

Magic rectangle sets and ordered distance antimagic graphs

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Definition: A *magic rectangle* $MR(a,b)$ is an $a \times b$ array with $a, b > 1$ in which the first ab positive integers are placed so that the sum over each column of $MR(a,b)$ is $\sigma(a,b) = a(ab + 1)/2$ and the sum over each row is $\tau(a,b) = b(ab + 1)/2$.

Magic rectangle

1	7	6	4	
8	2	3	5	

MR(2,4)

Magic rectangle

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

MR(2,4)

Magic rectangle

15	2	14	4	5	
8	10	7	9	6	
1	12	3	11	13	

MR(3,5)

Magic rectangle

15	2	14	4	5	40
8	10	7	9	6	40
1	12	3	11	13	40
24	24	24	24	24	

MR(3,5)

Incomplete round robin tournaments

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If my team avoids two **best teams** while your team avoids two **worst teams**, I have an unfair advantage.

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What games to remove?

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So we may want each team play opponents with the same “strength” or maybe “mimic” the complete tournament.

Complete round robin

Team	Opponents' rankings			
1	35			
2	34			
3	33			
4	32			
5	31			
6	30			
7	29			
8	28			

Complete round robin

Team	Opponents' rankings			
1	35	$= 2 + 3 + \dots + 8$		
2	34			
3	33			
4	32			
5	31			
6	30			
7	29			
8	28			

Complete round robin

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1	35	$= 2 + 3 + \dots + 8$		
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Complete round robin

Team	Opponents' rankings			
1	35	$= 2 + 3 + \dots + 8$		
2	34	$= 1 + 3 + \dots + 8$		
3	33	$= 1 + 2 + \dots + 8$		
4	32			
5	31			
6	30			
7	29			
8	28	$= 1 + 2 + \dots + 7$		

Incomplete round robin

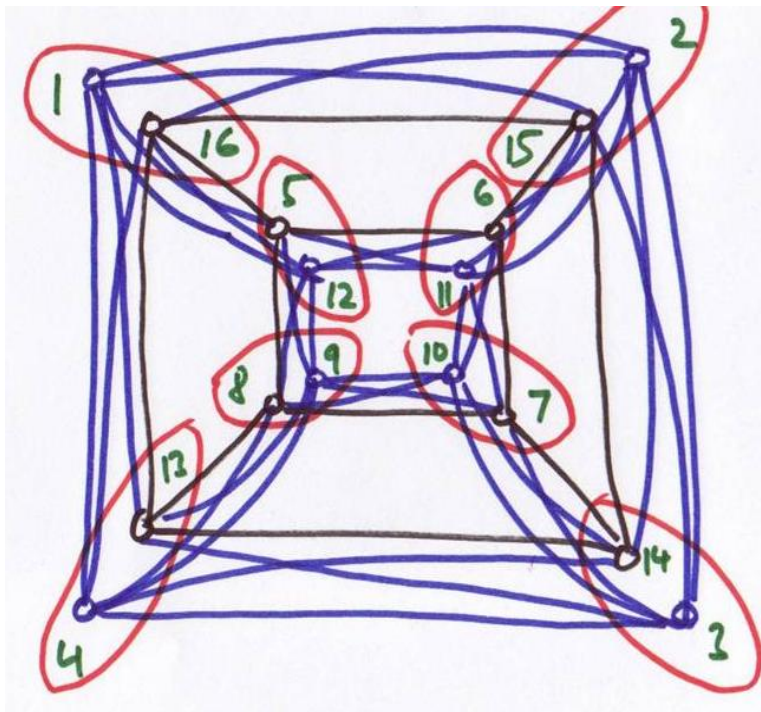
Team	Opponents' rankings		Team	Opponents' rankings
1	35		1	$35 - m$
2	34		2	$34 - m$
3	33		3	$33 - m$
4	32		4	$32 - m$
5	31		5	$31 - m$
6	30		6	$30 - m$
7	29		7	$29 - m$
8	28		8	$28 - m$

Distance magic labeling

Distance magic vertex labeling of a graph G with n vertices:

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that sum $w(x)$ of labels of the neighbors of each vertex (called the *weight* of x) is equal to the same constant m .

