1. Intro. Sequence M1805, posets with linear order $1 \ldots n$. Same as upper triangular $n \times n$ Boolean matrices B such that $I \subseteq B^2 \subseteq B$.

I'm in kind of a hurry tonight, so please excuse terseness. This prog was developed from POSET0, which does the cases up to $n = 9$ in a few seconds, but with much calculation repeated unnecessarily. Therefore I reformulated the method using dynamic programming.

We're given a list of pairs (A, w) where A is an $n \times n$ Boolean matrix and w is a positive weight. The problem is to compute the sum of w times the number of upper triangular B such that $I \subseteq B^2 \subseteq B \subseteq \overline{A}$. The solution is to go through that list and generate all first rows of each A, creating a new list with n decreased by 1.

An $n \times n$ upper triangular Boolean matrix is represented in $\binom{n}{2}$ bits, because we don't care about the diagonal. We want to be able to go up to $n = 12$ at least, on my 32-bit computer, so this program is set up to handle multiple precision. It operates in two phases: Double precision for matrices at first, then single precision when n has been reduced. But in the latter case we need double precision for the weight w.

```
#define n 12
#define memsize 36000000   /* should be a multiple of 12 */
#define thresh (1 << 7)   /* boundary between phases; maximum is 1 << 7 */
#define hashsize (1 << 21)   /* should be a power of 2 */

#include <stdio.h>
#include "gb_flip.h"
  typedef unsigned int uint;
  uint mem[memsize];   /* memory pool */
  int *hash[1 << 21];   /* heads of hash lists or direct data pointers */
  short uni[4][256];   /* random bits for universal hashing */
  uint *top, *start, *ostart;   /* key places in mem */
  int offset[1 << (n - 1)];   /* table showing how bits are mapped */
  int t, x, y, z, mask, hmask;
  int count, curn;

  main()
  {
    register int j, k, l, curbits, curaux;
    uint *p;

    ⟨Initialize 2⟩;
    ⟨Do the first phase 5⟩;
    ⟨Do the second phase 7⟩;
  }
```

2. First we initialize the *uni* table, for hashing.

```
⟨Initialize 2⟩ ≡
  gb_init_rand(0);
  for (j = 0; j < 4; j++)
    for (k = 1; k < 256; k++) uni[j][k] = gb_next_rand();
```

See also section 4.

This code is used in section 1.

3. If *thresh* is $1 \ll k$, the *bits* field will contain rows having k or fewer bits, and the *aux* field will contain the longer rows.

4. ⟨Initialize 2⟩ +≡
  for $(j = 0, k = 1, l = 2;\ l \le thresh;\ k{+}{+}, l \ll= 1)\ offset[l-1] = j, j \mathrel{+}= k;$
  for $(j = 0;\ l < 1 \ll n;\ k{+}{+}, l \ll= 1)\ offset[l-1] = j, j \mathrel{+}= k;$

5. Data is kept sequentially in *mem*, beginning at *start*; the first available location is *top*. During the first phase the data appears in four-word packets, because we want link fields for hashing.

#define $wt(p)$ $*p$ /* first word of packet */
#define $aux(p)$ $*(p+1)$ /* second word of packet */
#define $bits(p)$ $*(p+2)$ /* third word of packet */
#define $link(p)$ $*(p+3)$ /* fourth word of packet (phase one only) */

⟨Do the first phase 5⟩ ≡
  $start = \&mem[0];$
  $wt(start) = 1, aux(start) = bits(start) = 0, link(start) = (\mathbf{uint})\ \Lambda;$
  $top = start + 4;$
  for $(l = (1 \ll (n-1)) - 1, curn = n;\ l > thresh;\ l \gg= 1, curn{-}{-})$ {
    $hmask = (1 \ll offset[l]) - 1;$
    for $(j = 0;\ j < hashsize;\ j{+}{+})\ hash[j] = \Lambda;$
    $count = 0;$
    for $(p = start, start = top;\ p \ne start;\ p = (p \equiv \&mem[memsize - 4]\ ?\ \&mem[0] : p + 4))$ {
      $count{+}{+};$
      $mask = (aux(p) \gg offset[l])\ \&\ l;$
      for $(x = 0;\ x \le l;\ x = ((x \mid mask) + 1)\ \&\ {\sim}mask)$ {
        $curbits = bits(p);$
        $curaux = aux(p);$
        for $(y = x\ \&\ (x+1), t = x \oplus -1;\ y;\ y \mathrel{-}= z)$ {
          $z = y\ \&\ {-y};$
          if $(z \le thresh)\ curbits \mathrel{|}= (t\ \&\ (z-1)) \ll offset[z-1];$
          else $curaux \mathrel{|}= (t\ \&\ (z-1)) \ll offset[z-1];$
        }
        ⟨Put *curbits* and *curaux* into the new list with weight *w* 6⟩;
      }
    }
    printf("␣%d␣item%s␣on␣list␣%d;\n", *count*, $count > 1$? "s" : "", *curn*);
  }

