

Are there z -deformations of hyperplanes that are useful for shuffling?

1. Simplest shuffle: take top card off and insert in a random position.

or in $Q(S_n)$ consider $W = \frac{1}{n} \sum_{i=1}^n c_i$

$c_i = (i, i-1, \dots, 1)$ Raise W to high power

$$W^k \rightarrow \frac{1}{n!} \sum_{\sigma \in S_n} \sigma \quad \text{close if } A = n \log n + c n$$

Pitman (1991) & Wallach (1989)

Discovered a) e. values of mult. by W

are $1, \frac{1}{n}, \dots, \frac{n-2}{n}$

b) mult. of $\frac{i}{n}$ is $\# \sigma \in S_n$ i fixed pts

In joint work w/ Fill, Pitman we (re)discovered solomon's descent algebra.

2. Riffle shuffles (w/ D. Bayer)

cut off c prob. $\frac{\binom{n}{c}}{2^n}$ IFA $\left\{ \begin{matrix} \equiv \\ \equiv \\ \equiv \end{matrix} \right\}$

next $\frac{A}{A+B}$

proved 7 shuffles $\frac{3}{2} \log_2 n + c$

[2]

$$p^k(\sigma) = \frac{\binom{n+2^k+n}{2^k}}{\sum 2^{nk}}$$

$$r = |\text{DESC}(\sigma^{-1})|$$

= rising sequences
in the permutation

We (re)discovered $A_i = \sum_{|\text{DESC}|=i} \sigma$

A_i span comm. s.s. algebra (Loday)

3. With McGrath-Pitman proved

$$Q_a(n_i - i \text{ cycles in } \sigma) = \frac{1}{a^n} \prod_{i=1}^n \binom{f_i + n_i - 1}{n_i}$$

$$f_i = \frac{1}{i} \sum_{d|i} \mu(d) a^{i/d}$$

Same as prob. monic deg. n poly. over

\mathbb{F}_2 has ~~n_i~~ n_i irr. factors of degree i ($a=2$)

(Re) Discovered Gessel Bijection

4. Hyperplane connection (Bidinger-Hauken-Rockness)

For type A, $H_{ij} = \{x_i = x_j\}$

chambers indexed by S_n

Faces indexed by block-ordered permutations L3

$$F = B_1 \cup \dots \cup B_n \quad \cup B_i = [n]_n$$

Projection of chamber on face-shuffle.

5 Question of the talk: Are the natural deformations useful for shuffling

Rest of Talk

- a) Some deformation success stories
- b) things I tried that didn't work
- c) Help, I'd love not to re-invent again!

There is a survey paper.

6. Metropolis on generating sets (w/ Hankou)

Let G be a finite grp, $s = s^{-1}$, $G = \langle s \rangle$

Usual R.W.: repeatedly pick $s \in S$ (unif.)

& multiply (or raise $\frac{1}{|S|} \sum s$ to high power)

Metropolis Walk Fix $0 < \alpha < 1$ From g

- choose random $s \in S$ if $d(sg, id) < \alpha d(g, id)$
Go to sg
- if flip coin prob. heads

$$e^{\theta(d(s, id) - d(ss, id))}$$

4

If Heads go to sg

~~the~~ tails stay at g.

Let $M_{g_0}^k(g) = \text{prob being at } g \text{ after } k \text{ steps starting at } g_0$

then $M_{g_0}^k(g) \rightarrow z^{-1}(\theta) e^{\theta d(s, id)}$

• For $S_n = G$, $S = \text{All transitions}$

$d(g, id) = |g|_s$ if all deforms wonderfully

eigen functions of $M(g_0, g_0)$ are coeff. of Jack-Symm. funcs in power sum basis e-values nice

• same for $\mathbb{C}^n, \mathbb{C}_z, \mathbb{C}_n$

7. Hecke alg. deformations (with RAM)

Underformed walk is Random pairwized.

Transpositions $\frac{1}{n} (id + (12) + \dots + (n-1, n))$

deformed via $T_i T_w = \begin{cases} T_{s_i w} & \text{if } \ell(s_i w) > \ell(w) \\ (1-\theta) T_w + \theta T_{s_i w} & \ell(s_i w) < \ell(w) \end{cases}$

$$q = \frac{1}{\theta}$$

$\mathbb{I} \& w = s_{i_1} s_{i_2} \dots s_{i_k}$ reduced

multi: by $T_w \leftrightarrow$ staying s_{i_1} , then s_{i_2} , ... then s_{i_k}

Using metropolis for $z^{-1}(0) \Theta^{-ll(w)}$
as stationary distribution

systematic scan: using w; = long word
one pass suffices

$\frac{1}{H} \{ \sum T_{s_i} \}$ done by B, B, H, M

Results proved that systematic scan
not better pt. for now (deform multiplication)

- deformations 'nice'
- interesting

8. Ken Brown Deformed 'Top to Random' using
flags. Again nice & interesting.

9. What I'm looking for A natural deformation
of Braid arrangement or descent
algebra which permits a 1-parameter
family of shuffles.

Explain via inverse shuffles

6

0 1 1 0 0 1 1 0 0 1
1 2 3 4 5 6 7 8 9 10 .



1 4 5 8 9 2 3 6 7 10

This makes all shuffles eq. likely

Try 1 Run a 0/1 Markov chain
to
From $\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ start w/ 0/1 $\frac{1}{2}$.

Not so neat (still seems worth analyzing)

Try 2 Green, Lustig, Rosso, ... have deformed
usual shuffle algebra of RFE

If $a = a_1 \dots a_n, b = b_1 \dots b_m$ words in alphabet

$$a * b = \sum_P \sum_{\sigma} e(aPb) aPb$$

summed over all shuffles of m into n

$$e(aPb) = \sum_{\pi: n \rightarrow m} a_{\sigma} \cdot b_{\pi} \quad i, j \text{ an arbitrary pairing}$$

ex: $a = a_1 a_2$ $b = b_1 b_2 b_3$ $P = \{25\}$ [7]

$$aPb = b_1 a_1 b_2 b_3 a_2$$

$$e(aPb) = a_1 \cdot b_1 + a_2 \cdot b_1 + a_2 \cdot b_3 + a_2 \cdot b_3$$

This product gives an assoc. graded alg.

Is there a useful version for shuffling?

I tried $a_i \cdot a_i = 2$, $a_i \cdot b_j = -1$ and

then "top to random". This gave

"put top at j level" with

prob

$$\frac{\theta^j}{1 + \theta^{1-\theta} \theta^{0-\theta}}$$

Doesn't seem silly,
wasn't nice!

All references in "math. developments from
riffle shuffling". Durham symp. on
group Th. (J. SAXL. ED) & on web page