Odd cycle zero forcing parameters and the minimum rank problem

Jephian C.-H. Lin

Department of Mathematics, Iowa State University

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Minimum rank problem (simple and loop)

$$\begin{array}{c}
 1 \\
 2 \\
 3
\end{array}$$

$$\begin{bmatrix}
 * & * & 0 \\
 * & * & * \\
 0 & * & 0
\end{bmatrix}$$
Illest possible rank est possible nullity
$$\begin{bmatrix}
 1 & 1 & 0 \\
 1 & 2 & 1 \\
 0 & 1 & 0
\end{bmatrix}$$

$$mr(\mathfrak{P}_3) = 3$$

 $M(\mathfrak{P}_3)=0$

Odd cycle zero forcing & min rank Problem

ninimum number of blue vertices to force all vertices blue

- simple If y is the only white neighbor of x and x is blue, then $x \rightarrow y$.
 - loop If y is the only white neighbor of x and x is blue, then $x \rightarrow y$. (x, y are possibly the same.)

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$$1 \quad 2 \quad 3 \qquad 1 \quad 2 \quad 3 \qquad M(P_3) = 1 \qquad M(\mathfrak{P}_3) = 0 \qquad Z(\mathfrak{P}_3) = 0$$
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Max Nullity vs Zero Forcing

- M(G) ≤ Z(G) for all simple graph [AIM 2008];
 M(𝔅) ≤ Z(𝔅) for all loop graph [Hogben 2010].
- M(G) = Z(G) whenever |V(G)| ≤ 7 or G is a tree, a cycle; not always true for outerplanar graphs.
- M(𝔅) = Z(𝔅) whenever |V(𝔅)| ≤ 2 or 𝔅 is a loop configuration of a tree; not always true for cycles or outerplanar graphs.



$$Z(G) = 3$$

$$\widehat{Z}(G) = \max_{\mathfrak{G}} Z(\mathfrak{G}) = 2$$

$$M(G) = 2$$

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6 has a loop others unknown

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An example with $M(\mathfrak{G}) \neq Z(\mathfrak{G})$

- $M(\mathfrak{C}_n) = Z(\mathfrak{C}_n)$ if \mathfrak{C}_n is not a loopless odd cycle; $M(\mathfrak{C}_{2k+1}^0) = 0$ but $Z(\mathfrak{C}_{2k+1}^0) = 1$.
- $M^{\mathbb{R}}(\mathfrak{C}^0_{2k+1}) = 0$ but $M^{\mathbb{F}_2}(\mathfrak{C}^0_{2k+1}) = 1$.



Max Nullity vs Zero Forcing Revisit

- M(G) ≤ Z(G) for all simple graph [AIM 2008];
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- For simple graphs with $|V(G)| \le 7$, M(G) = Z(G).
- For the simple graph $K_{3,3,3}$, $M(K_{3,3,3}) = 6$ and $\widehat{Z}(K_{3,3,3}) = 7$.
- For the loop graph \mathfrak{C}_3^0 , $M(\mathfrak{C}_3^0) = 0$ and $Z(\mathfrak{C}_3^0) = 1$.
- The fact M^F(𝔅⁰_{2k+1}) = 0 is true whenever the considered matrix is symmetric and char ≠ 2.

Proof of $M \leq Z$



Try to generalize the "triangle"

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- The color-change rule for loop graphs is:
 - if y is the only white neighbor of x and x is blue, then x → y.
 (x, y are possibly the same.)
 - if W is the set of white vertices, and 𝔅[W] has a connected component 𝔅 such that 𝔅 ≅ 𝔅⁰_{2k+1}, then all vertices in V(𝔅) turn blue.



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 - if W is the set of white vertices, and 𝔅[W] has a connected component 𝔅 such that 𝔅 ≅ 𝔅⁰_{2k+1}, then all vertices in V(𝔅) turn blue.
- *Z*_{oc}(𝔅) is the minimum number of blue vertices required to force all graph blue.
- *M^F*(𝔅) ≤ *Z_{oc}*(𝔅) whenever char *F* ≠ 2 and matrices are symmetric.
- The enhanced odd cycle zero forcing number is defined as $\widehat{Z}_{oc}(G) = \max_{\mathfrak{G}} Z_{oc}(\mathfrak{G})$, where \mathfrak{G} runs over all loop configurations of G.

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- For the loop graph \mathfrak{C}_3^0 , $M(\mathfrak{C}_3^0) = 0$ and $Z(\mathfrak{C}_3^0) = 1$.
- $M(K_{3,3,3}) = 6 = \widehat{Z}_{oc}(K_{3,3,3}).$
- $M(\mathfrak{C}^{0}_{2k+1}) = 0 = Z_{oc}(\mathfrak{C}^{0}_{2k+1}).$



 $\widehat{Z}_{oc}(K_{3,3,3}) = 6 \text{ and } \widehat{Z}(K_{3,3,3}) = Z(K_{3,3,3}) = 7.$

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1,2,3 have loops others are unknown



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1,4,7 have no loops others are unknown



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Field matters

- Let A be the adjacency matrix.
- $\operatorname{null}(A) = 6 = M(K_{3,3,3}) = \widehat{Z}_{oc}(K_{3,3,3}).$
- $\operatorname{null}^{\mathbb{F}_2}(A) = 7 = M^{\mathbb{F}_2}(K_{3,3,3}) = Z(K_{3,3,3}).$

	0	0	0	1	1	1	1	1	1	
	0	0	0	1	1	1	1	1	1	
	0	0	0	1	1	1	1	1	1	
	1	1	1	0	0	0	1	1	1	
<i>A</i> =	1	1	1	0	0	0	1	1	1	
	1	1	1	0	0	0	1	1	1	
	1	1	1	1	1	1	0	0	0	
	1	1	1	1	1	1	0	0	0	
	1	1	1	1	1	1	0	0	0	

\mathfrak{C}_3^0 vs $K_{3,3,3}$



 $\widehat{Z}_{oc}(K_{3,3,3}) = 6 \text{ and } \widehat{Z}(K_{3,3,3}) = Z(K_{3,3,3}) = 7.$

Graph & Matrix blowups



References I

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