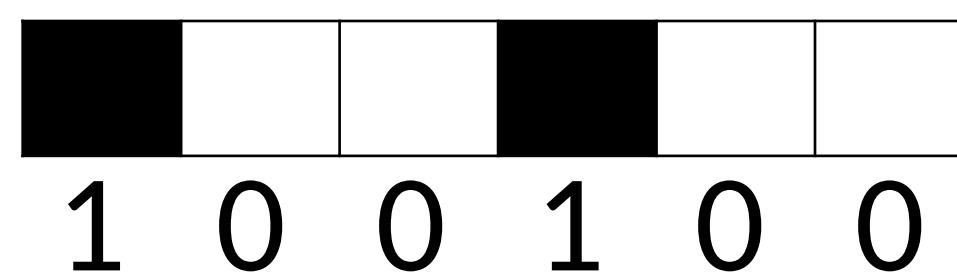


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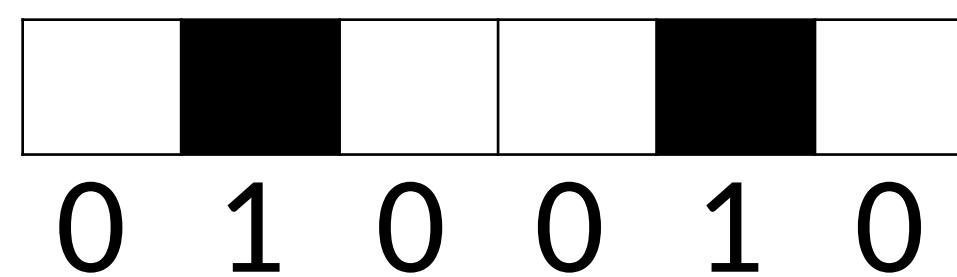
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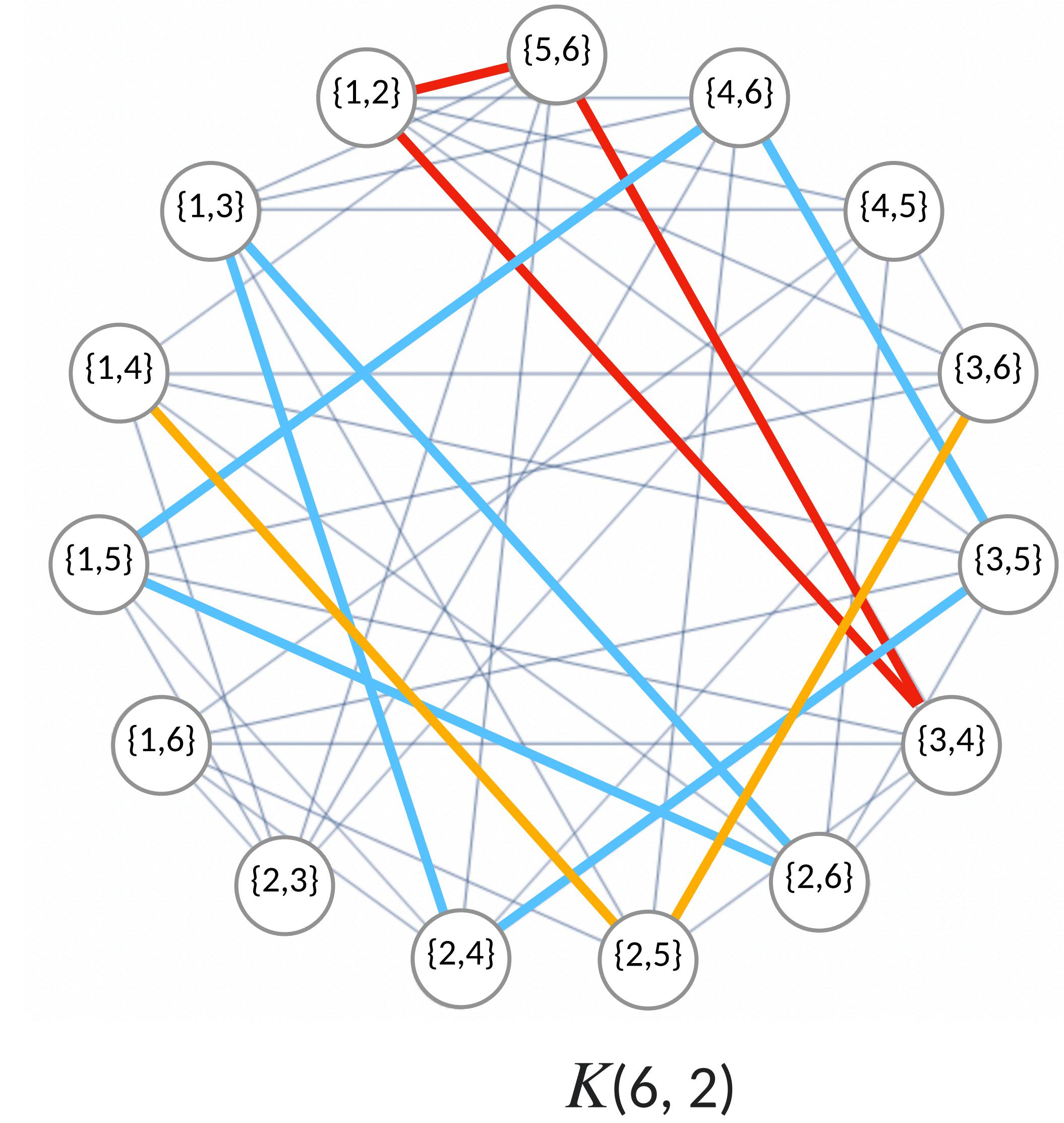
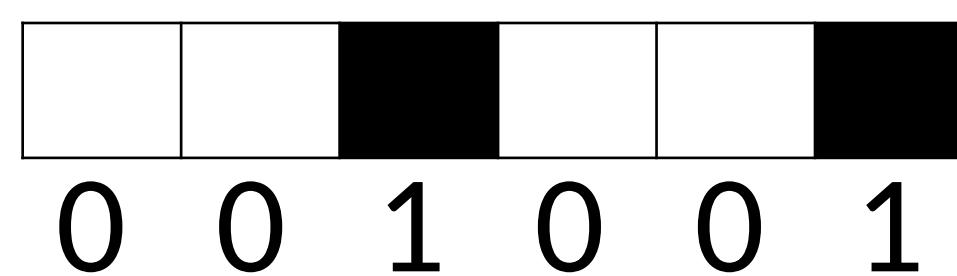
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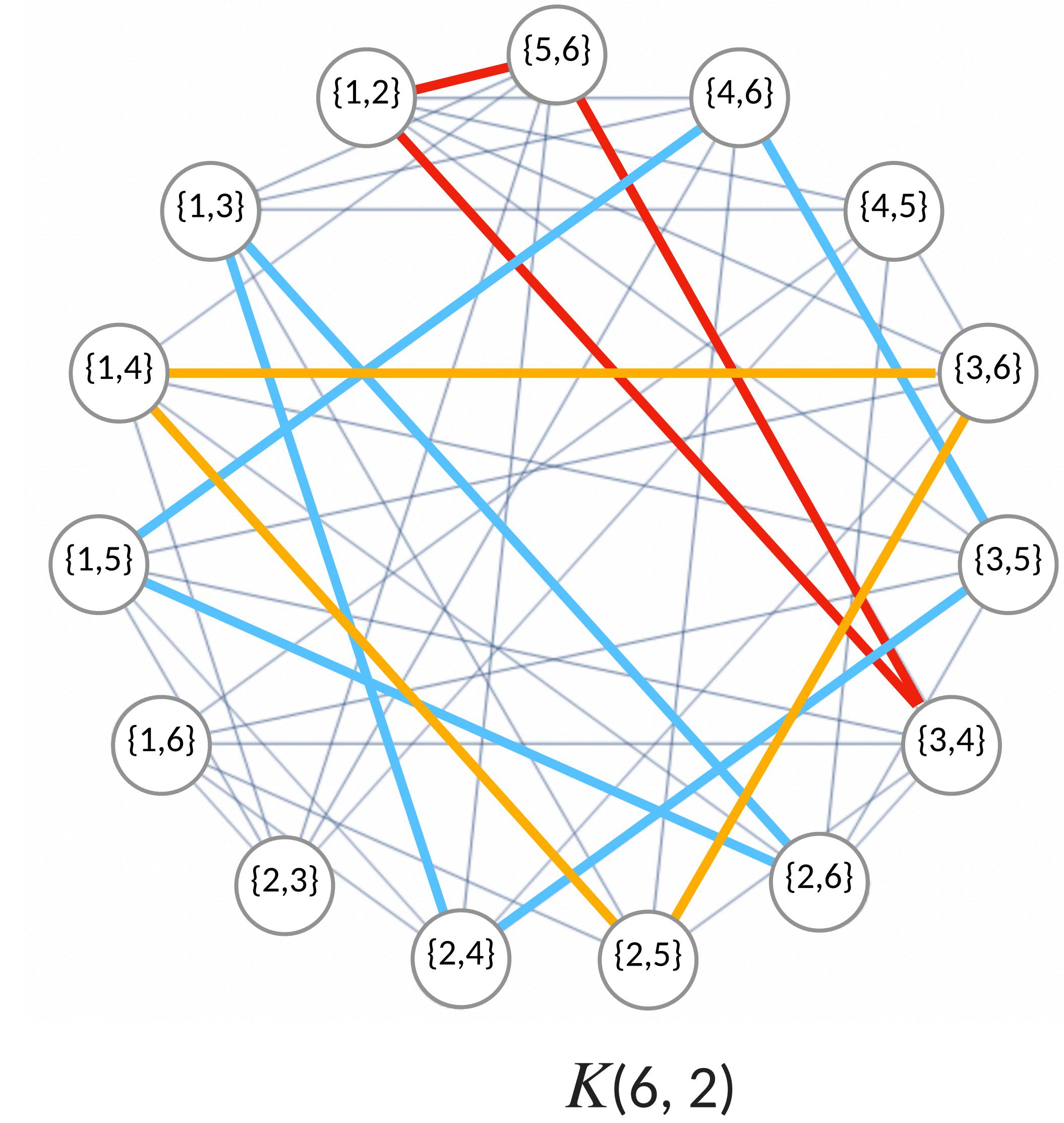
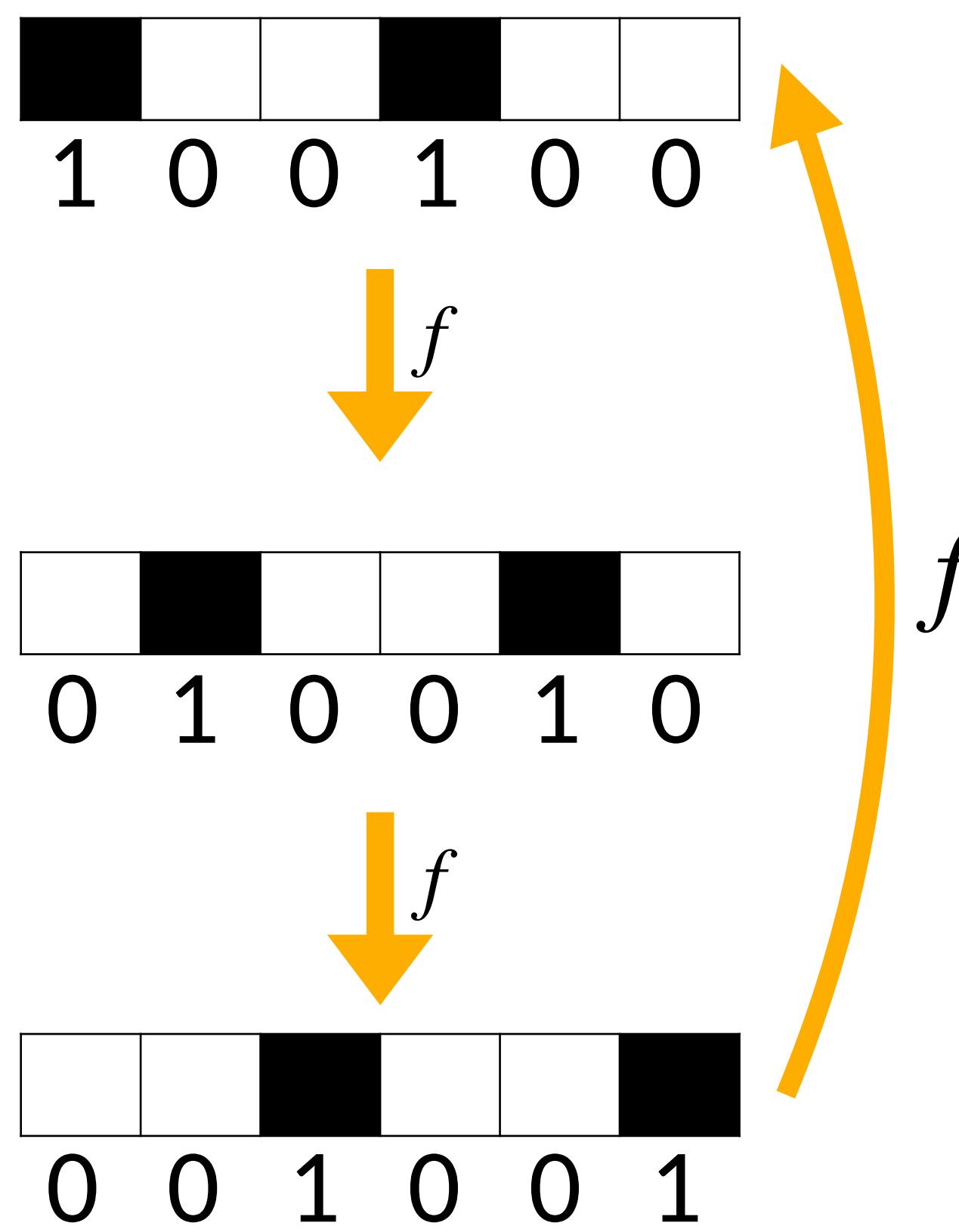
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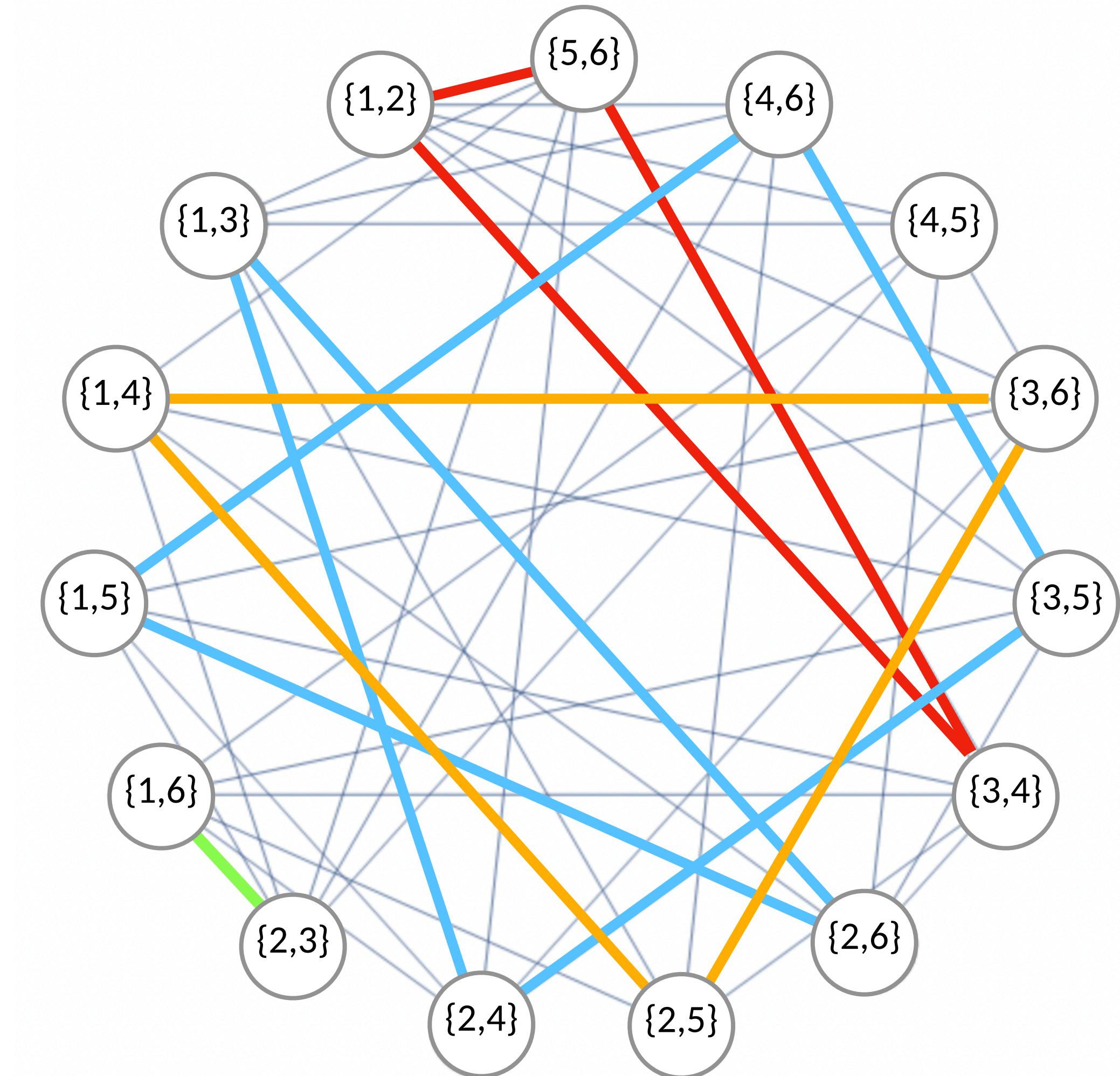
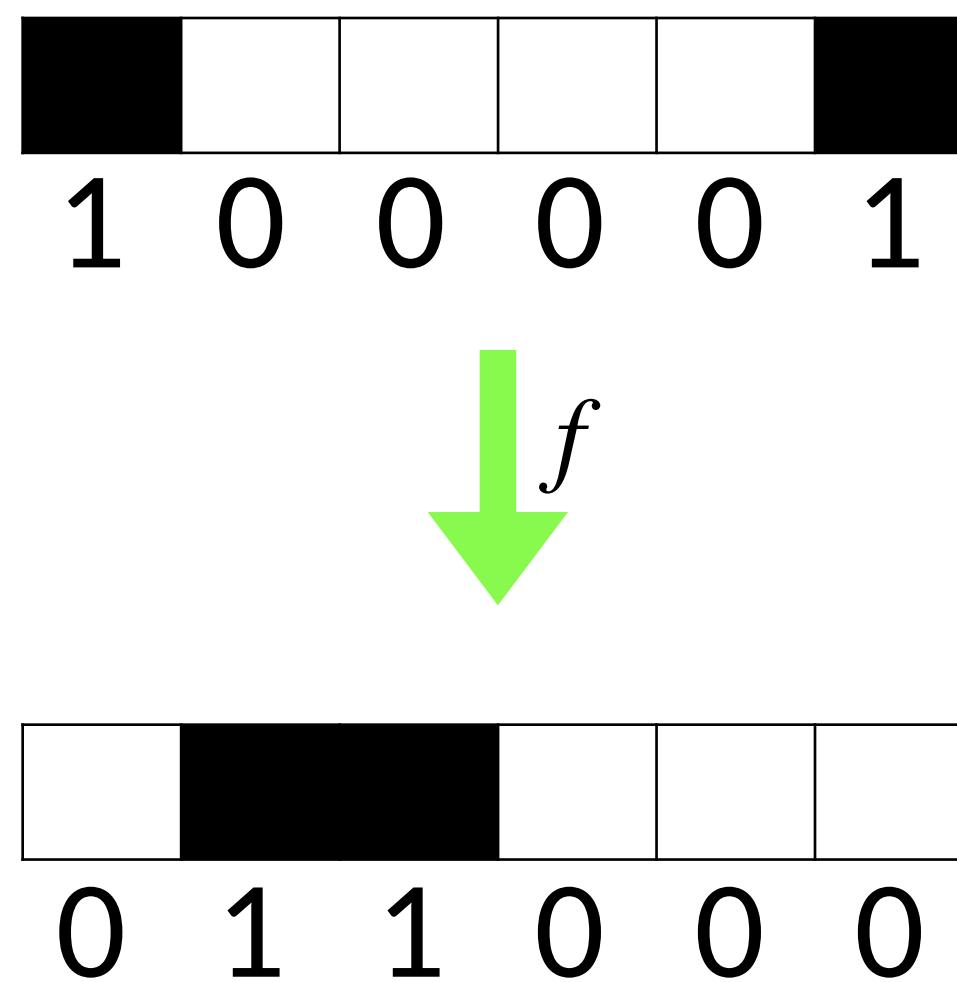
$f$



