# Synchronizing Finite Automata

Lecture IX. The Road Coloring Theorem (continued)

Mikhail Volkov

Ural Federal University / Hunter College

# Which strongly connected digraphs may appear as underlying digraphs of synchronizing automata?

An obvious necessary condition: all vertices should have the same out-degree.

A less obvious necessary condition called primitivity: the g.c.d. of lengths of all cycles should be equal to 1.

The Road Coloring Conjecture claims that the two necessary conditions (constant out-degree and primitivity) are in fact sufficient. In other words: every strongly connected primitive digraph with constant out-degree admits a synchronizing coloring.

Which strongly connected digraphs may appear as underlying digraphs of synchronizing automata?

An obvious necessary condition: all vertices should have the same out-degree.

A less obvious necessary condition called primitivity: the g.c.d. of lengths of all cycles should be equal to 1.

The Road Coloring Conjecture claims that the two necessary conditions (constant out-degree and primitivity) are in fact sufficient. In other words: every strongly connected primitive digraph with constant out-degree admits a synchronizing coloring.



Which strongly connected digraphs may appear as underlying digraphs of synchronizing automata?

An obvious necessary condition: all vertices should have the same out-degree.

A less obvious necessary condition called primitivity: the g.c.d. of lengths of all cycles should be equal to 1.

The Road Coloring Conjecture claims that the two necessary conditions (constant out-degree and primitivity) are in fact sufficient. In other words: every strongly connected primitive digraph with constant out-degree admits a synchronizing coloring.



Which strongly connected digraphs may appear as underlying digraphs of synchronizing automata?

An obvious necessary condition: all vertices should have the same out-degree.

A less obvious necessary condition called primitivity: the g.c.d. of lengths of all cycles should be equal to 1.

The Road Coloring Conjecture claims that the two necessary conditions (constant out-degree and primitivity) are in fact sufficient. In other words: every strongly connected primitive digraph with constant out-degree admits a synchronizing coloring.



Which strongly connected digraphs may appear as underlying digraphs of synchronizing automata?

An obvious necessary condition: all vertices should have the same out-degree.

A less obvious necessary condition called primitivity: the g.c.d. of lengths of all cycles should be equal to 1.

The Road Coloring Conjecture claims that the two necessary conditions (constant out-degree and primitivity) are in fact sufficient. In other words: every strongly connected primitive digraph with constant out-degree admits a synchronizing coloring.



Which strongly connected digraphs may appear as underlying digraphs of synchronizing automata?

An obvious necessary condition: all vertices should have the same out-degree.

A less obvious necessary condition called primitivity: the g.c.d. of lengths of all cycles should be equal to 1.

The Road Coloring Conjecture claims that the two necessary conditions (constant out-degree and primitivity) are in fact sufficient. In other words: every strongly connected primitive digraph with constant out-degree admits a synchronizing coloring.



Trahtman's proof heavily depends on a neat idea of stability (or confluence) which is due to Karel Culik II, Juhani Karhumäki and Jarkko Kari (A note on synchronized automata and Road Coloring Problem, Int. J. Found. Comput. Sci., 13 (2002) 459–471). Let  $\mathscr{A} = \langle Q, \Sigma, \delta \rangle$  be a DFA. We define the relation  $\sim$  on Q as follows

$$q \sim q' \Longleftrightarrow \forall u \in \Sigma^* \; \exists v \in \Sigma^* \; q \,.\, uv = q'.uv.$$

 $\sim$  is called the *stability relation* and any pair (q,q') such that  $q\sim q'$  is called *stable*.

A coloring of a digraph with constant out-degree is *stable* if the resulting automaton has at least one stable pair (q, q') with  $q \neq q'$ 



Trahtman's proof heavily depends on a neat idea of stability (or confluence) which is due to Karel Culik II, Juhani Karhumäki and Jarkko Kari (A note on synchronized automata and Road Coloring Problem, Int. J. Found. Comput. Sci., 13 (2002) 459–471). Let  $\mathscr{A} = \langle Q, \Sigma, \delta \rangle$  be a DFA. We define the relation  $\sim$  on Q as follows:

$$q \sim q' \Longleftrightarrow \forall u \in \Sigma^* \; \exists v \in \Sigma^* \; q \,.\, uv = q'.uv.$$

 $\sim$  is called the *stability relation* and any pair (q,q') such that  $q\sim q'$  is called *stable*.

A coloring of a digraph with constant out-degree is *stable* if the resulting automaton has at least one stable pair (q, q') with  $q \neq q'$ .



Trahtman's proof heavily depends on a neat idea of stability (or confluence) which is due to Karel Culik II, Juhani Karhumäki and Jarkko Kari (A note on synchronized automata and Road Coloring Problem, Int. J. Found. Comput. Sci., 13 (2002) 459–471). Let  $\mathscr{A} = \langle Q, \Sigma, \delta \rangle$  be a DFA. We define the relation  $\sim$  on Q as follows:

$$q \sim q' \Longleftrightarrow \forall u \in \Sigma^* \; \exists v \in \Sigma^* \; q \,.\, uv = q'.uv.$$

 $\sim$  is called the *stability relation* and any pair (q,q') such that  $q\sim q'$  is called *stable*.

