

Projective and Non-Abelian SET

Catherine M. Hsu

University of Bristol

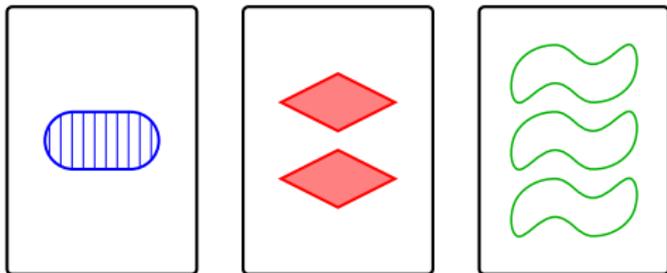
Illustrating Number Theory and Algebra

ICERM

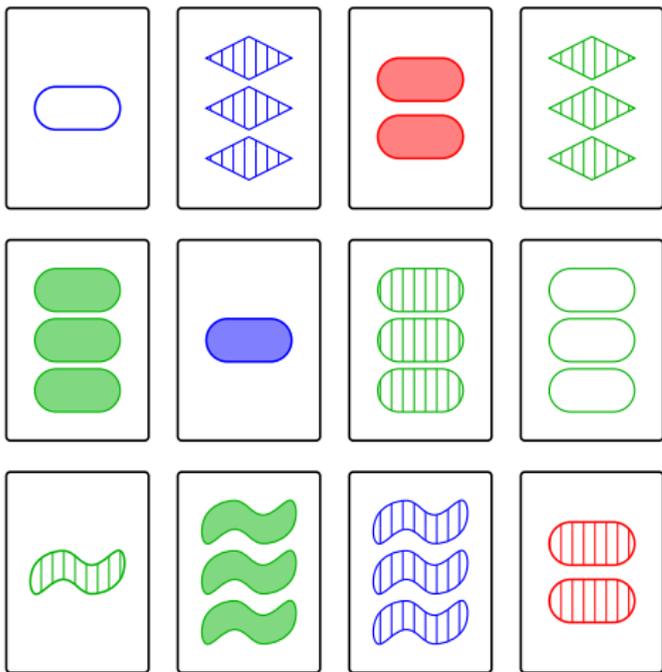
October 24, 2019

Joint work with Jonah Ostroff and Lucas Van Meter*

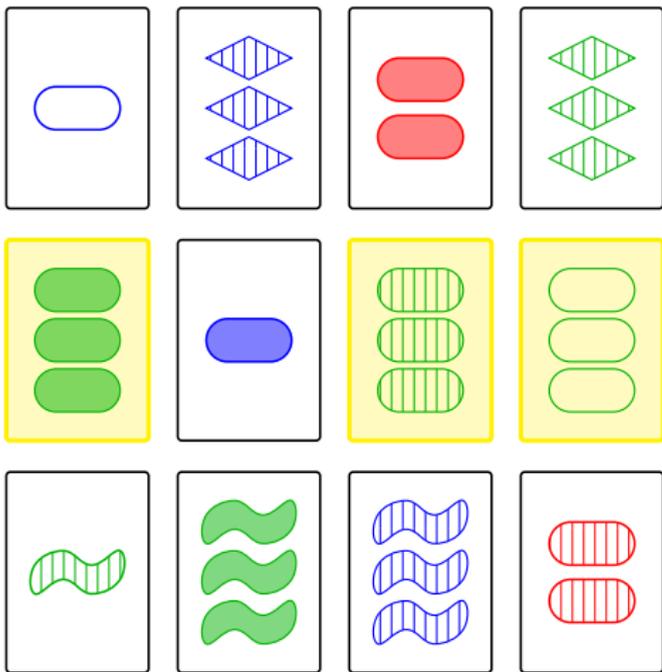
In 1974, Marsha Falco invented the card game SET:



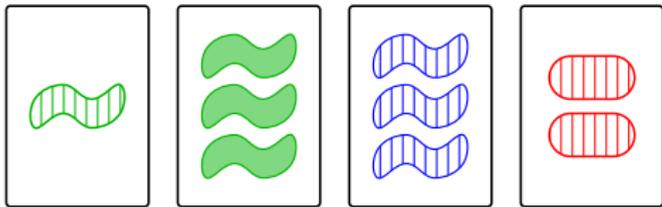
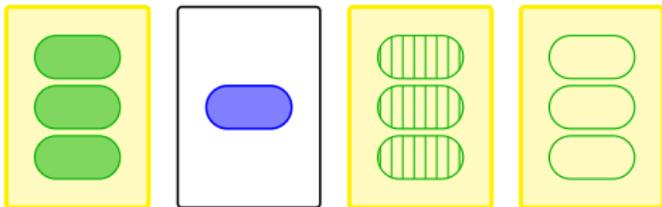
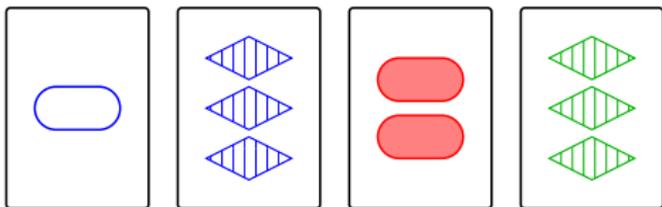
Color	Number	Shape	Shade
red	one	diamond	solid
blue	two	squiggle	striped
green	three	oval	open



A **set** is a collection of three cards for which in each of the four qualities, the cards are all the same or all different.

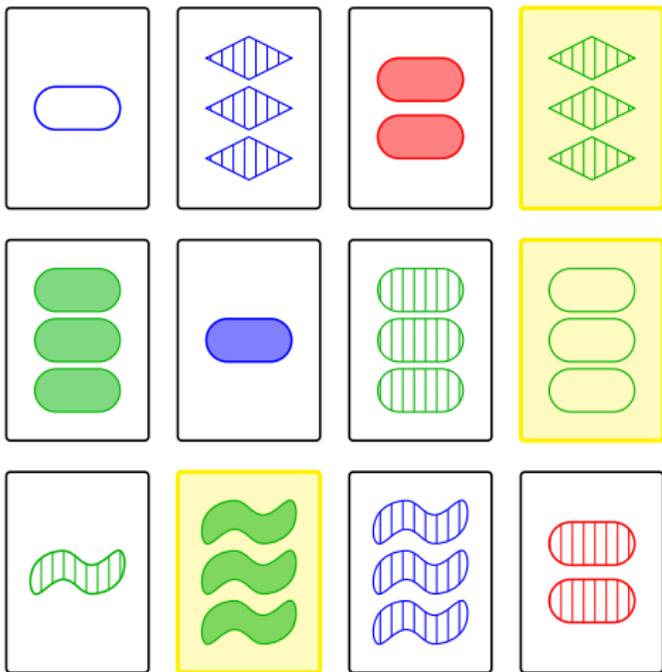


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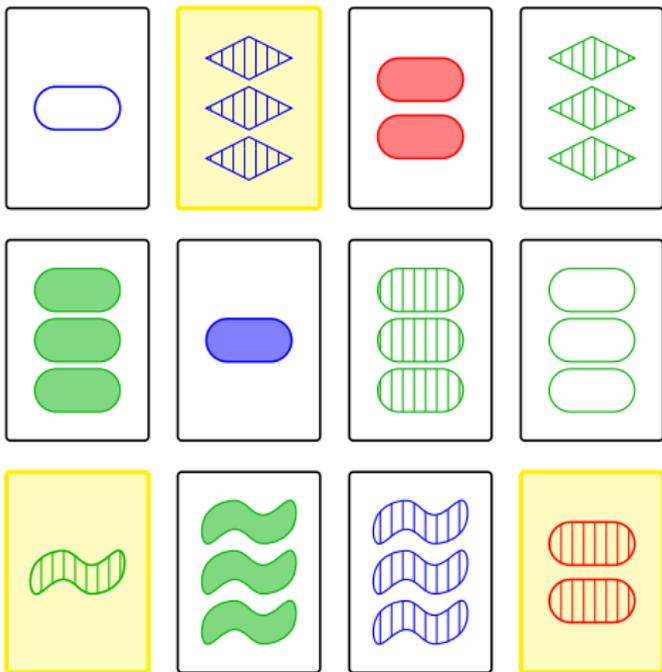
A **set** is a collection of three cards for which in each of the four qualities, the cards are all the same or all different.

Try to find another set!



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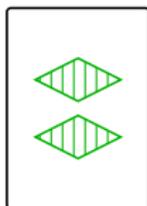
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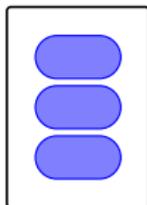
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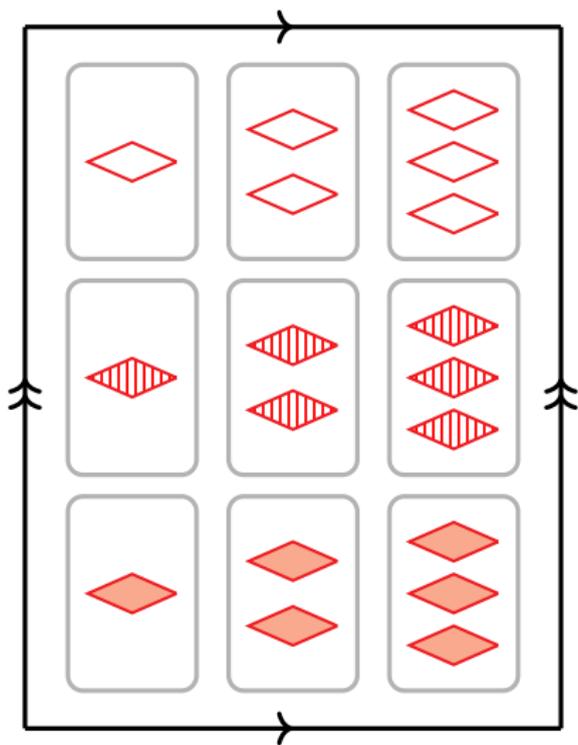
F_3	Color	Number	Shape	Shade
0	red	one	diamond	open
1	blue	two	squiggle	striped
2	green	three	oval	solid

