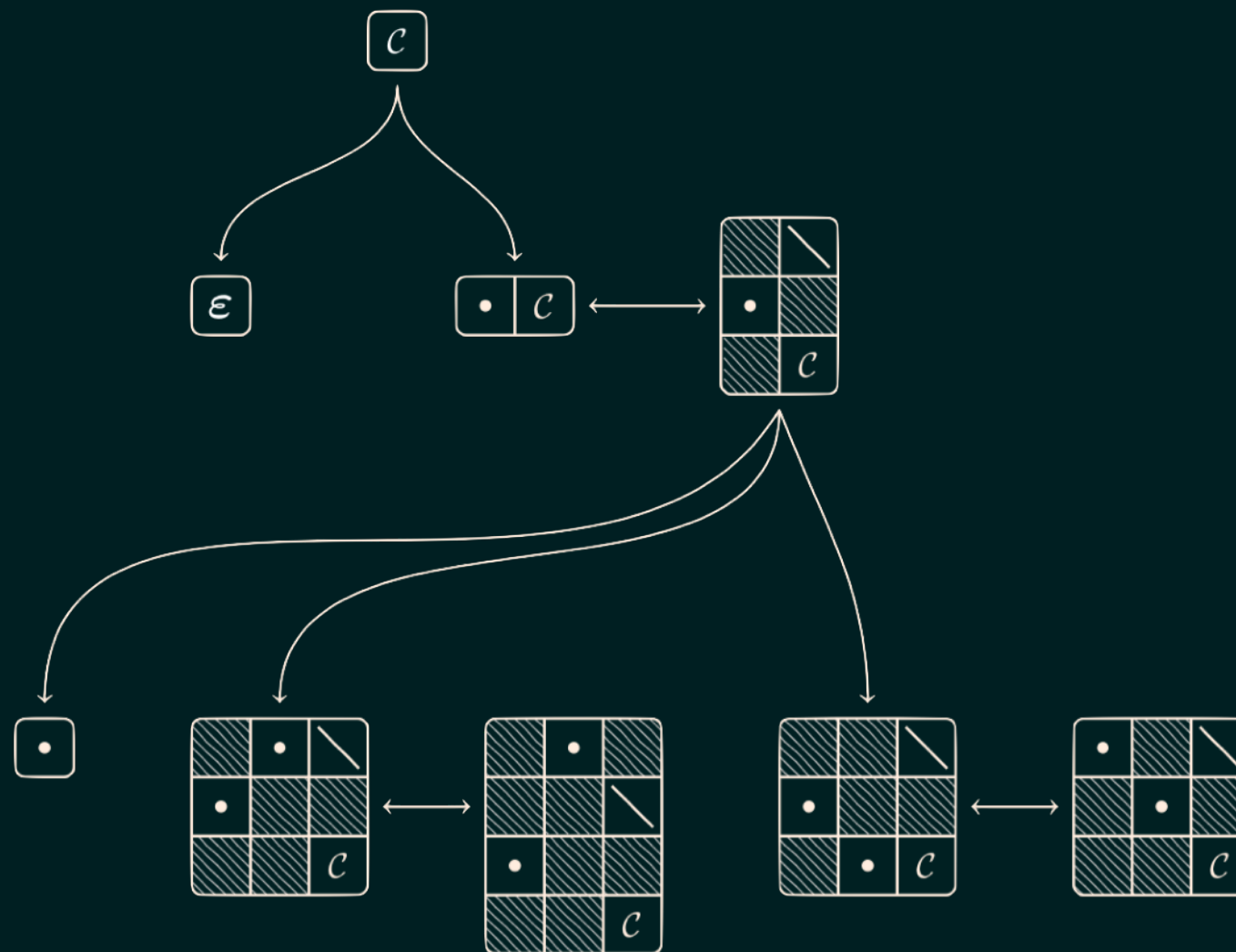


# Combinatorial Exploration

an algorithmic framework  
for enumeration

Jay Pantone  
Marquette University

with:  
Michael Albert  
Christian Bean  
Anders Claesson  
Émile Nadeau  
Henning Ulfarsson



## Extra references:

- preprint: <https://arxiv.org/abs/2202.07715>
- Longer talk specifically about Combinatorial Exploration (domain-agnostic): <https://vimeo.com/687277242>
- PermPAL: <https://permpal.com/>

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*[Submitted on 15 Feb 2022]*

# Combinatorial Exploration: An algorithmic framework for enumeration

[Michael H. Albert](#), [Christian Bean](#), [Anders Claesson](#), [Émile Nadeau](#), [Jay Pantone](#), [Henning Ulfarsson](#)

Combinatorial Exploration is a new domain-agnostic algorithmic framework to automatically and rigorously study the structure of combinatorial objects and derive their counting sequences and generating functions. We describe how it works and provide an open-source Python implementation. As a prerequisite, we build up a new theoretical foundation for combinatorial decomposition strategies and combinatorial specifications. We then apply Combinatorial Exploration to the domain of permutation patterns, to great effect. We rederive hundreds of results in the literature in a uniform manner and prove many new ones. These results can be found in a new public database, the Permutation Pattern Avoidance Library (PermPAL) at [this https URL](#). Finally, we give three additional proofs-of-concept, showing examples of how Combinatorial Exploration can prove results in the domains of alternating sign matrices, polyominoes, and set partitions.

Subjects: **Combinatorics (math.CO)**

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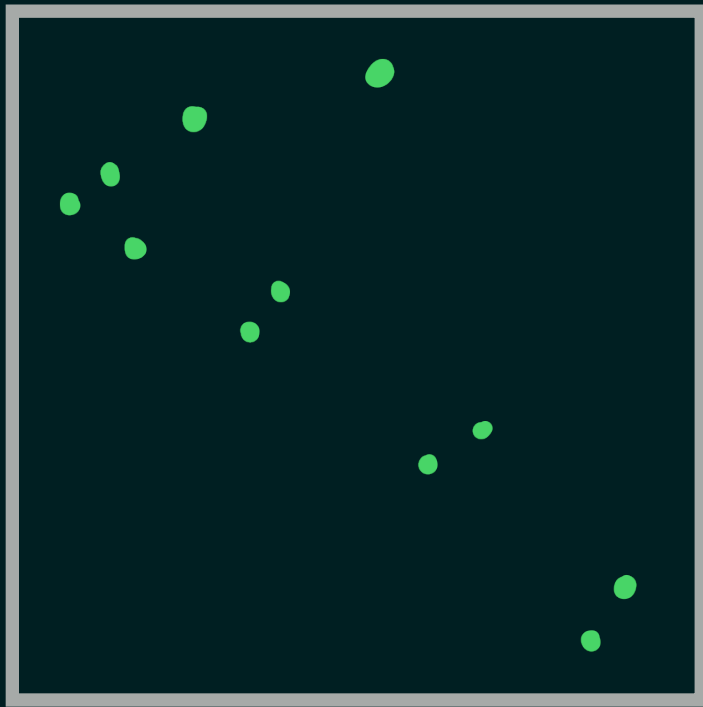
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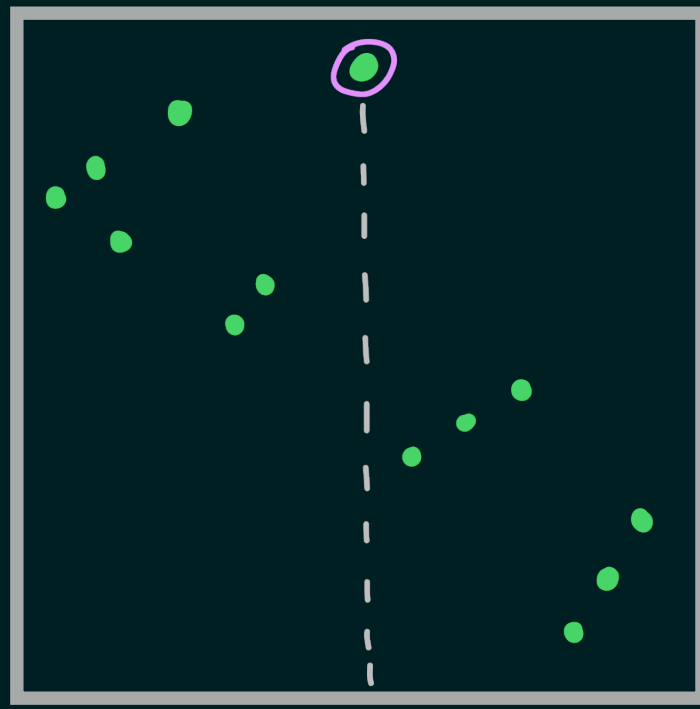
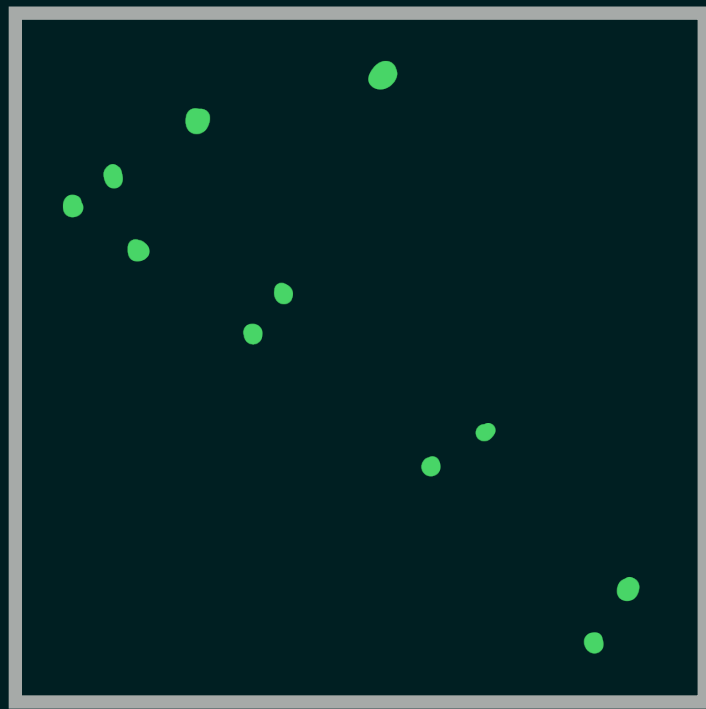




