

# Computer Generation of Incidence Theorems

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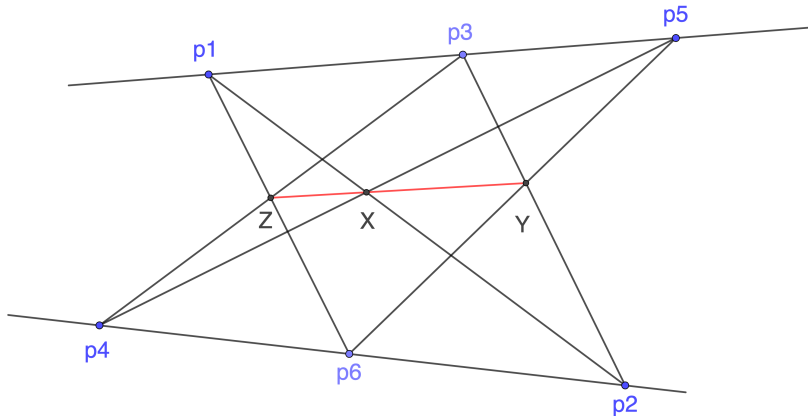
# Pappus and Desargues

The two standard incidence theorems are due to Pappus and Desargues. They exhibit  $9_3$  and  $10_3$  configurations and apply to certain arrangements of 6 initial points.

# Pappus

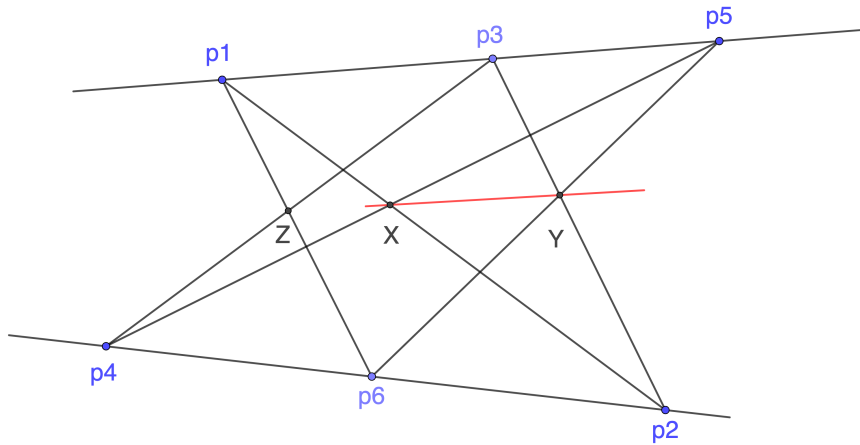
## Theorem (Pappus)

*If the vertices of a hexagon lie alternately on 2 lines then the 3 points of intersection of opposite sides of the hexagon are collinear.*



# Is Pappus a theorem?

Pappus said so 1700 years ago.



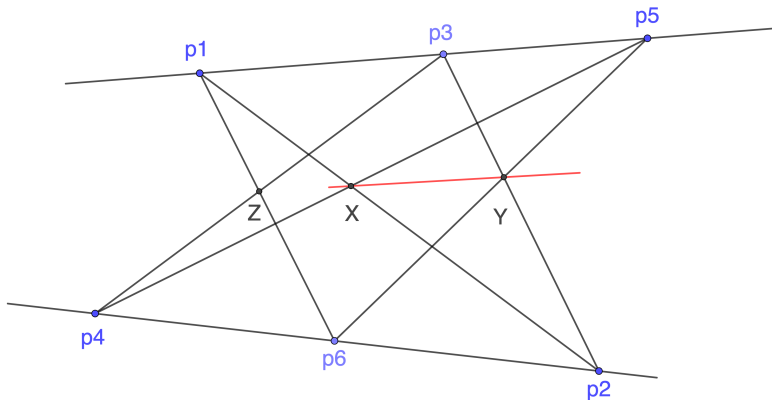
We agree. We don't expect  $X$ ,  $Y$  and  $Z$  to line up.