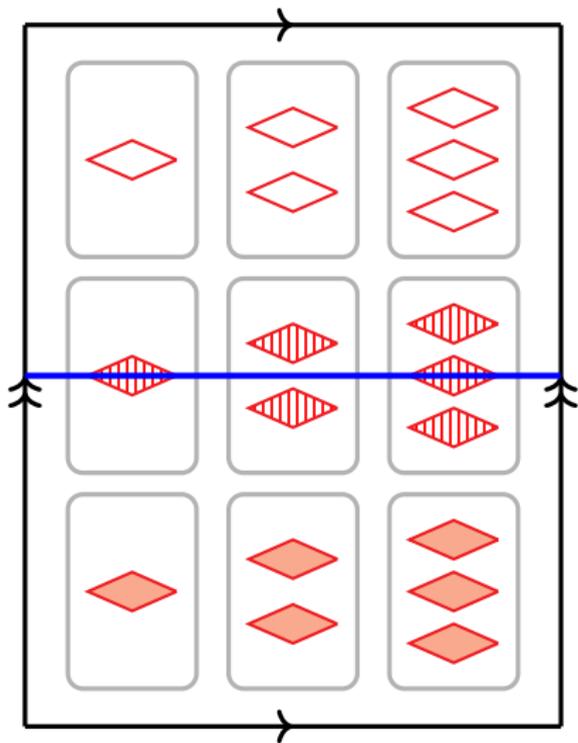


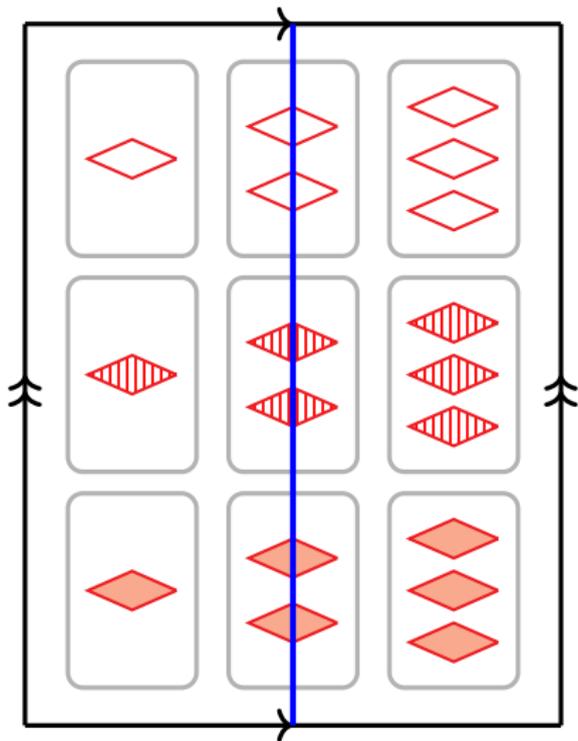
$\longleftrightarrow (2, 1, 0, 1) \in \mathbf{F}_3^4$

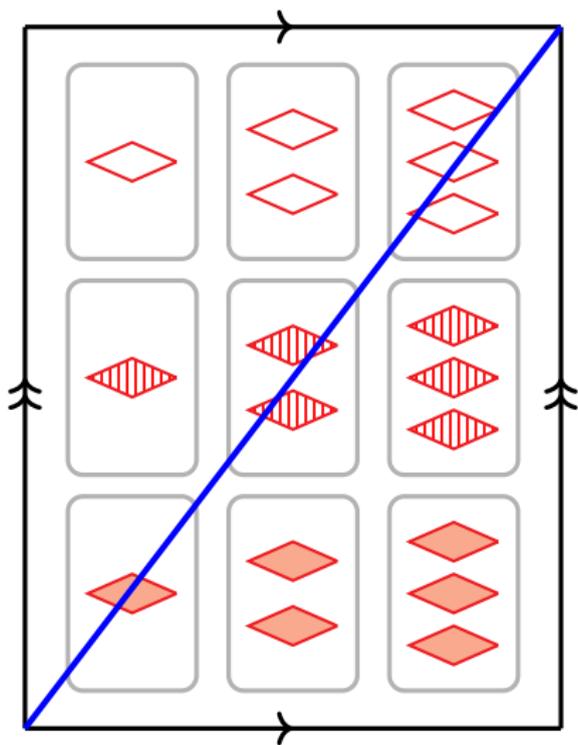


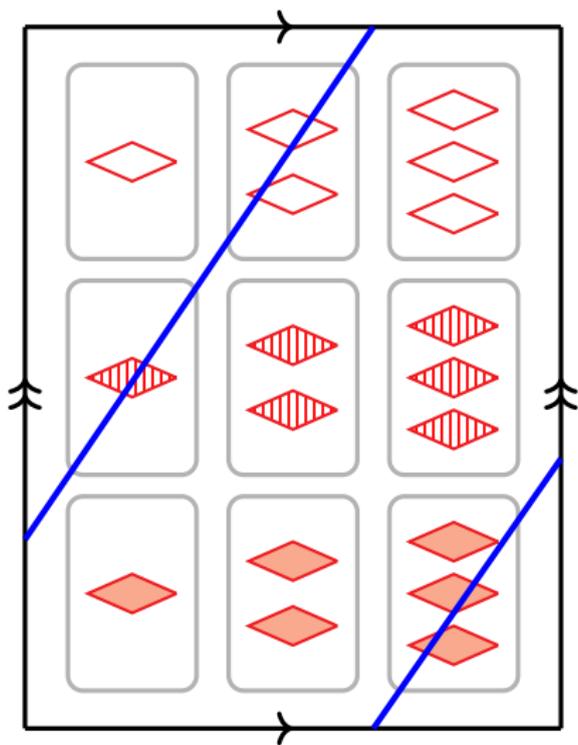
$\longleftrightarrow (1, 2, 2, 2) \in \mathbf{F}_3^4$



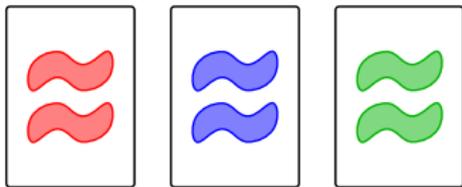




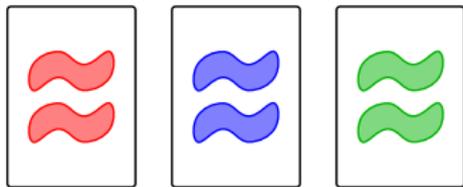




A set is a collection of **three** cards for which in each of the four qualities the cards are all the same or all different.

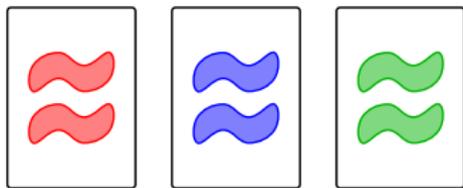


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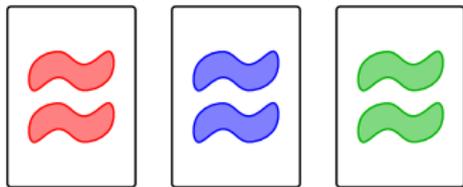
$$(0, 1, 1, 2) + (1, 1, 1, 2) + (2, 1, 1, 2) = 0 \in \mathbf{F}_3^4$$

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$$\underbrace{(0, 1, 1, 2)}_a + \underbrace{(1, 1, 1, 2)}_b + \underbrace{(2, 1, 1, 2)}_c = 0 \in \mathbf{F}_3^4$$

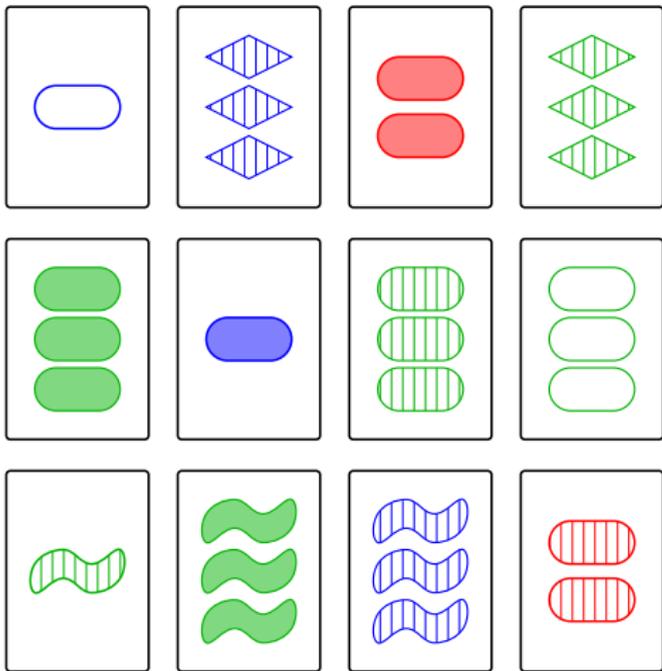
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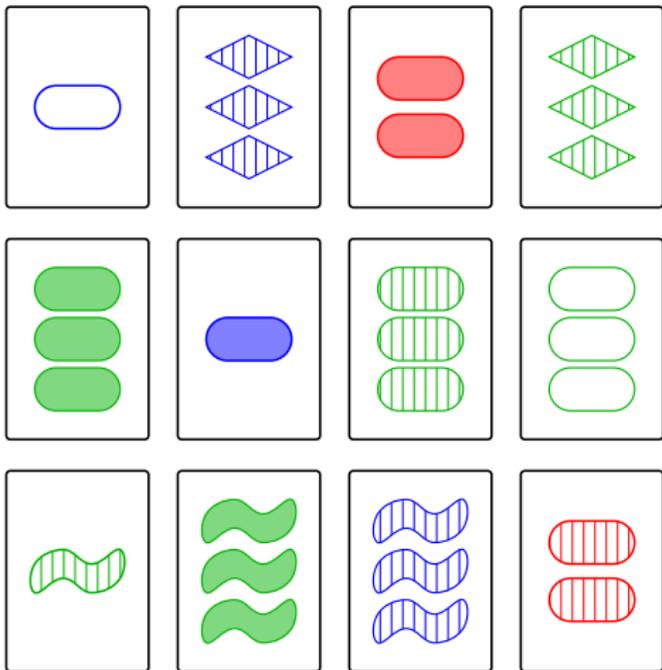


$a, b, c \in \mathbf{F}_3^4$ are collinear



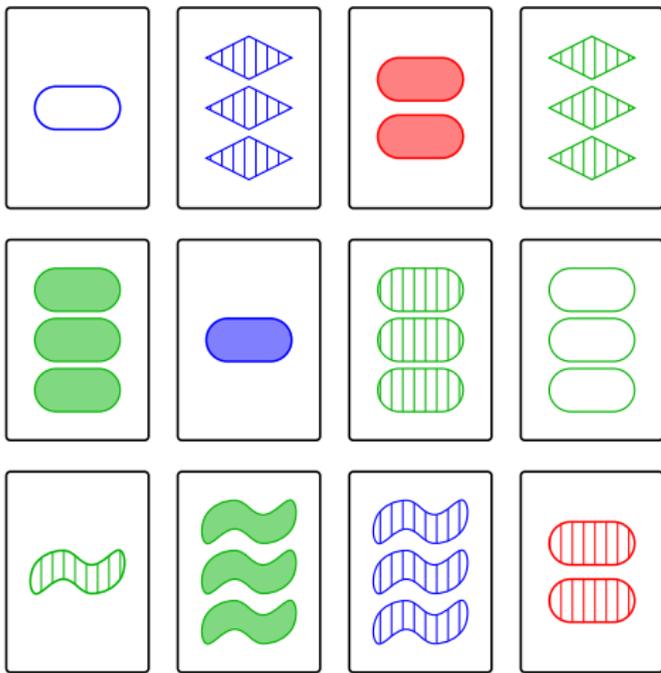
New definition of a set:
 a collection of **four** cards
 that sum to zero in \mathbf{F}_3^4 .

Try to find a set!



