

# Sorting algorithms and permutation patterns

Computer and Information Sciences departmental seminar

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# Permutations

A **permutation** is a bijection  $\pi: \{1, \dots, n\} \rightarrow \{1, \dots, n\}$  for some  $n$ . We use one-line notation for permutations.

$$\pi = 526413$$

is the permutation that sends

$$1 \mapsto 5$$

$$2 \mapsto 2$$

$$3 \mapsto 6$$

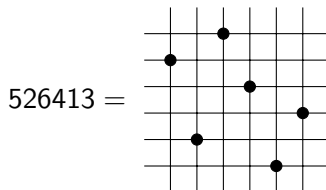
$$4 \mapsto 4$$

$$5 \mapsto 1$$

$$6 \mapsto 3$$

# Drawing permutations


We can draw the **graph** of a permutation by placing dots on a grid.

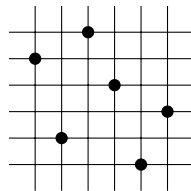
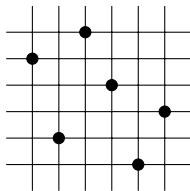
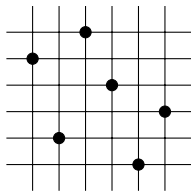


# Classical patterns

**Patterns** are permutations inside other permutations ...

## Example

The pattern  occurs in the permutation 526413.




The same permutation **avoids** the pattern .

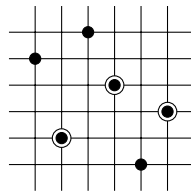
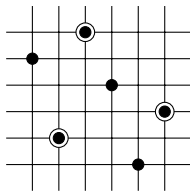
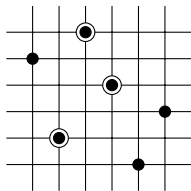


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


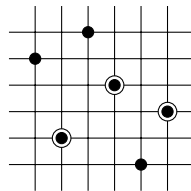
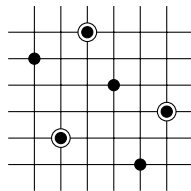
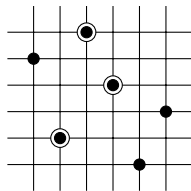
The same permutation avoids the pattern .

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
Classical patterns form the base of a hierarchy of generalizations

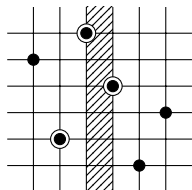




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Vincular patterns (2000) may require positions to be adjacent

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


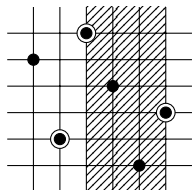
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


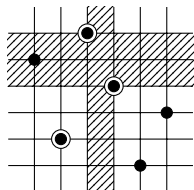
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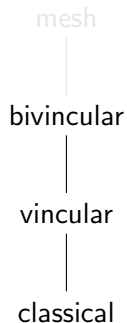
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Bivincular patterns (2009) may also require values to be adjacent

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


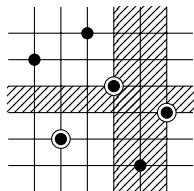
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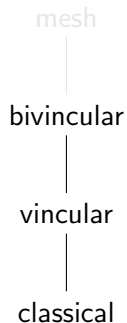
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


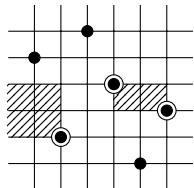
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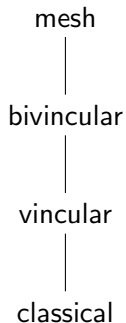
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**Mesh patterns** (2010) may forbid certain boxes from containing elements

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


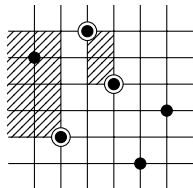
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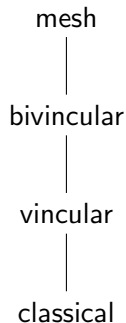
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## Simsun permutations

A permutation is **simsun** if any restriction of it to  $\{1, \dots, k\} \subseteq \{1, \dots, n\}$  has no double descents.