# We can quantify our belief that Pappus is a theorem

The initial points 1, 2, 3, 4, 5, 6 are ingredients.

Other objects have recipes:  $X$  is  $\langle [1\ 2] [4\ 5] \rangle$

The *Pappus line*  $XY$  is  $\langle \langle [1\ 2] [4\ 5] \rangle \langle [3\ 2] [6\ 5] \rangle \rangle$



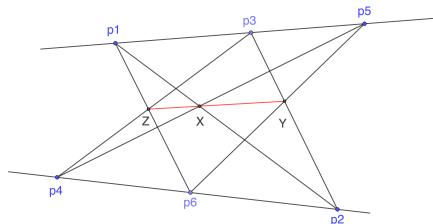
# Ingredient permutations that preserve a recipe

Pappus line  $XY$  is  $[\langle [1\ 2] [4\ 5] \rangle \langle [3\ 2] [6\ 5] \rangle]$

14.25.36 maps it to  $[\langle [4\ 5] [1\ 2] \rangle \langle [6\ 5] [3\ 2] \rangle]$

13.46 maps it to  $[\langle [3\ 2] [6\ 5] \rangle \langle [1\ 2] [4\ 5] \rangle]$

Combinatorial stabilizer of the recipe  $S_C$  has size 4.



Geometric stabilizer also includes 135.246 because  $XY = YZ = ZX$ .

Geometric stabilizer  $S_G$  has size 12.

Any recipe where  $S_C \neq S_G$  gives an incidence theorem.

# Algorithm

Choose a set of input objects.

Generate recipes recursively.

Compute the stabilizers  $S_C$  and  $S_G$  for the recipes.

Whenever the stabilizers differ output a theorem.

# Are there theorems with 5 input points?

Generation 1 (Point types: 1, Line types: 0)

Generation 2 (Point types: 1, Line types: 1)

Generation 3 (Point types: 2, Line types: 1)

Generation 4 (Point types: 2, Line types: 4)

Generation 5 (Point types: 25, Line types: 4)

20:  $\langle [a \langle [bc][de] \rangle] [b \langle [ad][ce] \rangle] \rangle : |S_C| = 2, |S_G| = 6, abe$

10:  $\langle \langle [bd][ec] \rangle \langle [be][dc] \rangle \rangle \langle [ad][ec] \rangle \langle [ae][dc] \rangle \rangle : |S_C| = 4 \dots$



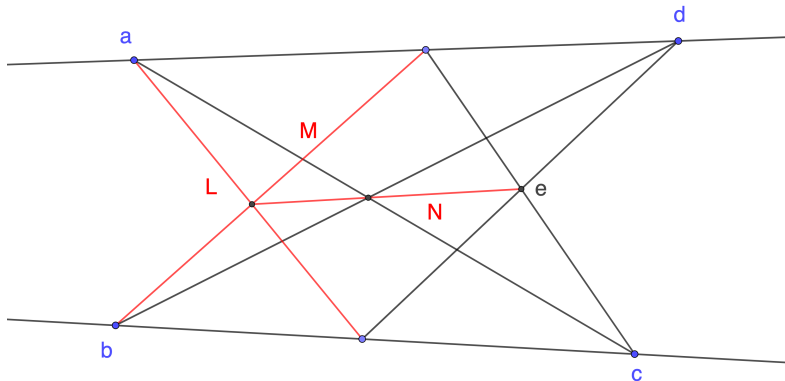
# The computer's first theorem.

$$\langle [a \langle [b \ c] [d \ e]] [b \langle [a \ d] [c \ e]] \rangle = \langle L \ M \rangle$$

Matches its image under  $(a, b, e)$ :

$$\langle [b \langle [e \ c] [d \ a]] [e \langle [b \ d] [c \ a]] \rangle = \langle M \ N \rangle$$