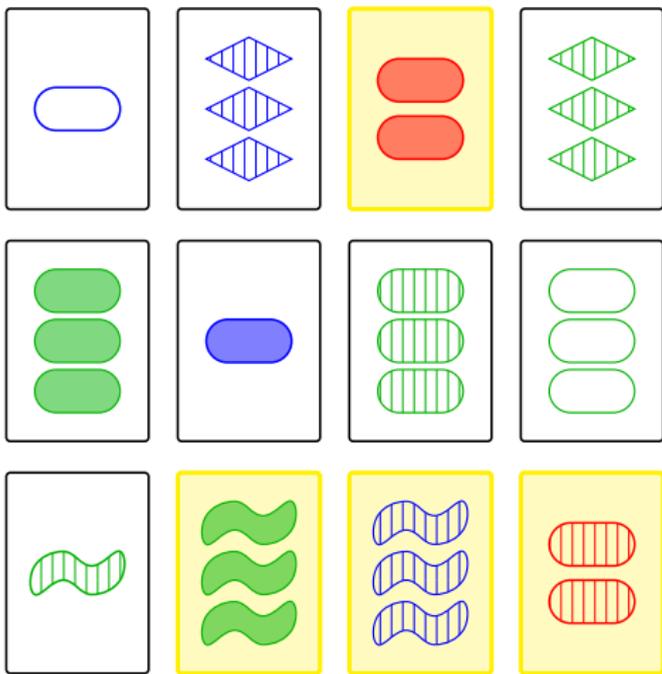
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Wait! We need more info...



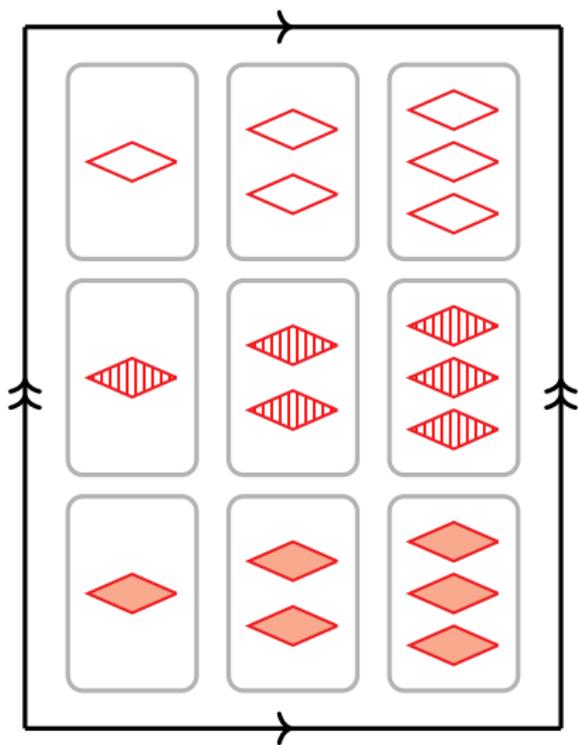
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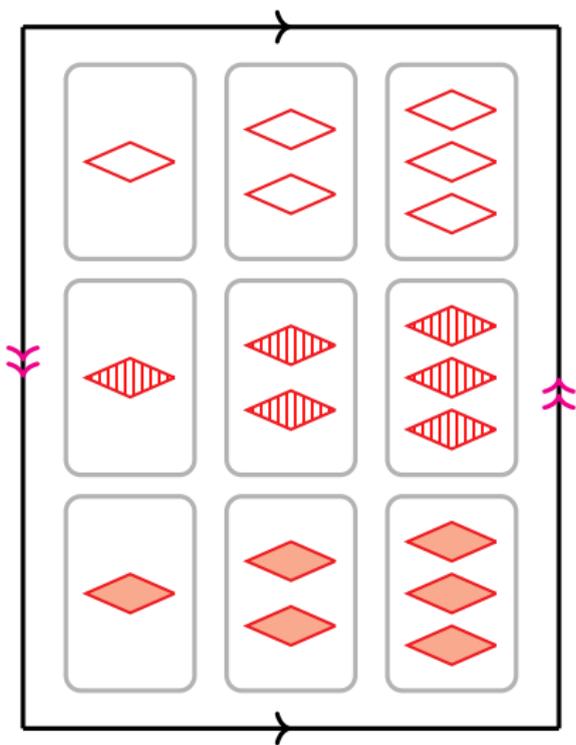
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2	green	three	oval	solid

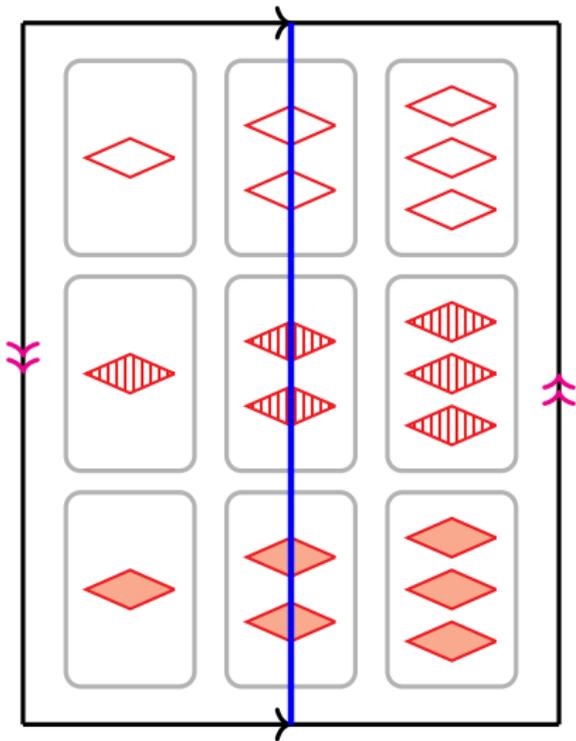


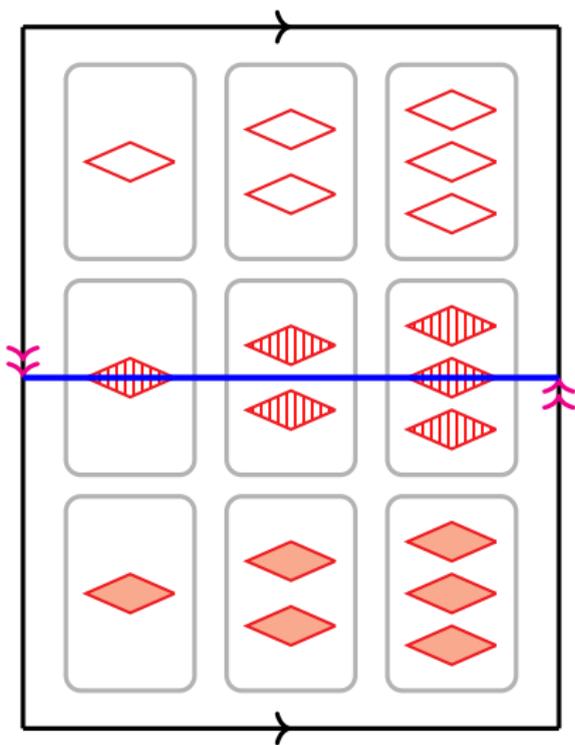
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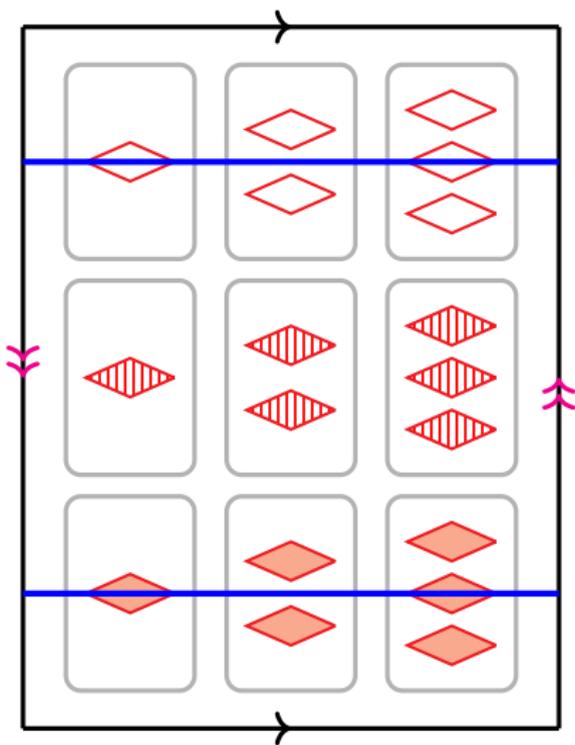
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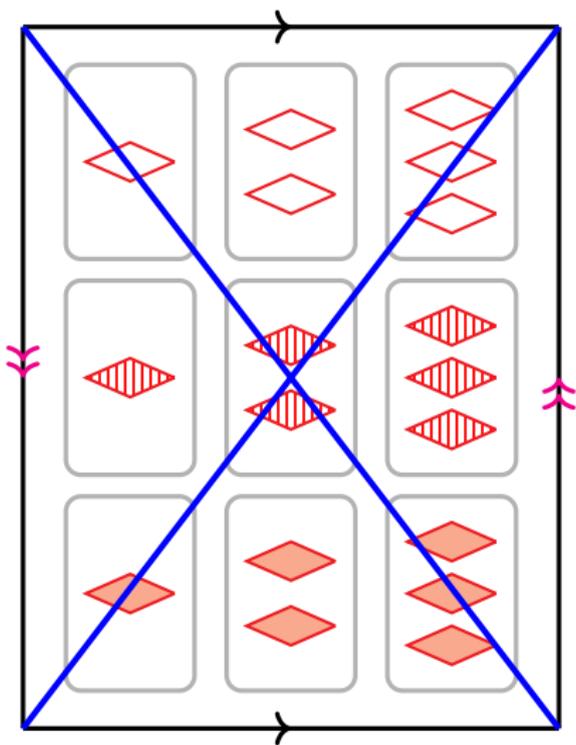


