

Algorithmic Coincidence Classification of Mesh Patterns

Permutation Patterns 2016

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Coincidence

- For classical patterns p, p' it is natural to ask whether they are *Wilf-equivalent*, i.e., $|A_{v_n}(p)| = |A_{v_n}(p')|$ for all n

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Coincidence

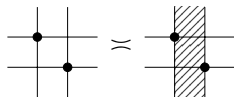
- For classical patterns p, p' it is natural to ask whether they are *Wilf-equivalent*, i.e., $|Av_n(p)| = |Av_n(p')|$ for all n
- If we have mesh patterns m, m' we can ask a more basic question: does $Av_n(m) = Av_n(m')$ for all n ?
- When this occurs we say that m and m' are *coincident*, denoted $m \asymp m'$
- Note that for classical patterns $p \asymp p'$ if and only if $p = p'$

Example

- A permutation has an inversion if and only if it has a descent

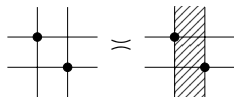
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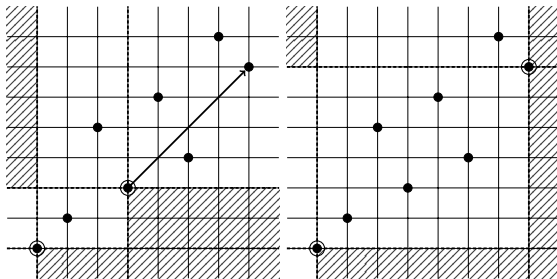
- Mesh patterns are not coincident if they have different underlying classical patterns

Previous work

- The shading lemma [2], and the simultaneous shading lemma [1] give sufficient conditions that imply coincidence of patterns
- They are close to capturing all coincidences of mesh patterns of length ≤ 2
- The idea behind the lemmas is swapping out points in an occurrence of a pattern, obtaining the objective pattern

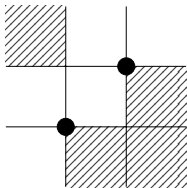
Shading lemma: Example

$$p = \begin{array}{|c|c|} \hline \text{shaded} & \text{dot} \\ \hline \text{dot} & \text{shaded} \\ \hline \end{array} \cong \begin{array}{|c|c|} \hline \text{shaded} & \text{shaded} \\ \hline \text{dot} & \text{shaded} \\ \hline \end{array} = p'$$



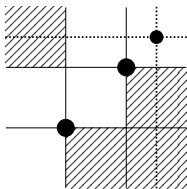
Same example: Different argument

$$p = \begin{array}{|c|c|} \hline \text{shaded} & \text{dot} \\ \hline \text{dot} & \text{shaded} \\ \hline \end{array} \asymp \begin{array}{|c|c|} \hline \text{shaded} & \text{shaded} \\ \hline \text{dot} & \text{dot} \\ \hline \end{array} = p'$$



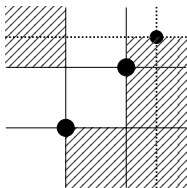
Same example: Different argument

$$p = \begin{array}{|c|c|} \hline \text{shaded} & \text{shaded} \\ \hline \text{shaded} & \text{shaded} \\ \hline \end{array} \approx \begin{array}{|c|c|} \hline \text{shaded} & \text{shaded} \\ \hline \text{shaded} & \text{shaded} \\ \hline \end{array} = p'$$
The diagram shows two square regions, p and p', each divided into four quadrants by a horizontal and a vertical line. The top-left and bottom-right quadrants are shaded with diagonal lines. In region p, there are two small black dots: one in the top-right quadrant and one in the bottom-left quadrant. In region p', there are also two small black dots: one in the top-right quadrant and one in the bottom-left quadrant. The two regions are shown to be equivalent with a tilde symbol between them.



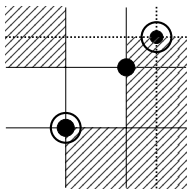
Same example: Different argument

$$p = \begin{array}{|c|c|} \hline \text{shaded} & \text{white} \\ \hline \text{white} & \text{shaded} \\ \hline \end{array} \begin{array}{c} \bullet \\ \bullet \end{array} \asymp \begin{array}{|c|c|} \hline \text{shaded} & \text{shaded} \\ \hline \text{white} & \text{shaded} \\ \hline \end{array} \begin{array}{c} \bullet \\ \bullet \end{array} = p'$$



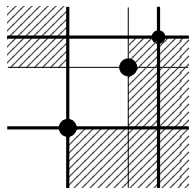
Same example: Different argument

$$p = \begin{array}{|c|c|} \hline \text{shaded} & | \\ \hline | & \bullet \\ \hline \text{shaded} & | \\ \hline \text{---} & \bullet \\ \hline \end{array} \asymp \begin{array}{|c|c|} \hline \text{shaded} & \text{shaded} \\ \hline | & \bullet \\ \hline \text{shaded} & | \\ \hline \text{---} & \bullet \\ \hline \end{array} = p'$$



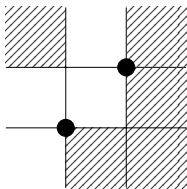
Same example: Different argument

$$p = \begin{array}{|c|c|} \hline \text{shaded} & \text{white} \\ \hline \text{white} & \text{shaded} \\ \hline \end{array} \begin{array}{c} \bullet \\ \bullet \end{array} \asymp \begin{array}{|c|c|} \hline \text{shaded} & \text{shaded} \\ \hline \text{white} & \text{shaded} \\ \hline \end{array} \begin{array}{c} \bullet \\ \bullet \end{array} = p'$$



