

Enumerated Permutations

Kurt Nalty

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Abstract

This note is a collection of algorithms for enumerated permutations. My generic reference is Knuth, The Art of Computer Programming, volume 2, for factorial numbers and swap permutations, mathworld.com for the lexical ordered permutations using inversion vectors, and Hugo Steinman via Martin Gardner and Scientific American for braid ordered permutations.

Mixed Radix Factorial Numbers

A first step in the following algorithms is to convert a number into a mixed radix factorial number representation, where the least significant digit is base 2, the next digit is base 3, the following base 4, and so on. We find the digits using modulo arithmetic and repeated division, as illustrated in the code fragment below.

```
// convert i to a four digit mixed radix number

a = (i % 2); // LSB
b = ((i/2) % 3) ;
c = ((i/6) % 4);
d = ((i/24) % 5);
printf("1234 with %d%d%d%d becomes ",c,b,a);
```

For larger values, it is no problem to do the calculation in a loop.

Lexical Ordered Permutations

Given the mixed radix digits from above, we start with our most significant digit, and work toward our least significant digit. We take the digit position, increment by one to find the starting point for a right rotation in the target string, and rotate right the number of string digits given by the incremented value of our mixed radix digit. (A value of zero means no change occurs.) We then repeat this process for each digit in succession.

Example : Initial string is 1234. Permutation index is 10, which becomes 0r120 in mixed radix format. We first process the most significant digit (digit 2 with a value of 1). We increment our position for the starting position in our string: our target beginning is bit 3, which has a value of 1. Our string length is 1+1=2. Our first step is the change **1234** → **2134**. We now process the next mixed radix 2. We begin at digit 3 (=2+1), and rotate 3 digits (being 2+1 again by value at digit 2) and find **2134** → **2413**.

Complicating the code just a bit, is the details of string storage in the C programming environment. The string “1234” is stored with 1 at the lowest memory location, and 4 at the highest location. In the code below, I use a character string for the input, and have thus mirrored the indices in the ROR (rotate right) routine.

This program Lexical.c prints out the 24 ordered permutations of 1234, followed by the 120 permutations of 12345.

```
#include <math.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

void ROR(char *array, int size, int bitpos, int count)
{
// I assume a text string format, null terminated
// "1234" is [0]=0x31, [1]=0x32, [2]=0x33, [3]=0x34, [4]=0

    int start, finish, i;
    char storage;

    if (count==0) return;
    start = size - 2 - bitpos;
```

```

    finish = start + count;
    storage = array[finish];
    for (i=finish;i>start;i--)
    {
        array[i] = array[i-1];
    }
    array[start] = storage;
}

int main(void)
{
    int i,j,k;
    int index,a,b,c,d;
    int perm[4];
    int size=4;
    char message[81];

    strcpy(message,"1234");

    printf("\n%s\n\n",message);

    for (i=0;i<24;i++) {
        // calculate factorial modulus numbers
        perm[0] = i%2;          // LSD
        perm[1] = (i/2)%3;
        perm[2] = (i/6)%4;    // MSD
    // create reference string
        strcpy(message,"1234");
        // Apply rotation rights in sequence
        ROR(message, size, 2, perm[2]);
        ROR(message, size, 1, perm[1]);
        ROR(message, size, 0, perm[0]);

        printf("%3d  %d%d%d  %s\n",i,
            perm[2],perm[1],perm[0],message);
    }
}

```

```

size = 5;
for (i=0;i<120;i++) {
    // calculate factorial modulus numbers
    perm[0] = i%2;          // LSD
    perm[1] = (i/2)%3;
    perm[2] = (i/6)%4;
    perm[3] = (i/24)%5;    // MSD
// create reference string
    strcpy(message,"12345");
    // Apply rotation rights in sequence
    ROR(message, size, 3, perm[3]);
    ROR(message, size, 2, perm[2]);
    ROR(message, size, 1, perm[1]);
    ROR(message, size, 0, perm[0]);

    printf("%3d  %d%d%d%d  %s\n",i,perm[3],
           perm[2],perm[1],perm[0],message);

}
}

```

Swap Permutations

If lexical ordering is not required, we can dispense with the ROR, and simply swap pairs based upon the factorial number digits being interpreted as swap indices.

