

# Antimagic Labeling Problems on Graphs

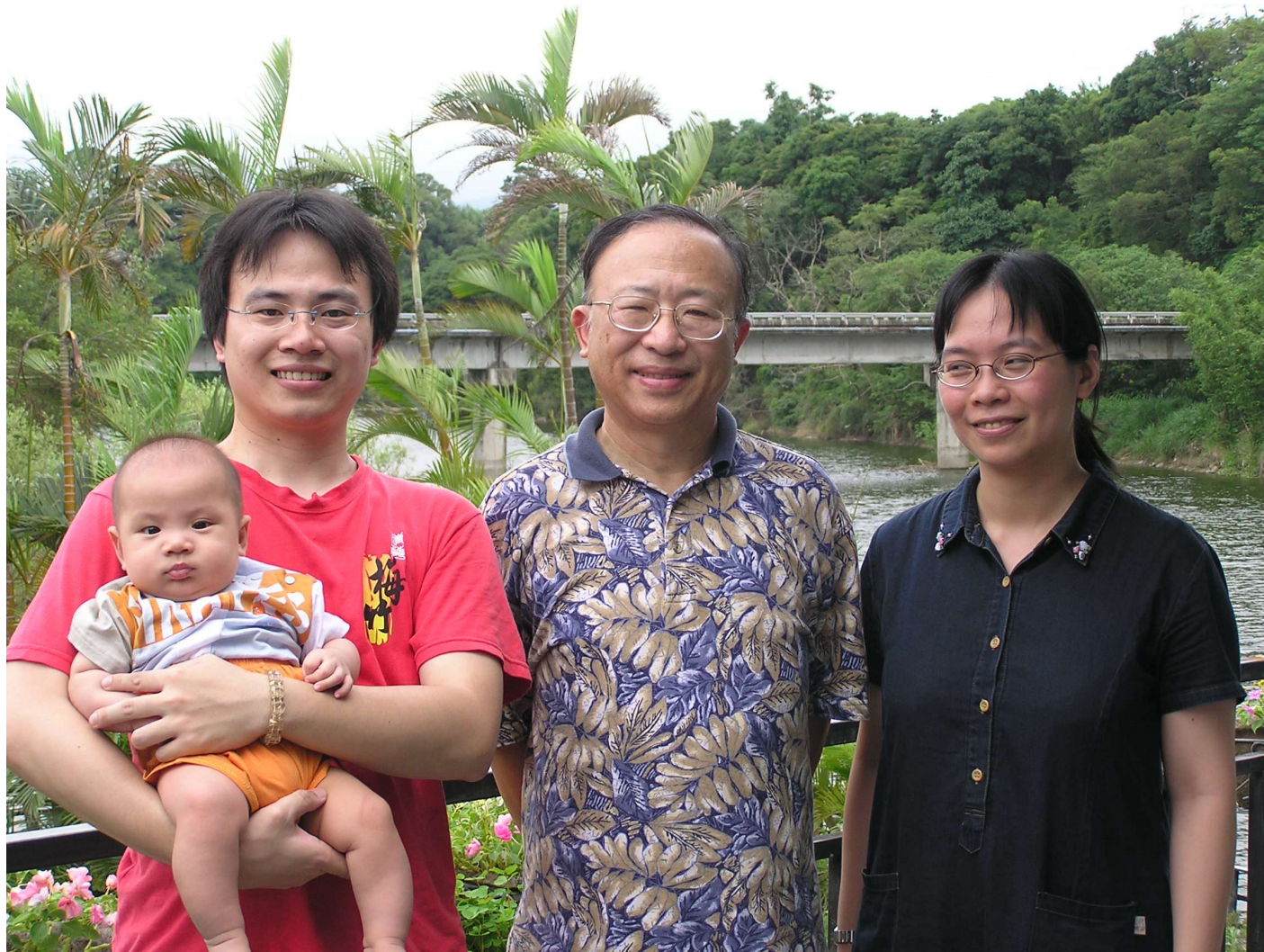
National Taiwan Normal University

僑生先修部\數學科

Chang, Feihuang 張飛黃

2019/08/20

2019年圖論與組合數學國際研討會 暨 第十屆海峽兩岸圖論與組合數學研討會



2005.06.23 台灣新竹 黃光明老師與我的家人





2017.08.10 匈牙利 陳宏賓(台灣中興大學)、李渭天(台灣中興大學)





2013.09.台灣花蓮 黃瑜培(北京師範大學珠海校區)、郭君逸(台灣師範大學)





2018.08.24 台灣花蓮 六十石山金針花季 潘志實 與其夫人 (台灣淡江大學)



2019.07 黃光明老師與我 合影於 舊金山



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## Edge Labeling on this talk





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Vertex Sum accompany with an edge labeling



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## Edge Labeling on this talk

- ▶  $f: E(G) \rightarrow N$

Vertex Sum accompany with an edge labeling

- ▶ The **vertex sum** at  $u \in V(G)$  accompany with  $f$  is the sum of the labels assigned to edges incident to  $u$ .

# Antimagic Labeling





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## Antimagic Graph

## Antimagic Labeling

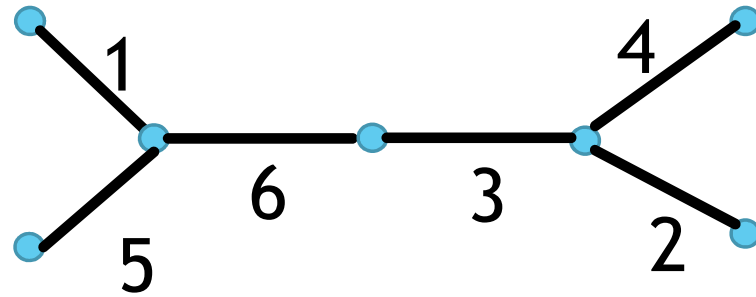
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## Antimagic Graph

- ▶ If  $G$  has an antimagic labeling, then  $G$  is called antimagic.

## Non-antimagic Labeling

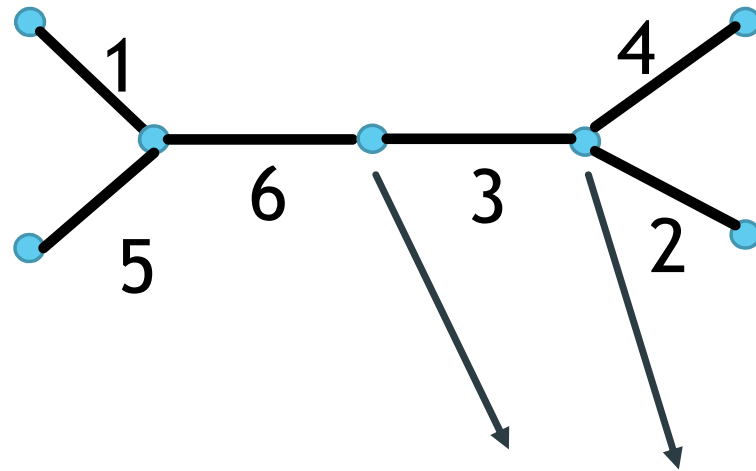
$f: E(G) \rightarrow \{1, 2, \dots, 6\}$  is not an antimagic labeling.





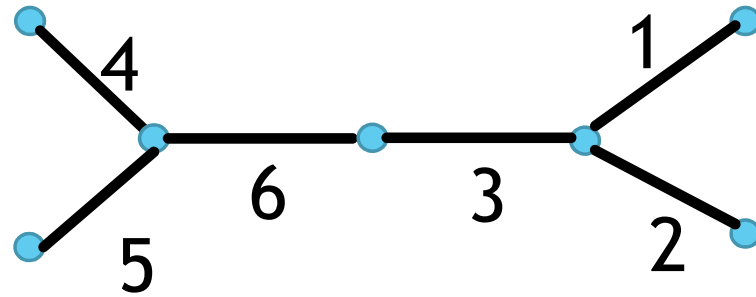
## Non-antimagic Labeling

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vertex sum =  $6 + 3 = 3 + 2 + 4$

# An Antimagic Graph



# History

- This problem was introduced by Hartsfield and Ringel in 1990.

N. Hartsfield and G. Ringel. Pearls in Graph Theory, Academic Press, INC., Boston, 1990 (revised version, 1994), 108-109.

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They put two conjectures concerning antimagic labeling of graphs.

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# History

- Conjecture 1: Every connected graph other than  $K_2$  is antimagic.

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- Conjecture 1: Every connected graph other than  $K_2$  is antimagic.
- Conjecture 2: Every tree other than  $K_2$  is antimagic.

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- Conjecture 1: Every connected graph other than  $K_2$  is antimagic.
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The two conjectures are still open now.

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# Well Known Results

► For conjecture 1:

Complete graphs, cycles, wheels and complete bipartite graphs are antimagic.

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# Well Known Results

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Graphs with minimum degree  $\delta(G) > \Omega(\log |V(G)|)$  or maximum degree  $\Delta(G) > |V(G)| - 2$  are antimagic.

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Regular graphs are antimagic. [2015,2016]

K. Berczi, A. Bernath, and M. Vizer. Regular graphs are antimagic.

The Electronic Journal of Combinatorics 22 (2015)

F. Chang, Y.-Ch. Liang, Z. Pan, and X. Zhu. Antimagic labeling of regular graphs.

J. Graph Theory 82 (2016), 339-349.

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Paths and stars are antimagic.



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    - Every tree with at most one vertex of degree 2 is antimagic.
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- ▶ Liang, Wong and Zhu [2014] corrected this error.

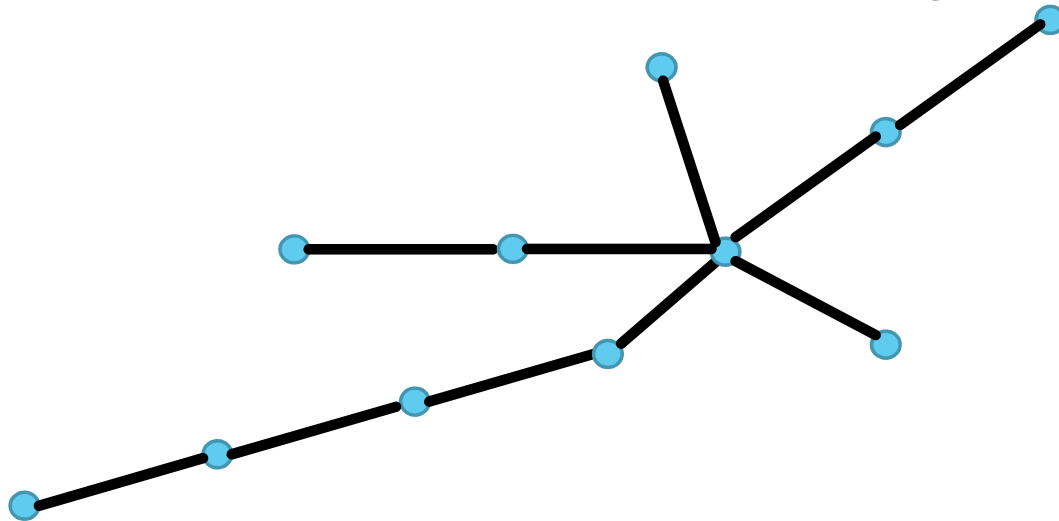
G. Kaplan, A. Lev, and Y. Roditty. On zero-sum partitions and antimagic trees. *Discrete Math.*, 309, (2009), 2010-2014.

Y.-Ch. Liang, T.-L. Wong and X. Zhu. Antimagic labeling of trees. *Discrete Math.*, 331, (2014), 9-14.

# Well Known Results

- ▶ Shang [2015] proved spiders are antimagic.

A spider is a tree with one vertex of degree at least 3.



J.-L. Shang, Spiders are antimagic, *Ars Combinatoria*, 118 (2015), 367-372.



# Strongly Antimagic Graph

T.-M. Wang and C. C. Hsiao, On anti-magic labeling for graph products, *Discrete Math.* 308(16), (2008), 3624-3633.

T.-Y. Huang, Antimagic Labeling on Spiders, Master Thesis, Department of Mathematics, National Taiwan University.(2015)

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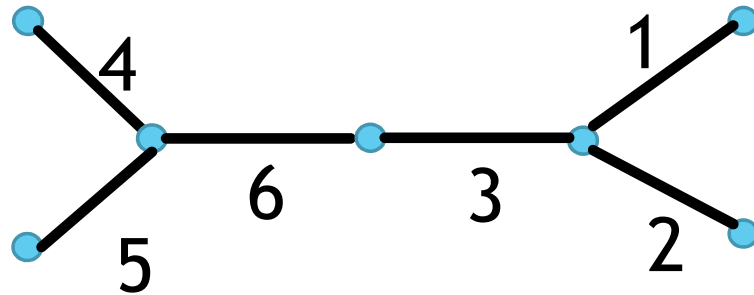
For an antimagic labeling  $f$  on  $G$ ,  
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# Strongly Antimagic Graph

$$\deg(u) < \deg(v) \Rightarrow \varphi_f(u) < \varphi_f(v)$$



An antimagic labeling, but **Non**-strongly antimagic labeling

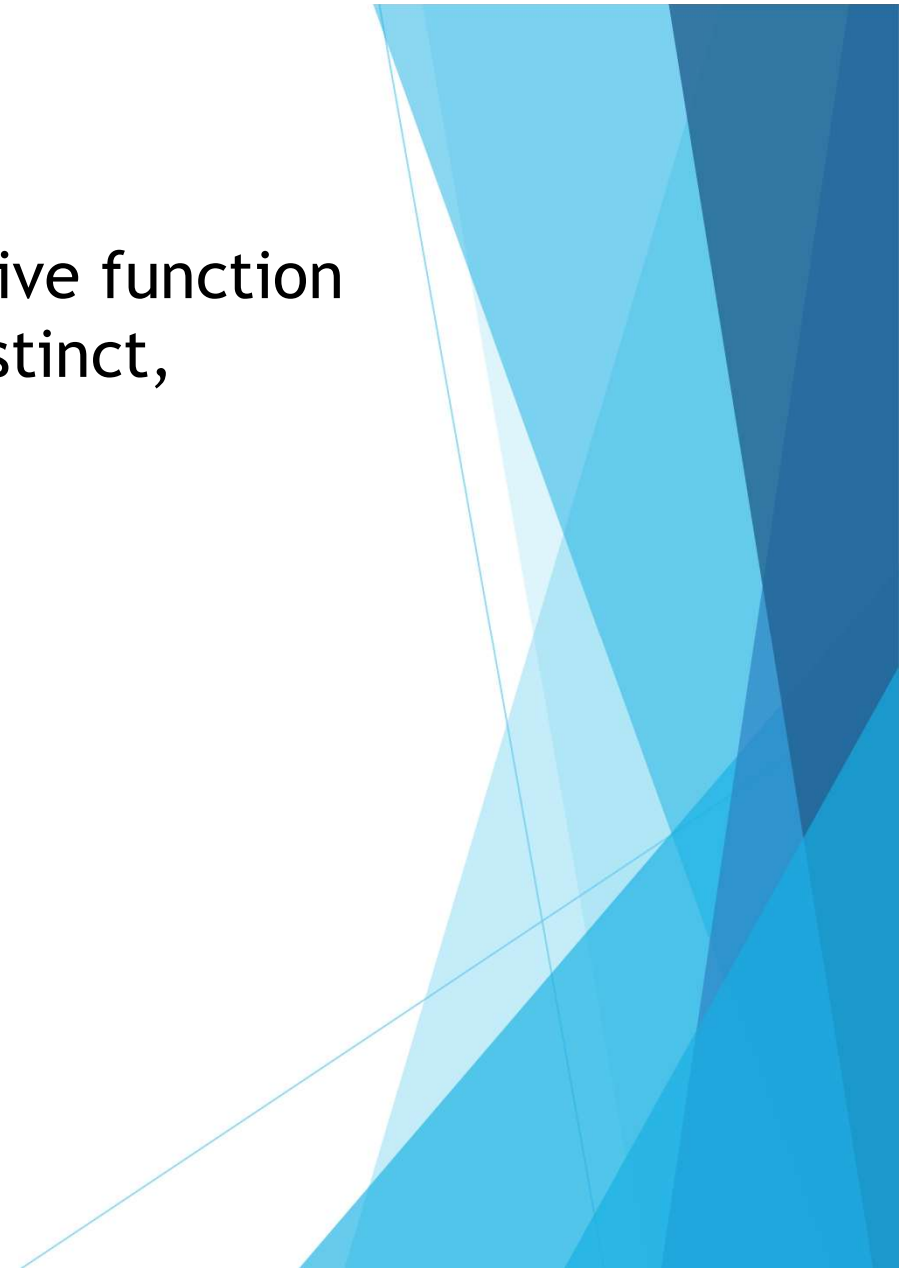


## **$k$ -shifted Antimagic Labeling**

If  $f: E(G) \rightarrow \{k + 1, \dots, m + k\}$  is an injective function

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**Theorem:** If  $G$  is strongly antimagic,  
then  $\forall k \in N$ ,  $G$  is  $k$ -shifted antimagic.

$k$ -shifted antimagic  $\Rightarrow$  ?  $(k + 1)$ -shifted antimagic ?

Question 1 ?



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Question 1 ?

Is there a  $k$ -shifted antimagic graph  
but not  $(k + 1)$ -shifted antimagic?

▶ Kaplan, Lev and Roditty [2009]

Every tree except  $K_2$  with at most one vertex of degree 2 is antimagic.

Question 2 ?

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Question 2 ?

Is a tree with at most one vertex of degree 2 strongly antimagic?

Question 3 ?

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## Question 2 ?

Is a tree with at most one vertex of degree 2 strongly antimagic?

## Question 3 ?

Is there a **connected** graph except  $K_2$  not strongly antimagic?

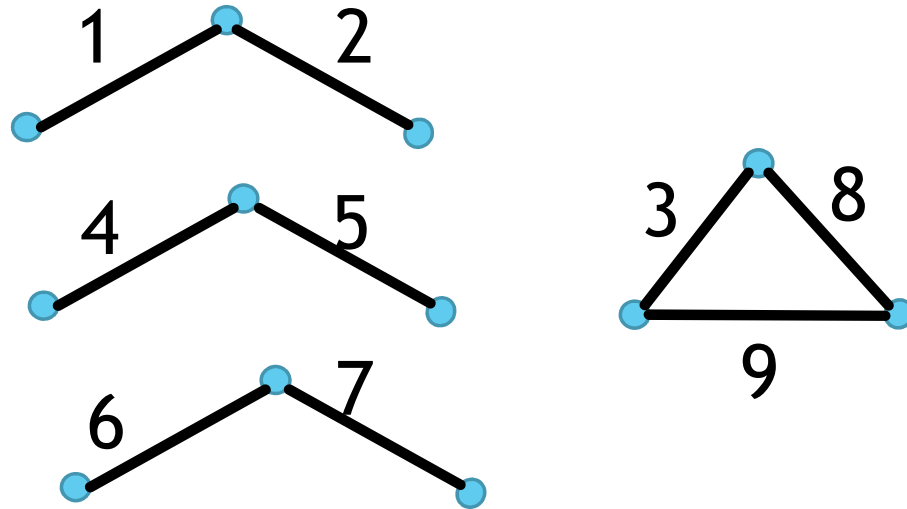
## Disconnected graphs?

$3P_3 \cup C_3$  is not strongly antimagic

- ▶ Li and Silalahi, Master Thesis  
Antimagic Labelings on Disconnected Graphs.