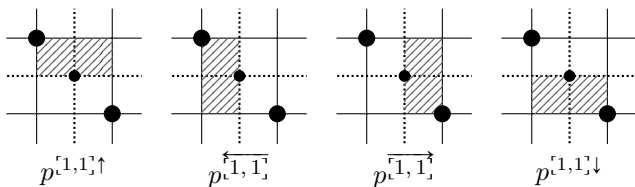
Same example: Different argument

$$p = \begin{array}{|c|c|} \hline \text{shaded} & | \\ \hline | & \bullet \\ \hline \bullet & | \\ \hline | & \text{shaded} \\ \hline \end{array} \asymp \begin{array}{|c|c|} \hline \text{shaded} & | \\ \hline | & \bullet \\ \hline \bullet & | \\ \hline | & \text{shaded} \\ \hline \end{array} = p'$$



Formalization

Let $p = 21$. The set $p^{[1,1]^*}$ consists of the mesh patterns:



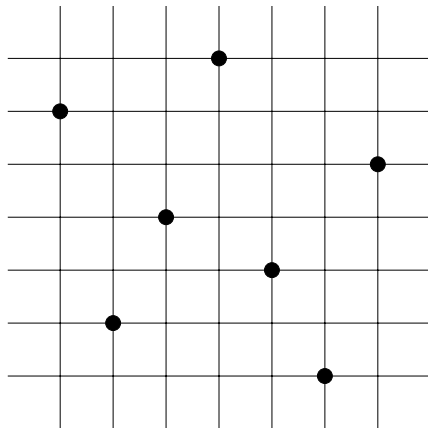
Lemma 2

Let $p = (\tau, R)$ be a mesh pattern with $[i, j] \notin R$. If any mesh pattern in the set $p^{[i,j]^*}$ contains a non-trivial occurrence of p then $p \simeq (\tau, R \cup \{[i, j]\})$.

The shading lemma follows from this lemma.

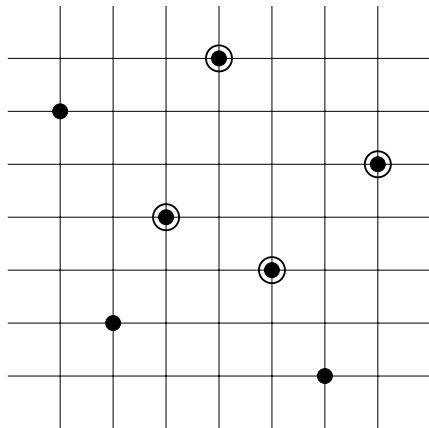
Comparing occurrences

Let $p = 2413$.



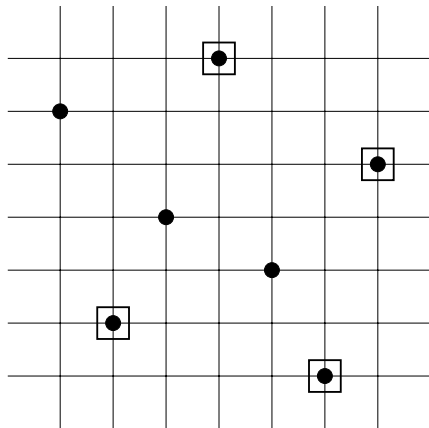
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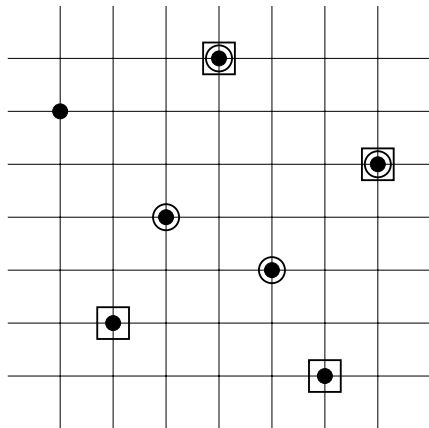
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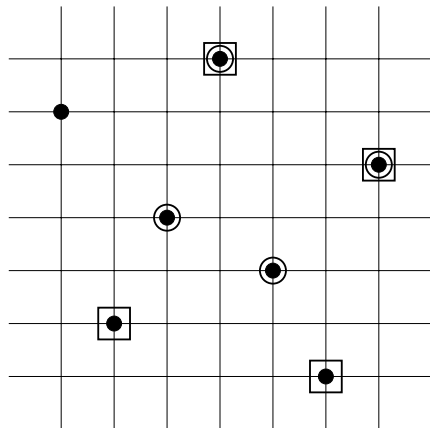
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Force $F = ((4, N), (2, W), (1, W))$. The second (boxed) occurrence is stronger w.r.t. F .

Shading multiple boxes

Lemma 5

Let $p = (\tau, R)$ be a mesh pattern with force F , and $p' = (\tau, R')$ be another mesh pattern. Let $S = \{s_1, s_2, \dots, s_k\}$ where $S = R' \setminus R$. If all the sets

$$(\tau, R)^{s_1^*}, (\tau, R \cup \{s_1\})^{s_2^*}, \dots, (\tau, R \cup \{s_1, s_2, \dots, s_{k-1}\})^{s_k^*}$$

contain a non-trivial occurrence of p that is stronger than the trivial occurrence; or an occurrence of p' , then containment of p implies containment of p' .

The simultaneous shading lemma follows from this lemma.

Pattern	SL	Lemma 2	SSL	Lemma 5
12	237	237	229	221
123	34626	34618	34154	33634
132	34213	34213	33985	33621

Table: The number of coincidence classes found by different lemmas

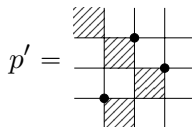
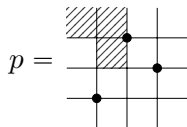
Generalized method

After fixing a force F , we can recursively apply a variant of the previous lemma to capture even more coincidences.