### Example

The permutation 4536712 is not simsun: If we restrict to  $\{1, \dots, 5\}$  we have 45312.

A permutation is simsun if and only if it avoids



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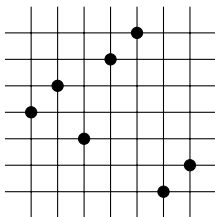


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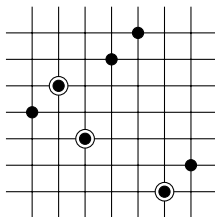


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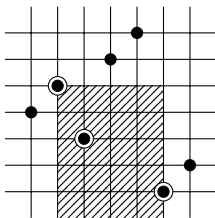


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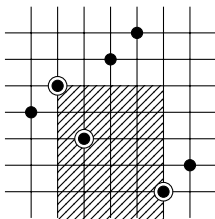


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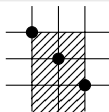
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


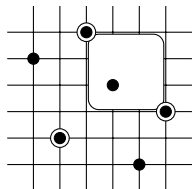
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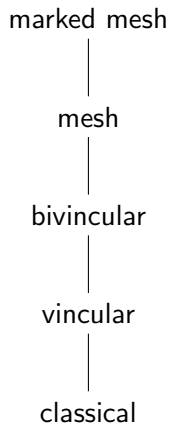
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**Marked mesh pattern** (2010) restrict the number of elements in a region

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


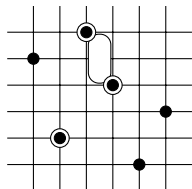
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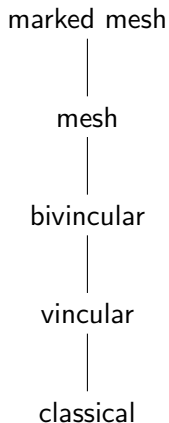
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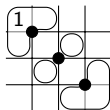


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# Freely braided permutations

Green and Losonczy, 2002, defined **freely braided permutations** as those permutations avoiding the classical patterns 3421, 4231, 4312, 4321. Equivalently, these are the permutations avoiding

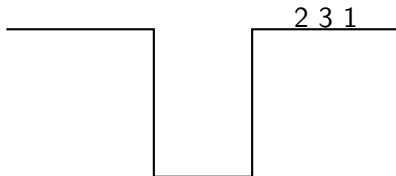


We now look at sorting and introduce a new type of pattern



# Sorting with one stack

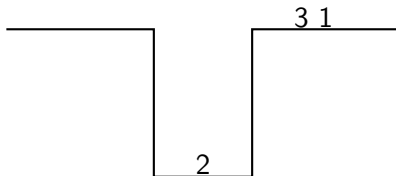
If we try to sort the permutation 231 with one stack ...



... we fail. So 231 is not sortable in one pass.

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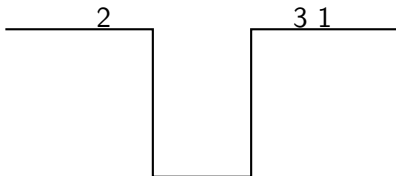
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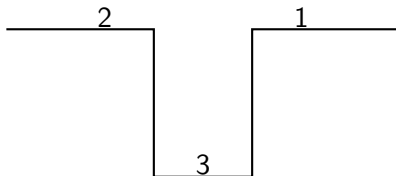
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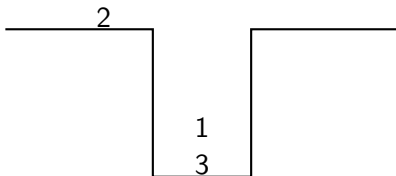
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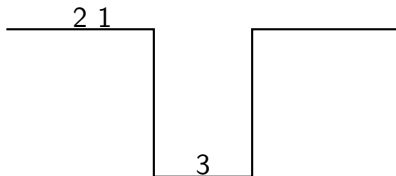
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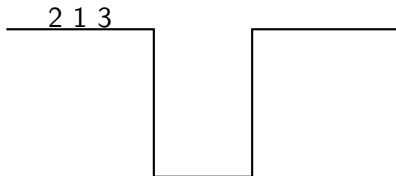
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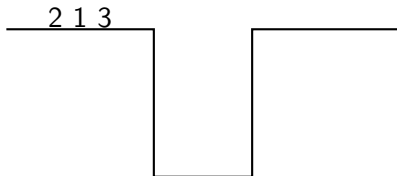
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
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## Characterizing permutations sortable in one pass

