

Super (Saiyan) Permutations

A Bridge Between Combinatorics and Anime

A lower bound on the length of the shortest superpattern

Anonymous 4chan Poster, Robin Houston, Jay Pantone, and Vince Vatter

October 25, 2018

The Haruhi Problem

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Kyon enters high school as a first year student and meets a strange girl named Haruhi Suzumiya. Due to her odd behavior, Kyon becomes the first person to solicit a normal conversation from Haruhi. This leads to Kyon becoming part of the SOS Brigade.

Haruhi begins to improve the appearance of the clubroom. Haruhi obtains a computer by staging photo shoots, dressing up in a bunny costume and handing out fliers. Later, Yuki invites Kyon to her apartment, where they discuss the SOS Brigade's lack of members.

In an effort to alleviate her boredom, Haruhi enters the SOS Brigade into a baseball tournament. Tsunayoshi and his team win the tournament, but the world ends due to a hole in the fabric of space-time. To remedy the situation, Yuki uses her powers to alter the course of the game.

Yuki explains the Integrated Data Sentient Entity and how it relates to herself and to Haruhi. She says that she has been using her powers to keep Haruhi from getting into trouble. On a day off from school, the SOS Brigade splits up to search the city for mysteries, during which Mikuru tells Kyon about her past life as a deity. Mikuru, and Itsuki all confirm that Haruhi recreated the universe three years ago.

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In an effort to alleviate her boredom, Haruhi enters the SOS Brigade into a baseball tournament. Tsunayoshi and his team win the tournament, but Haruhi loses interest in the game.

Yuki explains the Integrated Data Sentient Entity and how it relates to herself and to Haruhi. She says that she has been absent from school due to her condition. The SOS Brigade splits up to search the city for mysteries, during which Mikuru tells Kyon about her past life as a star in the universe. Mikuru, Itsuki and Haruhi all confirm that Haruhi recreated the universe three years ago.

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In an effort to alleviate her boredom, Haruhi enters the SOS Brigade into a baseball tournament. Tsunayoshi and his team win the tournament, but the world ends due to a hole in the fabric of space-time. To remedy the situation, Yuki uses her powers to alter the course of the game.

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In an effort to alleviate her boredom, Haruhi enters the SOS Brigade into a baseball tournament. Tsuna and the others are shocked by her enthusiasm. They enter the tournament, but the other teams are stronger. In the end, the SOS Brigade loses, but they have fun.

Yuki explains the Integrated Data Sentient Entity and how it relates to herself and to Haruhi. She says that she has been using it to skip school. The SOS Brigade splits up to search the city for mysteries, during which Mikuru tells them about her past. It is revealed that Mikuru, Itsuki, and Haruhi all confirm that Haruhi recreated the universe three years ago.

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Superpermutations

A **superpermutation** on n symbols is a string that contains every permutation of $\{1, \dots, n\}$ as a substring. Let $s(n)$ denote the length of the smallest superpermutation on n symbols. For example, $s(2) = 3$.

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123	1234123
231	2314231
312	3124312
213	2134213
132	1324132
321	3214321
-----	-----
123121321	=> 123412314231243121342132413214321

Picture from Jeffrey A. Barnett.

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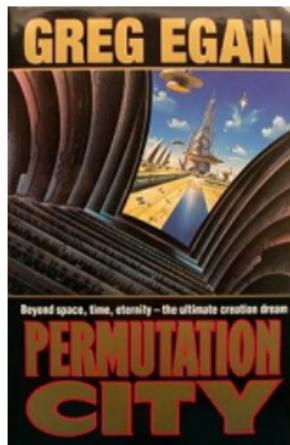
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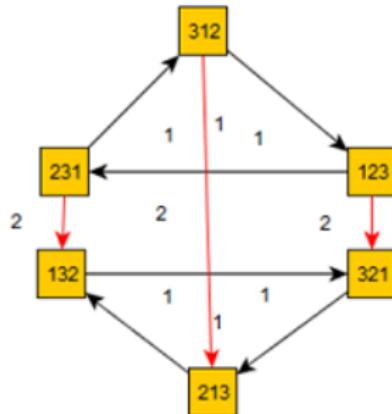


Superpermutations

What about lower bounds?

Superpermutations

What about lower bounds? Construct a weighted digraph as follows. Let your vertex set consist of all permutations on n . Draw an edge between every two permutations where the weight of the edge from π to σ is the minimal number of symbols we need to add to π to get σ . Delete all edges for which the associated transformation produces an intermediate permutation.