- Walk down a decision tree, branching on
 - box is empty,
 - box contains at least one point
- Leaves should give a contradiction, or an instance of the target pattern

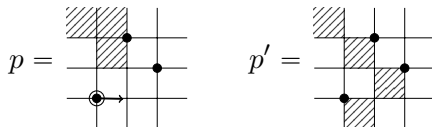
Example

- Prove that containment of p implies containment of p'



Example

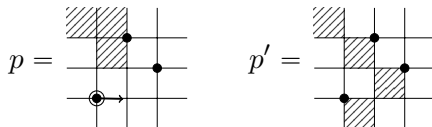
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- Use force $F = ((1, E))$

Example

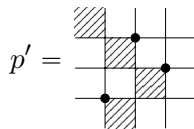
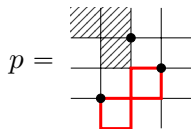
- Prove that containment of p implies containment of p'



- Use force $F = ((1, E))$
- Consider a permutation π which contains p , and take the occurrence of p that has maximum strength w.r.t. F

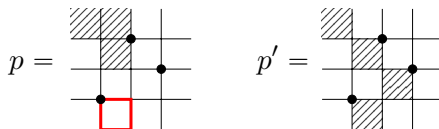
Example

- Want to add shading to $[1, 0]$ and $[2, 1]$



Example

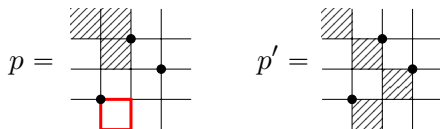
- Want to add shading to $[1, 0]$ and $[2, 1]$



- Consider $[1, 0]$

Example

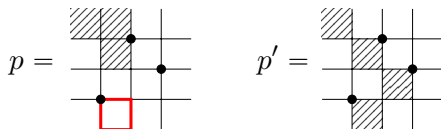
- Want to add shading to $[1, 0]$ and $[2, 1]$



- Consider $[1, 0]$
 - If empty, we're done

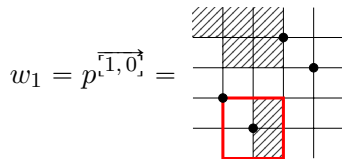
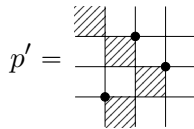
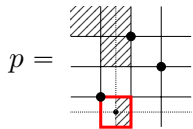
Example

- Want to add shading to $[1, 0]$ and $[2, 1]$

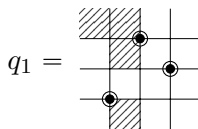
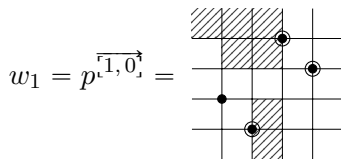
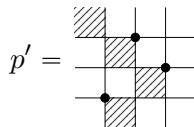
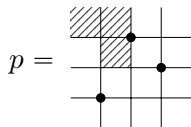


- Consider $[1, 0]$
 - If empty, we're done
 - Otherwise, consider the rightmost point

Example

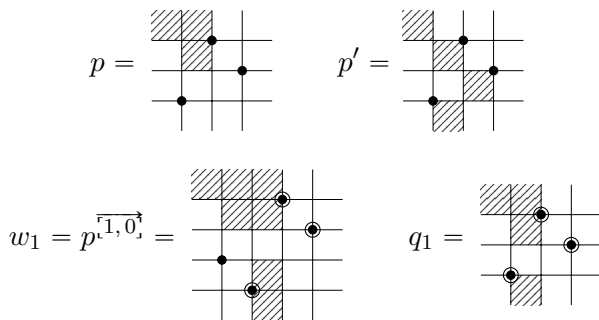


Example



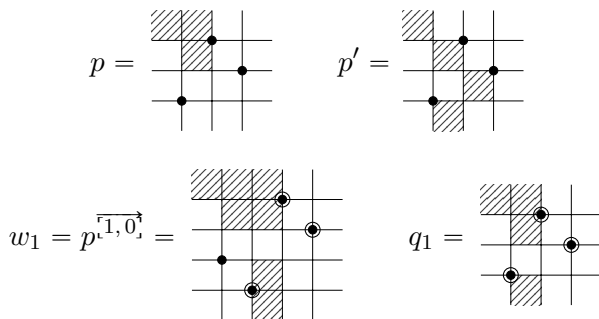
- Consider subsequence at indices 234

Example



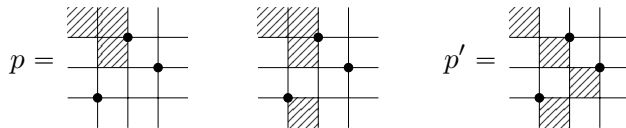
- Consider subsequence at indices 234
- q_1 is an occurrence of p that is stronger, a contradiction

Example

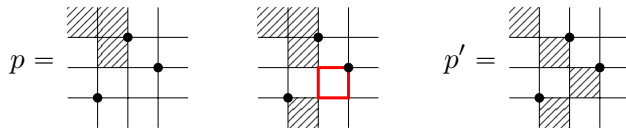


- Consider subsequence at indices 234
- q_1 is an occurrence of p that is stronger, a contradiction
- Can assume that $[1, 0]$ is empty