A coloring of a digraph with constant out-degree is *stable* if the resulting automaton has at least one stable pair (q, q') with  $q \neq q'$ .



Trahtman's proof heavily depends on a neat idea of stability (or confluence) which is due to Karel Culik II, Juhani Karhumäki and Jarkko Kari (A note on synchronized automata and Road Coloring Problem, Int. J. Found. Comput. Sci., 13 (2002) 459–471). Let  $\mathscr{A} = \langle Q, \Sigma, \delta \rangle$  be a DFA. We define the relation  $\sim$  on Q as follows:

$$q \sim q' \Longleftrightarrow \forall u \in \Sigma^* \; \exists v \in \Sigma^* \; q \,.\, uv = q'.uv.$$

 $\sim$  is called the *stability relation* and any pair (q,q') such that  $q\sim q'$  is called *stable*.

A coloring of a digraph with constant out-degree is *stable* if the resulting automaton has at least one stable pair (q, q') with  $q \neq q'$ .



Trahtman's proof heavily depends on a neat idea of stability (or confluence) which is due to Karel Culik II, Juhani Karhumäki and Jarkko Kari (A note on synchronized automata and Road Coloring Problem, Int. J. Found. Comput. Sci., 13 (2002) 459–471). Let  $\mathscr{A} = \langle Q, \Sigma, \delta \rangle$  be a DFA. We define the relation  $\sim$  on Q as follows:

$$q \sim q' \Longleftrightarrow \forall u \in \Sigma^* \; \exists v \in \Sigma^* \; q \,.\, uv = q'.uv.$$

 $\sim$  is called the *stability relation* and any pair (q,q') such that  $q\sim q'$  is called *stable*.

A coloring of a digraph with constant out-degree is *stable* if the resulting automaton has at least one stable pair (q, q') with  $q \neq q'$ .



## 3. Trahtman's Proof

Trahtman has managed to prove exactly what was needed to use Proposition CKK: every strongly connected primitive digraph with constant out-degree and more than 1 vertex has a stable coloring. Thus, Road Coloring Conjecture holds true.

The proof is clever but not too difficult.

For brevity, we call strongly connected primitive digraphs with constant out-degree and more than 1 vertex admissible.

## 3. Trahtman's Proof

Trahtman has managed to prove exactly what was needed to use Proposition CKK: every strongly connected primitive digraph with constant out-degree and more than 1 vertex has a stable coloring. Thus, Road Coloring Conjecture holds true.

The proof is clever but not too difficult.

For brevity, we call strongly connected primitive digraphs with constant out-degree and more than 1 vertex admissible.

## 3. Trahtman's Proof

Trahtman has managed to prove exactly what was needed to use Proposition CKK: every strongly connected primitive digraph with constant out-degree and more than 1 vertex has a stable coloring. Thus, Road Coloring Conjecture holds true.

The proof is clever but not too difficult.

For brevity, we call strongly connected primitive digraphs with constant out-degree and more than 1 vertex admissible.

#### 4. Levels w.r.t. a Letter

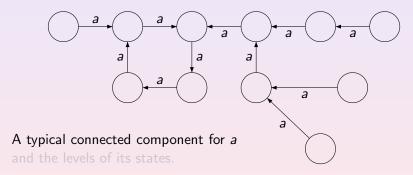
Let  $\mathscr{A}=\langle Q,\Sigma,\delta\rangle$  be a DFA,  $a\in\Sigma$ . We want to assign to its states a parameter called the level w.r.t. a.

A typical connected component for a and the levels of its states.



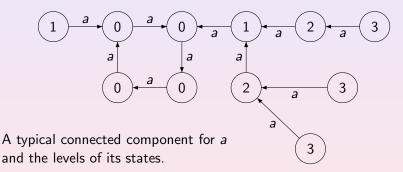
#### 4. Levels w.r.t. a Letter

Let  $\mathscr{A}=\langle Q,\Sigma,\delta\rangle$  be a DFA,  $a\in\Sigma$ . We want to assign to its states a parameter called the level w.r.t. a.



#### 4. Levels w.r.t. a Letter

Let  $\mathscr{A}=\langle Q,\Sigma,\delta\rangle$  be a DFA,  $a\in\Sigma$ . We want to assign to its states a parameter called the level w.r.t. a.



## 5. Lemma on Level and Induction

**Lemma 2.** Let  $\mathscr{A}=\langle Q,\Sigma,\delta\rangle$  be a strongly connected automaton such that all states of maximal level L>0 w.r.t.  $a\in\Sigma$  belong to the same tree. Then  $\mathscr{A}$  has a stable pair.

By Lemma 2, to prove that every admissible digraph  $\Gamma$  has a stable coloring, it suffices to show that every such  $\Gamma$  may be colored into an automaton satisfying the premise of the lemma.

Take an arbitrary admissible digraph  $\Gamma$ . We start with an arbitrary coloring of  $\Gamma$ , take an arbitrary color (=letter) a, and induct on the number N of states that do not lie on any a-cycle in the initial coloring.