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Corollary

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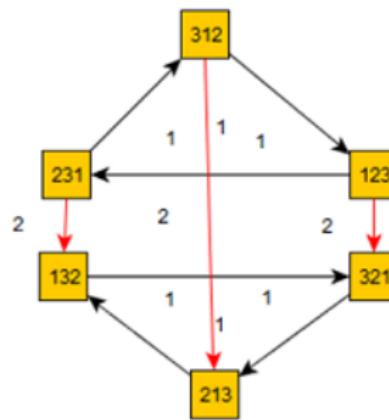
Let π be a superpermutation whose corresponding walk in the digraph is π_1, \dots, π_m . We can build π by first placing down the n symbols of π_1 and then add symbols according to the walk. Thus the number of additional symbols we must add is exactly

$$wt(\pi_1, \dots, \pi_m) \geq p(\pi_1, \dots, \pi_m) - 1 = n! - 1,$$

since we assumed the walk of π visits every permutation.

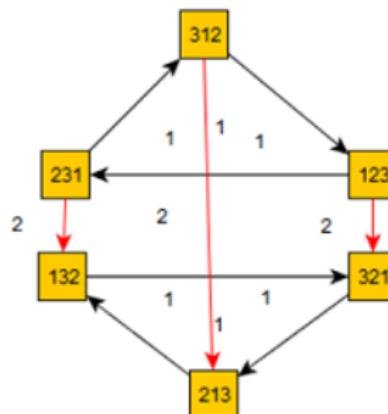
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Define the 1-loop of a permutation π to be the set of permutations that π can reach by only using edges of weight 1. Observe that the number of 1-loops is $(n - 1)!$.



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Define $c(\pi_1, \dots, \pi_m)$ to be the number of 1-loops that the walk π_1, \dots, π_{m-1} has completely gone through.

Superpermutations

Proposition

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If $wt(\pi_{m-1}, \pi_m) \geq 2$ then the lefthand side increases by at least 2, but the righthand side increases by at most 2 (for every step of the walk), so the inequality holds.

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If $wt(\pi_{m-1}, \pi_m) = 1$ then the walk didn't leave its 1-loop, so either (1) it didn't visit a new permutation or (2) it didn't finish a 1-loop. In either case the righthand side increases by at most 1. We conclude the result.

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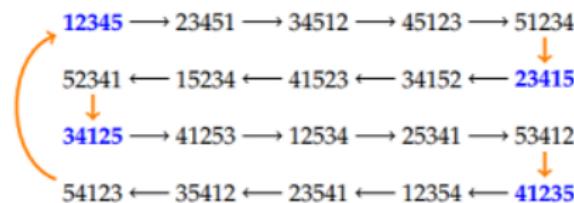
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Observe that there is a unique edge from π of weight 2 going to $\pi(3) \cdots \pi(n)\pi(2)\pi(1)$. E.g. 51234 goes to 23415.

Superpermutations

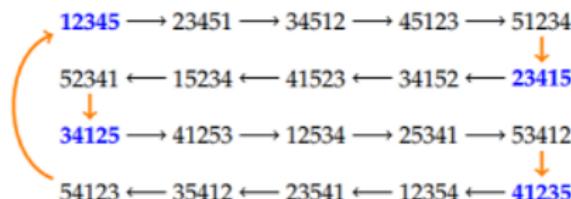
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The 2-loop generated by π is defined as the set of vertices visited by the walk that starts at π , follows $n - 1$ consecutive edges of weight 1, then follows the (unique) edge of weight 2, and then repeats these steps $n - 2$ more times.



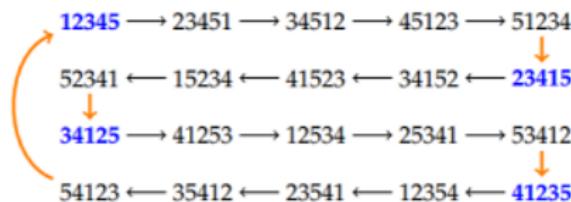
Picture from “A Lower Bound on the Length of the Shortest Superpattern.”

Superpermutations



Observe that this 2-loop is generated precisely by all of the bold permutations in the above picture (i.e. by fixing the last entry of 12345 and then cyclically generating the elements).

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Observe that this 2-loop is generated precisely by all of the bold permutations in the above picture (i.e. by fixing the last entry of 12345 and then cyclically generating the elements). Also observe that each 2-loop contains exactly $n(n - 1)$ elements.

Superpermutations

We say that a walk visits the 2-loop generated by π if it follows an edge of weight 2 or more to arrive at π . Note that this means that the 2-loop we are at depends not only on the vertex we are currently at, but also how we got there.