Example

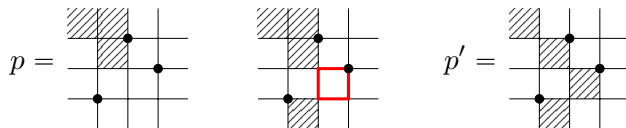


Example



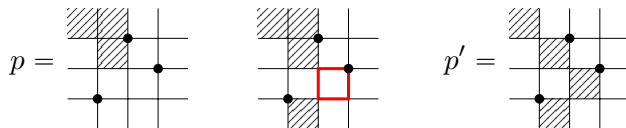
- Now consider $[2, 1]$

Example



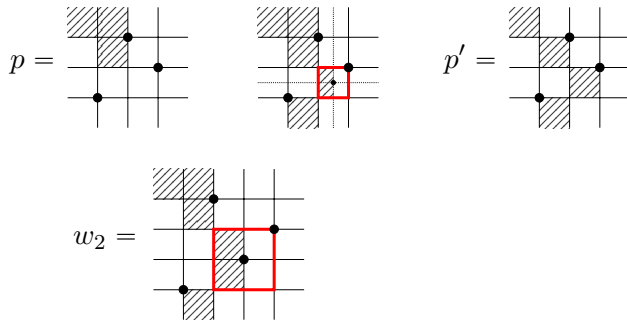
- Now consider $[2, 1]$
 - If empty, we're done

Example

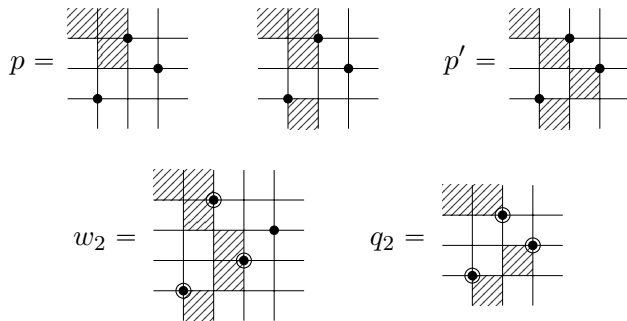


- Now consider $[2, 1]$
 - If empty, we're done
 - Otherwise, consider the leftmost point

Example

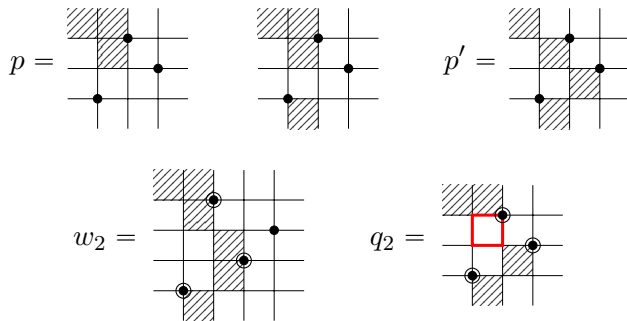


Example



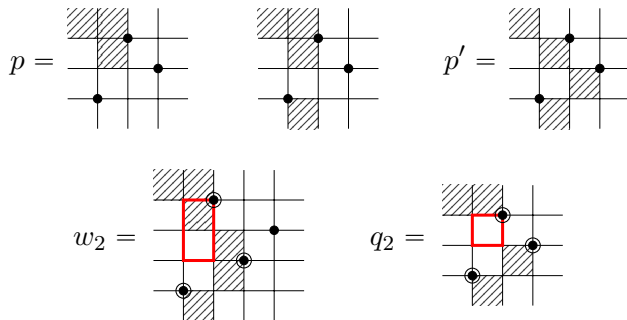
- Consider subsequence at indices 123

Example



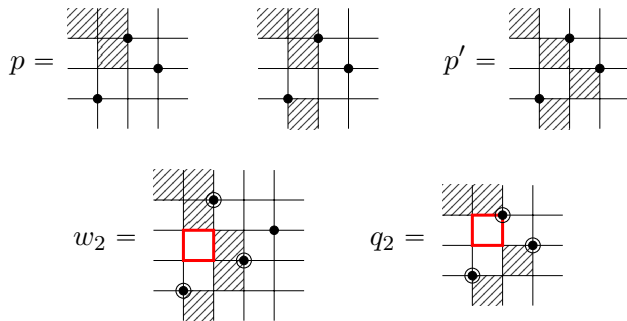
- Consider subsequence at indices 123
- Looking at q_2 , we're missing $[1, 2]$

Example



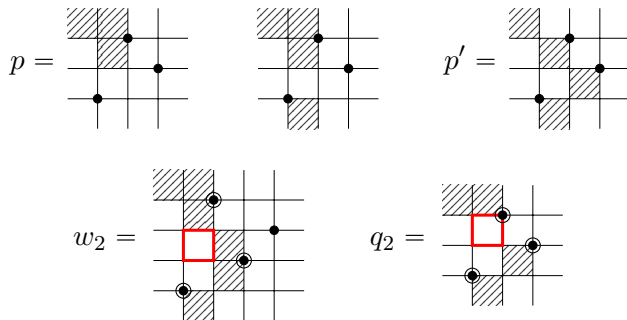
- Consider subsequence at indices 123
- Looking at q_2 , we're missing $[1, 2]$
- Corresponds to $[1, 2]$ and $[1, 3]$ in w_2

Example



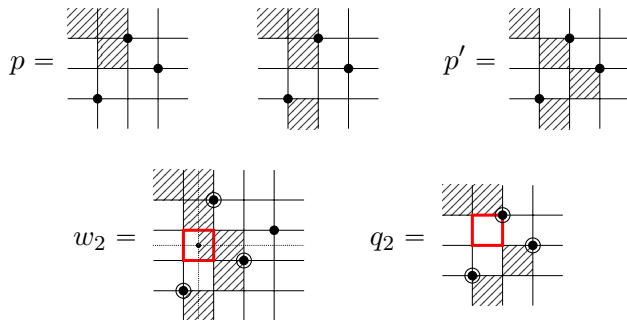
- Consider subsequence at indices 123
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Example