# Example

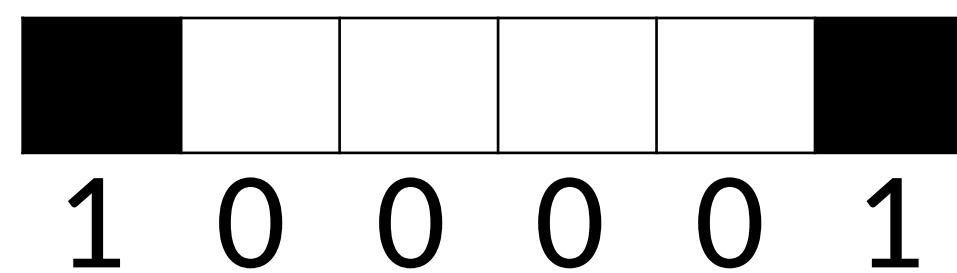


# Example

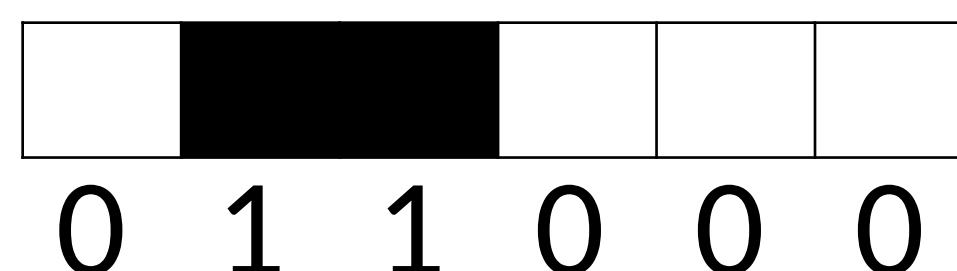


$K(6, 2)$

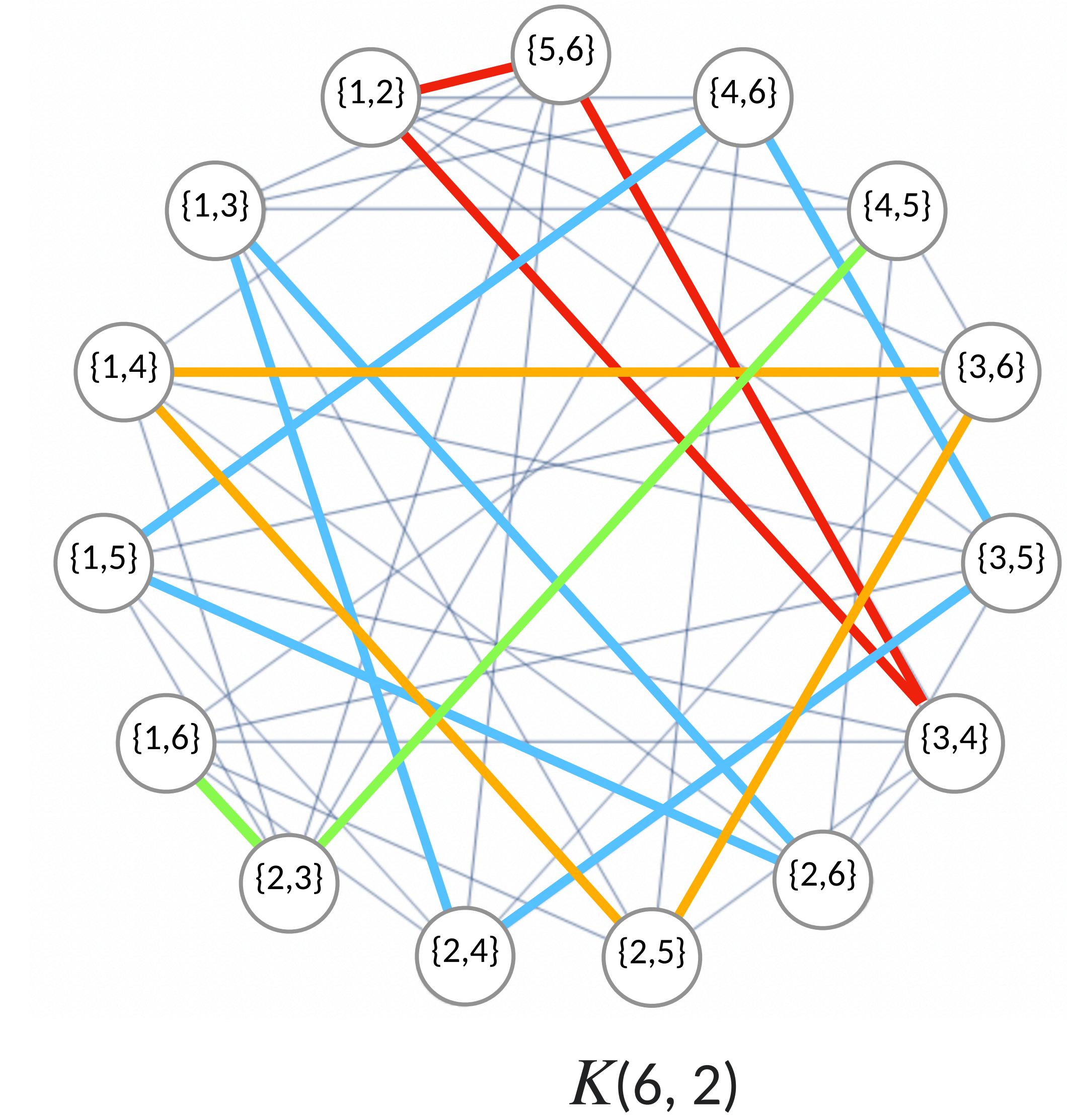
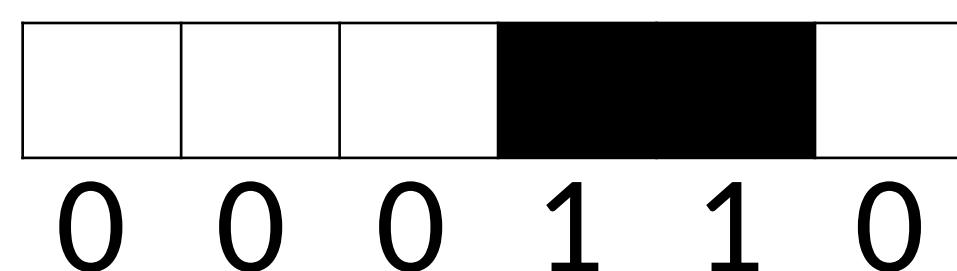
# Example



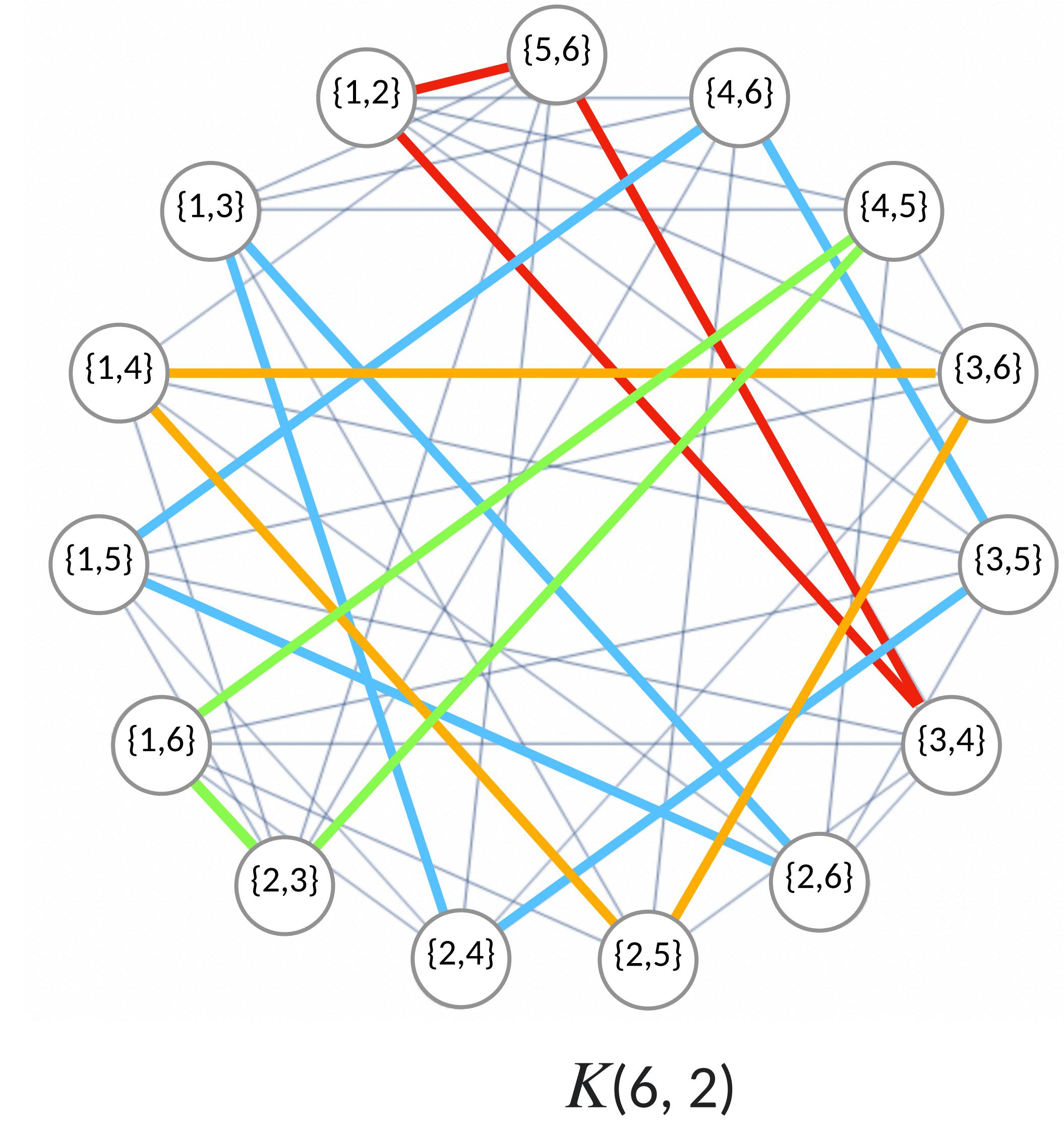
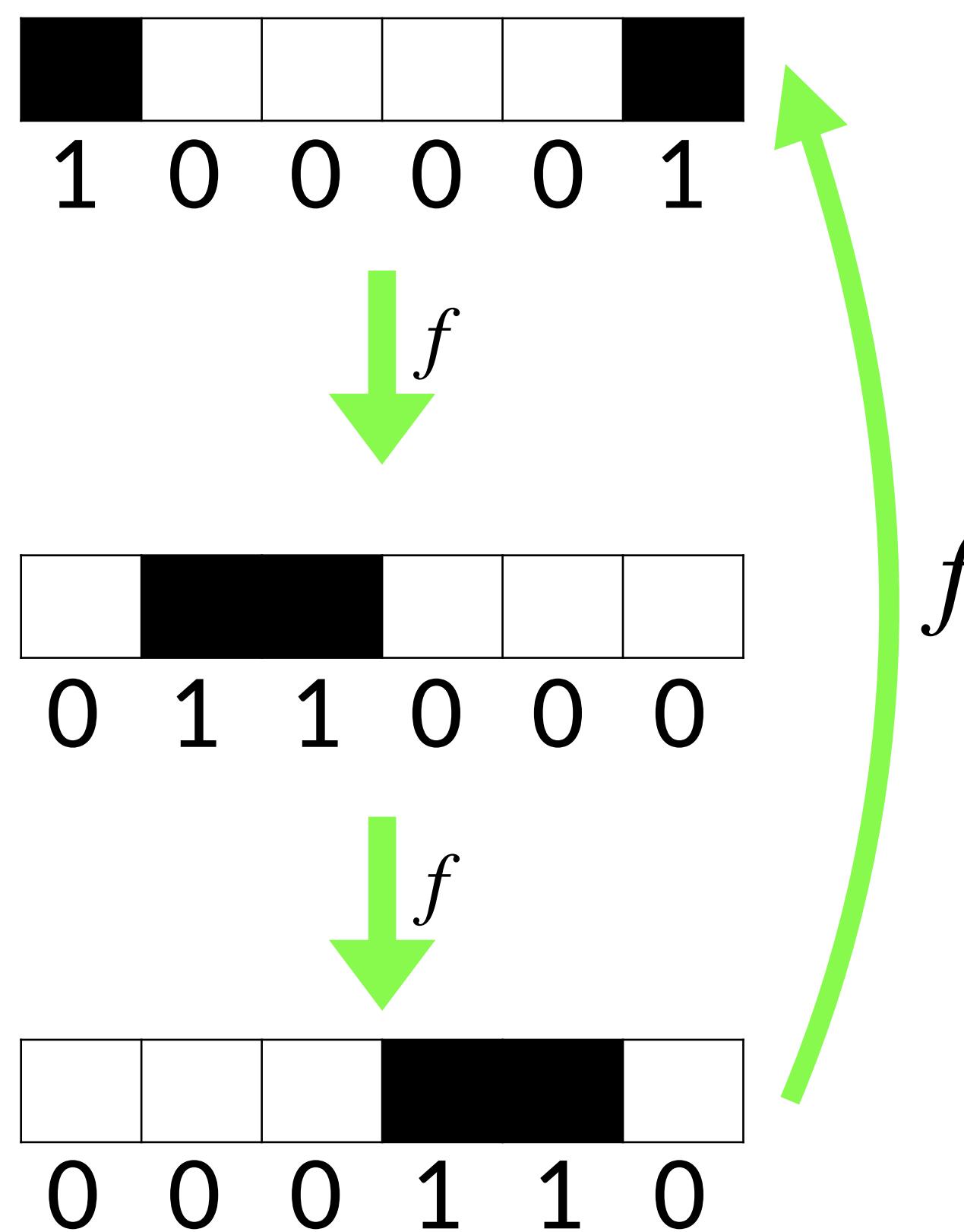
$f$



