Derangements: Solving Problems by Counting (Certain Types Of) Permutations

Nadia Lafrenière

Dartmouth College

University of Connecticut, June 12, 2020

Fixed points and derangements

A function f has a fixed point x if f(x) = x. This is also the case for permutations.



Fixed points and derangements

A function f has a fixed point x if f(x) = x. This is also the case for permutations.



A permutation without fixed point is a derangement.

Notation for permutations

There are three main ways to write permutations:

In the cycle notation, a fixed point is a cycle of length 1.

The Secret Santa problem

How likely are we to succeed at getting a derangement if we are taking a random permutation?

The Secret Santa problem

How likely are we to succeed at getting a derangement if we are taking a random permutation?

That is $\frac{d_n}{n!}$, where d_n is the number of derangements of n objects.

How big is d_n ?

Counting the permutation with at least a set of fixed points is easy, but it is hard to count the permutations with exactly a set of fixed points.

How big is d_n ?

Counting the permutation with at least a set of fixed points is easy, but it is hard to count the permutations with exactly a set of fixed points.

One can construct a derangement of n from a derangement of n-2 items or from a derangement of n-1 items:

- From a derangement of $\{1, 2, \dots, n-2\}$, add two fix points and swap them.
- From a derangement of $\{1, 2, \dots, n-1\}$, insert an element at one of the n-1 positions in an existing cycle.

These are all the ways to create a derangement.

Example $(\sigma = (1345)(26))$

The item 6 is in a 2-cycle, and (1345) is a derangement of 4 objects.

Example $(\sigma = (134)(265))$

The item 6 is not in a 2-cycle, but it is appended to the cycle (52). (134)(25) is a derangement of 5 objects.

Theorem (Recursive formula for derangements)

The number of derangements is $d_n = (n-1)(d_{n-1} + d_{n-2})$.

Theorem (Recursive formula for derangements)

The number of derangements is $d_n = (n-1)(d_{n-1} + d_{n-2})$.

How does that solve the derangement problem?

Theorem (Recursive formula for derangements)

The number of derangements is $d_n = (n-1)(d_{n-1} + d_{n-2})$.

How does that solve the derangement problem?

Theorem (Recursive formula for derangements, #2)

The number of derangements is $d_n = nd_{n-1} + (-1)^n$.

Theorem (Recursive formula for derangements)

The number of derangements is $d_n = (n-1)(d_{n-1} + d_{n-2})$.

How does that solve the derangement problem?

Theorem (Recursive formula for derangements, #2)

The number of derangements is $d_n = nd_{n-1} + (-1)^n$.

Again, how does that solve the derangement problem?

Theorem

The proportion of derangements is $\frac{d_n}{n!} = \sum_{k=0}^n \frac{(-1)^k}{k}$.

Theorem

The proportion of derangements is $\frac{d_n}{n!} = \sum_{k=0}^n \frac{(-1)^k}{k}$.

Proof (by induction).

Base case: n = 0, $d_0 = 1$ \checkmark Induction step: $\frac{d_{n+1}}{(n+1)!} = \frac{(n+1)d_n + (-1)^{n+1}}{(n+1)!}$ $= \frac{d_n}{n!} + \frac{(-1)^{n+1}}{(n+1)!}$ $= \sum_{k=0}^{n} \frac{(-1)^k}{k} + \frac{(-1)^{n+1}}{(n+1)!} = \sum_{k=0}^{n+1} \frac{(-1)^k}{k}$

How is that helpful?

The sum is annoying, but we can remember this identity:

$$\lim_{n\to\infty}\sum_{k=0}^n\frac{x^k}{k}=e^x.$$

At x=-1, that tells us that $\lim_{n\to\infty} \frac{d_n}{n}=\frac{1}{e}\approx 0.37$.

How is that helpful?