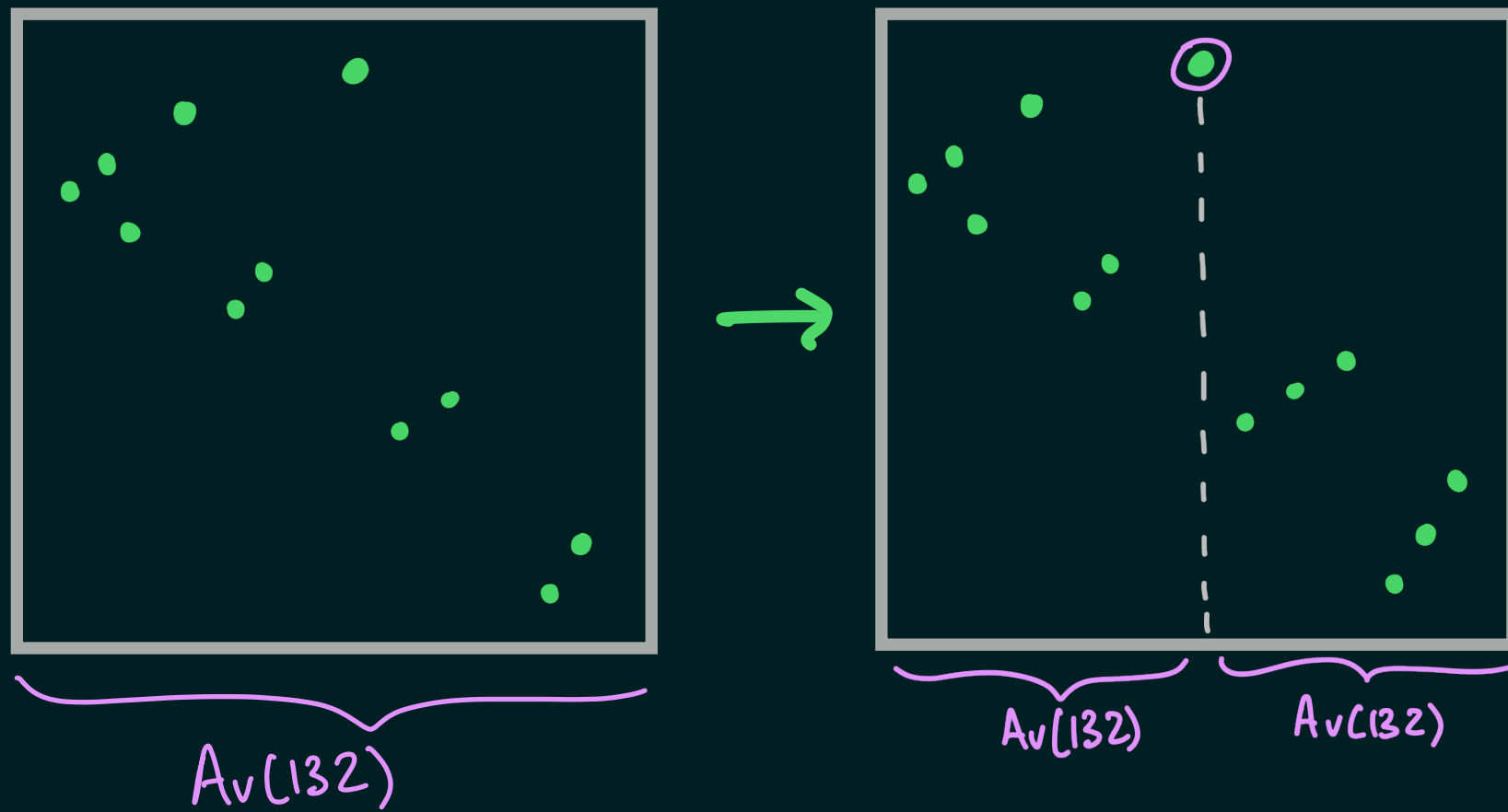


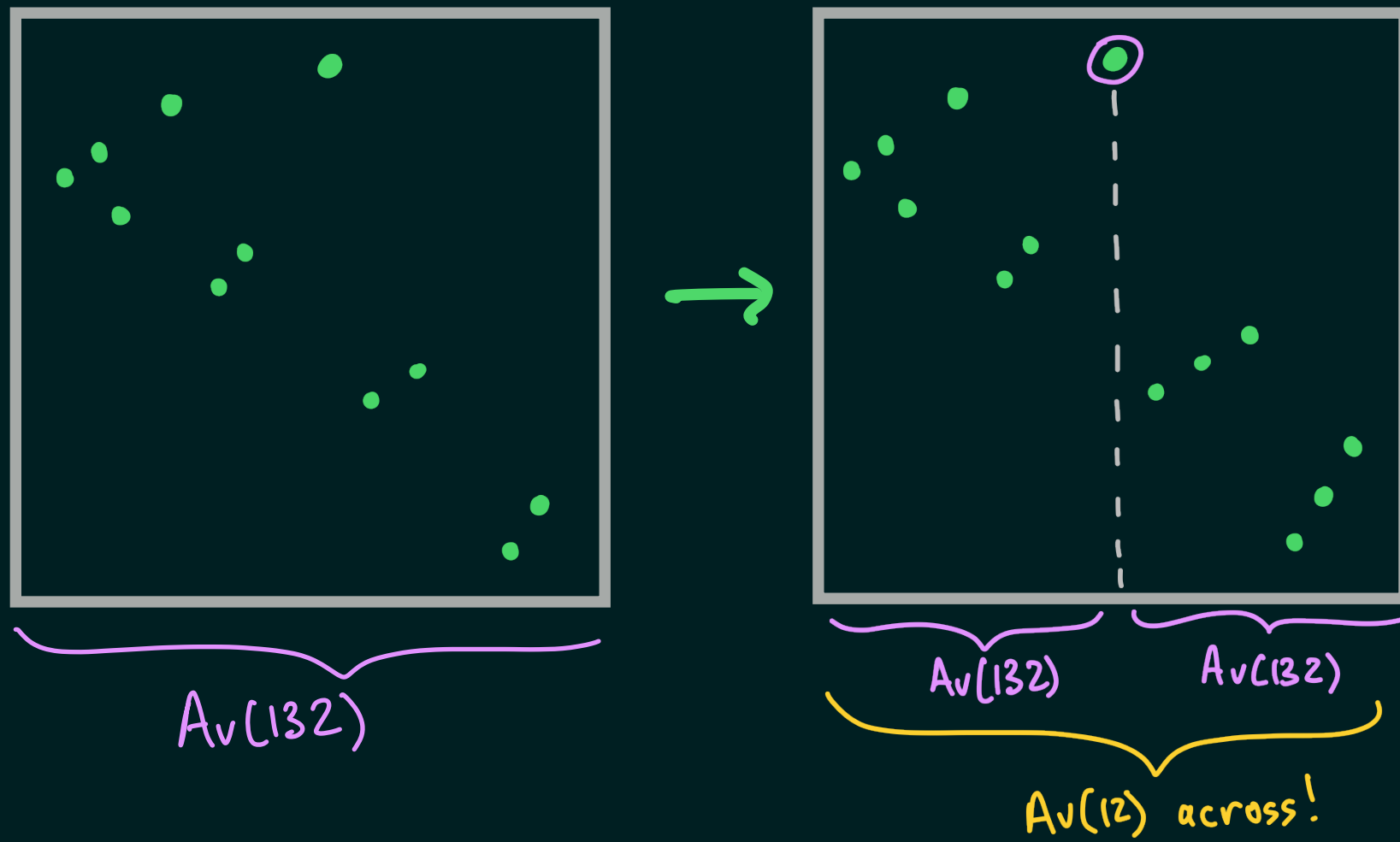


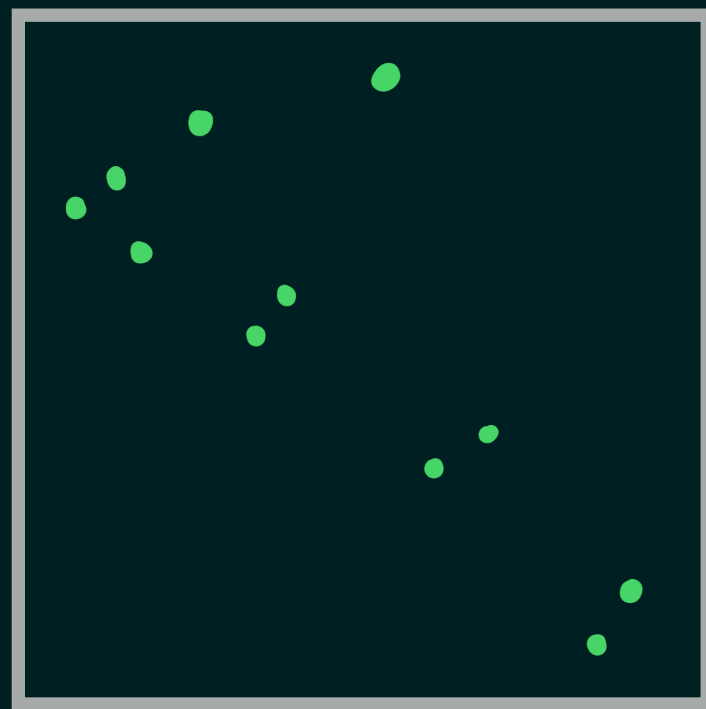
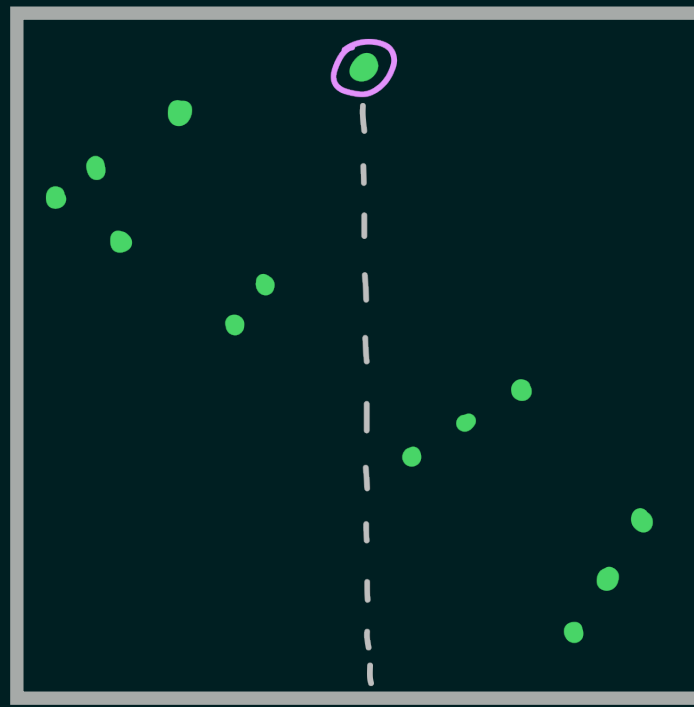
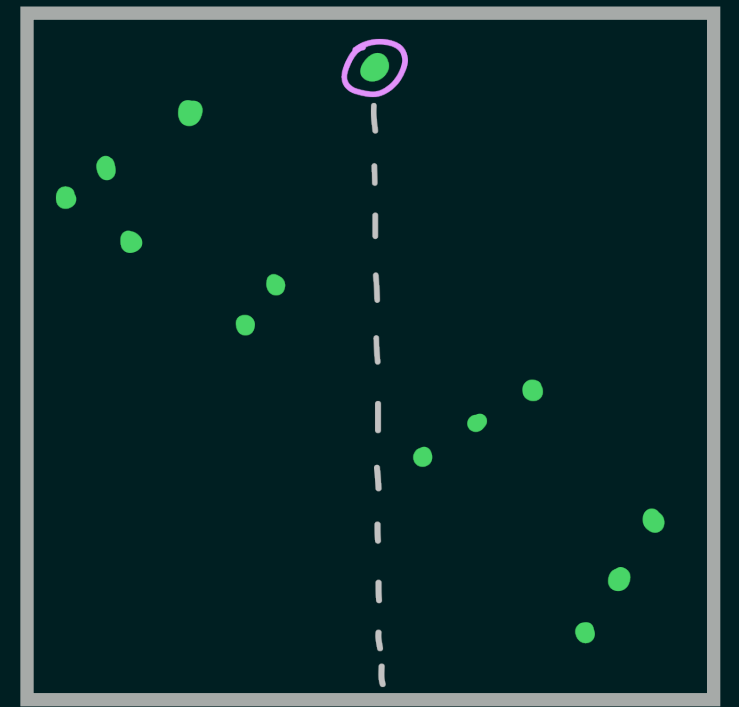
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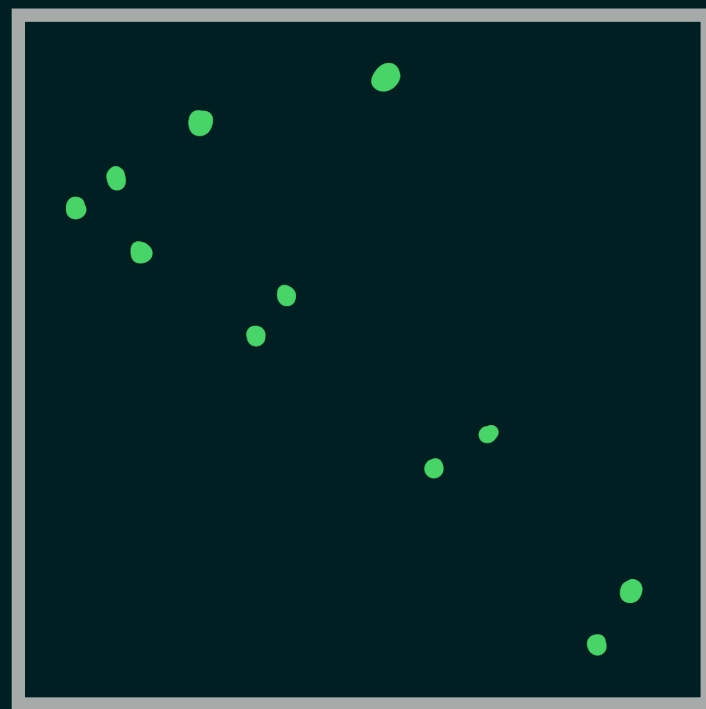
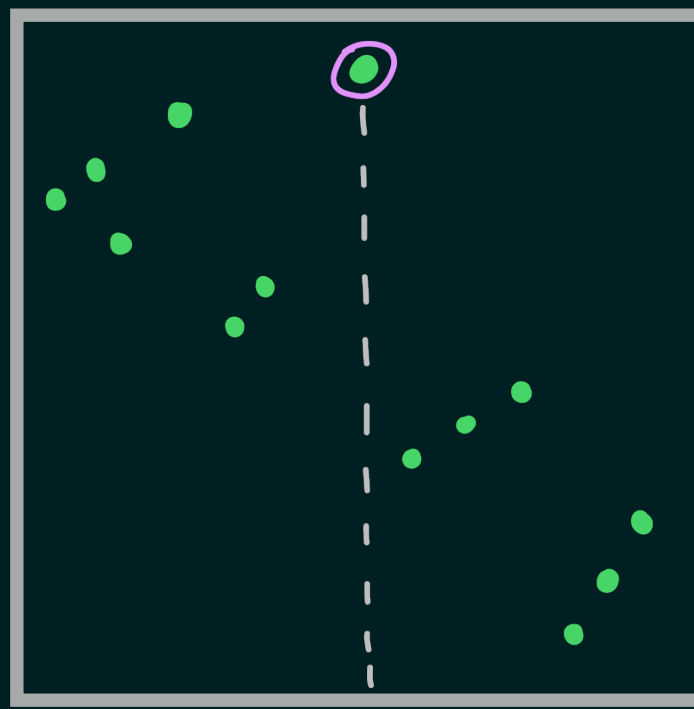
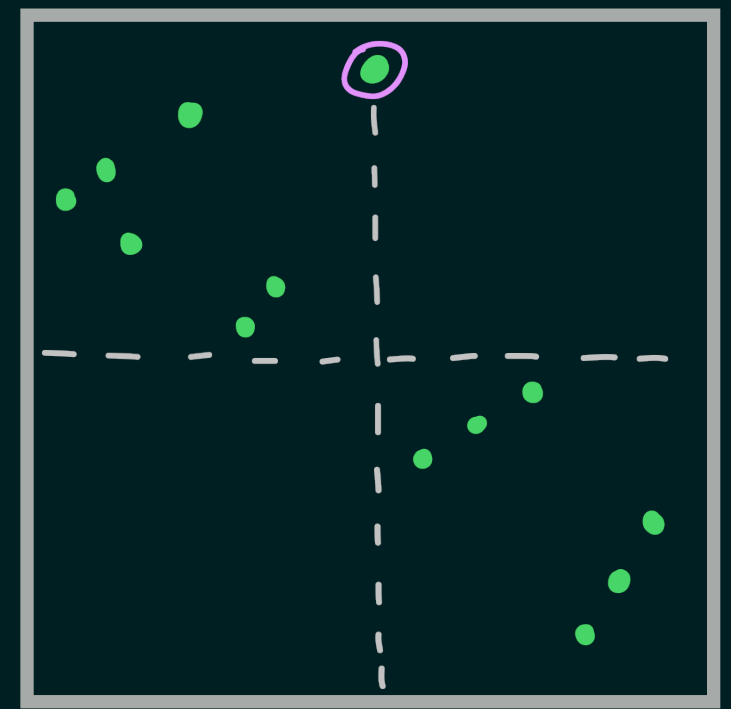
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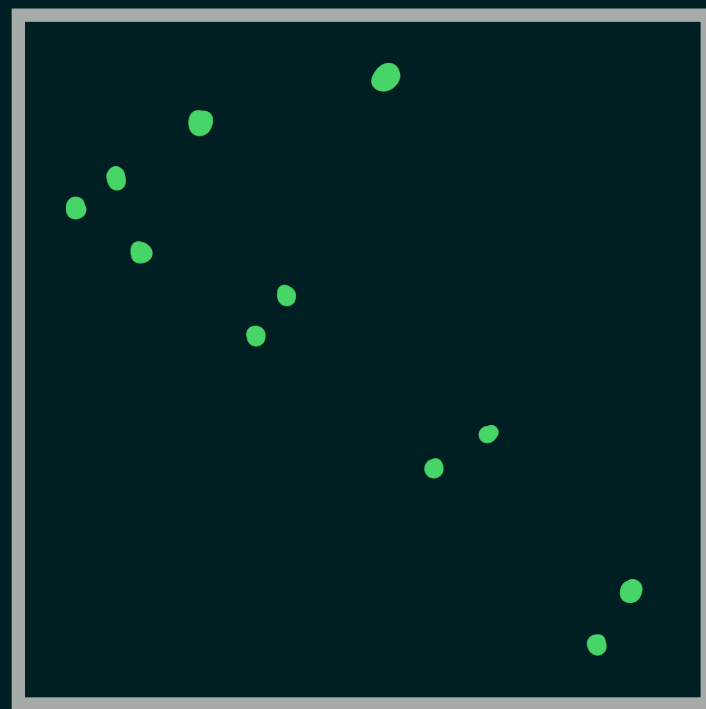
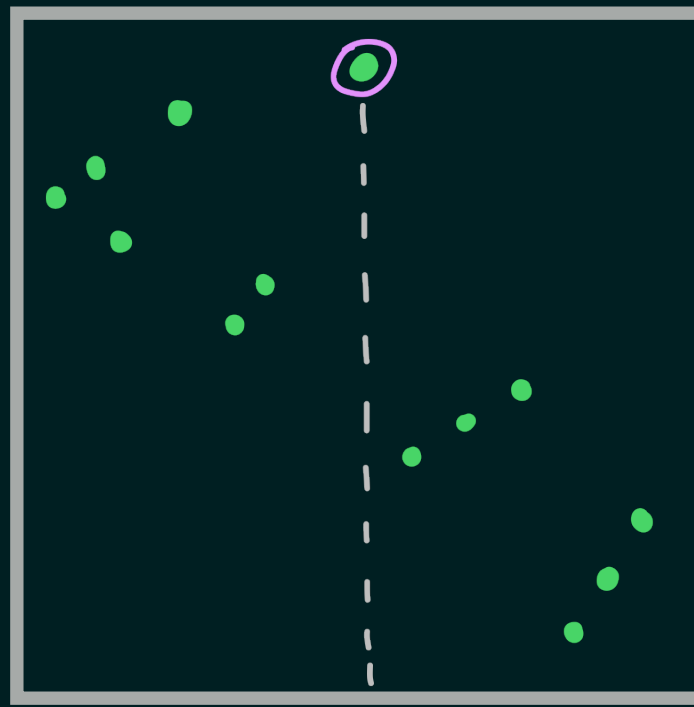
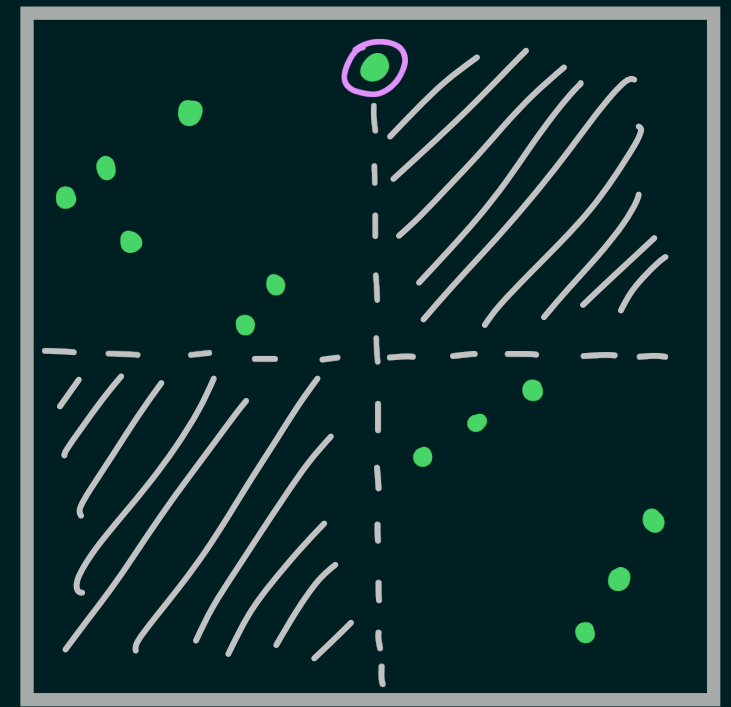


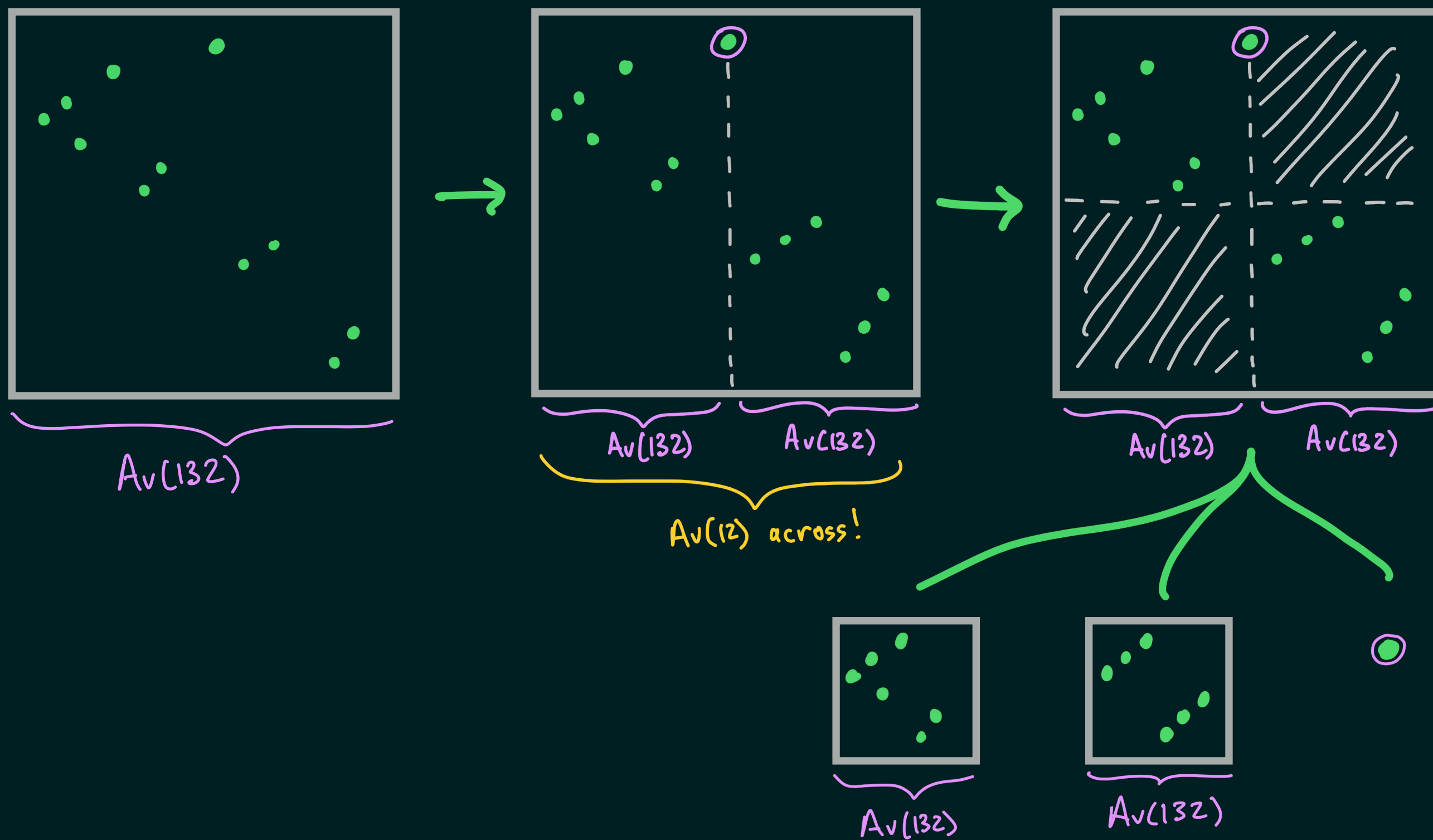


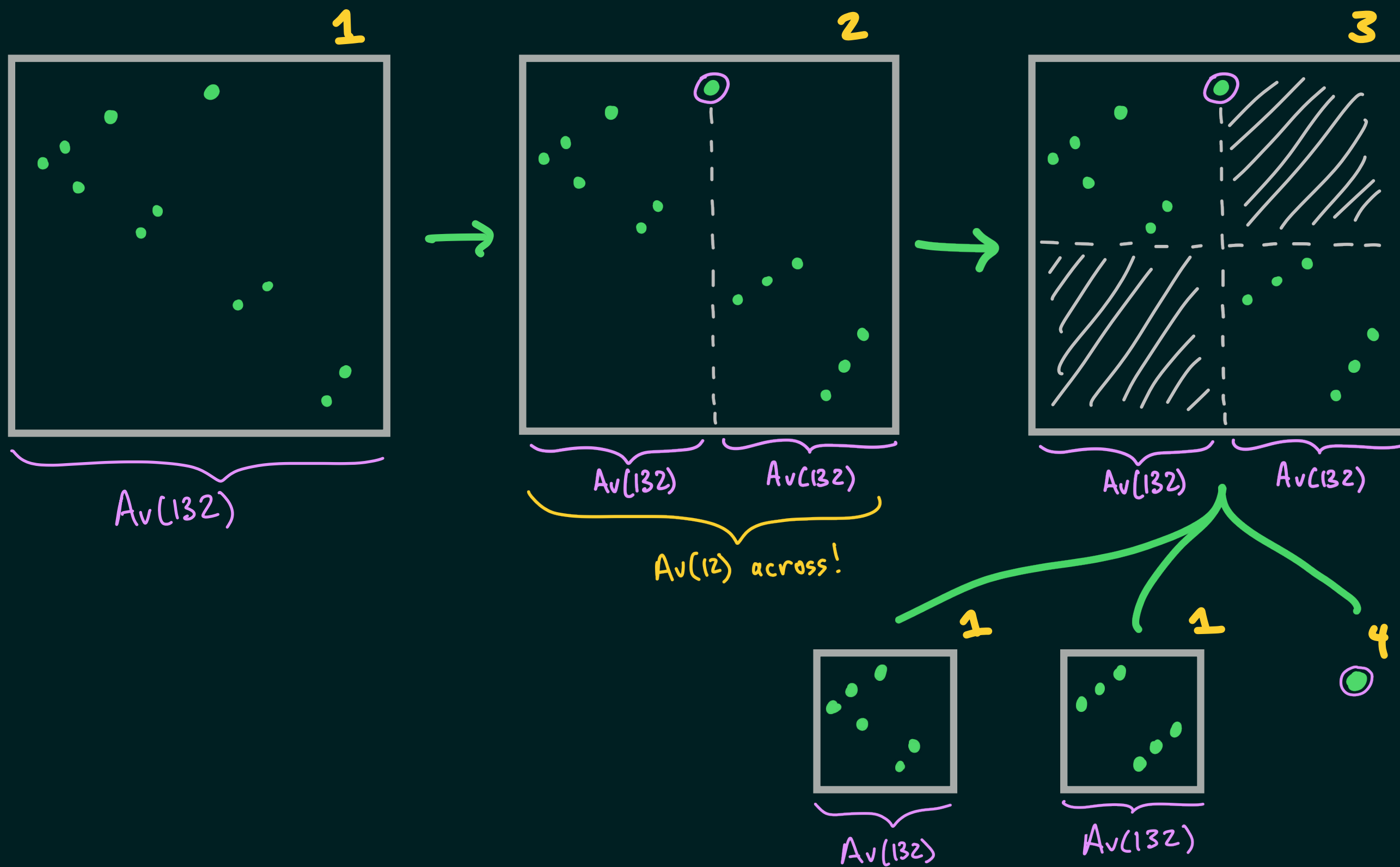
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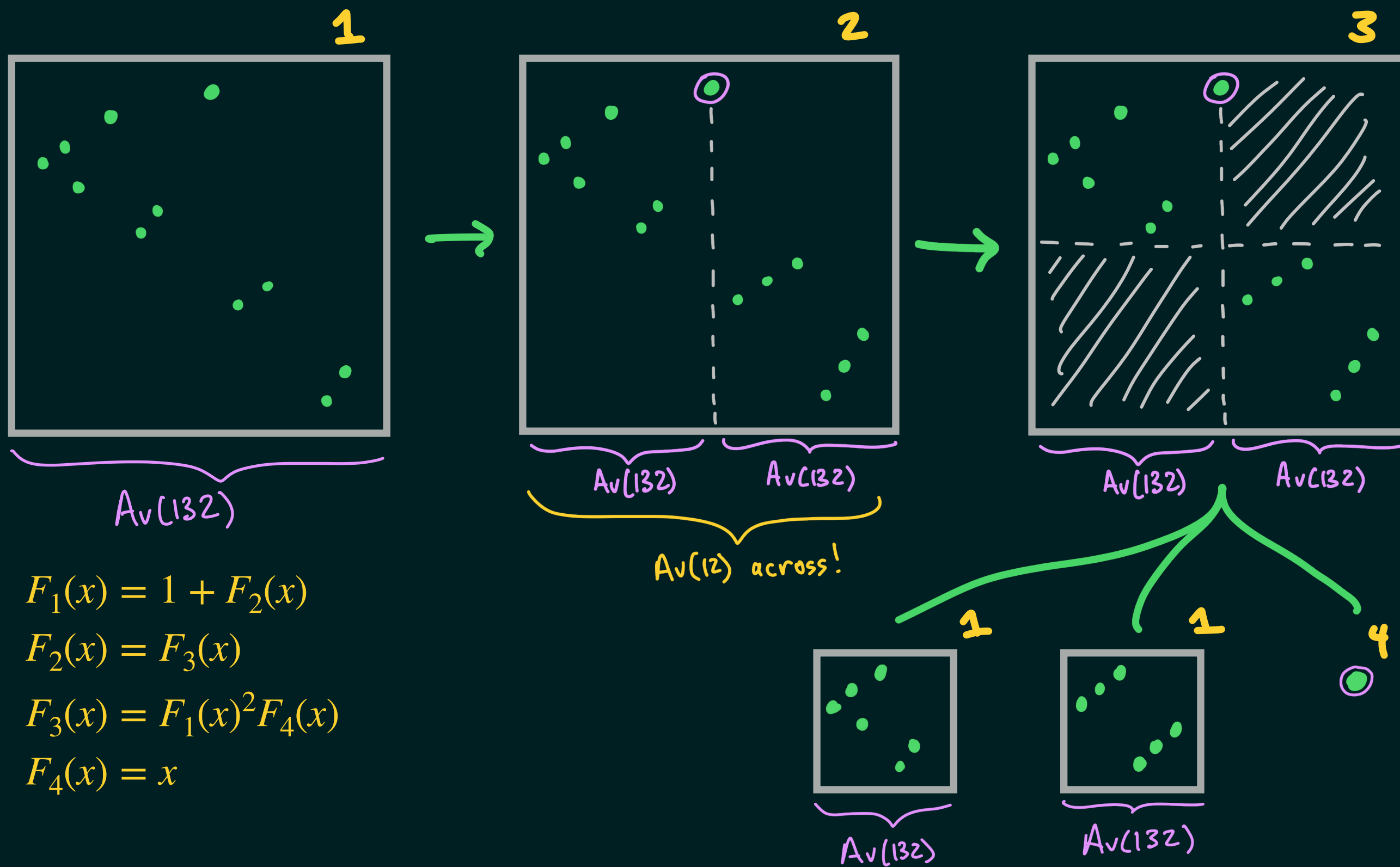