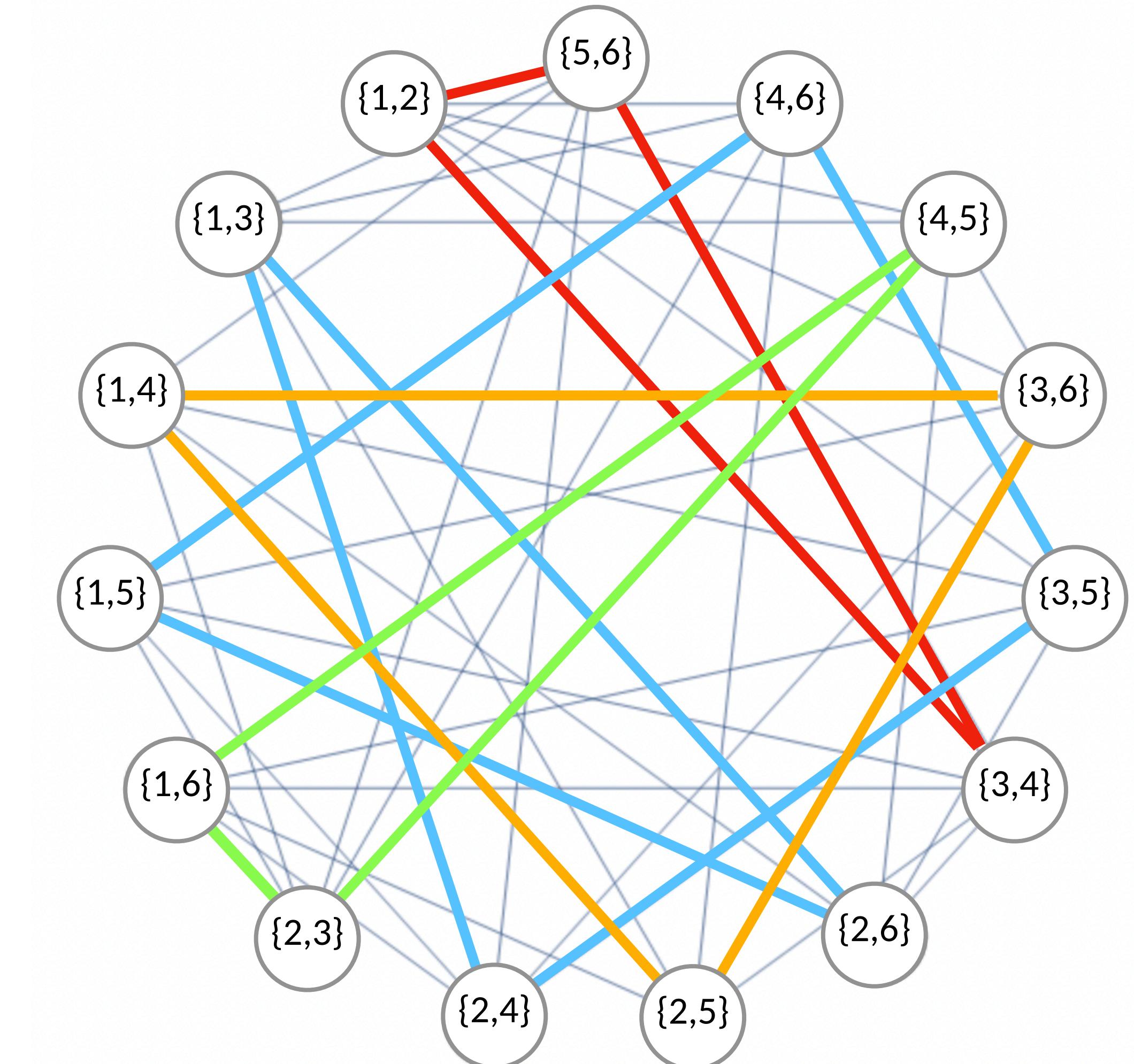
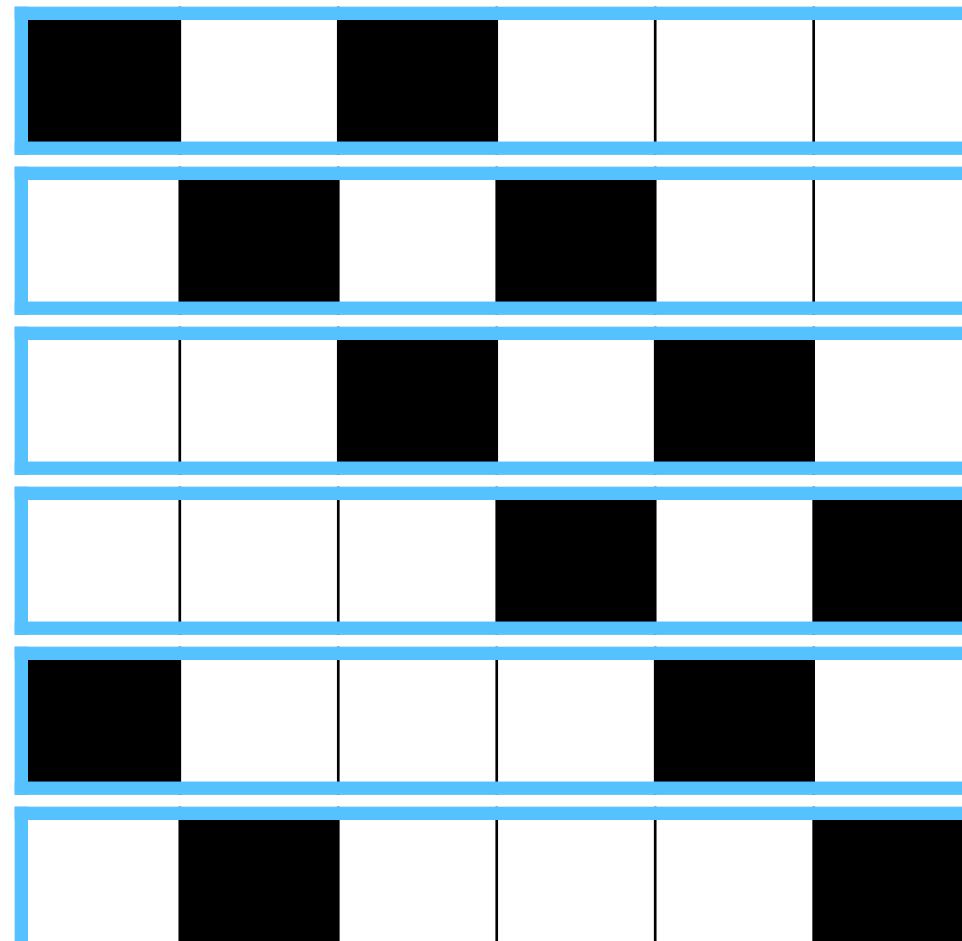
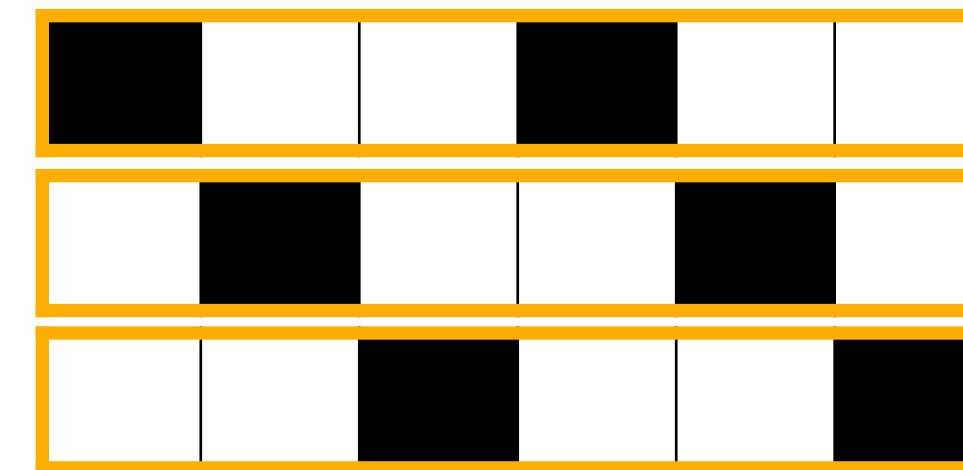
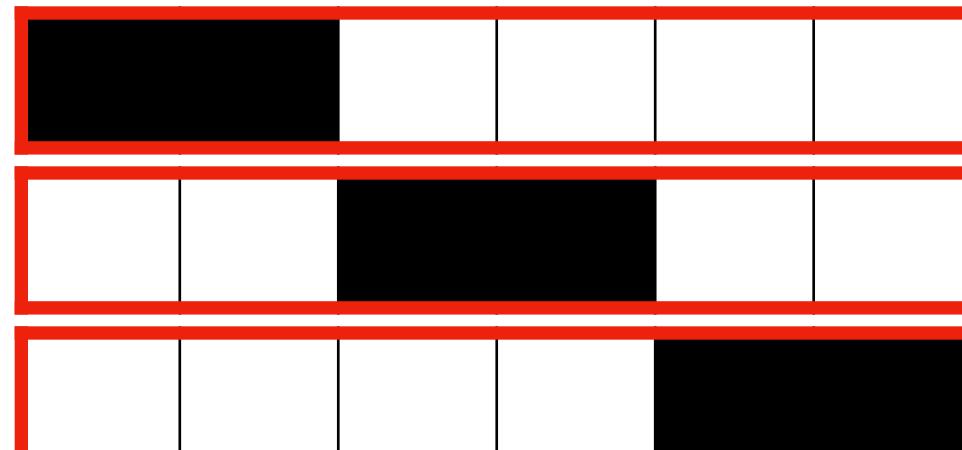
$f$