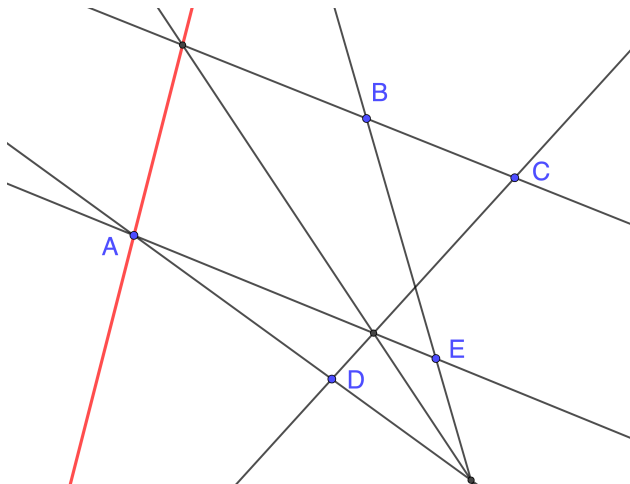
$L$ ,  $M$  and  $N$  are concurrent.



# Five special lines

Generation 6 (Point types: 25, Line types: 792)

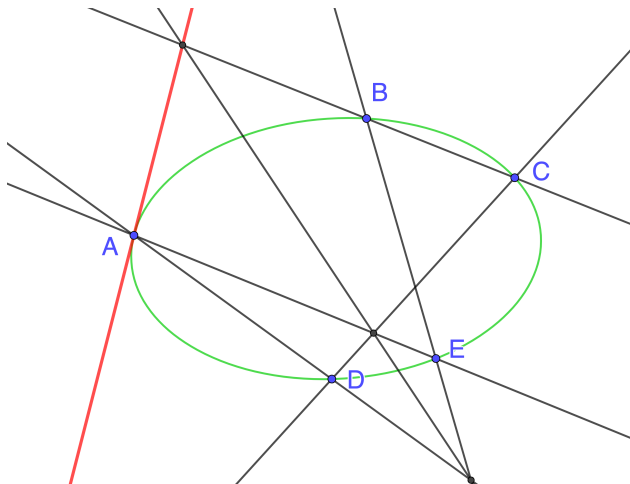
5: [ a <[bc] <<[cd][ea]>><[be][da]>> ] :  $|S_C| = 4$ ,  $|S_G| = 24$ , *de bcde*



# Five special lines

Generation 6 (Point types: 25, Line types: 792)

5: [  $a$   $\langle [bc] \langle \langle [cd][ea] \rangle \langle [be][da] \rangle \rangle \rangle$  :  $|S_C| = 4$ ,  $|S_G| = 24$ ,  $de bcde$



# Is it a theorem?

## Theorem

*The recipe [ a  $\langle [bc] [\langle [cd][ea] \rangle \langle [be][da] \rangle] \rangle$ ] gives a ruler construction for the tangent at a to the conic abcde.*

### Proof.

The hexagon *aaebcd* is inscribed in the conic.

Its Pascal line *L* is  $[\langle [cd][ea] \rangle \langle [be][da] \rangle]$ .

*L* also passes through the intersection of *bc* and the tangent at *a*.

Therefore:  $\langle [bc] [\langle [cd][ea] \rangle \langle [be][da] \rangle] \rangle$  lies on the tangent at *a*.

# A mystery

At generation 7:

$$\langle [a \langle \langle [ba][cd] \rangle \langle [bc][ad] \rangle \quad \langle [ba][ce] \rangle \langle [bc][ae] \rangle \rangle] \\ \langle [bc][de] \rangle \quad \langle [b \langle [ca][de] \rangle] \quad [c \langle [ba][de] \rangle] \rangle \rangle$$

Has combinatorial count 15 and geometric count 5.

# Mystery Picture

