Sorting by placement and shift

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SODA 2009

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The *homing* algorithm

Given a permutation $\pi \in S_n$, repeat the following *placement* step:

- Choose an entry $\pi(i)$ such that $\pi(i) \neq i$.
- Place $\pi(i)$ in the correct position.
- Shift the other entries as necessary.



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Main questions

Does the algorithm always finish?

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Main questions

Does the algorithm always finish? YES

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Main questions

- Does the algorithm always finish? YES
- ▶ How many steps does it take in the worst case...

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Main questions

- Does the algorithm always finish? YES
- How many steps does it take in the worst case...
 - with a good choice of placements?
 - with a random choice of placements?
 - with a bad choice of placements?

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Fast Homing: Well-chosen placements

Theorem

An algorithm that always places the smallest or largest available number will terminate in at most n-1 steps.

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Fast Homing: Well-chosen placements

Theorem

An algorithm that always places the smallest or largest available number will terminate in at most n-1 steps.

Theorem

Let k be the length of the longest increasing subsequence in π . Then no sequence of fewer than n-k placements can sort π .

Image: Image:

Random placements

Theorem

The expected number of steps required by random homing from $\pi \in S_n$ is at most $\frac{n^2+n-2}{4}$.

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Random placements

Theorem

The expected number of steps required by random homing from $\pi \in S_n$ is at most $\frac{n^2+n-2}{4}$.

Proof.

Suppose that we have a permutation where k of the extremal numbers are home:

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Random placements

Theorem

The expected number of steps required by random homing from $\pi \in S_n$ is at most $\frac{n^2+n-2}{4}$.

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Suppose that we have a permutation where k of the extremal numbers are home:

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• With probability $\leq \frac{2}{n-k}$, the next step will place an additional extremal number.

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Random placements

Theorem

The expected number of steps required by random homing from $\pi \in S_n$ is at most $\frac{n^2+n-2}{4}$.

Proof.

Suppose that we have a permutation where k of the extremal numbers are home:

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- With probability $\leq \frac{2}{n-k}$, the next step will place an additional extremal number.
- Total expected number of steps is $\leq \sum_{k=0}^{n-2} \frac{n-k}{2}$.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

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place always the leftmost possible entry:

324567...*n*1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

<u>3</u>24567...*n*1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

324567...*n*1 243567...*n*1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

324567...*n*1 243567...*n*1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

324567...n1 243567...n1 423567...n1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

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place always the leftmost possible entry:

324567...n1 243567...n1 423567...n1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

324567...n1 243567...n1 423567...n1 235467...n1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

324567...n1 243567...n1 423567...n1 235467...n1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

324567...n1 243567...n1 423567...n1 235467...n1 325467...n1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

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234567...*n*1

place always the leftmost possible entry:

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

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place always the leftmost possible entry:

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Slow Homing: Example

Starting from

234567...*n*1

place always the leftmost possible entry:

324567...n1 243567...n1 423567...n1 235467...n1 325467...n1 253467...n1

It takes $2^{n-1}-1$ steps to sort this permutation.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Main result

Theorem

Homing always terminates in at most $2^{n-1}-1$ steps.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Main result

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Homing always terminates in at most $2^{n-1}-1$ steps.

To prove this, consider the reverse algorithm. We will show that, starting from the identity permutation, one can perform at most $2^{n-1}-1$ displacements.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Main result

Theorem

Homing always terminates in at most $2^{n-1}-1$ steps.

To prove this, consider the reverse algorithm. We will show that, starting from the identity permutation, one can perform at most $2^{n-1}-1$ displacements.

 $2^{n-1} - 1 = \underbrace{2^{n-2}}_{\text{until 1 and } n \text{ are displaced}} + \underbrace{2^{n-2} - 1}_{\text{after displacing 1 and } n}$

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The problem	Example
Fast Homing	Main Theorem
Slow Homing	Proof: Stage 1
Counting bad cases	Proof: Stage 2

After 2^{n-2} displacements, both 1 and n have been displaced and will never be displaced again.

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The problem	Example
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After 2^{n-2} displacements, both 1 and n have been displaced and will never be displaced again.

Proof.

▶ Note that 1 and *n* can each be displaced only once.

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Fast Homing	Main Theorem
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After 2^{n-2} displacements, both 1 and n have been displaced and will never be displaced again.

Proof.

- ▶ Note that 1 and *n* can each be displaced only once.
- If after 2ⁿ⁻² displacements one of these values hasn't been displaced, then it played no role in the process.