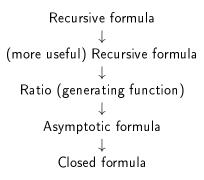
The sum is annoying, but we can remember this identity:

$$\lim_{n\to\infty}\sum_{k=0}^n\frac{x^k}{k}=e^x.$$

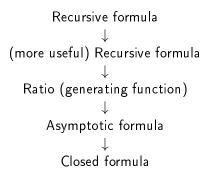
At x=-1, that tells us that $\lim_{n\to\infty}\frac{d_n}{n}=\frac{1}{e}\approx 0.37$.

Conclusion: No matter how many people participate in your gift exchange, your Secret Santa drawing has roughly 37% chances of succeeding!

Recap



Recap



Theorem

The number of derangements is $d_n = \lfloor n! \cdot e^{-1} \rfloor$, if $n \ge 1$.

A bijection

Definition

An ascent in a permutation is a value i such that $\sigma_i < \sigma_{i+1}$. n is always an ascent in a permutation of n.

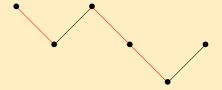


Figure: Ascents and descents of the permutations 435216 and 316524, among others

A bijection

Definition

An ascent in a permutation is a value i such that $\sigma_i < \sigma_{i+1}$. n is always an ascent in a permutation of n.



Figure: Ascents and descents of the permutations 435216 and 316524, among others

Theorem (Désarménien, 1982)

Derangements are in bijection with permutations whose first ascent is even.

Désarménien's claim

Theorem (Désarménien, 1982)

Derangements are in bijection with permutations whose first ascent is even.

Caveat! This does not mean permutations whose first ascent is even are derangements. As a counter-example 435216 (from last page) is (14235)(6), and has a fixed point.

Désarménien's claim: the bijection

From derangements to desarrangements (i.e. permutations with first ascents even):

- ▶ Write the permutations in cycles (of length at least 2).
- ▶ Write the smallest item in each cycle in second position.
- ▶ Order the cycles in decreasing order of their smallest item.
- ► Remove the parenthesis (concatenate the numbers, to go from cycle notation to one-line notation).

Example

24513 has no fixed point, and 24513 = (124)(35) = (53)(412). The permutation 53412 is a desarrangement ($\checkmark\checkmark$).

Désarménien's claim: the bijection

From desarrangements to derangements (i.e. the other way around):

- ► Read the permutation from right to left until you find 1. He is in a second position of the cycle going until the end.
- ► Repeat with the rest of the permutation, while looking at the smallest element not in the cycles already listed.

Example

53412 is a desarrangement. The cycle containing 1 is (412), and (53) is the other cycle. So 53412 is sent to (53)(412) = (124)(35), a derangement.

Why bother?

Ascents, descents and valleys are interesting to people studying occurrences of patterns in permutations.

Why bother?

Ascents, descents and valleys are interesting to people studying occurrences of patterns in permutations.

My favorite example: card shuffling!

Random-to-top shuffling

Pick any card, put it on top, repeat... We can write a (transition) matrix with the probabilities to get from one permutation of the cards to the other:

$$\mathsf{R2T_3} = \begin{bmatrix} [123] & [132] & [213] & [231] & [312] & [321] \\ [132] & 0 & w_2 & 0 & w_3 & 0 \\ 0 & w_1 & w_2 & 0 & w_3 & 0 \\ w_1 & 0 & w_2 & 0 & 0 & w_3 \\ w_1 & 0 & w_2 & 0 & 0 & w_3 \\ w_1 & 0 & 0 & w_2 & 0 & w_3 \\ [312] & 0 & w_1 & 0 & w_2 & w_3 & 0 \\ 0 & w_1 & 0 & w_2 & 0 & w_3 \\ \end{bmatrix}$$

Theorem (Phatarfod, 1991)

The eigenvalues of the transition matrix of random-to-top are the partial sums of w_i 's. For a sum of k terms, the eigenvalue has multiplicity d_{n-k} , the number of derangements.

If you like derangements (and number sequences, in general)

OF 13 THE ON-LINE ENCYCLOPEDIA OF 13 TS 12 OF INTEGER SEQUENCES ® 10 22 11 21

founded in 1964 by N. J. A. Sloane

Derangements are sequence A000166.