## 5. Lemma on Level and Induction

**Lemma 2.** Let  $\mathscr{A}=\langle Q,\Sigma,\delta\rangle$  be a strongly connected automaton such that all states of maximal level L>0 w.r.t.  $a\in\Sigma$  belong to the same tree. Then  $\mathscr{A}$  has a stable pair.

By Lemma 2, to prove that every admissible digraph  $\Gamma$  has a stable coloring, it suffices to show that every such  $\Gamma$  may be colored into an automaton satisfying the premise of the lemma.

Take an arbitrary admissible digraph  $\Gamma$ . We start with an arbitrary coloring of  $\Gamma$ , take an arbitrary color (=letter) a, and induct on the number N of states that do not lie on any a-cycle in the initial coloring.

## 5. Lemma on Level and Induction

**Lemma 2.** Let  $\mathscr{A}=\langle Q,\Sigma,\delta\rangle$  be a strongly connected automaton such that all states of maximal level L>0 w.r.t.  $a\in\Sigma$  belong to the same tree. Then  $\mathscr{A}$  has a stable pair.

By Lemma 2, to prove that every admissible digraph  $\Gamma$  has a stable coloring, it suffices to show that every such  $\Gamma$  may be colored into an automaton satisfying the premise of the lemma.

Take an arbitrary admissible digraph  $\Gamma$ . We start with an arbitrary coloring of  $\Gamma$ , take an arbitrary color (=letter) a, and induct on the number N of states that do not lie on any a-cycle in the initial coloring.

Suppose that N=0. This means that all states lie on a-cycles.

We say that a vertex p of  $\Gamma$  is a bunch if all edges that begin at p lead to the same vertex q.

If all vertices in  $\Gamma$  are bunches, then there is just one a-cycle (since  $\Gamma$  is strongly connected) and all cycles in  $\Gamma$  have the same length. This contradicts the assumption that  $\Gamma$  is primitive. It is quite interesting that this is the only place in the whole proof where the primitivity condition is invoked.

Suppose that N=0. This means that all states lie on a-cycles. We say that a vertex p of  $\Gamma$  is a bunch if all edges that begin at p lead to the same vertex q.



If all vertices in  $\Gamma$  are bunches, then there is just one a-cycle (since  $\Gamma$  is strongly connected) and all cycles in  $\Gamma$  have the same length. This contradicts the assumption that  $\Gamma$  is primitive. It is quite interesting that this is the only place in the whole proof where the primitivity condition is invoked.

Suppose that N=0. This means that all states lie on a-cycles. We say that a vertex p of  $\Gamma$  is a bunch if all edges that begin at p lead to the same vertex q.



If all vertices in  $\Gamma$  are bunches, then there is just one a-cycle (since  $\Gamma$  is strongly connected) and all cycles in  $\Gamma$  have the same length. This contradicts the assumption that  $\Gamma$  is primitive.

It is quite interesting that this is the only place in the whole proof where the primitivity condition is invoked.

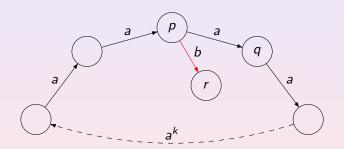
Suppose that N=0. This means that all states lie on a-cycles. We say that a vertex p of  $\Gamma$  is a bunch if all edges that begin at p lead to the same vertex q.



If all vertices in  $\Gamma$  are bunches, then there is just one a-cycle (since  $\Gamma$  is strongly connected) and all cycles in  $\Gamma$  have the same length. This contradicts the assumption that  $\Gamma$  is primitive.

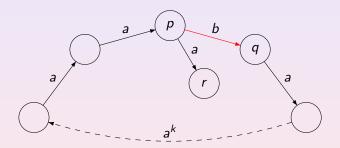
It is quite interesting that this is the only place in the whole proof where the primitivity condition is invoked.

Thus, let p be a state which is not a bunch, let q = p. a and let  $b \neq a$  be such that r = p.  $b \neq q$ . We exchange the labels of the edges  $p \stackrel{a}{\rightarrow} q$  and  $p \stackrel{b}{\rightarrow} r$ .



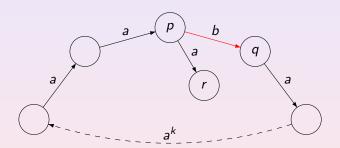
It is clear that in the new coloring there is only one state of maximal level w.r.t. a, namely q. Thus, the induction basis is verified.

Thus, let p be a state which is not a bunch, let q=p. a and let  $b\neq a$  be such that r=p.  $b\neq q$ . We exchange the labels of the edges  $p\stackrel{a}{\to}q$  and  $p\stackrel{b}{\to}r$ .



It is clear that in the new coloring there is only one state of maximal level w.r.t. a, namely q. Thus, the induction basis is verified.

Thus, let p be a state which is not a bunch, let q = p. a and let  $b \neq a$  be such that r = p.  $b \neq q$ . We exchange the labels of the edges  $p \stackrel{a}{\rightarrow} q$  and  $p \stackrel{b}{\rightarrow} r$ .



It is clear that in the new coloring there is only one state of maximal level w.r.t. a, namely q. Thus, the induction basis is verified.