The problem	Example
Fast Homing	Main Theorem
Slow Homing	Proof: Stage 1
Counting bad cases	Proof: Stage 2

After 2^{n-2} displacements, both 1 and n have been displaced and will never be displaced again.

Proof.

- ▶ Note that 1 and *n* can each be displaced only once.
- If after 2ⁿ⁻² displacements one of these values hasn't been displaced, then it played no role in the process.
- Hence the remaining n-1 numbers allowed more than $2^{n-2}-1$ steps, contradicting the induction hypothesis.

Example Main Theorem Proof: Stage 1 Proof: Stage 2

The code of a permutation

We'll show that after displacing 1 and *n*, only $2^{n-2}-1$ more displacements can occur.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The code of a permutation

We'll show that after displacing 1 and *n*, only $2^{n-2}-1$ more displacements can occur.

Assign to each permutation π a code $\alpha(\pi) = \alpha_2 \alpha_3 \dots \alpha_{n-1}$, where

$$\alpha_{i} = \left\{ \begin{array}{c} 0 \\ + \\ - \end{array} \right\} \text{ if entry } i \text{ is } \left\{ \begin{array}{c} \text{exactly} \\ \text{to the right of} \\ \text{to the left of} \end{array} \right\} \text{ home.}$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

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Example

 $\pi = 35618472 \longrightarrow \alpha(\pi) =$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

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Example

 $\pi = 35618472 \longrightarrow \alpha(\pi) = +$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

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Example

 $\pi = 35618472 \longrightarrow \alpha(\pi) = + - + - - 0$

Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code

$\alpha = + - + - - 0$

Define the weight of a code α recursively:

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code

Define the weight of a code α recursively:

► For each -, count the number of symbols to its left, and for each +, count the number of symbols to its right.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code

Define the weight of a code α recursively:

- ► For each -, count the number of symbols to its left, and for each +, count the number of symbols to its right.
- ► Let *d* be the largest of these numbers, and let *â* be the code obtained by deleting the corresponding symbol.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code

Define the weight of a code α recursively:

- ► For each -, count the number of symbols to its left, and for each +, count the number of symbols to its right.
- ► Let *d* be the largest of these numbers, and let *â* be the code obtained by deleting the corresponding symbol.

Define

$$w(\alpha) = 2^d + w(\hat{\alpha}).$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - 0)$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0) \\ 5 1 3 3 4$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$

5 1 3 3 4
= 2⁵ + w(- + - 0)

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$

5 1 3 3 4

$$= 2^{5} + w(- + - - 0)$$

0 3 2 3

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + 0)$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + - 0)$$
0 2 2

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + - 0)$$
0 2 2
$$= 2^{5} + 2^{3} + 2^{2} + w(- + 0)$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + - 0)$$
0 2 2
$$= 2^{5} + 2^{3} + 2^{2} + w(- + 0)$$
0 1

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + - 0)$$
0 2 2
$$= 2^{5} + 2^{3} + 2^{2} + w(- + 0)$$
0 1
$$= 2^{5} + 2^{3} + 2^{2} + 2^{1} + w(- 0)$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + - 0)$$
0 2 2
$$= 2^{5} + 2^{3} + 2^{2} + w(- + 0)$$
0 1
$$= 2^{5} + 2^{3} + 2^{2} + 2^{1} + w(- 0)$$
0

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + - 0)$$
0 2 2
$$= 2^{5} + 2^{3} + 2^{2} + w(- + 0)$$
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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight of a code: example

$$w(+ - + - - 0)$$
5 1 3 3 4
$$= 2^{5} + w(- + - - 0)$$
0 3 2 3
$$= 2^{5} + 2^{3} + w(- + - 0)$$
0 2 2
$$= 2^{5} + 2^{3} + 2^{2} + w(- + 0)$$
0 1
$$= 2^{5} + 2^{3} + 2^{2} + 2^{1} + w(- 0)$$
0
$$= 2^{5} + 2^{3} + 2^{2} + 2^{1} + 2^{0} + w(0)$$

$$= 2^{5} + 2^{3} + 2^{2} + 2^{1} + 2^{0} = 47$$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Bound on the weight

Lemma

The maximum of $w(\alpha)$ over codes α of length k is $2^k - 1$, for codes of the form $+ + \cdots + - - \cdots -$.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Bound on the weight

Lemma

The maximum of $w(\alpha)$ over codes α of length k is $2^k - 1$, for codes of the form $+ + \cdots + - - \cdots -$.