# Example



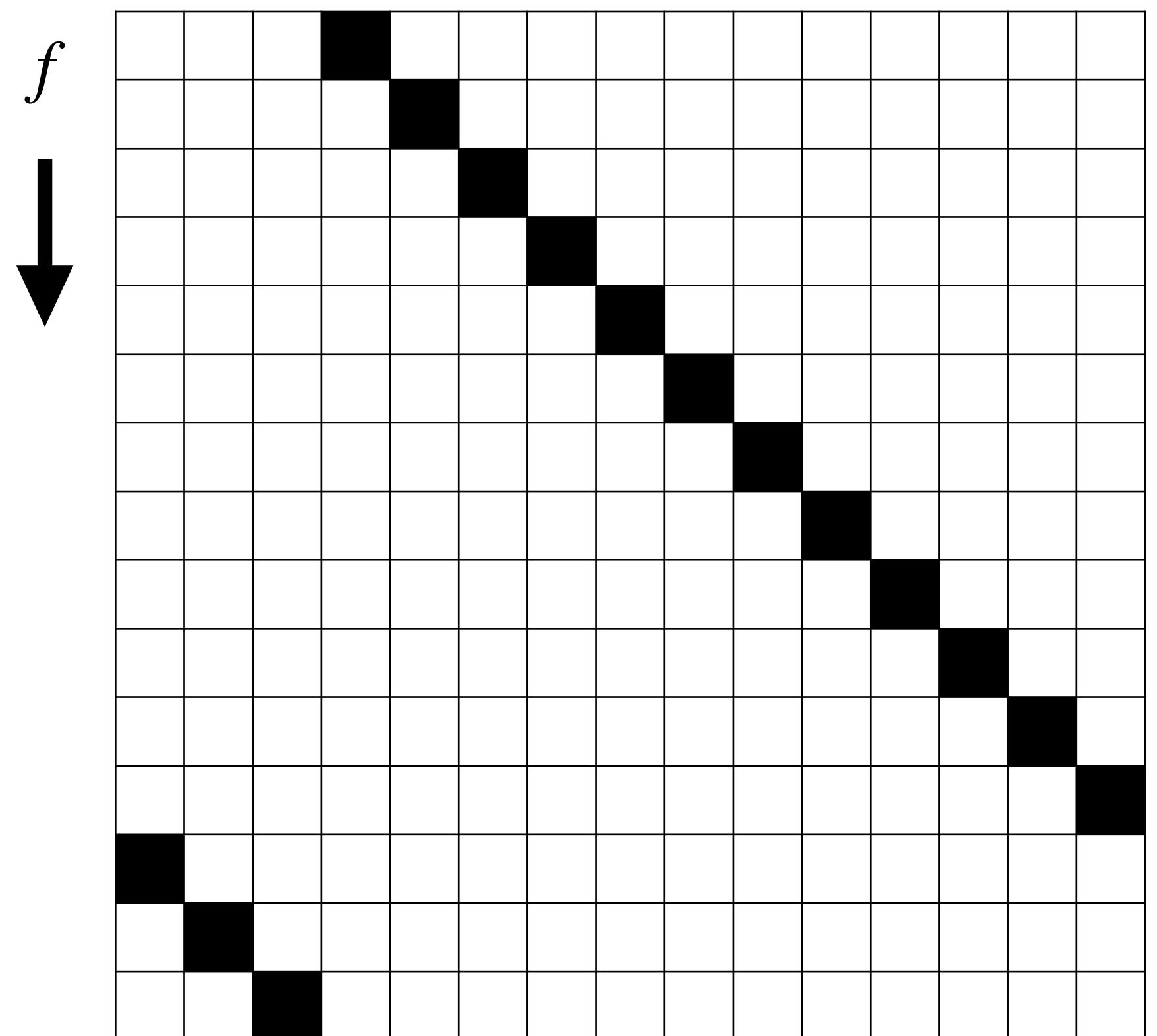
# Cycle factors



$K(6, 2)$

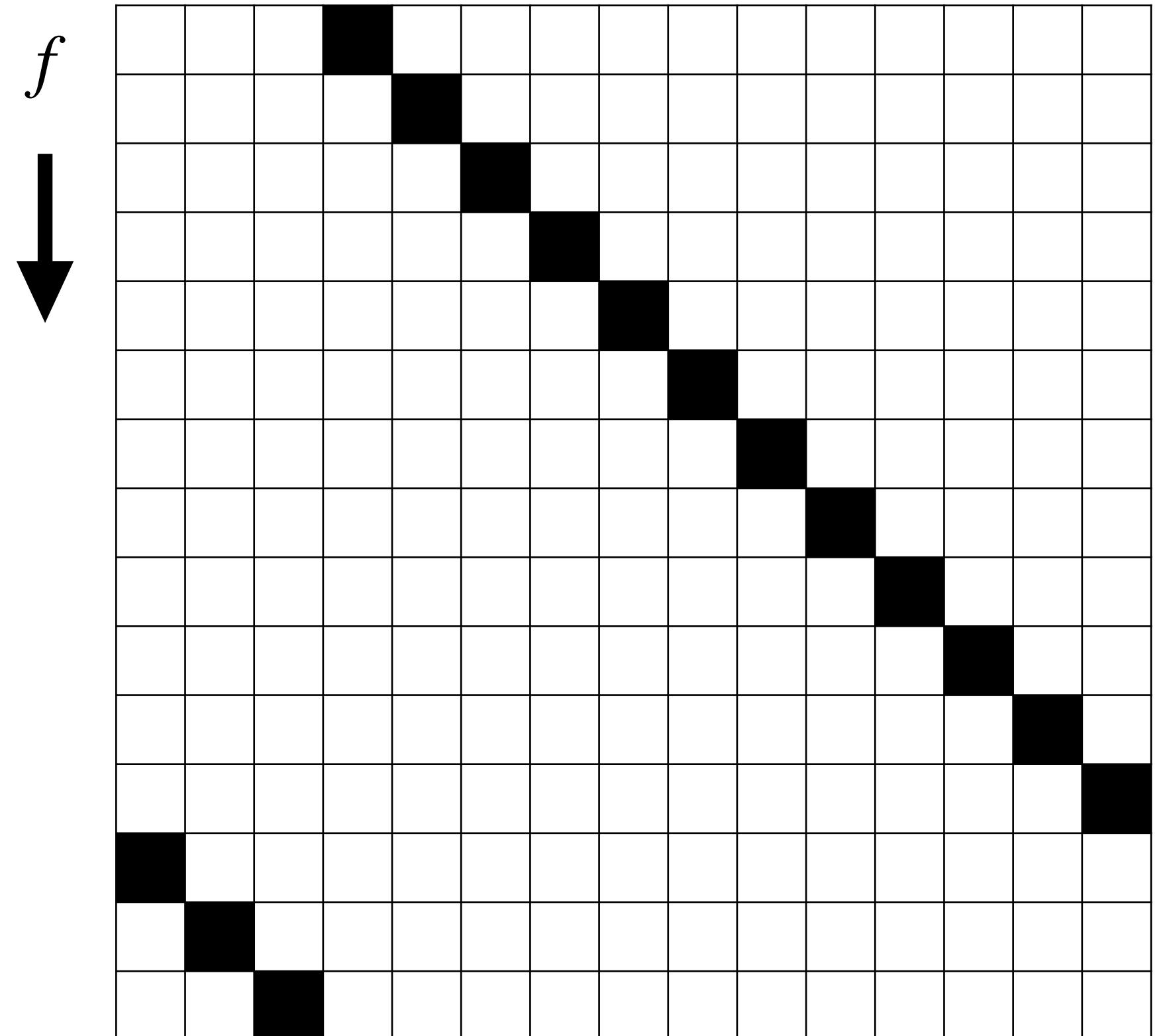
# Analysis of cycles

$K(15, 1)$

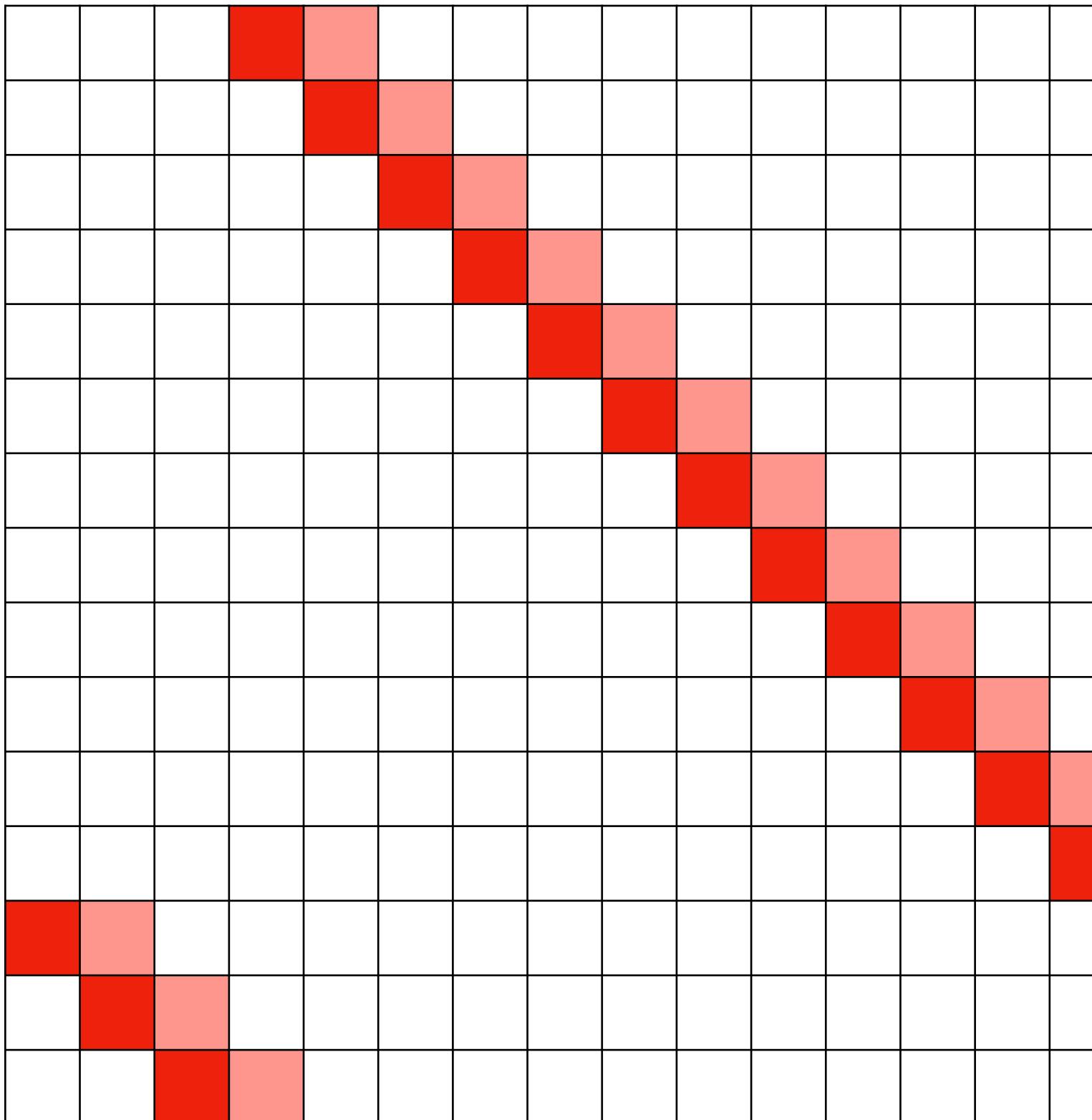


# Analysis of cycles

$K(15, 1)$

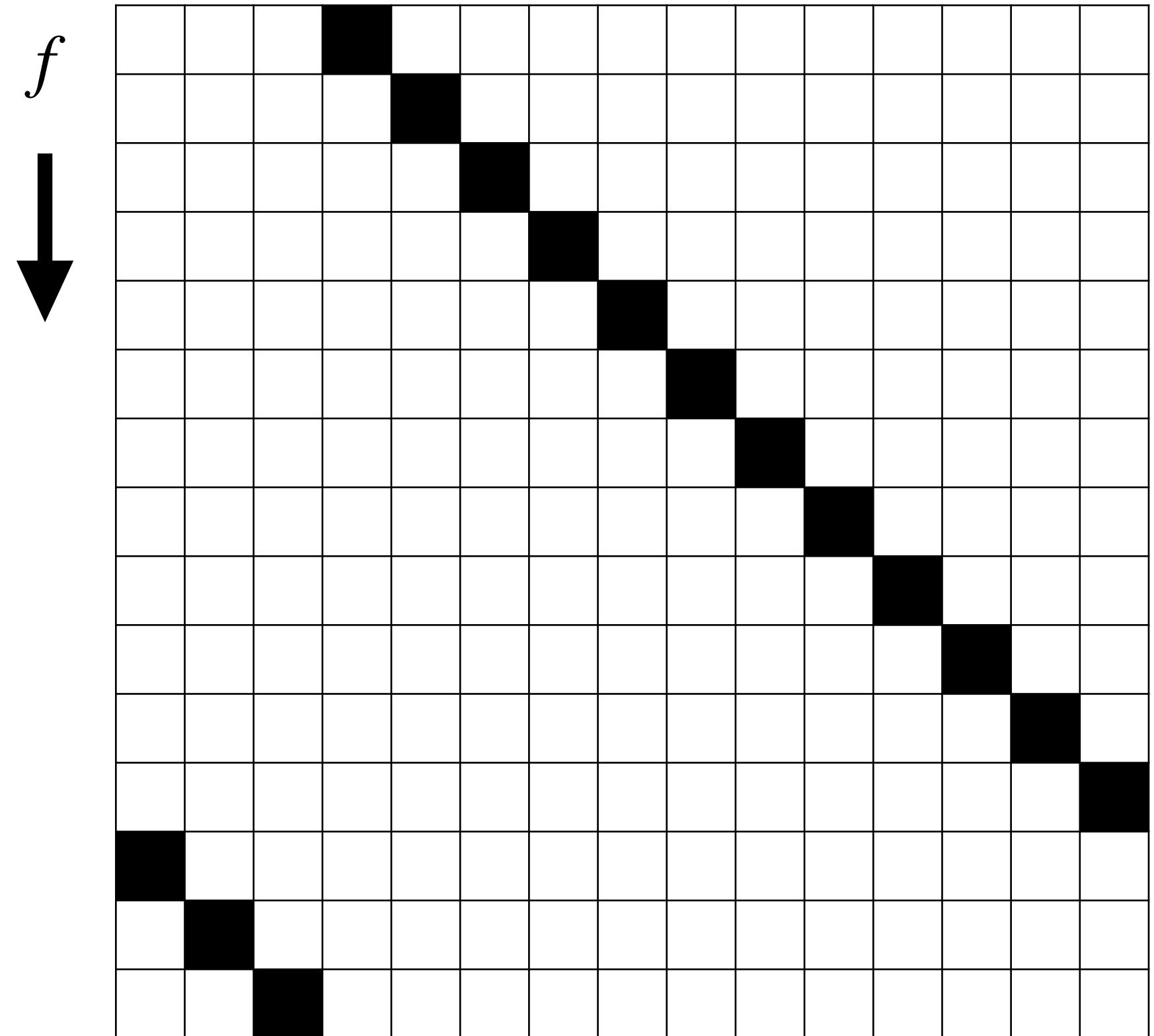


$K(15, 1)$

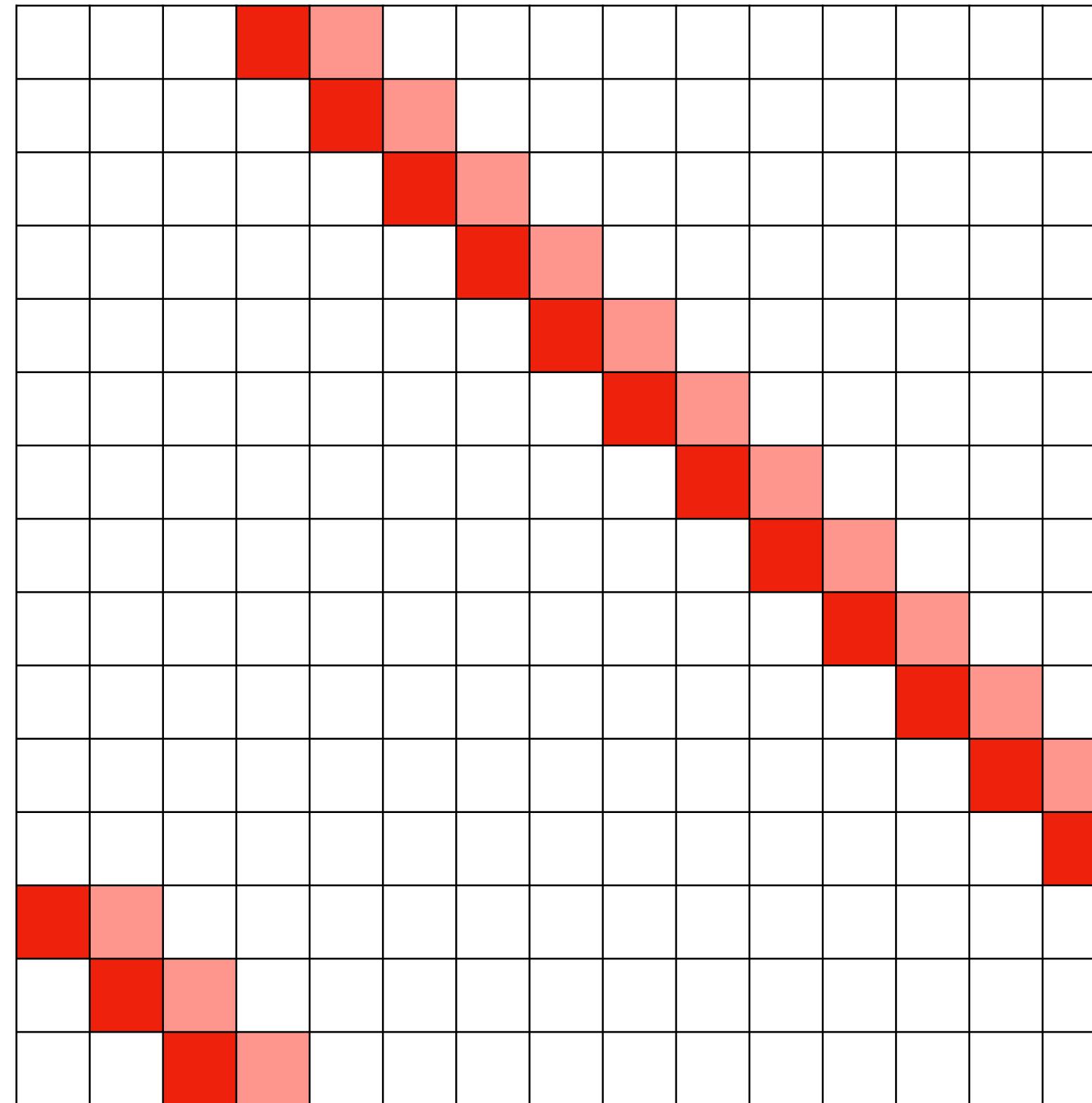


# Analysis of cycles

$K(15, 1)$