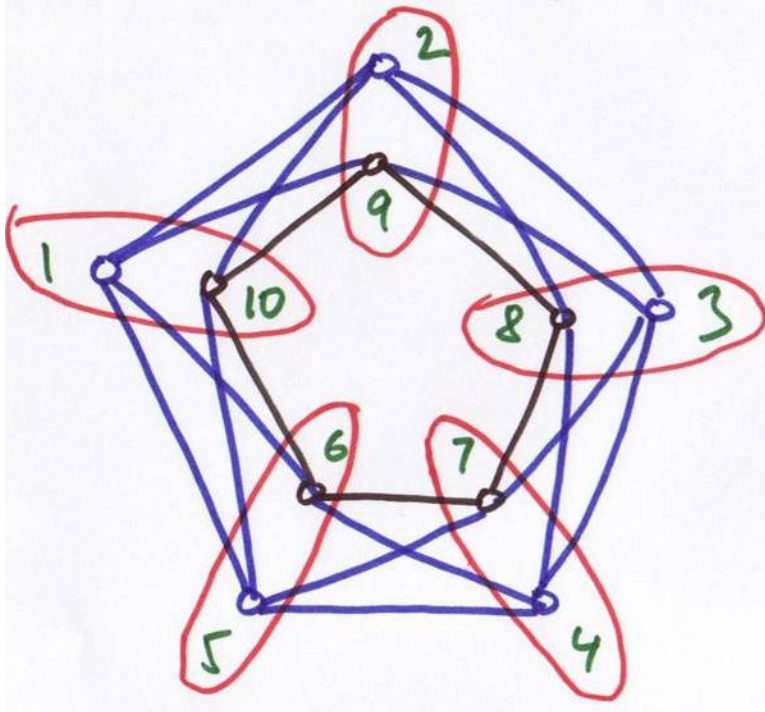
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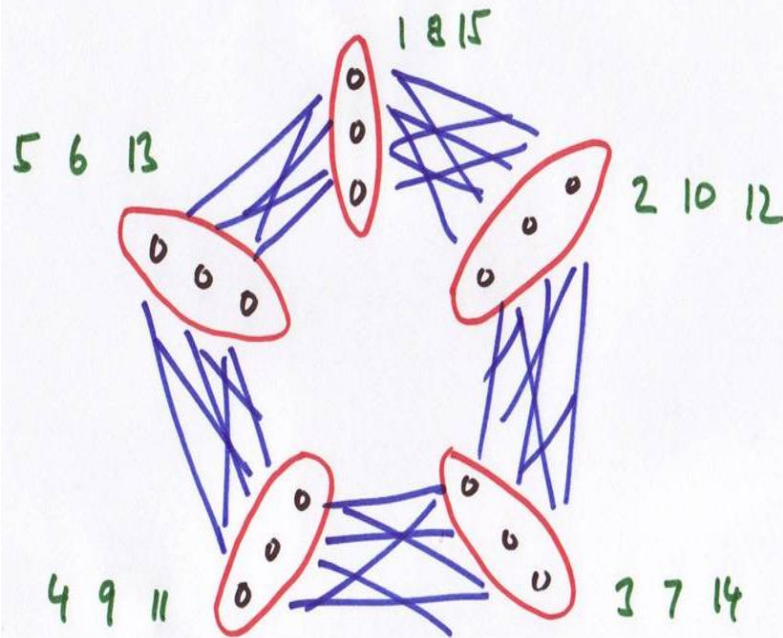
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Theorem 1: There is no r -regular DM graph for r odd.

Theorem 2: There is no r -regular DM graph with n vertices for $r \equiv n \equiv 2 \pmod{4}$.