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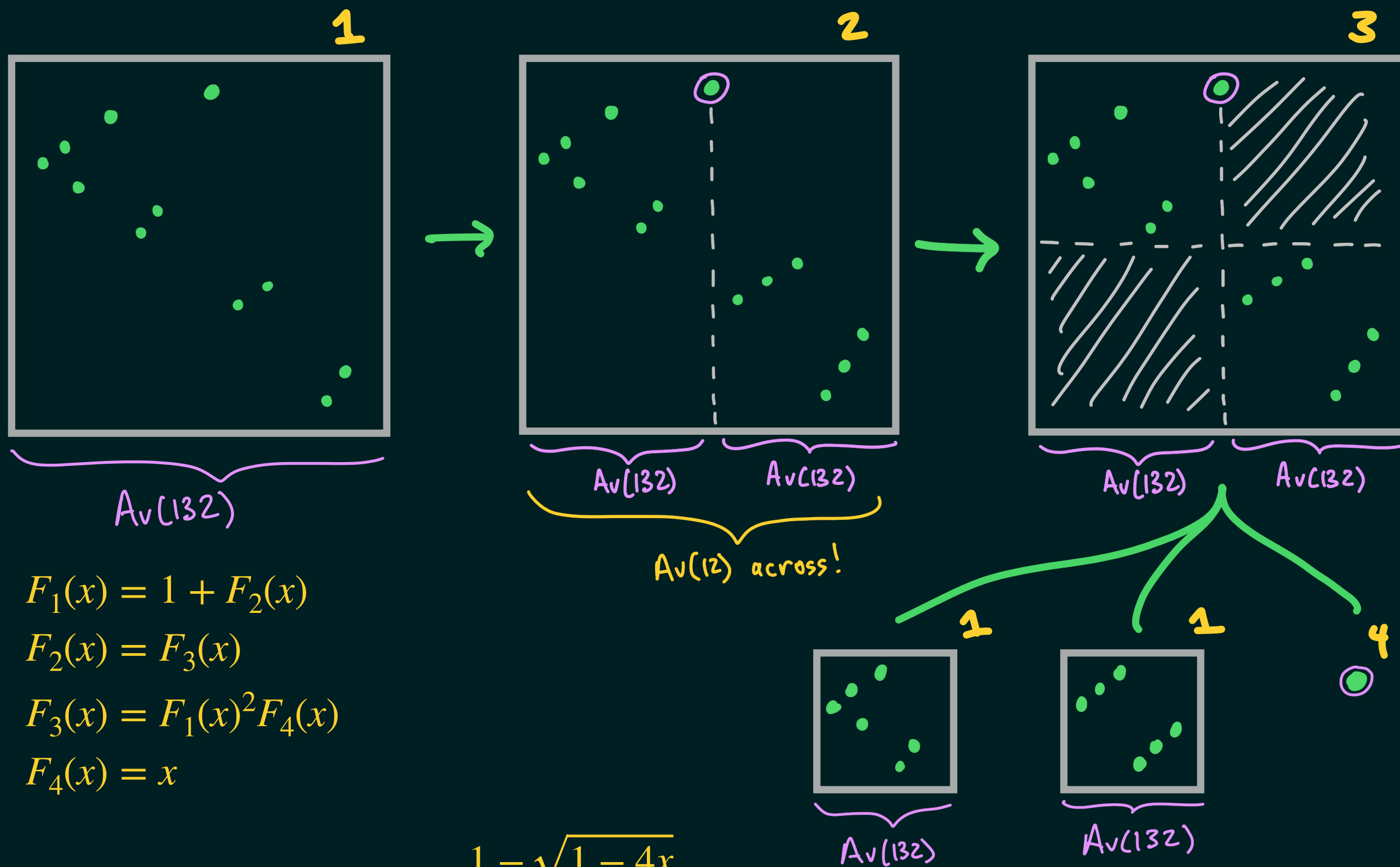
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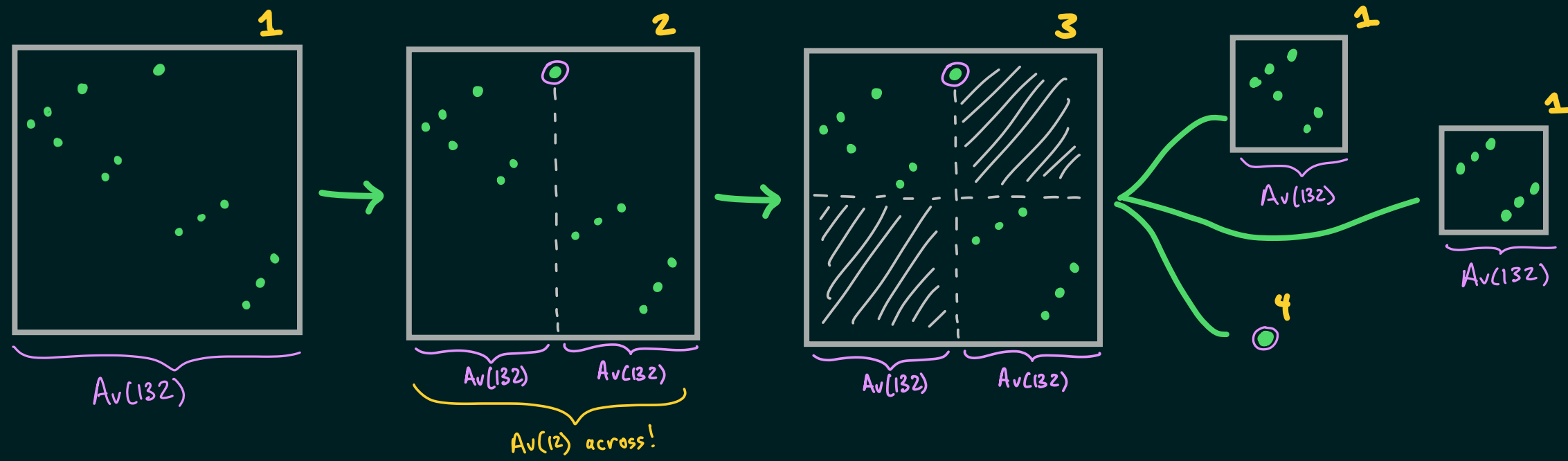
$$F_1(x) = 1 + F_2(x)$$

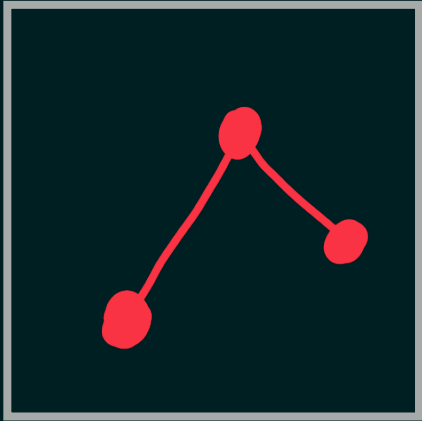
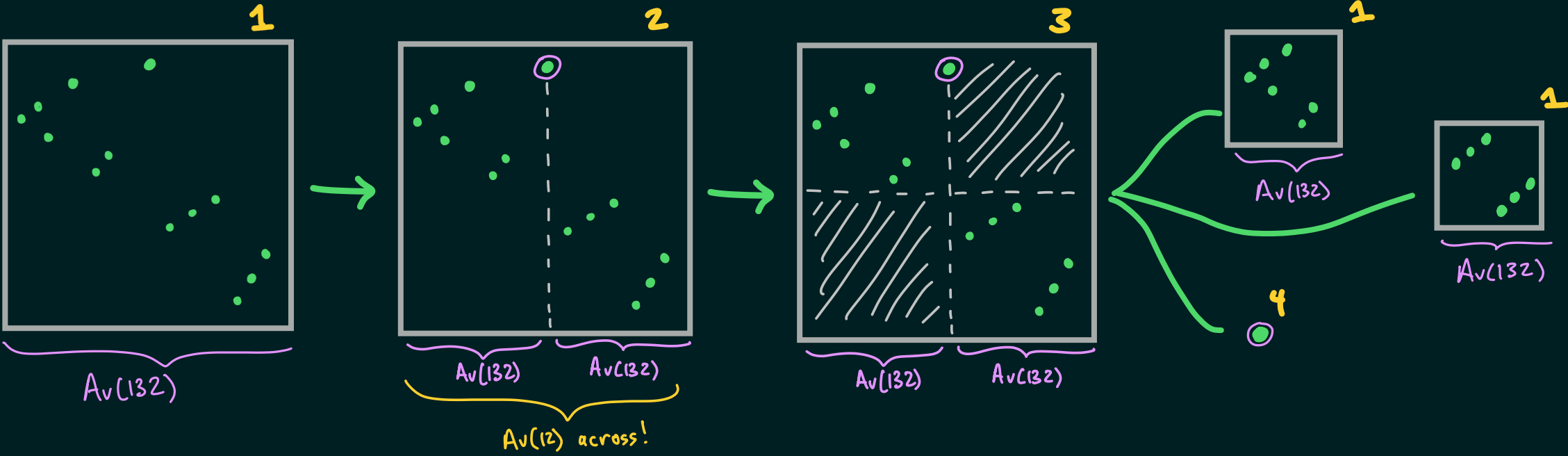
$$F_2(x) = F_3(x)$$

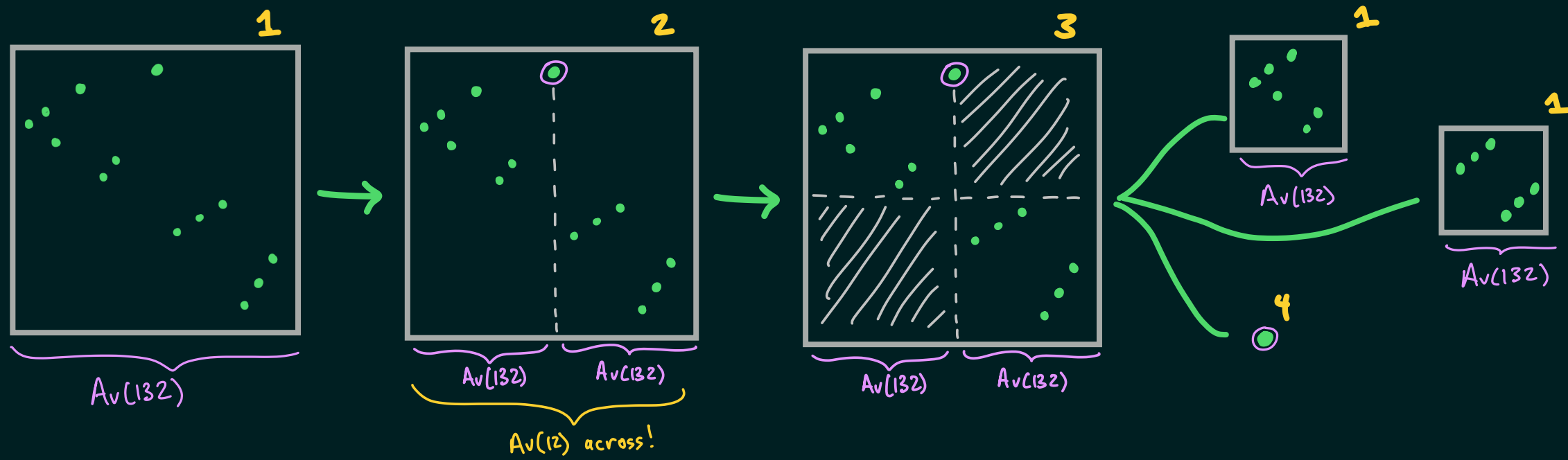
$$F_3(x) = F_1(x)^2 F_4(x)$$

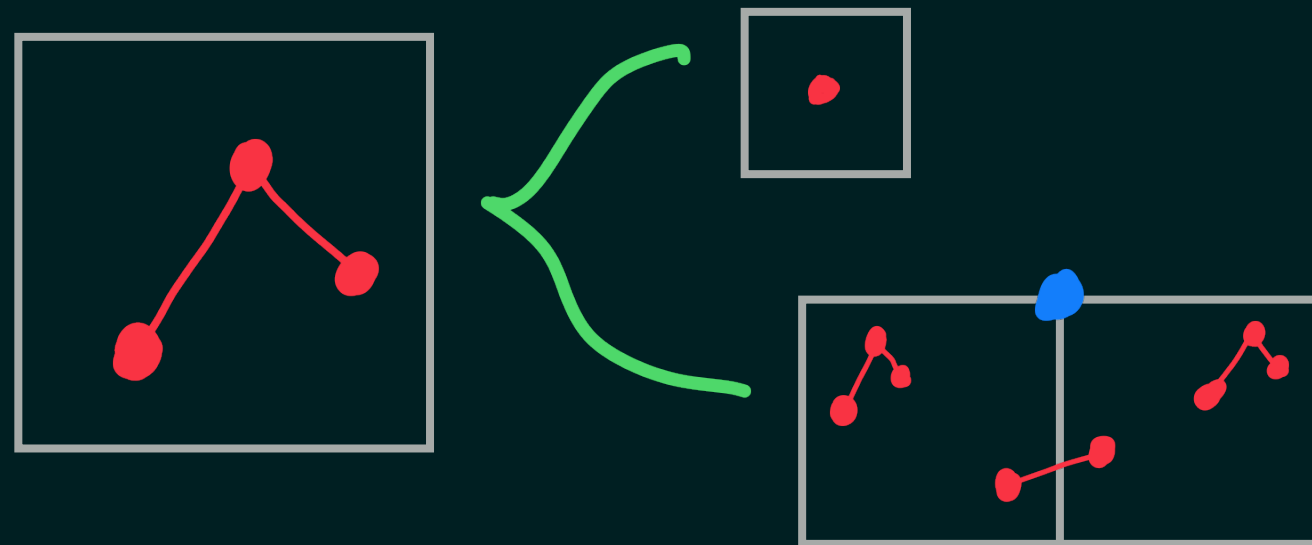
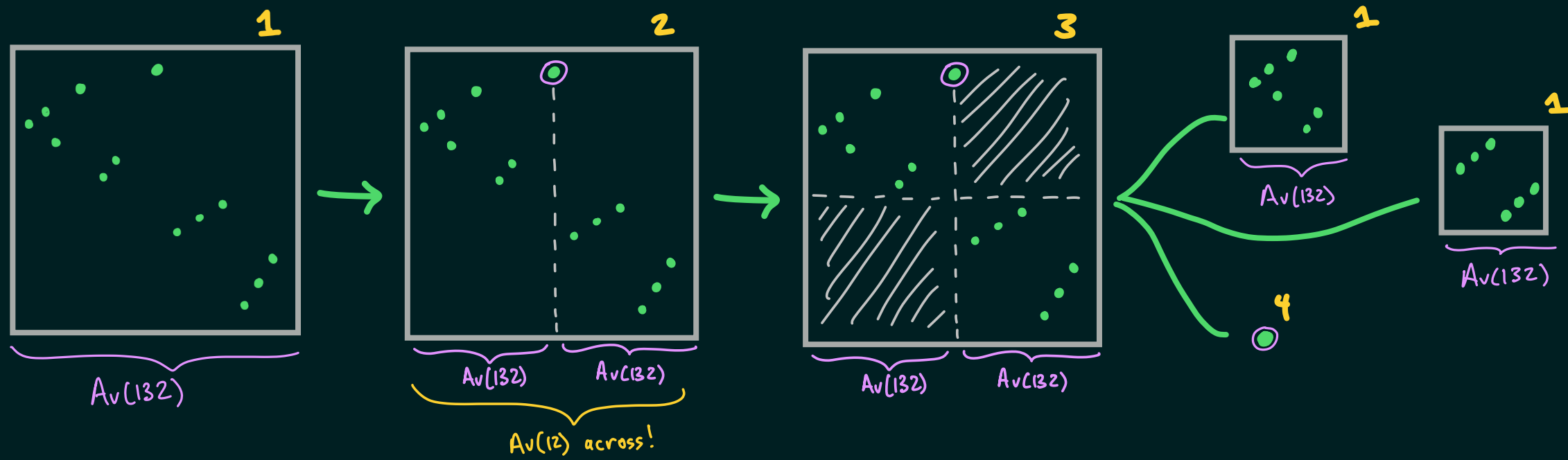
$$F_4(x) = x$$

$$F_1(x) = \frac{1 - \sqrt{1 - 4x}}{2x}$$

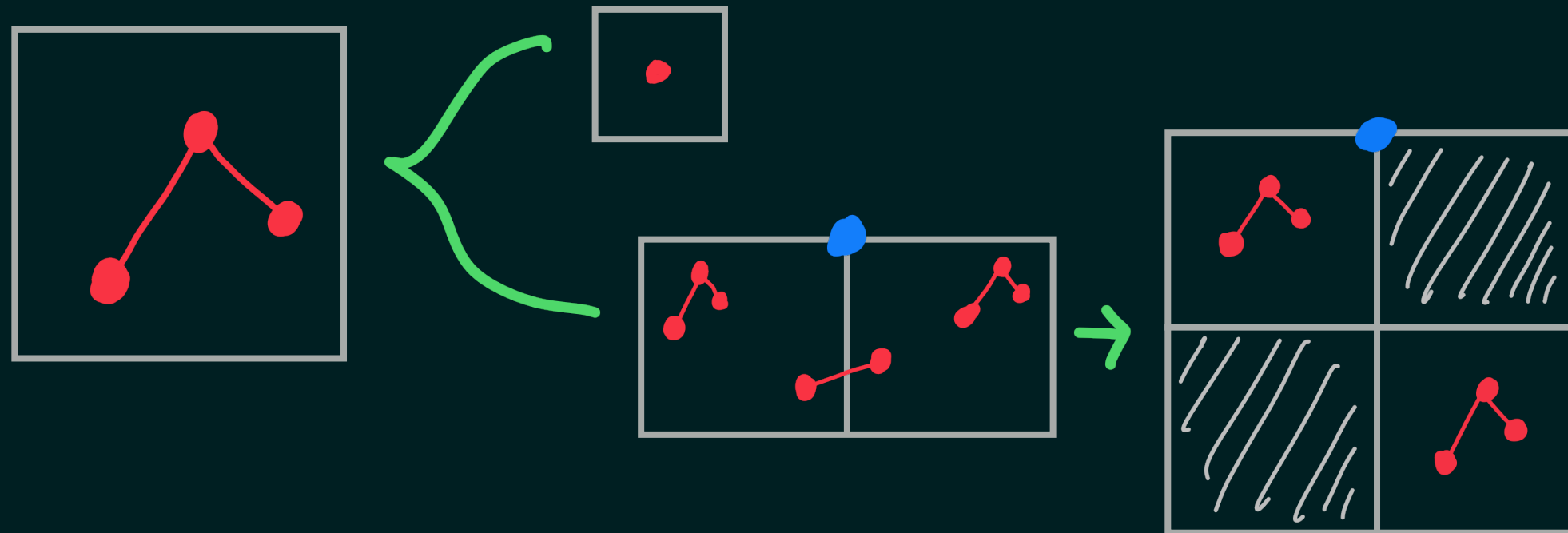
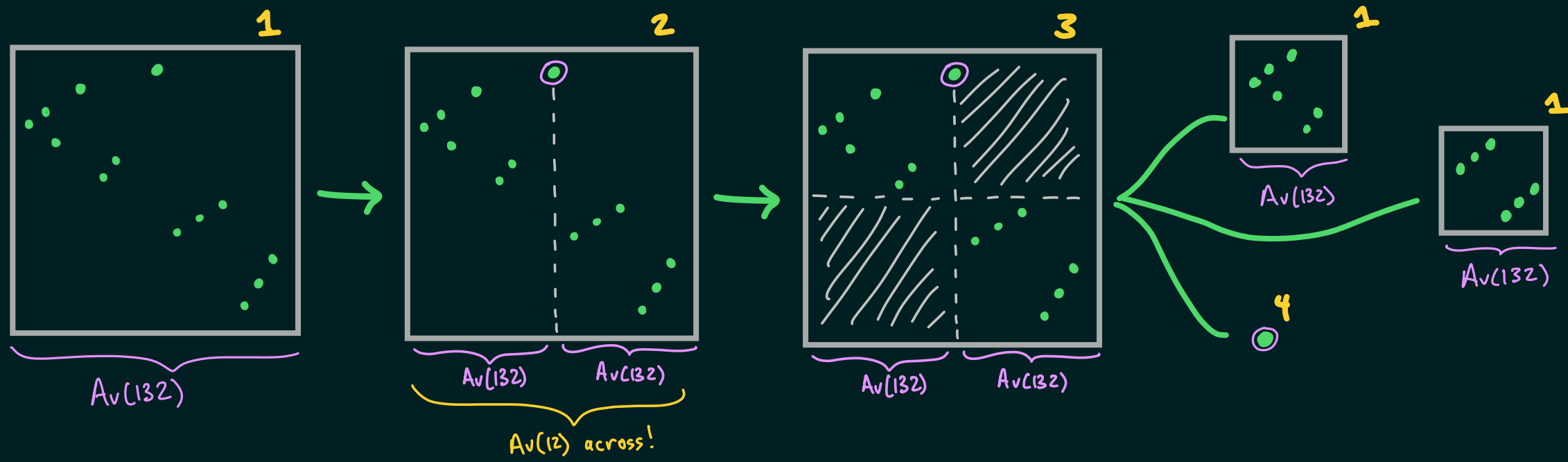