We failed because the outcome contained the pattern . The points making up that pattern must have come from a pattern




in the original permutation ... and something pushed the big element out of the stack before the small element could get on top and out of the stack



This result is due to Knuth (1968): A permutation is sortable in one pass if and only if it avoids 231.

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


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


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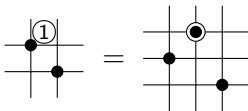
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


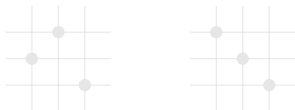
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A permutation is not sorted in two passes if we pass it once through and the outcome contains the pattern . The points making up that pattern can come from either of the patterns




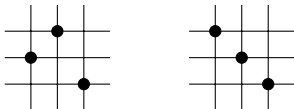
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


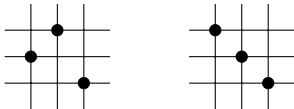
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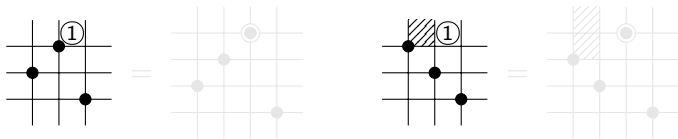
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


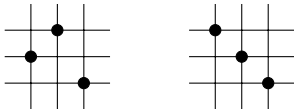
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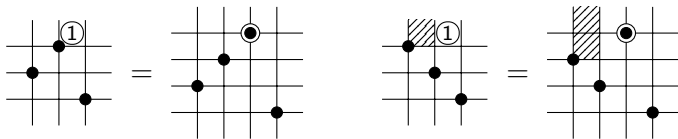
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
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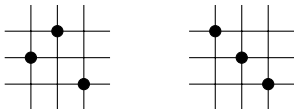


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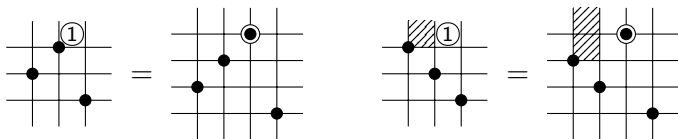


## Characterizing permutations sortable in two passes

A permutation is not sorted in two passes if we pass it once through and the outcome contains the pattern . The points making up that pattern can come from either of the patterns



in the original permutation ... and something pushed the big elements out of the stack before the small element could get on top and out of the stack

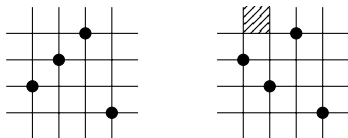


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# Characterizing permutations sortable in two passes

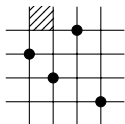
Theorem (West 1990)

*A permutation is sorted in two passes if and only if it avoids*



## Characterizing permutations sortable in three passes

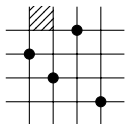
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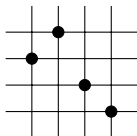
The points making up the underlying 3241 pattern can come from many patterns in the original permutation. One example is

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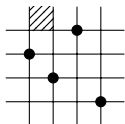


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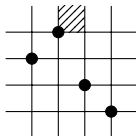


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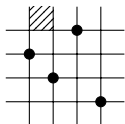


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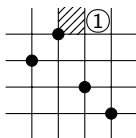