Fair incomplete round robin

Team	Opponents' rankings		Team	Opponents' rankings
1	35		1	$35 - m$
2	34		2	$34 - m$
3	33		3	$33 - m$
4	32		4	$32 - m$
5	31		5	$31 - m$
6	30		6	$30 - m$
7	29		7	$29 - m$
8	28		8	$28 - m$

Equal strength incomplete round robin

Team	Opponents' rankings		Team	Opponents' rankings
1	35		1	<i>m</i>
2	34		2	<i>m</i>
3	33		3	<i>m</i>
4	32		4	<i>m</i>
5	31		5	<i>m</i>
6	30		6	<i>m</i>
7	29		7	<i>m</i>
8	28		8	<i>m</i>

Equal **chance?** incomplete round robin

Team	Opponents' rankings		Team	Opponents' rankings
1	35		1	<i>m</i>
2	34		2	<i>m</i>
3	33		3	<i>m</i>
4	32		4	<i>m</i>
5	31		5	<i>m</i>
6	30		6	<i>m</i>
7	29		7	<i>m</i>
8	28		8	<i>m</i>

Handicap incomplete round robin

Team	Opponents' rankings		Team	Opponents' rankings
1	35		1	$k+1$
2	34		2	$k+2$
3	33		3	$k+3$
4	32		4	$k+4$
5	31		5	$k+5$
6	30		6	$k+6$
7	29		7	$k+7$
8	28		8	$k+8$

Tournament comparison

Team\Opps ranking	Complete RR	Incomplete RR FAIR	Incomplete RR EQUAL STRENGTH	Incomplete RR HANDICAP
1	35	$35 - m$	m	$k+1$
2	34	$34 - m$	m	$k+2$
3	33	$33 - m$	m	$k+3$
4	32	$32 - m$	m	$k+4$
5	31	$31 - m$	m	$k+5$
6	30	$30 - m$	m	$k+6$
7	29	$29 - m$	m	$k+7$
8	28	$28 - m$	m	$k+8$

What games to play?

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which **will** be played) will be equal to $k+i$ for some constant k .

What games to play?

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which **will** be played) will be equal to $k+i$ for same constant k .

Team\Opps ranking	Incomplete RR HANDICAP
1	$k+1$
2	$k+2$
3	$k+3$
4	$k+4$
5	$k+5$
6	$k+6$
7	$k+7$
8	$k+8$

What games to play?

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which **will** be played) will be equal to $k+i$ for some constant k .

Distance-antimagic vertex labeling of a graph G :

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that weights of all vertices form the set

$\{k+1, k+2, \dots, k+n\}$

for some constant k .

What games to play?

So in fact a fair incomplete round robin tournament is a distance-antimagic graph

Distance-antimagic vertex labeling of a graph G :

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that weights of all vertices form the set

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What games to play?

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which will be played) will be equal to $k+i$ for same constant k .

Ordered distance-antimagic vertex labeling of a graph G :

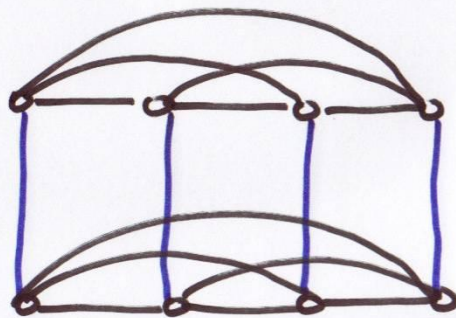
A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that weight of vertex i is equal to $k+i$ for same constant k .

What games to play?

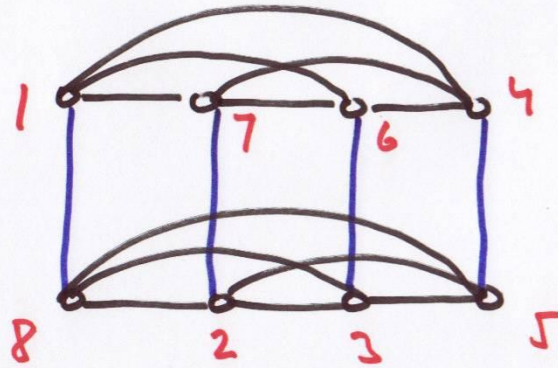
We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which will be played) will be equal to $k+i$ for some constant k .

We want to find an r -factor F which has an *ordered distance-antimagic vertex labeling*.