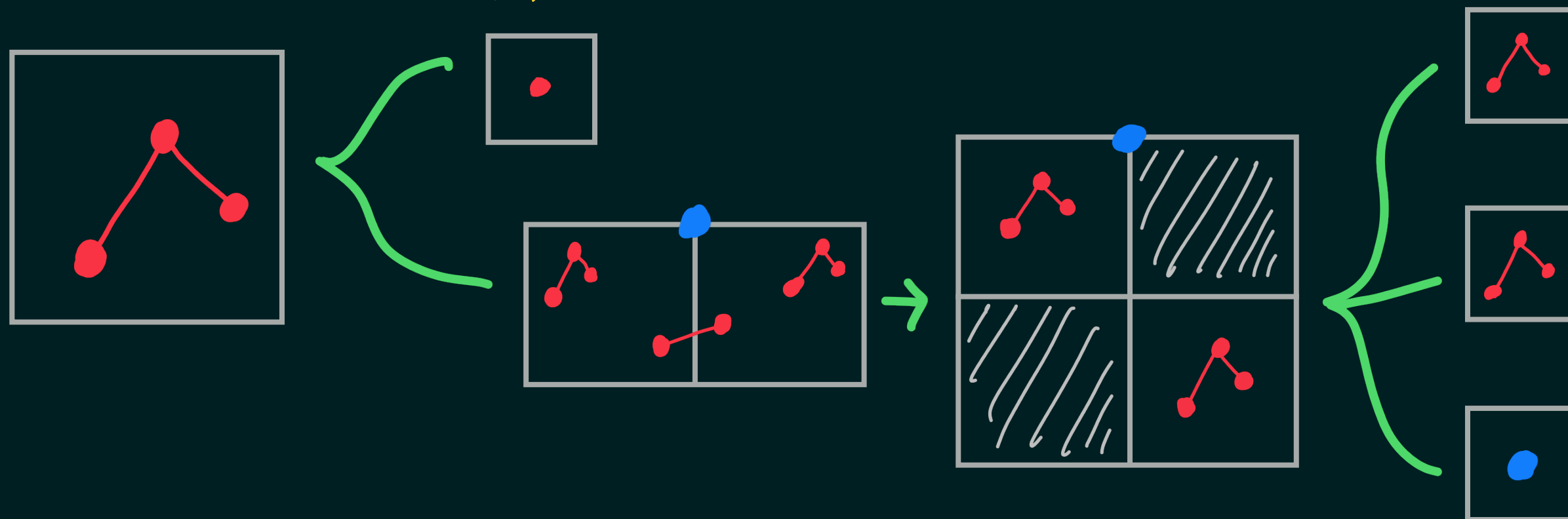
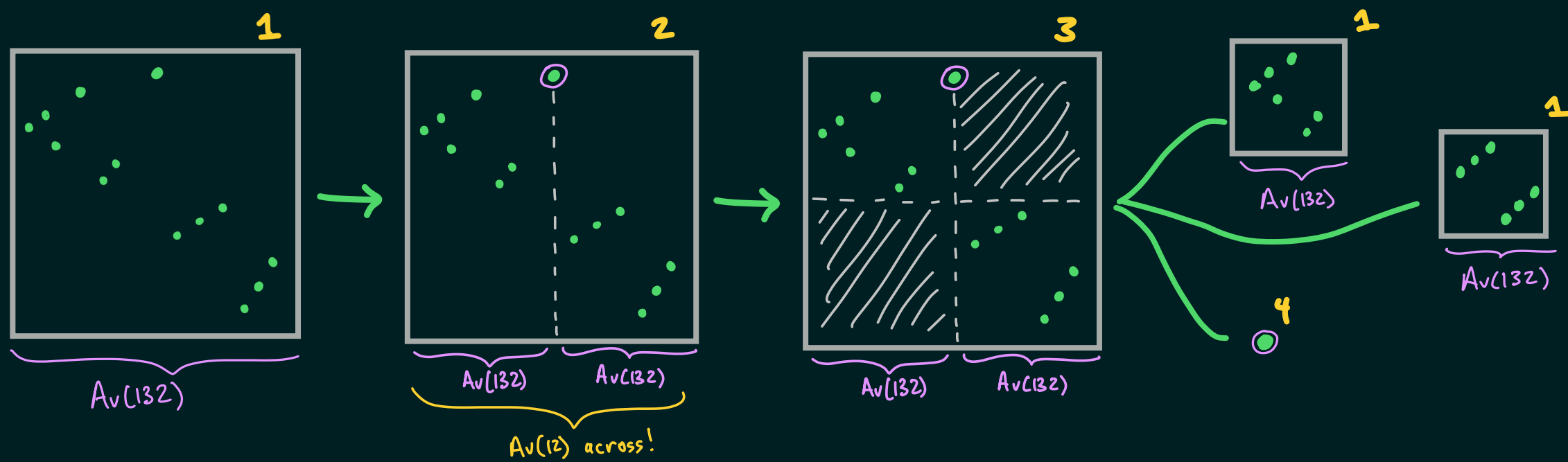


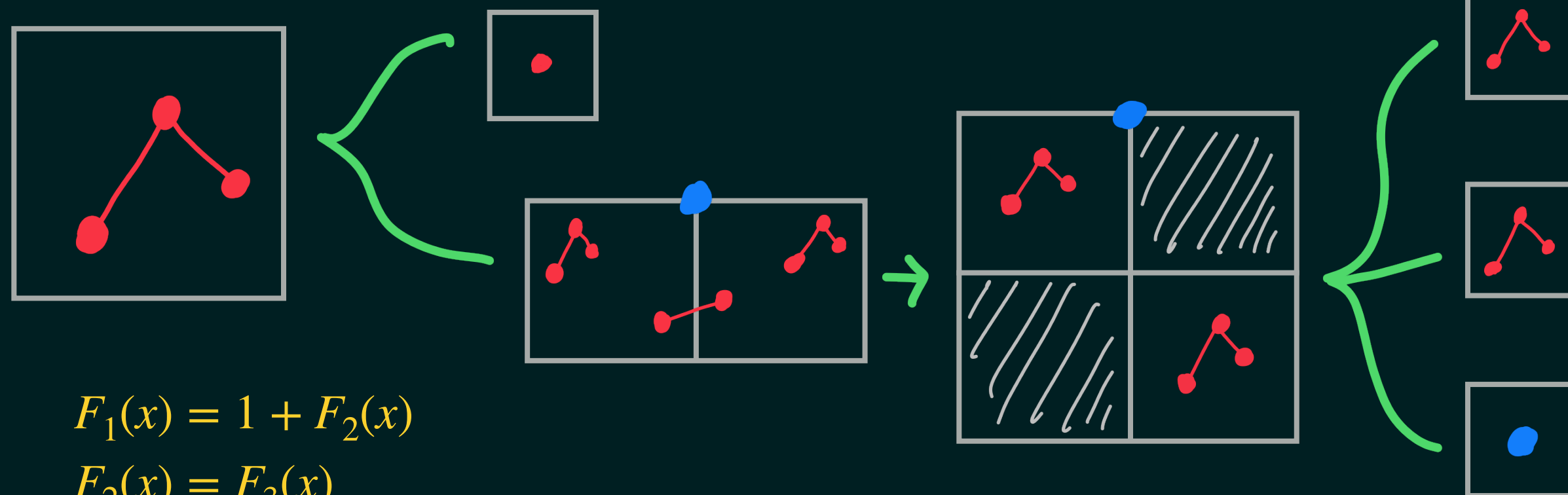
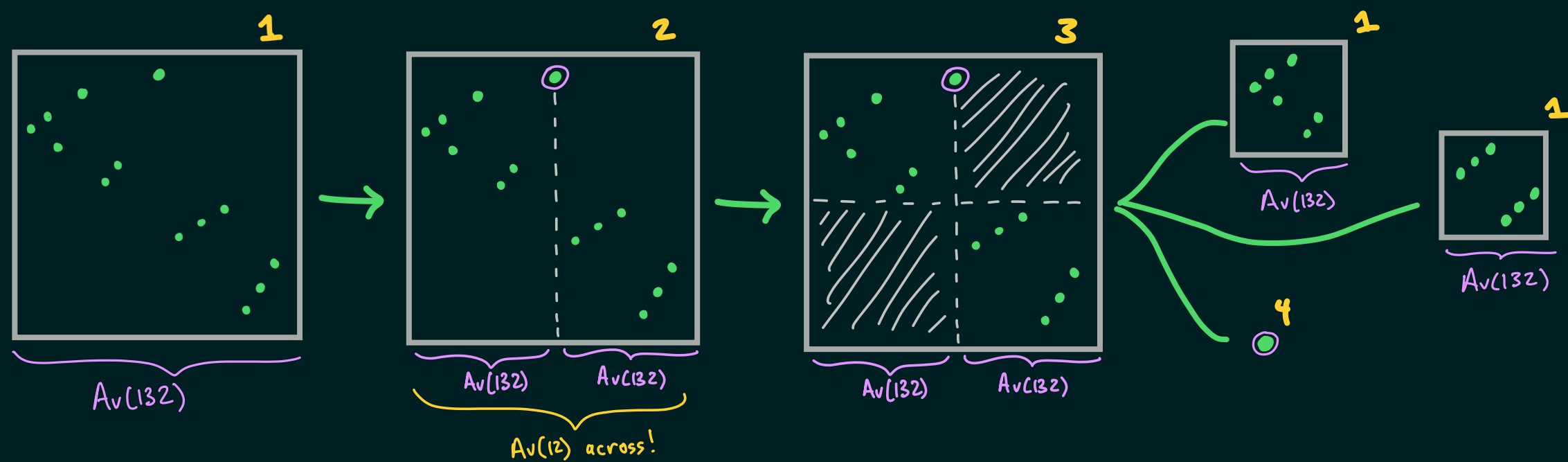












$$F_1(x) = 1 + F_2(x)$$

$$F_2(x) = F_3(x)$$

$$F_3(x) = F_1(x)^2 F_4(x)$$

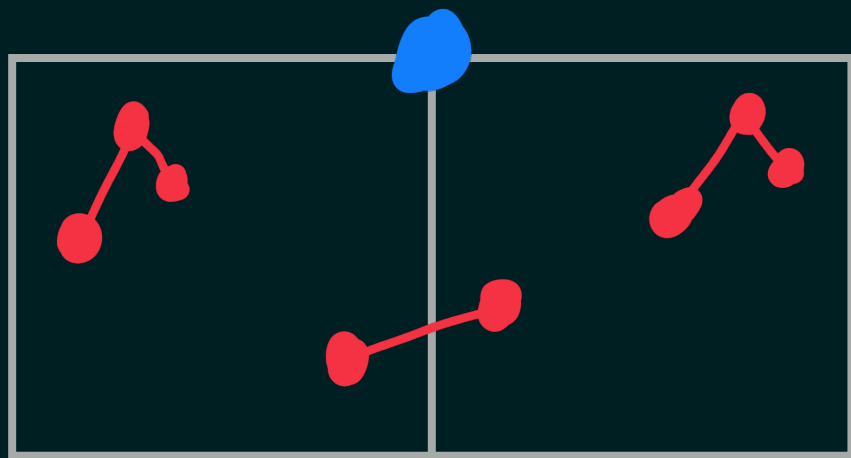
$$F_4(x) = x$$

$$F_1(x) = \frac{1 - \sqrt{1 - 4x}}{2x}$$

We call this a *tiling*.

It represents the set of permutations (really, a set of gridded permutations) that you can draw on top of the picture such that you

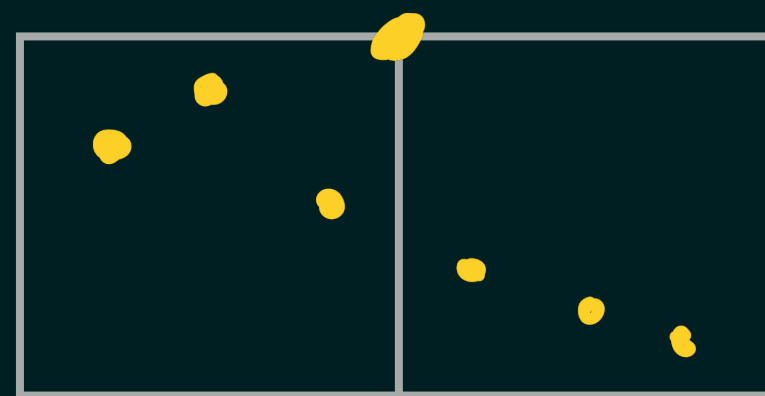
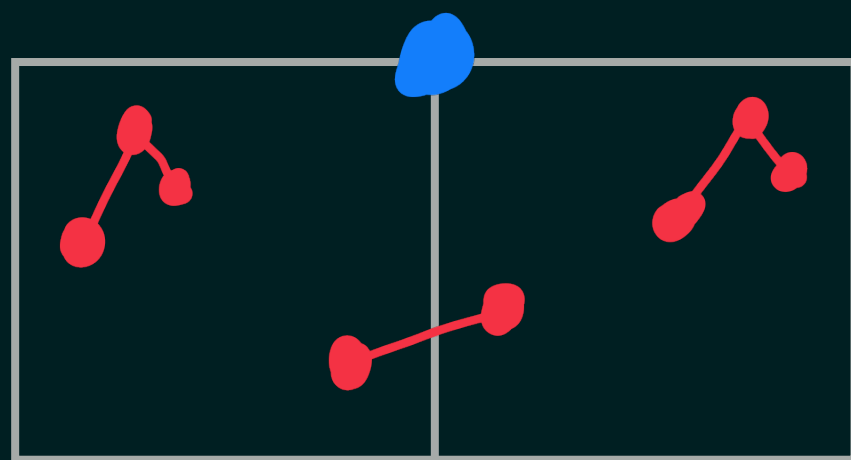
- ▶ Don't make any of the red things ("obstructions")
- ▶ Do make every blue thing ("requirements")



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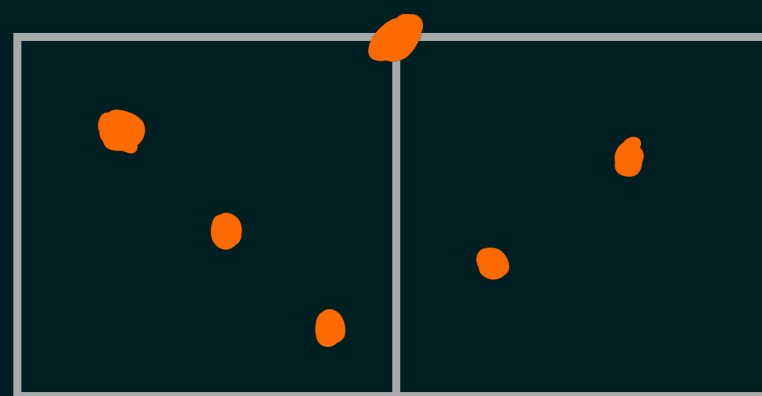
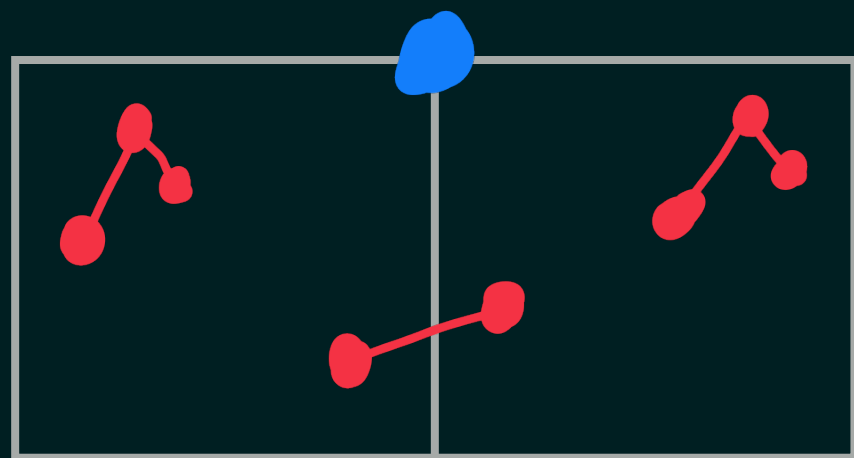
5 6 4 7 3 2 1



We call this a *tiling*.

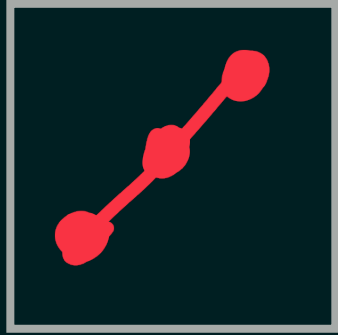
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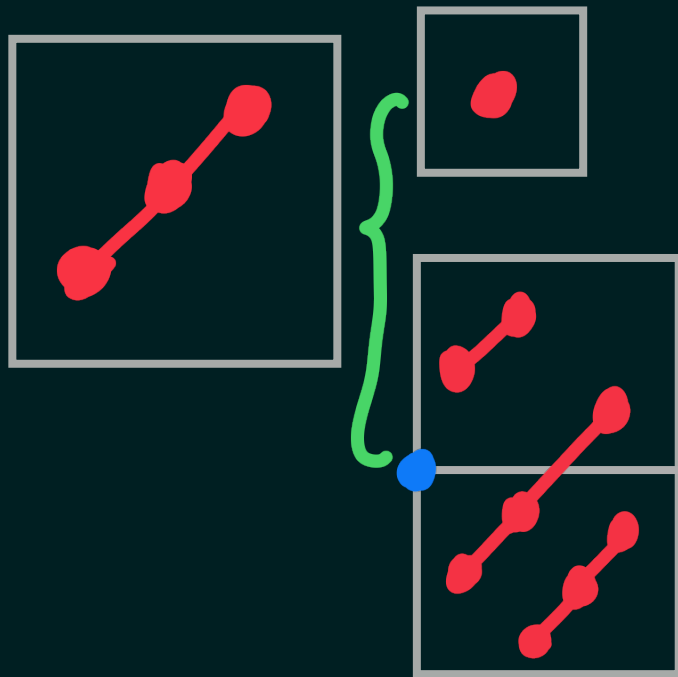
- ▶ Don't make any of the red things ("obstructions")
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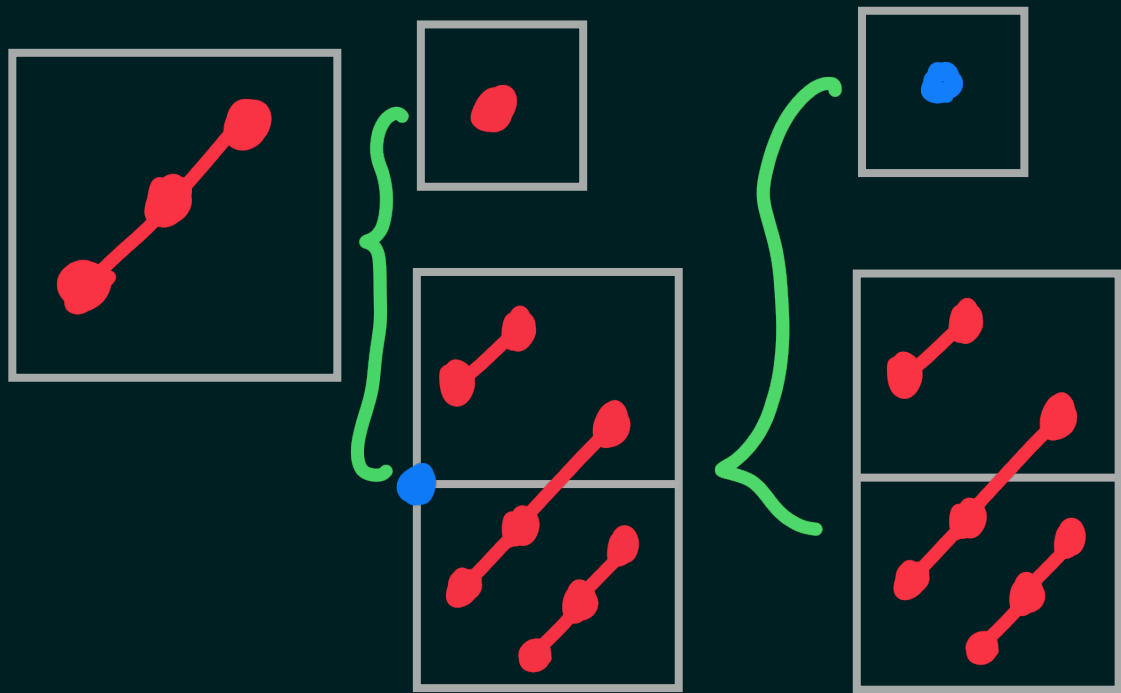