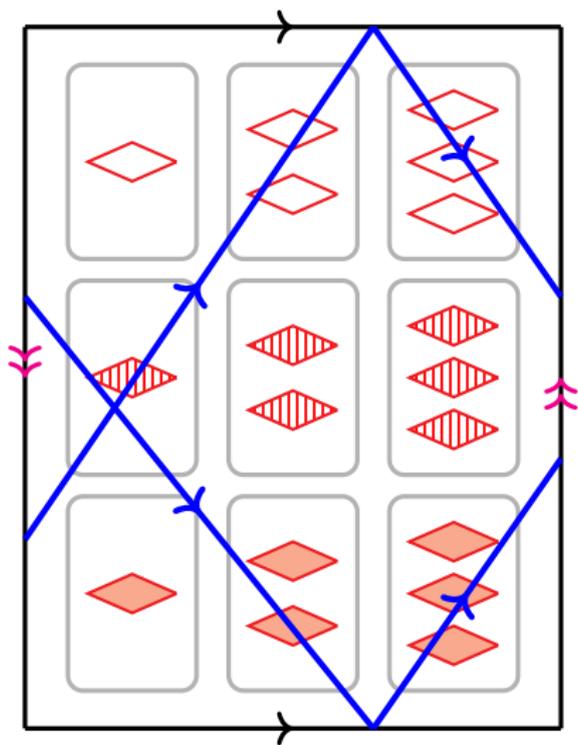


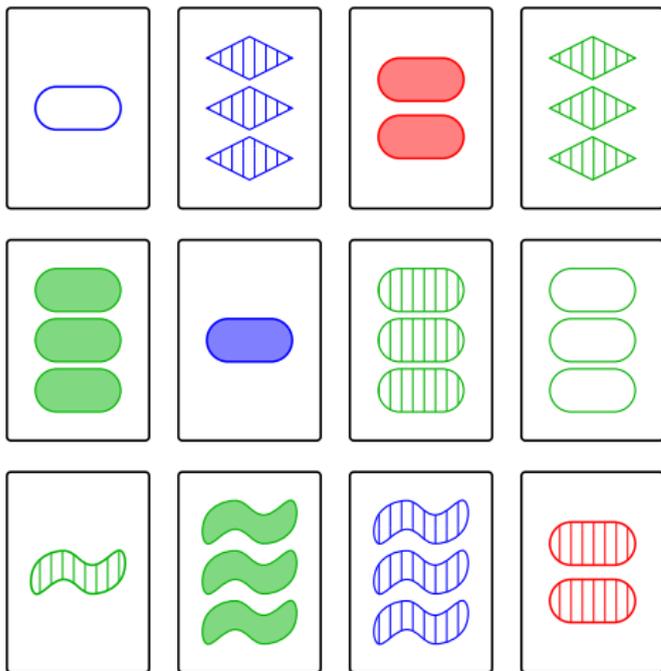




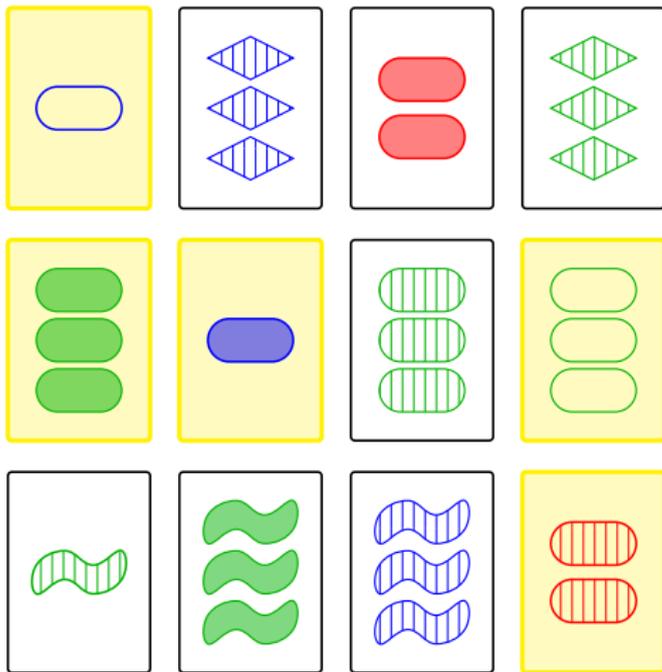








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 identification of \mathbf{F}_3^4 .



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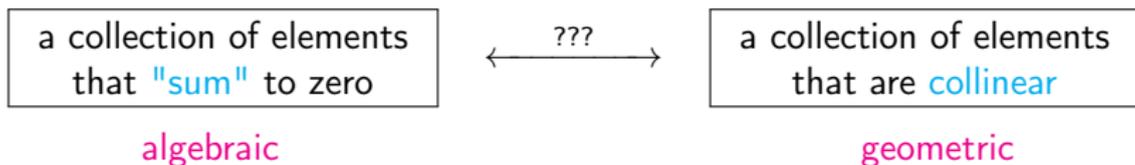
a collection of elements
that "sum" to zero

algebraic

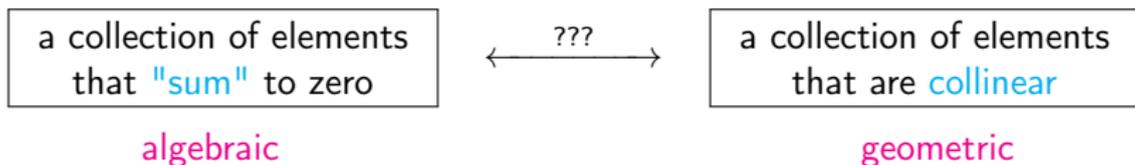
a collection of elements
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geometric

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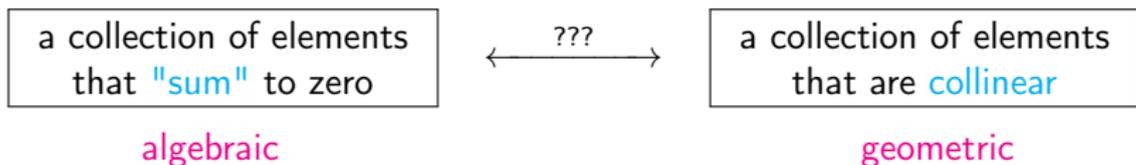


Question: For what other structures can we play SET?



- ▶ Our perspective focuses on practical play.

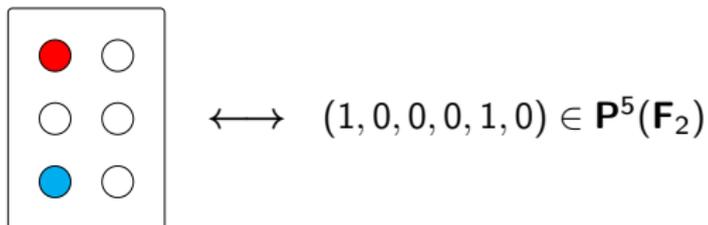
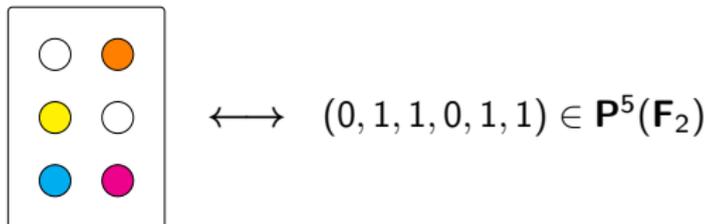
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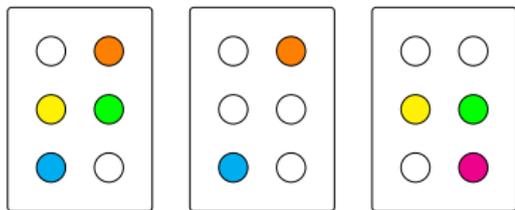
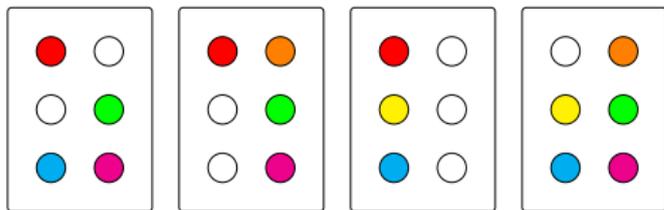


- ▶ Our perspective focuses on practical play.
- ▶ We seek interesting visual conditions for a SET.

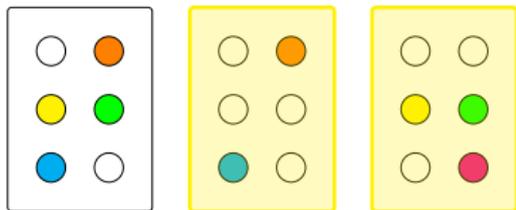
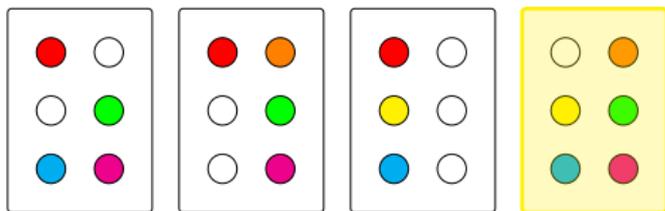
Variation I: Projective space $\mathbf{P}^n(\mathbf{F}_2)$

Let's take $\mathbf{P}^5(\mathbf{F}_2)$ as our underlying structure:

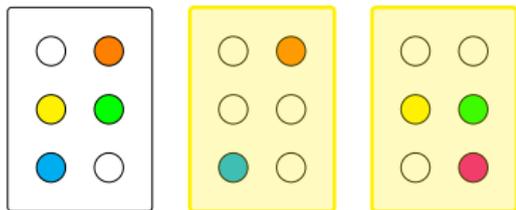
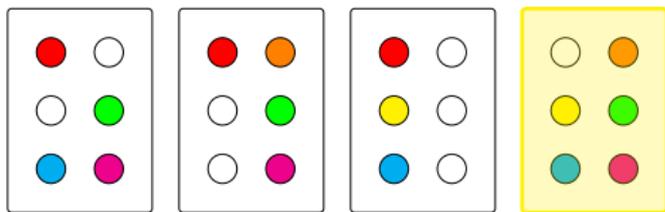




A **projective set** is a collection of three cards for which there's an even number of dots for each color.

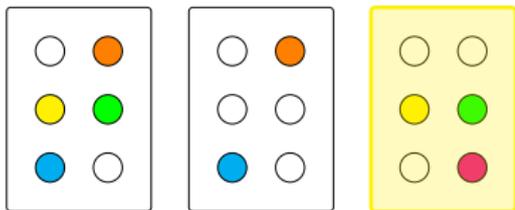
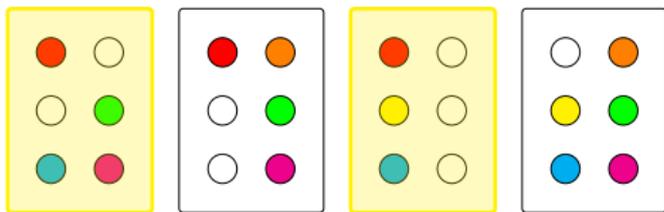


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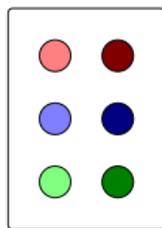
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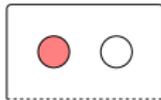
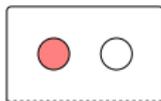


$$\longleftrightarrow ((1, 1), (1, 1), (1, 1)) \in \mathbf{P}^5(\mathbf{F}_2)$$

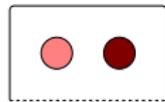
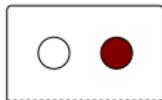
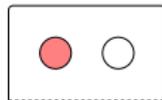
In \mathbf{F}_2^2 , there are three ways to have an even number of dots of each color:



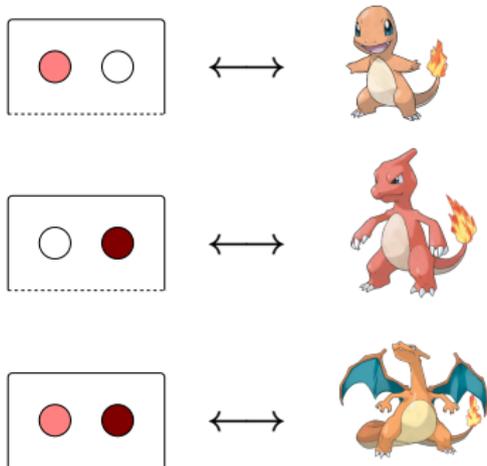
zero element



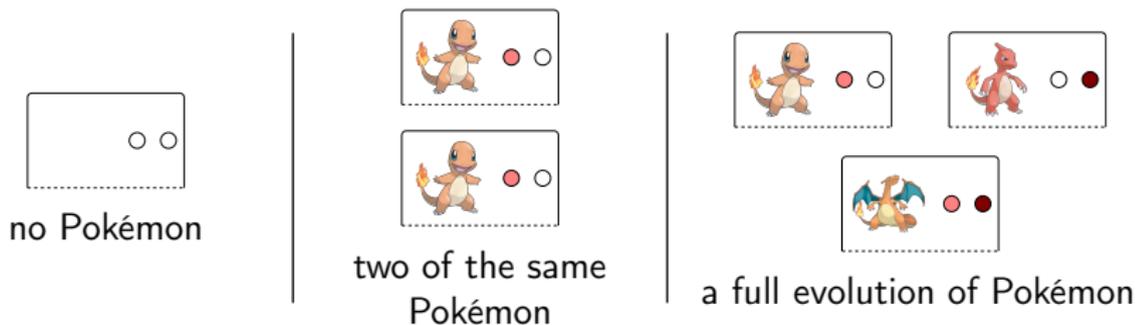
two cards with same coloring



one of each non-zero card



So, an even number dots can be appear as:





A **Pokémon projective set** is a collection of three cards for which the Pokémon can be partitioned into identical pairs or full evolutions.

