May 16, 2016 at 15:34

1*. This is a quick program to find all canonical forms of reflection networks for small n.

Well, when I wrote that paragraph I believed it, but subsequently I have added lots of bells and whistles because I wanted to compute more stuff. At present this code determines the number B_n of equivalence classes of reflection networks (i.e., irredundant primitive sorting networks); also the number of weak equivalence classes, either with (C_{n+1}) or without (D_{n+1}) anti-isomorphism; and the number of preweak equivalence classes (E_{n+1}), which is the number of simple arrangements of $n+1$ pseudolines in a projective plane. For each representative of D_{n+1} it also computes the "score," which is the number of ways to add another pseudoline crossing the network.

If compiled without the `NOPRINT` switch, each member of B_n is printed as a string of transposition numbers, generated in lexicographic order. This is followed by `*` if the string is also a representative of C_{n+1} when prefixed by $01\ldots n$. And if the string is also a representative of D_{n+1}, you also get the score in brackets, followed by `#` if it is a representative of E_{n+1}. If not a representative of D_{n+1}, the symbol `>` is printed followed by the string of an anti-equivalent network.

If compiled with the `DEBUG` switch, you also get intermediate output about the backtrack tree and the networks generated while searching for anti-equivalence and preweak equivalence.

I wrote this program to allow n up to 10; but integer overflow will surely occur in $B_{10} \approx 2\times 10^{10}$, if I ever get a computer fast enough to run that case. When $n=7$, this program took 48 seconds to run, on January 12, 1991; the running time for $n=6$ was 1 second, and for $n=8$ it was 57 minutes. Therefore I made a stripped-down version to enumerate only B_n when $n=9$. In fact, this program is that stripped down version, contrary to what is said above. This program does $n=7$ in 4 seconds, $n=8$ in 4:42 minutes, and I think it will do $n=9$ in about 10 hours. I tried several experiments for benchmarking, since this program is clearly compute-bound: Compiling with `-g` instead of with `-O` increased the running time for $n=8$ to 6:19; if I also removed the **register** hints on variables i, ii, iii, j, it went up to 9:09. With optimization and no register hints it took 6:38. (When I actually computed $B_9 = 112018190$, I used the slowest version, with no register hints and the `-g` switch; that took 19:50:37.)

```
#include <stdio.h>
```

2*. There's an array $a[1\,..\,n]$ containing k inversions; an index j showing where we are going to try to reduce the inversions by swapping $a[j]$ with $a[j+1]$; and two arrays for backtracking. At choice-level l we set $t[l]$ to the current j value, and we also set $c[l]$ to 1 if we swapped, 0 if we didn't.

```
#define swap(j)
        { int tmp = a[j]; a[j] = a[j + 1]; a[j + 1] = tmp; }
#define npairs 120    /* should be greater than 2(n+1 choose 2) */
#define ncycle 240    /* should be greater than 4(n+1 choose 2) */
```

⟨ Global variables 2* ⟩ ≡

```
  int n;    /* number of elements to be reflected */
  int a[10];    /* array that shows progress */
  int k;    /* number of inversions yet to be removed */
  int l;    /* current choice level */
  int c[npairs];    /* code for choices made */
  int t[npairs];    /* j values where choices were made */
  int bn, cn, dn, en;    /* counters for B_n, C_{n+1}, D_{n+1}, E_{n+1} */
  int smin, smax;    /* counters for "scores" */
  float stot;    /* grand total of scores */
```

See also sections 8 and 13.

This code is used in section 3*.

3*. The value of n is supposed to be an argument.

```
#define abort(s)
          { fprintf(stderr, s); exit(1); }
  ⟨ Global variables 2* ⟩
  main(argc, argv)
       int argc;    /* number of args */
       char **argv;    /* the args */
  { register int j;    /* current place in array */
    register int i, ii, iii;    /* general-purpose indices */
    if (argc ≠ 2) abort("Usage: reflect n\n");
    if (sscanf(argv[1], "%d", &n) ≠ 1 ∨ n < 2 ∨ n > 10) abort("n should be in the range 2..10!\n");
    ⟨ Initialize 4 ⟩;
    ⟨ Run through all canonical reflection networks 5* ⟩;
    printf("B=%d\n", bn);
  }
```

5*. ⟨ Run through all canonical reflection networks 5* ⟩ ≡

```
moveleft: j−−;
loop:
  if (j ≡ 0) {
    if (k ≡ 0)
      if ((++bn % 1000000) ≡ 0) {
        for (i = 1; i < l; i++)
          if (c[i]) putchar('0' − 1 + t[i]);
        putchar('\n');
      }
    ⟨ Backtrack, either going to loop or to finished when all possibilities are exhausted 6 ⟩;
  }
  if (a[j] < a[j + 1]) goto moveleft;
  t[l] = j;
  c[l++] = 0;
  goto moveleft;
finished: ;
```

This code is used in section 3*.

25*. ⟨ If debugging, print the active region of x 25* ⟩ ≡

```
#ifdef DEBUG
  printf("\n  ");
  for (m = s; m < ss; m++) putchar(x[m] + '0' − 1);
#endif
```

This code is used in sections 16, 17, and 20.

The following sections were changed by the change file: 1, 2, 3, 5, 25.