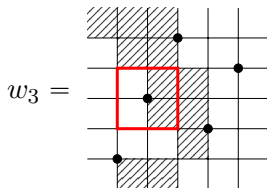
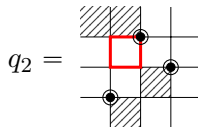
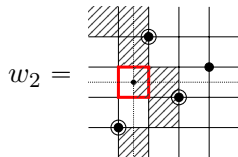
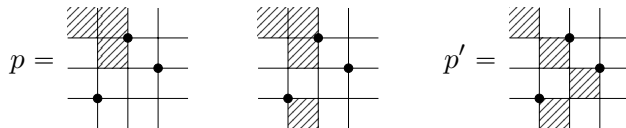
- Consider subsequence at indices 123
- Looking at q_2 , we're missing $[1, 2]$
- Corresponds to $[1, 2]$ in w_2
 - If empty, we're done

Example

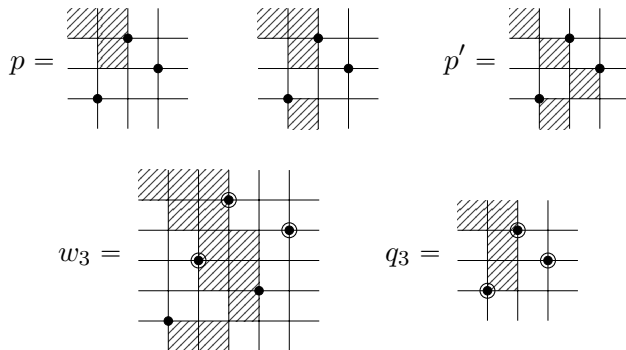


- Consider subsequence at indices 123
- Looking at q_2 , we're missing $[1, 2]$
- Corresponds to $[1, 2]$ in w_2
 - If empty, we're done
 - Otherwise, consider the rightmost point

Example

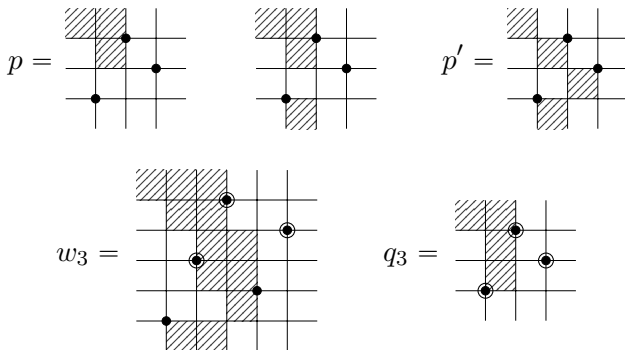


Example



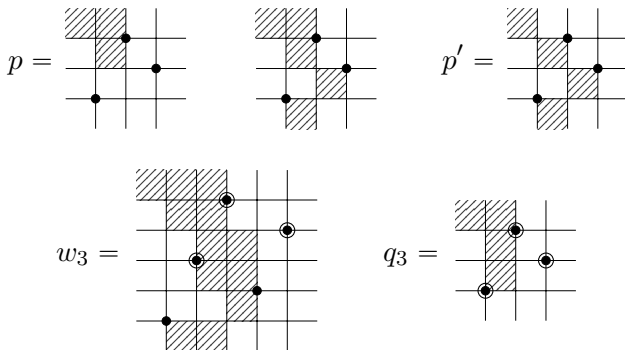
- Consider subsequence at indices 235

Example



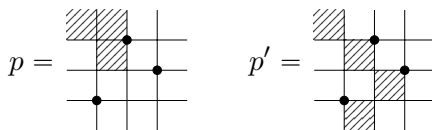
- Consider subsequence at indices 235
- q_3 is an occurrence of p that is stronger, a contradiction

Example



- Consider subsequence at indices 235
- q_3 is an occurrence of p that is stronger, a contradiction
- Can assume that $[2, 1]$ is empty as well

Example



- We've proved that the occurrence with maximum strength w.r.t. F has no points in $[1, 0]$, $[2, 1]$
- Hence this is an occurrence of p' as well



We have formalized this into an algorithm (see abstract) and implemented it in Python. It is available on GitHub:

`http://tinyurl.com/shadingalgorithm`

- Currently not very user friendly
- Exhaustively search for proofs that recurse no more than d steps
- Has some optimizations, like deriving a force retroactively

Results

Let d denote the maximum recursion depth used in the proof.

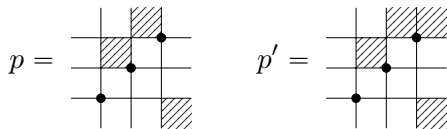
Pattern	$d = 1$	$d = 2$	$d = 3$	$d = 4$	$d = 5$	$d = 6$	$d = 7$
123	33634	33602	33548	33540	33538	33536	?
132	33621	33459	33412	33395	33394	33394	33390

Table: The number of coincidence classes found by different depths

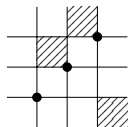
Full coincidence classification of length 3 mesh patterns

After dealing with a handful of special cases we show that the number of coincidence classes for the patterns in Table 2 are 33516 and 33350, respectively.