Proof.

In the recursion,

$$w(\alpha) \leq 2^{k-1} + w(\hat{\alpha}),$$

with equality when a - is deleted from the right or a + from the left.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight increases at each displacement

Lemma

Let $\pi \in S_n$ with $\pi(1) \neq 1$ and $\pi(n) \neq n$, and let π' be the result of applying some displacement to π . Let $\alpha = \alpha(\pi)$ and $\alpha' = \alpha(\pi')$. Then

 $w(\alpha') > w(\alpha).$

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight increases at each displacement

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Let $\pi \in S_n$ with $\pi(1) \neq 1$ and $\pi(n) \neq n$, and let π' be the result of applying some displacement to π . Let $\alpha = \alpha(\pi)$ and $\alpha' = \alpha(\pi')$. Then

 $w(\alpha') > w(\alpha).$

Proof sketch.

• A number *i* can be displaced iff $\alpha_i = 0$ in the code.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

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 $w(\alpha') > w(\alpha).$

Proof sketch.

- A number *i* can be displaced iff $\alpha_i = 0$ in the code.
- If it is displaced to the left, then α_i becomes a -, and some of the other entries can change from - to 0 or from 0 to +.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight increases at each displacement

Lemma

Let $\pi \in S_n$ with $\pi(1) \neq 1$ and $\pi(n) \neq n$, and let π' be the result of applying some displacement to π . Let $\alpha = \alpha(\pi)$ and $\alpha' = \alpha(\pi')$. Then

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Proof sketch.

- A number *i* can be displaced iff $\alpha_i = 0$ in the code.
- If it is displaced to the left, then α_i becomes a -, and some of the other entries can change from - to 0 or from 0 to +.
- It can be shown that this increases the weight of the code.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

The weight increases at each displacement

Lemma

Let $\pi \in S_n$ with $\pi(1) \neq 1$ and $\pi(n) \neq n$, and let π' be the result of applying some displacement to π . Let $\alpha = \alpha(\pi)$ and $\alpha' = \alpha(\pi')$. Then

 $w(\alpha') > w(\alpha).$

Proof sketch.

- A number *i* can be displaced iff $\alpha_i = 0$ in the code.
- If it is displaced to the left, then α_i becomes a -, and some of the other entries can change from - to 0 or from 0 to +.
- It can be shown that this increases the weight of the code.
- Similarly if *i* is displaced to the right.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Finishing the proof

Combining these lemmas, the maximum number of displacements is

- at most 2^{n-2} until 1 and *n* are displaced, plus
- at most $2^{n-2}-1$ after 1 and *n* have been displaced.

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Example Main Theorem Proof: Stage 1 Proof: Stage 2

Finishing the proof

Combining these lemmas, the maximum number of displacements is

- at most 2^{n-2} until 1 and *n* are displaced, plus
- at most $2^{n-2}-1$ after 1 and *n* have been displaced.

So at most $2^{n-1}-1$ in total.

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The number of worst-case permutations

 $h(\pi) = \max$. length of a seq. of placements from π to $12 \dots n$.

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The number of worst-case permutations

 $h(\pi) = \max$. length of a seq. of placements from π to $12 \dots n$. $M_n = \{\pi \in S_n : h(\pi) = 2^{n-1} - 1\}.$

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The number of worst-case permutations

 $h(\pi) = \max$. length of a seq. of placements from π to 12...n. $M_n = \{\pi \in S_n : h(\pi) = 2^{n-1} - 1\}.$ Ex: $23...n1 \in M_n$.

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The number of worst-case permutations

 $h(\pi) = \max$. length of a seq. of placements from π to 12...n. $M_n = \{\pi \in S_n : h(\pi) = 2^{n-1} - 1\}.$ Ex: $23...n1 \in M_n$.

Theorem

$$B_{n-1}\leq |M_n|\leq (n-1)!,$$

where $B_n = n$ -th Bell number = # partitions of $\{1, 2, ..., n\}$.

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 B_n grows super-exponentially.

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The number of worst-case permutations

$$f_{i,j} = |\{\pi \in M_{i+j} : \alpha(\pi) = \underbrace{+ + \cdots +}_{i-1} \underbrace{- \cdots -}_{j-1}\}|$$

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Theorem

$$F(u,v) = uv + uv \frac{\partial}{\partial u} F(u,v) + uv \frac{\partial}{\partial v} F(u,v) - u^2 v^2 \frac{\partial^2}{\partial u \partial v} F(u,v)$$

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