

# Weighted Polya Theorem. Solitaire

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- For a group  $G$  and a subgroup  $H \subset G$ , cosets are subsets of  $G$  of the form  $gH$  and  $Hg$  for  $g \in G$ .
- Let  $G$  act on a set  $X$ , pick a point  $x \in X$  and let  $Gx$  and  $G_x$  be its orbit and stabilizer.

**Lemma 1.** The orbit  $Gx$  is in a natural bijection with the set of cosets  $G/G_x = \{gG_x \mid g \in G\}$ . In particular, for finite groups,  $|Gx| = |G|/|G_x|$ .

**Lemma 2.** For any other point  $y \in Gx$  of the orbit of  $x$ , the stabilizer of  $G_y$  is  $G_y = gG_xg^{-1}$  for some  $g \in G$ . In particular, for finite groups, all the stabilizers of points from the same orbit have the same number of elements.

# Polya's Enumeration Theorem

## Theorem

*Suppose that a finite group  $G$  acts on a finite set  $X$ . Then the number of colorings of  $X$  in  $n$  colors inequivalent under the action of  $G$  is*

$$N(n) = \frac{1}{|G|} \sum_{g \in G} n^{c(g)}$$

*where  $c(g)$  is the number of cycles of  $g$  as a permutation of  $X$ .*

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- The orbit  $GC$  of  $C$  has  $|G|/|G_C|$  elements (**used Lemma 1**).
- Each element of  $GC$  will appear  $|G_C|$  times (**used Lemma 2**).
- Thus each orbit of  $X_n$  will appear  $|G_C| \cdot |G|/|G_C| = |G|$  many times in our counting. So to find  $N(n)$  need to divide the result by  $|G|$ .



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- This gives  $n^{c(g)}$  invariant colorings.
- Summing over all  $g \in G$  and dividing by  $|G|$  gives the required formula.

# Weighted Polya theorem

Let  $c_m(g)$  denote the number of cycles of length  $m$  in  $g \in G$  when permuting a finite set  $X$ .

## Theorem (Weighted Polya theorem)

*The number of colorings of  $X$  into  $n$  colors with exactly  $r_i$  occurrences of the  $i$ -th color is the coefficient of  $t_1^{r_1} \dots t_n^{r_n}$  in the polynomial*

$$P(t_1, \dots, t_n) = \frac{1}{|G|} \sum_{g \in G} \prod_{m \geq 1} (t_1^m + \dots + t_n^m)^{c_m(g)}$$

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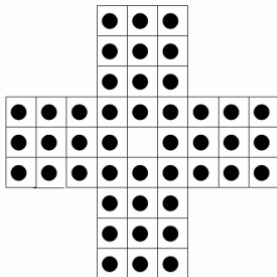
- The previous formula is obtained by putting  $t_1 = \dots = t_n = 1$ .
- What is the number of necklaces with exactly 2 white and 2 black beads? exactly 1 white and 3 black?



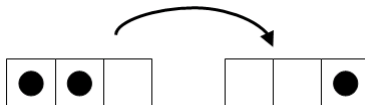
# (Peg) Solitaire board



# Solitaire rules



A move in the game consists of picking up a marble, and jumping it horizontally or vertically (but not diagonally) over a single marble into a vacant hole, removing the marble that was jumped over.



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- **Question:** is it easier to win the game finishing at **any** spot on the board?
- In other words, are there more winning strategies if we relax the winning condition?
- Color spots on the board with **non-trivial** elements of  $\mathbb{Z}/2 \times \mathbb{Z}/2$  so that for any 3 consecutive positions (row or column) there are all three elements (let's call them  $f, g, h$ ).  
(We just re-denote  $f = (1, 0), g = (0, 1), h = (1, 1)$ .)

# Filled board

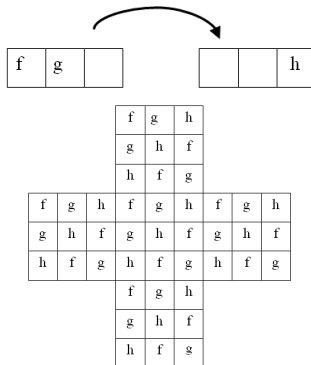
			f	g	h			
			g	h	f			
			h	f	g			
f	g	h	f	g	h	f	g	h
g	h	f	g	h	f	g	h	f
h	f	g	h	f	g	h	f	g
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- Define **total value** of a board after some moves as the multiplication of all the group elements sitting on the non-empty spots.

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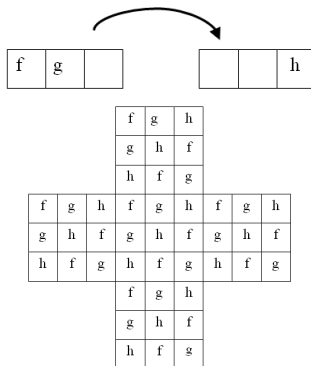
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- So we should end up with a marble in a position labeled by  $h$  (15 possibilities).

# One more main trick

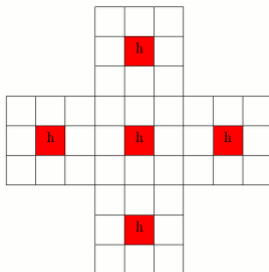
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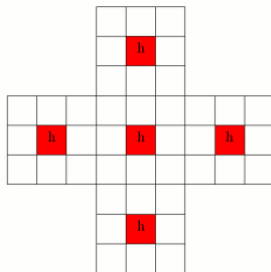
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- Thus, if there is a sequence of moves finishing in one spot, then there is a sequence of moves finishing in a symmetric spot.
- In other words, there is an action of the group  $D_4$  on the set of all possible states of the board.
- Thus we can only finish in the following spots:

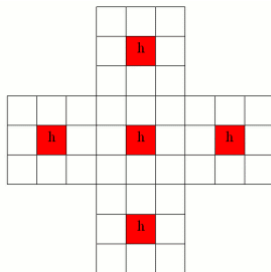


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- If we finished the game in one of the 4 non-central positions. How could that happen?
- So we might have as well finished in the middle spot.

# Generalizations

What about Solitaire games of other shapes?



Figure: French Solitaire

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