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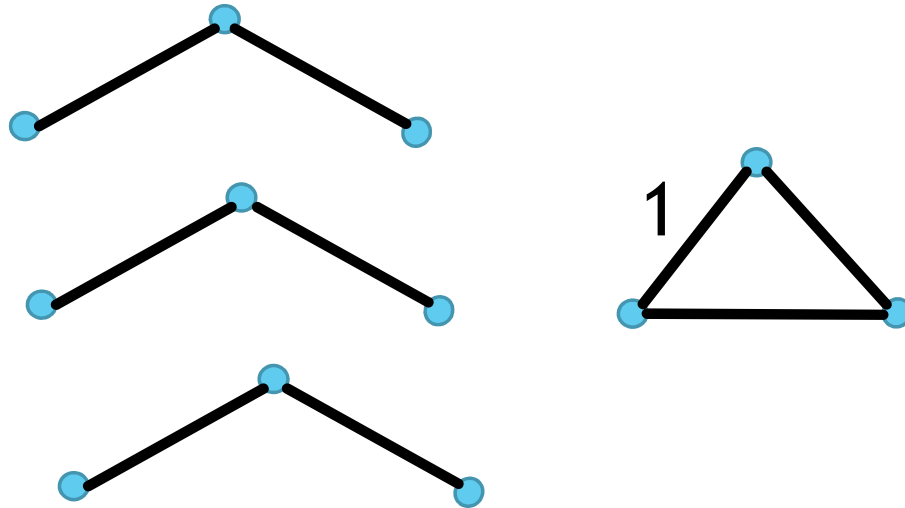


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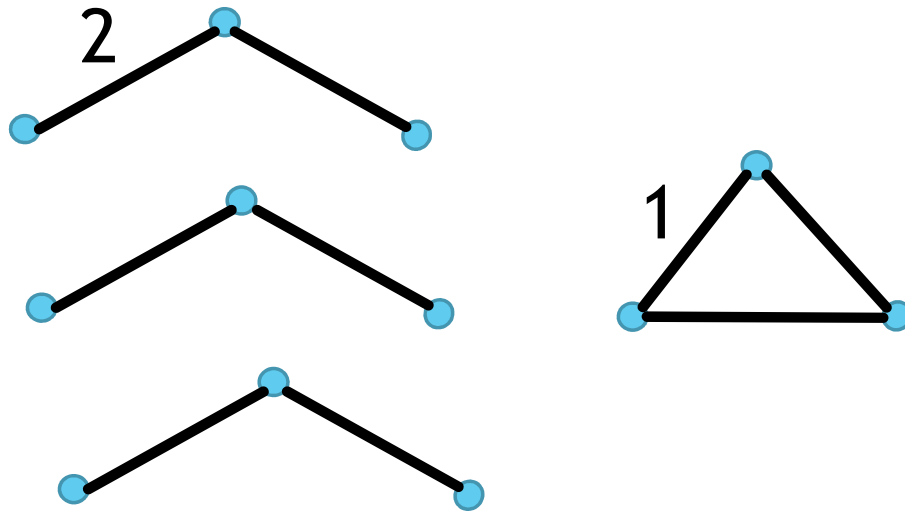


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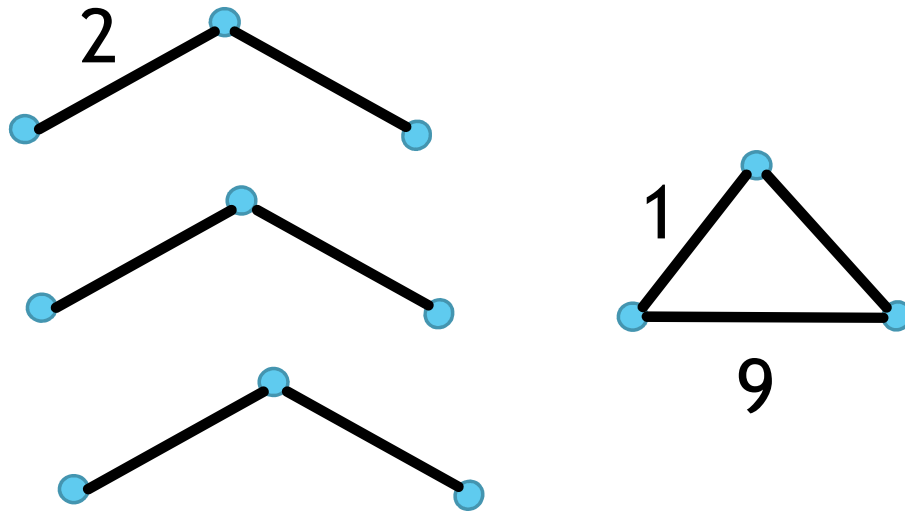


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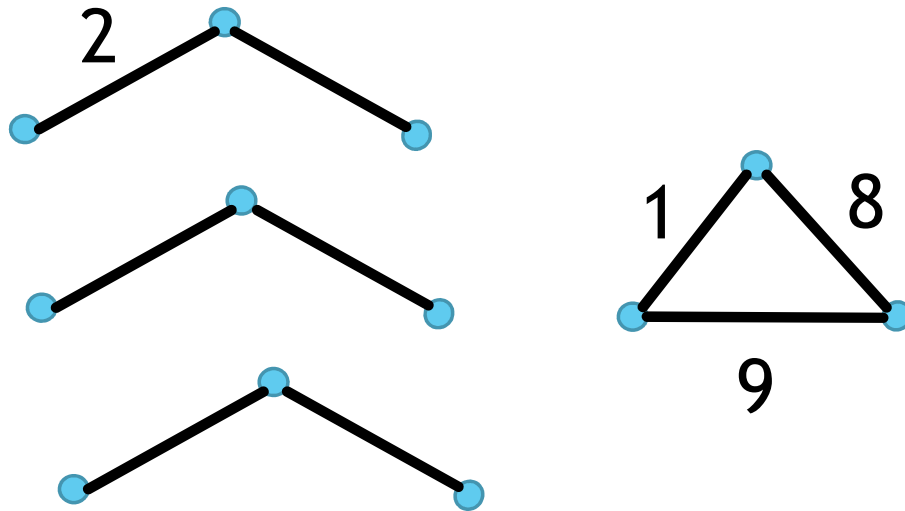
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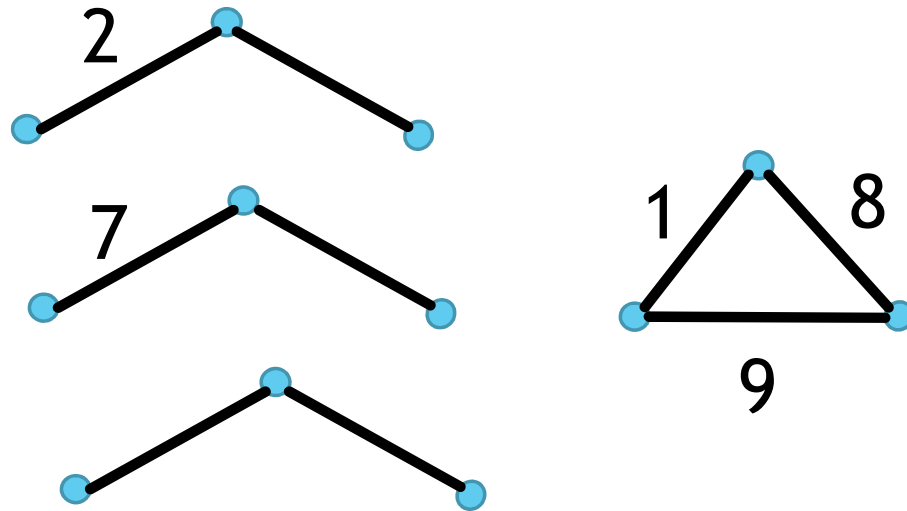
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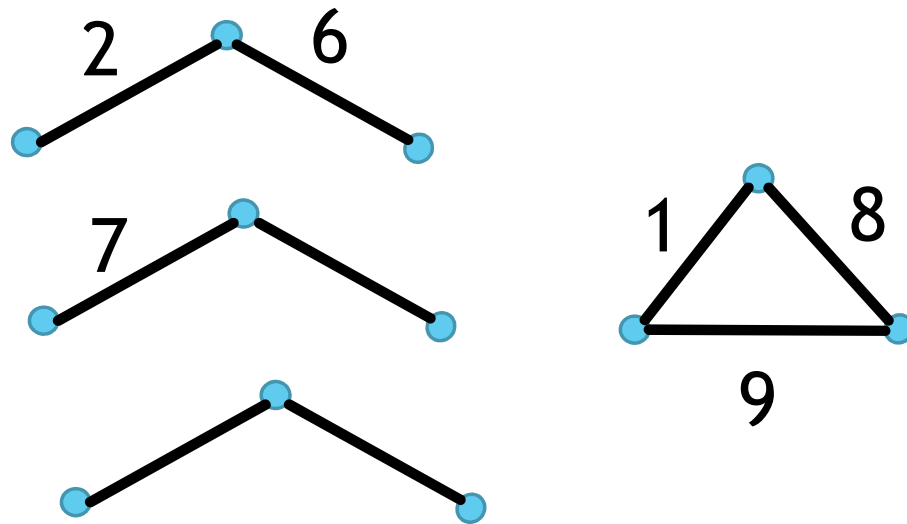
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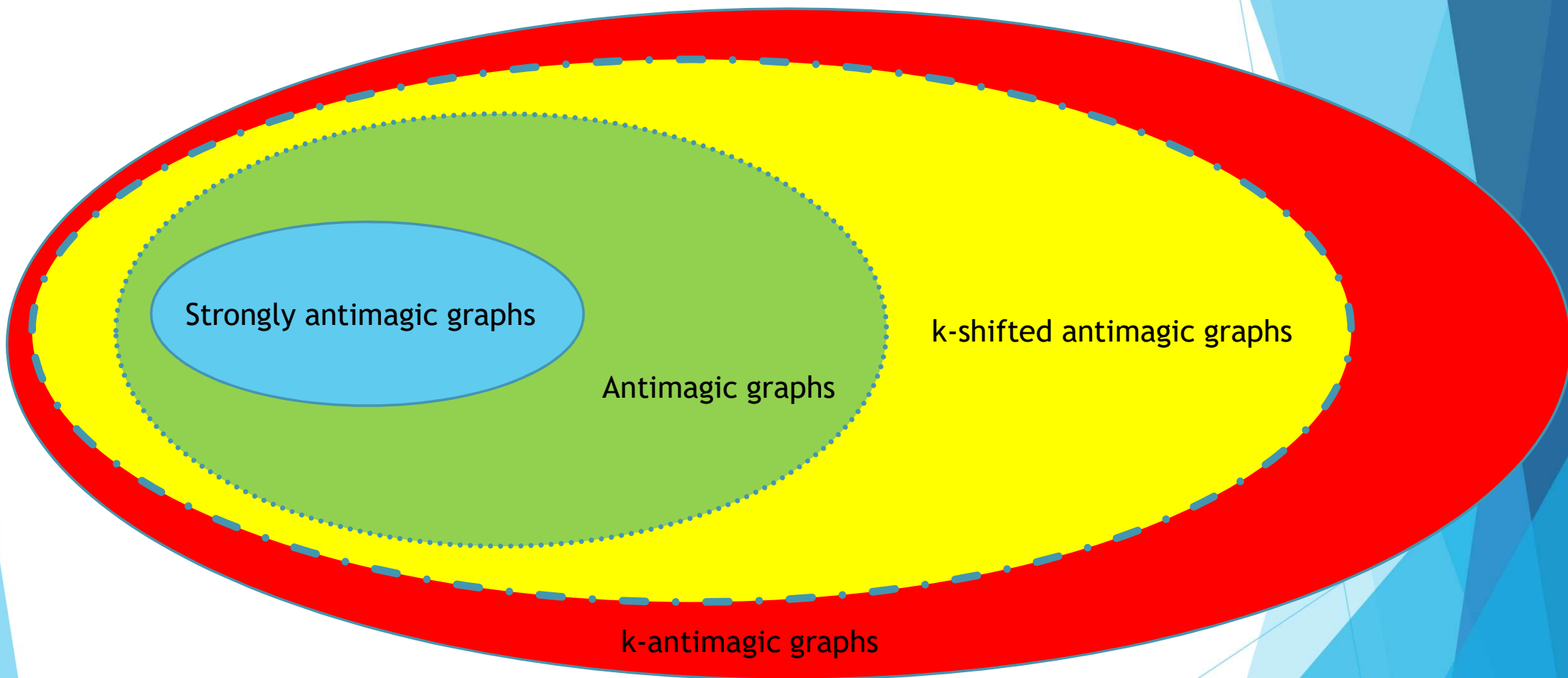
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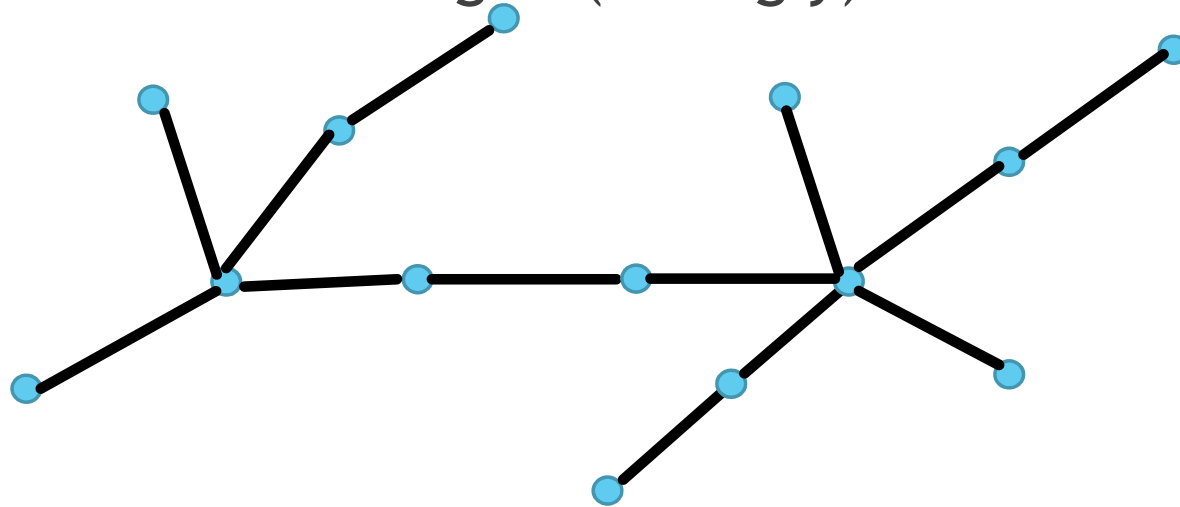


k+1-shifted antimagic graphs ?

# Our Results

- ▶ Chang, Kin, Li and Pan [2018<sup>+</sup>]

Double spiders are antimagic. (strongly)



- ▶ Guo, Li and Chang [preprint]

Complete multipartite graphs are strongly antimagic.

# Question ?

Is every connected graph other than  $K_2$  shifted-antimagic?

➤ Chang, Chen, Li, Pan [2018<sup>+</sup>]

Theorem: Trees are shifted-antimagic.



**Thank you for your attention!!**

The background features abstract, overlapping geometric shapes in various shades of blue, ranging from light sky blue to deep navy blue. The shapes are primarily triangles and polygons, creating a dynamic, layered effect. The overall composition is clean and modern, with the text centered on a white background.



For a double spider, we decompose its edge set into three subsets: The core path  $P^{core}$ ,

Figure 1: A double spider  $DS(L, P^{core}, R)$ .

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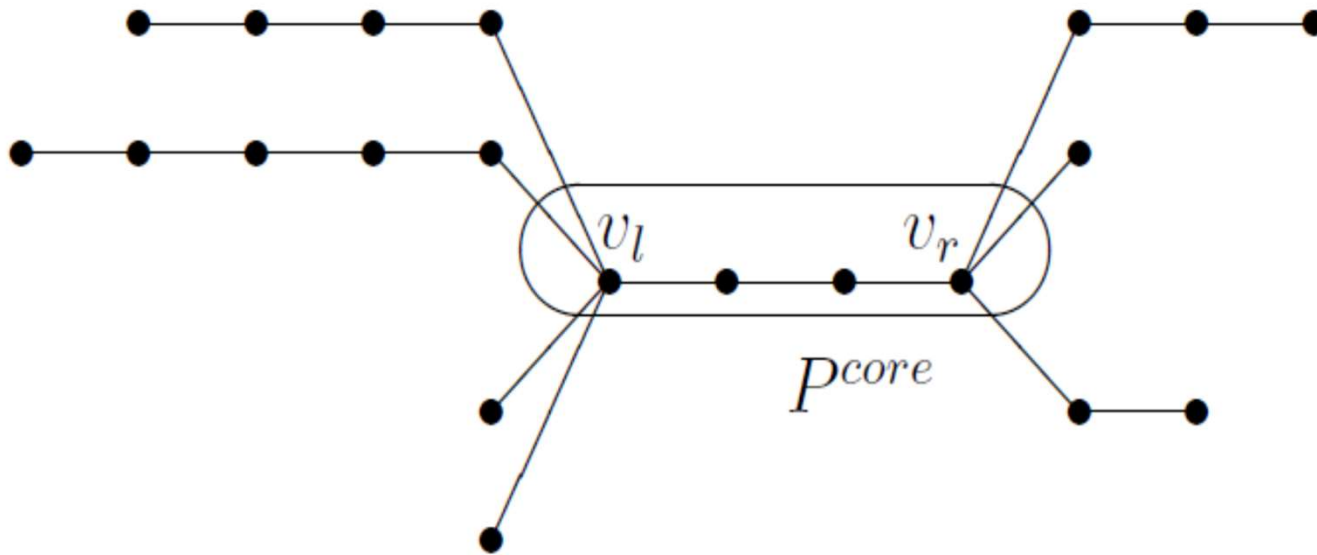


Figure 1: A double spider  $DS(L, P^{core}, R)$ .

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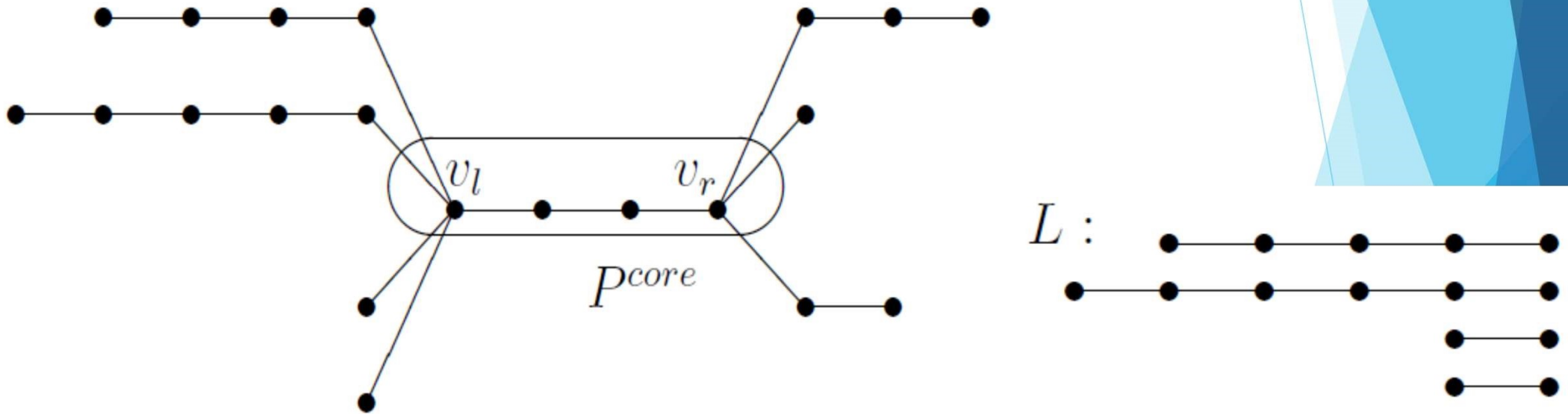


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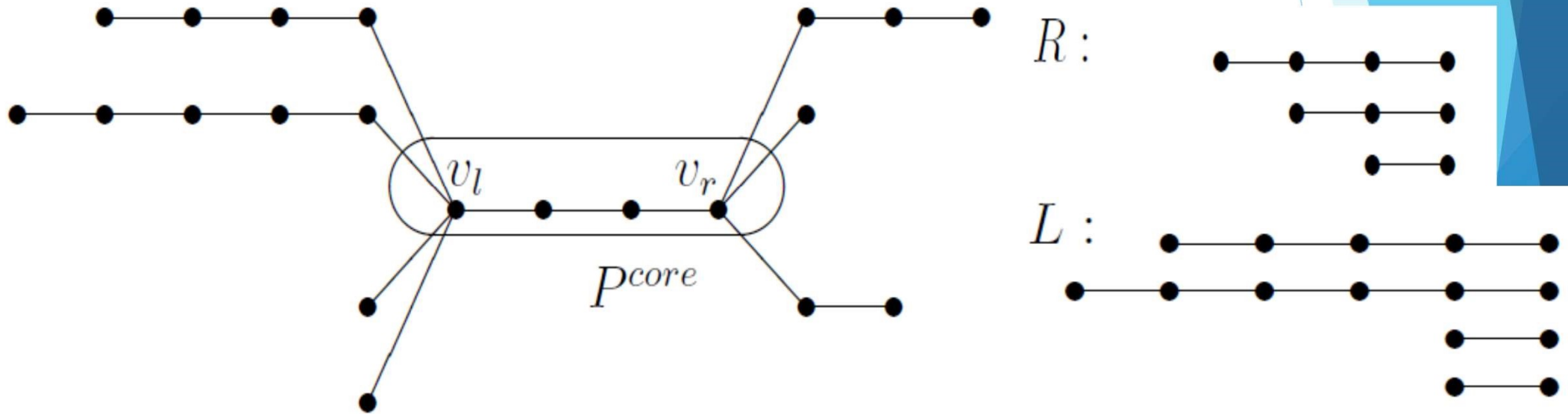


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We denote the endpoints of  $P^{core}$  by  $v_l$  and  $v_r$ , respectively and assume  $L$  contains at least as many paths as  $R$ , hence  $\deg(v_l) \geq \deg(v_r)$ .