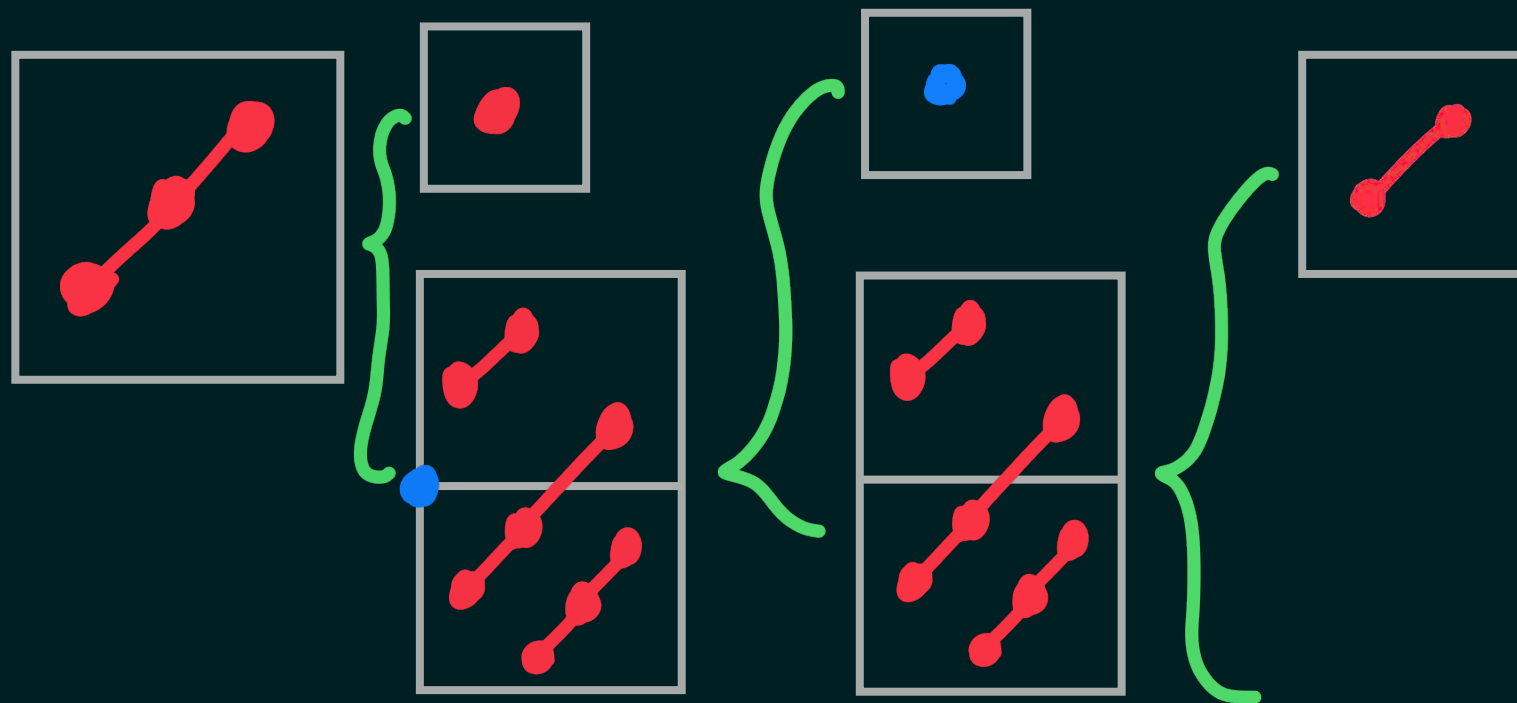
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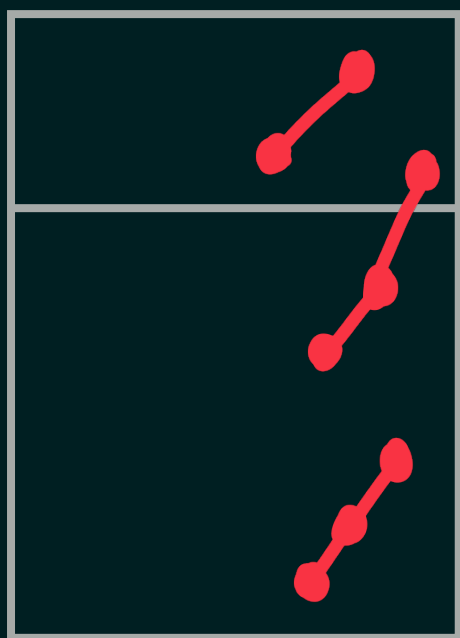
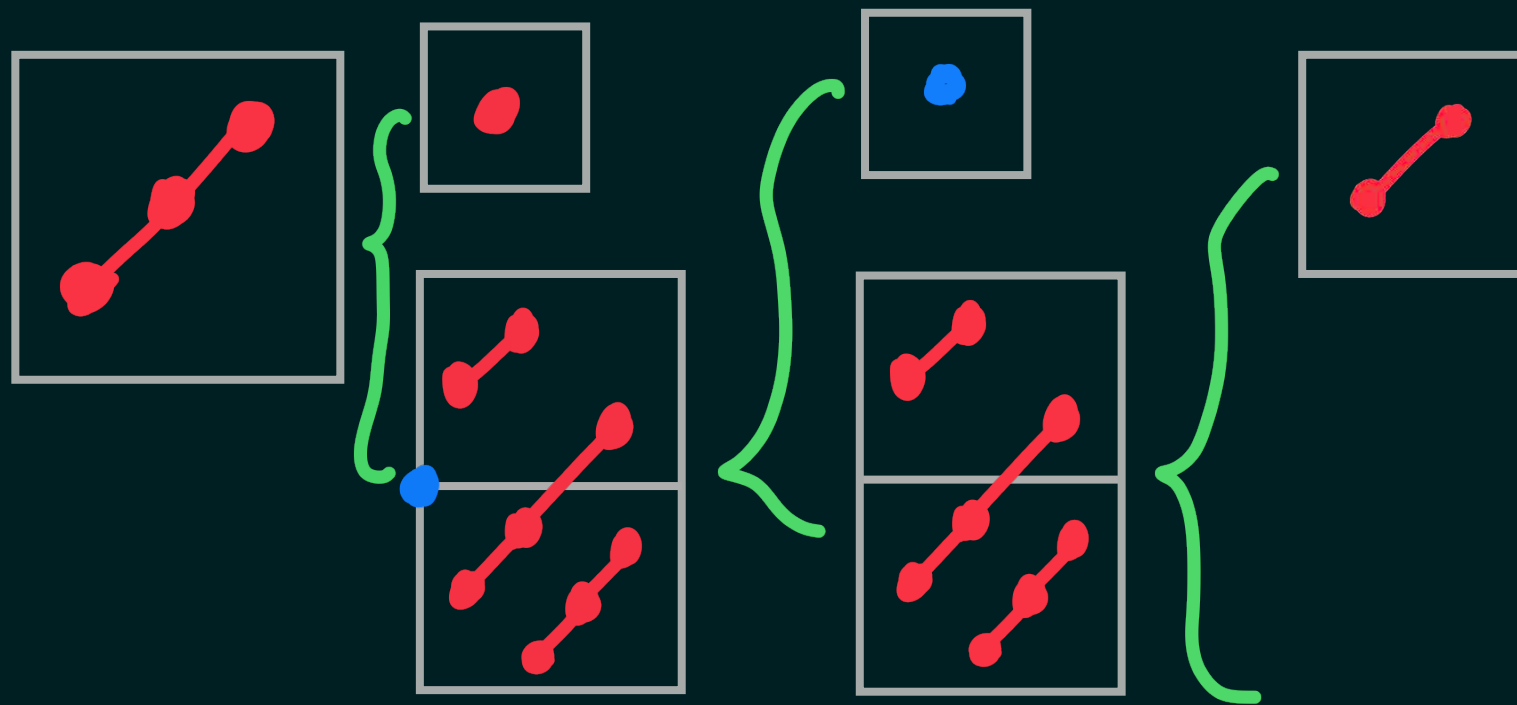


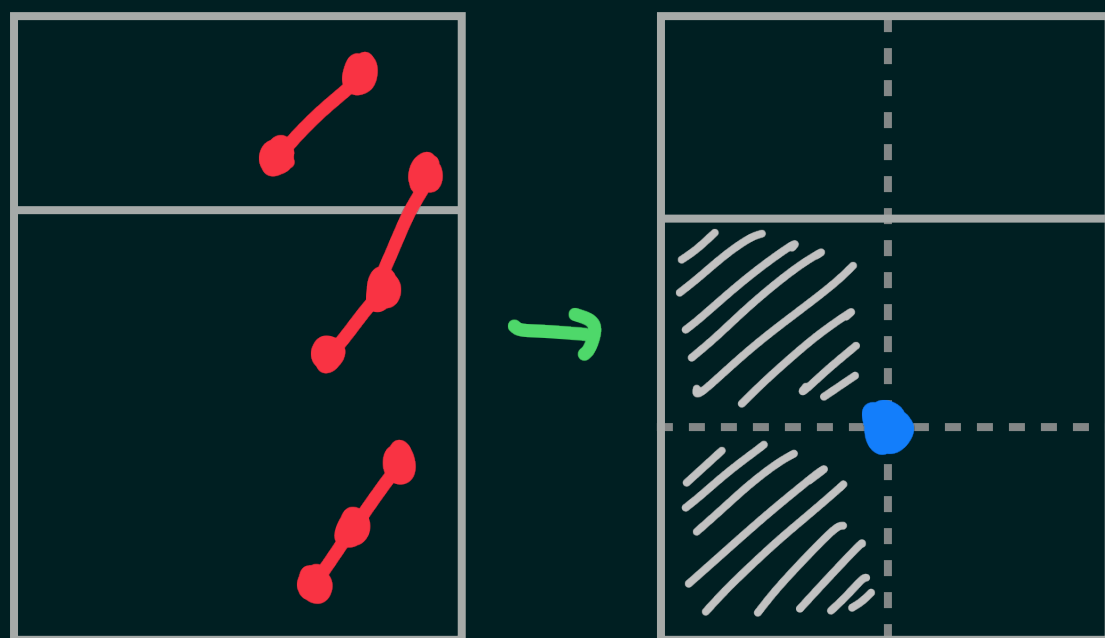
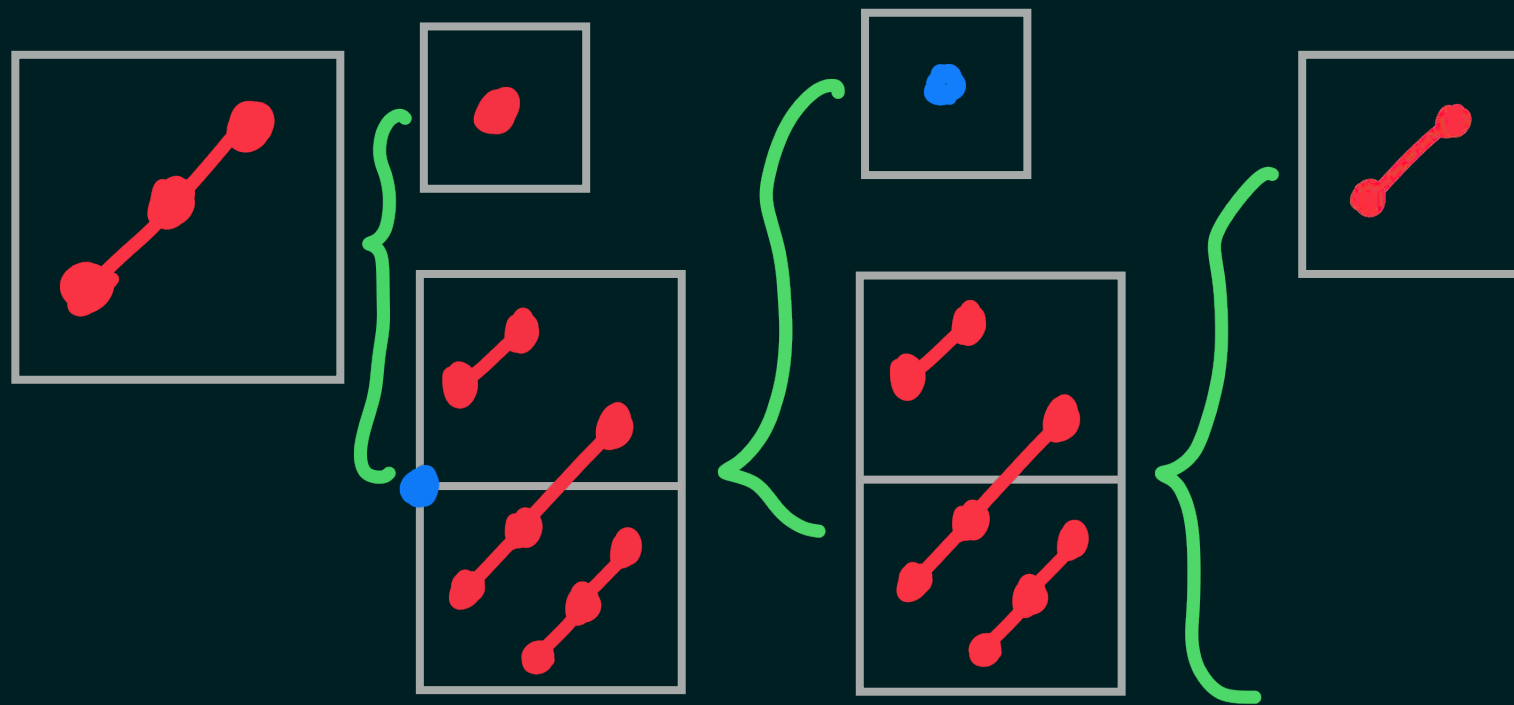




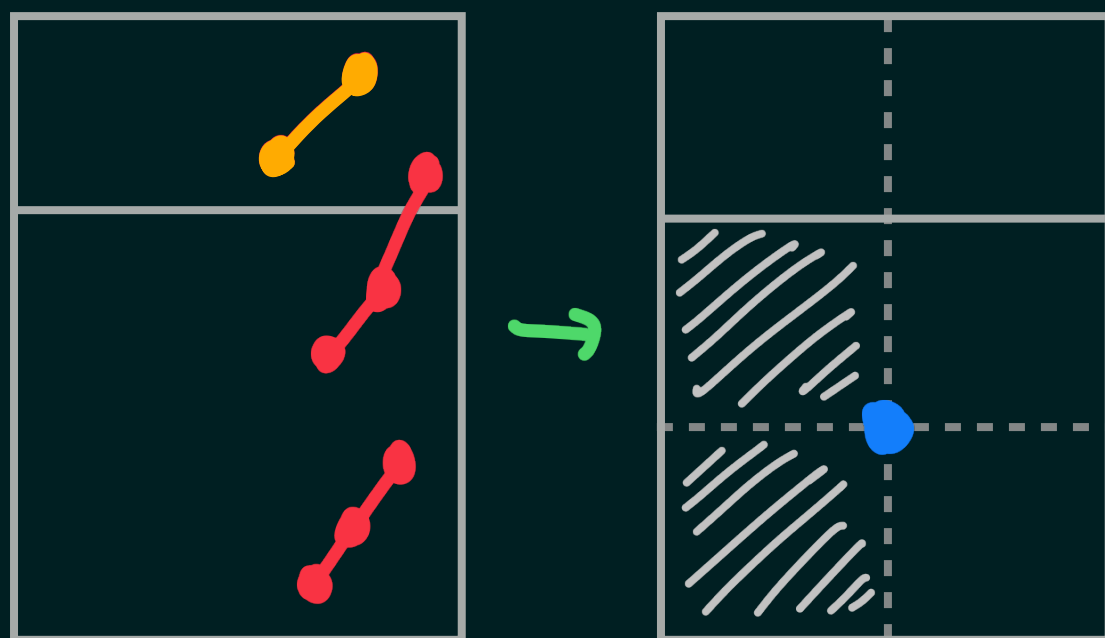
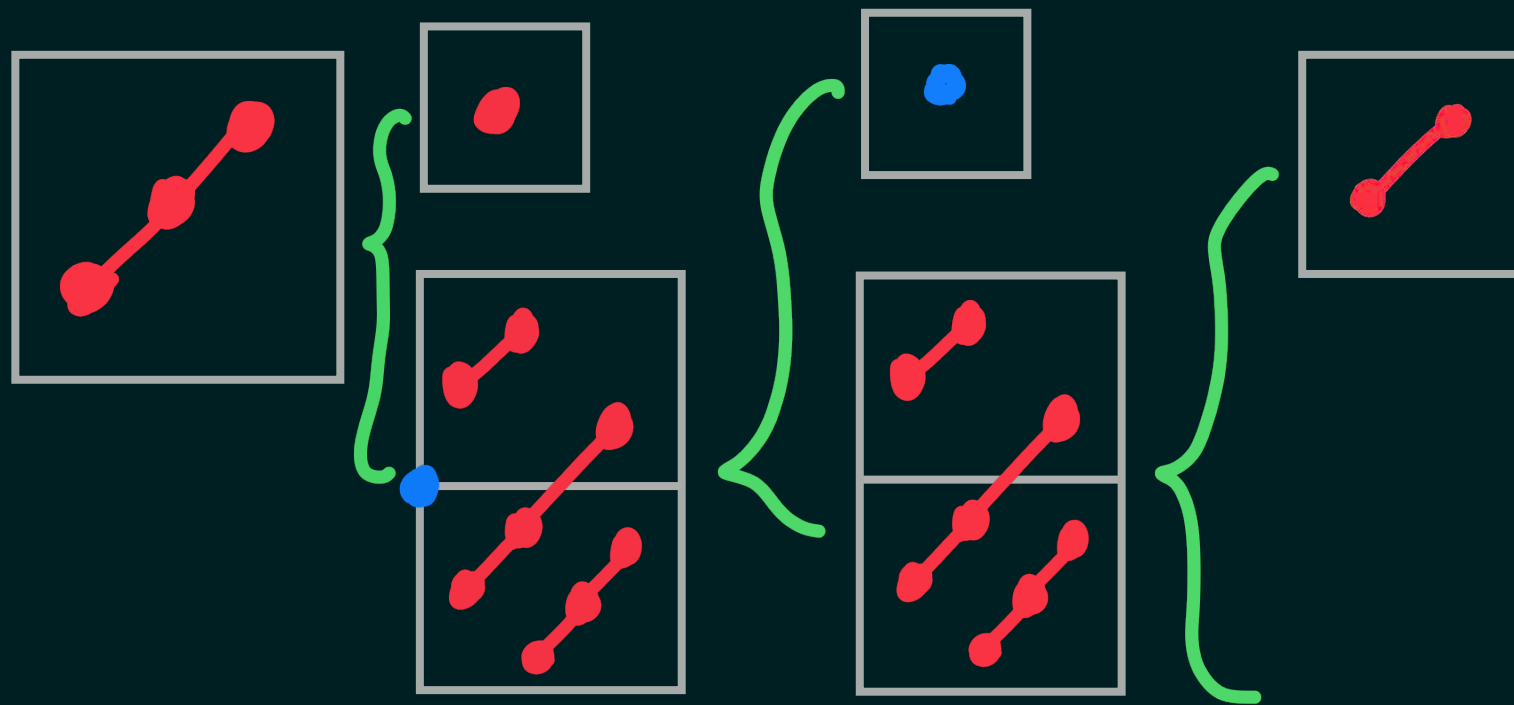


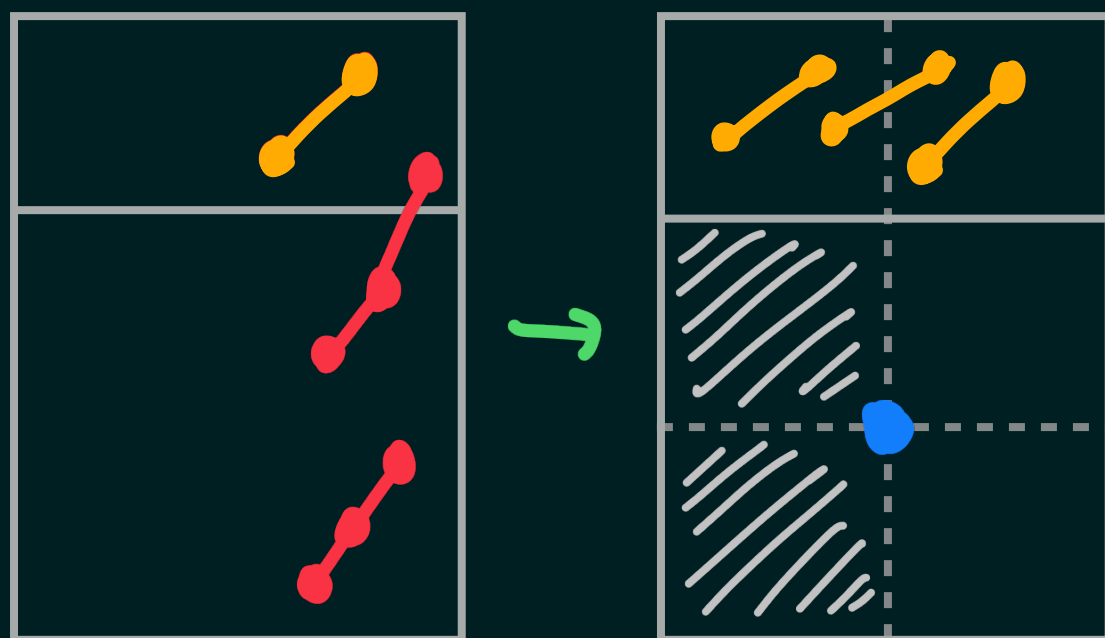
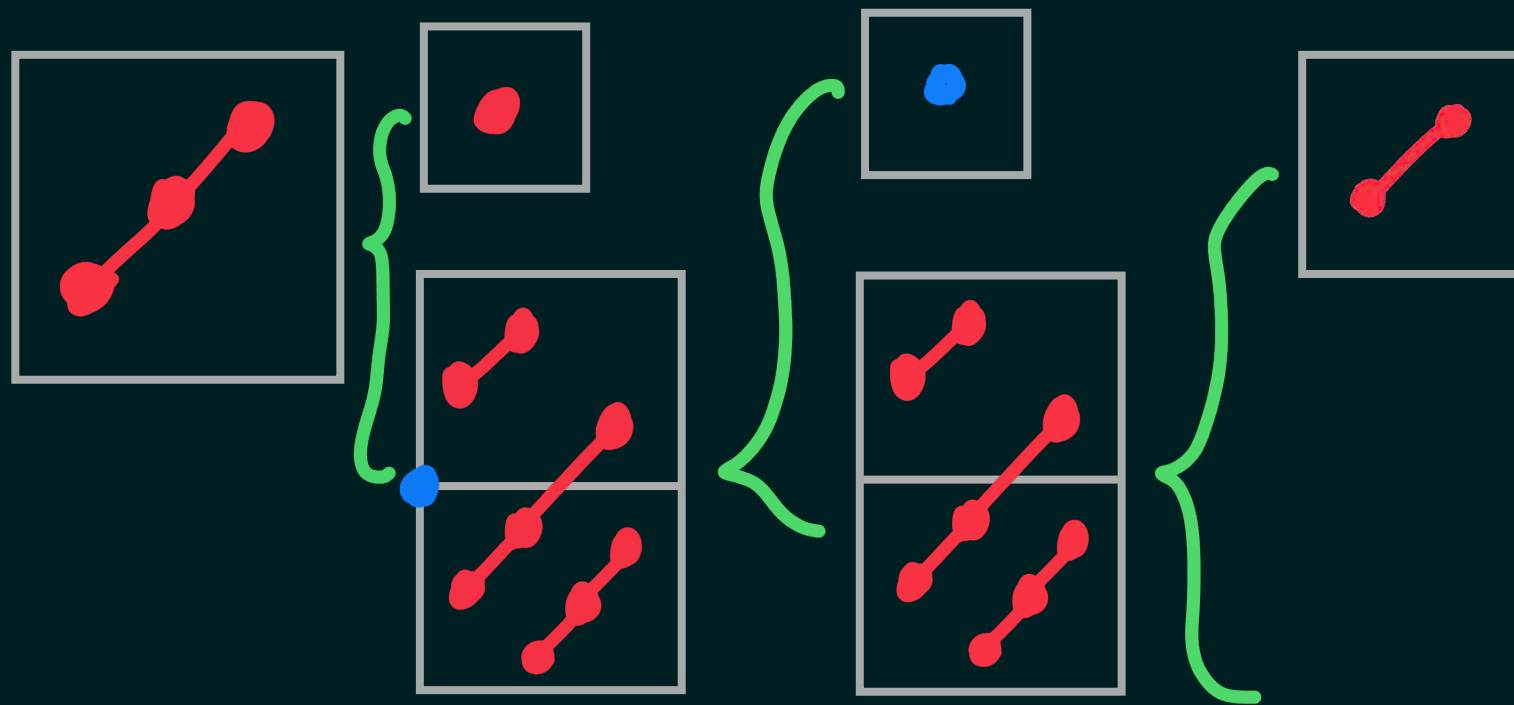