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F_3^4 vs. $P^5(F_2)$

Deal size	3-set in F_3^4	3-set in $P^5(F_2)$
3	0.01	0.02
4	0.05	0.06
5	0.12	0.16
6	0.23	0.30
7	0.39	0.48
8	0.54	0.65
9	0.71	0.80
10	0.83	0.91
11	0.92	0.96
12	0.96	0.99
13	0.99	≥ 0.99
\vdots	\vdots	\vdots

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8	0.54	0.65
9	0.71	0.80
10	0.83	0.91
11	0.92	0.96
12	0.96	0.99
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Let's redefine a Pokémon projective set to be a collection of **three or more** cards for which the Pokémon can be partitioned into identical pairs or full evolutions.



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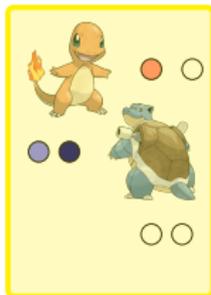
Try to find a set of size ≥ 4 .

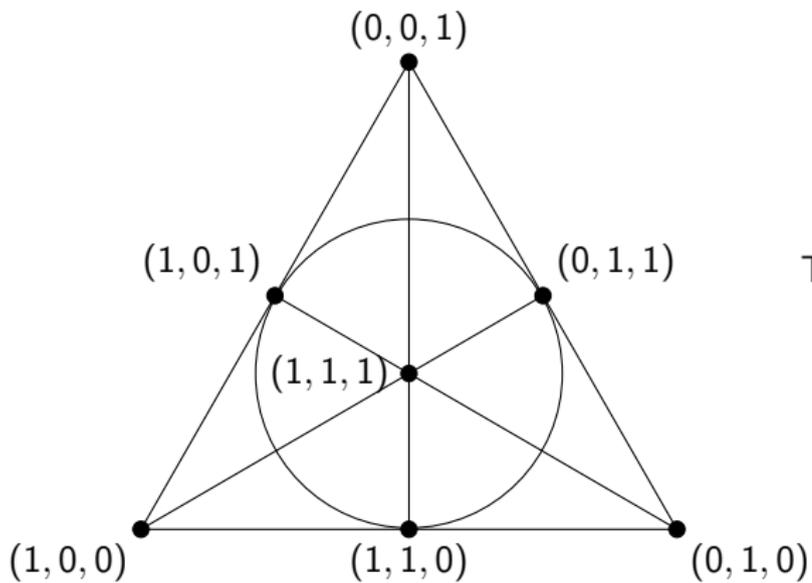


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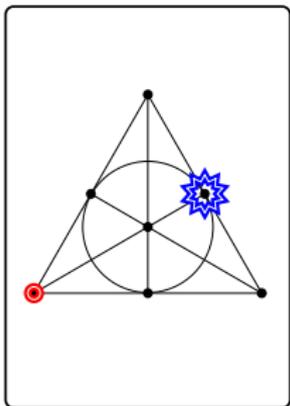
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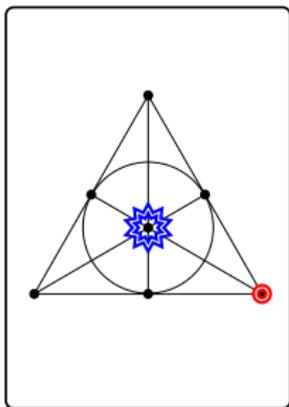




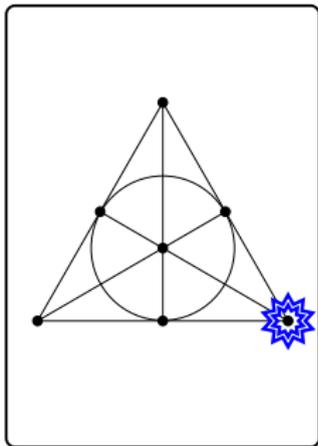
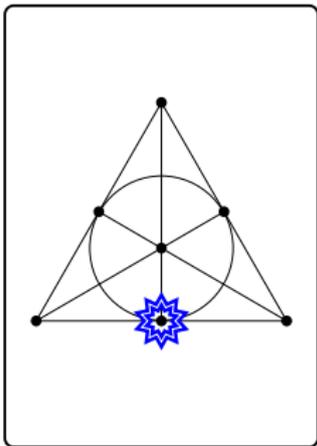
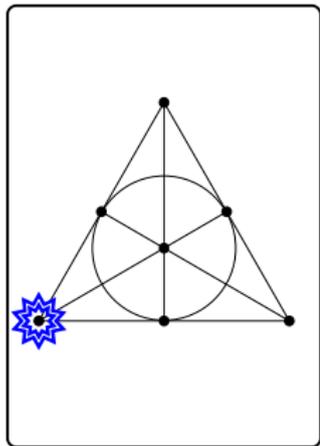
This is the Fano plane
 $\mathbf{P}^2(\mathbf{F}_2)$.

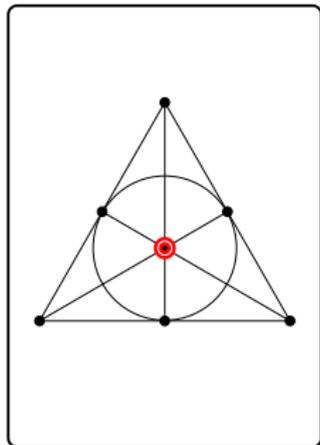
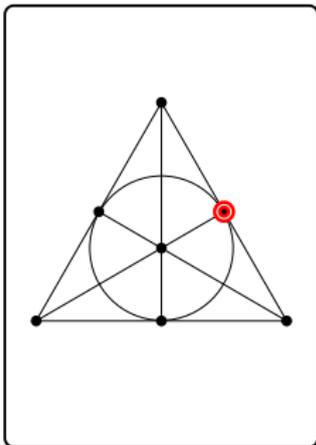
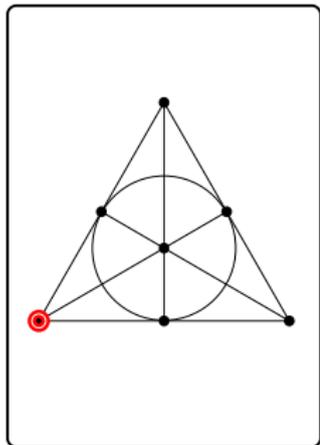


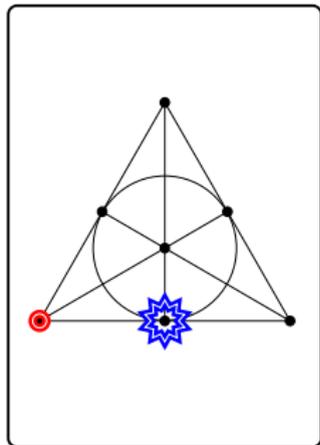
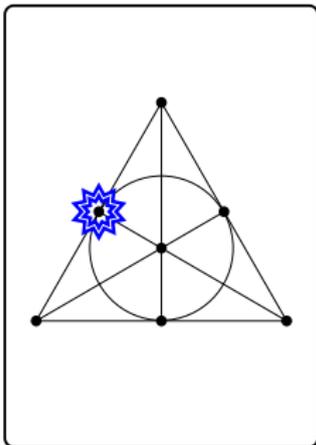
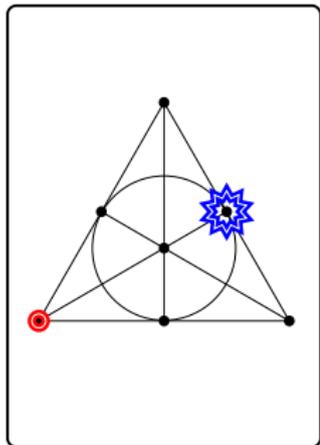
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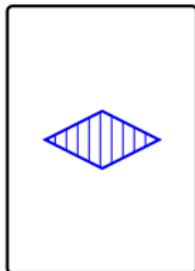
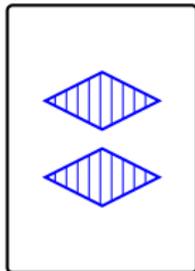
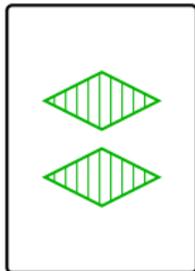
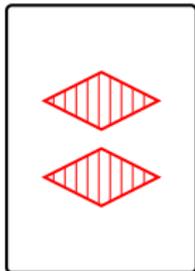
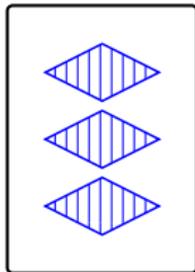
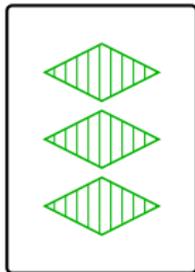
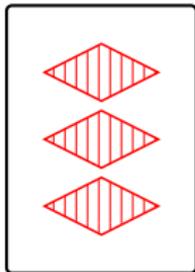
$$\longleftrightarrow ((0, 1, 0), (1, 1, 1))$$

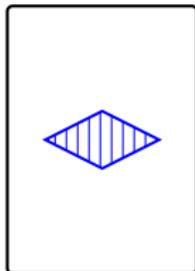
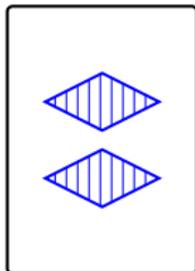
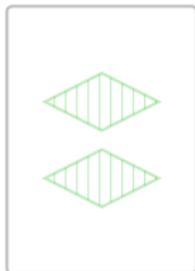
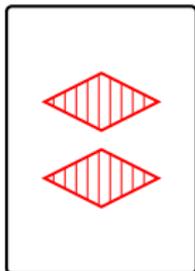
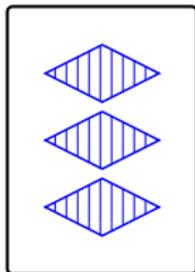
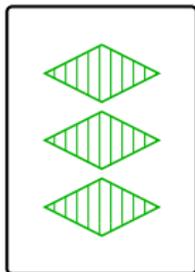
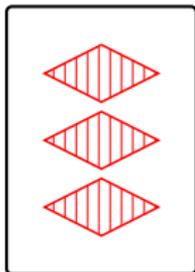