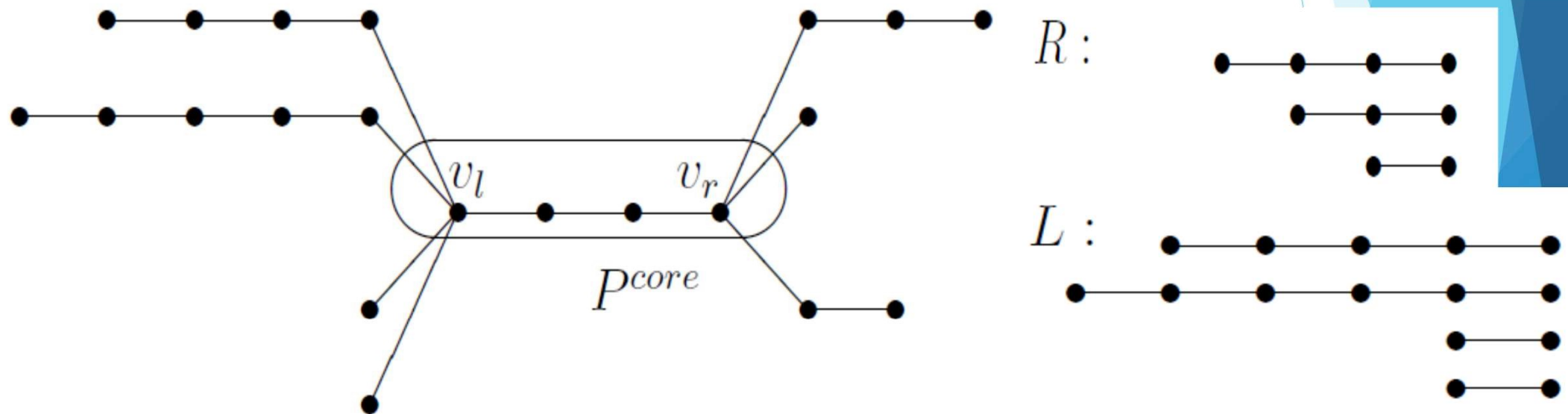
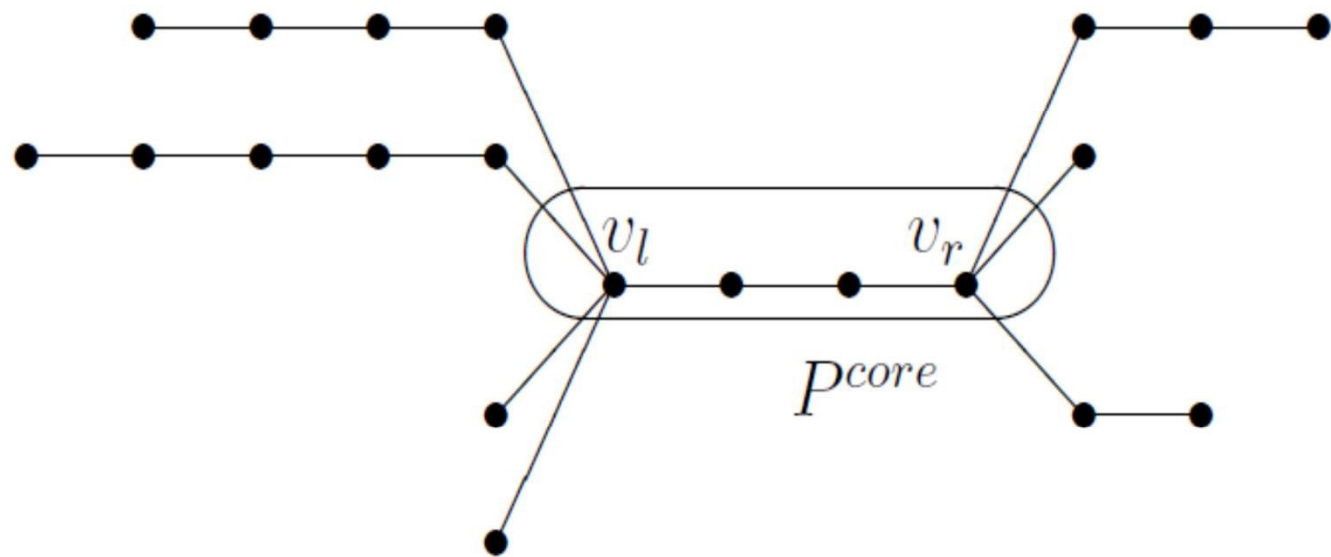


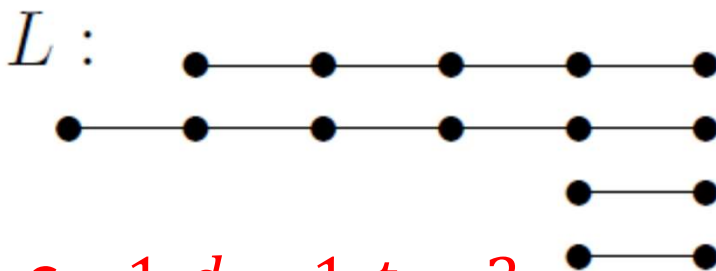
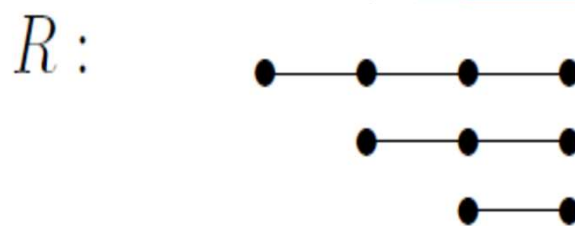
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$$a = 2, b = 1$$



$$c = 1, d = 1, t = 2$$

Figure 1: A double spider  $DS(L, P^{core}, R)$ .

**Lemma 4** *If  $\deg(v_l) = \deg(v_r) = 3$*

*then  $DS(L, P^{core}, R)$  is strongly antimagic.*

**Lemma 5** *If  $\deg(v_l) > \deg(v_r) \geq 3$ ,  $b = 0$ ,*

*and  $R$  has no odd path of length at least 3,*

*then  $DS(L, P^{core}, R)$  is strongly antimagic.*



**Lemma 6** *If  $\deg(v_l) > \deg(v_r) \geq 3$ ,  $b = 0$ ,  
and  $R$  has at least one odd path of length at least 3,  
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**Lemma 7** *If  $\deg(v_l) > \deg(v_r) \geq 3$  and  $b \geq 1$ ,  
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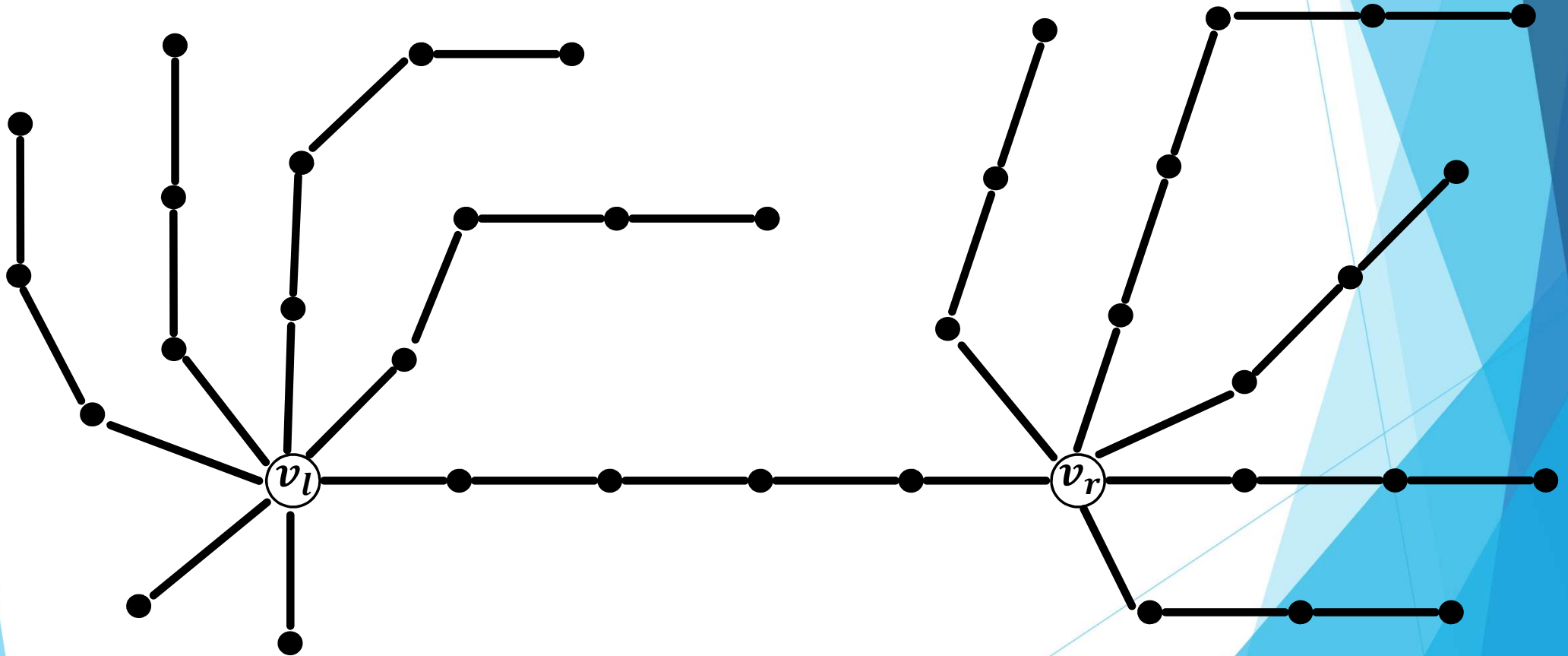


**Lemma 6** *If  $\deg(v_l) > \deg(v_r) \geq 3$ ,  $b = 0$ , and  $R$  has at least one odd path of length at least 3, then  $DS(L, P^{core}, R)$  is strongly antimagic.*

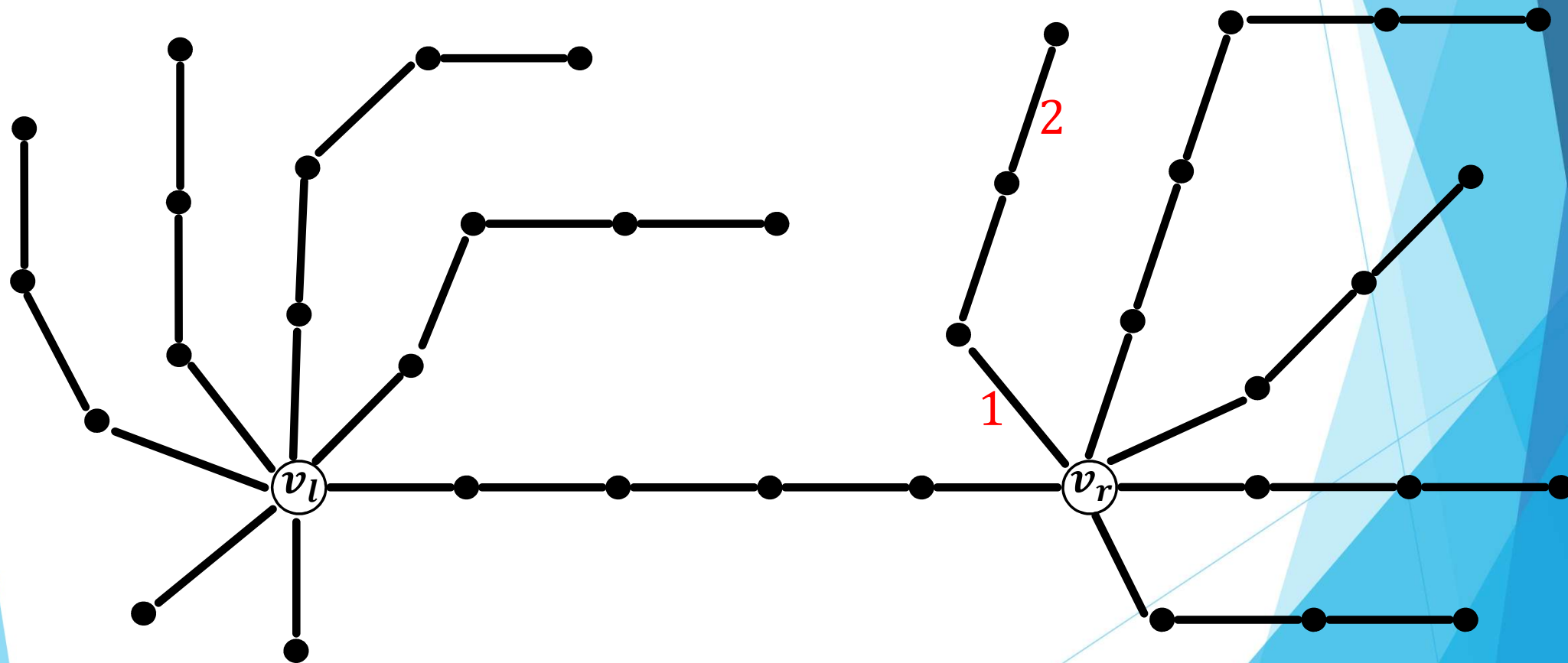
**Proof of Lemma 6:**

We construct a bijective mapping  $f$  by assigning  $1, 2, \dots, m$  to the edges accordingly in the following steps.

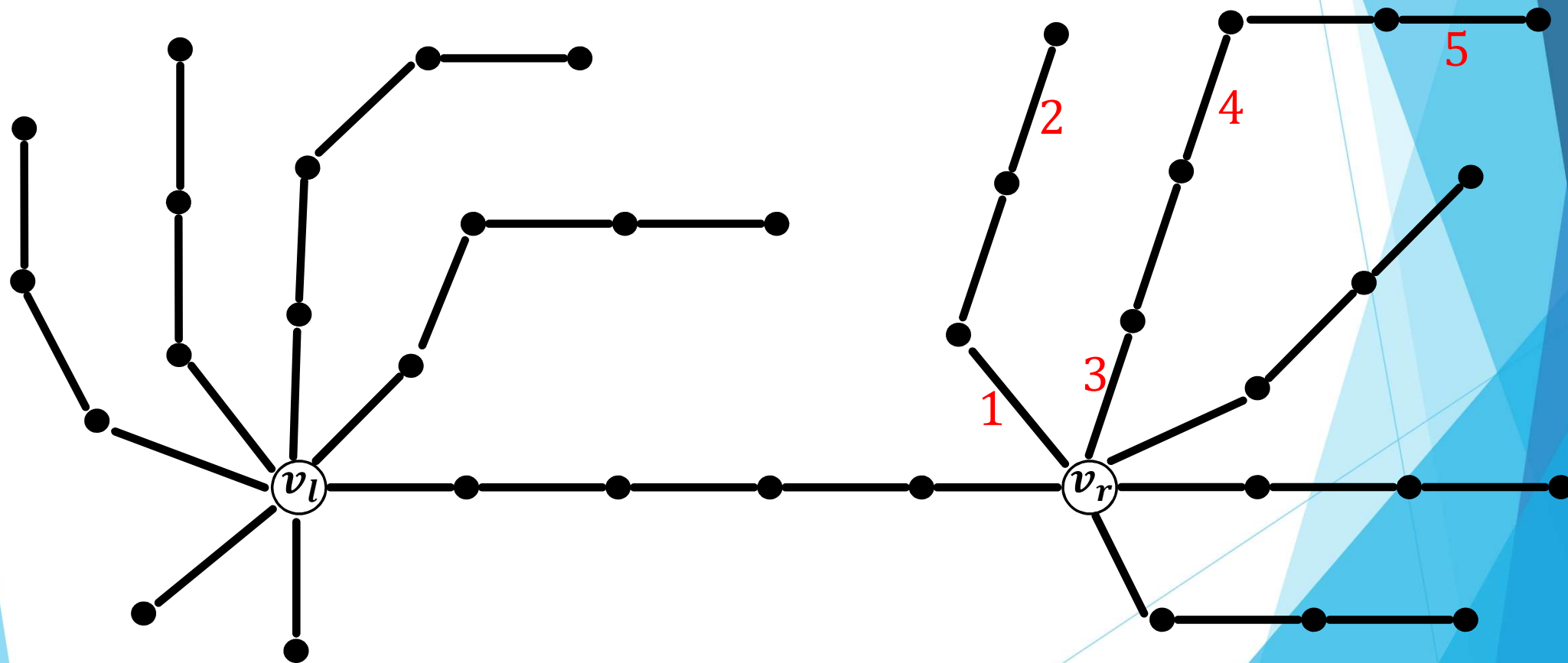
Step 1. Label the odd edges of the odd paths in  $R$



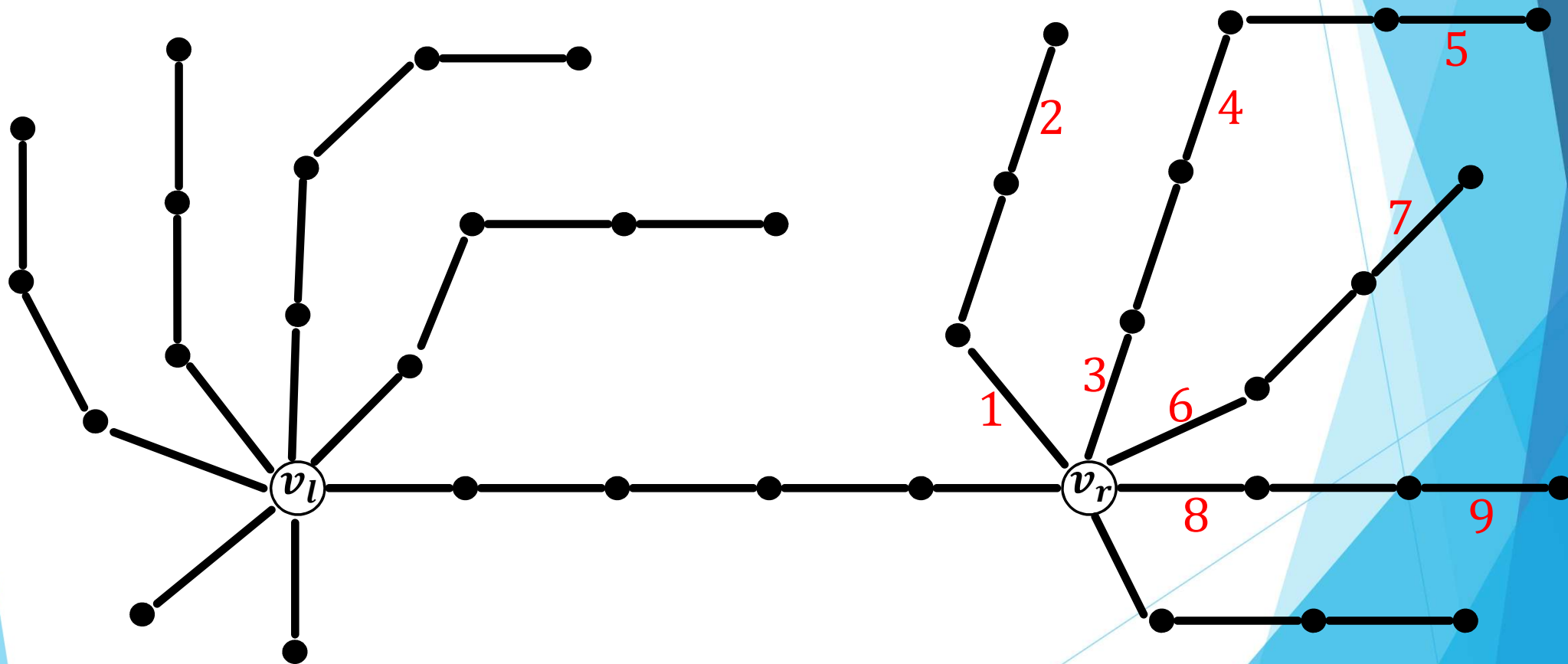
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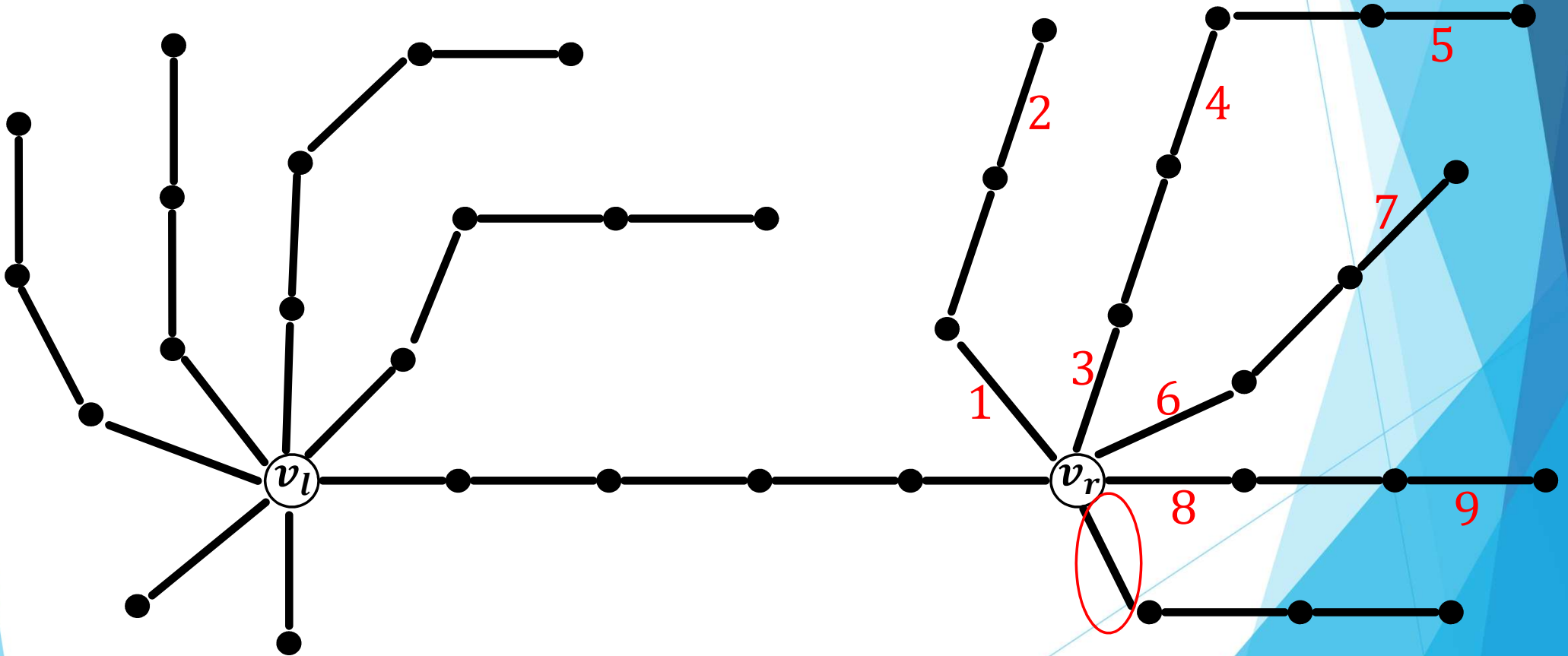