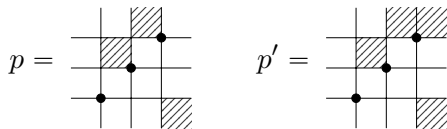
One of those special cases



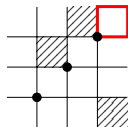
- Let force $F = ((1, S), (2, W), (3, W))$



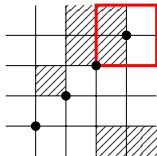
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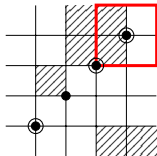
- Let force $F = ((1, S), (2, W), (3, W))$



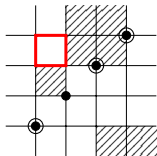
One of those special cases



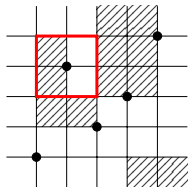
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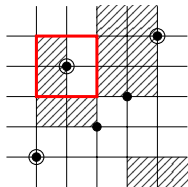
One of those special cases



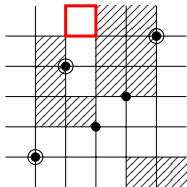
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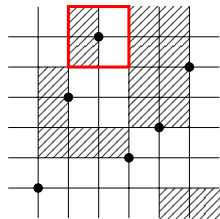
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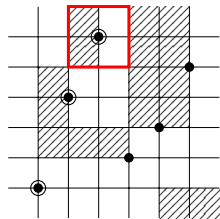
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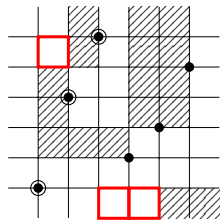
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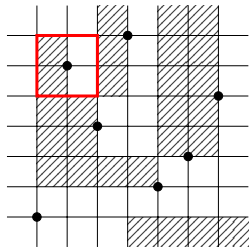
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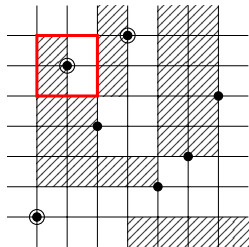
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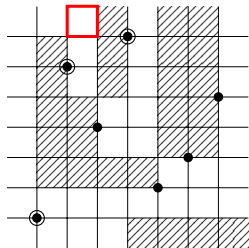
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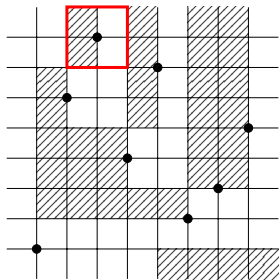
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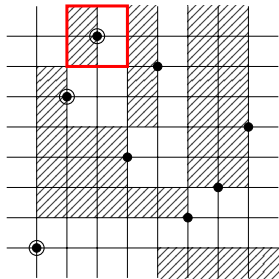
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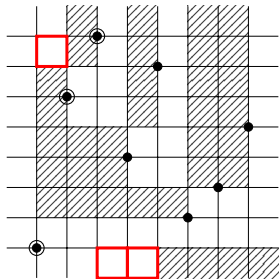