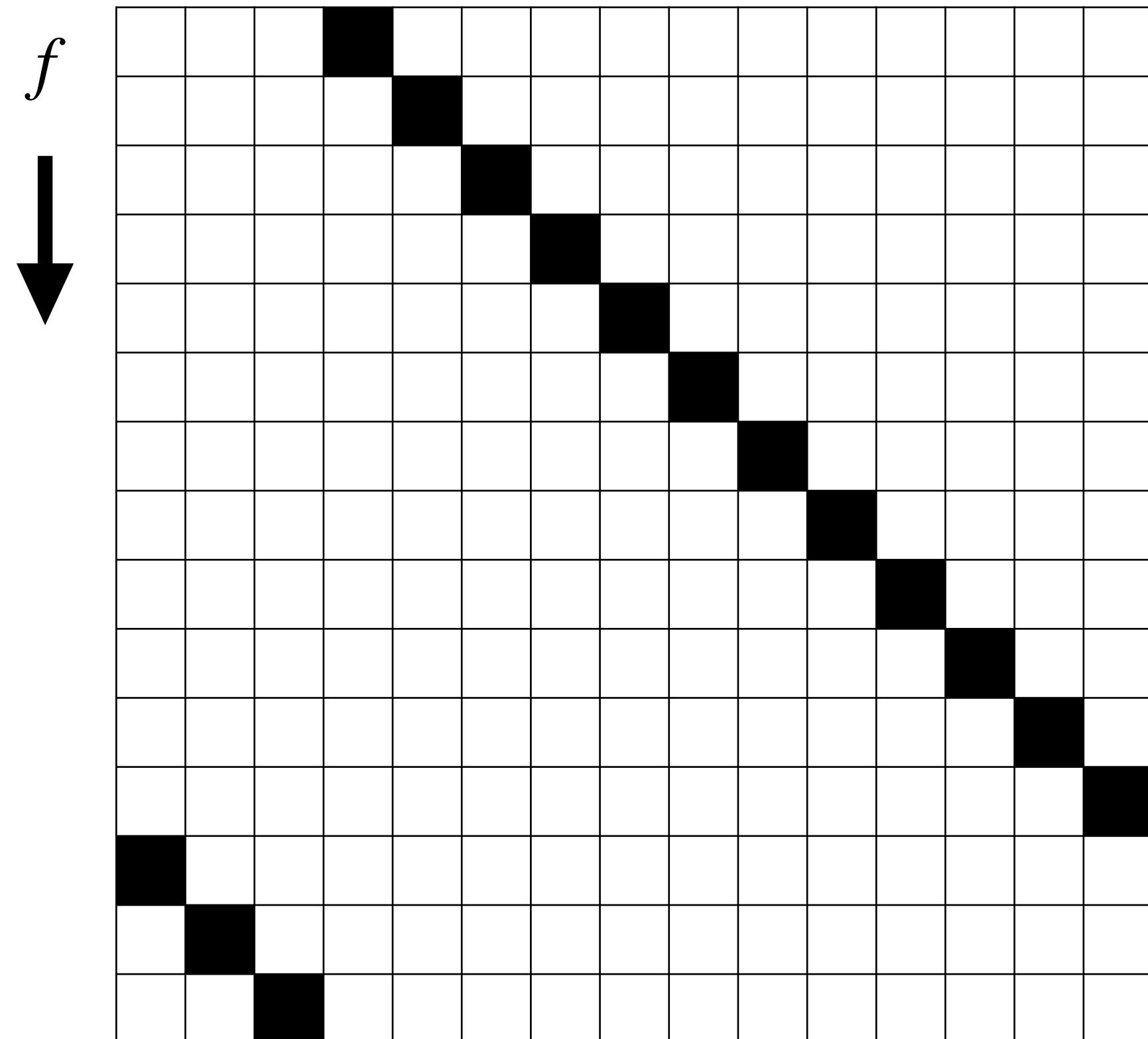
$K(15, 1)$



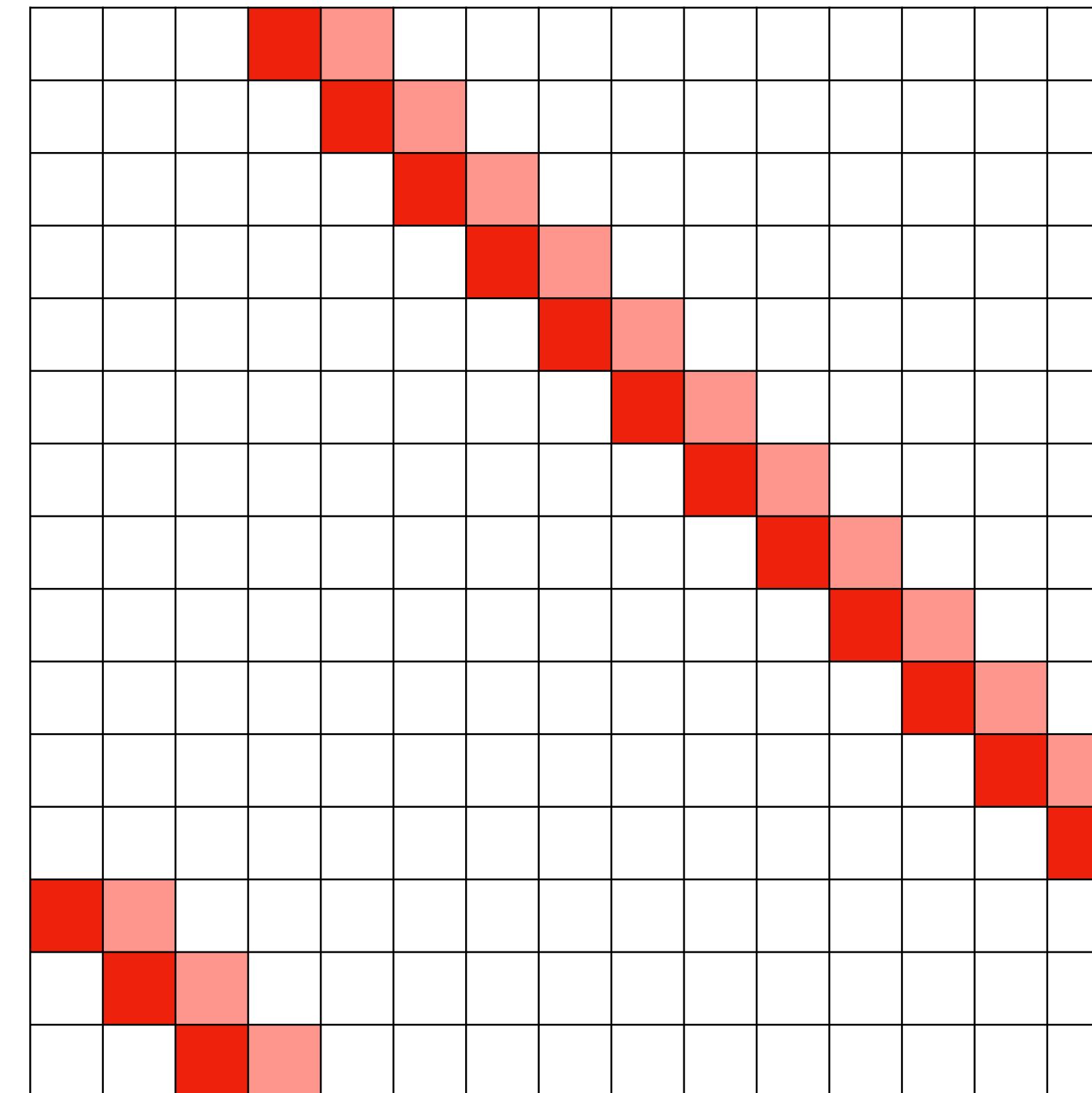
- two matched bits form a **glider**

# Analysis of cycles

$K(15, 1)$



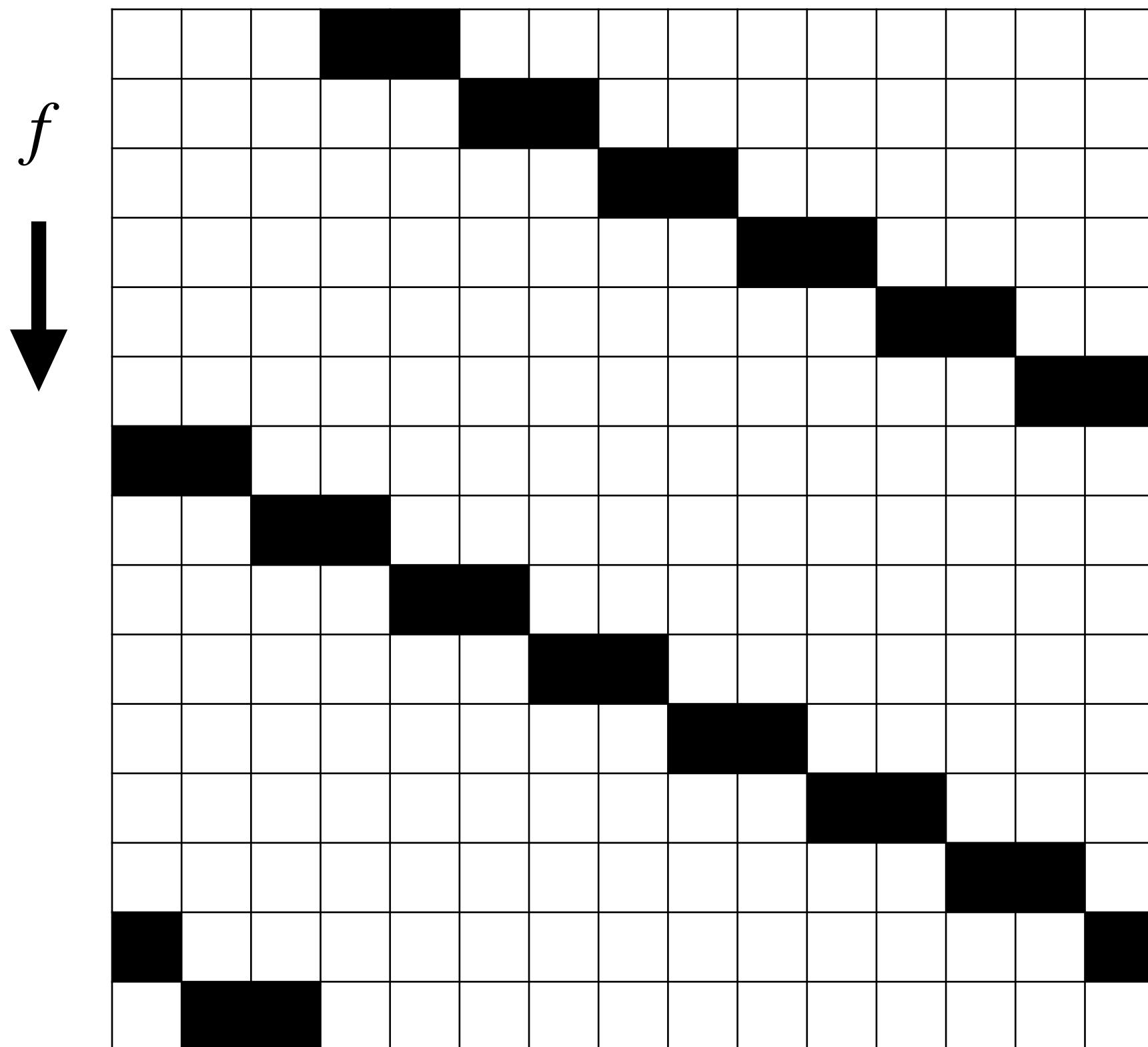
$K(15, 1)$



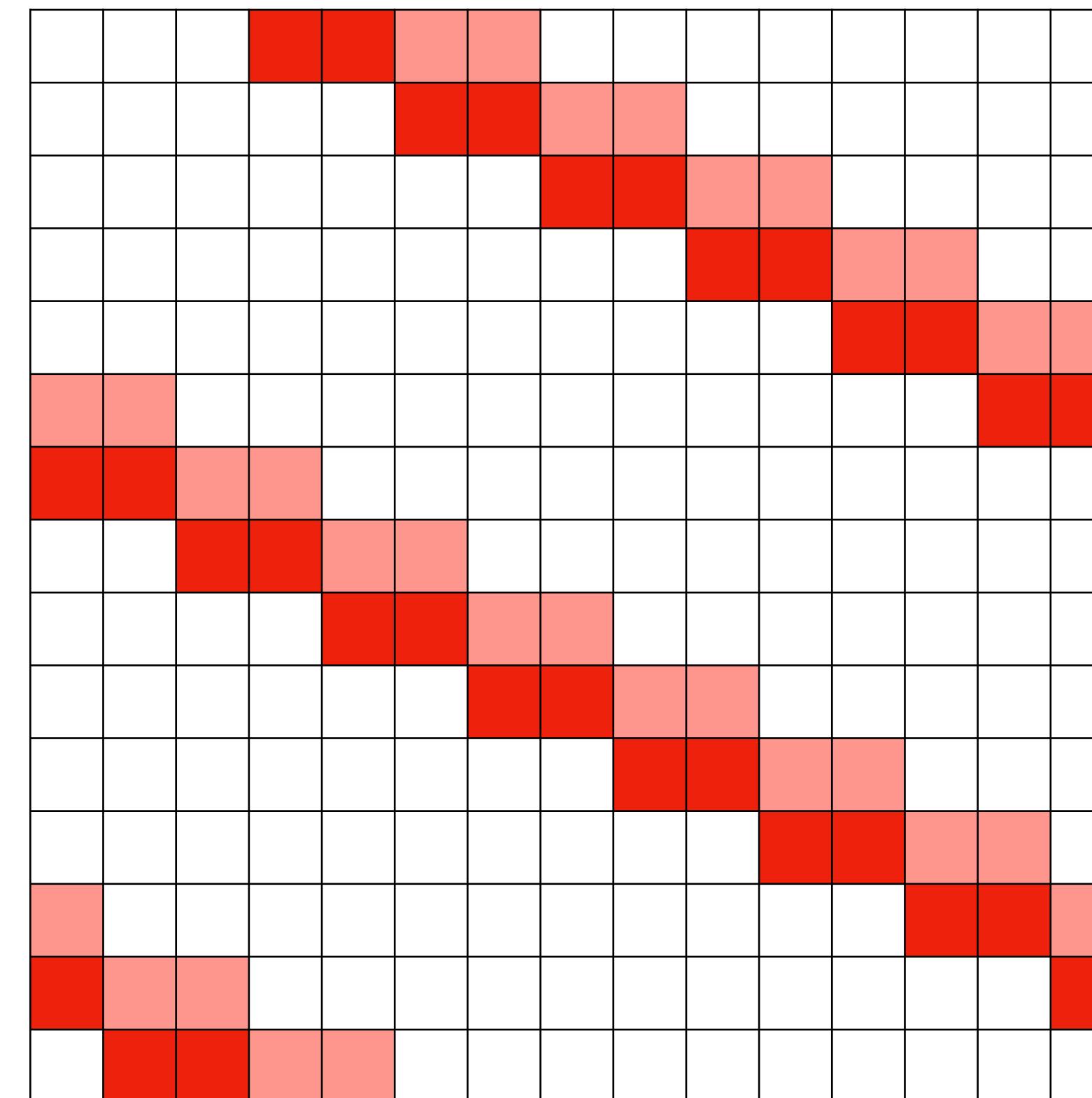
- two matched bits form a **glider**
- glider **moves** by one unit per step