Now let N > 0. We denote by L the maximum level of the states w.r.t. a in the initial coloring. Observe that N > 0 implies L > 0. Let p be a state of level L. Since  $\Gamma$  is strongly connected, there is an edge p' and with  $p' \neq p$  and by the space of p, the label of

Let p be a state of level L. Since  $\Gamma$  is strongly connected, there is an edge  $p' \to p$  with  $p' \neq p$ , and by the choice of p, the label of this edge is  $b \neq a$ . Let t = p'. a. One has  $t \neq p$ . Let  $r = p \cdot a^L$  and let C be the a-cycle on which r lies.

Now let N>0. We denote by L the maximum level of the states w.r.t. a in the initial coloring. Observe that N>0 implies L>0. Let p be a state of level L. Since  $\Gamma$  is strongly connected, there is an edge  $p'\to p$  with  $p'\neq p$ , and by the choice of p, the label of this edge is  $b\neq a$ . Let t=p'. a. One has  $t\neq p$ . Let r=p.  $a^L$  and let C be the a-cycle on which r lies.

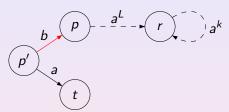
Now let N>0. We denote by L the maximum level of the states w.r.t. a in the initial coloring. Observe that N>0 implies L>0. Let p be a state of level L. Since  $\Gamma$  is strongly connected, there is an edge  $p'\to p$  with  $p'\neq p$ , and by the choice of p, the label of this edge is  $b\neq a$ . Let t=p'. a. One has  $t\neq p$ . Let r=p.  $a^L$  and let C be the a-cycle on which r lies.

Now let N>0. We denote by L the maximum level of the states w.r.t. a in the initial coloring. Observe that N>0 implies L>0. Let p be a state of level L. Since  $\Gamma$  is strongly connected, there is an edge  $p'\to p$  with  $p'\neq p$ , and by the choice of p, the label of this edge is  $b\neq a$ . Let t=p'. a. One has  $t\neq p$ . Let r=p.  $a^L$  and let C be the a-cycle on which r lies.

Now let N>0. We denote by L the maximum level of the states w.r.t. a in the initial coloring. Observe that N>0 implies L>0. Let p be a state of level L. Since  $\Gamma$  is strongly connected, there is an edge  $p'\to p$  with  $p'\neq p$ , and by the choice of p, the label of this edge is  $b\neq a$ . Let t=p'. a. One has  $t\neq p$ . Let r=p.  $a^L$  and let C be the a-cycle on which r lies.

# 9. Induction Step: Case 1

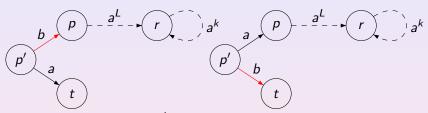
#### Case 1: p' is not on C.



We swap the labels of  $p' \xrightarrow{b} p$  and  $p' \xrightarrow{a} t$ . If p' was on the a-path from p to r, then the swapping creates a new a-cycle increasing the number of states on the a-cycles. If p' was not on the a-path from p to r, then the level of p' w.r.t. a becomes L+1 whence all states of maximal level w.r.t. a in the new automaton are a-ascendants of p' and thus belong to the same tree.

# 9. Induction Step: Case 1

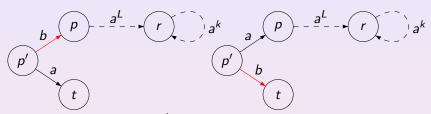
## Case 1: p' is not on C.



We swap the labels of  $p' \xrightarrow{b} p$  and  $p' \xrightarrow{a} t$ . If p' was on the a-path from p to r, then the swapping creates a new a-cycle increasing the number of states on the a-cycles. If p' was not on the a-path from p to r, then the level of p' w.r.t. a becomes L+1 whence all states of maximal level w.r.t. a in the new automaton are a-ascendants of p' and thus belong to the same tree.

# 9. Induction Step: Case 1

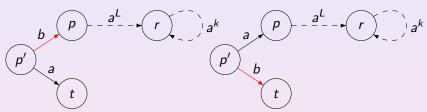
Case 1: p' is not on C.



We swap the labels of  $p' \xrightarrow{b} p$  and  $p' \xrightarrow{a} t$ . If p' was on the a-path from p to r, then the swapping creates a new a-cycle increasing the number of states on the a-cycles. If p' was not on the a-path from p to r, then the level of p' w.r.t. a becomes L+1 whence all states of maximal level w.r.t. a in the new automaton are a-ascendants of p' and thus belong to the same tree.

## 9. Induction Step: Case 1

Case 1: p' is not on C.

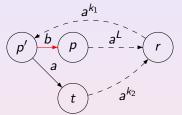


We swap the labels of  $p' \xrightarrow{b} p$  and  $p' \xrightarrow{a} t$ . If p' was on the a-path from p to r, then the swapping creates a new a-cycle increasing the number of states on the a-cycles. If p' was not on the a-path from p to r, then the level of p' w.r.t. a becomes L+1 whence all states of maximal level w.r.t. a in the new automaton are a-ascendants of p' and thus belong to the same tree.