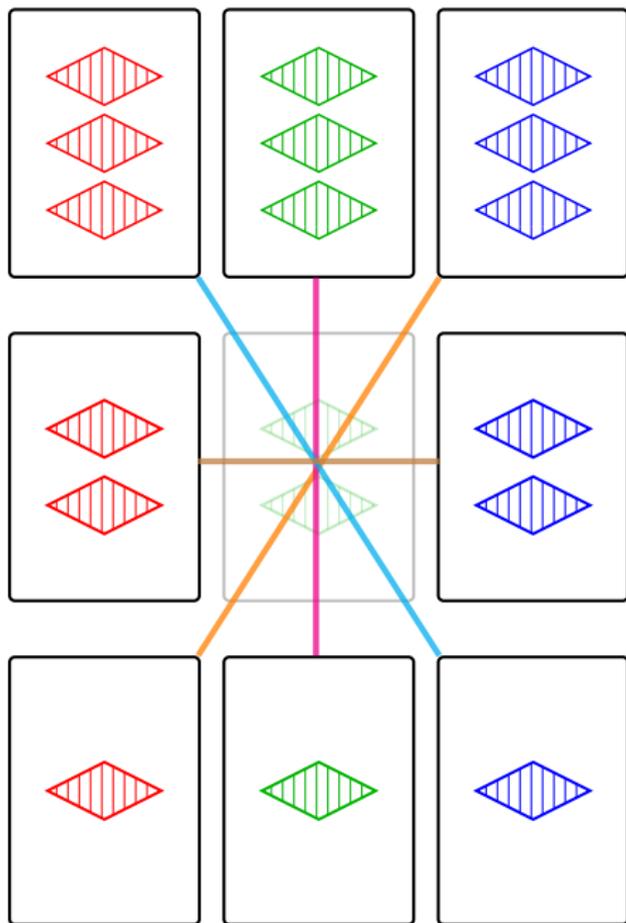


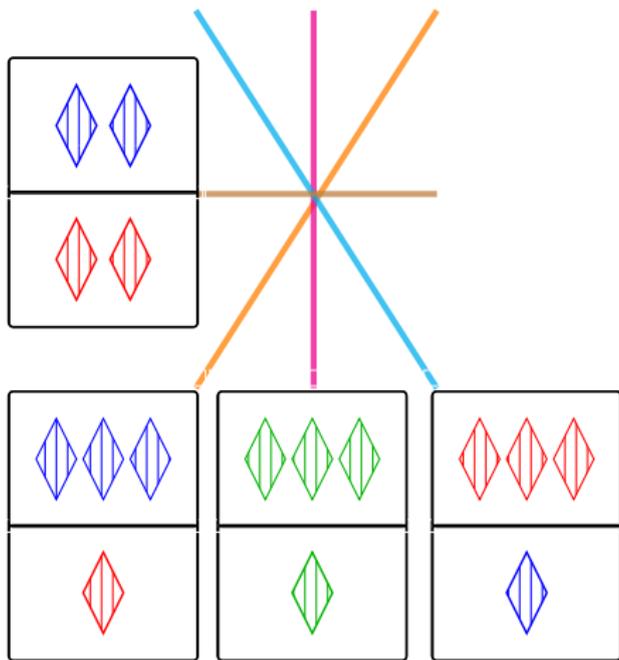


Variation II: Projectivized Normal SET $\mathbf{P}^3(\mathbf{F}_3)$

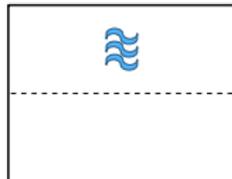
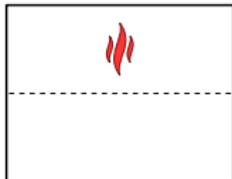






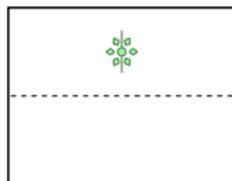
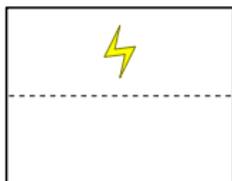


Red
Blue

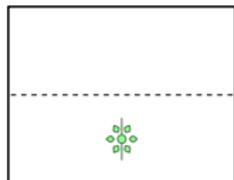
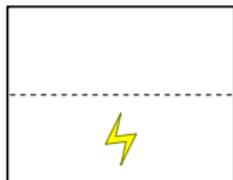
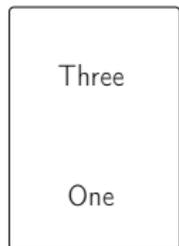
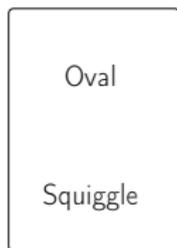
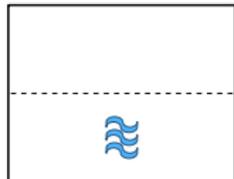
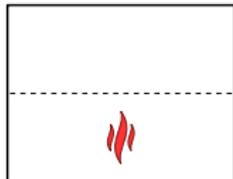
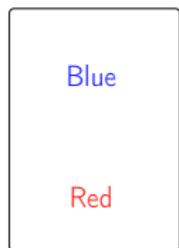


Squiggle
Oval

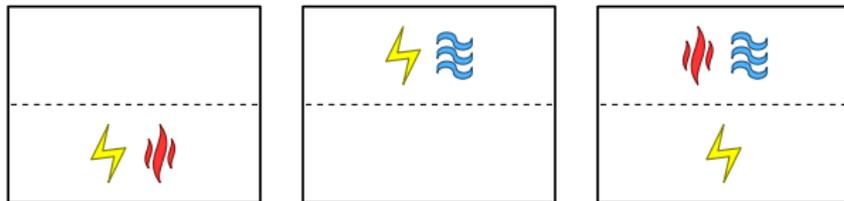
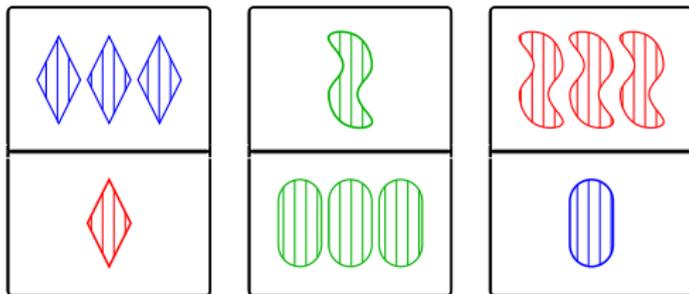
One
Three



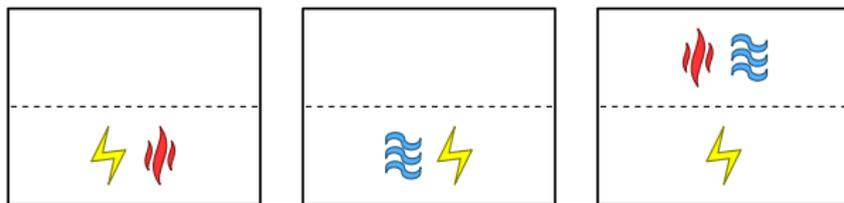
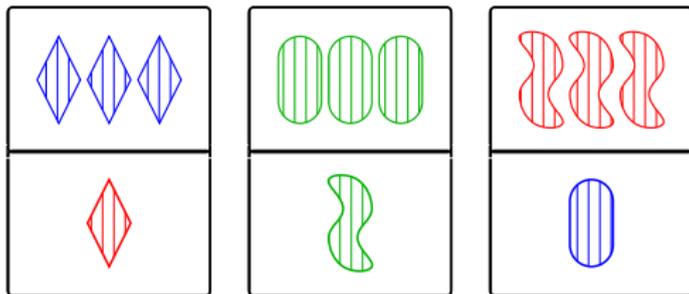
Open
Solid

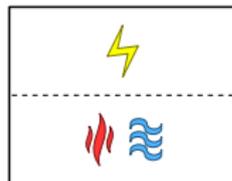
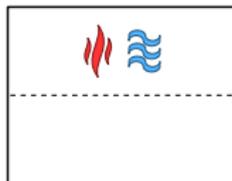
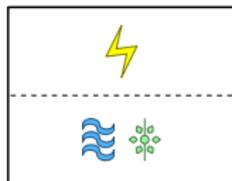
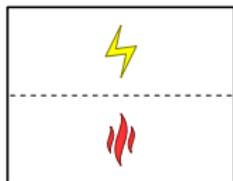
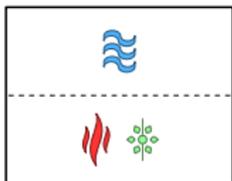
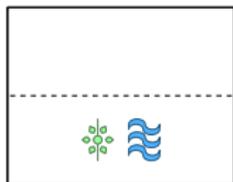
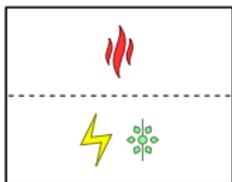


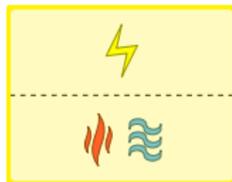
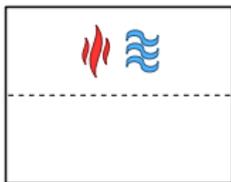
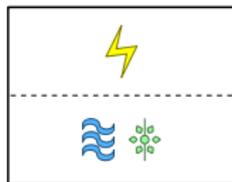
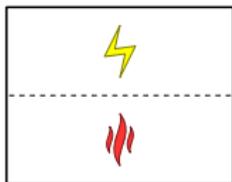
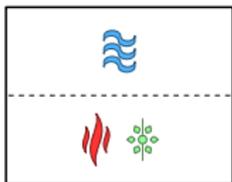
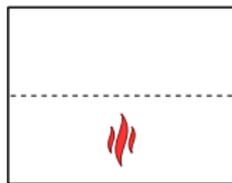
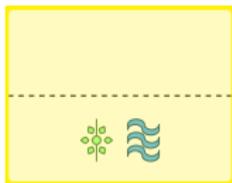
Three cards are collinear exactly when you can rotate one to obtain (normal) SETs on top and bottom. Equivalently, when each symbol appears on either all the same side or on all different sides.

