1-5 Data Structures

魏恒峰

hfwei@nju.edu.cn

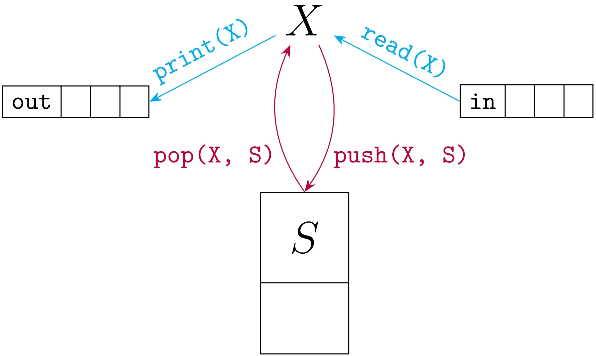
2019 年 11 月 07 日

Permutations

Generating All Permutations
Stackable/Queueable Permutations

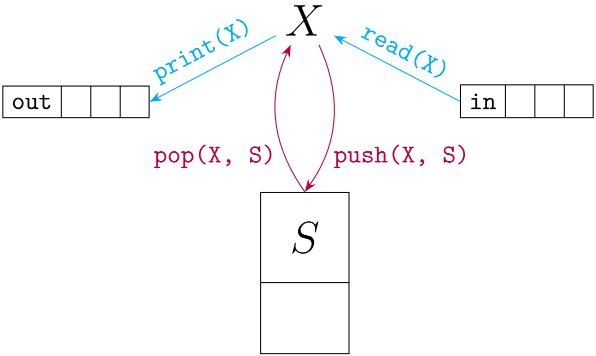
Stackable Permutations

Definition (Stackable Permutations)

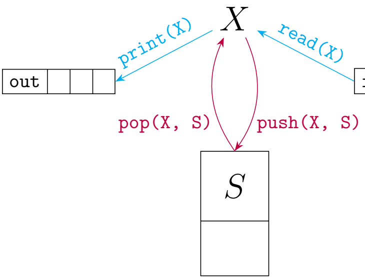


Definition (Stackable Permutations)

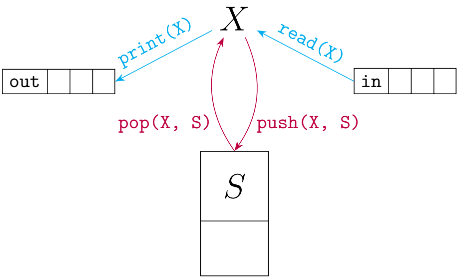
$$\boxed{\texttt{out} = (a_1, \cdots, a_n) \xleftarrow[X=0]{S=\emptyset} \texttt{in} = (1, \cdots, n)}$$



Definition (Stackable Permutations)

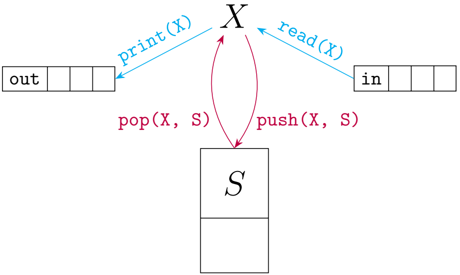


Definition (Stackable Permutations)



Q_2 : Using only "`read`, `print`, `push`, `pop`"?

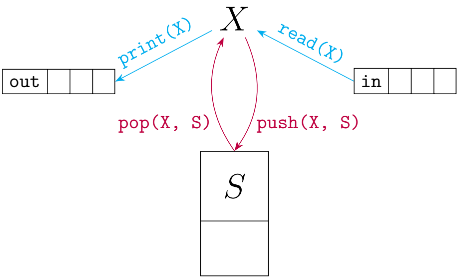
Definition (Stackable Permutations)



Q_2 : Using only "read, print, push, pop"?

$$a == X$$

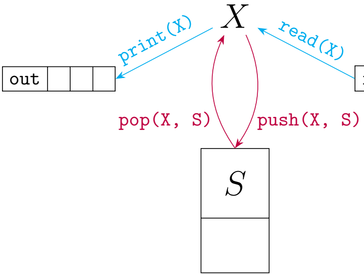
Definition (Stackable Permutations)



Q_2 : Using only "`read, print, push, pop`"?