Case 2: p' is on C. Let  $k_1$  be the least integer such that  $r \cdot a^{k_1} = p'$ . The state  $t = p' \cdot a$  is also on C. Let  $k_2$  be the least integer such that  $t \cdot a^{k_2} = r$ . Then the length of C is  $k_1 + k_2 + 1$ .

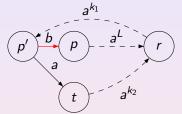
**Subcase 2.1:**  $k_2 \neq L$ . Again, we swap the labels of  $p' \stackrel{b}{\rightarrow} p$  and  $p' \stackrel{a}{\rightarrow} t$ . If  $k_2 < L$ , then the swapping creates an a-cycle of length  $k_1 + L + 1 > k_1 + k_2 + 1$  increasing the number of states on the a-cycles. If  $k_2 > L$ , then the level of t w.r.t. a becomes  $k_2$  whence all states of maximal level w.r.t. a in the new automaton are a-ascendants of t and thus belong to the same tree.

**Case 2:** p' is on C. Let  $k_1$  be the least integer such that  $r \cdot a^{k_1} = p'$ . The state  $t = p' \cdot a$  is also on C. Let  $k_2$  be the least integer such that  $t \cdot a^{k_2} = r$ . Then the length of C is  $k_1 + k_2 + 1$ .



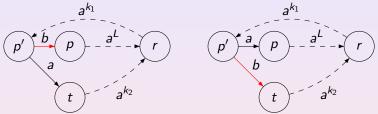
**Subcase 2.1:**  $k_2 \neq L$ . Again, we swap the labels of  $p' \stackrel{b}{\rightarrow} p$  and  $p' \stackrel{a}{\rightarrow} t$ . If  $k_2 < L$ , then the swapping creates an a-cycle of length  $k_1 + L + 1 > k_1 + k_2 + 1$  increasing the number of states on the a-cycles. If  $k_2 > L$ , then the level of t w.r.t. a becomes  $k_2$  whence all states of maximal level w.r.t. a in the new automaton are a-ascendants of t and thus belong to the same tree.

**Case 2:** p' **is on** C. Let  $k_1$  be the least integer such that  $r \cdot a^{k_1} = p'$ . The state  $t = p' \cdot a$  is also on C. Let  $k_2$  be the least integer such that  $t \cdot a^{k_2} = r$ . Then the length of C is  $k_1 + k_2 + 1$ .



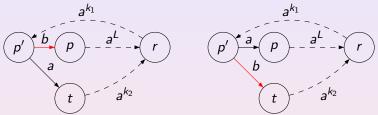
**Subcase 2.1:**  $k_2 \neq L$ . Again, we swap the labels of  $p' \stackrel{b}{\rightarrow} p$  and  $p' \stackrel{a}{\rightarrow} t$ . If  $k_2 < L$ , then the swapping creates an a-cycle of length  $k_1 + L + 1 > k_1 + k_2 + 1$  increasing the number of states on the a-cycles. If  $k_2 > L$ , then the level of t w.r.t. a becomes  $k_2$  whence all states of maximal level w.r.t. a in the new automaton are a-ascendants of t and thus belong to the same tree.

**Case 2:** p' **is on** C. Let  $k_1$  be the least integer such that  $r \cdot a^{k_1} = p'$ . The state  $t = p' \cdot a$  is also on C. Let  $k_2$  be the least integer such that  $t \cdot a^{k_2} = r$ . Then the length of C is  $k_1 + k_2 + 1$ .



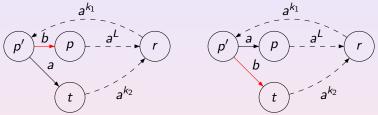
**Subcase 2.1:**  $k_2 \neq L$ . Again, we swap the labels of  $p' \xrightarrow{b} p$  and  $p' \xrightarrow{a} t$ . If  $k_2 < L$ , then the swapping creates an a-cycle of length  $k_1 + L + 1 > k_1 + k_2 + 1$  increasing the number of states on the a-cycles. If  $k_2 > L$ , then the level of t w.r.t. t becomes t whence all states of maximal level w.r.t. t in the new automaton are a-ascendants of t and thus belong to the same tree.

**Case 2:** p' **is on** C. Let  $k_1$  be the least integer such that  $r \cdot a^{k_1} = p'$ . The state  $t = p' \cdot a$  is also on C. Let  $k_2$  be the least integer such that  $t \cdot a^{k_2} = r$ . Then the length of C is  $k_1 + k_2 + 1$ .



**Subcase 2.1:**  $k_2 \neq L$ . Again, we swap the labels of  $p' \stackrel{b}{\rightarrow} p$  and  $p' \stackrel{a}{\rightarrow} t$ . If  $k_2 < L$ , then the swapping creates an a-cycle of length  $k_1 + L + 1 > k_1 + k_2 + 1$  increasing the number of states on the a-cycles. If  $k_2 > L$ , then the level of t w.r.t. t becomes t whence all states of maximal level w.r.t. t in the new automaton are a-ascendants of t and thus belong to the same tree.

**Case 2:** p' **is on** C. Let  $k_1$  be the least integer such that  $r \cdot a^{k_1} = p'$ . The state  $t = p' \cdot a$  is also on C. Let  $k_2$  be the least integer such that  $t \cdot a^{k_2} = r$ . Then the length of C is  $k_1 + k_2 + 1$ .