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Let $t(\pi_1, \dots, \pi_m)$ denote the number of 2-loops visited by the walk where we let $t(\pi_1) = 1$. Note that since each 2-loop contains only $n(n - 1)$ permutations, a walk visiting every permutation must enter at least $(n - 2)!$ different 2-loops.

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$$wt(\pi_1, \dots, \pi_m) \geq p(\pi_1, \dots, \pi_m) + c(\pi_1, \dots, \pi_m) + t(\pi_1, \dots, \pi_m) - 2.$$

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Assume $\text{wt}(\pi_{m-1}, \pi_m) = 2$. We claim that c and t can't both increase, which will give us the result.

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Superpermutations

Corollary (4chan 2018)

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$$\begin{aligned} \text{wt}(\pi_1, \dots, \pi_m) &\geq p(\pi_1, \dots, \pi_m) + c(\pi_1, \dots, \pi_m) + t(\pi_1, \dots, \pi_m) - 2 \\ &\geq n! + (n-1)! - 1 + (n-2)! - 2, \end{aligned}$$

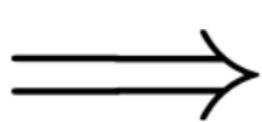
so we conclude the result.

De Bruijn Sequences

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0, 1

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Goal: find a string $a_1 \cdots a_{2^n}$ of 0's and 1's such that every string $b_1 \cdots b_n$ appears exactly once as a (cyclic) substring.

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Do such strings exist for all n ? If so, how many are there?

De Bruijn Sequences

THIS DE BRUIJN STUFF IS COOL BUT CAN IT GET YOU A JOB?

Combinatorics sometimes seems to be about solving puzzles and asking riddles. It can be tricky but sometimes it doesn't seem like "real math." De Bruijn sequences are a perfect case in point. Can you really get paid to think about such stuff and, if you can, what kinds of things do you think about?

A snapshot of this kind of thinking occurred recently in an exotic location—a Banff resort in the Canadian Rockies. The Banff International Research Station is a mathematics institute that runs week-long conferences on focused topics.

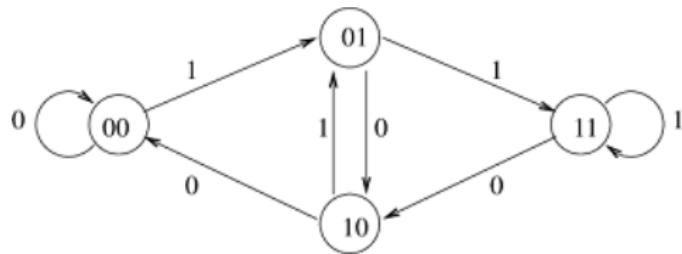
This content downloaded from 76.227.224.243 on Fri, 16 Nov 2018 03:23:18 UTC
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IS THIS STUFF ACTUALLY GOOD FOR ANYTHING?

43

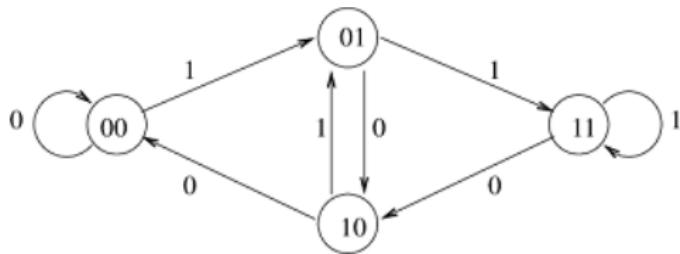
De Bruijn Sequences

D_3 (picture from Richard Stanley):



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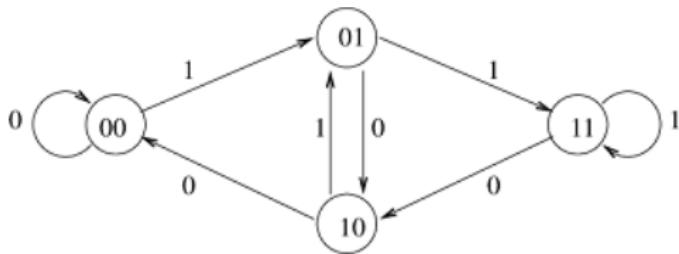
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$$\begin{aligned} 00 &\rightarrow 00 \rightarrow 01 \rightarrow 10 \rightarrow 01 \rightarrow 11 \rightarrow 11 \rightarrow 01 \rightarrow 00 \\ &\implies 00010111 \end{aligned}$$

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Theorem (Euler)

A digraph has an Eulerian tour iff it is connected and balanced (every vertex has indegree equal to its outdegree).

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Corollary

There exists a De Bruijn sequence of degree n for all n .