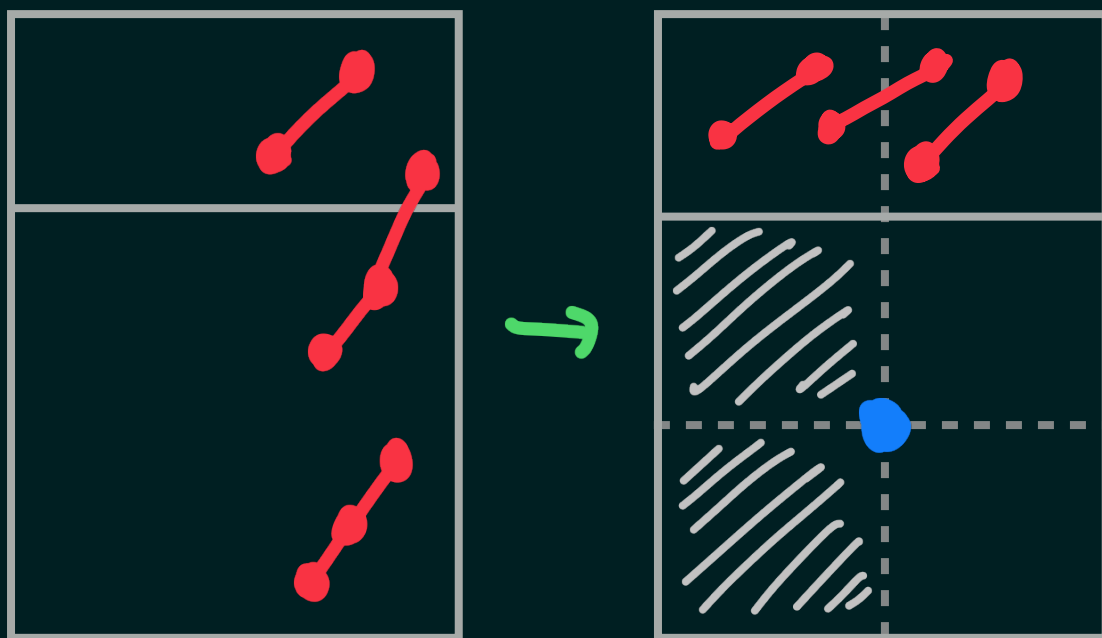
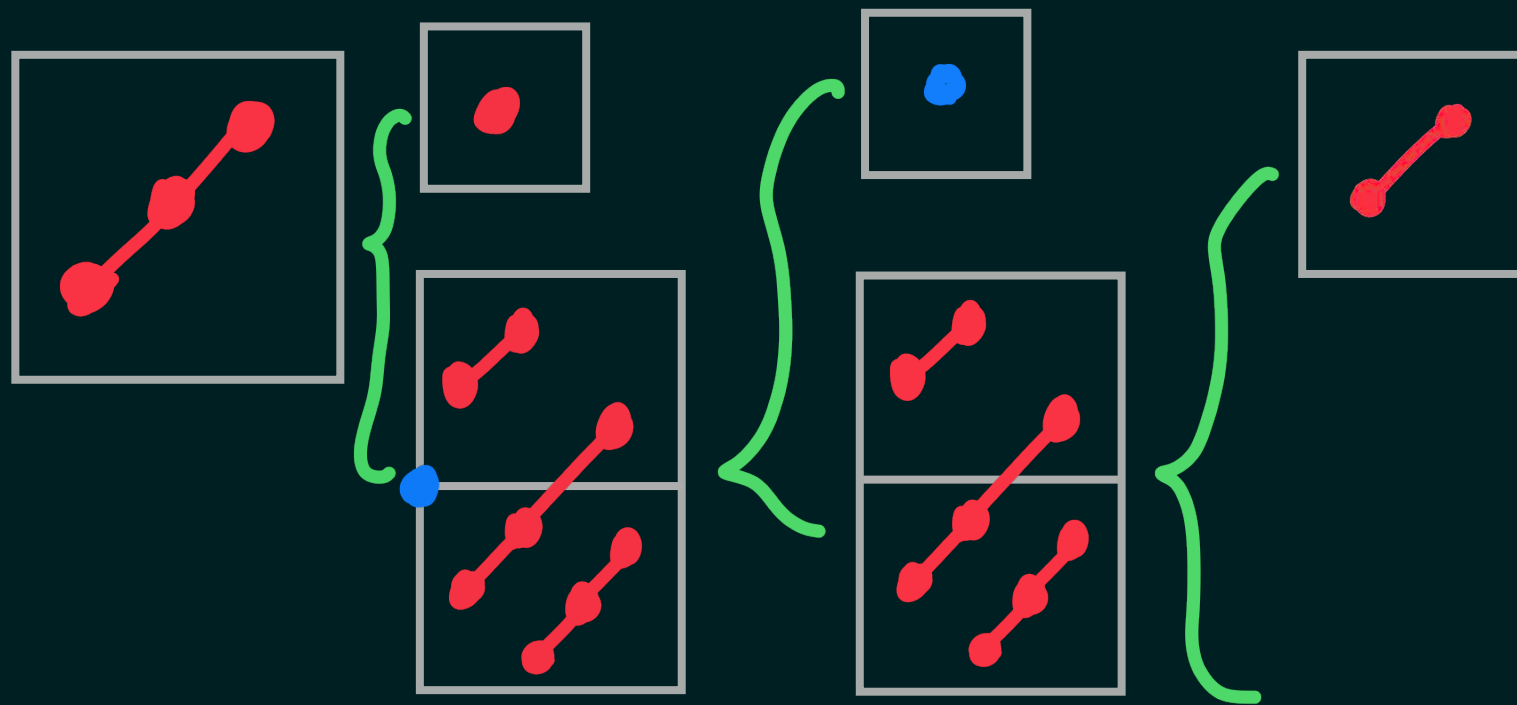


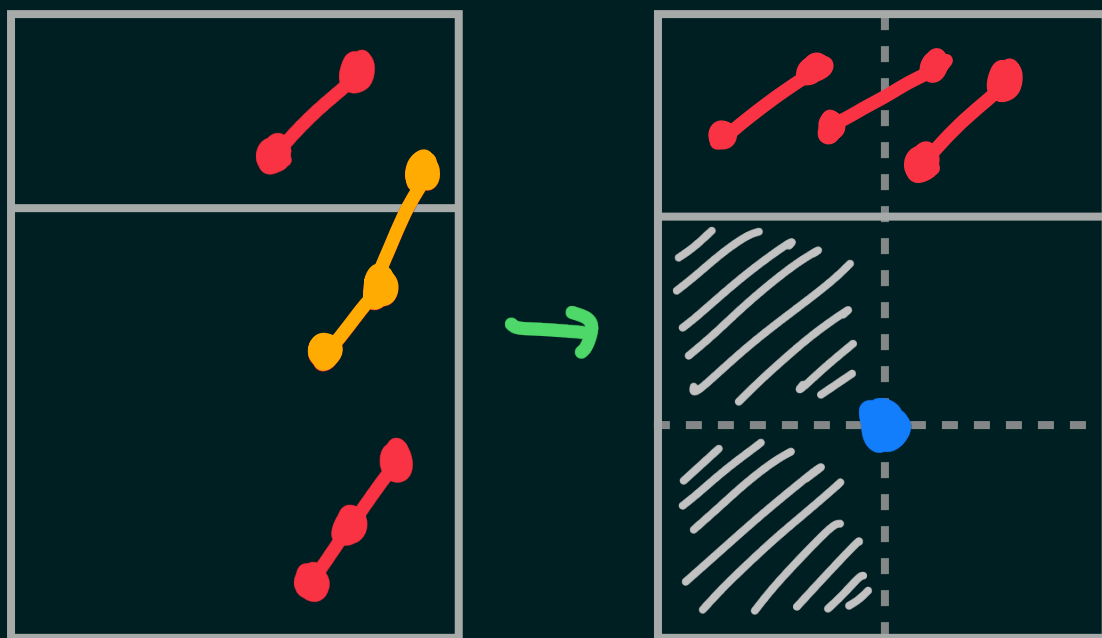
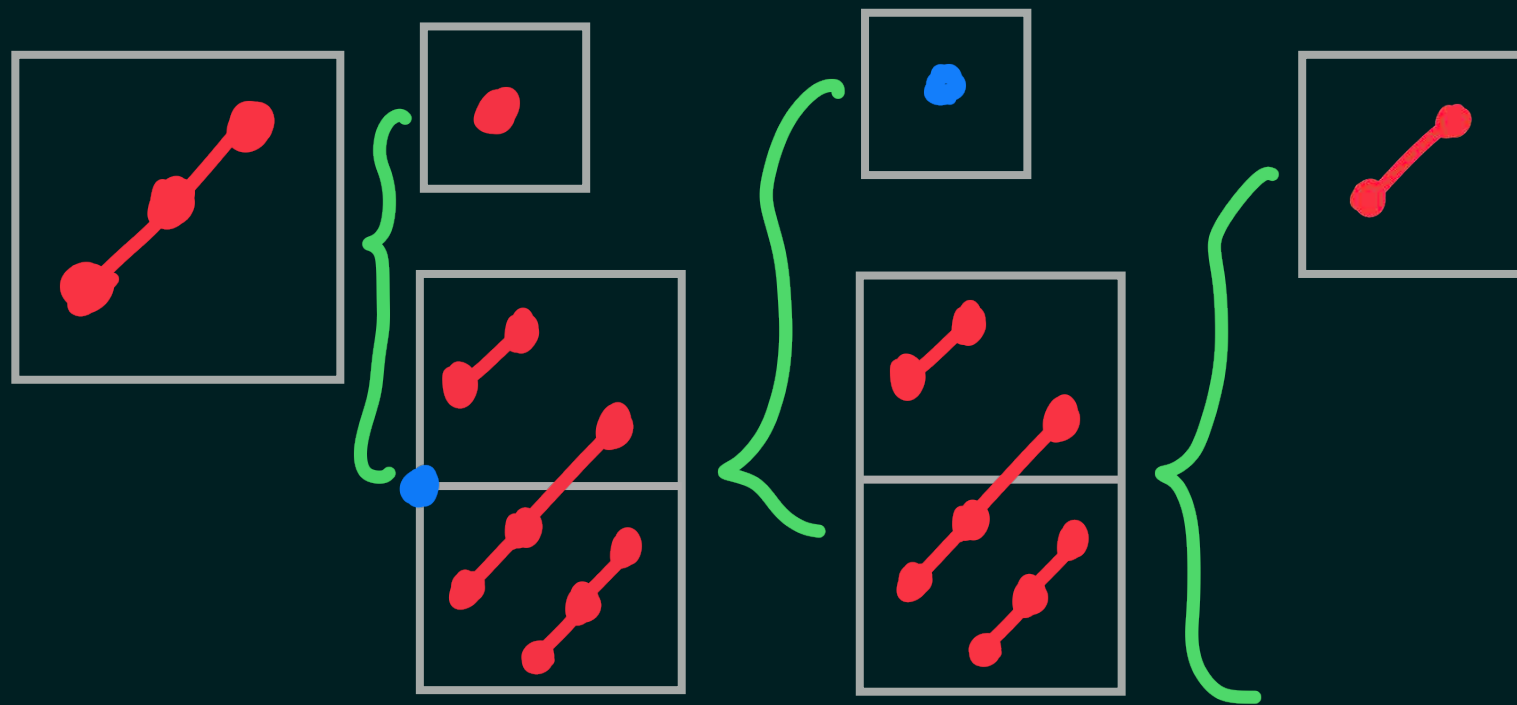


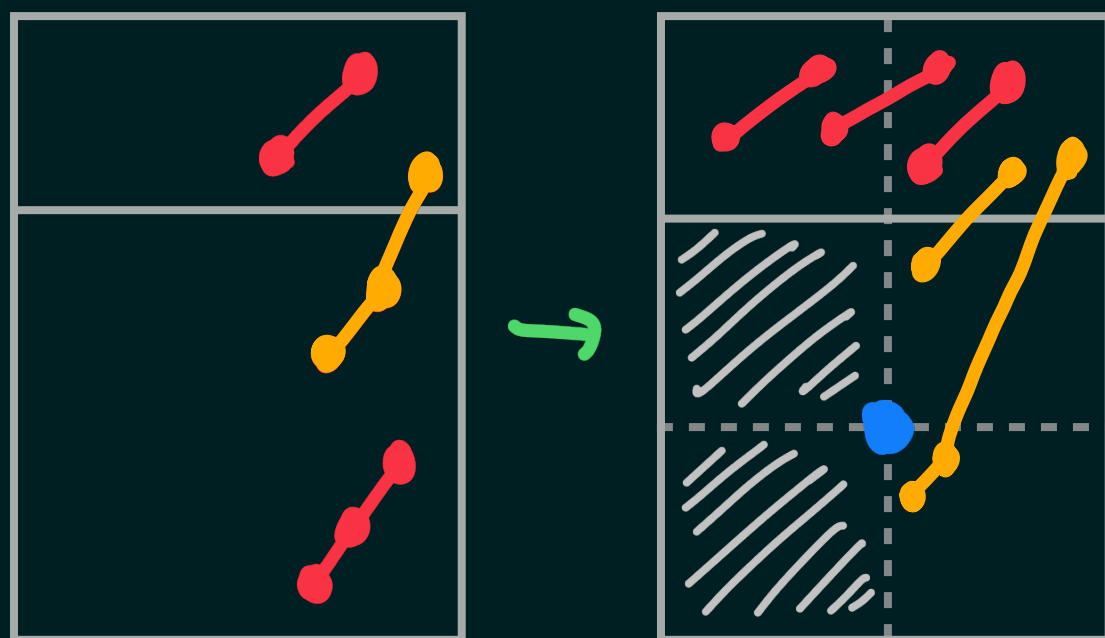
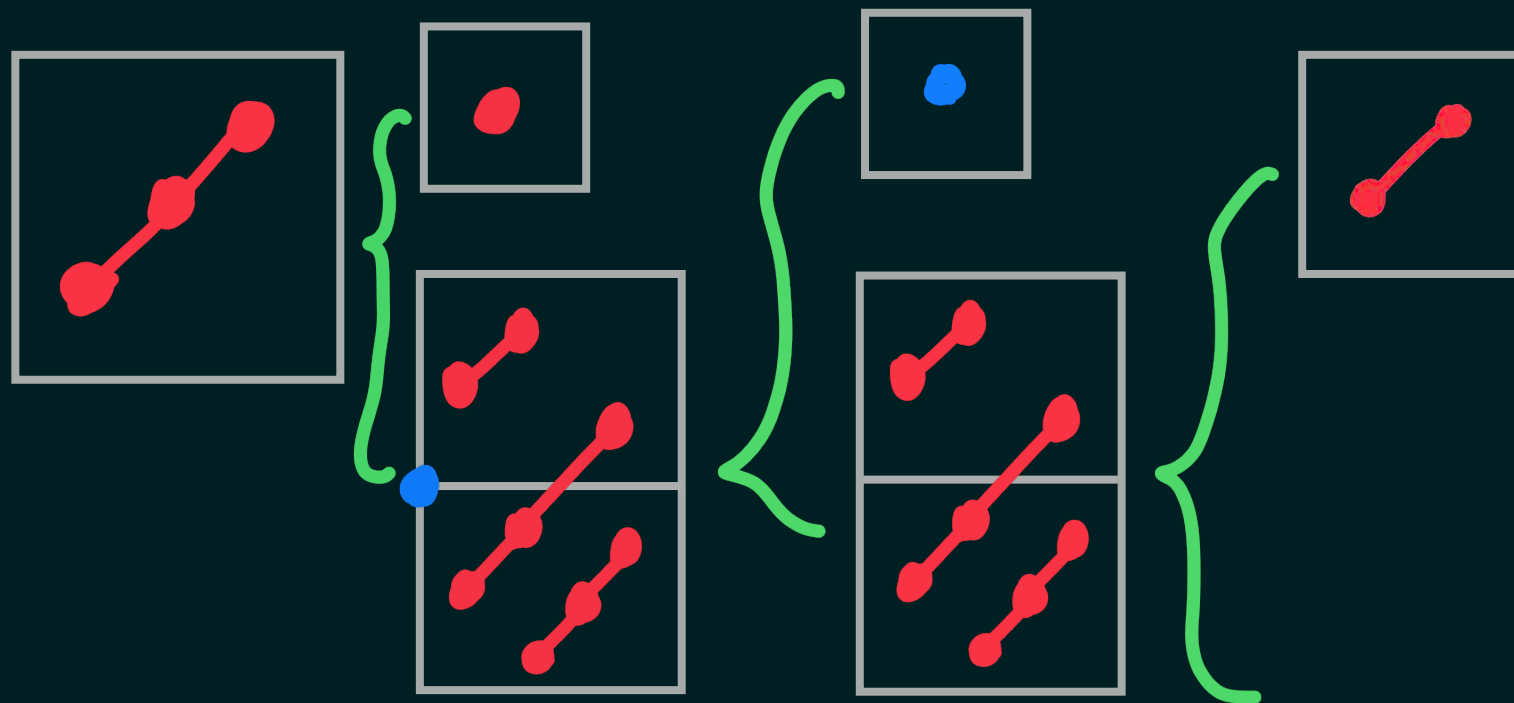