**Subcase 2.1:**  $k_2 \neq L$ . Again, we swap the labels of  $p' \stackrel{b}{\rightarrow} p$  and  $p' \stackrel{a}{\rightarrow} t$ . If  $k_2 < L$ , then the swapping creates an a-cycle of length  $k_1 + L + 1 > k_1 + k_2 + 1$  increasing the number of states on the a-cycles. If  $k_2 > L$ , then the level of t w.r.t. t becomes t whence all states of maximal level w.r.t. t in the new automaton are a-ascendants of t and thus belong to the same tree.

Let s be the state of C such that  $s \cdot a = r$ .

**Subcase 2.2:**  $k_2 = L$  and s is not a bunch. Since s is not a bunch, there is a letter c such that  $s' = s \cdot c \neq r$ .

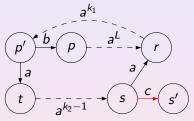
Let s be the state of C such that  $s \cdot a = r$ .

**Subcase 2.2:**  $k_2 = L$  and s is not a bunch. Since s is not

a bunch, there is a letter c such that  $s' = s \cdot c \neq r$ .

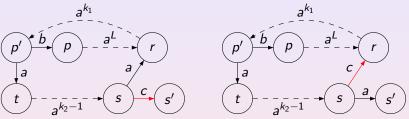
Let s be the state of C such that  $s \cdot a = r$ .

**Subcase 2.2:**  $k_2 = L$  and s is not a bunch. Since s is not a bunch, there is a letter c such that s' = s.  $c \neq r$ .



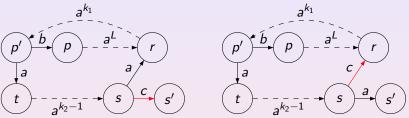
Let s be the state of C such that  $s \cdot a = r$ .

**Subcase 2.2:**  $k_2 = L$  and s is not a bunch. Since s is not a bunch, there is a letter c such that s' = s.  $c \neq r$ .



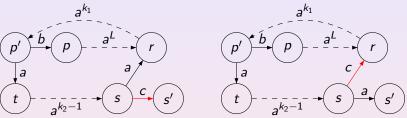
Let s be the state of C such that  $s \cdot a = r$ .

**Subcase 2.2:**  $k_2 = L$  and s is not a bunch. Since s is not a bunch, there is a letter c such that s' = s.  $c \neq r$ .



Let s be the state of C such that  $s \cdot a = r$ .

**Subcase 2.2:**  $k_2 = L$  and s is not a bunch. Since s is not a bunch, there is a letter c such that s' = s.  $c \neq r$ .

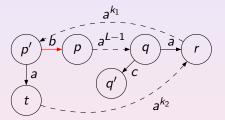


Let q be the state on the a-path from p to r such that  $q \cdot a = r$ .

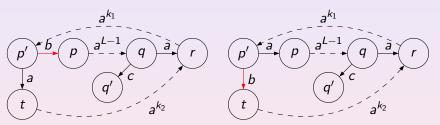
**Subcase 2.3:**  $k_2 = L$  and q is not a bunch. Since q is not a bunch, there is a letter c such that q' = q .  $c \ne r$ .

Let q be the state on the a-path from p to r such that  $q \cdot a = r$ . **Subcase 2.3:**  $k_2 = L$  and q is not a bunch. Since q is not a bunch, there is a letter c such that  $q' = q \cdot c \neq r$ .

Let q be the state on the a-path from p to r such that  $q \cdot a = r$ . **Subcase 2.3:**  $k_2 = L$  and q is not a bunch. Since q is not a bunch, there is a letter c such that  $q' = q \cdot c \neq r$ .



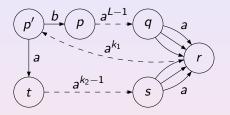
Let q be the state on the a-path from p to r such that  $q \cdot a = r$ . **Subcase 2.3:**  $k_2 = L$  and q is not a bunch. Since q is not a bunch, there is a letter c such that  $q' = q \cdot c \neq r$ .



Subcase 2.4:  $k_2 = L$  and both s and q are bunches.

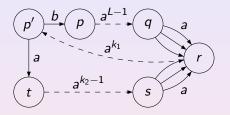
In this case it is clear that q and s form a stable pair. This completes the proof.

#### Subcase 2.4: $k_2 = L$ and both s and q are bunches.



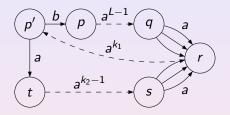
In this case it is clear that q and s form a stable pair. This completes the proof.

#### Subcase 2.4: $k_2 = L$ and both s and q are bunches.



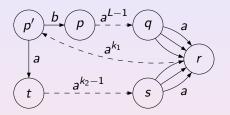
In this case it is clear that q and s form a stable pair.

Subcase 2.4:  $k_2 = L$  and both s and q are bunches.



In this case it is clear that q and s form a stable pair. This completes the proof.