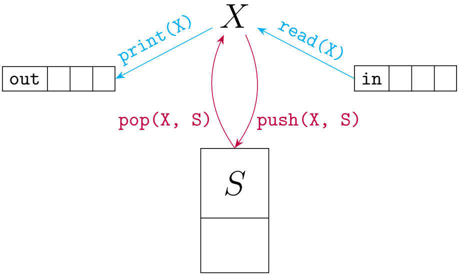
$a == X$ $\quad$ $\texttt{top}(S)$

Definition (Stackable Permutations)

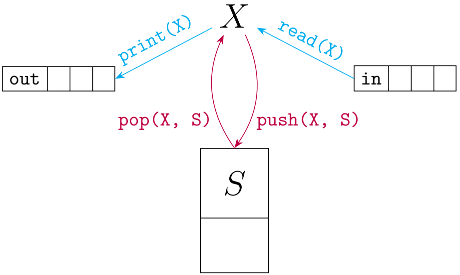


Q_2 : Using only "`read, print, push, pop`"?

$$a == X \qquad \texttt{top}(S) \qquad a > X \ (a < X)$$



We can assume that X is always blank.



We can assume that X is always blank.

Proof.

What are the possible operations following `read(X)`/`pop(X, S)`?

□

DH 2.12: Stackable Permutations

(a) Show that the following permutations *are* stackable:

(i) $(3, 2, 1)$
(ii) $(3, 4, 2, 1)$
(iii) $(3, 5, 7, 6, 8, 4, 9, 2, 10, 1)$

DH 2.12: Stackable Permutations

(a) Show that the following permutations *are* stackable:

   (i) $(3, 2, 1)$
   (ii) $(3, 4, 2, 1)$
   (iii) $(3, 5, 7, 6, 8, 4, 9, 2, 10, 1)$

DH 2.13: Stackable Permutations Checking Algorithm

To check whether a given permutation can be obtained by a stack.

`read` `print` `push` `pop` `is-empty`

`X = 0` $S = \emptyset$ `in != EOF`

DH 2.13: Stackable Permutations Checking Algorithm

To check whether a given permutation can be obtained by a stack.

`read` `print` `push` `pop` `is-empty`

```
X = 0    S = ∅    in != EOF
```

```
foreach 'a' in out:
  if (! is-empty(S)
      && 'a' == top(S))
    pop(S, X)
    print(X)
```

DH 2.13: Stackable Permutations Checking Algorithm

To check whether a given permutation can be obtained by a stack.

read print push pop is-empty

```
X = 0    S = ∅    in != EOF
```

```
foreach 'a' in out:
  if (! is-empty(S)
      && 'a' == top(S))
    pop(S, X)
    print(X)
```

```
else // T.B.C
  while (in != EOF)
    read(X)
    if (X == 'a')
      print(X)
      break
    else
      push(X, S)
  if (in == EOF)
    ERR
```

DH 2.12: Stackable Permutations

(b) **Prove** that the following permutations are *not* stackable:

(i) $(3, 1, 2)$

(ii) $(4, 5, 3, 7, 2, 1, 6)$

DH 2.12: Stackable Permutations

(b) **Prove** that the following permutations are *not* stackable:

(i) $(3, 1, 2)$

(ii) $(4, 5, 3, 7, 2, 1, 6)$

$$(3, 1, 2)$$

$$(4, 5, 3, 7, 2, 1, 6)$$

DH 2.12: Stackable Permutations

(b) **Prove** that the following permutations are *not* stackable:

(i) $(3, 1, 2)$

(ii) $(4, 5, 3, 7, 2, 1, 6)$

$$(3, 1, 2)$$

$$(4, 5, 3, 7, 2, 1, 6)$$

$$\boxed{\texttt{out} = \cdots a_i \cdots a_j \cdots a_k : i < j < k \land a_j < a_k < a_i}$$

DH 2.12: Stackable Permutations

(b) **Prove** that the following permutations are *not* stackable:

(i) $(3, 1, 2)$

(ii) $(4, 5, 3, 7, 2, 1, 6)$

$$(3, 1, 2)$$

$$(4, 5, 3, 7, 2, 1, 6)$$

$$\boxed{\texttt{out} = \cdots a_i \cdots a_j \cdots a_k : i < j < k \land a_j < a_k < a_i}$$

312-Pattern

Theorem (Stackable Permutations)

A permutation $(a_1, \cdots, a_n)$ *is stackable* $\iff$ *it is not the case that*

$$312\text{-}Pattern: \boxed{out = \cdots a_i \cdots a_j \cdots a_k : i < j < k \land a_j < a_k < a_i}$$

Theorem (Stackable Permutations)

A permutation $(a_1, \cdots, a_n)$ *is stackable* $\iff$ *it is not the case that*

$$312\text{-}Pattern : \boxed{out = \cdots a_i \cdots a_j \cdots a_k : i < j < k \land a_j < a_k < a_i}$$

Proof.