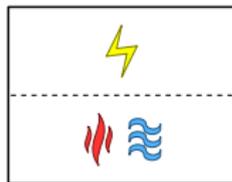
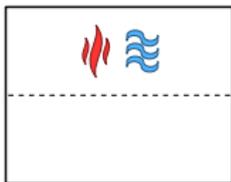
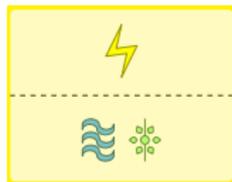
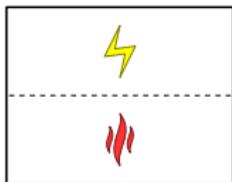
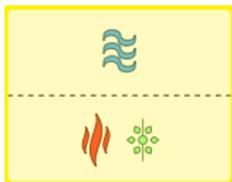
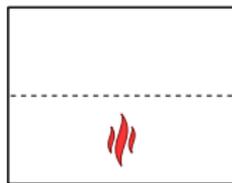
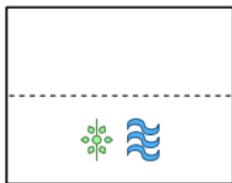


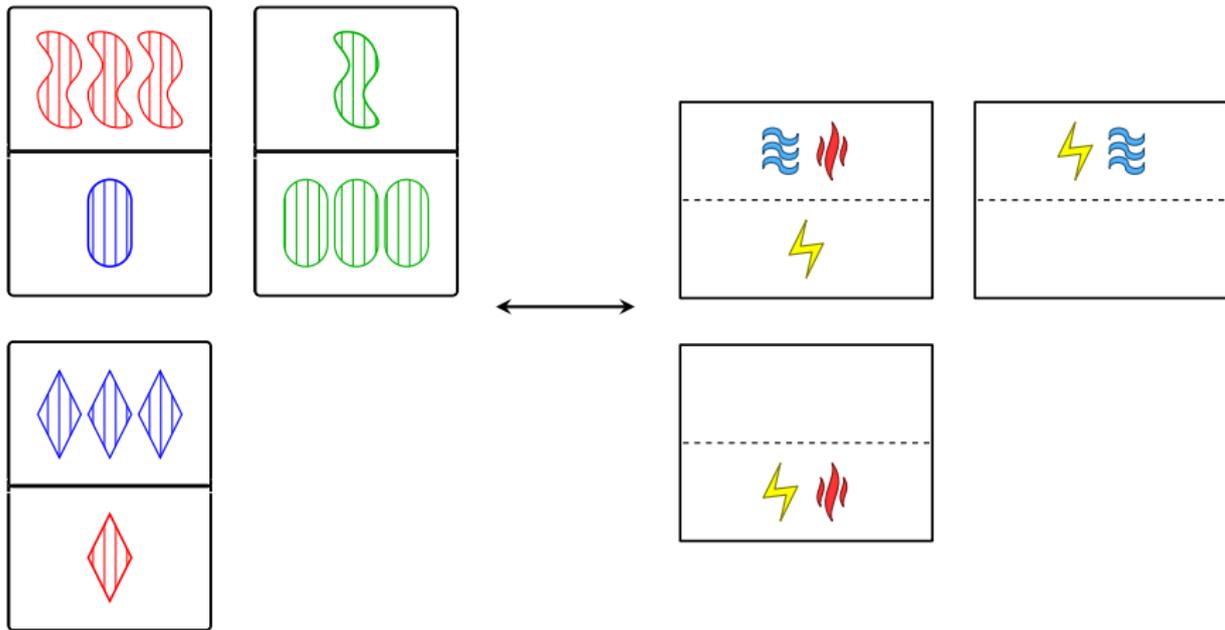
Three cards are collinear exactly when you can rotate one to obtain (normal) SETs on top and bottom. Equivalently, when each symbol appears on either all the same side or on all different sides.



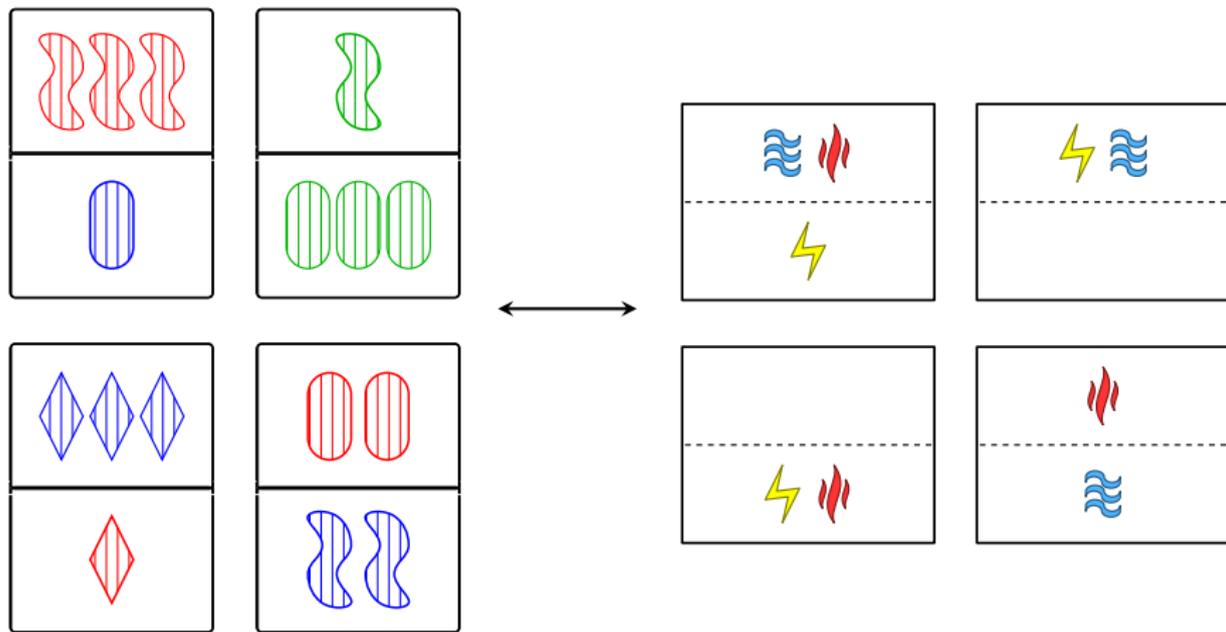








Can you figure out the missing point on this projective line?



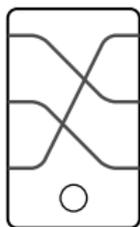
Can you figure out the missing point on this projective line?

Variation III: Non-abelian groups

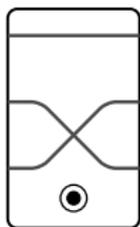
Let's start by taking the **symmetric group** S_3 as our underlying structure:



\longleftrightarrow $\text{id} \in S_3$

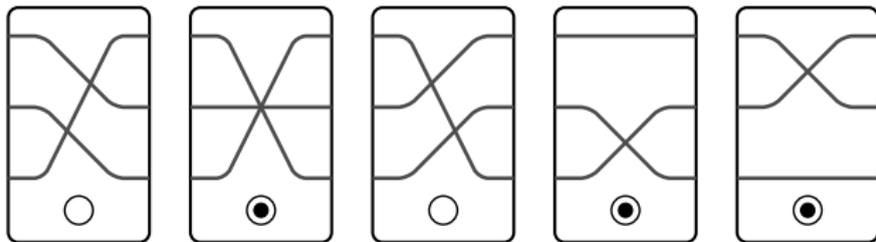


\longleftrightarrow $(123) \in S_3$

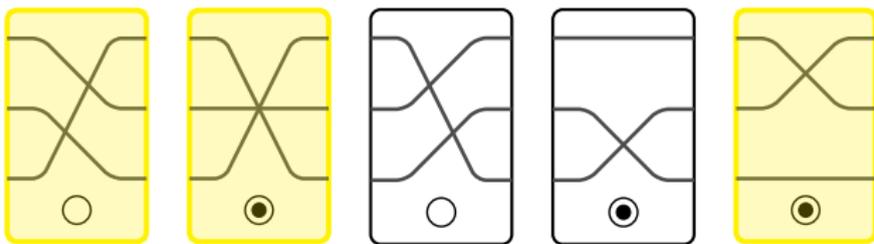


\longleftrightarrow $(23) \in S_3$

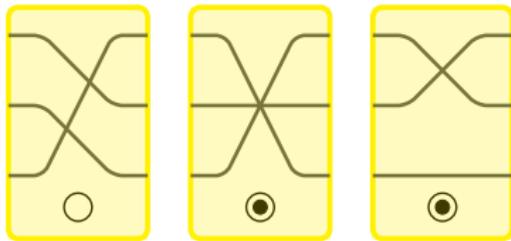
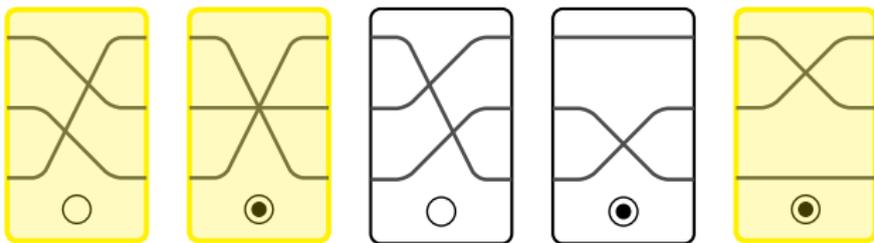
We deal the 5 non-trivial cards (which determines an ordering):



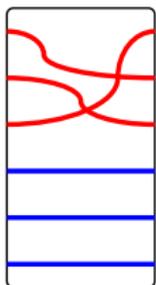
We deal the 5 non-trivial cards (which determines an ordering):



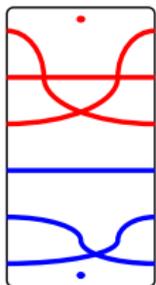
We deal the 5 non-trivial cards (which determines an ordering):



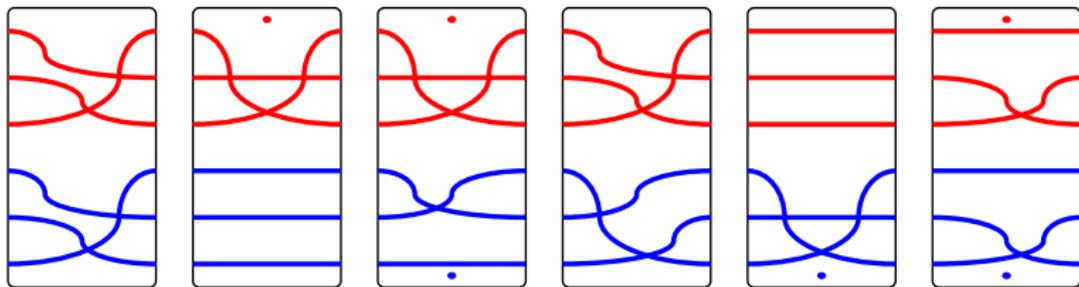
Now, let's try $S_3 \times S_3$ as our underlying structure:

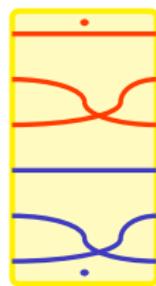
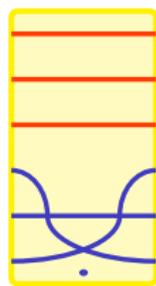
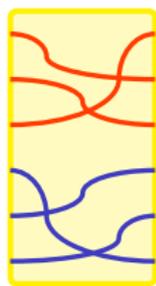
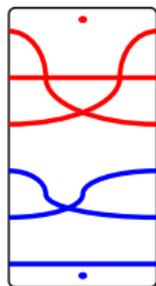
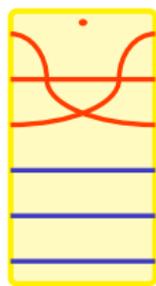
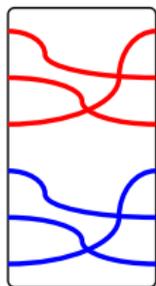