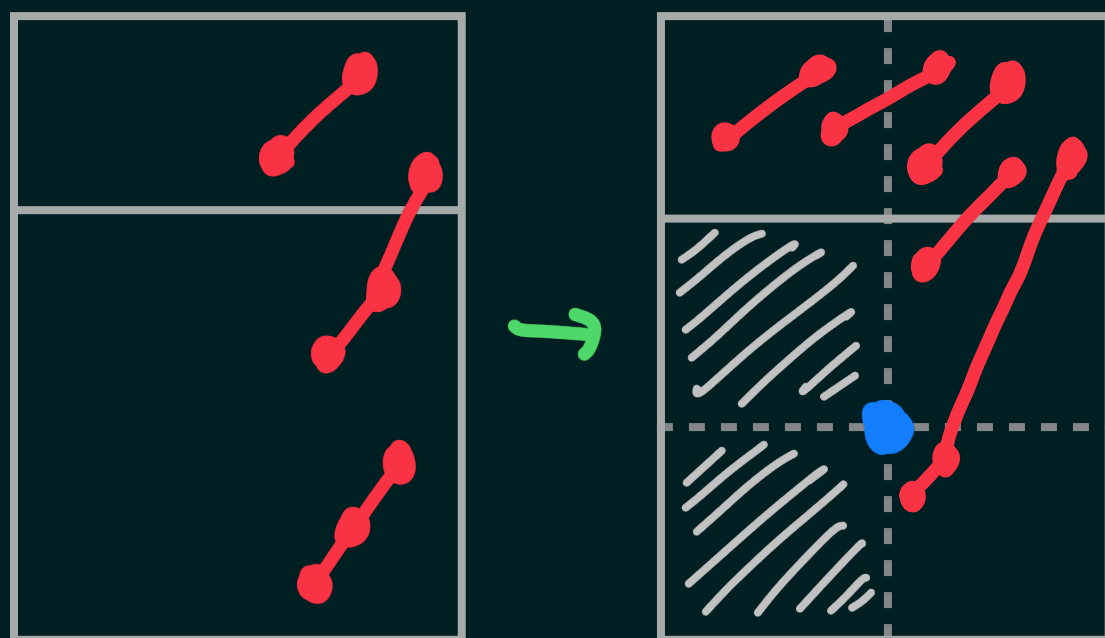
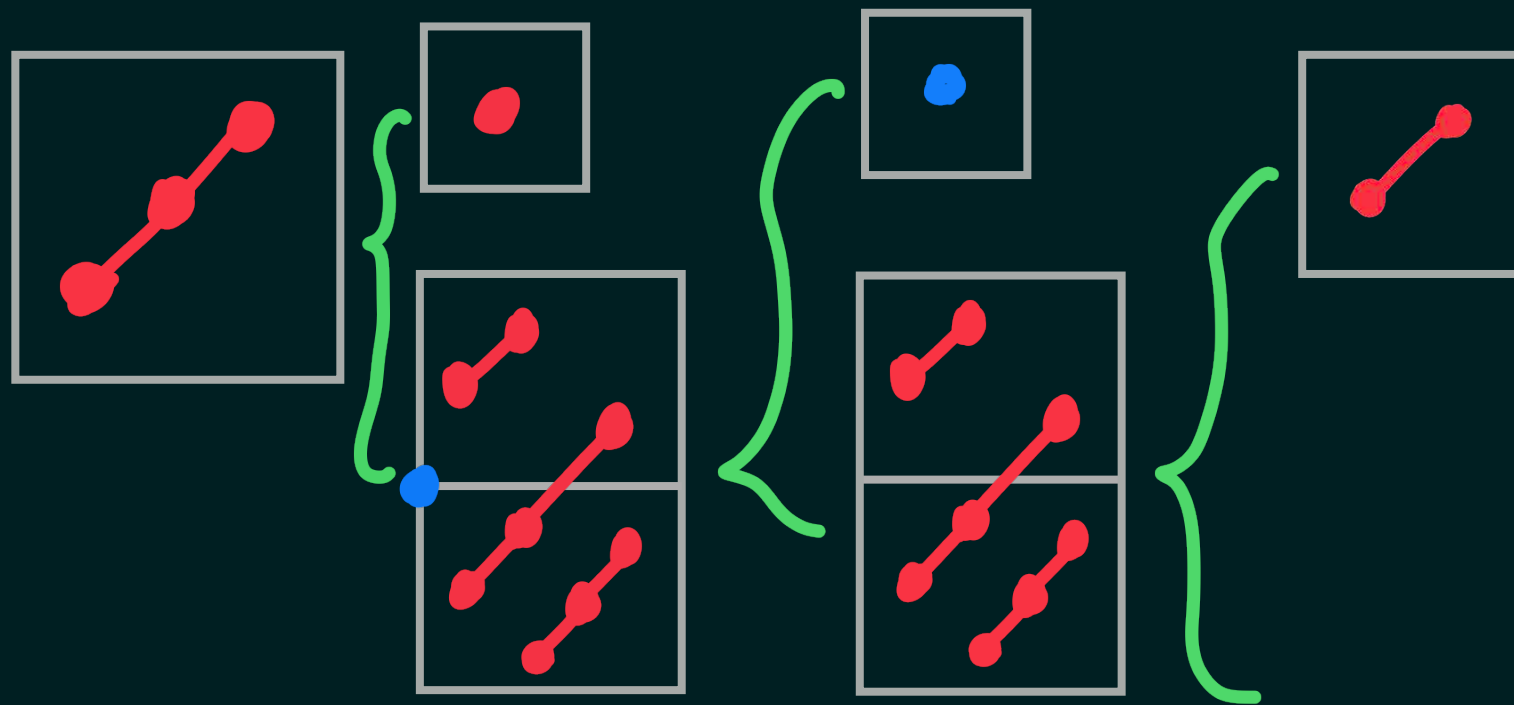


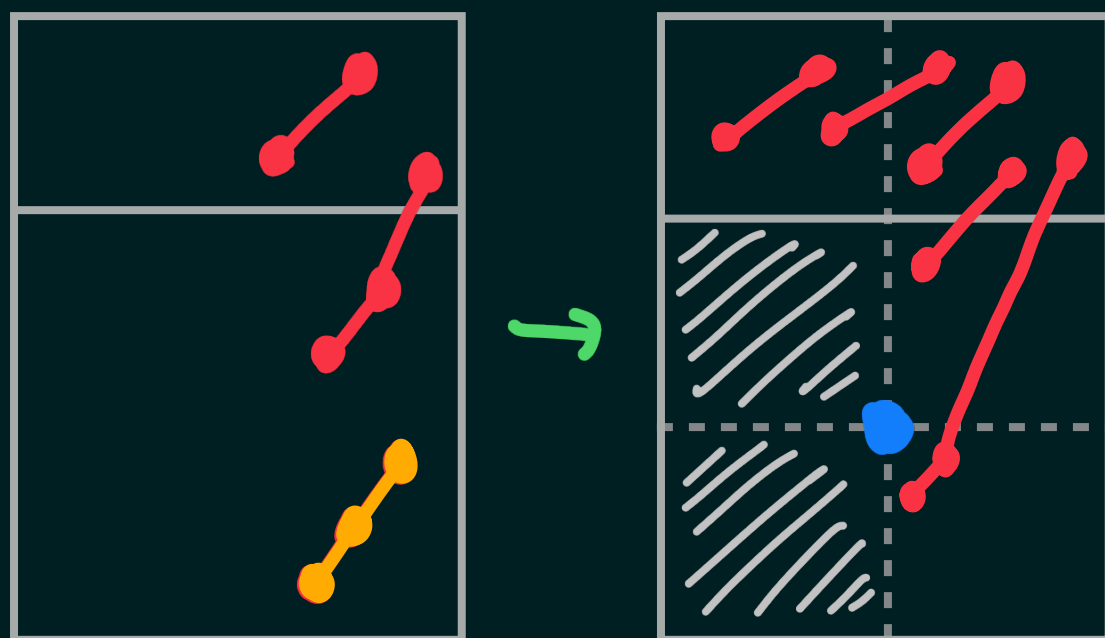
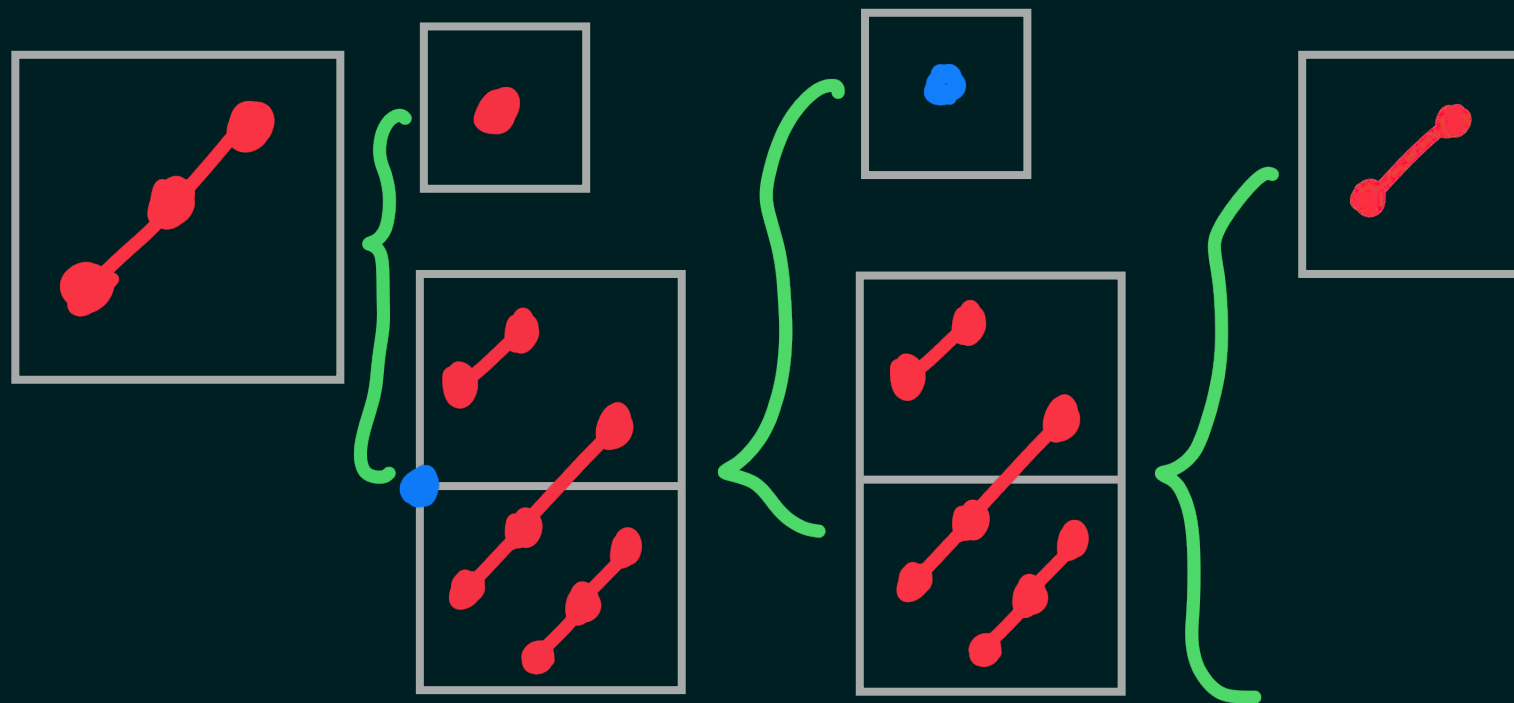


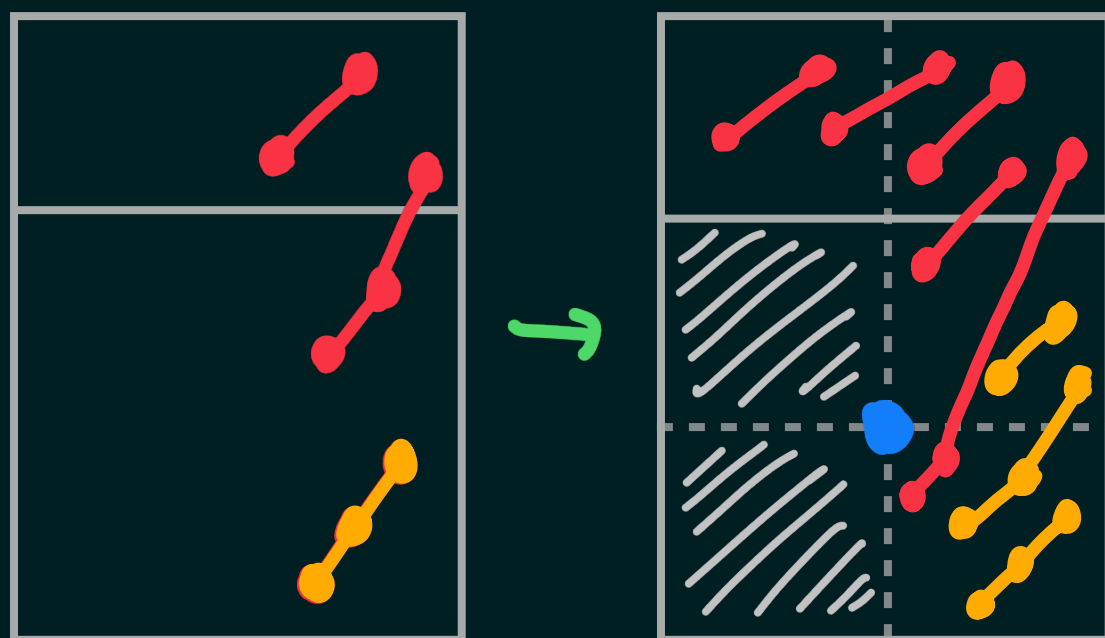
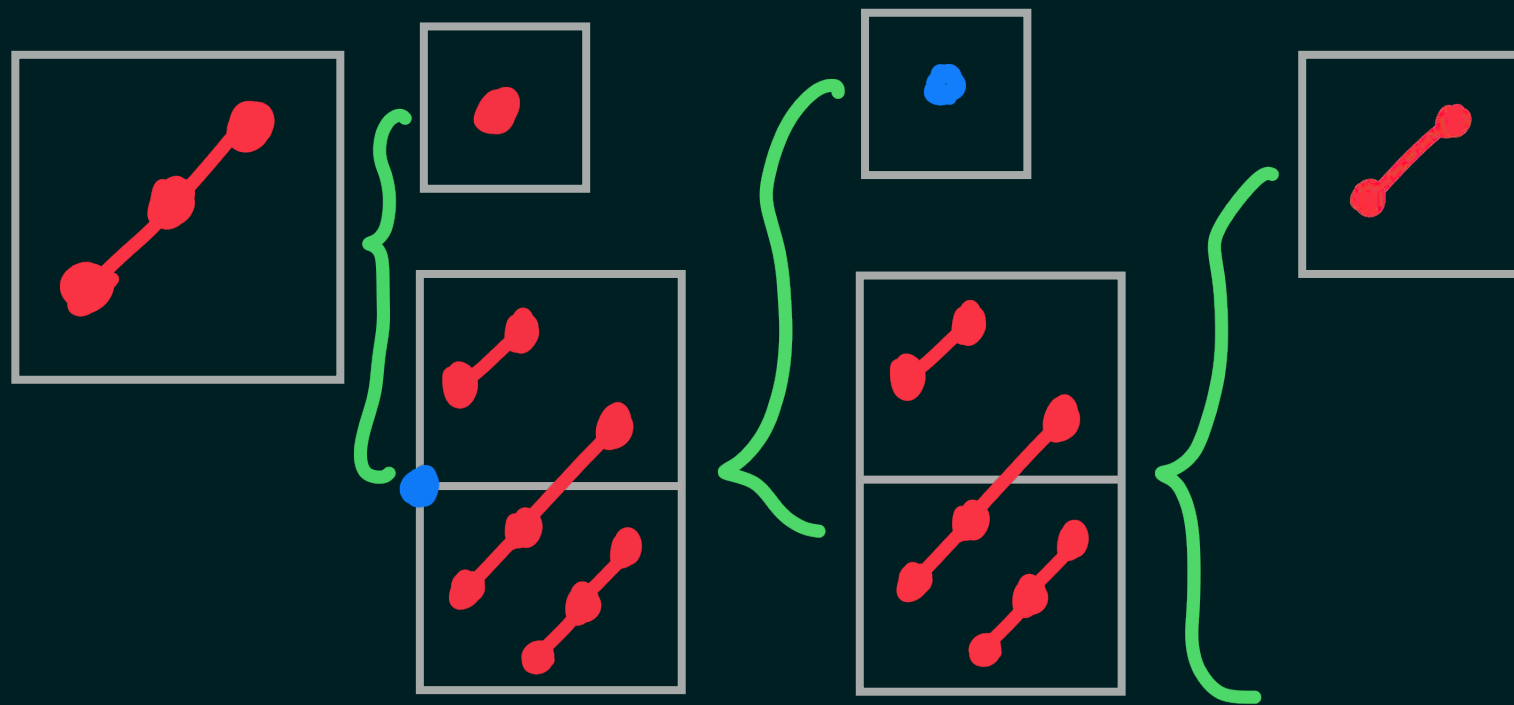




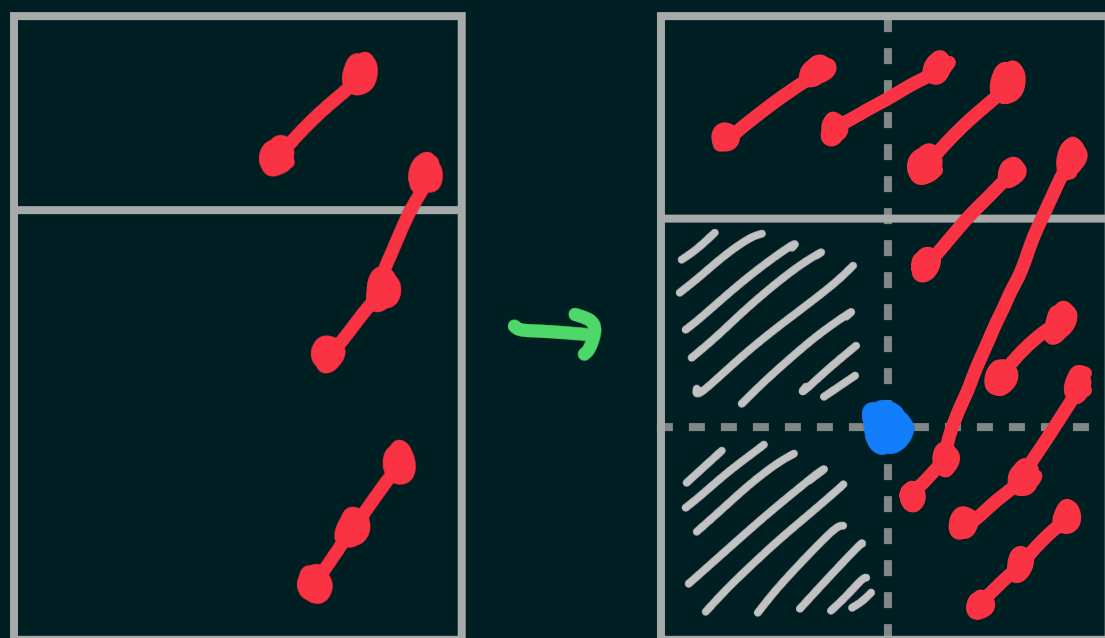
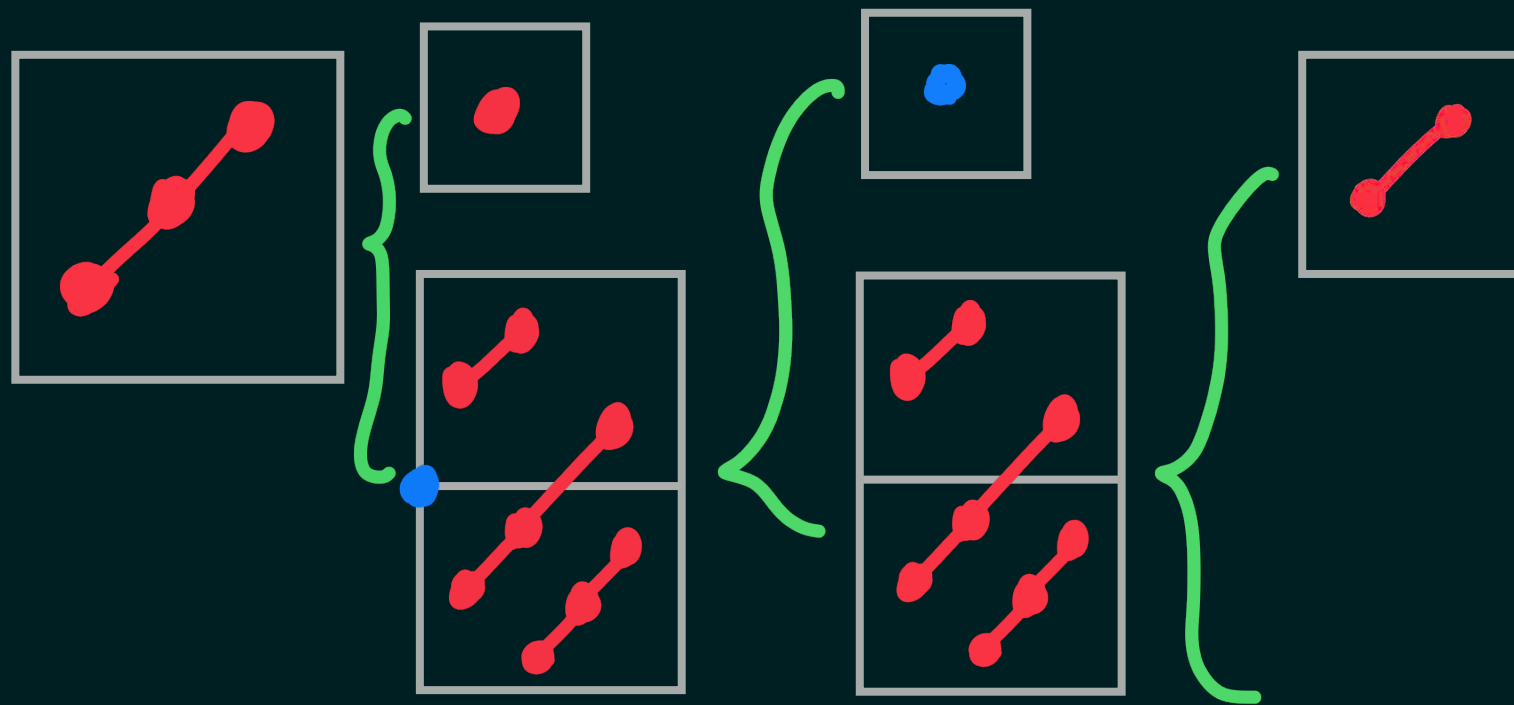