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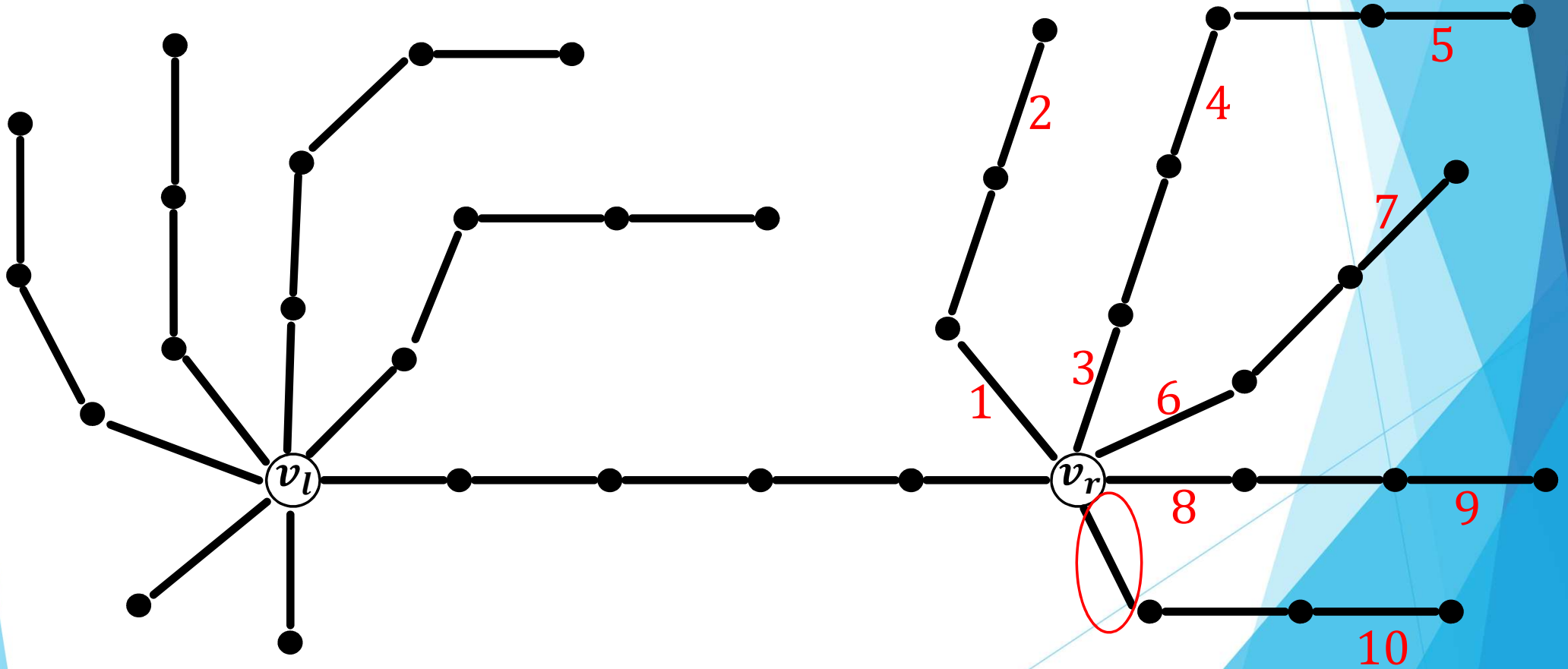
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We will label the edge  $e_{a,1}^{r,odd}$  later in order to ensure that the vertex sum at  $v_r$  is large enough.



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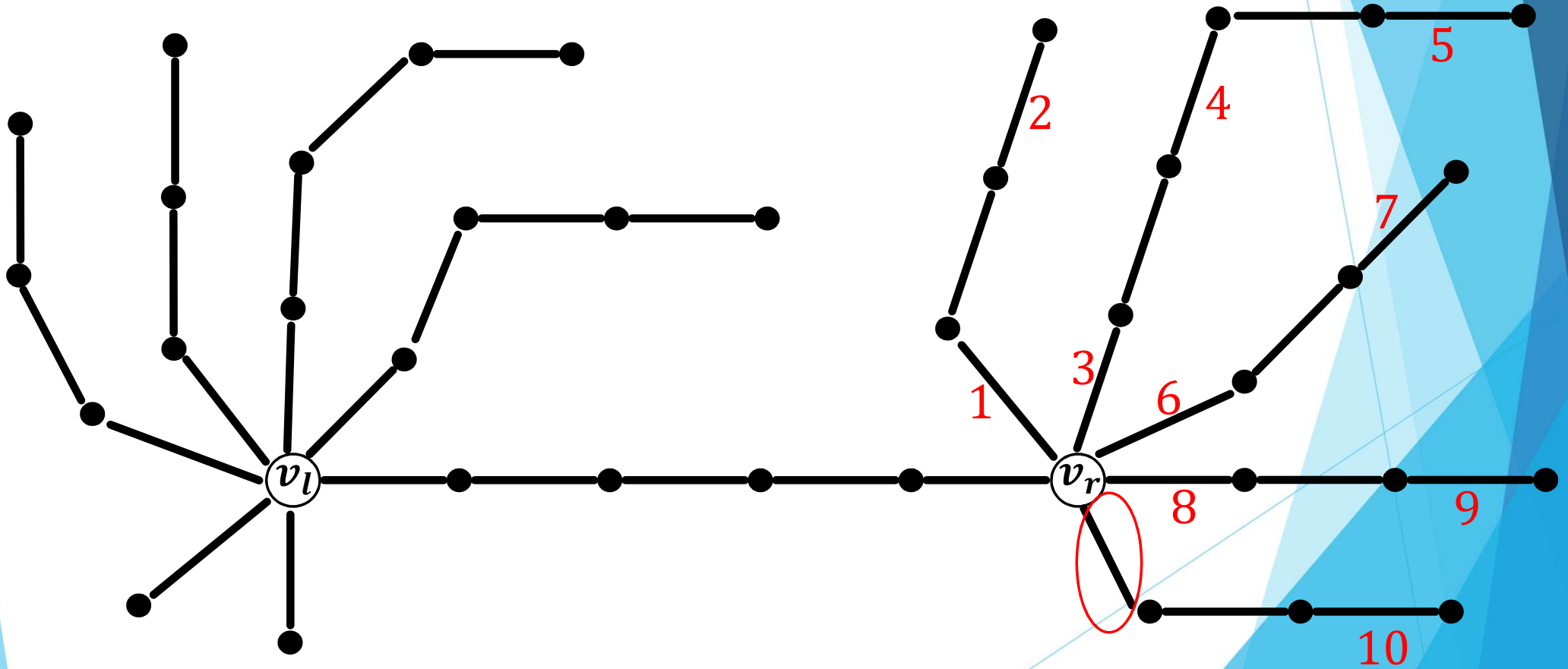
We will label the edge  $e_{a,1}^{r,odd}$  later in order to ensure that the vertex sum at  $v_r$  is large enough.



## Step 2.

Label the odd edges of the odd paths with length at least 3 in  $L$ .

We also leave the  $c$  edges  $e_{i,2w_i+1}^{l,odd}$  for  $1 \leq i \leq c$  to enlarge the vertex sum at  $v_l$ .

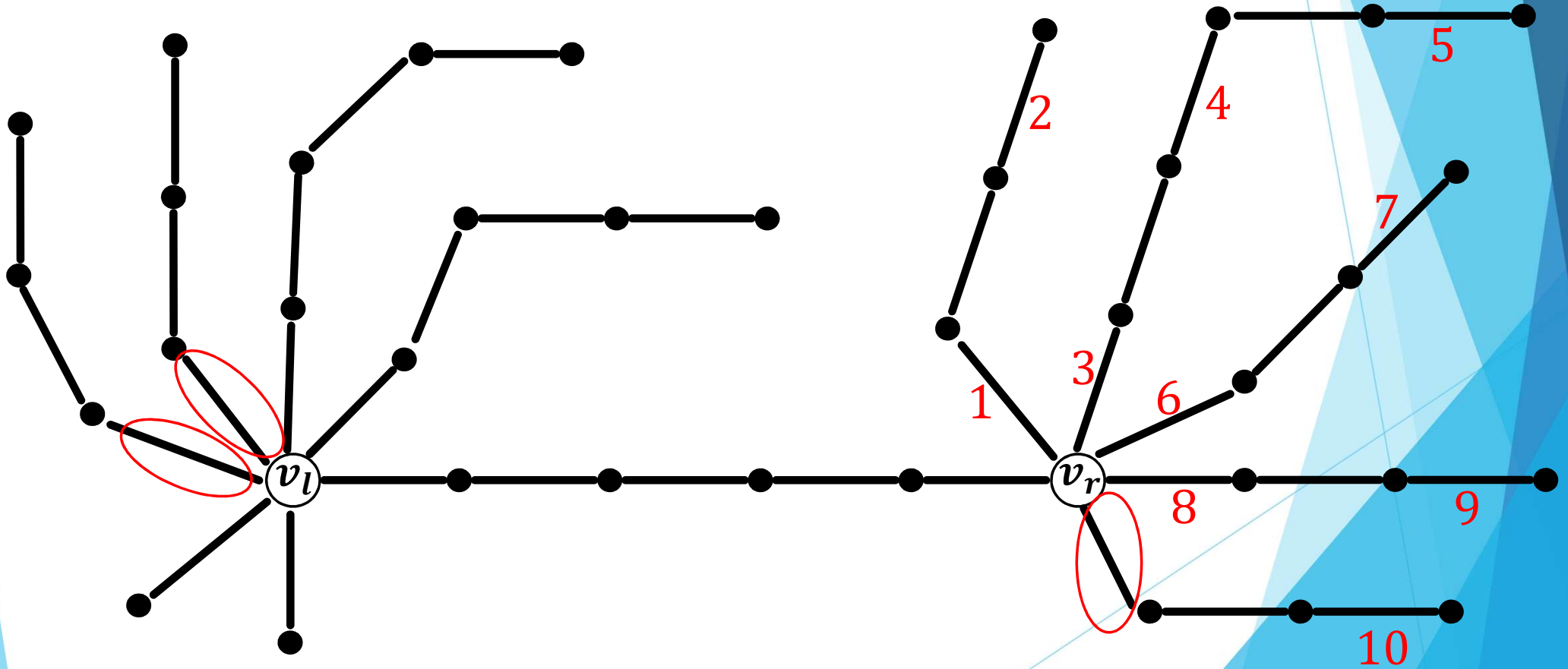




## Step 2.

Label the odd edges of the odd paths with length at least 3 in  $L$ .

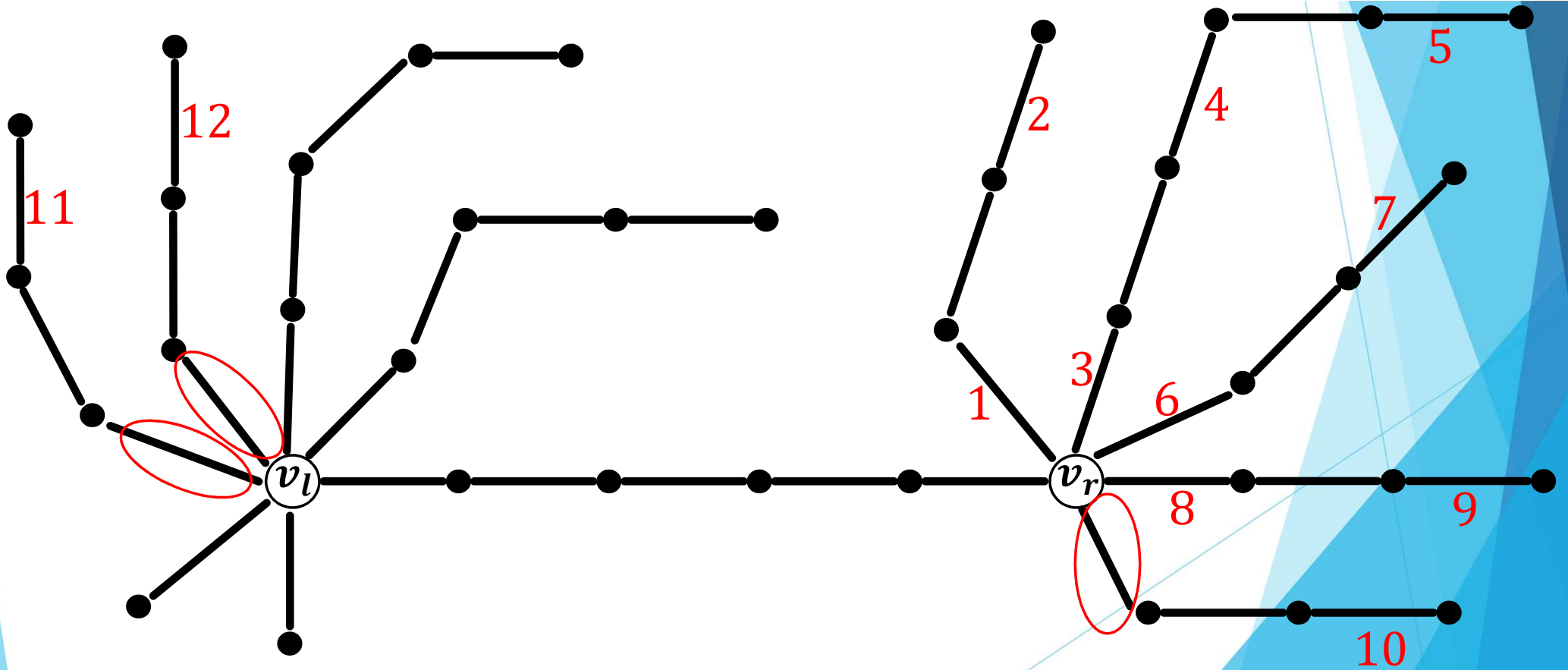
We also leave the  $c$  edges  $e_{i,2w_i+1}^{l,odd}$  for  $1 \leq i \leq c$  to enlarge the vertex sum at  $v_l$ .



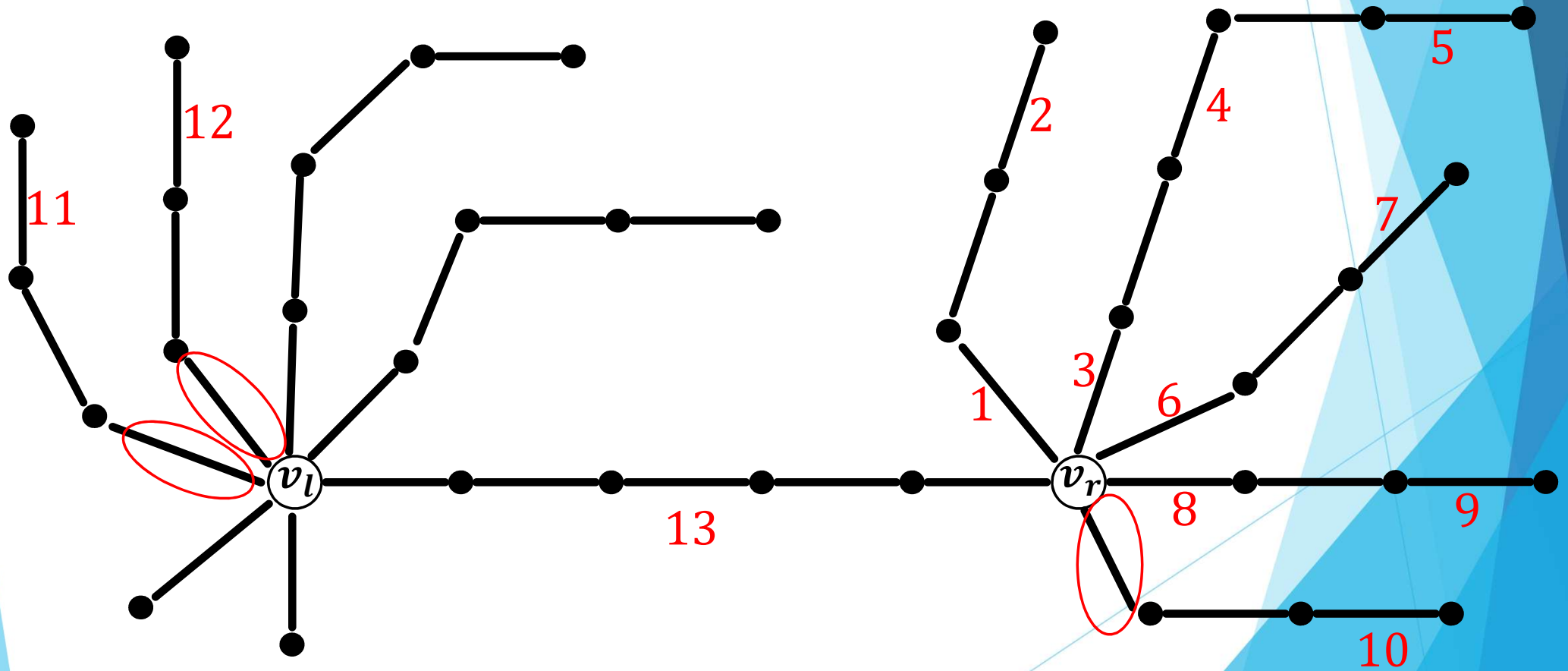
## Step 2.

Label the odd edges of the odd paths with length at least 3 in  $L$ .

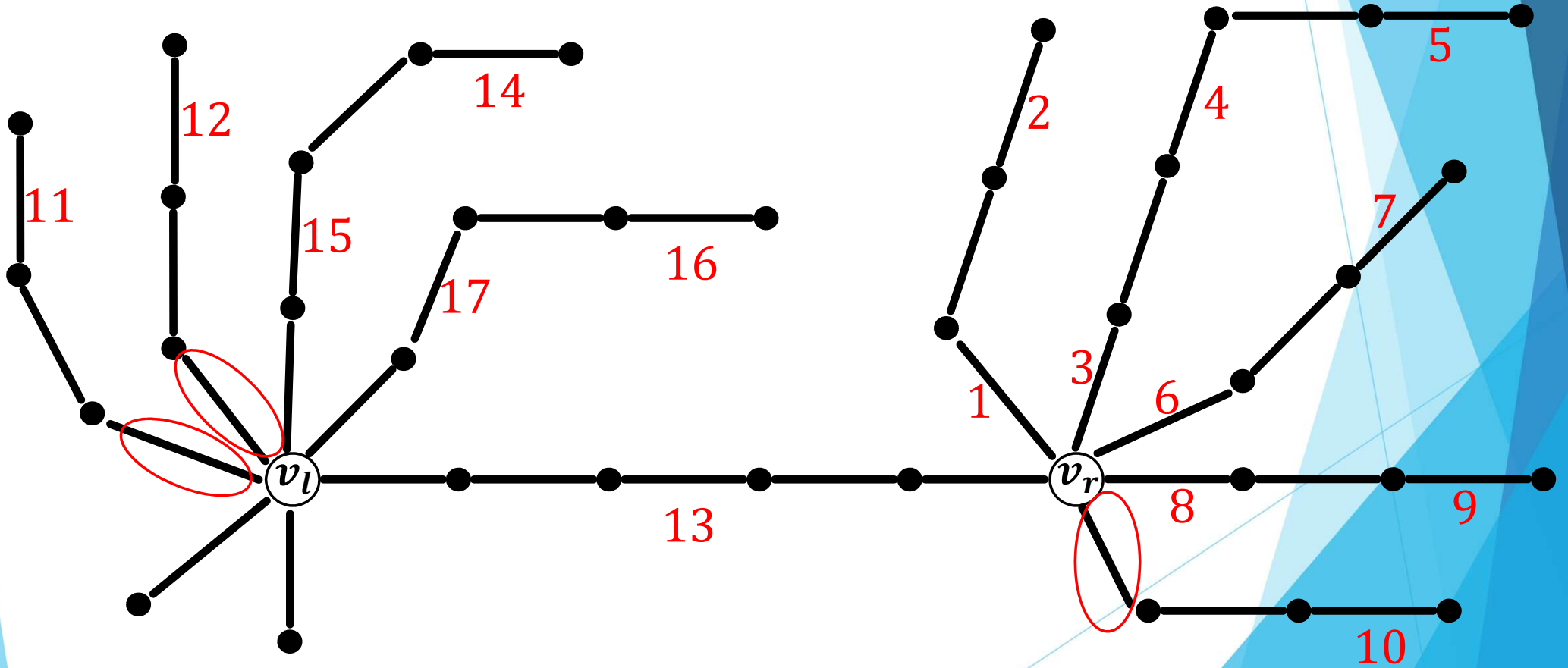
We also leave the  $c$  edges  $e_{i,2w_i+1}^{l,odd}$  for  $1 \leq i \leq c$  to enlarge the vertex sum at  $v_l$ .



