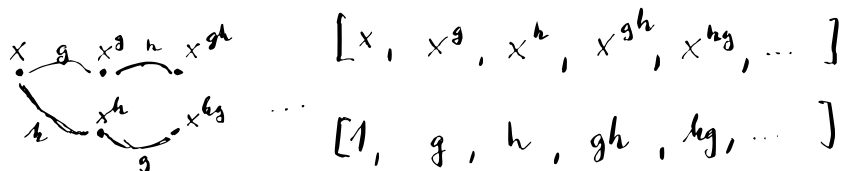


Transversals:

we know that $x^G \leftrightarrow \text{Stab}_G(x) \backslash G$.

can we not only find the orbit of x , but also representatives for cosets?



Defn:

Transversal is the list of coset representatives associated to orbit x^G .

Notation:

- We will blend the notions of an orbit and a Transversal.
- If T is a transversal for x^G , then $T[y] = g$ s.t. $x^g = y$.

ALGORITHM: ORBIT-TRANSVERSAL

INPUT: • S - set of generators of G
• x - point to act on

OUTPUT: • Δ - orbit x^S
• T - associated transversal

begin

$\Delta = [x]$

$T = [e]$ ← group identity

for $\delta \in \Delta$

for $s \in S$

$y = \delta^s$

if $y \notin \Delta$

push y to Δ

$T[y] = T[\delta] \cdot s$

← group element
which sends
 x to δ .

end

end

end

return Δ, T

end

Problem with this algorithm: storage.

1 permutation of length 2^{10} is 8KiB

10^6 such permutations ~ 10 GiB

1 perm of length 2^{20} is $1024 \cdot 8 \text{KiB} = 8 \text{MiB}$

512 of such is already 8GiB

Solution: Only store the minimal information required to reconstruct elements from the transversal!

Definition:

Let $\Delta = x^S$ (as ordered set).

We say that $V = (v_1, \dots, v_n) \in (S \cup \{e\})^k$

Schreier vector for Δ iff

1) $k = |\Delta|$

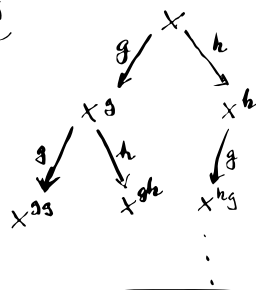
$\Delta = [x, x^g, x^h, x^{sh}, \dots]$

2) $v_i = e$

$V = [e, g, h, h, \dots]$

3) whenever $y \in \Delta$ and $\overline{V[y]} = s$ then $y^{-1}s$ occurs in Δ before y .

the entry of V associated to y .



INPUT: • S - a generating set for $G = \langle S \rangle$

• x - a point $\in \Omega$

OUTPUT: Δ - x^G , the orbit of x

V - Schreier vector / tree

$\Delta = [x]$

$V = [e]$

for $\delta \in \Delta$

for $s \in S$

$y = \delta^s$

if $y \notin \Delta$

push y to Δ

push s to V

end end end return Δ, V .

ALGORITHM: RECONSTRUCT REPRESENTATIVE

INPUT: Δ - orbit of x

\mathcal{V} - associated Schreier Vector/tree

y - point in Δ

begin

$\gamma = y$ // current point

$g = e$ // coset representative

while $\gamma \neq x$

$s = \mathcal{V}[\gamma]$

$g = s \cdot g$

$\gamma = \gamma^{s^{-1}}$

end

return g

end

Generating set for the stabilizer.

let $G = \langle S \rangle = \langle s_1, \dots, s_k \rangle$ and let

$H < G$ be of finite index with

coset representatives $\{\tau_1, \dots, \tau_n\}$ (we assume that $\tau_1 = e$).

for $g \in G$ there exists a unique coset s.t $g \in H \cdot \tau_j$. we will write \bar{g} for τ_j .

let $T := \left\{ \tau_i s_j (\overline{\tau_i s_j})^{-1} \right\}_{\substack{i=1, \dots, n \\ j=1, \dots, k}}$.

Lemma: $H = \langle T \rangle$.