$\square$

DH 2.12: Stackable Permutations

(c) How many permutations of A_4 *cannot* be obtained by a stack?

$$(1,4,2,3),(2,4,1,3),(3,1,2,4),(3,1,4,2),(3,4,1,2)$$
$$(4,1,2,3),(4,1,3,2),(4,2,1,3),(4,2,3,1),(4,3,1,2)$$

DH 2.12: Stackable Permutations

(c) How many permutations of A_4 *cannot* be obtained by a stack?

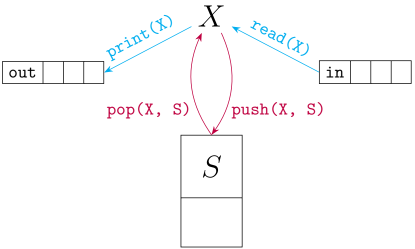
$$(1,4,2,3),(2,4,1,3),(3,1,2,4),(3,1,4,2),(3,4,1,2)$$
$$(4,1,2,3),(4,1,3,2),(4,2,1,3),(4,2,3,1),(4,3,1,2)$$

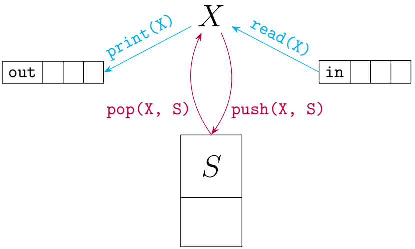
DH 2.12: Stackable Permutations

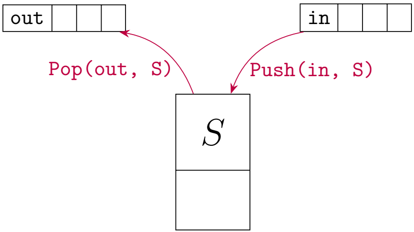
(c) How many permutations of A_4 *cannot* be obtained by a stack?

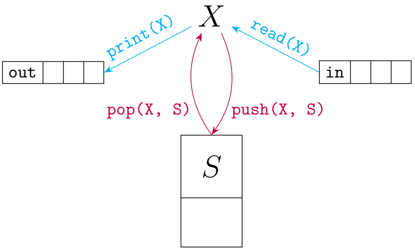
$$(1, 4, 2, 3), (2, 4, 1, 3), (3, 1, 2, 4), (3, 1, 4, 2), (3, 4, 1, 2)$$
$$(4, 1, 2, 3), (4, 1, 3, 2), (4, 2, 1, 3), (4, 2, 3, 1), (4, 3, 1, 2)$$

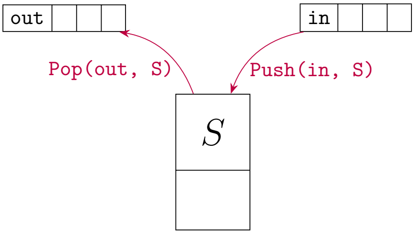
Q : What about A_n?


print(X)
X
read(X)
out
in
pop(X, S)
push(X, S)
S

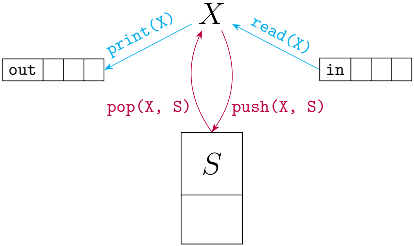

X
print(X)
read(X)
out
in
pop(X, S)
push(X, S)
S

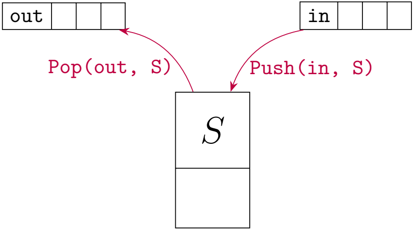

out
in
Pop(out, S)
Push(in, S)
S





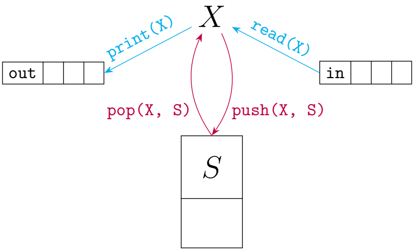
Q : Are $S + X$ and S are **equivalent**?

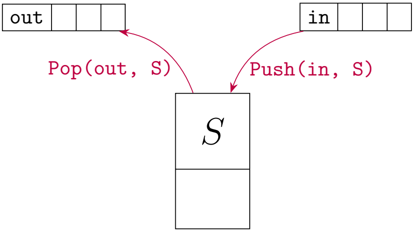


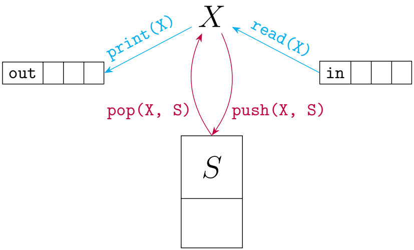


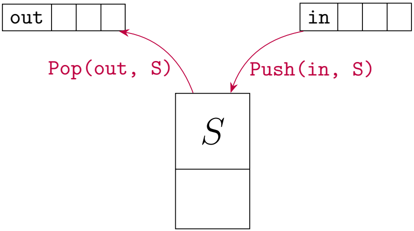
$\color{red}{Q}$: Are $S + X$ and S are **equivalent**?