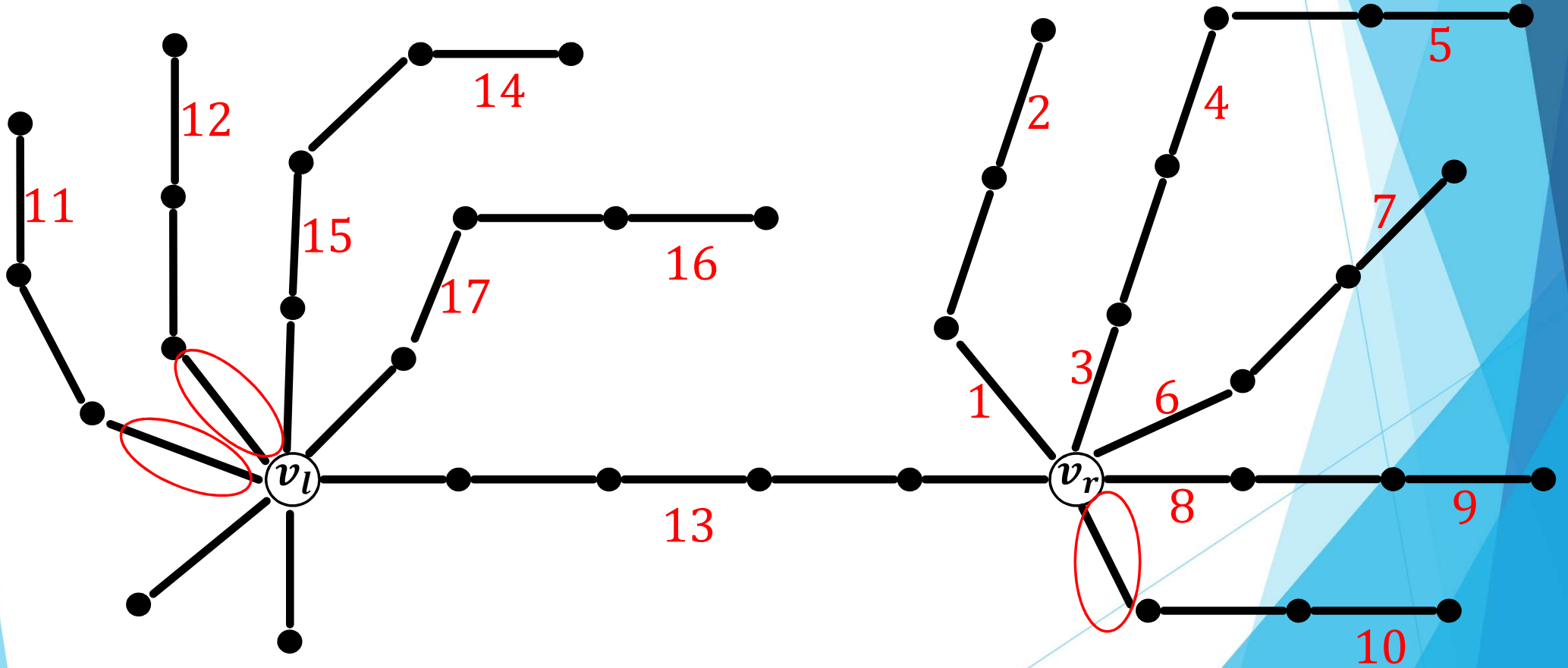
Step 3. If  $s \geq 4$ , label the edges of  $P^{core}$



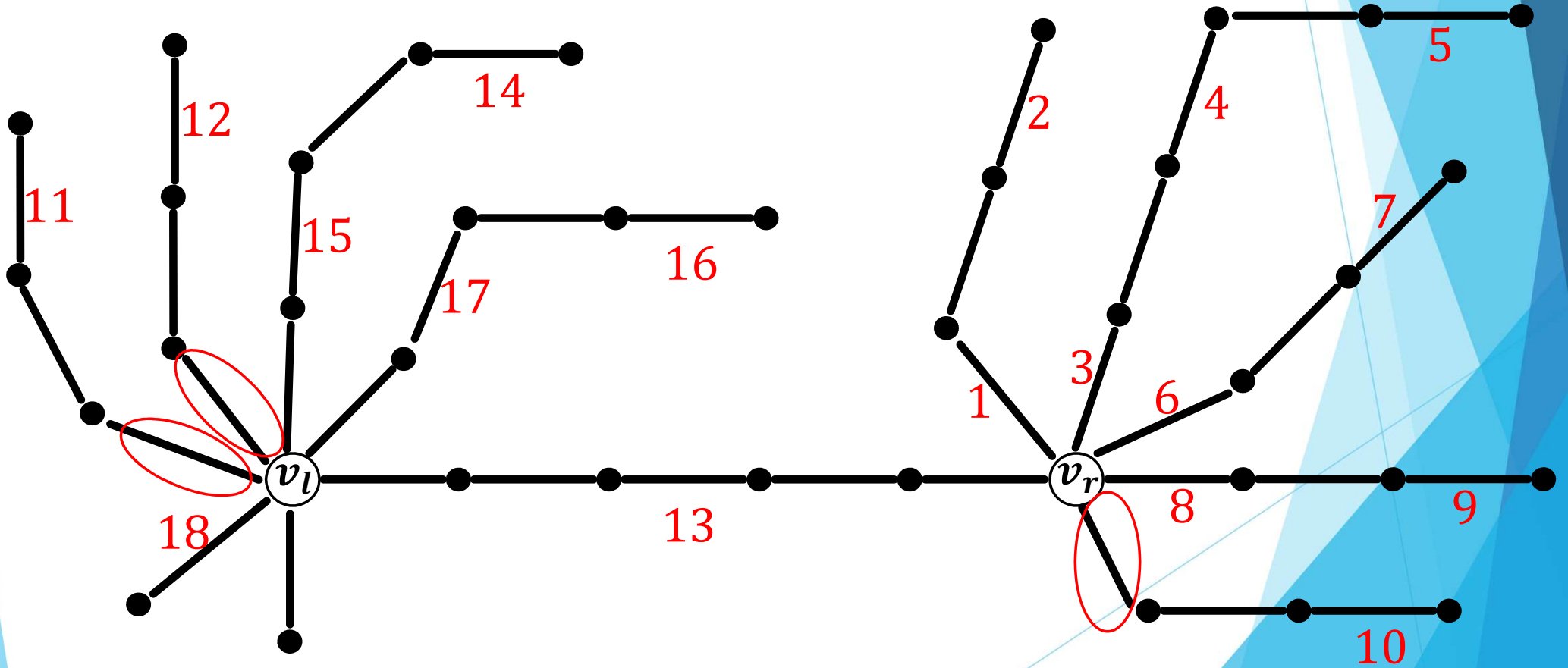
Step 4. If  $d \geq 1$ , label the odd edges of the even paths in  $L$



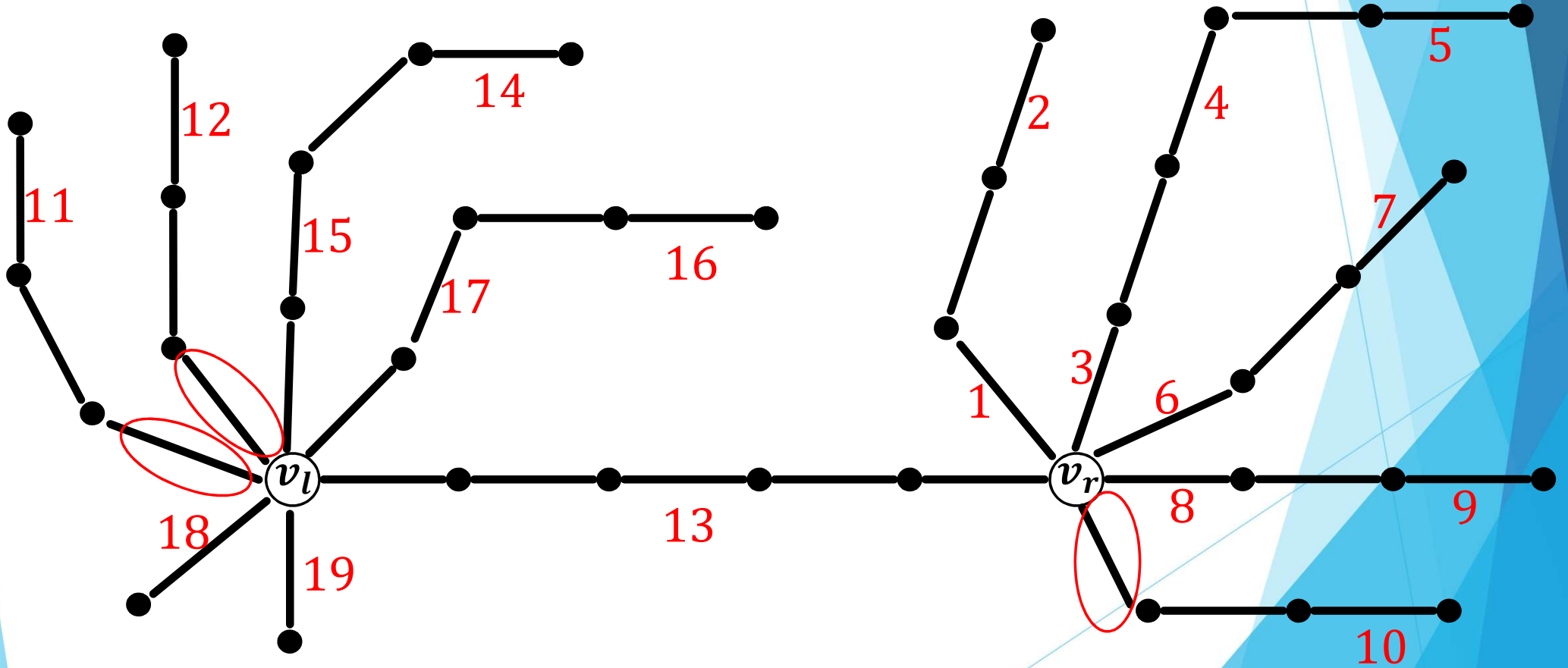
Step 5. If  $t \geq 1$ , for  $i \in [t]$ , label the paths of length one in  $L$



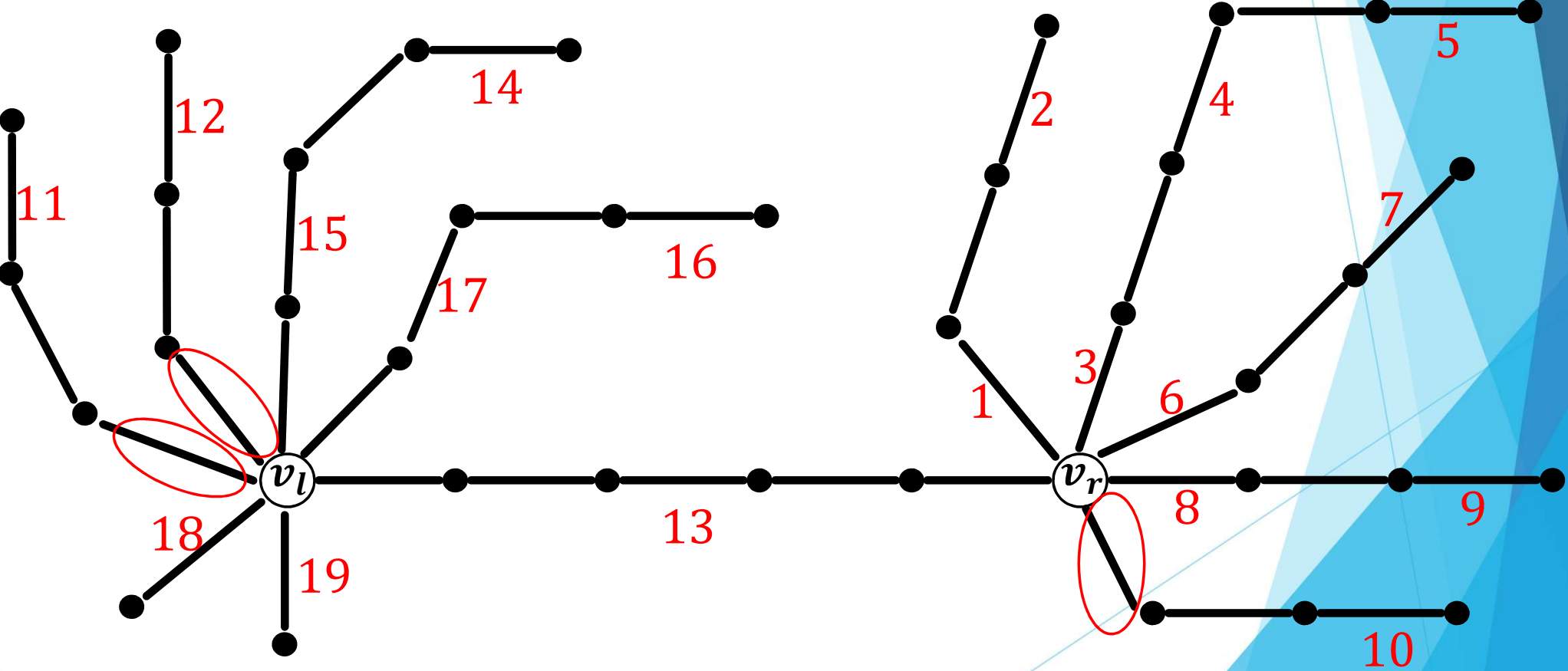
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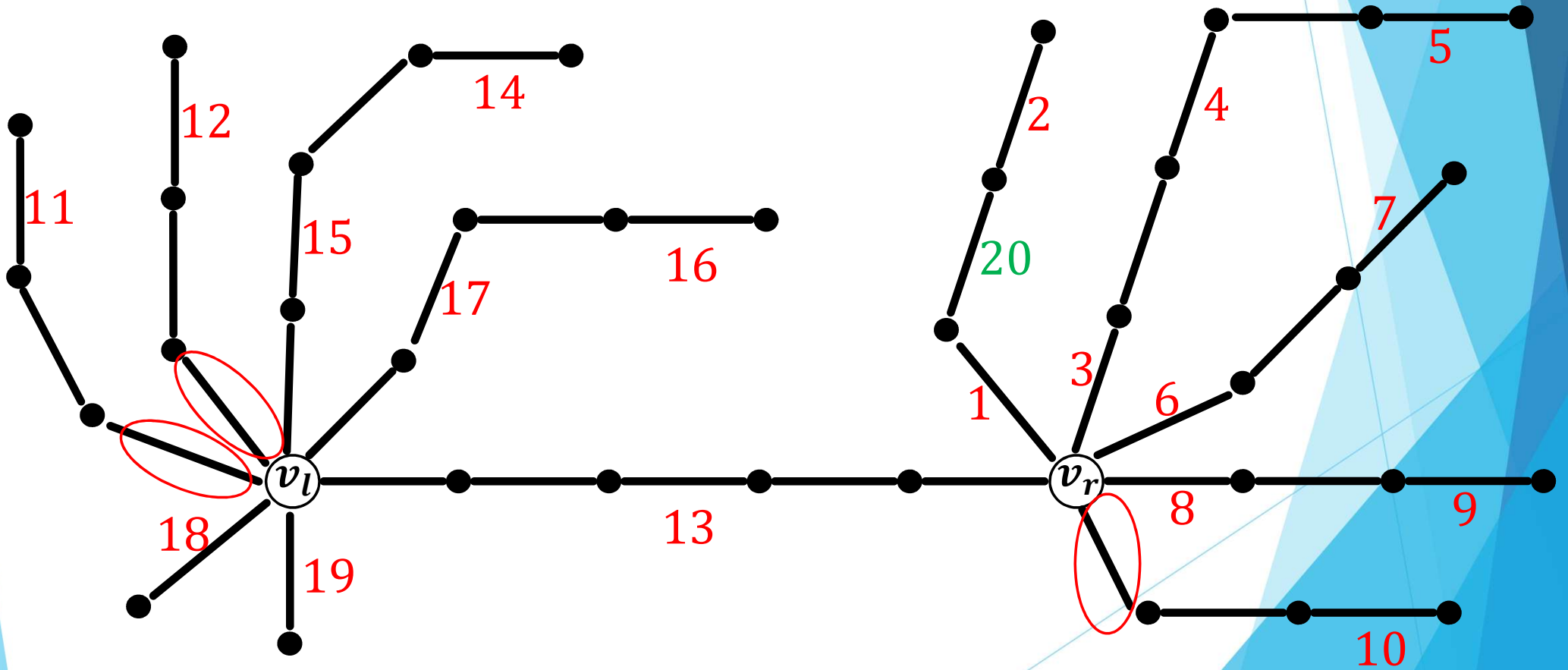


Step 6. label the even edges of the odd paths in  $R$

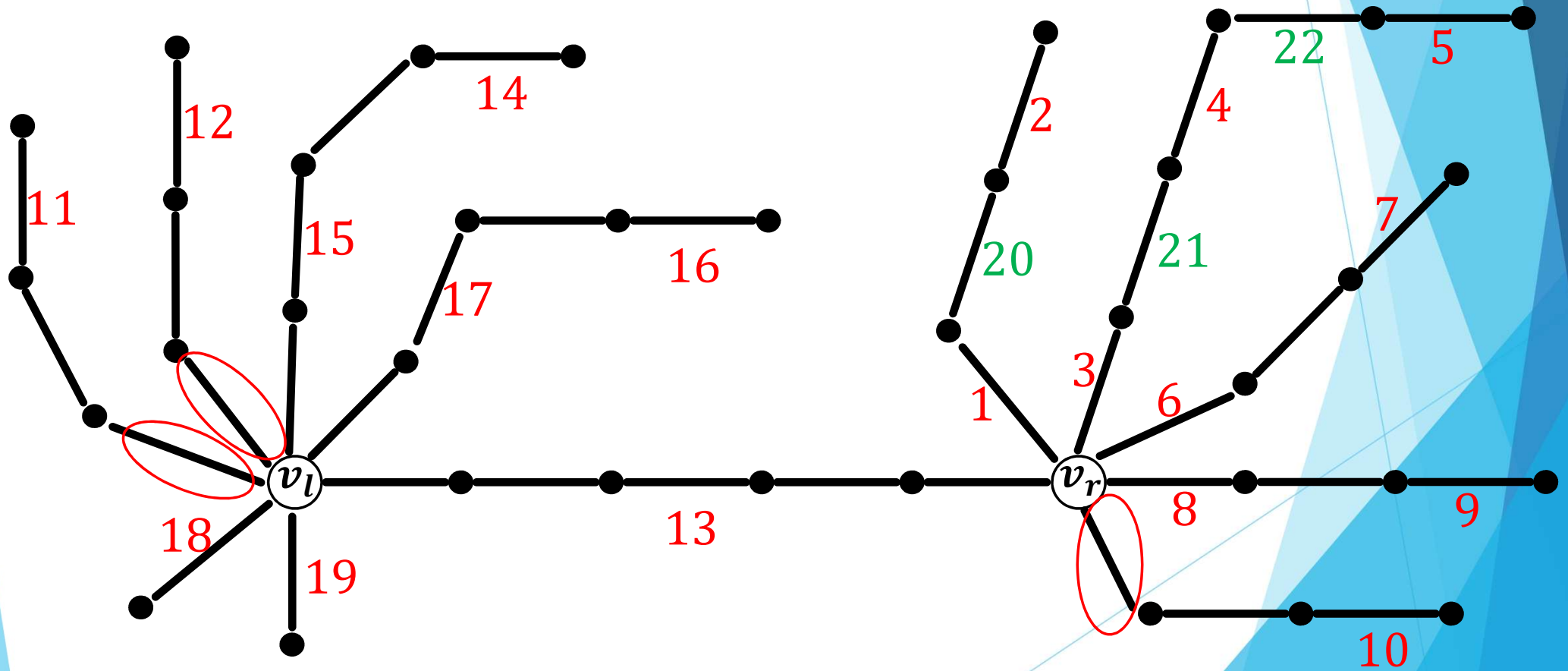




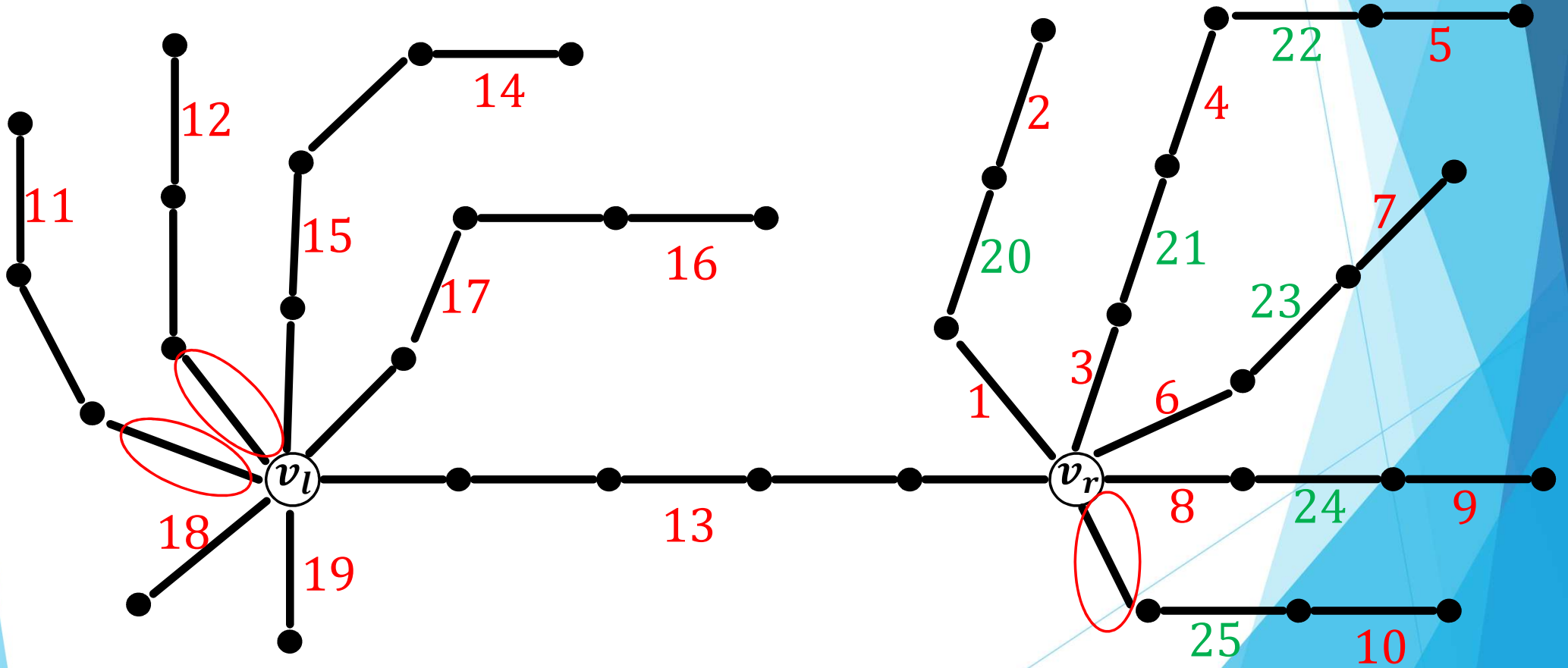
Step 6. label the even edges of the odd paths in  $R$