T is called the set of Schreier generators.

$$1) r_i s_j (\overline{r_i s_j})^{-1} \in H \quad \checkmark$$

$$2) \text{ let } x \in H, x = g_1 \cdots g_m, g_i \in S.$$

$$x = g_1 \cdots g_m$$

$$= 1 \cdot g_1 \cdots g_m$$

$$= \underbrace{1 \cdot g_1}_{\in T} \underbrace{((1 \cdot g_1)^{-1} \cdot (1 \cdot g_1))}_{\in T} g_2 \cdots g_m$$

$$= t_1 \cdot \overline{g_1} \cdot g_2 \cdots g_m =$$

$$= t_1 \cdot \underbrace{\overline{g_1} g_2}_{t_2 \in T} \underbrace{(\overline{\overline{g_1} g_2}}_{\in T} \cdot (\overline{g_1} g_2))}_{\in T} \cdot g_3 \cdots g_m$$

$$= t_1 \cdot t_2 \cdot \underbrace{(\overline{\overline{g_1} g_2} g_3)}_{t_3} \cdot \underbrace{(\overline{\overline{\overline{g_1} g_2} g_3}}_{\in T} \cdot (\overline{\overline{g_1} g_2} g_3))}_{\in T} \cdots g_m$$

$$= t_1 \cdot t_2 \cdot t_3 \cdots t_{m-1} \underbrace{\overline{\overline{\overline{\overline{g_1} g_2 \cdots g_{m-1}}}}}_{z = ???} g_m$$

$$\text{Claim: } \overline{z} = e, \text{ i.e. } z \in H \Rightarrow z (\overline{z})^{-1} \in T.$$

Application:

$$H = \text{Stab}_G(x) = \{g \in G : x^g = x\}$$

$\Delta \leftarrow$ orbit of $x \iff$ cosets of $H \backslash G$.

$$\text{If } \underbrace{T[x^g]}_{=g} \longleftrightarrow Hg$$

transversal coset

ALGORITHM: Orbit/stabilizer

INPUT: • S - set of generators for $G = \langle S \rangle$

• x - a point in Ω

OUTPUT: • Δ - the orbit of x

• T - transversal for Δ (Schreier or not)

• U - set of Schreier generators

begin

$$\Delta = [x]$$

$$T = [e]$$

$$U = [e]$$

for $\delta \in \Delta$

for $s \in S$

$$y = \delta^s$$

if $y \notin \Delta$

push y to Δ

push s to T

else

push $T[\delta] \cdot s \cdot T[y]^{-1}$ to U

end

end

end

return Δ, T, U

end

Performance: (problem)

- U will have $\sim k \cdot n = |S| \cdot |\Delta|$ elements that's plenty, but sometimes all are needed
 - remove duplicates and identify
 - instead of collecting all those generators simply form a group $H = \langle U \rangle$, and check if the new one already belongs to H .
-

Further applications:

- Normal closure of $H < G$ i.e. (also known as the normalizer of H in G).
- $$N_G(H) = \bigcap \{ N < G : H < N \}$$

Tips: if $H = \langle u \rangle$

start the orbit algorithm with $\Delta = U$
under the action $g^h = h^{-1}gh$.

Proof: 1) termination

2) suppose that $N = \langle \Delta \rangle$

$H < N$ since $u \in \Delta$.

3) we have $N < N_G(H)$ since every elt of Δ
can be written as conjugation
 $gu g^{-1}$ of $u \in U$.

4) if $x \in N_G(H)$ it can be written as a product
of conjugates of gens of H .

Finally: Pseudorandom elements

To find truly random elts in G one would need to

- 1) access all elts of G as a list (at arbitrary locations)
- 2) generate random number from $1:n$ and then pick the corresponding elt.

1) is infeasible (too many of them)

2) is impossible (no such hardware exist).

ALGORITHM : Pseudo-random

INPUT : • X - a list of "sufficiently" random elts from G
• s - the seed

OUTPUT : • X - a list of _____
• g - a random element

begin

i, j - two distinct integers from $1:|X|$ chosen at random

$sgn = \text{rand}((-1, 1))$

if $\text{rand}(\text{Bool})$

$$X[i] = X[i] \cdot X[j]^{sgn}$$

$$g = s \cdot X[i]$$

else

$$X[i] = X[j]^{sgn} \cdot X[i]$$

$$g = X[i] \cdot s$$

end

return X, g

end

ALGORITHM: initialize

INPUT: • S - a set of generators for $G = \langle S \rangle$

OUTPUT: • X - a list of "sufficiently random" elements of G

• a - a pseudorandom group element

begin

$X =$ concatenate S with itself as long as $|X| < 11$

$a = e$ // the accumulator // is heuristic

for i in $1:50$ // also a heuristic

$X, a = \text{pseudorandom}(X, a)$

end

return X, a

end