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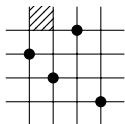


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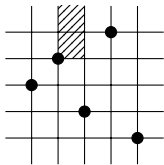


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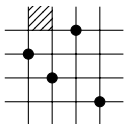


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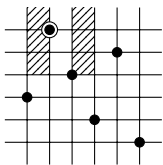


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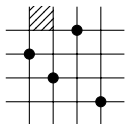
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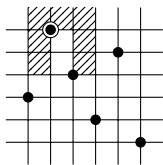


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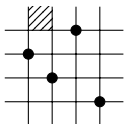


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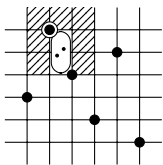


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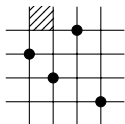


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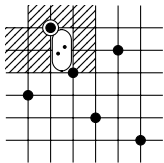


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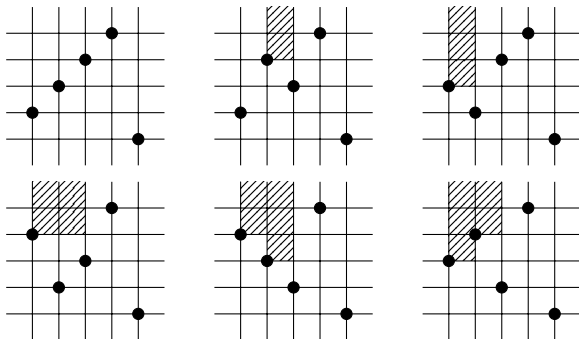
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# Characterizing permutations sortable in three passes

Theorem (Ú. 2011)

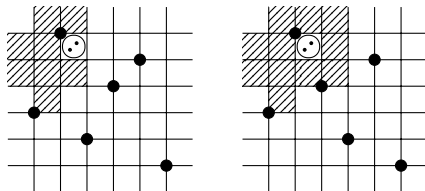
*A permutation  $\pi$  is sortable in three passes if and only if it avoids the following decorated patterns*



# Characterizing permutations sortable in three passes

Theorem (Ú. 2011)

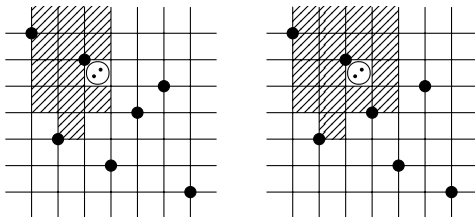
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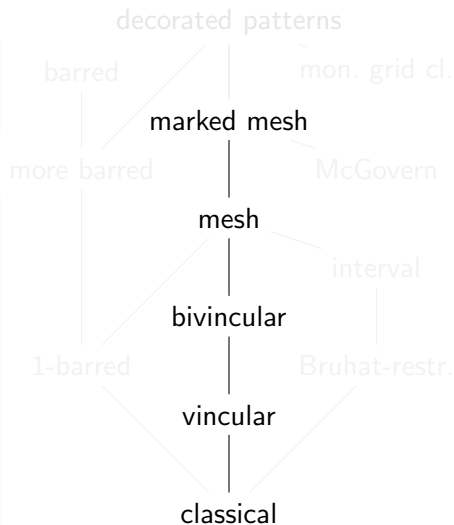
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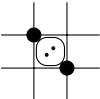


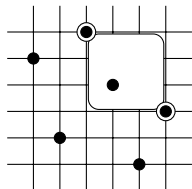
# Decorated patterns



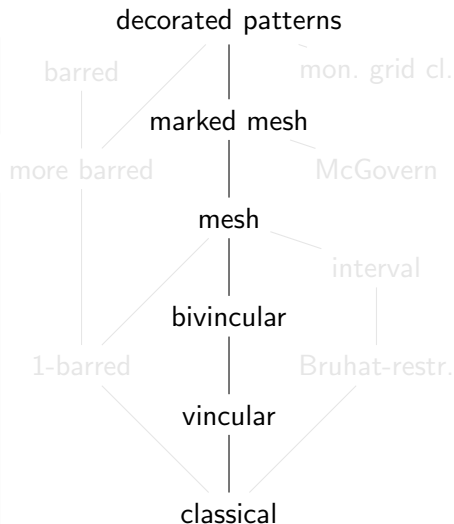
# Decorated patterns

**Decorated patterns** (2011) allow even finer control over the elements in a region

The pattern  occurs in the permutation 526413.