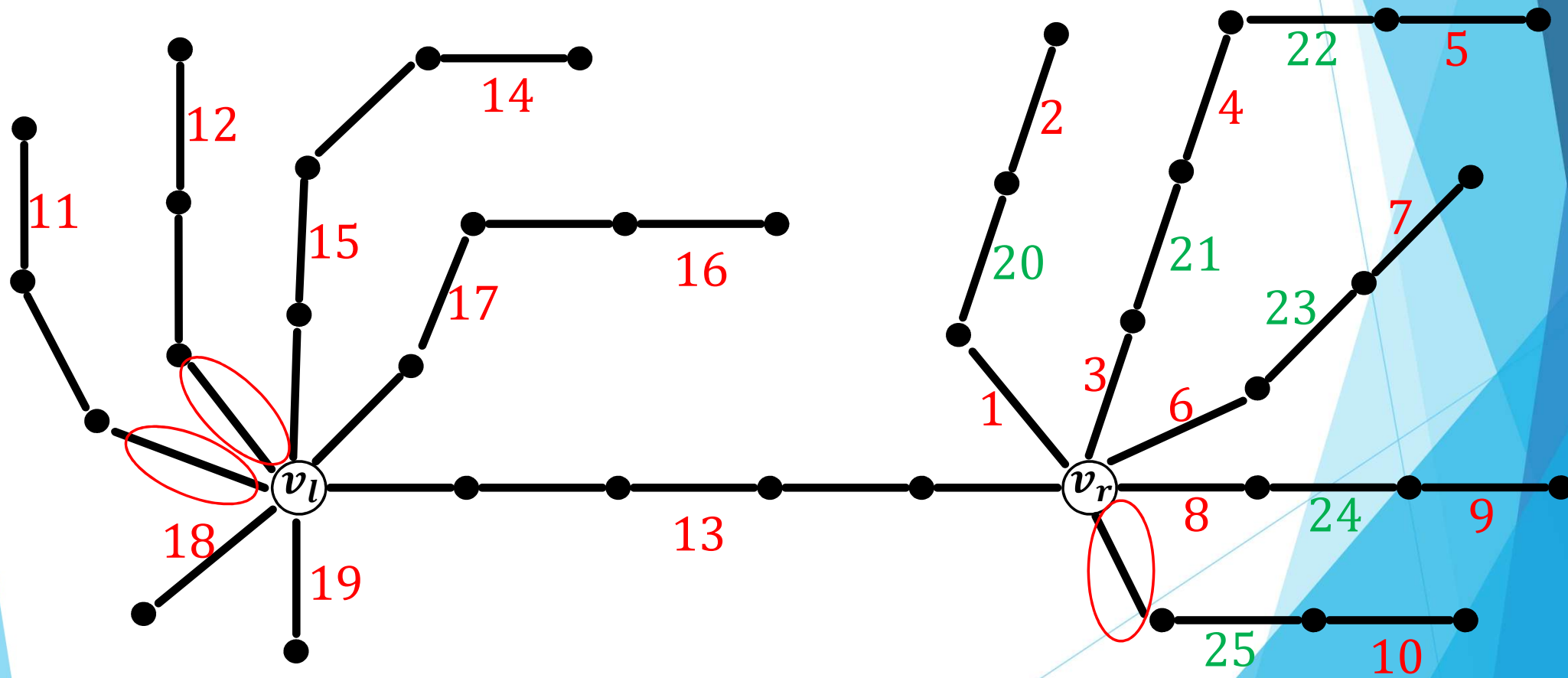
Step 6. label the even edges of the odd paths in  $R$



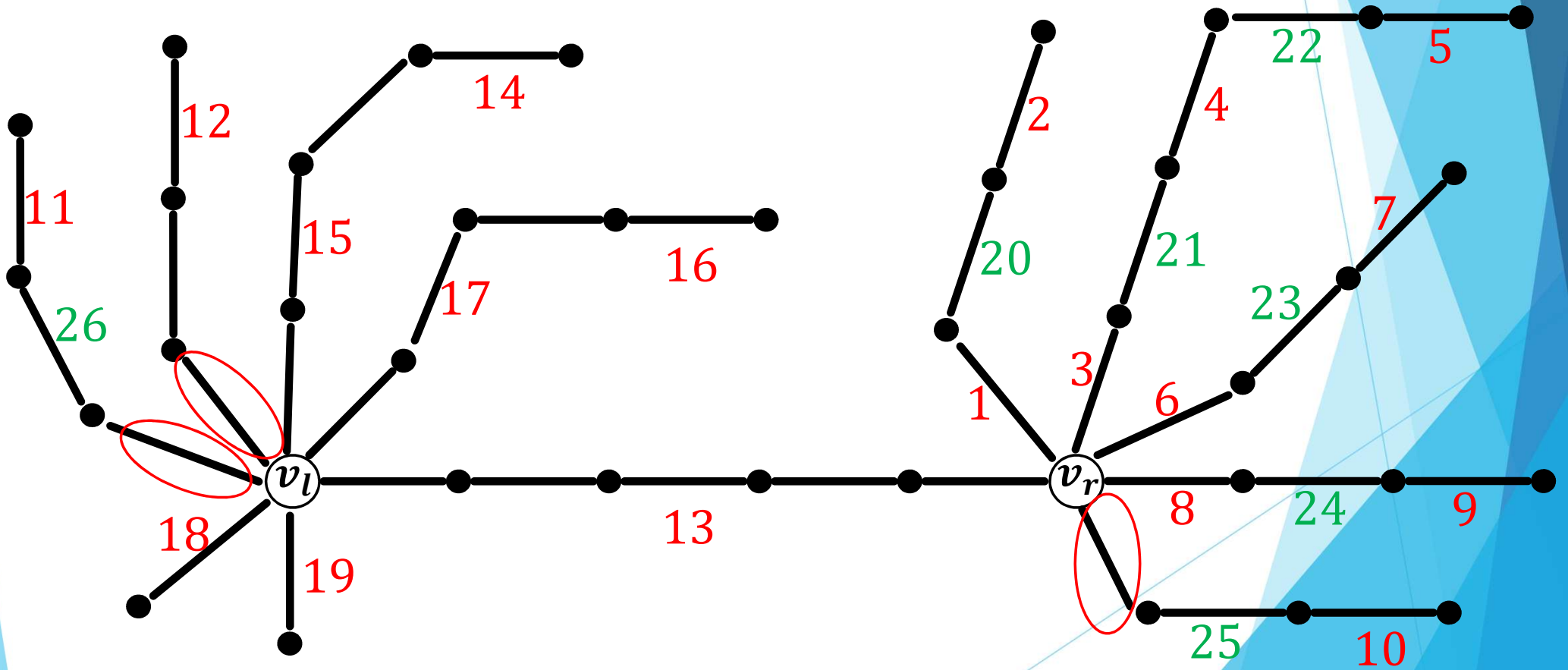
Step 6. label the even edges of the odd paths in  $R$



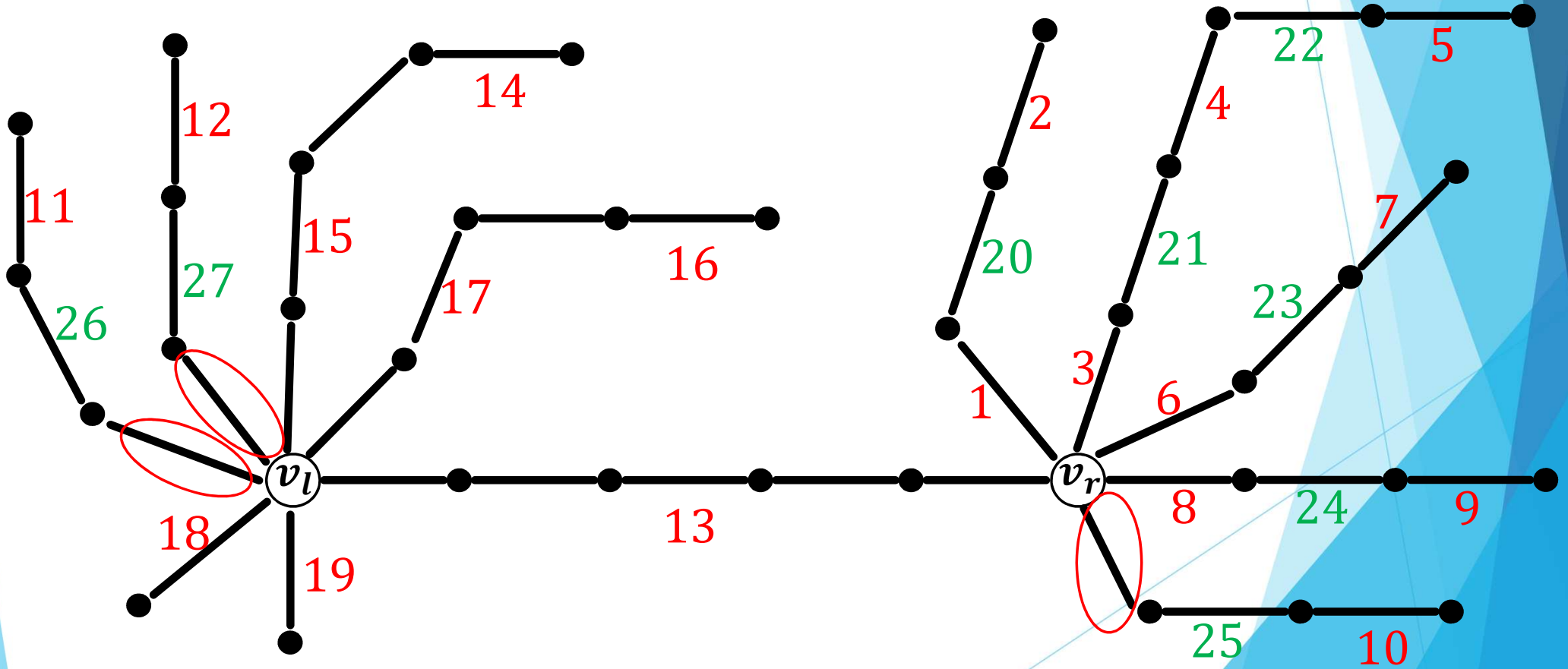
Step 7. If  $c \geq 1$ , label the even edges of the odd paths in  $L$



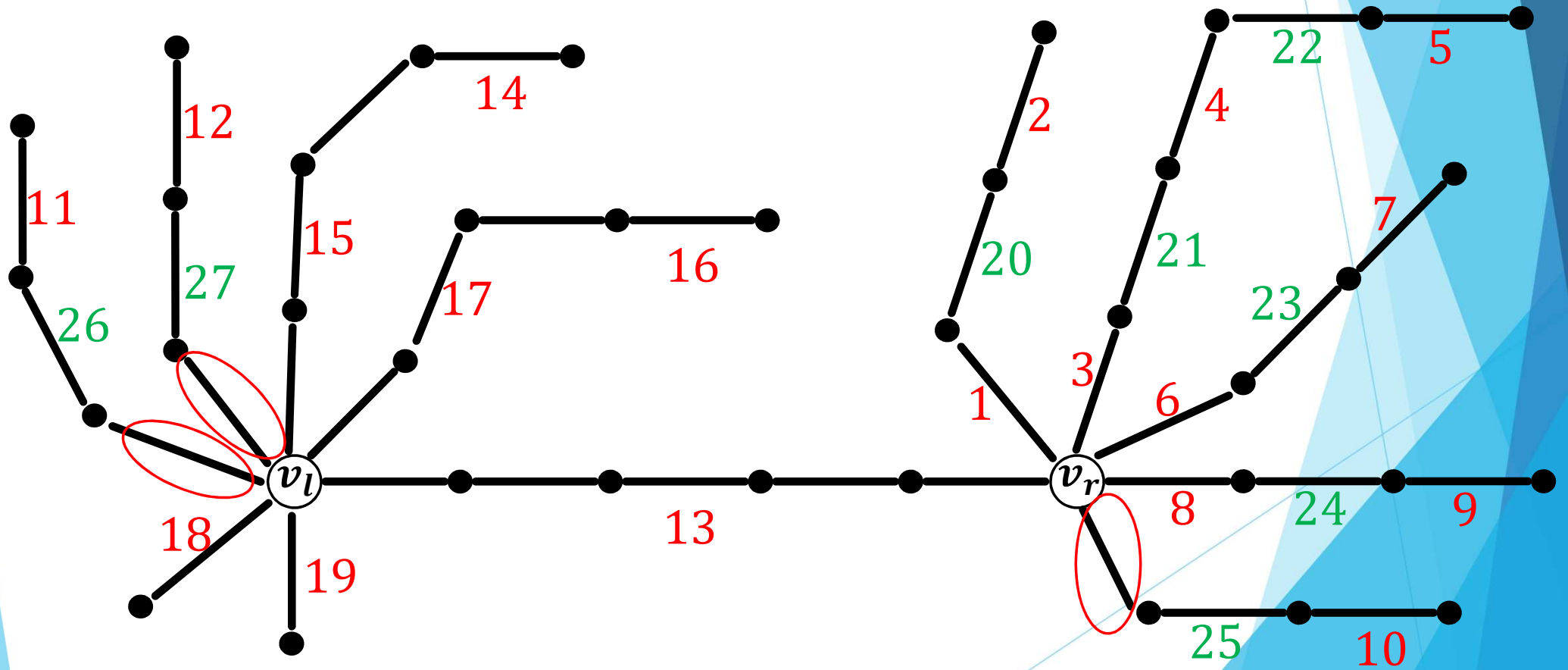
Step 7. If  $c \geq 1$ , label the even edges of the odd paths in  $L$



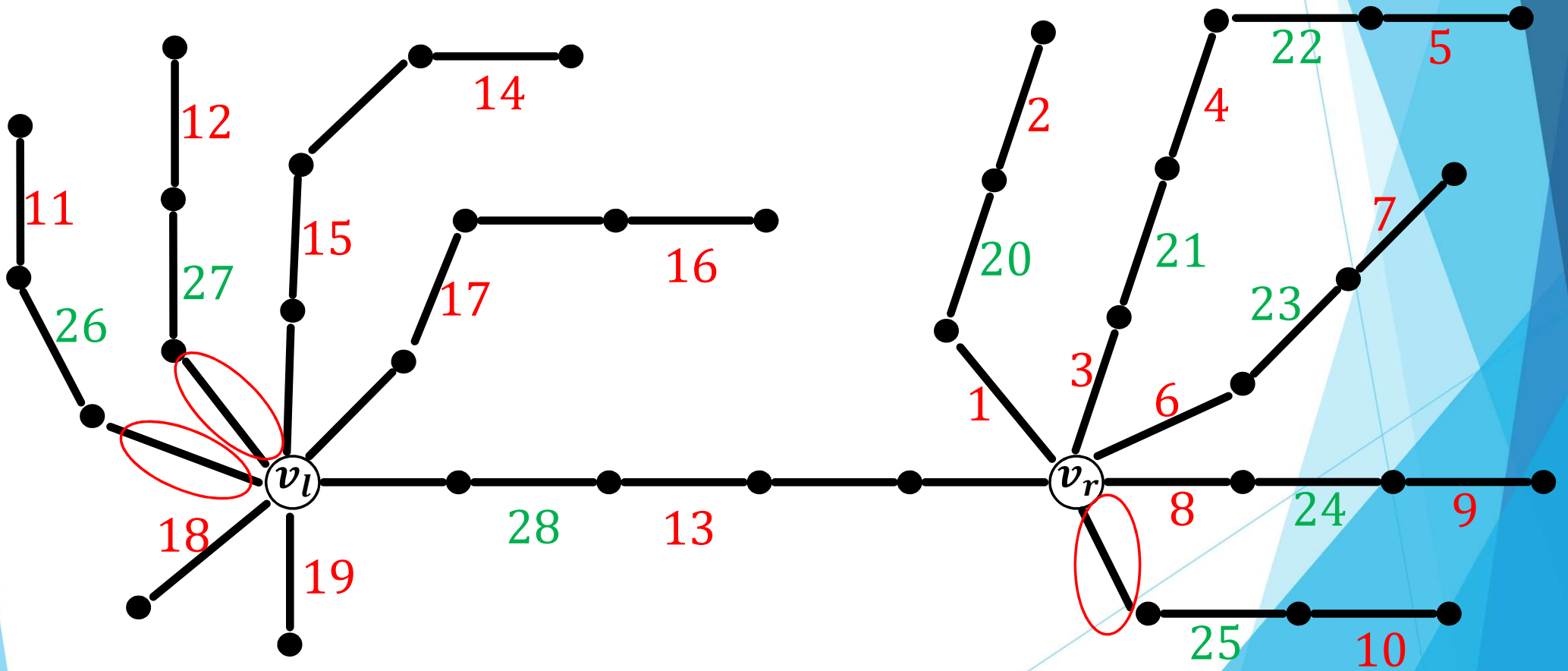
Step 7. If  $c \geq 1$ , label the even edges of the odd paths in  $L$