De Bruijn Sequences

For a digraph D , let m_{ij} denote the number of edges starting at v_i and ending at v_j , and let ℓ_i denote the number of loops at v_i . Let $L(D)$ be the matrix defined by

$$L_{ij}(D) = \begin{cases} -m_{ij} & i \neq j \\ \text{outdeg}(v_i) - \ell_i & i = j. \end{cases}$$

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Theorem

Let D be a connected, balanced digraph on p vertices. Let μ_1, \dots, μ_{p-1} denote the non-zero eigenvalues of $L(D)$. Then the number of Eulerian tours of D is precisely

$$\frac{1}{p} \mu_1 \cdots \mu_{p-1} \prod_{u \in V} (\text{outdeg}(u) - 1)!.$$

De Bruijn Sequences

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*For n sufficiently large.

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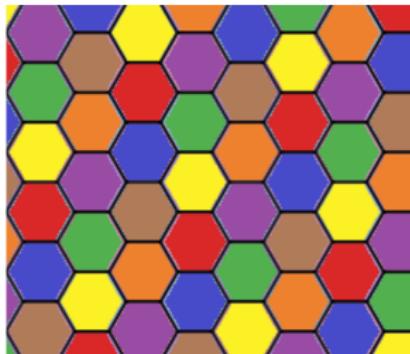
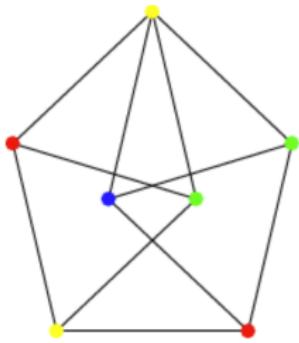


Equivalently, define an infinite graph whose vertex set is \mathbb{R}^2 where two points are adjacent if they're at unit distance. The Hadwiger-Nelson problem asks for the chromatic number of this graph, and some people would give an arm and a leg to solve this problem!

Coloring the Plane

It's been known since 1950 that

$$4 \leq \chi(\mathbb{R}^2) \leq 7.$$



Pictures from Wolfram Alpha and math stackexchange

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Theorem (de Grey 2018)

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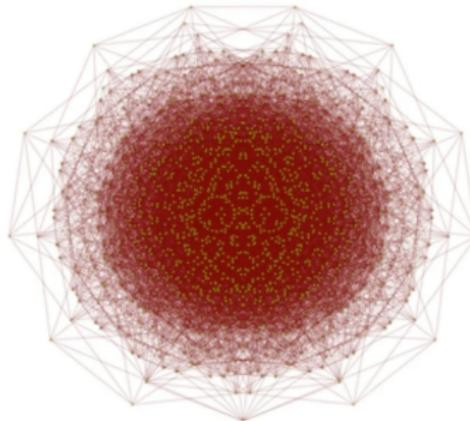
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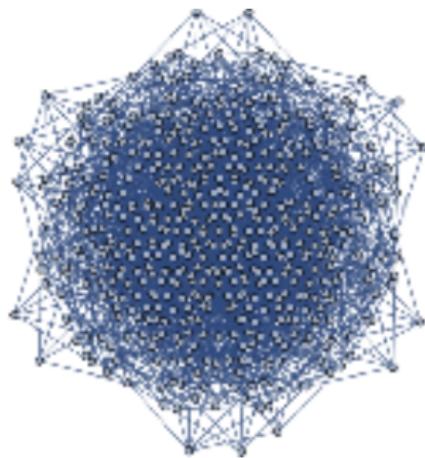
One again, an amateur mathematician made this breakthrough! de Grey proved this by constructing a unit distance graph on 1581 vertices with chromatic number 5.



De Grey's 1,581-point graph (De Grey)

Coloring the Plane

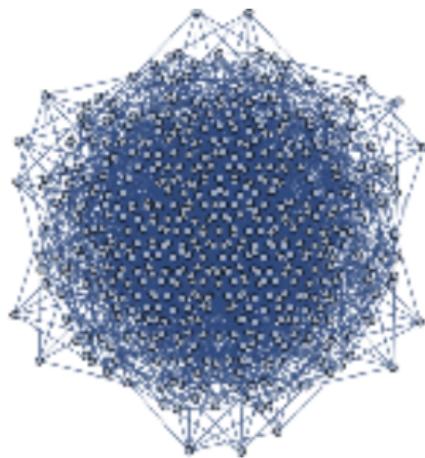
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It is a major problem to find smaller graphs with this property, and in particular to find a unit distance graph showing $\chi(\mathbb{R}^2) \geq 6$.



あなたは多分日本語が読めません！