

(Serge Burckel 2007)

## **SECOND NEIGHBOURHOOD PROBLEM**

### **1. Generalization to EVERY directed graphs**

CONJ1 : Every non empty and finite directed graph G has a vertex X such that  $\#GG_2(X) \geq \#GG_1(X)$  where :

$GG_1(X) =$   
 $\{Y : (X \neq Y) \text{ and } (X \rightarrow Y) \text{ and NOT } (Y \rightarrow X) \}$

$GG_2(X) =$   
 $\{Z : (X \neq Z) \text{ and NOT } (X \rightarrow Z) \text{ and } \exists Y (X \neq Y) \text{ and } (X \rightarrow Y) \text{ and } (Y \rightarrow Z)\}$

### **2. Generalization to larger cycles**

CONJ2 : For every  $K \geq 2$ , every non empty and finite directed graph G with no circuit of length  $1, 2, \dots, K$  has a vertex X such that  $\#G_K(X) \geq \#G_{K-1}(X)$  where :  $G_D(X) = \{Y \text{ at distance } D \text{ from } X\}$

### **3. A question that implies the SNP :**

CONJ3 : Every directed graph G with no 1,2-circuit and with a unique solution X to the SNP relation  $\#G_2(X) \geq \#G_1(X)$  satisfies : "X has no out-neighbours", ie,  $G_1(X)$  is empty.

### **4. A stronger question that implies the SNP :**

CONJ4 : The algorithm GO terminates from every digraph.

(see my preprints on SNP)