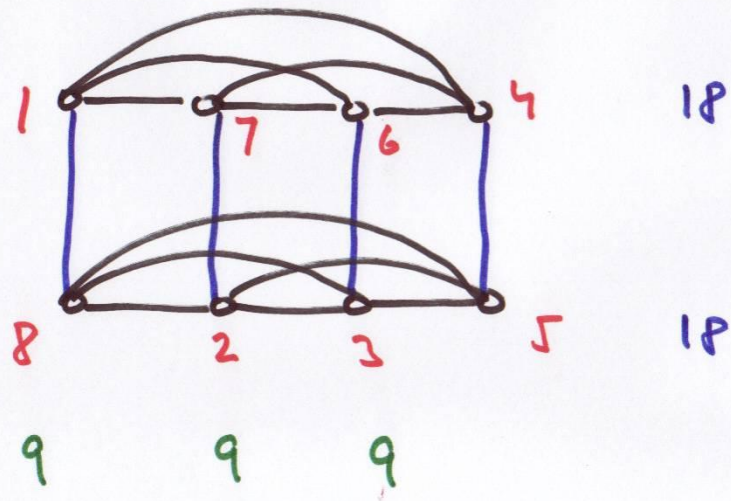
$K_2 \times K_4$



$K_2 \times K_4$



$K_2 \times K_4$



Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

$$K_2 \times K_4$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 1 misses opponents with total rankings

$$18 + 9$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 1 misses opponents with total rankings

$$18 + 9 - 1 - 1 = 25$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 1 misses opponents with total rankings

$$18 + 9 - 1 - 1 = 25$$

therefore plays opponents with total rankings

$$35 - 25 = 10$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 2 misses opponents with total rankings

$$18 + 9 - 2 - 2 = 23$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 2 misses opponents with total rankings

$$18 + 9 - 2 - 2 = 23$$

therefore plays opponents with total rankings

$$34 - 23 = 11$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 3 misses opponents with total rankings

$$18 + 9 - 3 - 3 = 21$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

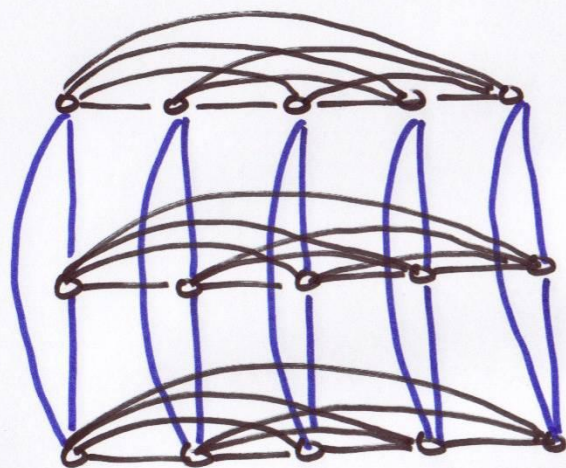
Team 3 misses opponents with total rankings

$$18 + 9 - 3 - 3 = 21$$

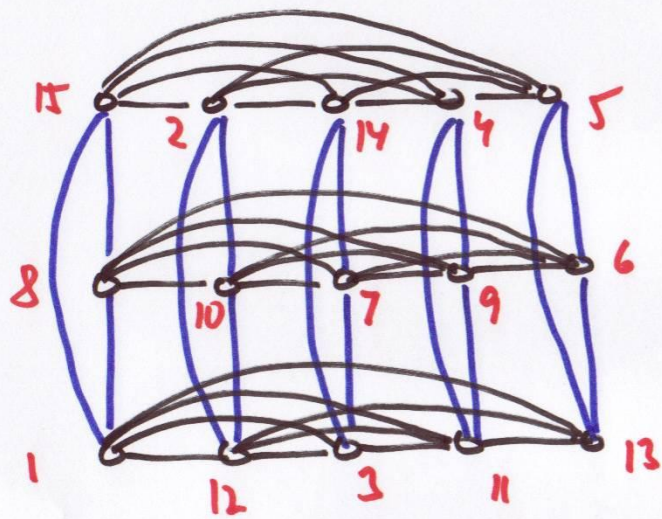
therefore plays opponents with total rankings