Producing the same set of permutations.

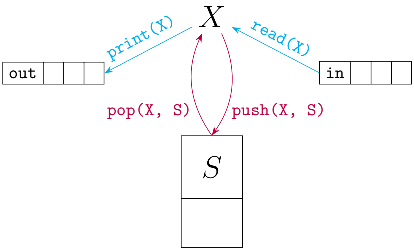

X
print(X)
read(X)
out
in
pop(X, S)
push(X, S)
S

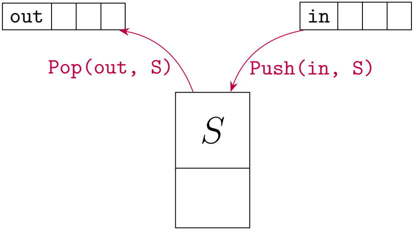

out
in
Pop(out, S)
Push(in, S)
S





By simulations.

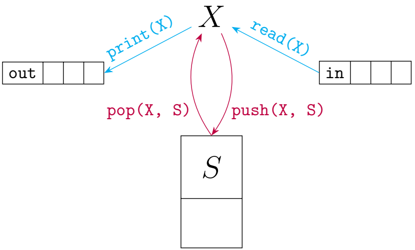


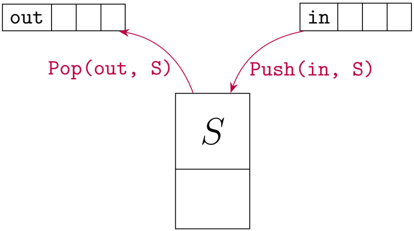


By simulations.

Simulate S by $S + X$:

- `Push`
- `Pop`



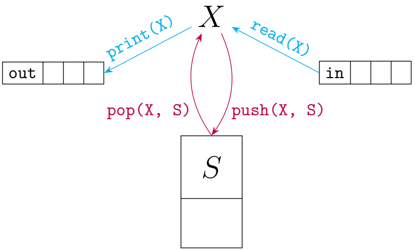


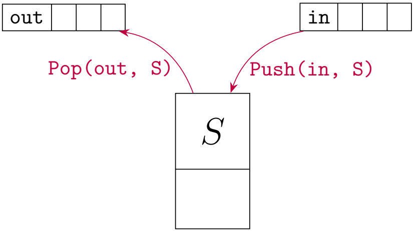
By simulations.

Simulate S by $S + X$:

- Push
- Pop

Simulate $S + X$ by S:





By simulations.

Simulate S by $S + X$:

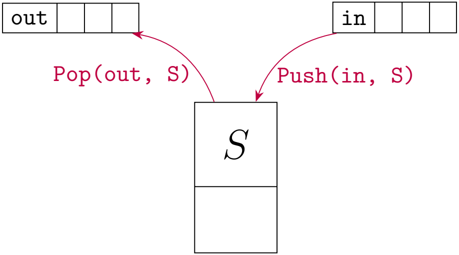
- `Push`
- `Pop`

Simulate $S + X$ by S:

By iterative transformations.

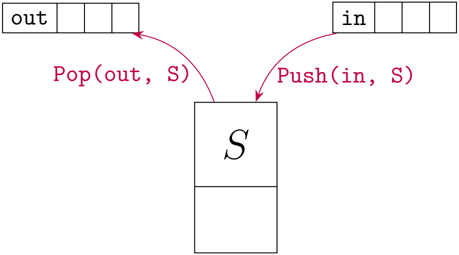
DH 2.12: Stackable Permutations

How many permutations of $\{1 \cdots n\}$ are stackable on the model S?



DH 2.12: Stackable Permutations

How many permutations of $\{1 \cdots n\}$ are stackable on the model S?



Q : How many *admissible* operation sequences of "`Push`" and "`Pop`"?