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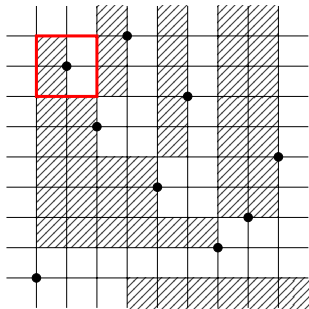
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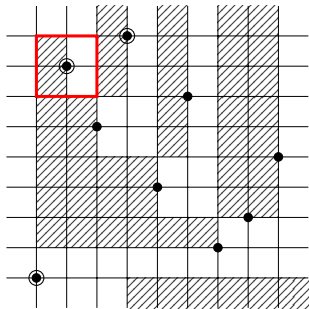
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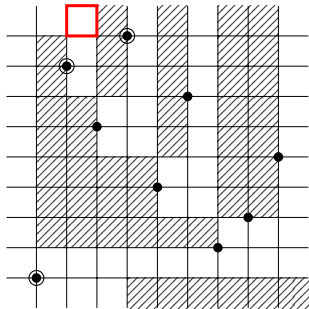
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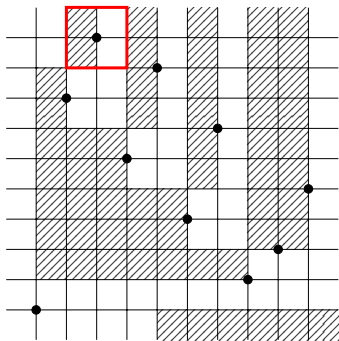
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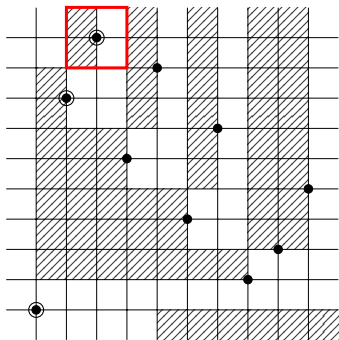
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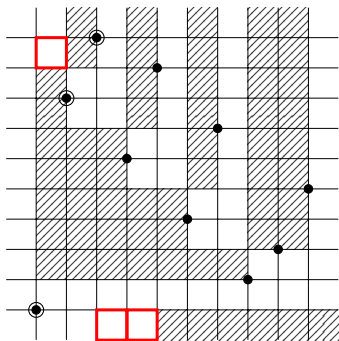
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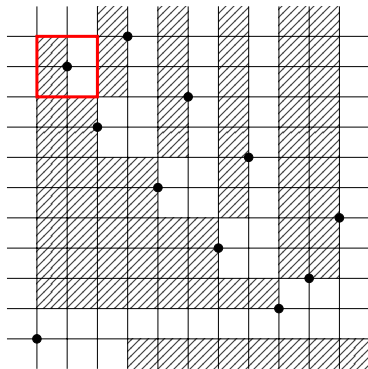
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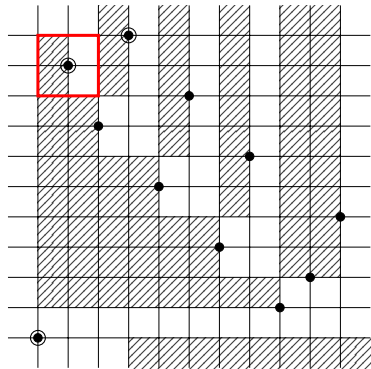
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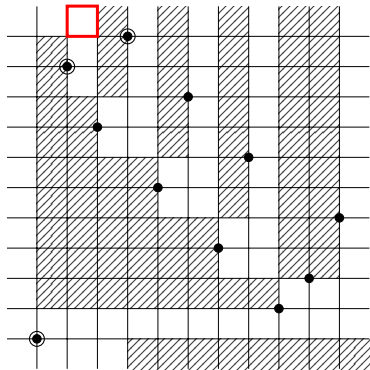
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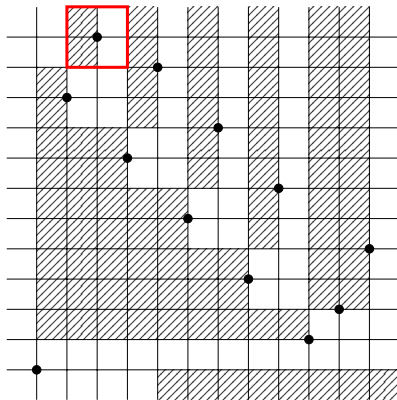
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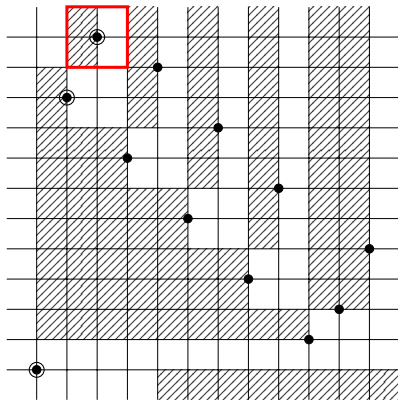
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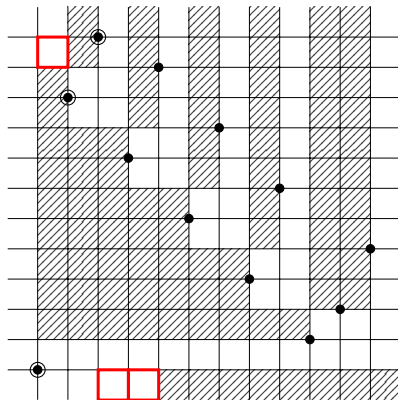
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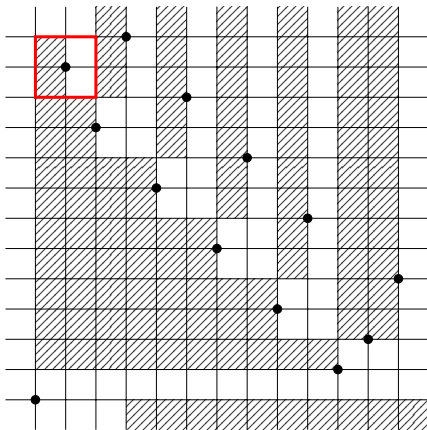
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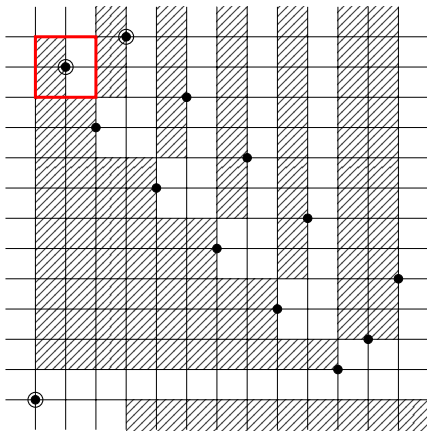
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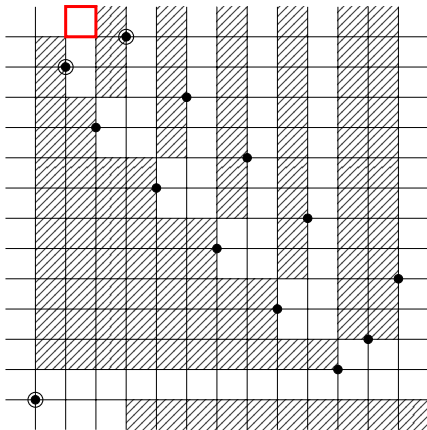
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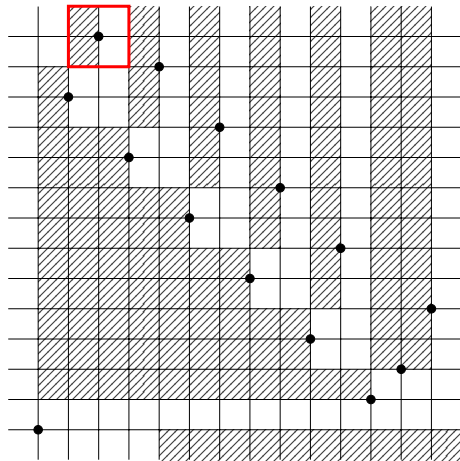
One of those special cases