The program below `stdperm.c` prints out the swap permutations for 1234, followed by the same for 123.

```

#include <math.h>
#include <stdio.h>
#include <stdlib.h>

int main(void)
{
    int i,j,k,l;
    int a,b,c,d;

```

```

int source[4]={4,3,2,1};
int dest[4];
int holder;
int raw[24];
int ray[4][4];

for (i=0;i<24;i++) {
    a = (i % 2); // LSB
    b = ((i/2) % 3) ;
    c = ((i/6) % 4);
    d = ((i/24) % 5);
    printf("1234 with %1d%1d%1d becomes ",c,b,a);

    dest[0] = 4;
    dest[1] = 3;
    dest[2] = 2;
    dest[3] = 1;

    {
        holder = dest[3];
        dest[3] = dest[3-c];
        dest[3-c] = holder;
    }
    for (j=0;j<4;j++) printf("%1d",dest[3-j]);
    printf(" ");

    {
        holder = dest[2];
        dest[2] = dest[2-b];
        dest[2-b] = holder;
    }
    for (j=0;j<4;j++) printf("%1d",dest[3-j]);
    printf(" ");

    {
        holder = dest[1];
        dest[1] = dest[1-a];
        dest[1-a] = holder;
    }
}

```

```

    }

    for (j=0;j<4;j++) printf("%1d",dest[3-j]);
    printf("\n");
}

for (i=0;i<6;i++) {
    a = (i % 2); // LSB
    b = ((i/2) % 3) ;
    printf("123 with %1d%1d becomes ",b,a);

    dest[0] = 3;
    dest[1] = 2;
    dest[2] = 1;

    {
        holder = dest[2];
        dest[2] = dest[2-b];
        dest[2-b] = holder;
    }
    for (j=0;j<3;j++) printf("%1d",dest[2-j]);
    printf(" ");

    {
        holder = dest[1];
        dest[1] = dest[1-a];
        dest[1-a] = holder;
    }

    for (j=0;j<3;j++) printf("%1d",dest[2-j]);
    printf("\n");
}
}

```

Braid Ordered Permutations

Nice reference: <http://www.usna.edu/Users/math/wdj/book/node156.html>.

The braid ordered permutations are very similar to a binary Gray code, where only one pair of symbols swaps at a time during the sequence. This is a natural sequence, preferable to the lexical sequence, in that it easily reveals even/odd permutation membership.

The basic algorithm is illustrated by example below.

The initial permutation of a single element is

1

Duplicate twice

1
1

Braid in the new strand (we only get 1/2 cycle)

1 2
2 1

For three strands, duplicate each line above three times.

1 2
1 2
1 2

2 1
2 1
2 1

Now fill in the new strand. I start from far right, moving left, then bounce back right.(1 cycle)

123
132
312

321
231
213

For S_4 , duplicate each line above four times, then place the bouncing new element. (3 cycles)

1234
1243
1423
4123

4132
1432
1342
1324

3124
3142
3412
4312

4321
3421
3241
3214

2314
2341
2431
4231

4213
2413
2143
2134

For S5, duplicate each line above five times,
and place the new element. (12 cycles)

12345
12354
12534
15234
51234

51243
15243
12543
12453
12435

14235
14253
14523
15423
51423

54123
45123
41523
41253
41235

41325
41352
41532
45132
54132

51432
15432
14532
14352
14325

13425
13452
13542
15342
51342

51324
15324
13524
13254
13245

31245
31254
31524
35124
53124

53142
35142
31542
31452
31425

34125
34152
34512
35412
53412

54312
45312

43512
43152
43125

43215
43251
43521
45321
54321

53421
35421
34521
34251
34215

32415
32451
32541
35241
53241

53214
35214
32514
32154
32145

23145
23154
23514
25314
52314

52341
25341
23541
23451

23415

24315

24351

24531

25431

52431

54231

45231

42531

42351

42315

42135

42153

42513

45213

54213

52413

25413

24513

24153

24135

21435

21453

21543

25143

52143

52134

25134

21534

21354

21345