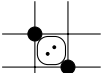
This is an occurrence

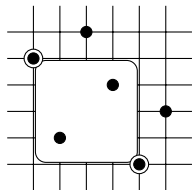




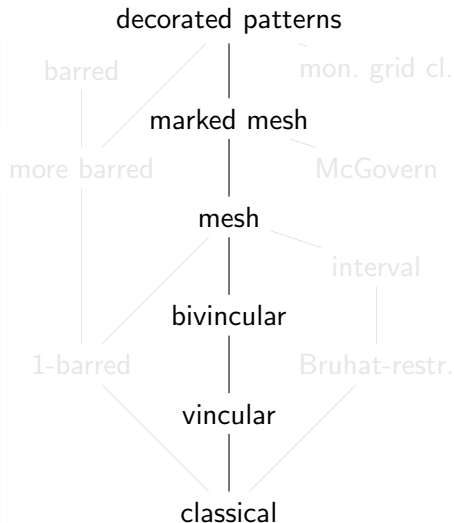
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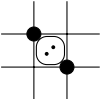


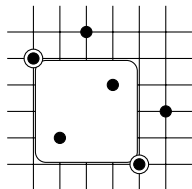
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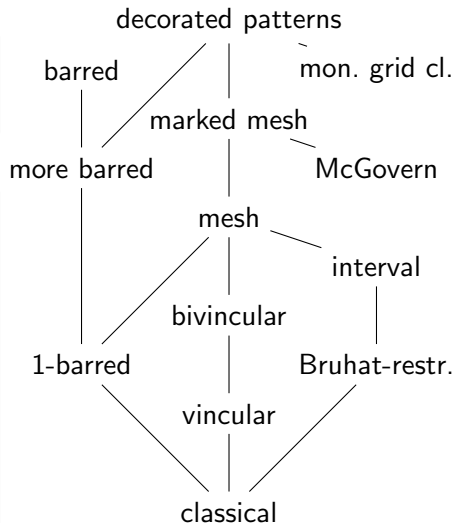
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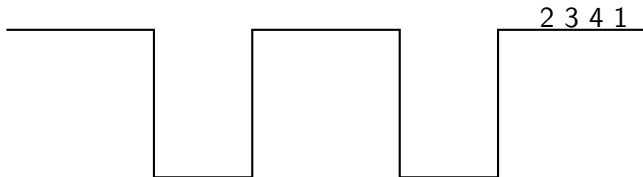
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We end with some open problems.

# Sorting with two stacks

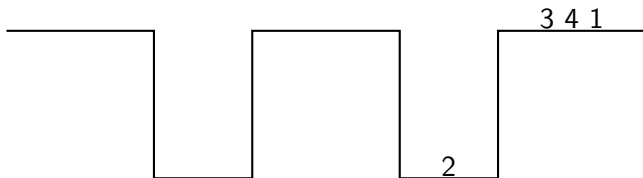
We can sort the permutation 2341 with two stacks ...



... by being smart. This is possible for some permutations – not for all.  
We don't know how to characterize them by pattern avoidance.

