

# 16 Algebra

## 16.5 Permutation Groups

(7 units)

*This project is self-contained, building on theory covered in the Part IA course Groups. Some knowledge of the groups part of the Part IB course Groups, Rings and Modules would be useful.*

### 1 Introduction

Suppose we are given a set of permutations of  $X = \{1, \dots, n\}$ . They generate a finite permutation group  $G \leq S_n$ . The aim of this project is to replace the given set of generators of  $G$  with another generating set for  $G$  which is of greater utility, hopefully allowing us to deal with various questions. For programming purposes you do not need to go above  $n = 20$  (although you are welcome to if you so wish).

### 2 Permutations

A permutation  $\pi$  of  $X$  is a bijective function from  $X$  to  $X$ . If  $x$  is an element of  $X$  then the image of  $x$  under  $\pi$  is written  $\pi x$ . If  $\pi_1$  and  $\pi_2$  are permutations then their product  $\pi_1 \cdot \pi_2$  maps  $x$  to  $\pi_1(\pi_2 x)$ . The set of all permutations of the set  $X = \{1, \dots, n\}$  is the symmetric group  $S_n$ . If  $\pi$  is a permutation and  $y = \pi y$  then  $y$  is called a *fixed point* of  $\pi$ .

**Question 1** Write procedures to compute the inverse  $\pi^{-1}$  of a permutation  $\pi$  and the product  $\pi_1 \pi_2$  of two permutations  $\pi_1$  and  $\pi_2$ . What is the complexity of your method for computing inverses (as a function of  $n$ )?

### 3 Groups

Suppose the permutation group  $G$  is generated by permutations  $\pi_1, \dots, \pi_k$ . First we reduce the number of generators with the Stripping Algorithm of Sims. Let  $A$  be an  $n \times n$  array of permutations which is initially empty.

Suppose we have already put the first  $l - 1$  permutations into the array. If  $\pi_l$  does not fix 1 and the  $\pi_l(1)$ th entry in the first row is still empty then put  $\pi_l$  there. Suppose the  $\pi_l(1)$ th entry is the permutation  $g$ . Then modify  $\pi_l$  to be  $g^{-1}\pi_l$  so the new  $\pi_l$  fixes 1. Go to the second row.

If  $\pi_l$  does not fix 2 and the  $\pi_l(2)$ th entry in the second row is still empty then put  $\pi_l$  there. If the entry is  $g$  then modify  $\pi_l$  to be  $g^{-1}\pi_l$  which hence fixes 1 and 2. Go on to the third row ...

If we reach the last row then we must have produced the trivial permutation which can be omitted from the generating set.

Once a permutation is placed in the array, or deemed to be the trivial permutation, we go on to try to place the next permutation in the array.

**Question 2** Show that the modified set of permutations generates the group  $G$ . Give an upper bound for the size of the modified set of generators and for the number of operations needed to complete the algorithm. (As a function of  $n$  and the size of the original generating set, noting that, e.g., storing a permutation is  $O(n)$  operations.)

**Question 3** Write a procedure which computes the array of a permutation group given by a set of generators. It should receive a set of permutations as input and give a set of permutations as output, which generate the same group and are in the above reduced form. (Here, as elsewhere in this project, you should give some examples to demonstrate that your program is working correctly.)

## 4 Orbit and Stabilizer

Let  $G$  be a permutation group of  $X$ . If  $\alpha \in X$  then the set  $A = \{\beta \in X \mid \exists g \in G, g\alpha = \beta\}$  is called the *orbit* of  $\alpha$  (under  $G$ ). If  $\beta \in X$  is in the orbit of  $\alpha$  then an element  $g \in G$  is called a *witness* of this if  $g\alpha = \beta$ . It is easy to see that  $\beta$  is in the orbit of  $\alpha$  if and only if the orbit of  $\beta$  is the same as the orbit of  $\alpha$ . Hence different orbits are disjoint and the orbits form a partition of  $X$ .

The *stabilizer* of an element  $\alpha$  in  $X$  is  $G_\alpha = \{g \in G \mid g\alpha = \alpha\}$ . It is a subgroup of  $G$ .

**Question 4** Write down a bijection between the set of left cosets of  $G_\alpha$  in  $G$  and the orbit of  $\alpha$ . State the orbit-stabilizer theorem.

**Question 5** Write a procedure which computes the orbit with witnesses of a given element under a permutation group  $G$  generated by a given set of permutations. It should receive as input a set of permutations and an element  $\alpha \in X$  and should return as a output a list of elements forming the orbit of  $\alpha$ , together with a witness in each case. Briefly explain how your procedure works.

## 5 Schreier's Theorem and the final algorithm

Suppose  $G$  is a permutation group of  $X$ , given as a set of generators  $Y$ ,  $\alpha$  is an element of  $X$  and  $T$  is a complete set of left coset representatives of  $G_\alpha$  in  $G$ . Let the surjective map  $\varphi: G \rightarrow T$  be defined via  $g\alpha = \varphi(g)\alpha$ .

**Question 6** Let  $x$  be an element of  $G_\alpha$ . Write  $x = y_r \dots y_1$  with each  $y_i$  an element of  $Y$ . Let  $t_1$  be the element of  $T$  belonging to  $G_\alpha$ . Let  $t_{i+1} = \varphi(y_i t_i)$  for  $i = 1, 2, \dots, r$ . Show that  $t_{r+1} = t_1$ . Deduce that  $G_\alpha$  is generated by the set of elements:

$$\{\varphi(yt)^{-1} \cdot y \cdot t \mid y \in Y, t \in T\}.$$

This is a special case of Schreier's Theorem.

**Question 7** Write a procedure which computes a generating set of a stabilizer of a permutation group given as a set of generators. It should receive a set of permutations and an element  $\alpha$  as input and give a set of permutations as output which generate the stabilizer. Use Question 5 to obtain  $T$ , then use Schreier's Theorem and finally reduce the set of generators with the Stripping Algorithm. Comment on the complexity of your algorithm.

**Question 8** Write a program which computes the order of a permutation group  $G$  given with a set of generating permutations. The program should receive a set of permutations as input and give a natural number as output which is the order of  $G$ . You should

first reduce the number of generators with the Stripping Algorithm, and recursively find a nontrivial orbit and use the previous question until you reach a subgroup of order 1. Use the orbit-stabilizer theorem in the recursive part to find the order of  $G$ . You should make a note of the group order and number of generators (before and after stripping) for each of the subgroups computed. Give some brief output from your program.

What might happen if we forgot to use the Stripping Algorithm at every stage? (For instance, say the input was two permutations of  $S_{20}$ .)

**Question 9** For the group  $S_n$  (throughout this question you may take  $n \geq 5$ ), we consider the probability  $P_n$  that a pair of elements  $g, h$  picked uniformly at random generates  $S_n$ . In other words we have

$$P_n = \frac{|\{(g, h) \in S_n \times S_n : \langle g, h \rangle = S_n\}|}{|S_n|^2}.$$

Why do you know from IA that  $P_n > 0$ ? Give a straightforward argument to show that there is  $k < 1$  *independent of  $n$*  such that  $P_n \leq k$ . What is your value for  $k$ ? What is the value of  $P_n$  for very small  $n$ ?

For each of a few moderate values of  $n$ , generate 100 or so random pairs of permutations. Describe how you generate a random permutation. (To do this, you may assume you have a random number generator which, with input an integer  $N$  from 1 to say 100, will output an integer uniformly at random between 1 and  $N$  inclusive.)

Using your previous program, what sort of estimates do you obtain for  $P_n$ ?