Definition (Admissible Operation Sequences)

An operation sequence of "`Push`" and "`Pop`" is *admissible* if and only if

Definition (Admissible Operation Sequences)

An operation sequence of "`Push`" and "`Pop`" is *admissible* if and only if

(i) # of "`Push`" $= n$ # of "`Pop`" $= n$

Definition (Admissible Operation Sequences)

An operation sequence of "`Push`" and "`Pop`" is *admissible* if and only if

(i) # of "`Push`" $= n$ # of "`Pop`" $= n$

(ii) $\forall$ prefix : (# of "`Pop`") $\leq$ (# of "`Push`")

Definition (Admissible Operation Sequences)

An operation sequence of "`Push`" and "`Pop`" is *admissible* if and only if

(i) # of "`Push`" $= n$ # of "`Pop`" $= n$

(ii) $\forall$ prefix : (# of "`Pop`") $\leq$ (# of "`Push`")

$\boxed{\#\text{ of stackable perms} = \#\text{ of admissible operation sequences}}$

Theorem

Different admissible operation sequences correspond to different permutations.

Theorem

Different admissible operation sequences correspond to different permutations.

Proof.

`Push Push Push Pop Pop Push` $\cdots$

`Push Push Push Pop Pop Pop` $\cdots$

$\square$

Theorem

The number of admissible operation sequences of "Push" and "Pop" is $\binom{2n}{n} - \binom{2n}{n-1}$.

Theorem

The number of admissible operation sequences of "Push" and "Pop" is $\binom{2n}{n} - \binom{2n}{n-1}$.

Proof: The Reflection Method.

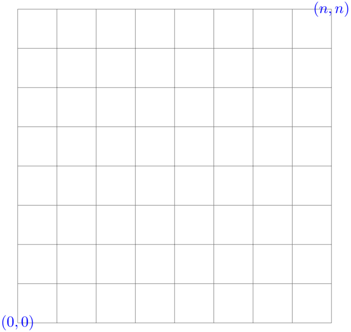
$$\texttt{Push}: \rightarrow \qquad \texttt{Pop}: \uparrow$$

Theorem

The number of admissible operation sequences of "Push" and "Pop" is $\binom{2n}{n} - \binom{2n}{n-1}$.

Proof: The Reflection Method.

$$\texttt{Push} : \rightarrow \qquad \texttt{Pop} : \uparrow$$



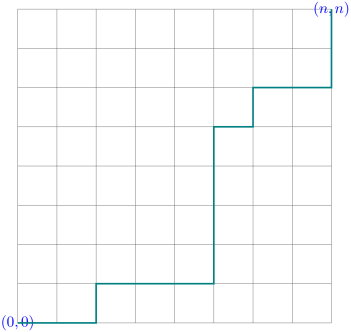
□

Theorem

The number of admissible operation sequences of "Push" and "Pop" is $\binom{2n}{n} - \binom{2n}{n-1}$.

Proof: The Reflection Method.

$$\texttt{Push} : \rightarrow \qquad \texttt{Pop} : \uparrow$$



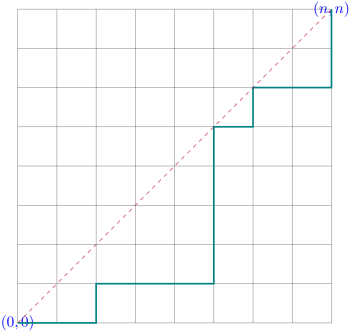
$\square$

Theorem

The number of admissible operation sequences of "Push" and "Pop" is $\binom{2n}{n} - \binom{2n}{n-1}$.

Proof: The Reflection Method.

$$\texttt{Push} : \rightarrow \qquad \texttt{Pop} : \uparrow$$



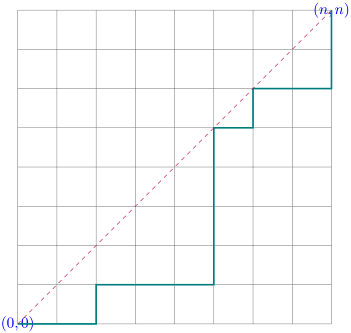
□

Theorem

The number of admissible operation sequences of "Push" and "Pop" is $\binom{2n}{n} - \binom{2n}{n-1}$.

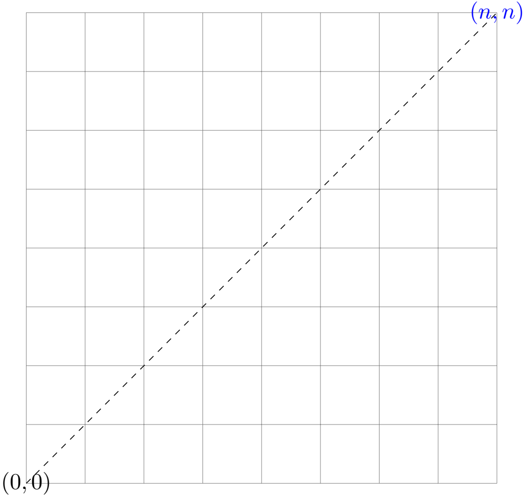
Proof: The Reflection Method.