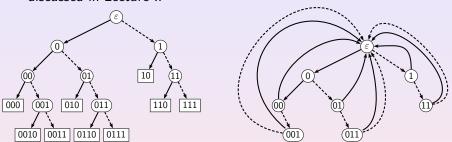
Subcase 2.4:  $k_2 = L$  and both s and q are bunches.



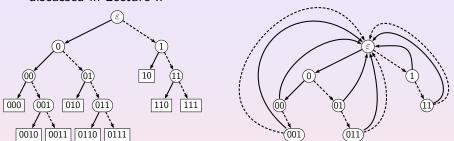
In this case it is clear that q and s form a stable pair. This completes the proof.

Recall the connection between maximal prefix codes and automata discussed in Lecture I.

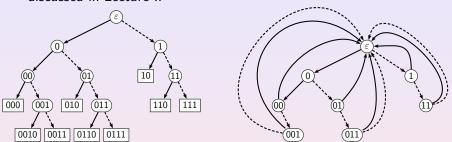
Recall the connection between maximal prefix codes and automata discussed in Lecture I.



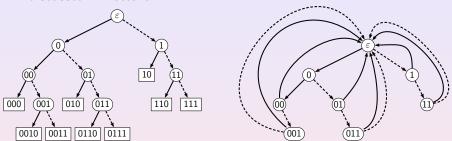
Recall the connection between maximal prefix codes and automata discussed in Lecture I.



Recall the connection between maximal prefix codes and automata discussed in Lecture I.



Recall the connection between maximal prefix codes and automata discussed in Lecture I.



What can be said about underlying graphs of arbitrary synchronizing automata(not necessarily strongly connected)?

Given a graph  $\Gamma = (V, E)$ , a vertex q is said to be reachable from a vertex p if there is a path from p to q. Clearly, the reachability relation is reflexive and transitive, and the mutual reachability relation is an equivalence on the set V. The subgraphs induced on the classes of the mutual reachability relation are strongly connected and are called the strongly connected components of  $\Gamma$ . The reachability relation induces a partial order on the set of the strongly connected components: a component  $\Gamma_1$  precedes a component  $\Gamma_2$  in this order if some vertex of  $\Gamma_1$  is reachable from some vertex of  $\Gamma_2$ .

What can be said about underlying graphs of arbitrary synchronizing automata(not necessarily strongly connected)? Given a graph  $\Gamma = (V, E)$ , a vertex q is said to be reachable from a vertex p if there is a path from p to q. Clearly, the reachability connected and are called the strongly connected components of Γ.



What can be said about underlying graphs of arbitrary synchronizing automata(not necessarily strongly connected)? Given a graph  $\Gamma = (V, E)$ , a vertex q is said to be reachable from a vertex p if there is a path from p to q. Clearly, the reachability relation is reflexive and transitive, and the mutual reachability relation is an equivalence on the set V. The subgraphs induced connected and are called the strongly connected components of  $\Gamma$ .



What can be said about underlying graphs of arbitrary synchronizing automata(not necessarily strongly connected)? Given a graph  $\Gamma=(V,E)$ , a vertex q is said to be reachable from a vertex p if there is a path from p to q. Clearly, the reachability relation is reflexive and transitive, and the mutual reachability relation is an equivalence on the set V. The subgraphs induced on the classes of the mutual reachability relation are strongly connected and are called the strongly connected components of  $\Gamma$ .

The reachability relation induces a partial order on the set of the strongly connected components: a component  $\Gamma_1$  precedes a component  $\Gamma_2$  in this order if some vertex of  $\Gamma_1$  is reachable from some vertex of  $\Gamma_2$ .



What can be said about underlying graphs of arbitrary synchronizing automata(not necessarily strongly connected)? Given a graph  $\Gamma = (V, E)$ , a vertex q is said to be reachable from a vertex p if there is a path from p to q. Clearly, the reachability relation is reflexive and transitive, and the mutual reachability relation is an equivalence on the set V. The subgraphs induced on the classes of the mutual reachability relation are strongly connected and are called the strongly connected components of  $\Gamma$ . The reachability relation induces a partial order on the set of the strongly connected components: a component  $\Gamma_1$  precedes a component  $\Gamma_2$  in this order if some vertex of  $\Gamma_1$  is reachable from some vertex of  $\Gamma_2$ .



What can be said about underlying graphs of arbitrary synchronizing automata(not necessarily strongly connected)? Given a graph  $\Gamma = (V, E)$ , a vertex q is said to be reachable from a vertex p if there is a path from p to q. Clearly, the reachability relation is reflexive and transitive, and the mutual reachability relation is an equivalence on the set V. The subgraphs induced on the classes of the mutual reachability relation are strongly connected and are called the strongly connected components of  $\Gamma$ . The reachability relation induces a partial order on the set of the strongly connected components: a component  $\Gamma_1$  precedes a component  $\Gamma_2$  in this order if some vertex of  $\Gamma_1$  is reachable from some vertex of  $\Gamma_2$ .

#### 16. Non-Primitive Case

If one drops the primitivity condition, one can prove (basically by the same method) the following generalization of the Road Coloring Theorem:

**Theorem.** Suppose that d is the g.c.d. of the lengths of cycles in a strongly connected graph  $\Gamma = (V, E)$  with constant out-degree. Then  $\Gamma$  admits a coloring for which there is a word w such that  $|V \cdot w| = d$ .