This code is used in section 1.

6. ⟨Put *curbits* and *curaux* into the new list with weight w 6⟩ ≡

```
{
  register int h;
  register uint *q;
  curaux &= hmask;
  h = uni[0][curbits & #ff] + uni[1][(curbits >> 8) & #ff] + uni[2][(curbits >> 16) & #ff] + uni[3][curbits >> 24];
  h += uni[0][curaux & #ff] + uni[1][(curaux >> 8) & #ff] + uni[2][(curaux >> 16) & #ff] + uni[3][curaux >>
      24];
  h &= hashsize − 1;
  for (q = hash[h]; q; q = (uint *) link(q))
    if (bits(q) ≡ curbits ∧ aux(q) ≡ curaux) goto found;
  q = top;
  if (q ≡ p) {
    fprintf(stderr, "Sorry,␣I␣need␣more␣memory!\n");
    exit(−1);
  }
  bits(q) = curbits, aux(q) = curaux, wt(q) = 0;
  link(q) = (uint) hash[h], hash[h] = q;
  top = q + 4;
  if (top ≡ &mem[memsize]) top = &mem[0];
found: wt(q) += wt(p);
}
```

This code is used in section 5.

7. In the second phase we use the *hash* table as a direct pointer to the data.

⟨Do the second phase 7⟩ ≡

```
  ⟨Repack the data into shorter packets 9⟩;
  for ( ; l; l >>= 1, curn −−) {
    hmask = (1 << offset[l]) − 1;
    for (j = 0; j ≤ hmask; j++) hash[j] = Λ;
    count = 0;
    for (p = start, start = top; p ≠ start; p = (p ≡ &mem[memsize − 3] ? &mem[0] : p + 3)) {
      count++;
      mask = (bits(p) >> offset[l]) & l;
      for (x = 0; x ≤ l; x = ((x | mask) + 1) & ~mask) {
        curbits = bits(p);
        for (y = x & (x + 1), t = x ⊕ −1; y; y −= z) {
          z = y & −y;
          curbits |= (t & (z − 1)) << offset[z − 1];
        }
        ⟨Put curbits into the new list with weight w 8⟩;
      }
    }
    printf("␣%d␣items␣on␣list␣%d;\n", count, curn);
  }
  printf("...and␣the␣solution␣for␣%d␣is␣%d%09d.\n", n, aux(start), wt(start));
```

This code is used in section 1.

8. ⟨Put *curbits* into the new list with weight w 8⟩ ≡

```
{
  register uint *q;
  y = curbits & hmask;
  q = hash[y];
  if (¬q) {
    q = top;
    if (q ≡ p) {
      fprintf(stderr, "Sorry,␣I␣need␣more␣memory!\n");
      exit(−2);
    }
    bits(q) = curbits, wt(q) = aux(q) = 0;
    hash[y] = q;
    top = q + 3;
    if (top ≡ &mem[memsize]) top = &mem[0];
  }
  wt(q) += wt(p), aux(q) += aux(p);
  if (wt(q) ≥ 1000000000) aux(q) += 1, wt(q) −= 1000000000;
}
```

This code is used in section 7.

9. ⟨Repack the data into shorter packets 9⟩ ≡

```
ostart = top;
x = (top − mem) % 3;
if (x) top += 3 − x;
for (p = start, start = top; p ≠ ostart; p = (p ≡ &mem[memsize − 4] ? &mem[0] : p + 4)) {
  wt(top) = wt(p), aux(top) = 0, bits(top) = bits(p);
  top += 3;
  if (top ≡ &mem[memsize]) top = &mem[0];
}
```

This code is used in section 7.

10. Index.

POSETS