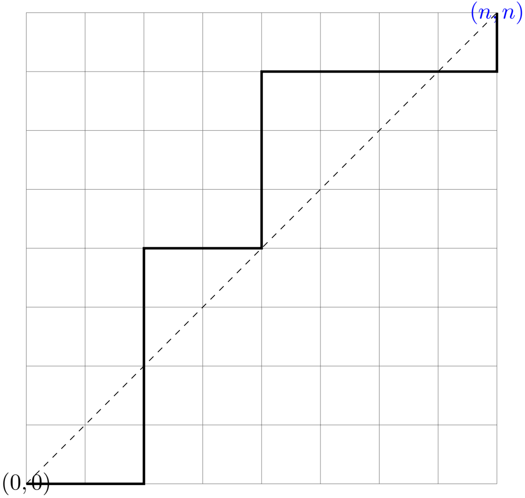
$$\texttt{Push} : \rightarrow \qquad \texttt{Pop} : \uparrow$$

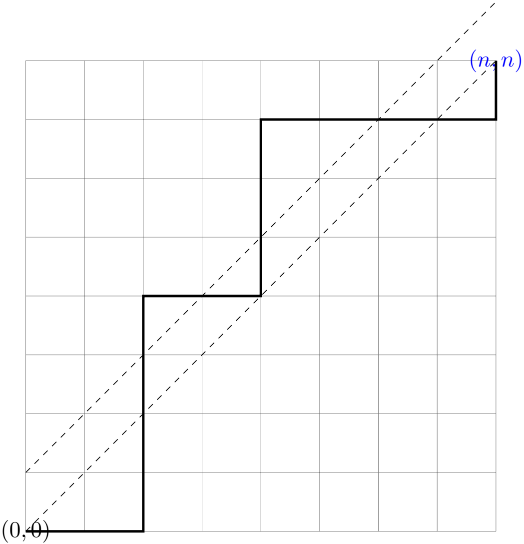


$$\underbrace{\binom{2n}{n}}_{\text{all}} - \underbrace{\binom{2n}{n-1}}_{\text{inadmissible}}$$