This generalization is due to Marie-Pierre Béal and Dominique Perrin, A quadratic algorithm for road coloring, Discr. Appl. Math. 169 (2014) 15–29.

#### 16. Non-Primitive Case

If one drops the primitivity condition, one can prove (basically by the same method) the following generalization of the Road Coloring Theorem:

**Theorem.** Suppose that d is the g.c.d. of the lengths of cycles in a strongly connected graph  $\Gamma = (V, E)$  with constant out-degree. Then  $\Gamma$  admits a coloring for which there is a word w such that  $|V \cdot w| = d$ .

This generalization is due to Marie-Pierre Béal and Dominique Perrin, A quadratic algorithm for road coloring, Discr. Appl. Math. 169 (2014) 15–29.

#### 16. Non-Primitive Case

If one drops the primitivity condition, one can prove (basically by the same method) the following generalization of the Road Coloring Theorem:

**Theorem.** Suppose that d is the g.c.d. of the lengths of cycles in a strongly connected graph  $\Gamma = (V, E)$  with constant out-degree. Then  $\Gamma$  admits a coloring for which there is a word w such that  $|V \cdot w| = d$ .

This generalization is due to Marie-Pierre Béal and Dominique Perrin, A quadratic algorithm for road coloring, Discr. Appl. Math. 169 (2014) 15–29.

- 1. Characterize totally synchronizing graphs, i.e., graphs such that every coloring makes them become synchronizing automata. E.g., the underlying graphs of the Černý automata have this feature.
- 2. (Quantitative Road Coloring problem) An admissible graph with n vertices and common out-degree k has  $k^n$  colorings. How many of them may be synchronizing?
- Conjecture: at least one half with exactly one exception which is the Cayley graph of the symmetric group in 3 points.

- 1. Characterize totally synchronizing graphs, i.e., graphs such that every coloring makes them become synchronizing automata. E.g., the underlying graphs of the Černý automata have this feature.
- 2. (Quantitative Road Coloring problem) An admissible graph with n vertices and common out-degree k has  $k^n$  colorings. How many of them may be synchronizing?
- Conjecture: at least one half with exactly one exception which is the Cayley graph of the symmetric group in 3 points.

- 1. Characterize totally synchronizing graphs, i.e., graphs such that every coloring makes them become synchronizing automata. E.g., the underlying graphs of the Černý automata have this feature.
- 2. (Quantitative Road Coloring problem) An admissible graph with n vertices and common out-degree k has  $k^n$  colorings. How many of them may be synchronizing?

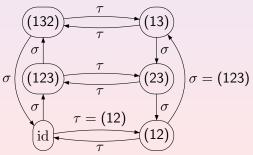
Conjecture: at least one half with exactly one exception which is the Cayley graph of the symmetric group in 3 points.

- 1. Characterize totally synchronizing graphs, i.e., graphs such that every coloring makes them become synchronizing automata. E.g., the underlying graphs of the Černý automata have this feature.
- 2. (Quantitative Road Coloring problem) An admissible graph with n vertices and common out-degree k has  $k^n$  colorings. How many of them may be synchronizing?

Conjecture: at least one half with exactly one exception which is the Cayley graph of the symmetric group in 3 points.

- 1. Characterize totally synchronizing graphs, i.e., graphs such that every coloring makes them become synchronizing automata. E.g., the underlying graphs of the Černý automata have this feature.
- 2. (Quantitative Road Coloring problem) An admissible graph with n vertices and common out-degree k has  $k^n$  colorings. How many of them may be synchronizing?

Conjecture: at least one half with exactly one exception which is the Cayley graph of the symmetric group in 3 points.



3. (Hybrid Road Coloring – Černý problem) What is the maximum value of reset thresholds for synchronizing colorings of admissible graphs with n vertices?

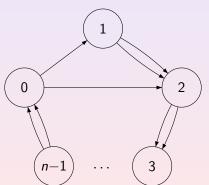
Conjecture:  $n^2 - 3n + 3$ , achieved by the Wielandt graph  $W_n$ .

3. (Hybrid Road Coloring – Černý problem) What is the maximum value of reset thresholds for synchronizing colorings of admissible graphs with n vertices?

Conjecture:  $n^2 - 3n + 3$ , achieved by the Wielandt graph  $W_n$ .

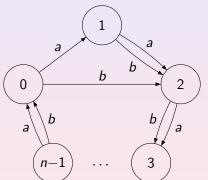
3. (Hybrid Road Coloring – Černý problem) What is the maximum value of reset thresholds for synchronizing colorings of admissible graphs with n vertices?

Conjecture:  $n^2 - 3n + 3$ , achieved by the Wielandt graph  $W_n$ .



3. (Hybrid Road Coloring – Černý problem) What is the maximum value of reset thresholds for synchronizing colorings of admissible graphs with n vertices?

Conjecture:  $n^2 - 3n + 3$ , achieved by the Wielandt graph  $W_n$ .



 $W_n$  has a unique coloring with reset threshold  $n^2 - 3n + 3$ .