Step 8. If  $s \geq 2$ , label the edges in  $P^{core}$

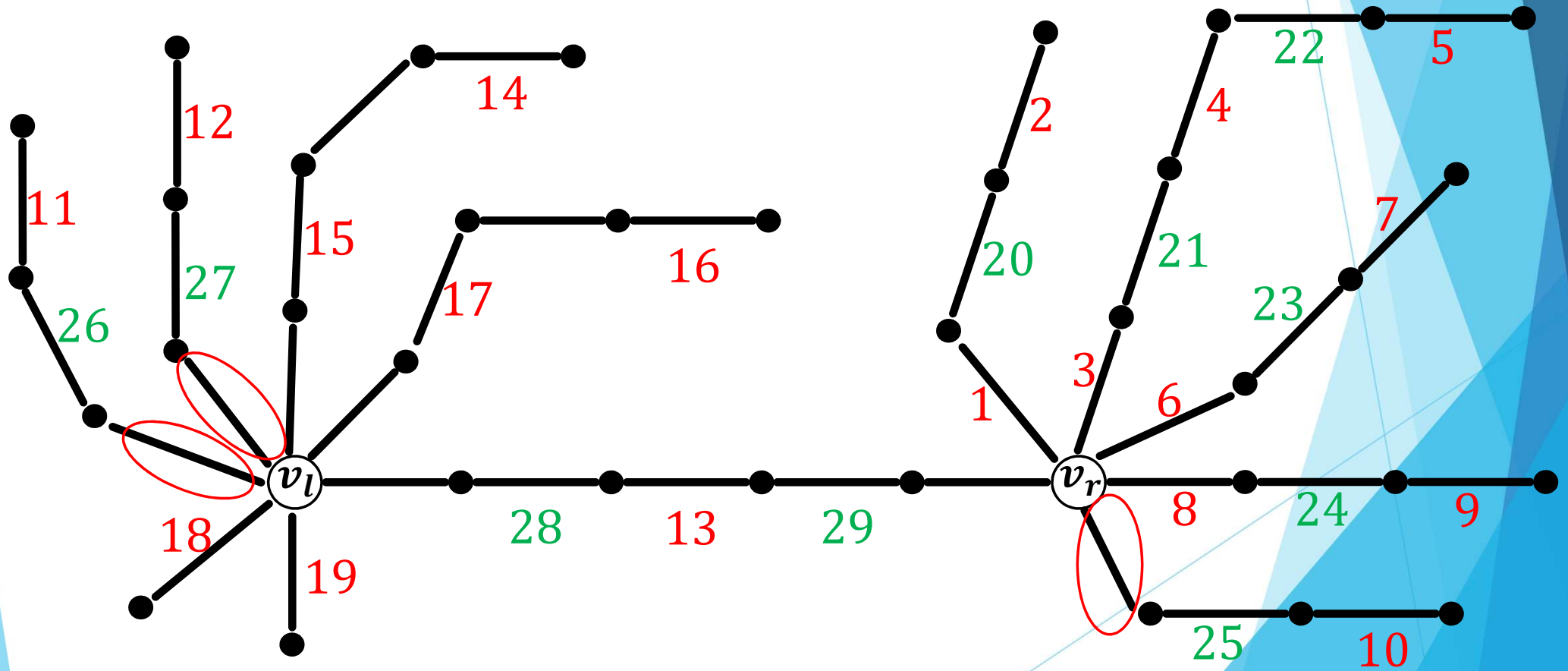


Step 8. If  $s \geq 2$ , label the edges in  $P^{core}$

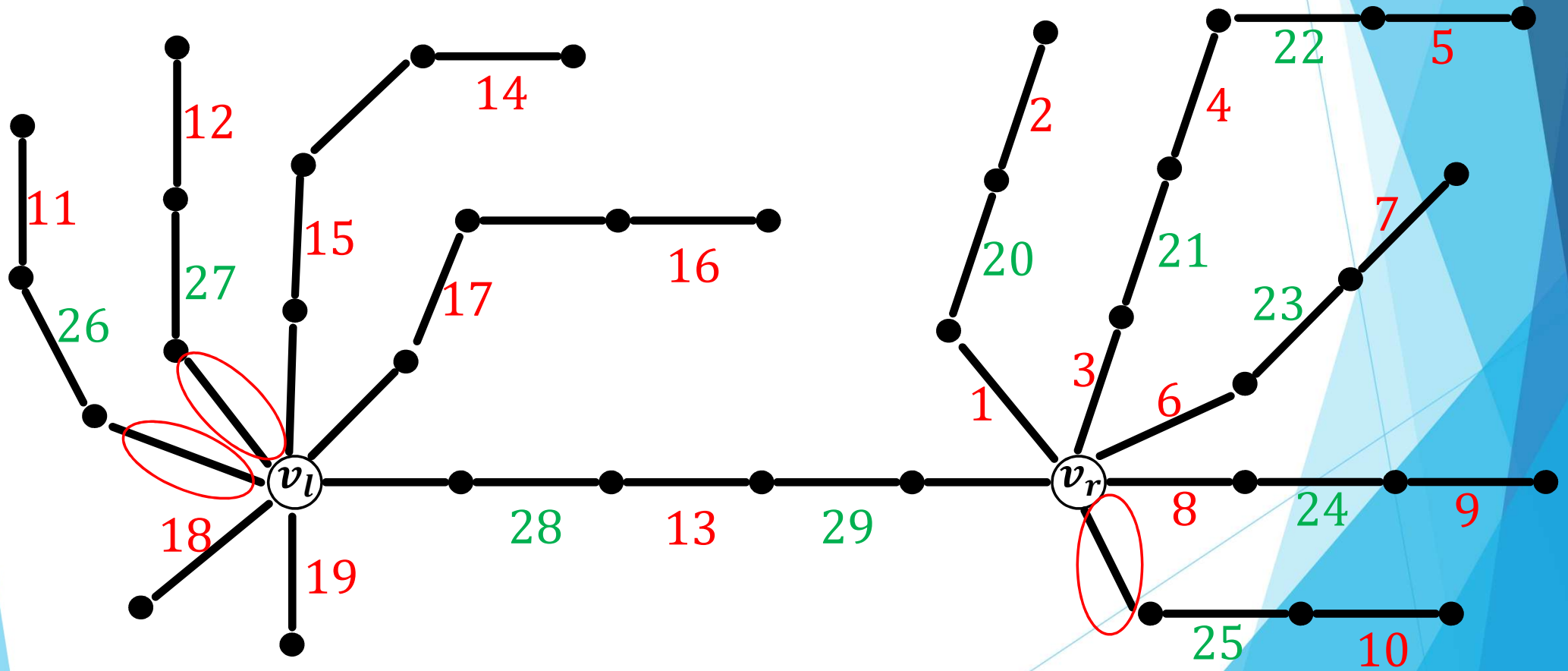




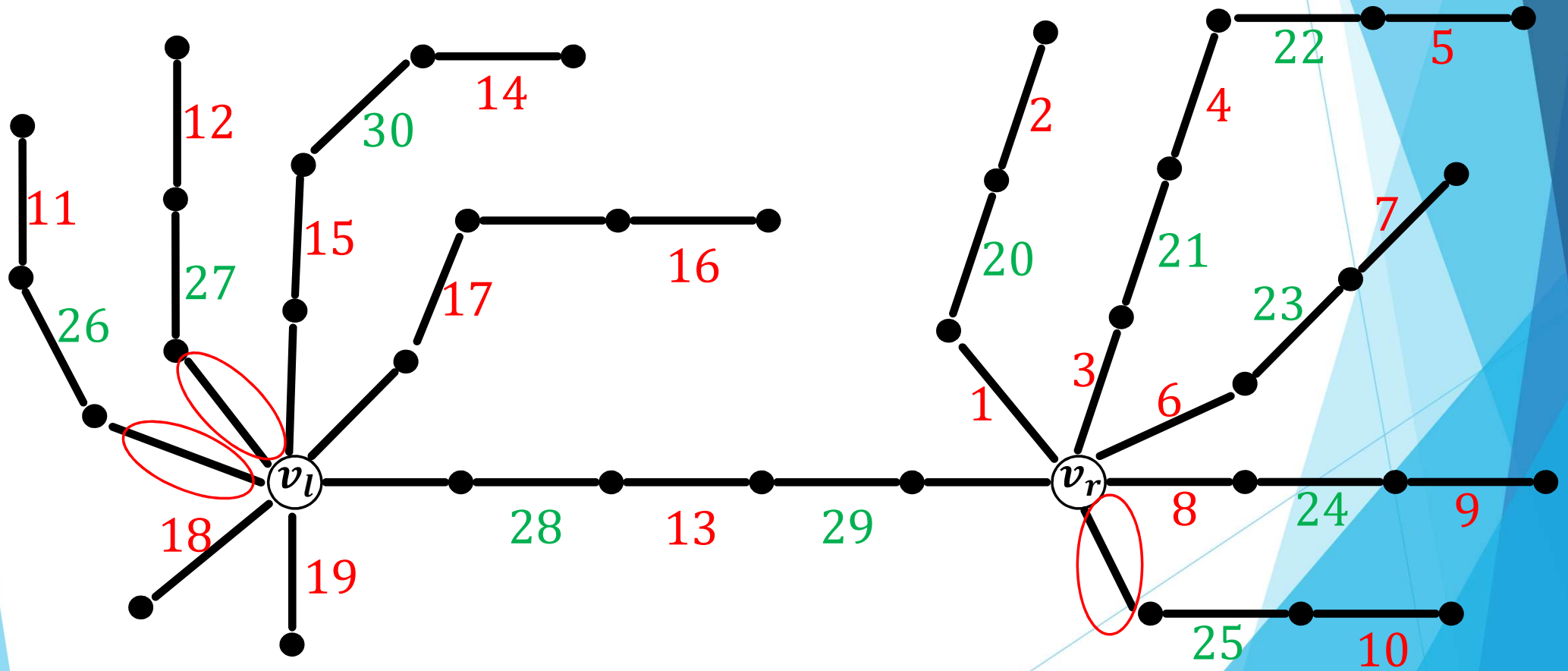
Step 8. If  $s \geq 2$ , label the edges in  $P^{core}$



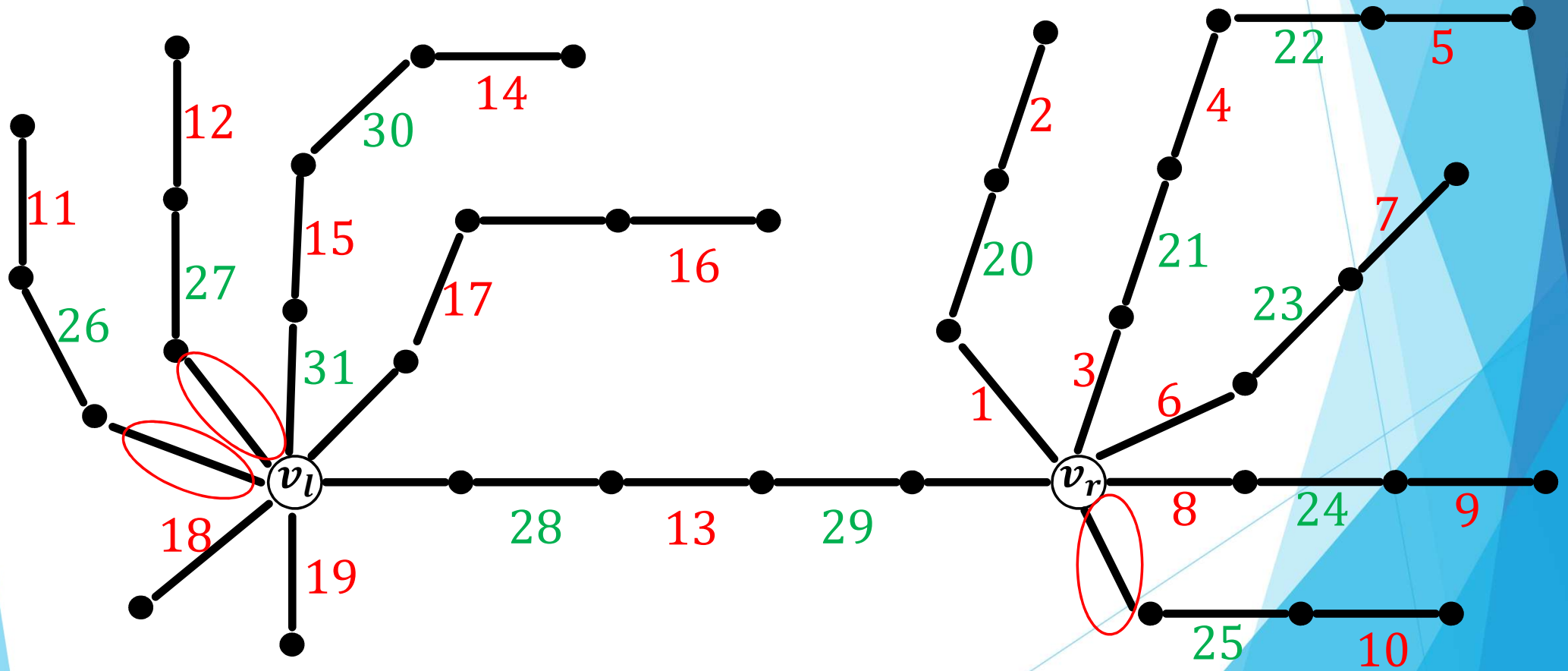
Step 9. If  $d \geq 1$ , label the even edges of the even paths in  $L$



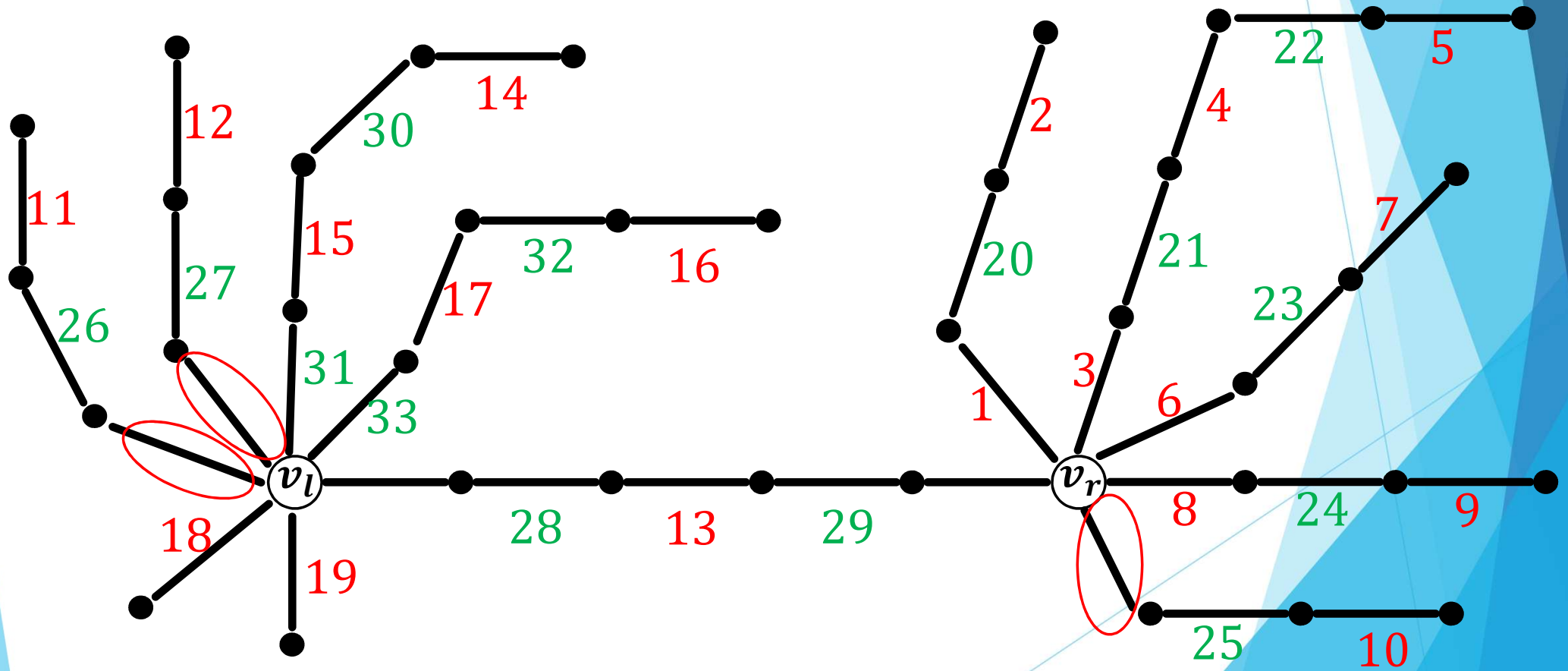
Step 9. If  $d \geq 1$ , label the even edges of the even paths in  $L$



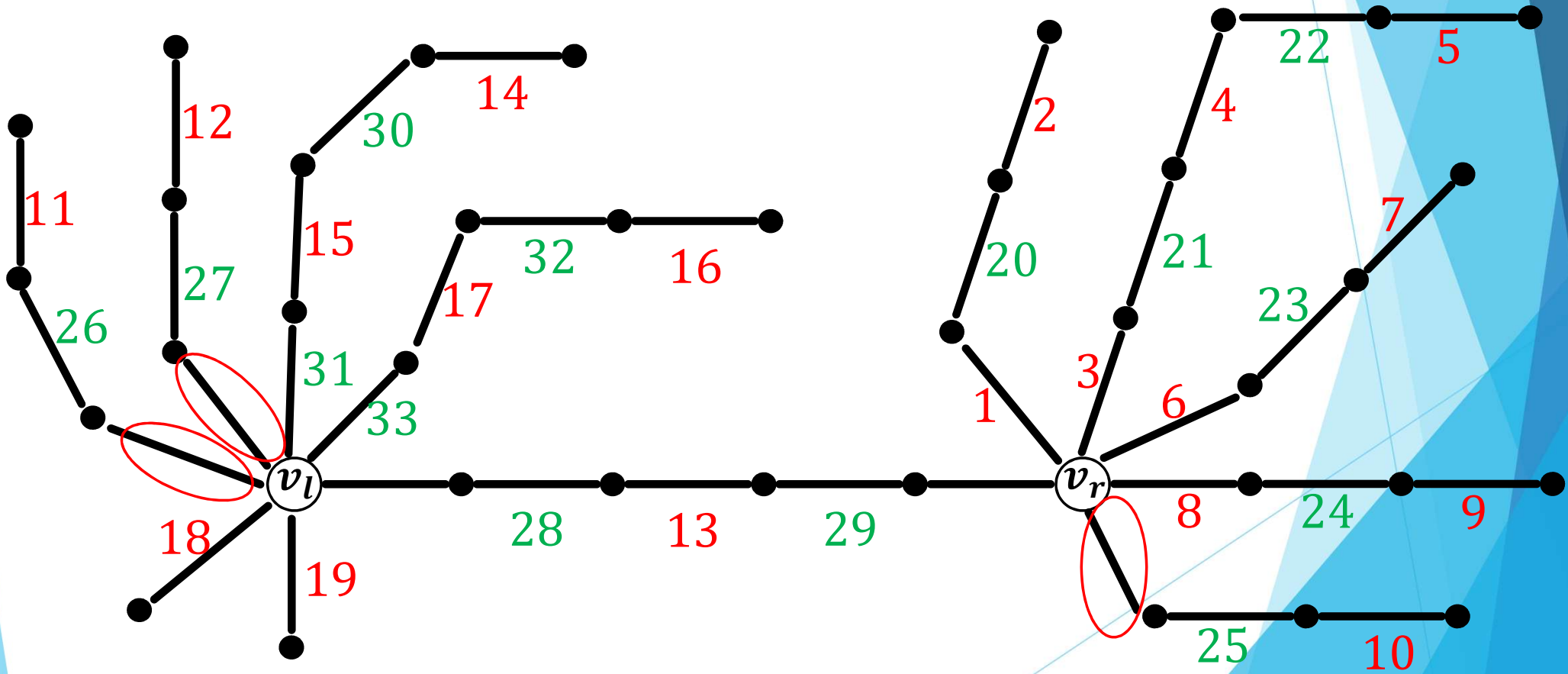
Step 9. If  $d \geq 1$ , label the even edges of the even paths in  $L$



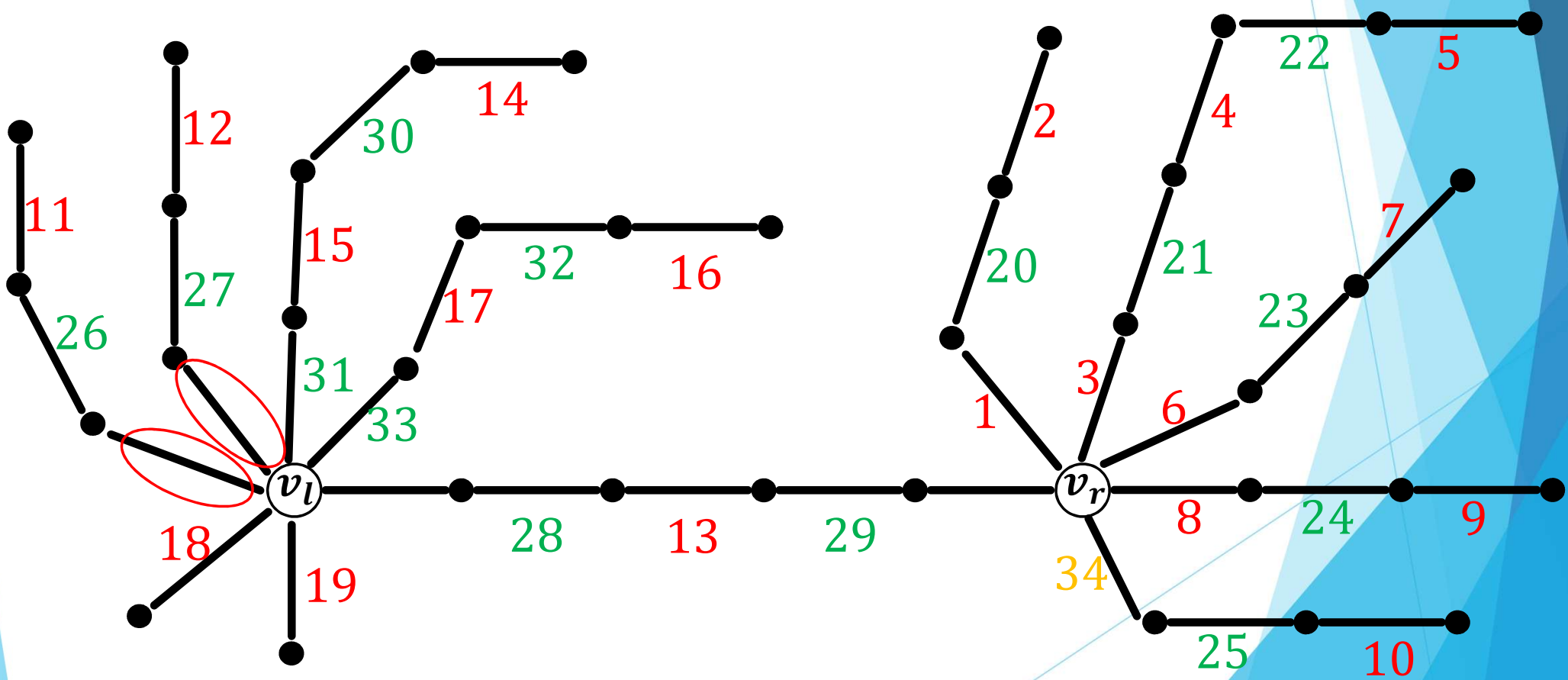
Step 9. If  $d \geq 1$ , label the even edges of the even paths in  $L$