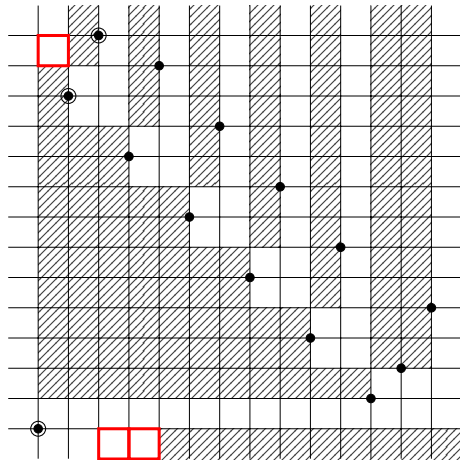
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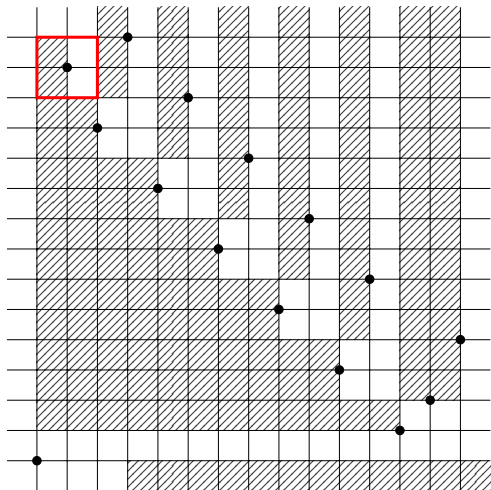
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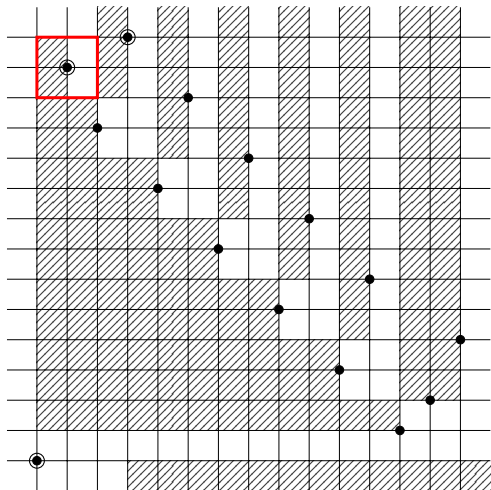
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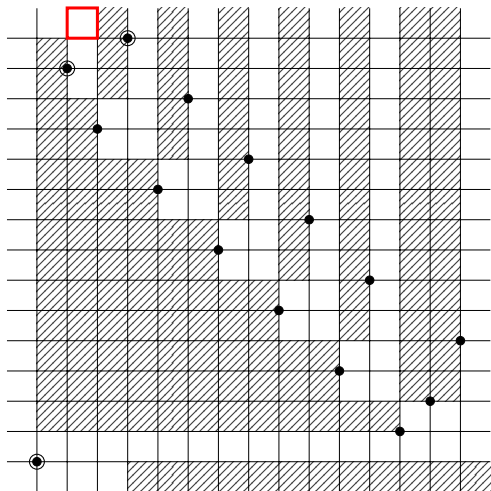
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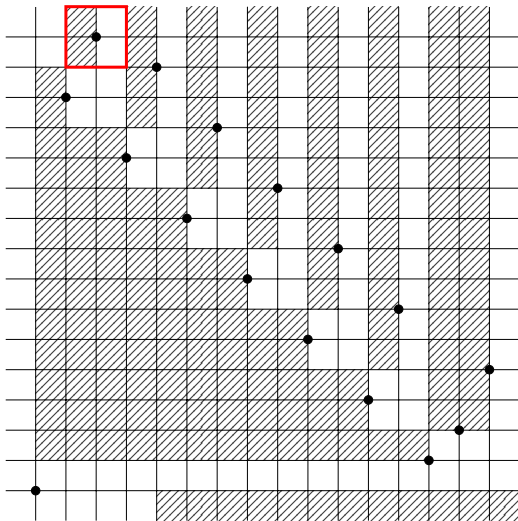
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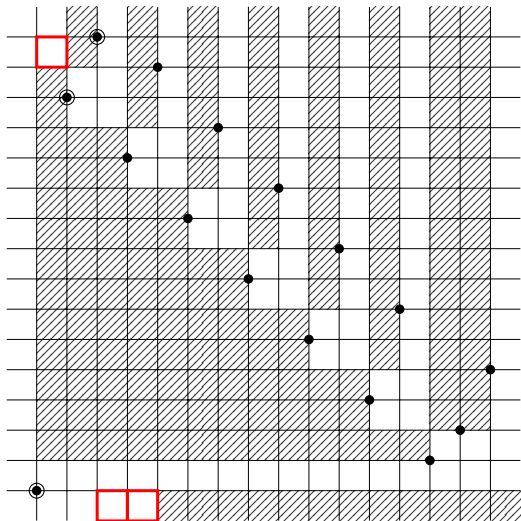
One of those special cases



One of those special cases



One of those special cases



Example

For a finite permutation, this process will eventually exhaust all points. When that happens, we must have found a new occurrence that is stronger w.r.t. F , a contradiction.

Future work

- Find a way to handle “infinite” cases neatly
- Support more complex conditions than just a point in a box, e.g.
 - point in either of two boxes,
 - inversion across two consecutive boxes
- Use unidirectional containment to prove coincidences
- Classify length 4 patterns

Thanks for listening!



Claesson, Tenner, and Ulfarsson.

Coincidence among families of mesh patterns.

Australas. J. Combin., 2015.



Hilmarrsson, Jónsdóttir, Sigurðardóttir, Viðarsdóttir, and Ulfarsson.

Wilf-classification of mesh patterns of short length.

Electron. J. Combin., 2015.