# Analysis of cycles

$K(15, 2)$



$K(15, 2)$

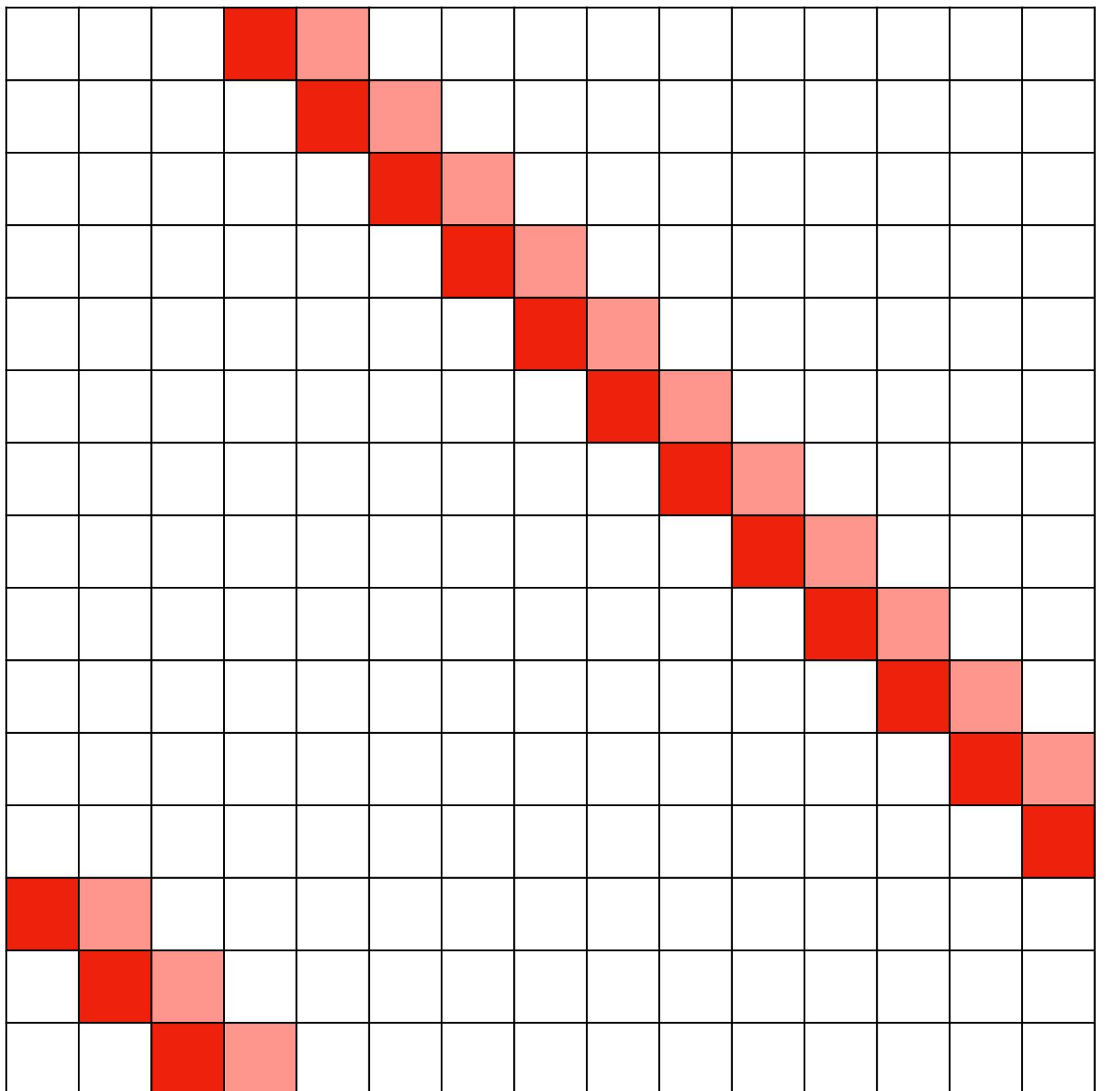


- four matched bits form a **glider**
- glider **moves** by two units per step

# Gliders

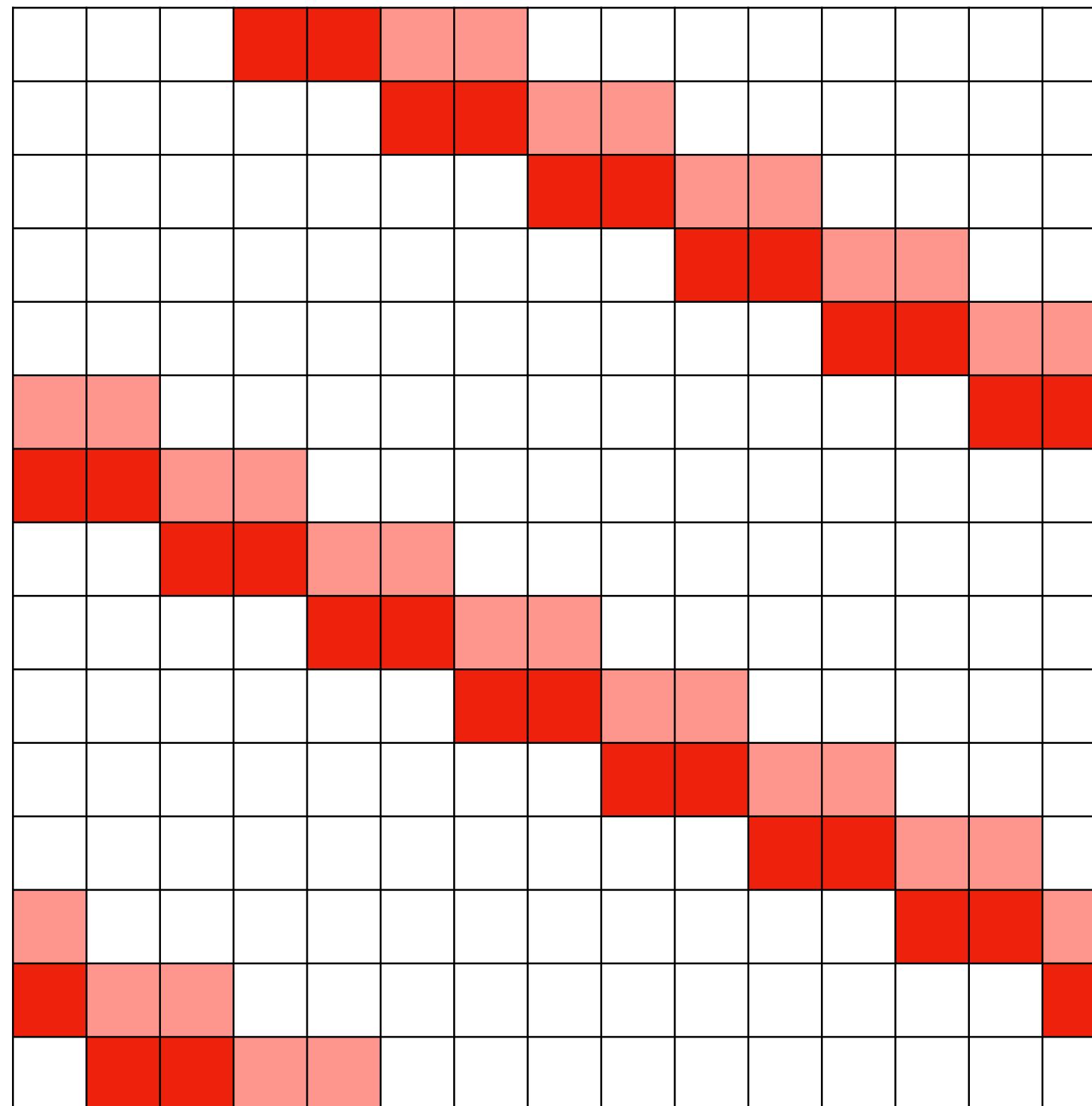
$K(15, 1)$

*time*  
↓



$K(15, 2)$

*time*  
↓

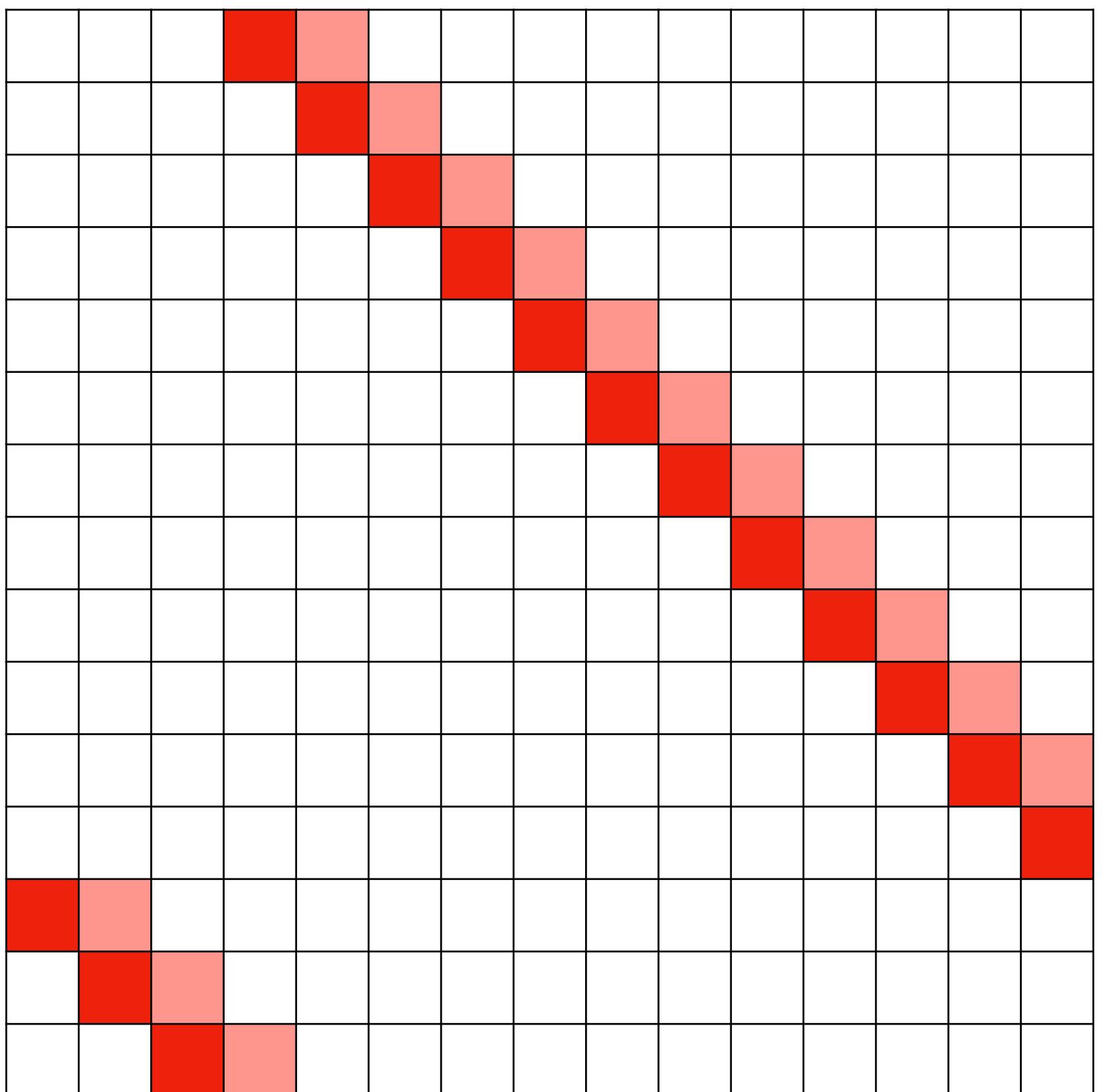


- **glider** = set of matched 1s and 0s

# Gliders

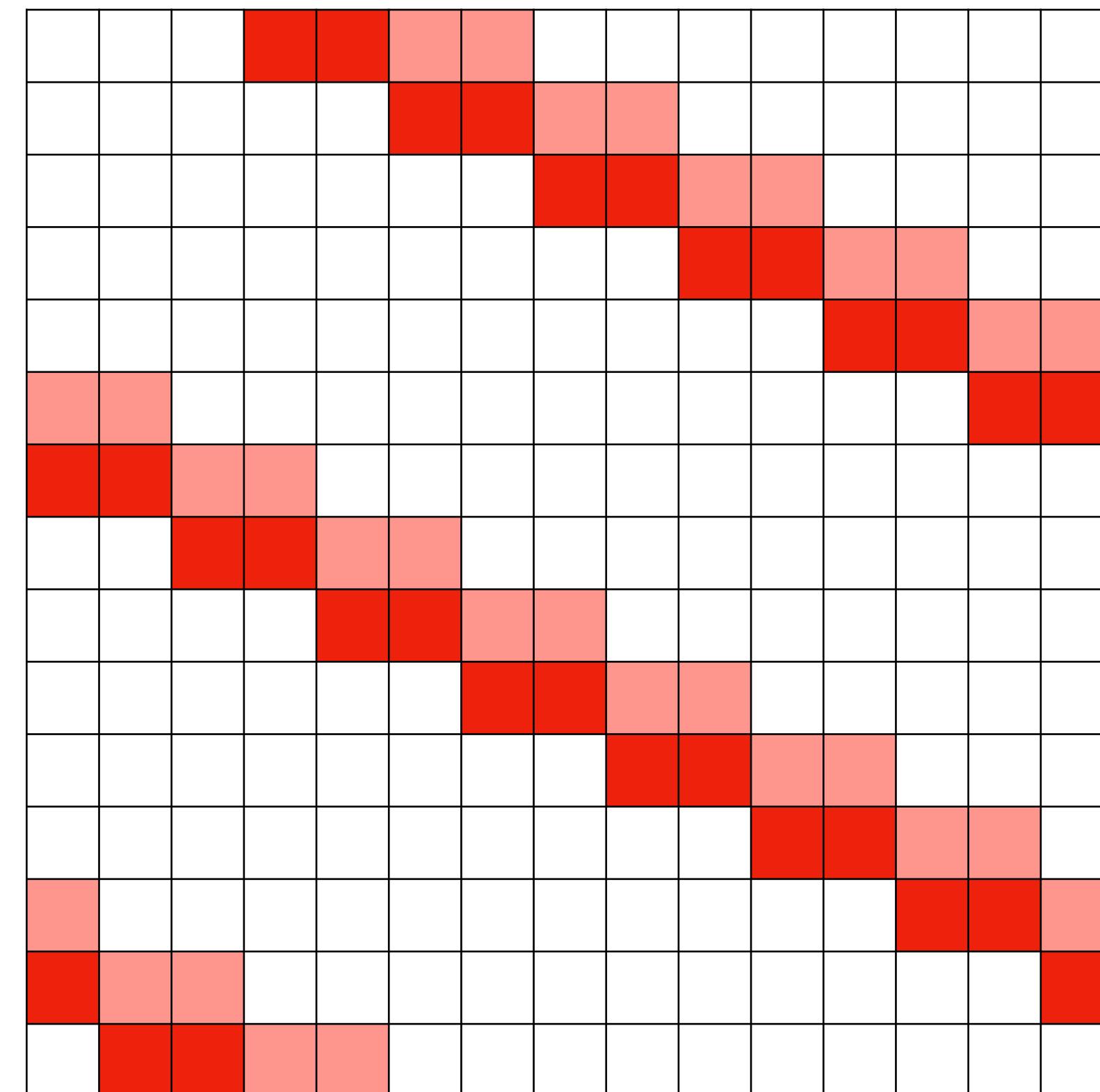
$K(15, 1)$

*time*  
↓



$K(15, 2)$

*time*  
↓



- **glider** = set of matched 1s and 0s
- **speed ( $v$ )** = numbers of 1s = number of 0s

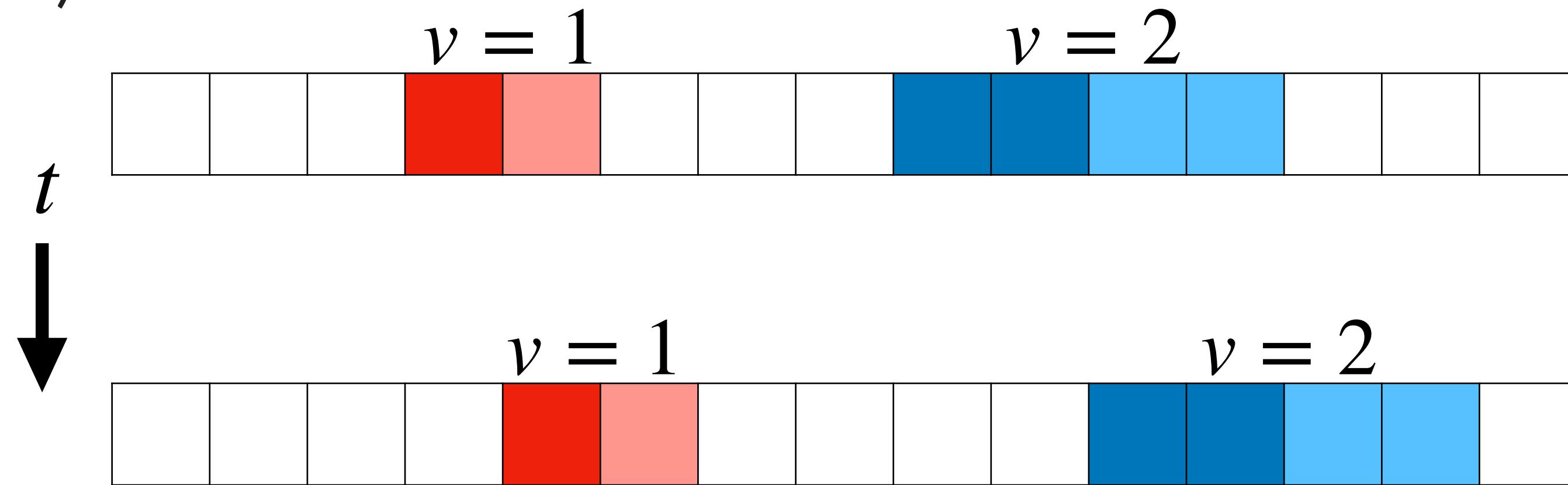
# Motion of gliders

$K(15, 3)$



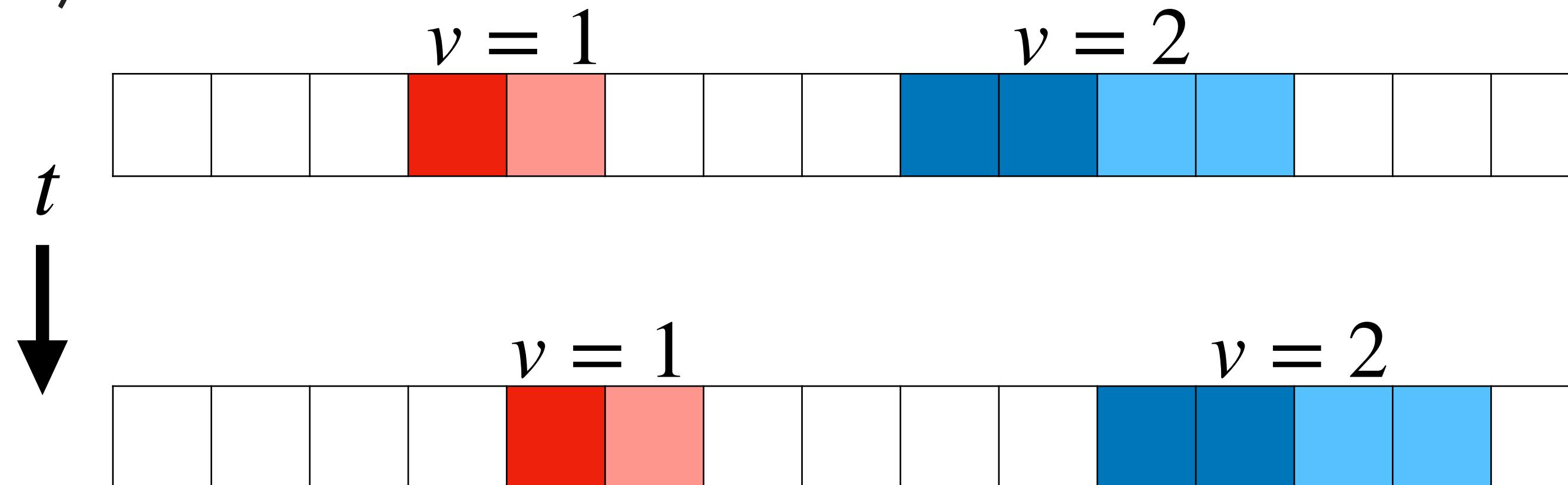
# Motion of gliders

$K(15, 3)$



# Motion of gliders

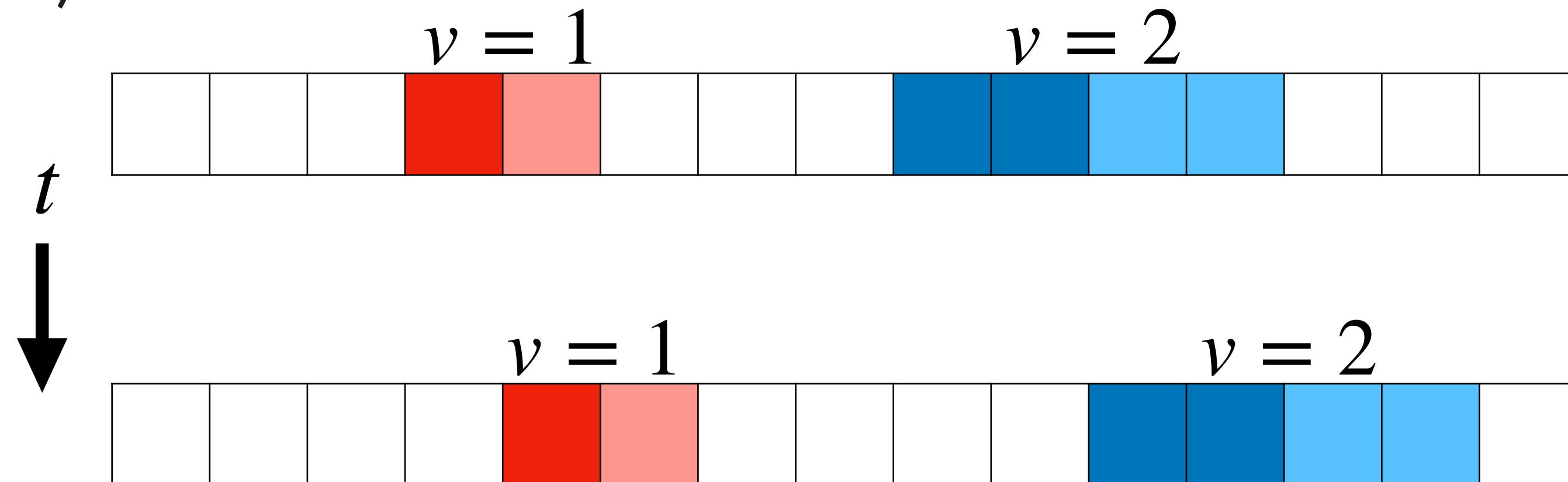
$K(15, 3)$



- position after time  $t$ :  $s(t) = v \cdot t + s(0)$   
    ↑   ↑   ↑  
    speed initial position  
    number of times  $f$  is applied

# Motion of gliders

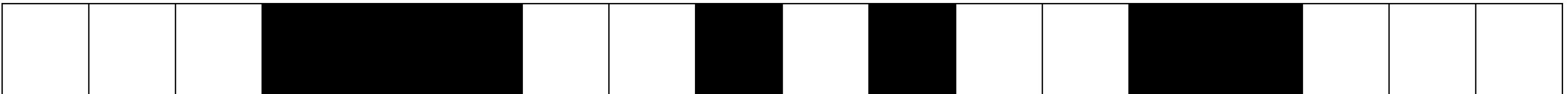
$K(15, 3)$



- position after time  $t$ :  $s(t) = v \cdot t + s(0)$   
    ↑   ↑   ↑  
    speed initial position  
    number of times  $f$  is applied
- motion can be either uniform or non-uniform

# Gliders partitioning

$K(18, 7)$



parenthesis matching

# Gliders partitioning

$K(18, 7)$

- Assigning matched bits to gliders (coloring boxes) is complicated!



parenthesis matching



gliders partitioning

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parenthesis matching



gliders partitioning

- recursion assigns the matched bits to gliders

# Gliders partitioning

$K(18, 7)$

- Assigning matched bits to gliders (coloring boxes) is complicated!