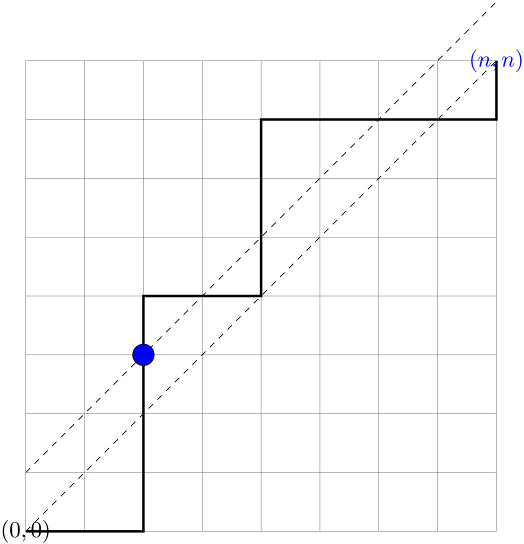
$\square$


(n, n)
$(0, 0)$

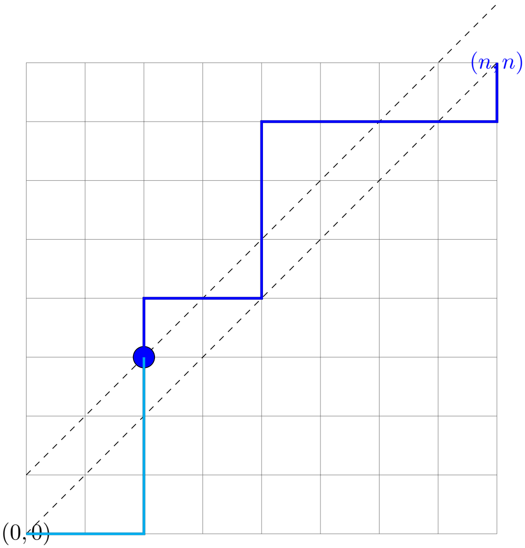

(n, n)
$(0, 0)$

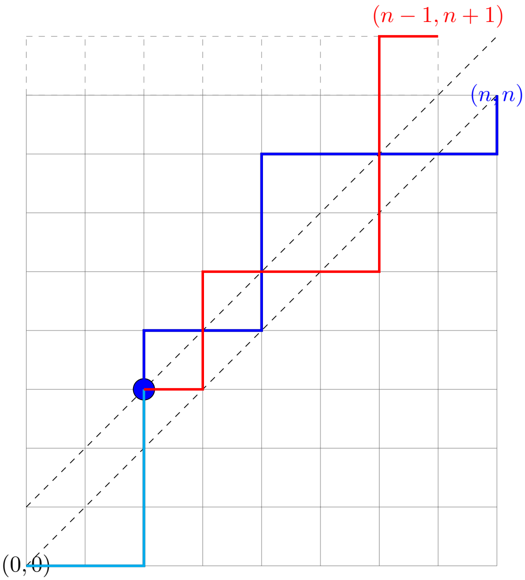


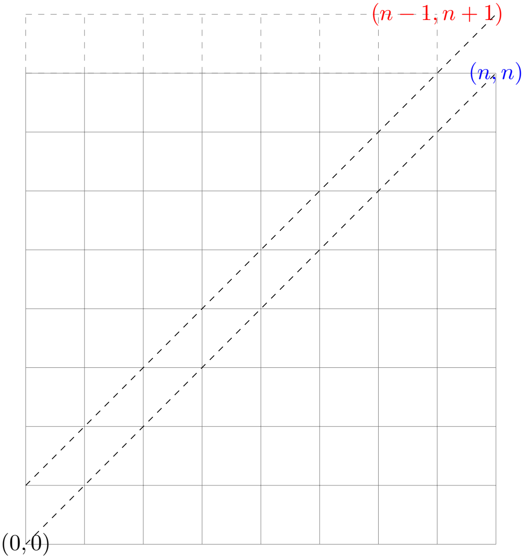
(n, n)
$(0, 0)$

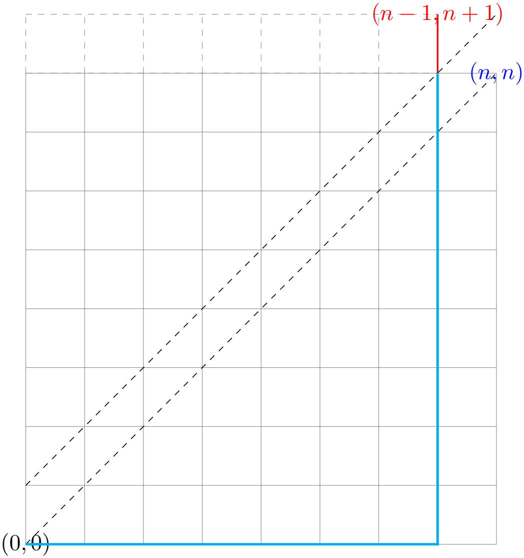


(n, n)
$(0, 0)$

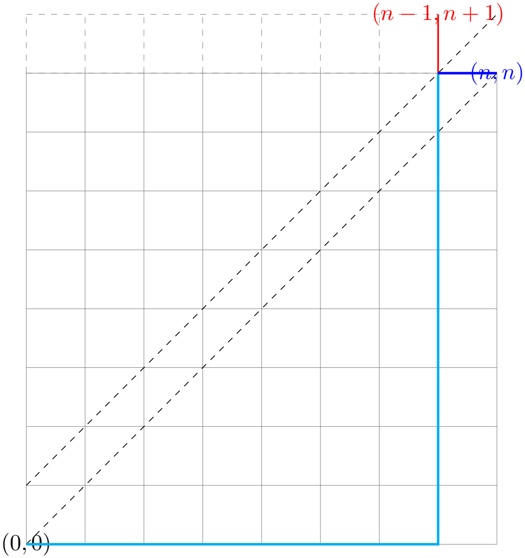

(n, n)
$(0, 0)$


$(n-1, n+1)$
(n, n)
$(0, 0)$

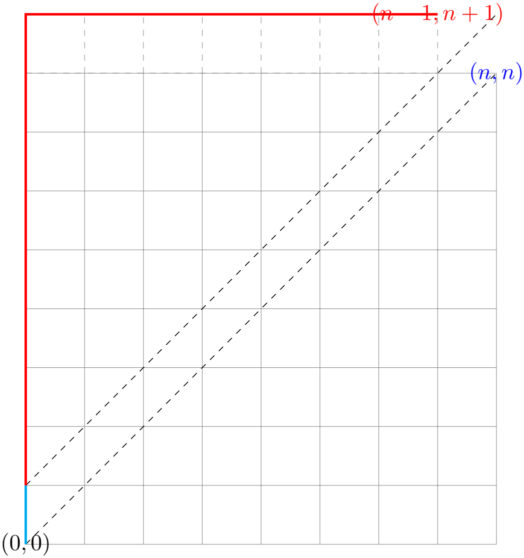

$(n-1, n+1)$
(n, n)
$(0, 0)$

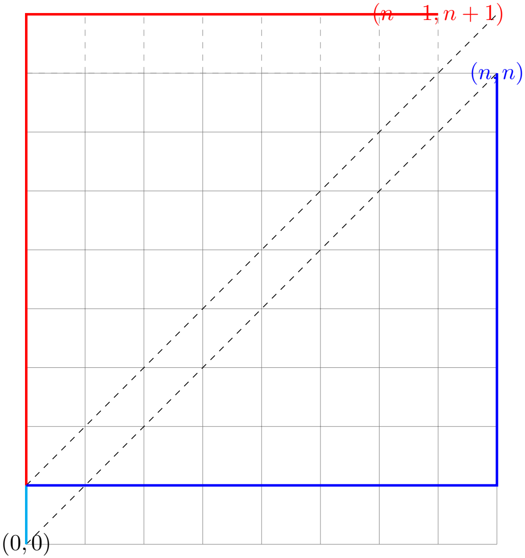


$(n-1, n+1)$
(n, n)
$(0, 0)$



$(n-1, n+1)$
(n, n)
$(0, 0)$


$(n-1, n+1)$
(n, n)
$(0, 0)$

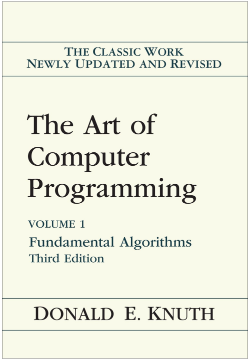


$(n-1, n+1)$
(n, n)
$(0, 0)$

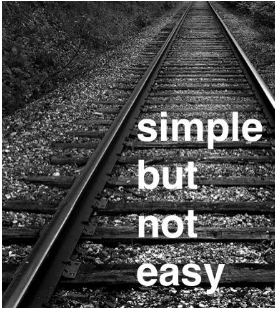
Catalan Number

$$(3, 2, 1) : ((()))\qquad (1, 2, 3) : ()()()$$

For more about "Stackable Permutations" (Section 2.2.1)



Generating All Permutations



DH 2.11: Generate All Permutations

Design an algorithm which, given a positive integer n, generates/prints all the permutations of $[0 \cdots n)$.

DH 2.11: Generate All Permutations

Design an algorithm which, given a positive integer n, generates/prints all the permutations of $[0 \cdots n)$.

```
void perms (A[], n) {
