

# Factorization of permutation

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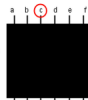
Based on the paper:

Zejun Huang, Chi-Kwong Li, Sharon H. Li, Nung-Sing Sze,

# Amidakuji/Ghost Leg Drawing

## Amidakuji

At first, you see a group of lines at the top and the same number of lines at the bottom.

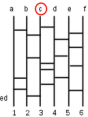


The middle is covered up so you can't tell which top line leads to which bottom line.

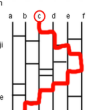
1. Everyone chooses or is assigned a top line.



2. The bottom lines are assigned to things to be distributed, such as prizes or duties.



3. The amidakuji is revealed

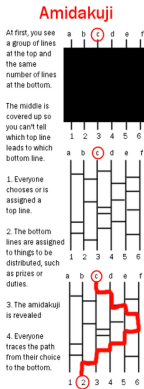


4. Everyone traces the path from their choice to the bottom.



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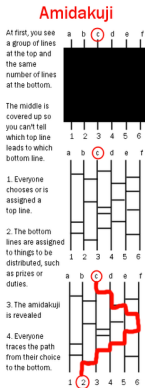
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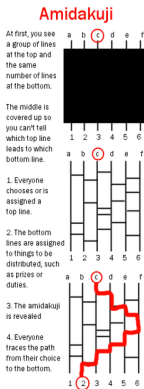
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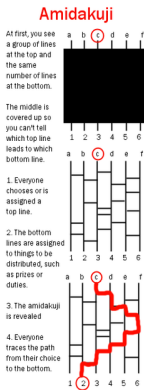
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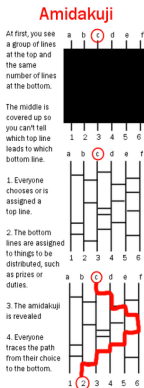
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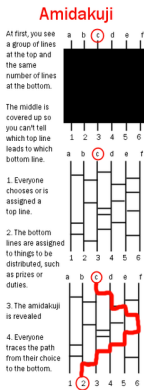
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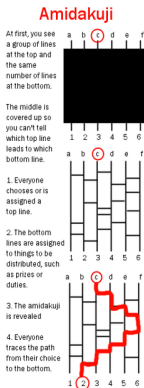
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## Questions

- Why do we always get an one-one correspondence (bijection)?
- Can we get all possible job assignments?
- What is the minimum number of horizontal segments needed for a given job assignment?

# Answer of Question 1

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- What if there is no horizontal line segment?
- What if there is one horizontal line segment?
- An easy induction argument!

# Bubble sort

- Regard the job assignment as a permutation (a seat assignment)

$$\sigma = [i_1, \dots, i_n] = \begin{pmatrix} 1 & 2 & \cdots & n \\ i_1 & i_2 & \cdots & i_n \end{pmatrix}.$$

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$$(n - 1) + \cdots + 1 = n(n - 1)/2 \text{ steps.}$$

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**Example.**  $\sigma = \begin{pmatrix} 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 \\ 3 & 4 & 5 & 9 & 6 & 7 & 1 & 8 & 2 \end{pmatrix} = (1, 3, 5, 6, 7)(2, 4, 9)(8).$

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- To find  $r^*$  and the permutation which is most difficult to get restore, we use the **breadth first** search.

# Partial results of the general problem

We have the following list for  $r^*(n, m)$  for  $S_n$  and  $(i, i + \ell)$  with  $\ell \leq m$ ,

$n \setminus m$	1	2	3	4	5	6	7	8	9	10	11
2	1										
3	3	2									
4	6	4	3								
5	10	5	5	4							
6	15	[7]	6	6	5						
7	21	[10]	8	7	7	6					
8	28	[14]	[10]	9	8	8	7				
9	36	[16]	[11]	10	10	9	9	8			
10	45	[19]	[14]	[12]	11	11	10	10	9		
11	55	[23]	[16]	[14]	13	12	12	11	11	10	
12	66	29*	20*	17*	16*	14	13	13	12	12	11

where the entries marked by brackets are obtained by computer programming.

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Theorem [Jerrum, 1985], [van Zuylen et. al, 2014]

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The number of steps is at most  $\lfloor n^2/4 \rfloor$  attained at the following permutation:

- (1)  $[k + 1, \dots, n, 1, \dots, k]$  if  $n = 2k$  or  $n = 2k + 1$ ,
- (2)  $[k + 2, \dots, n, 1, \dots, k + 1]$  or  $[k + 1, \dots, n, 1, \dots, k]$  if  $n = 2k + 1$ .

# Another variation (The round table version)

Theorem [Jerrum, 1985], [van Zuylen et. al, 2014]

Only use transpositions:  $(n, 1)$  and  $(i, i + 1) : i = 1, \dots, n - 1$ .

Given a permutation  $[p_1, \dots, p_n]$ .

- let  $d = [d_1, \dots, d_n] = [p_1, \dots, p_n] - [1, \dots, n]$  so that  $\sum d_i = 0$ ;
- modify  $d$  to  $\tilde{d}$  by replacing  $(d_i, d_j)$  by  $(d_i - n, n + d_j)$  if  $d_i - d_j > n$  until  $p_r - p_s \leq n$  for all  $r, s$ .
- Restore the permutation using this displacement vector  $\tilde{d}$  will use the minimum number of steps  $\iota(\tilde{d})$ , which is the generalized inversion number of  $\tilde{p} = \tilde{d} + [1, \dots, n]$ .

The number of steps is at most  $\lfloor n^2/4 \rfloor$  attained at the following permutation:

- (1)  $[k + 1, \dots, n, 1, \dots, k]$  if  $n = 2k$  or  $n = 2k + 1$ ,
- (2)  $[k + 2, \dots, n, 1, \dots, k + 1]$  or  $[k + 1, \dots, n, 1, \dots, k]$  if  $n = 2k + 1$ .

**Example**  $p = [6, 5, 1, 2, 4, 3]$ ,  $d = [5, 3, -2, -2, -1, -3]$ ,

$$\tilde{d} = [-1, 3, -2, -2, -1, 3], \tilde{p} = [0, 5, 1, 2, 4, 9], \iota(\tilde{d}) = 6,$$

**Note** For  $[4, 5, 6, 1, 2, 3]$ ,  $d = [3, 3, 3, -3, -3, -3]$  and  $\iota(d) = 9 = \lfloor 6^2/4 \rfloor$ .

# Some open problems

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$S_2$	$S_3$	$S_4$	$S_5$	$S_6$	$S_7$	$S_8$	$S_9$	$S_{10}$	$S_{11}$	$S_{12}$
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- If we use  $L, S, L^{-1}$ , then the maximum steps needed are:

$S_2$	$S_3$	$S_4$	$S_5$	$S_6$	$S_7$	$S_8$	$S_9$	$S_{10}$	$S_{11}$
1	2	6	10	15	21	28	36	45	???

**Conjecture** We need at most  $\binom{n}{2}$  steps, and the worst case is

$$[2, 1, n, n - 1, \dots, 3].$$

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- Theoretical computer science? Determine the optimal sorting algorithm with the given operations, and determine the worst scenario.
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- Quantum computing.  
It is of interest to decompose certain quantum gates into simpler quantum gates (CNOT gates).

Let me know if you have any ideas.

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Thank you for your attention!