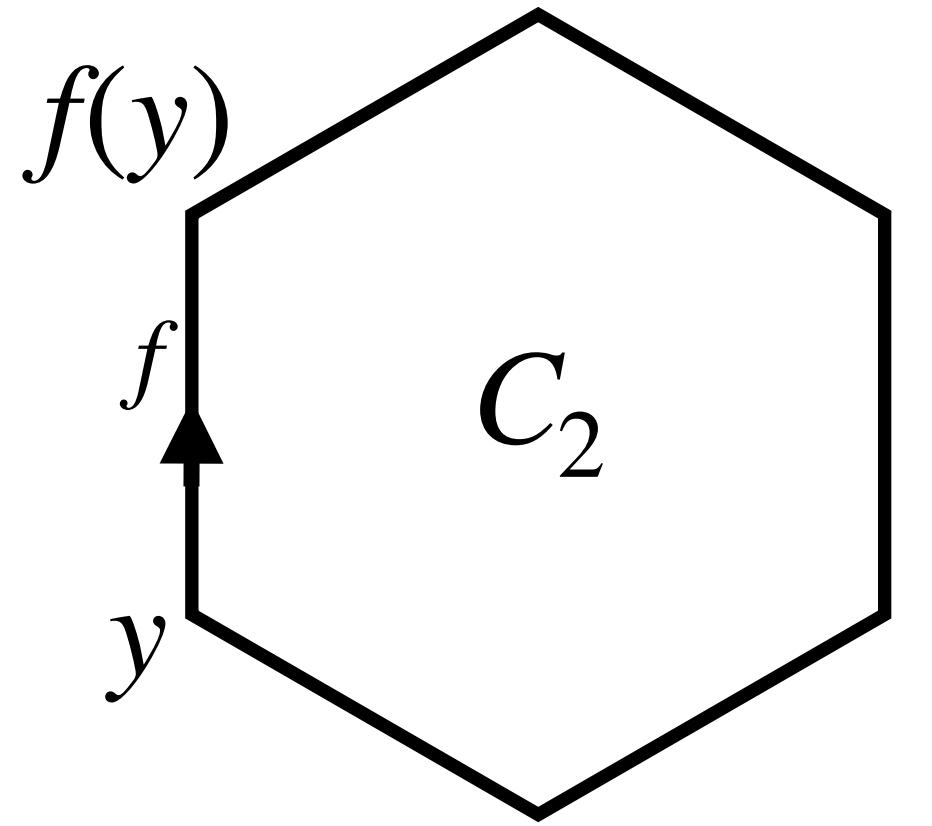
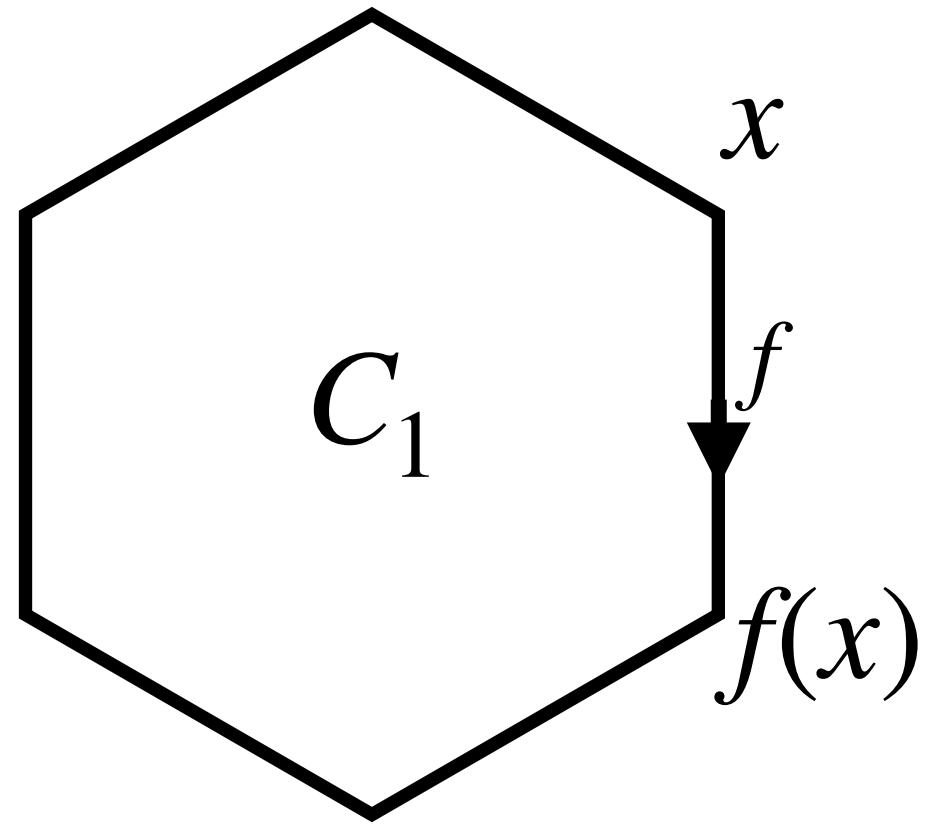
parenthesis matching



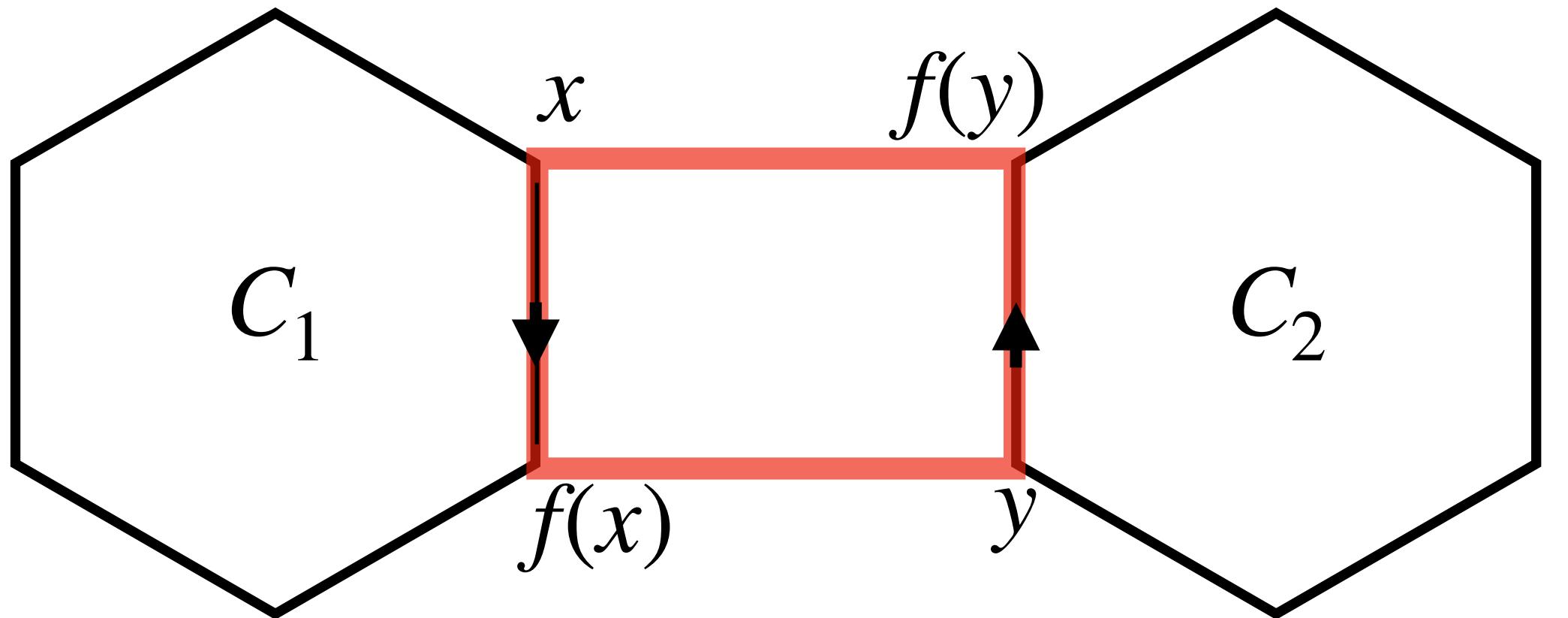
gliders partitioning

- recursion assigns the matched bits to gliders
- speed set of gliders is a **cycle invariant**

# Gluing cycles

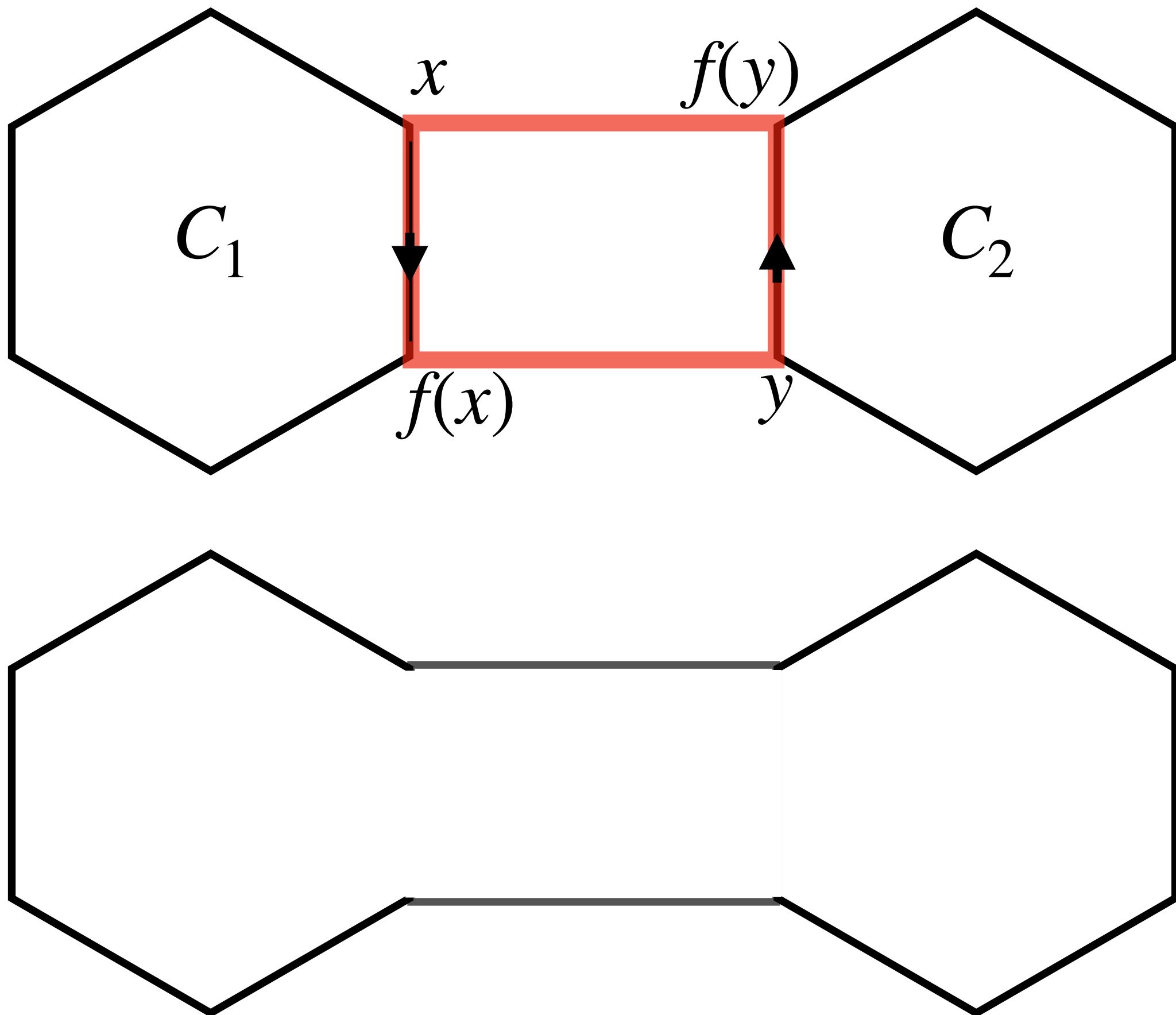


# Gluing cycles



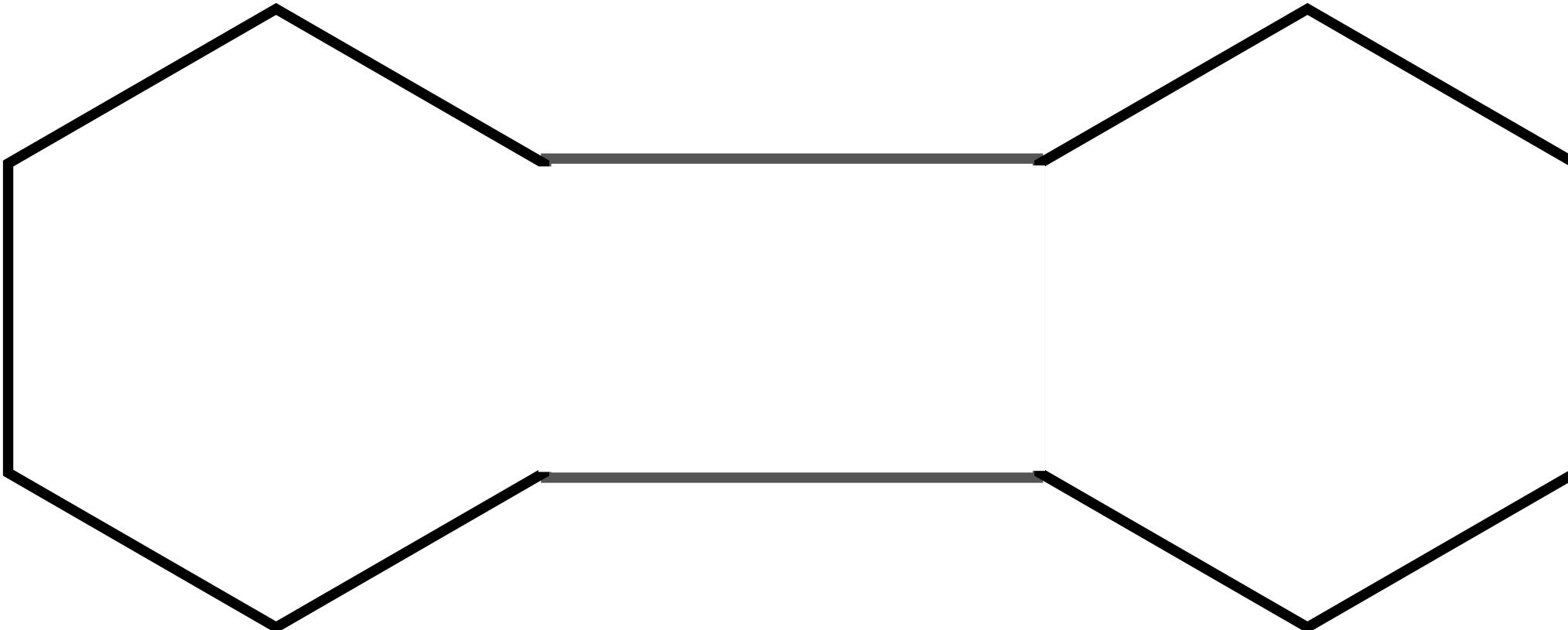
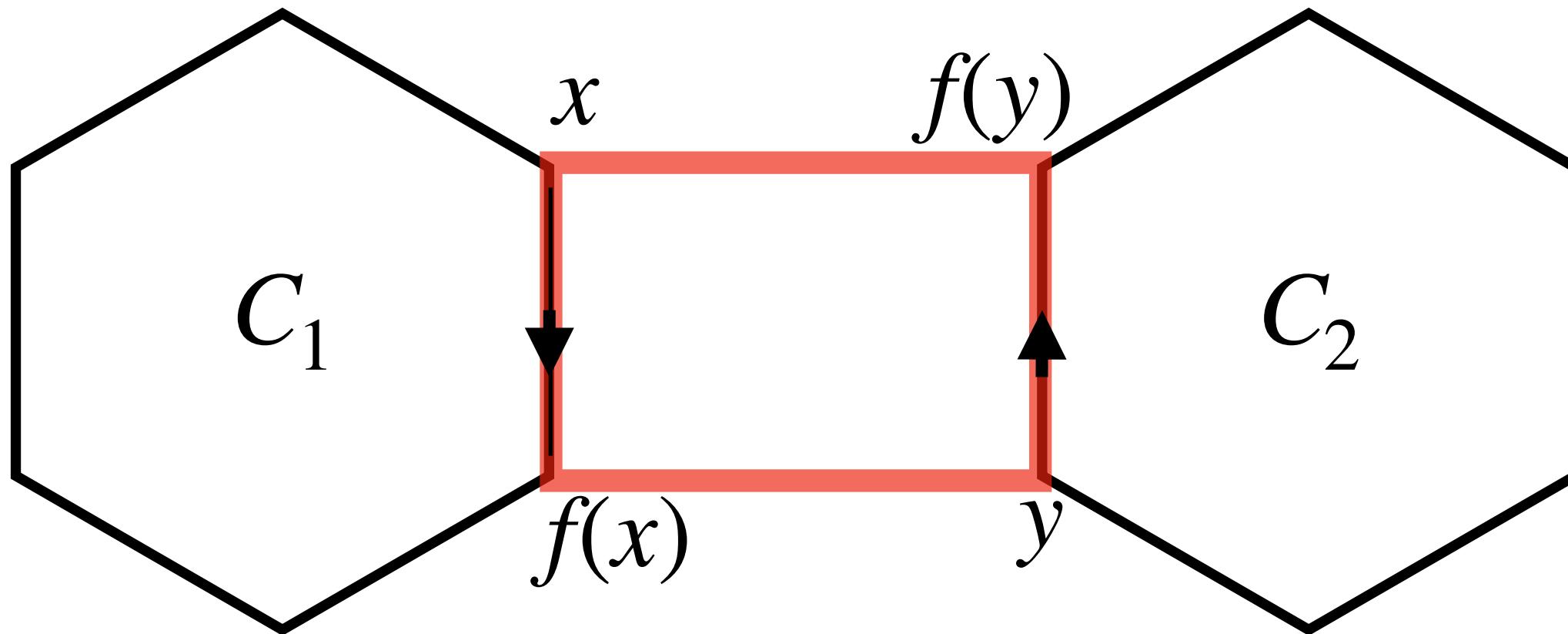
- pair  $(x, y)$  such that  $xf(x) yf(y)$  is a 4-cycle

