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

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Comment for the interpreters: I	will start with an	anecdote about
Secret Santa and derangement.	The only specific	vocabulary here
will be conditional probability.		

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# Fixed points and derangements

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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

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

How big is  $d_n$ ?

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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)

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#### **Theorem**

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

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### 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  $\lim_{n\to\infty} \frac{d_n}{n}=\frac{1}{e}\approx 0.37$ .

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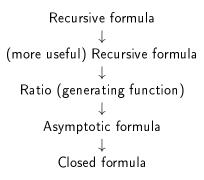
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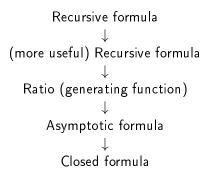
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Conclusion: No matter how many people participate in your gift exchange, your Secret Santa drawing has roughly 37% chances of succeeding!

### Recap



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#### **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.

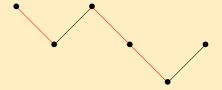


Figure: Ascents and descents of the permutations 435216 and 316524, among others

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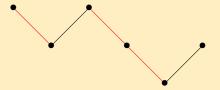


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### Theorem (Désarménien, 1982)

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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.

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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)



founded in 1964 by N. J. A. Sloane

Derangements are sequence A000166