$$33 - 21 = 12$$

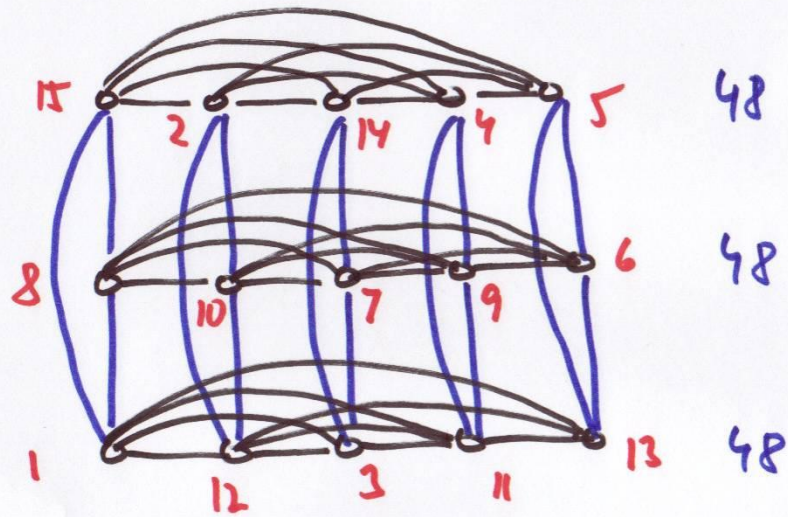
$K_3 \times K_5$



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$$K_3 \times K_5$$



$$\Sigma \quad 24 \quad 24 \quad 24 \quad 24 \quad 24$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

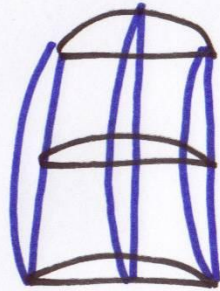
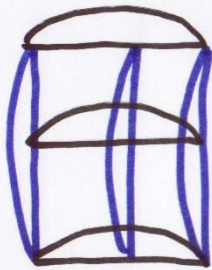
15	2	14	4	5	40
8	10	7	9	6	40
1	12	3	11	13	40
24	24	24	24	24	

$$K_3 \times K_5$$

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Theorem: There is a magic rectangle $\text{MR}(a,b)$ if and only if $a \equiv b \pmod{2}$ and $2 \leq a \leq b$, except when $a = b = 2$.

3 $K_2 \times K_3$



Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	27	14	42	10	9	23	42	19	18	5
15	2	25	42	24	11	7	42	6	20	16
26	13	3	42	8	22	12	42	17	4	21
42	42	42		42	42	42		42	42	42

$$3 K_3 \times K_3$$

Remove r -factor F with an
ordered distance-antimagic vertex labeling.

1	15	14	4	34	5	11	10	8
16	2	3	13	34	12	6	7	9
17	17	17	17		17	17	17	17

$$2 K_2 \times K_4$$

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

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Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \pmod{2}$, c/a or c/b , $a, b > 1$ and $ab > 4$.

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Theorem: Let $a \leq b$, $a \equiv b \equiv c \pmod{2}$, and there exists $d \leq a$ such that d/c . Then there is a magic rectangle set $\text{MRS}(a,b;c)$.

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Theorem: Let $a \leq b$, $a \equiv b \equiv c \pmod{2}$, and there exists $d \leq a$ such that d/c . Then there is a magic rectangle set $\text{MRS}(a,b;c)$.

It **may** be true even when exactly one of a, b, c is odd.

Example — MRS(7,11;15)

Take KA(3,5)					Lift it					
0	1	2	3	4	10	11	12	13	14	+10
3	4	0	1	2	8	9	5	6	7	+5
3	1	4	2	0	3	1	4	2	0	+0
6	6	6	6	6	21	21	21	21	21	

Pick a column to construct LS(3)

14	7	0	14	0	14	0	14	0	14	0	77
7	0	14	0	14	0	14	0	14	0	14	77
0	14	7	7	7	7	7	7	7	7	7	77
14	0	7	7	7	7	7	7	7	7	7	77
0	14	7	7	7	7	7	7	7	7	7	77
14	0	7	7	7	7	7	7	7	7	7	77
0	14	7	7	7	7	7	7	7	7	7	77
49	49	49	49	49	49	49	49	49	49	49	

Fill the rest

Repeat...

Thank you!