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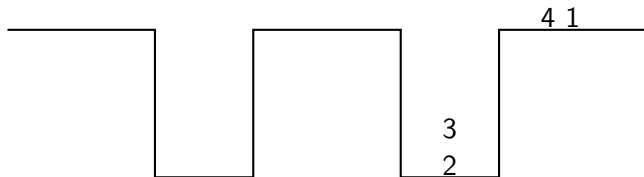
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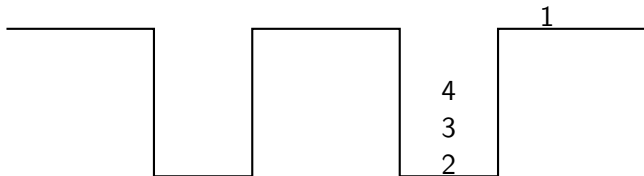
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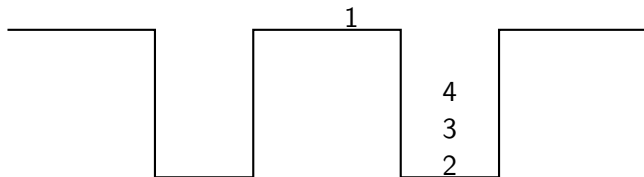
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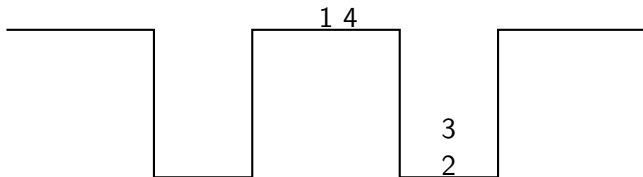


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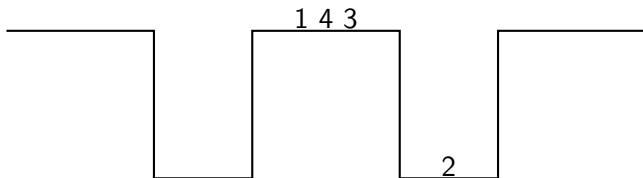
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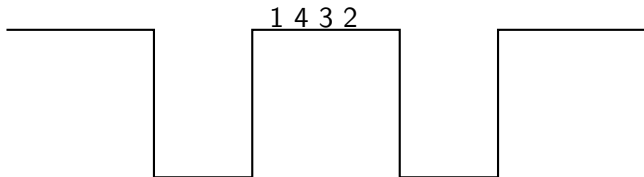
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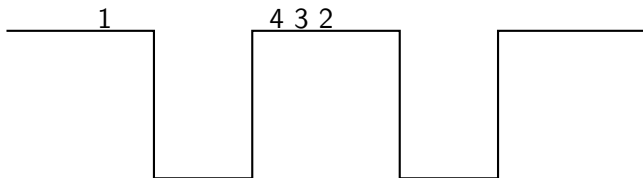
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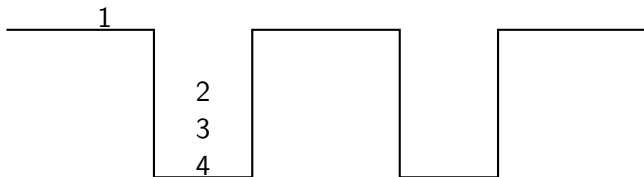
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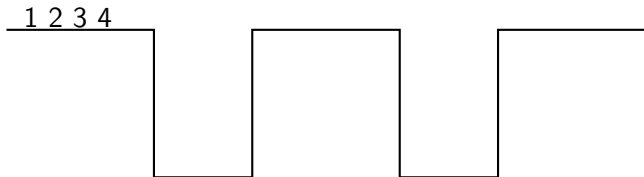
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# Open Problem 1

Characterize permutations sortable with two stacks: wide-open and considered very hard.

## Open Problem 2

Count permutations sortable with three passes through a single stack: wide-open and considered very hard. Maybe easier now because we have the patterns describing these permutations.



## Open Problem 3

Can a computer do what we did? Can it figure out the patterns describing permutations sortable in four passes through a single stack?

## Open Problem 4

Applications to other sorting operations. The method used above can easily be extended for the bubble-sort operator. How about others?

## For more information

Describing West-3-stack-sortable permutations with permutation patterns  
<http://arxiv.org/abs/1110.1219>

Thank you for listening!  
Any questions?