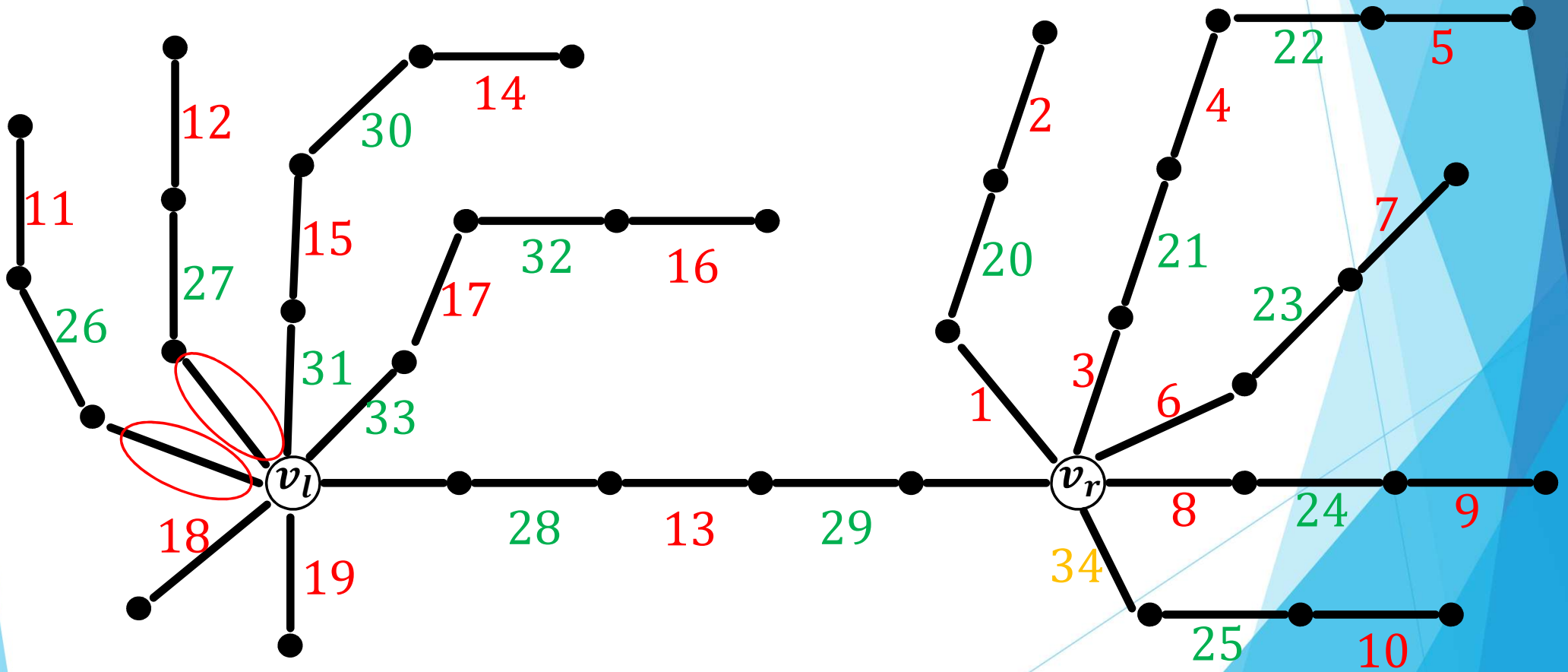
Step 10. Label the edge  $e_{a,1}^{r,odd}$



Step 10. Label the edge  $e_{a,1}^{r,odd}$

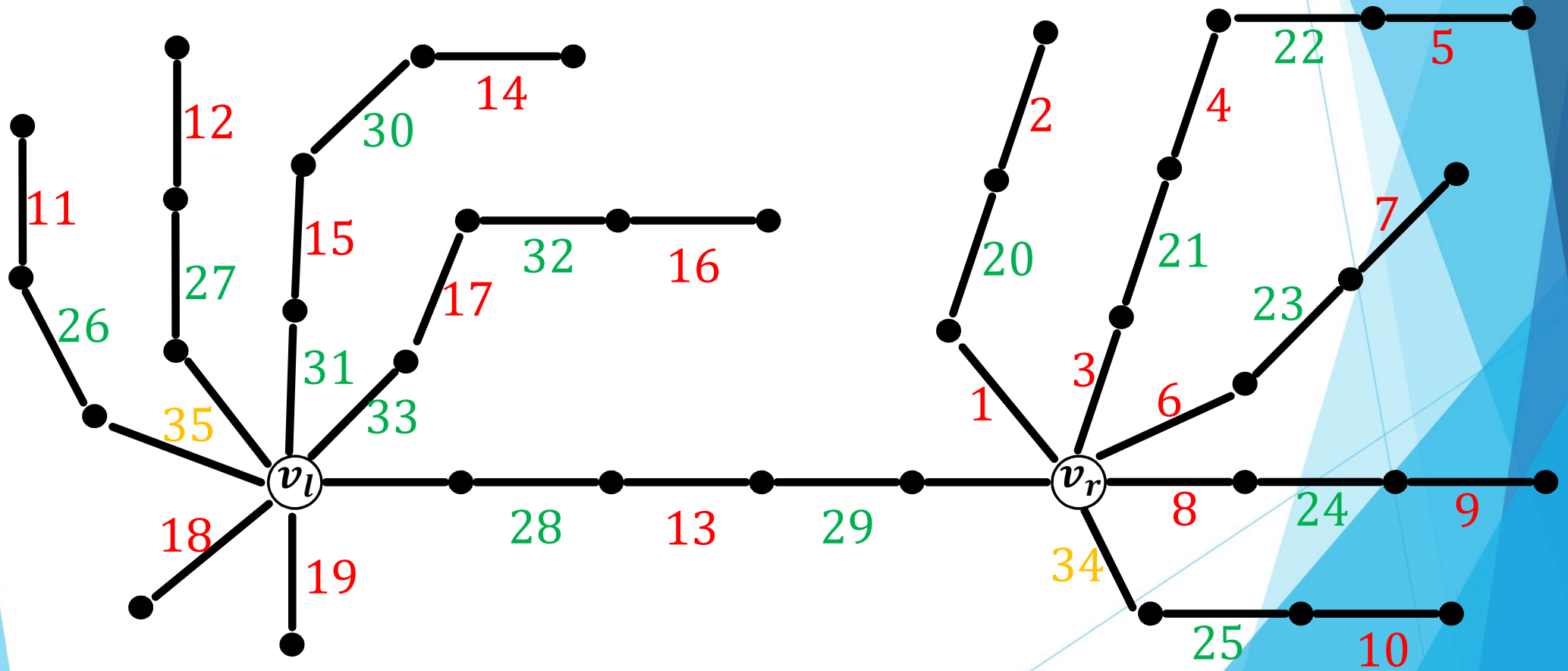


Step 11. If  $c \geq 1$ , for  $i \in [c]$ , label the edges  $e_{i,2w_i+1}^{l,odd}$

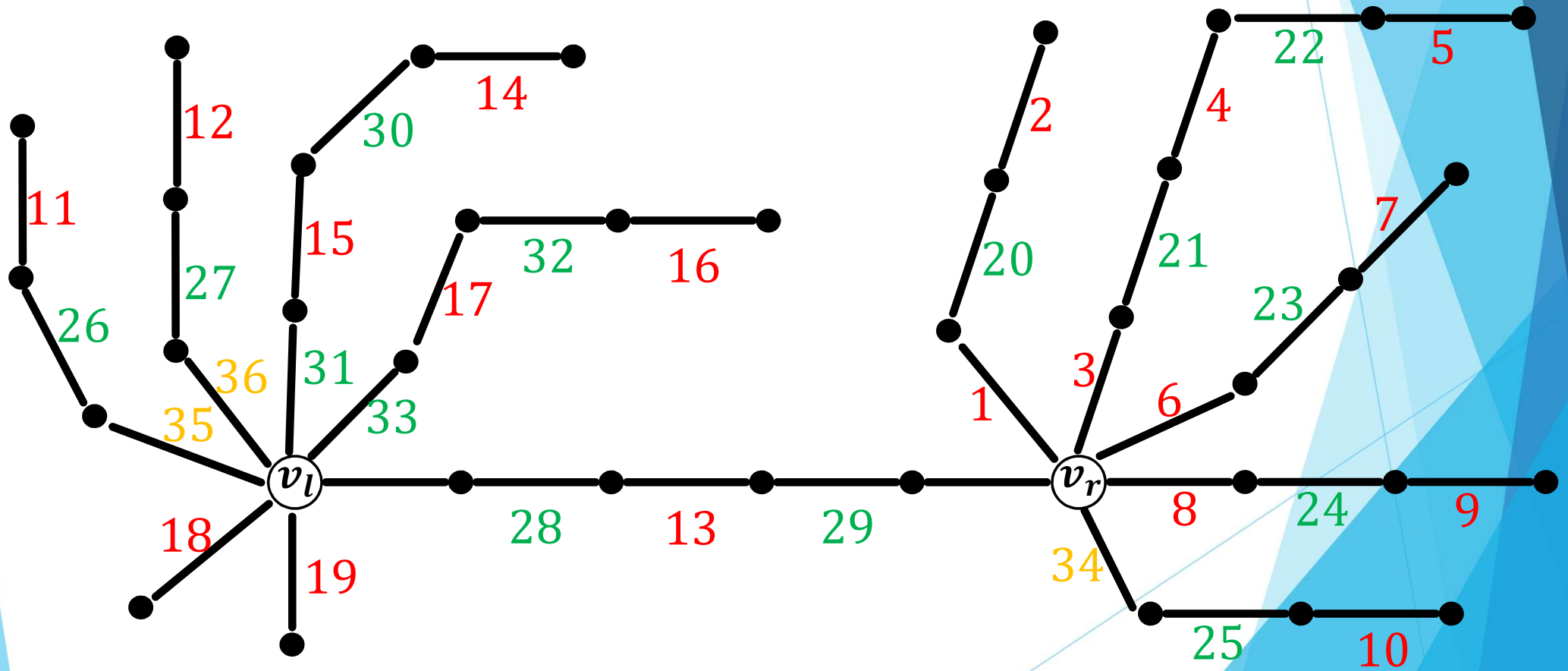




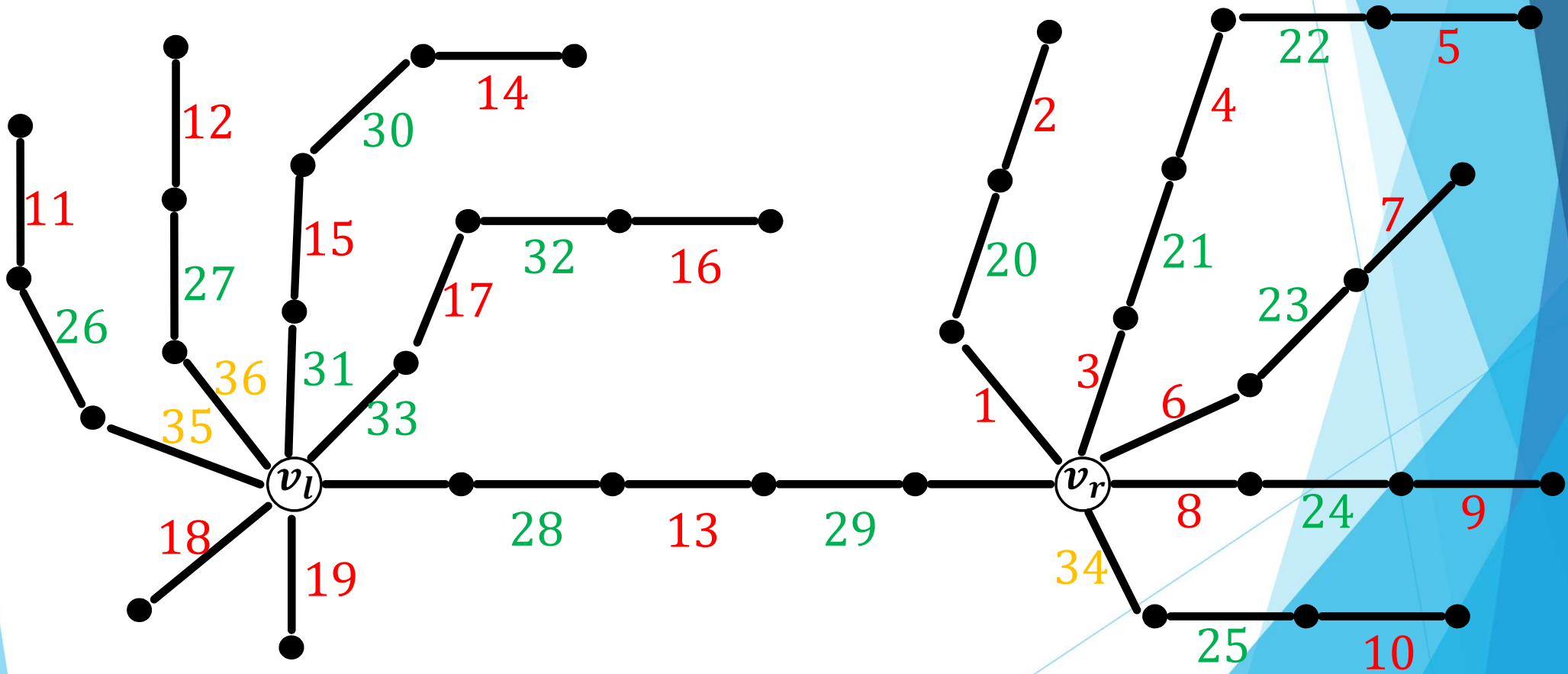
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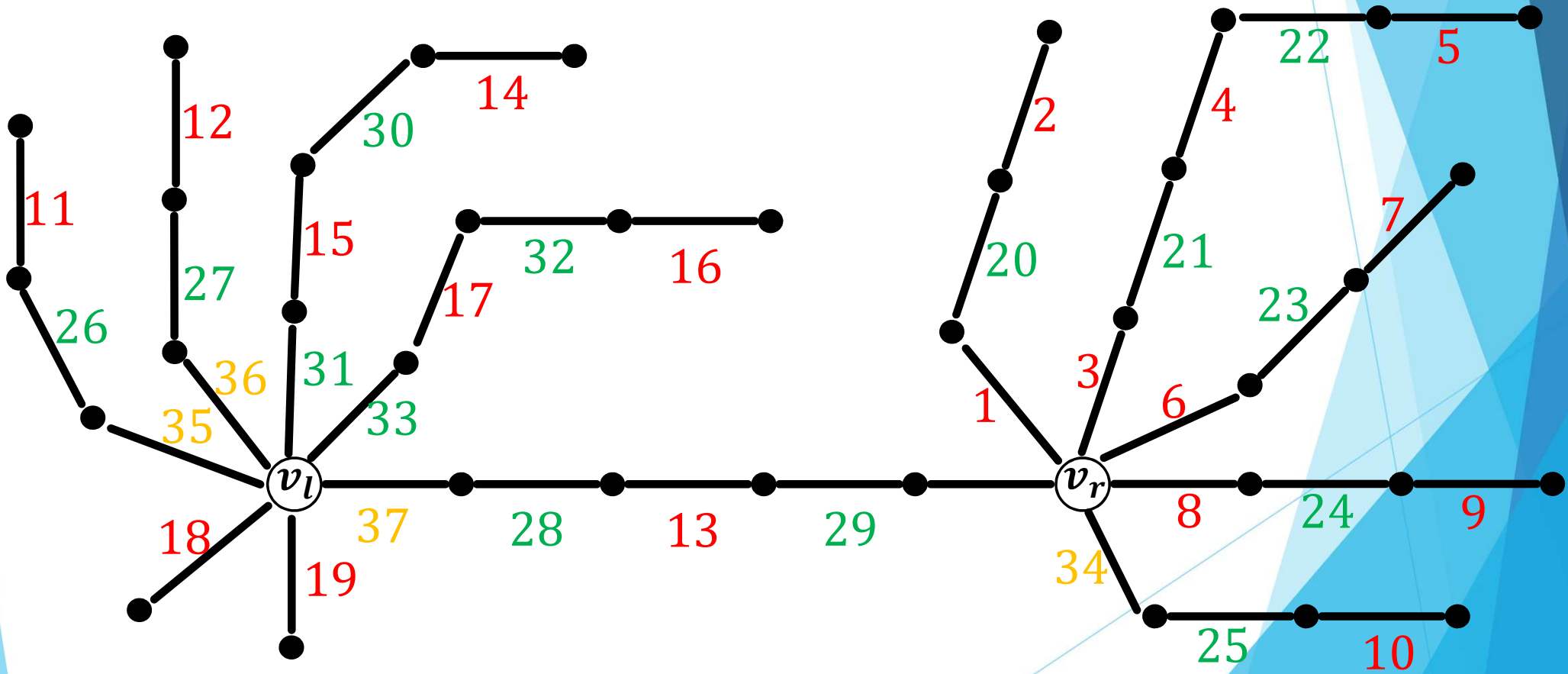
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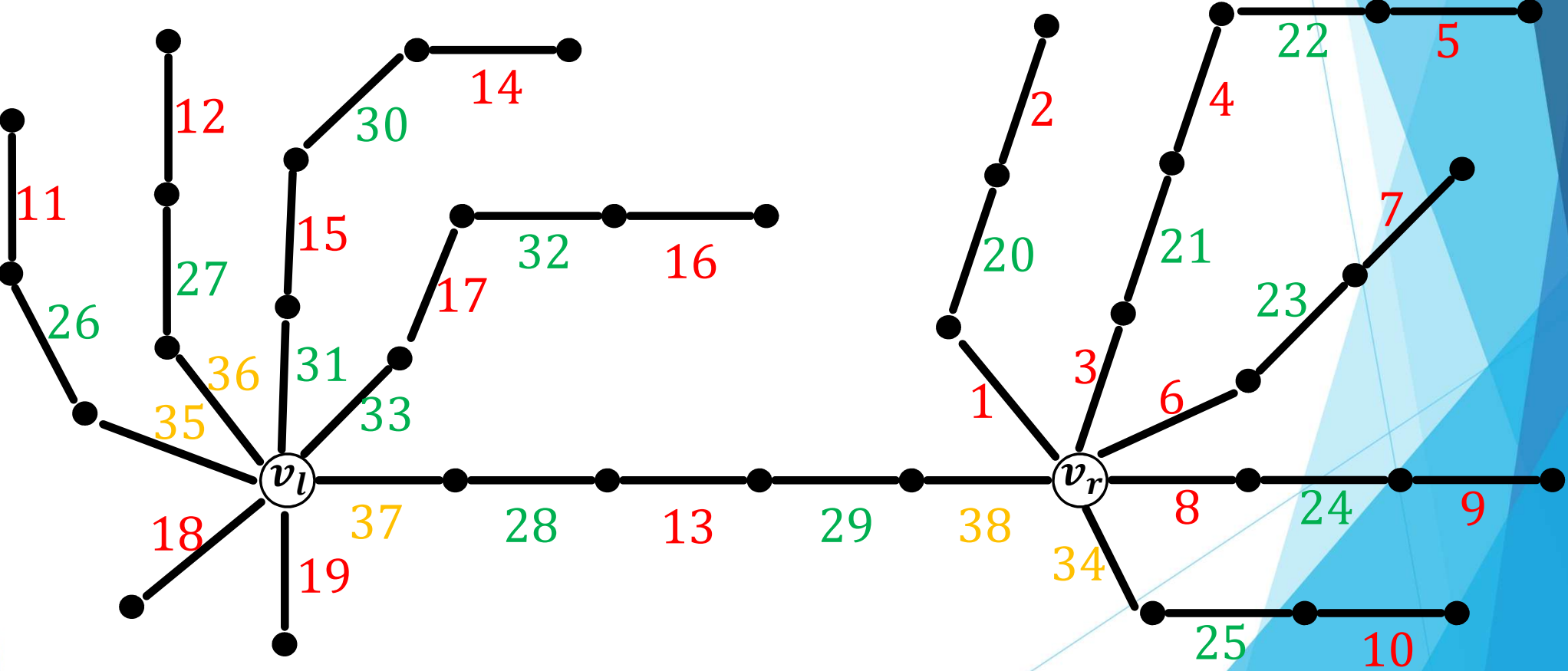
Step 12. Label the remaining edges in  $P^{core}$



Step 12. Label the remaining edges in  $P^{core}$



Step 12. Label the remaining edges in  $P^{core}$



**Thank you for your attention!!**

The background features abstract geometric shapes in various shades of blue, including light, medium, and dark tones, arranged in a modern, layered composition.