  if (n == 1)
    print ''A[0]''
  else
    for (int i = 0; i < n; ++i)
      print ''A[i]''
      perms(A ← A \ A[i], n - 1)
      print ''\n''
}
```

DH 2.11: Generate All Permutations

Design an algorithm which, given a positive integer n, generates/prints all the permutations of $[0 \cdots n)$.

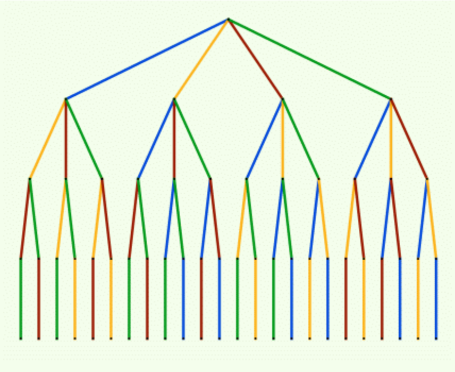
```
void perms (A[], n) {
  if (n == 1)
    print ''A[0]''
  else
    for (int i = 0; i < n; ++i)
      print ''A[i]''
      perms(A ← A \ A[i], n - 1)
      print ''\n''
}
```

generate-perms.c

4perms.md

4perms.md

$$A = [0, 1, 2, 3] \qquad n = 4$$



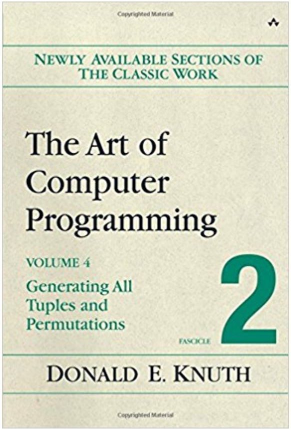
“手动单步调试”

```
void perms (prifix, A[], n) {
  if (n == 1)
    print ''prifix ++ A[0]''
  else
    for (int i = 0; i < n; ++i)
      perms(prefix ← prefix ++ A[i],
            A ← A \ A[i], n - 1)
      print ''\n''
}
```

```
void perms (prifix, A[], n) {
  if (n == 1)
    print ''prifix ++ A[0]''
  else
    for (int i = 0; i < n; ++i)
      perms(prefix ← prefix ++ A[i],
            A ← A \ A[i], n - 1)
      print ''\n''
}
```

```
perms('''', A, n);
```

For more about "Generating All Permutations":




Thank
You!