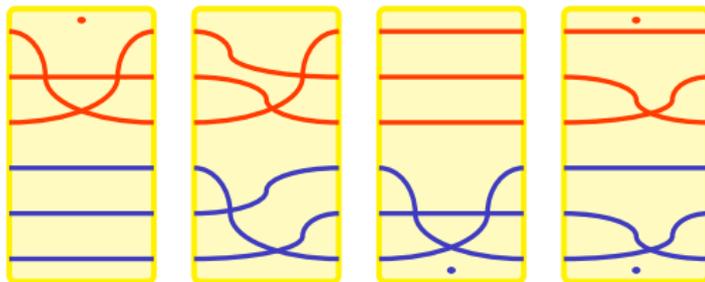
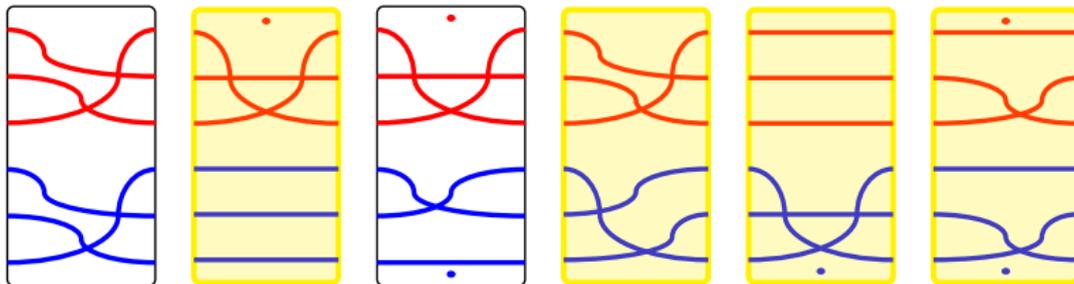
$$\longleftrightarrow ((123), \text{id}) \in S_3 \times S_3$$



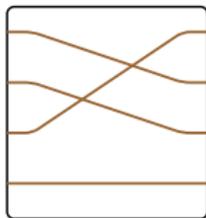
$$\longleftrightarrow ((13), (23)) \in S_3 \times S_3$$



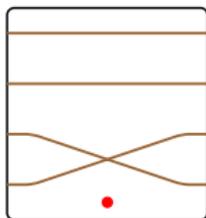




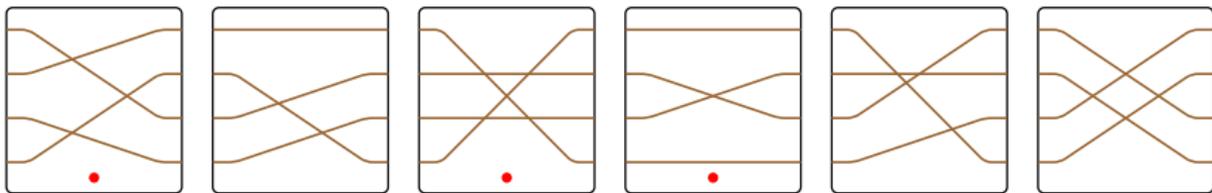
Next, we'll try S_4 as our underlying structure:

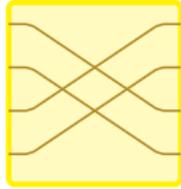
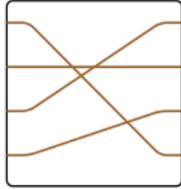
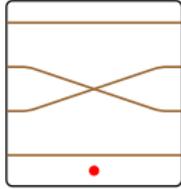
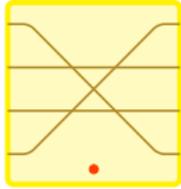
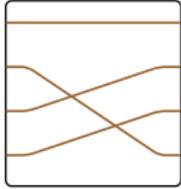
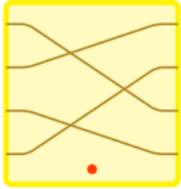


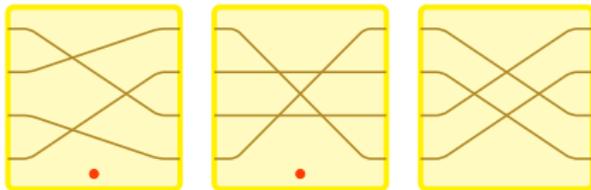
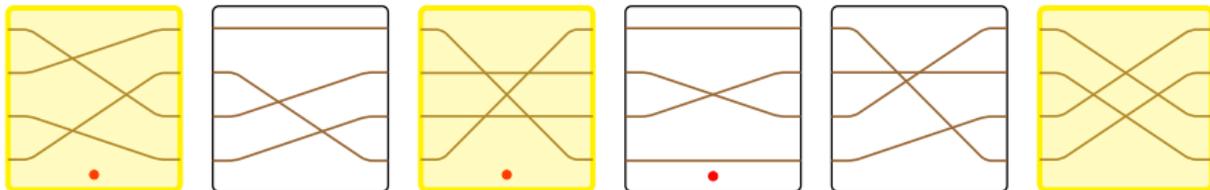
$\longleftrightarrow (123) \in S_4$



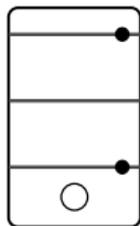
$\longleftrightarrow (34) \in S_4$



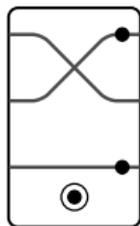




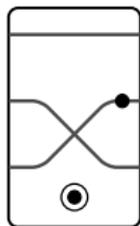
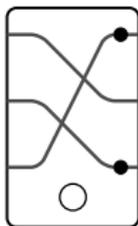
Finally, let's consider the wreath product $(\mathbb{Z}/2\mathbb{Z}) \wr S_3$:



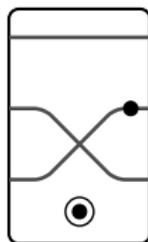
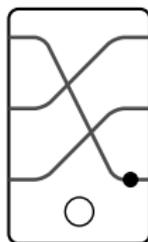
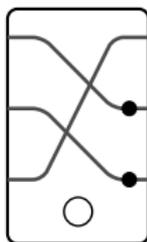
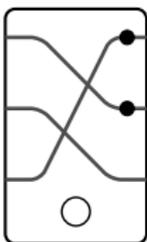
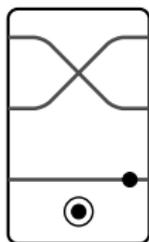
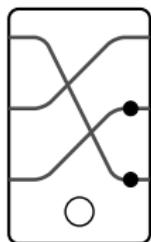
$$\longleftrightarrow ((1, 0, 1), \text{id}) \in (\mathbb{Z}/2\mathbb{Z}) \wr S_3$$

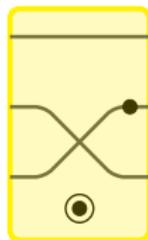
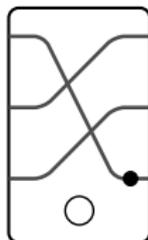
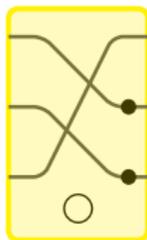
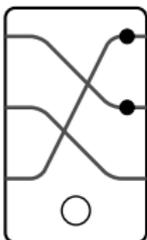
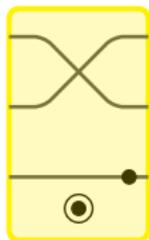
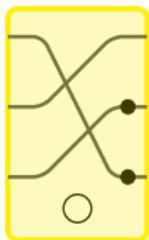


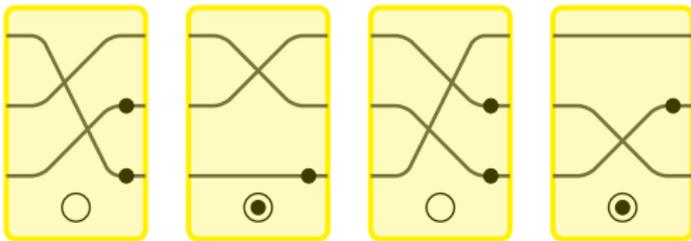
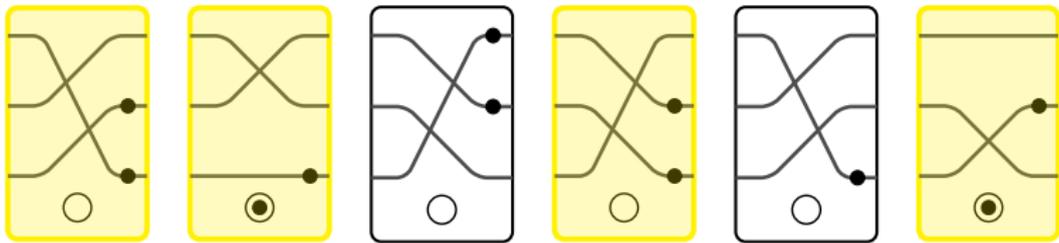
$$\longleftrightarrow ((1, 0, 1), (12)) \in (\mathbb{Z}/2\mathbb{Z}) \wr S_3$$

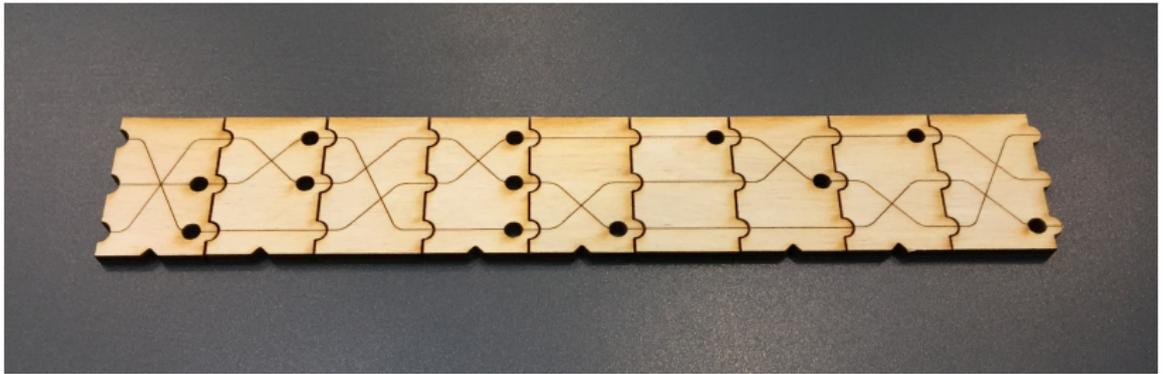


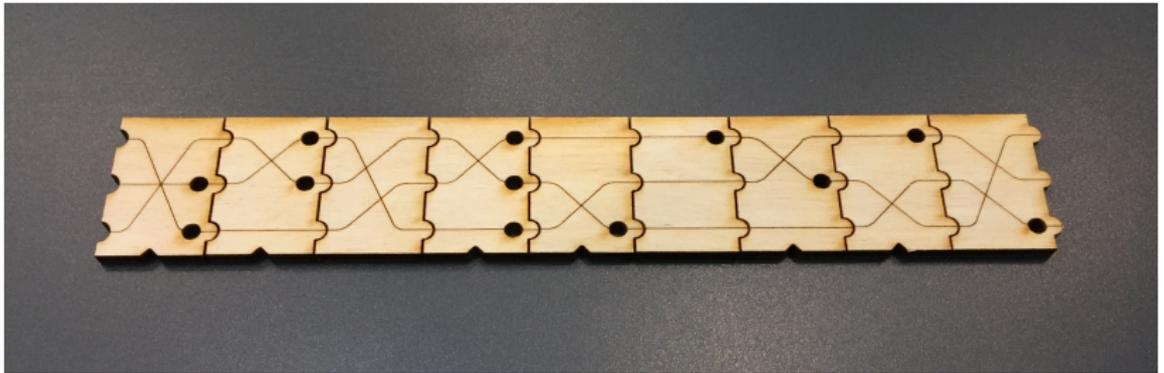
$$\longleftrightarrow ((1, 0, 0), (13)) \in (\mathbb{Z}/2\mathbb{Z}) \wr S_3$$











All SET decks can be found on my webpage:
<https://people.maths.bris.ac.uk/~zx18363/>