# Gluing cycles



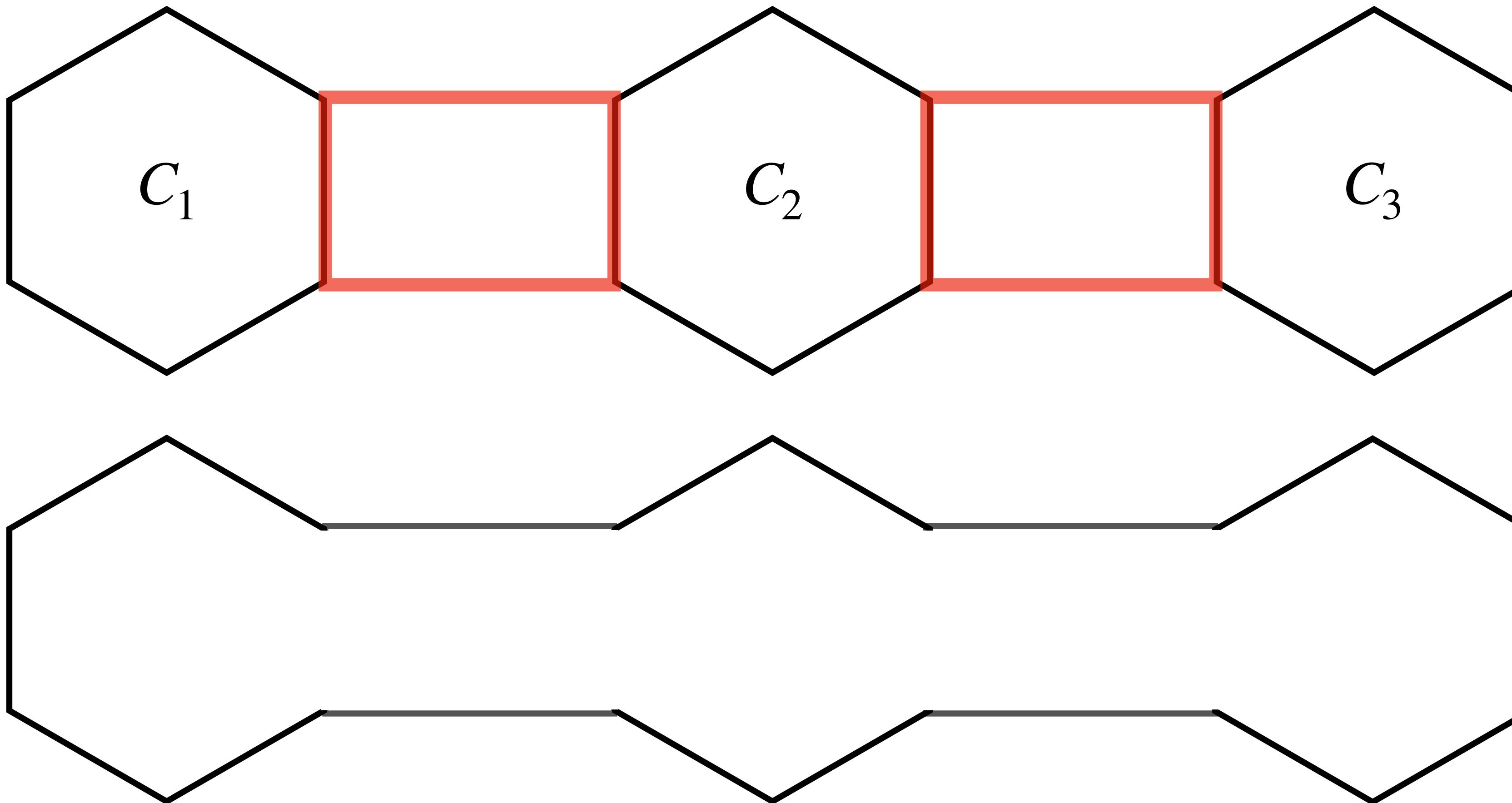
- pair  $(x, y)$  such that  $xf(x) yf(y)$  is a 4-cycle

# Gluing cycles

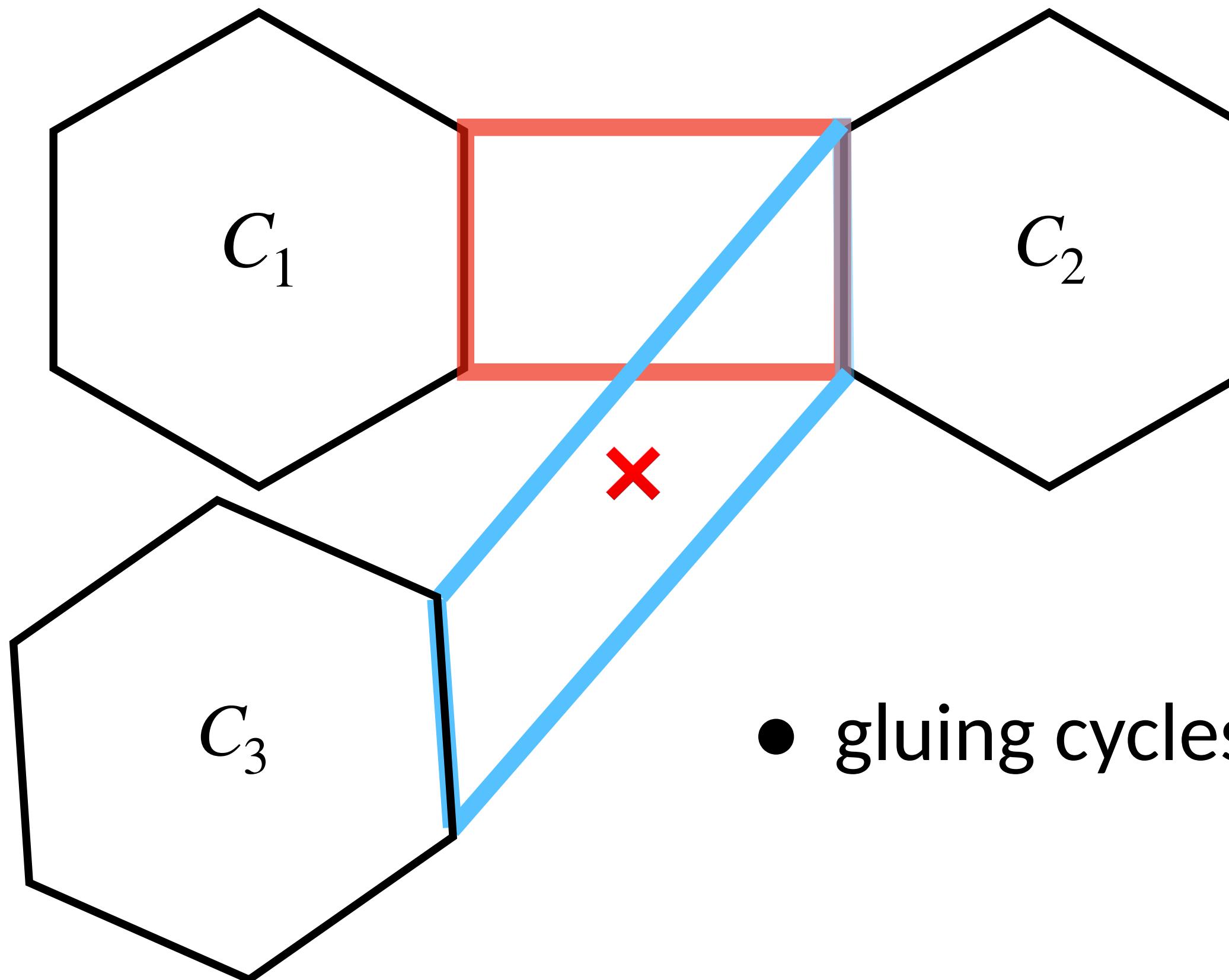


- pair  $(x, y)$  such that  $xf(x) yf(y)$  is a 4-cycle
  - 4-cycle is there since  $n \geq 2k + 3$

# Gluing cycles



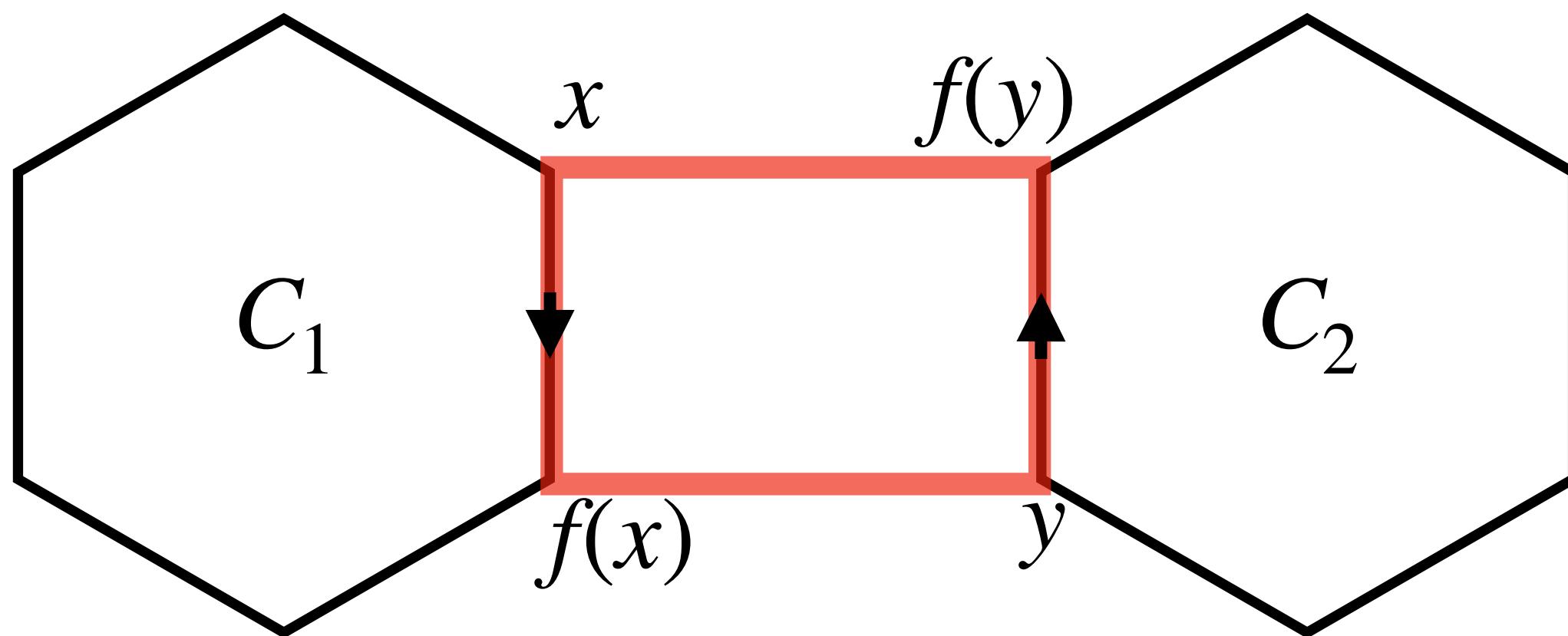
# Gluing cycles



- gluing cycles must be **edge-disjoint**

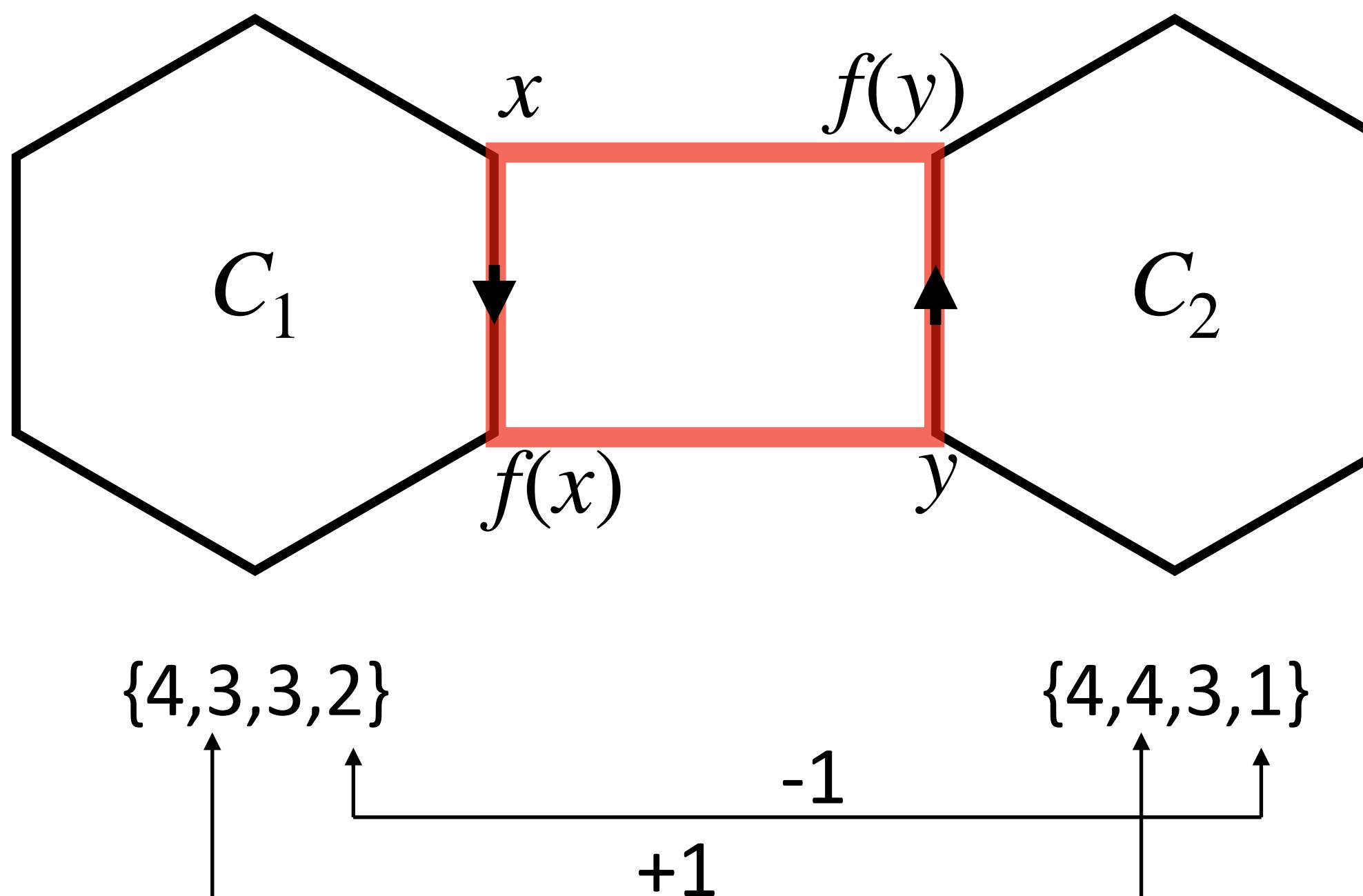
# Gluing cycles

- find  $(x, y)$  when the speed set of gliders increases lexicographically



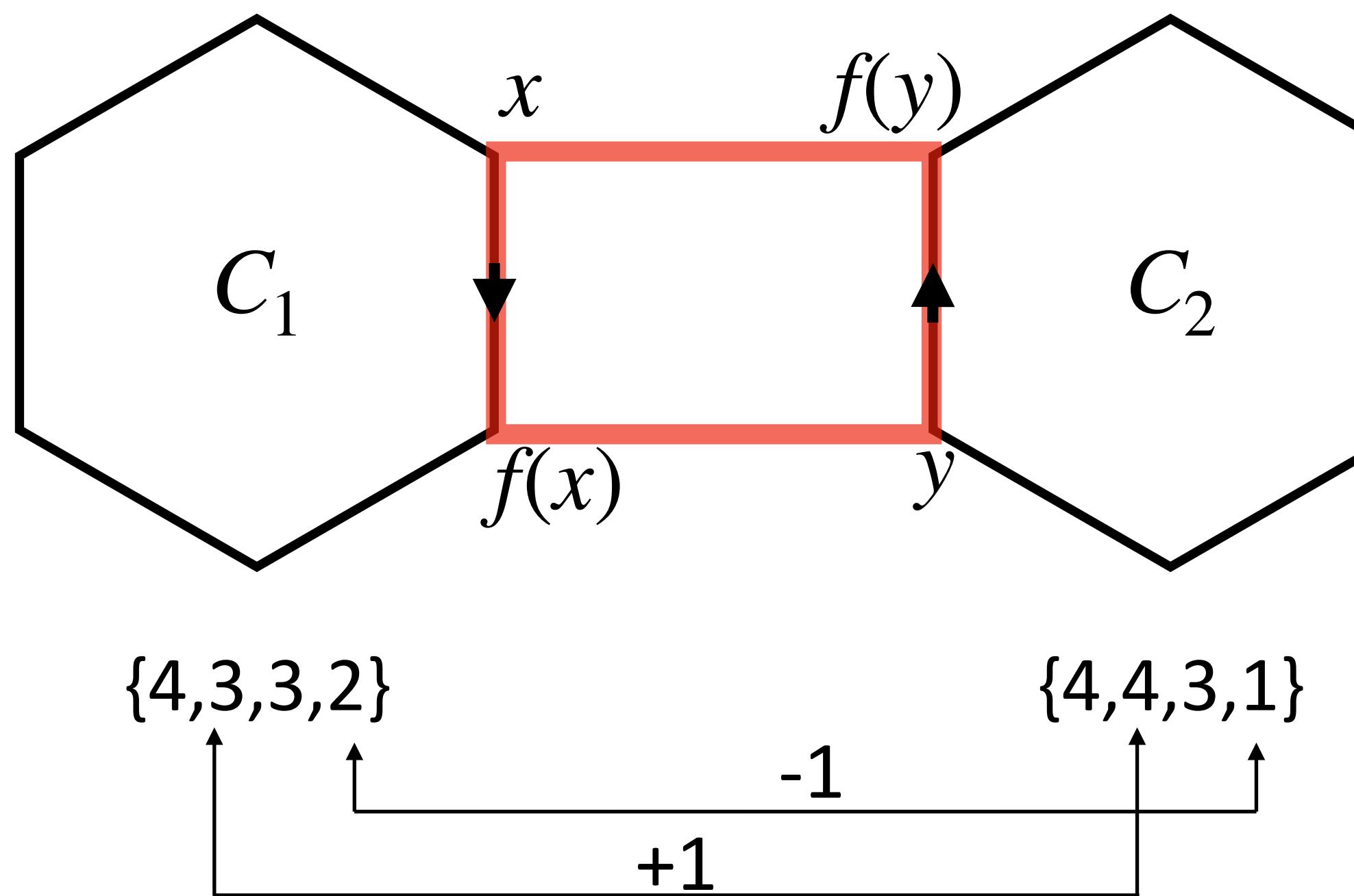
# Gluing cycles

- find  $(x, y)$  when the speed set of gliders increases lexicographically



# Gluing cycles

- find  $(x, y)$  when the speed set of gliders increases lexicographically



- ensures connectivity and hence Hamiltonicity

# Open questions

- efficient algorithms?

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- other vertex transitive graphs?

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- efficient algorithms?
- other vertex transitive graphs?
- Hamilton decomposition of Kneser graphs?

Thank you!