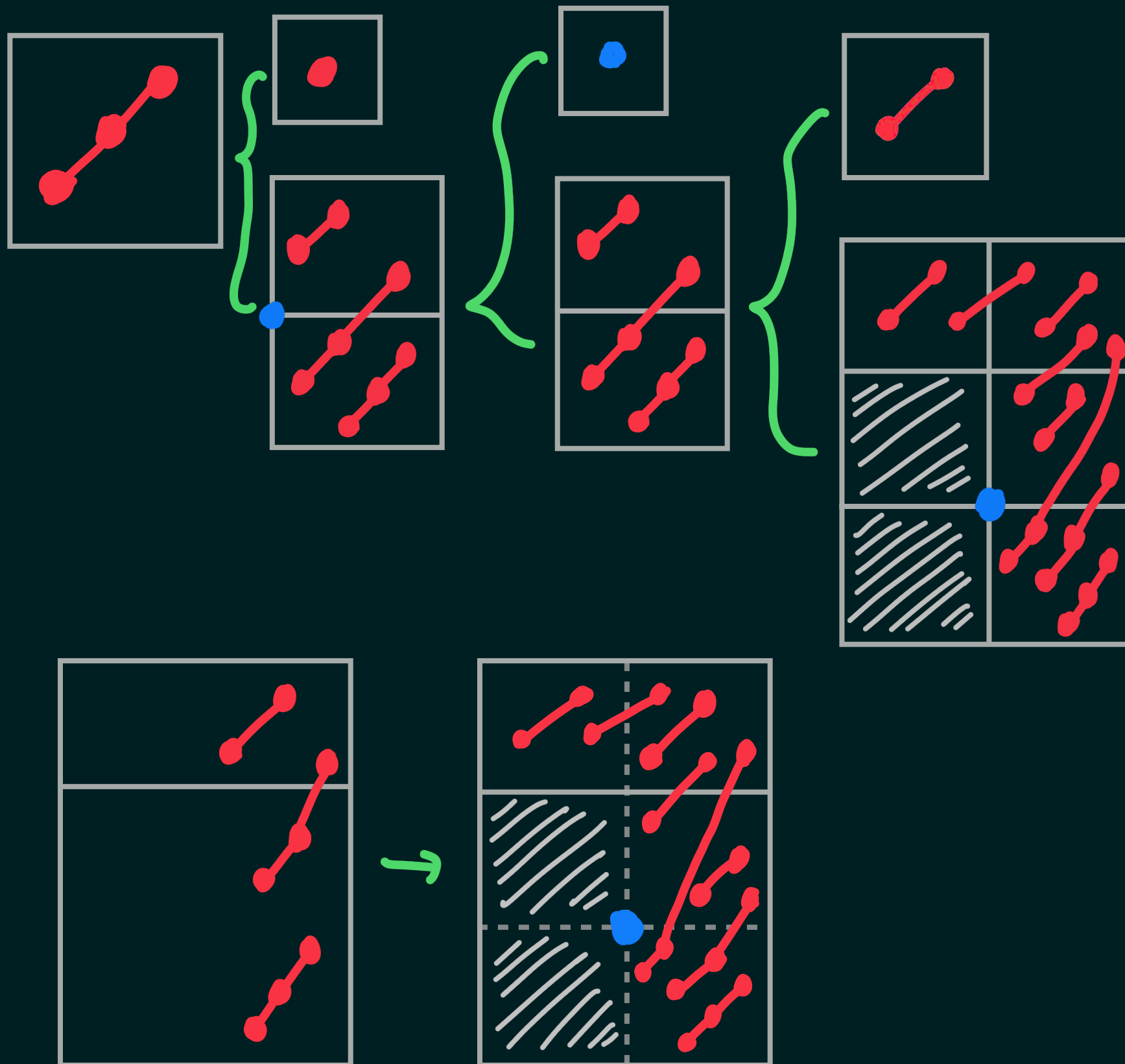


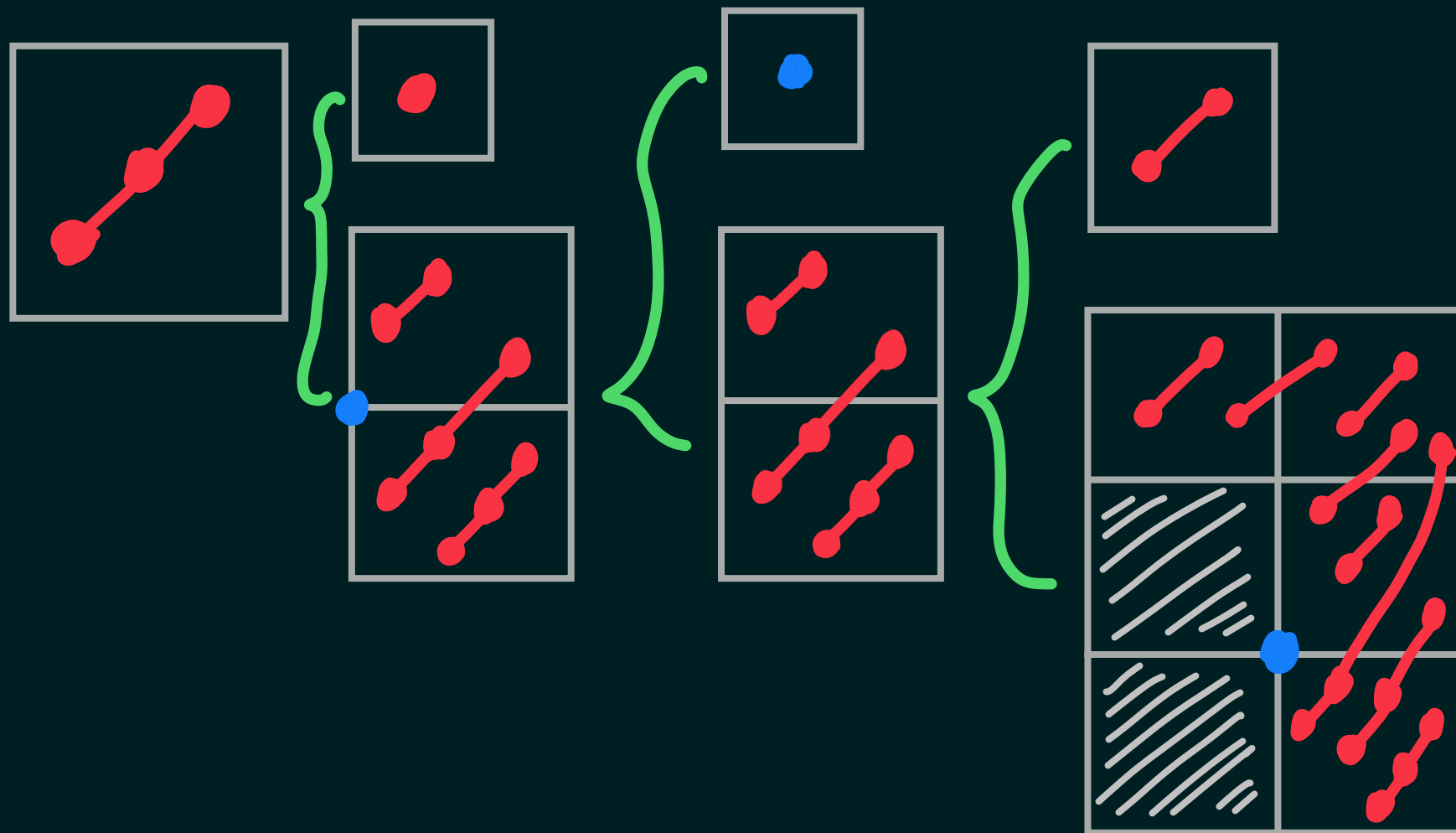


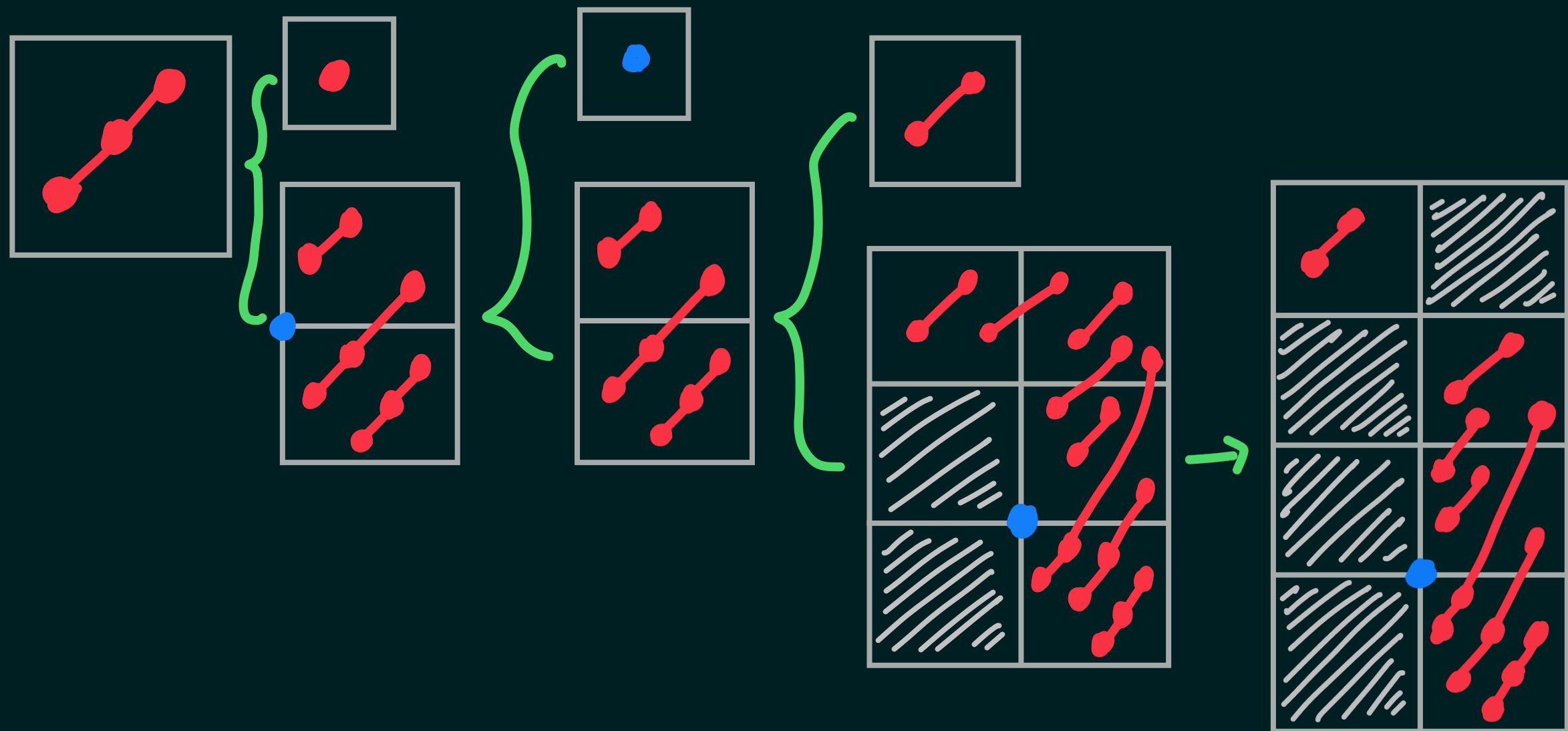






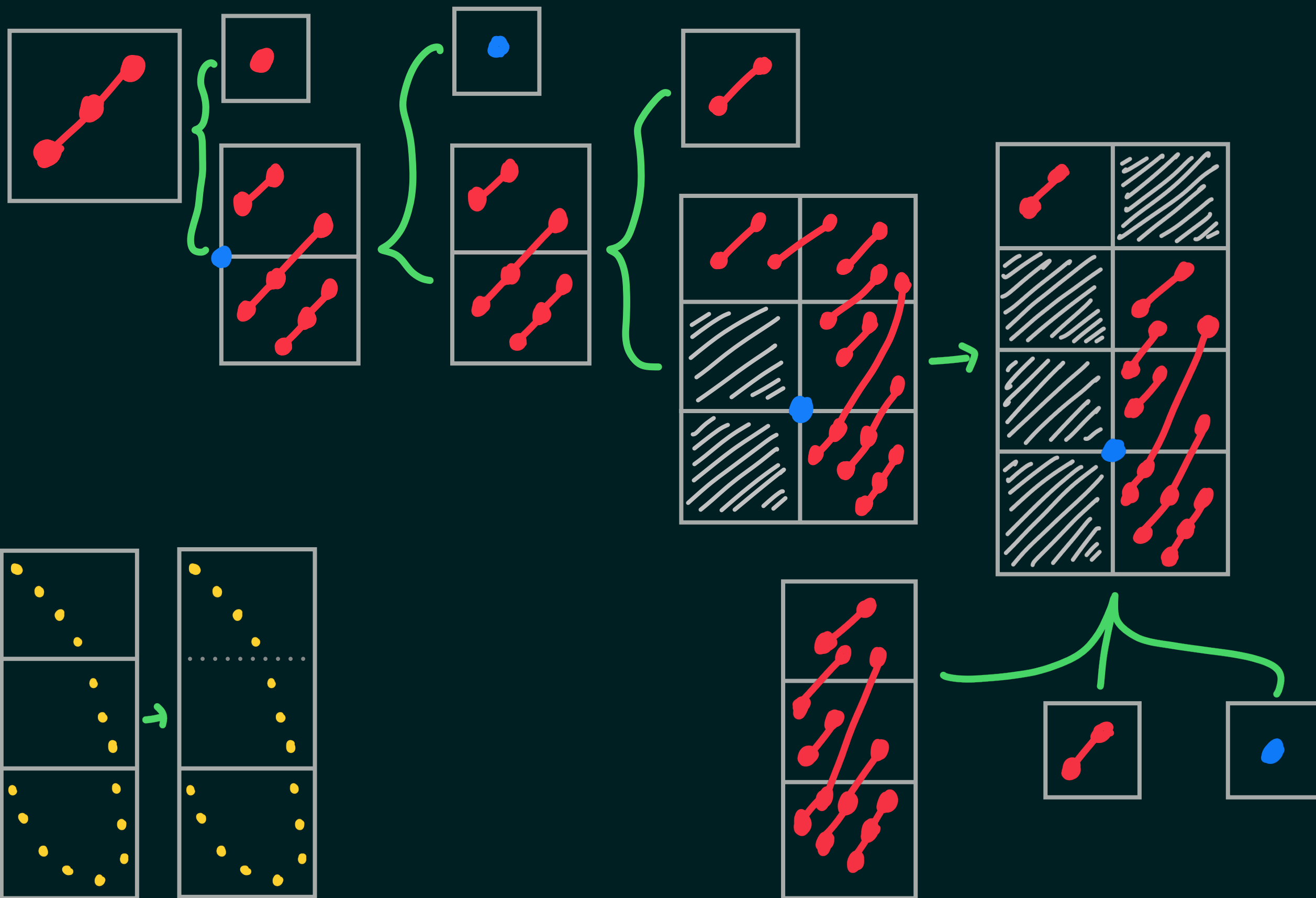


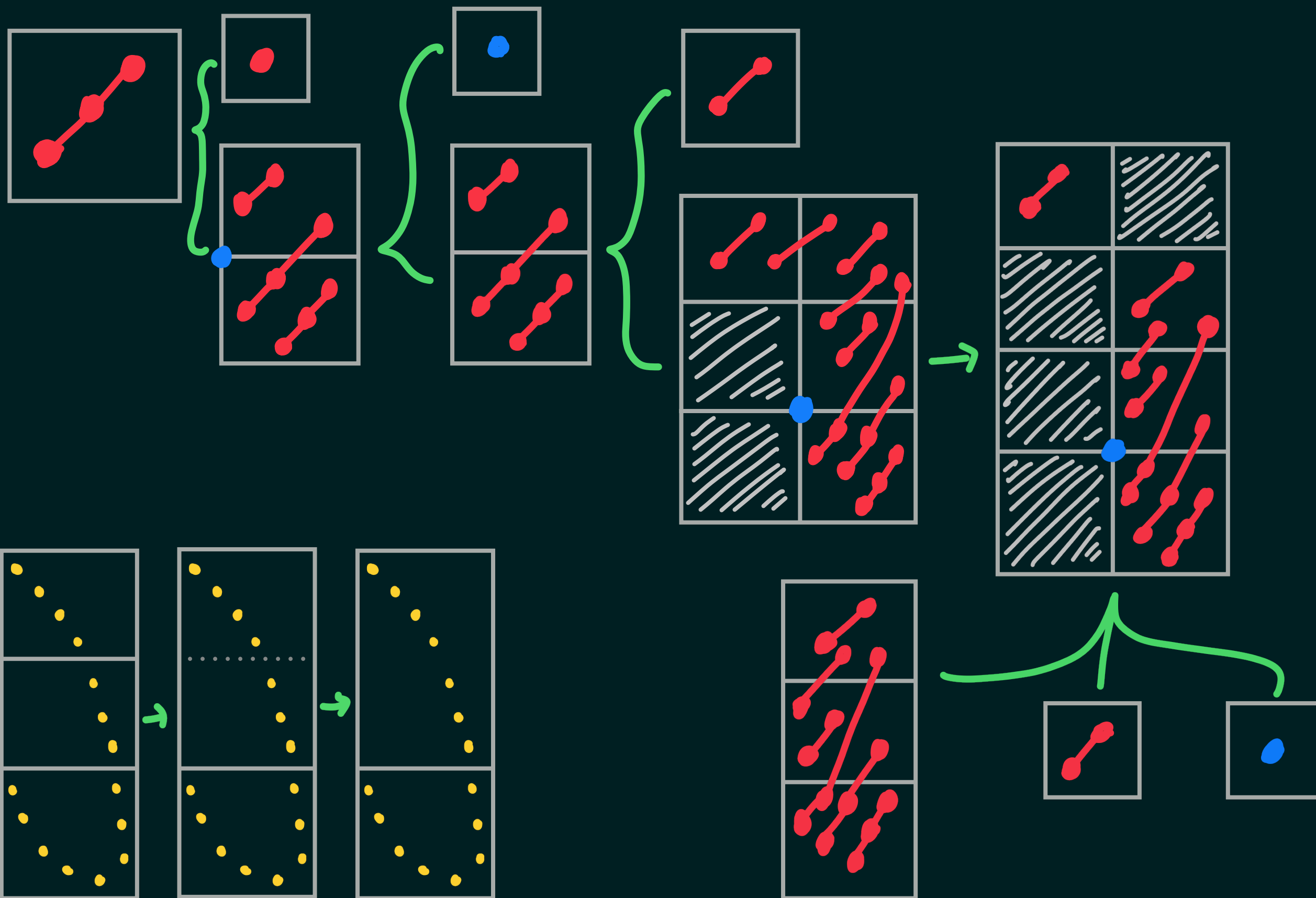




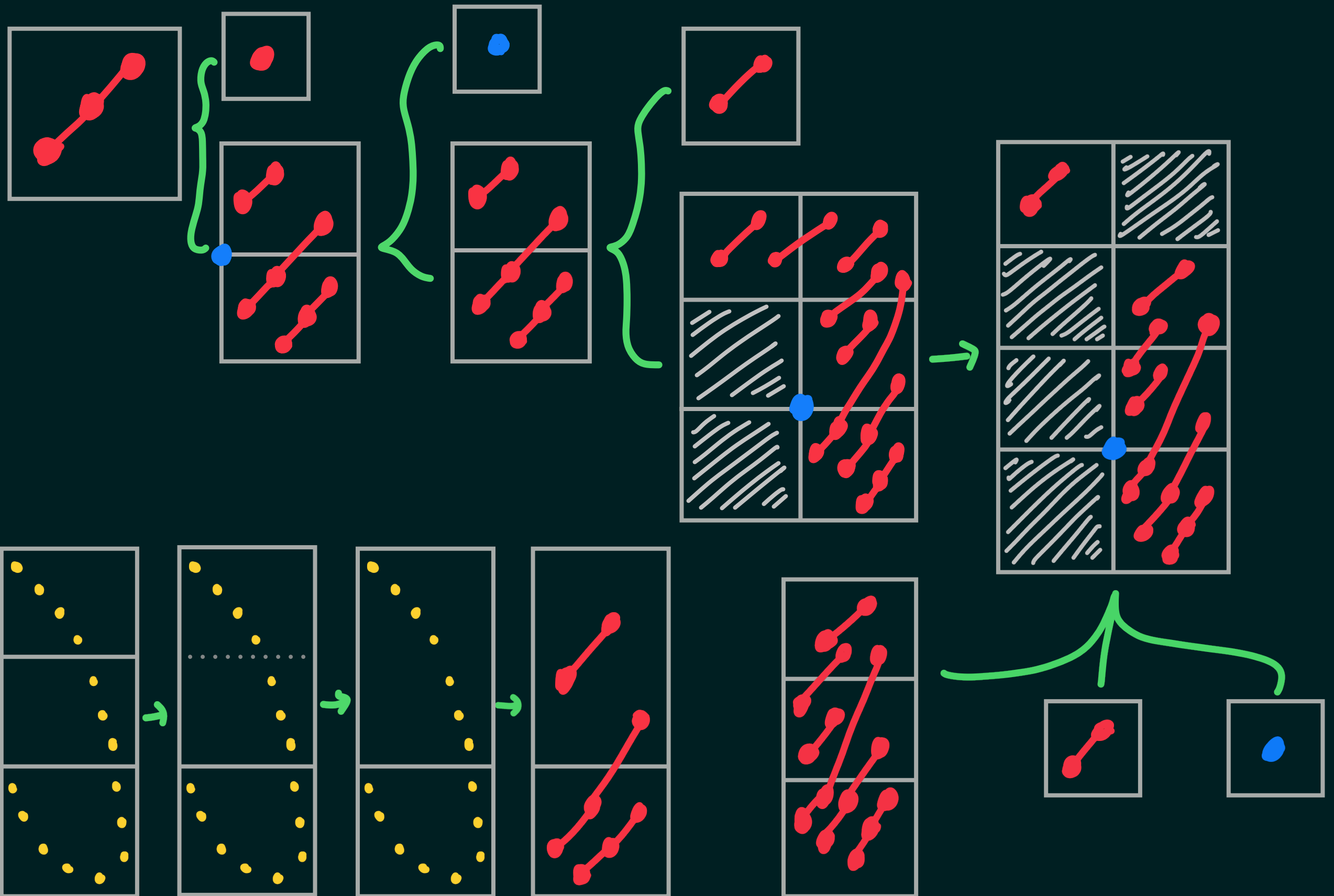






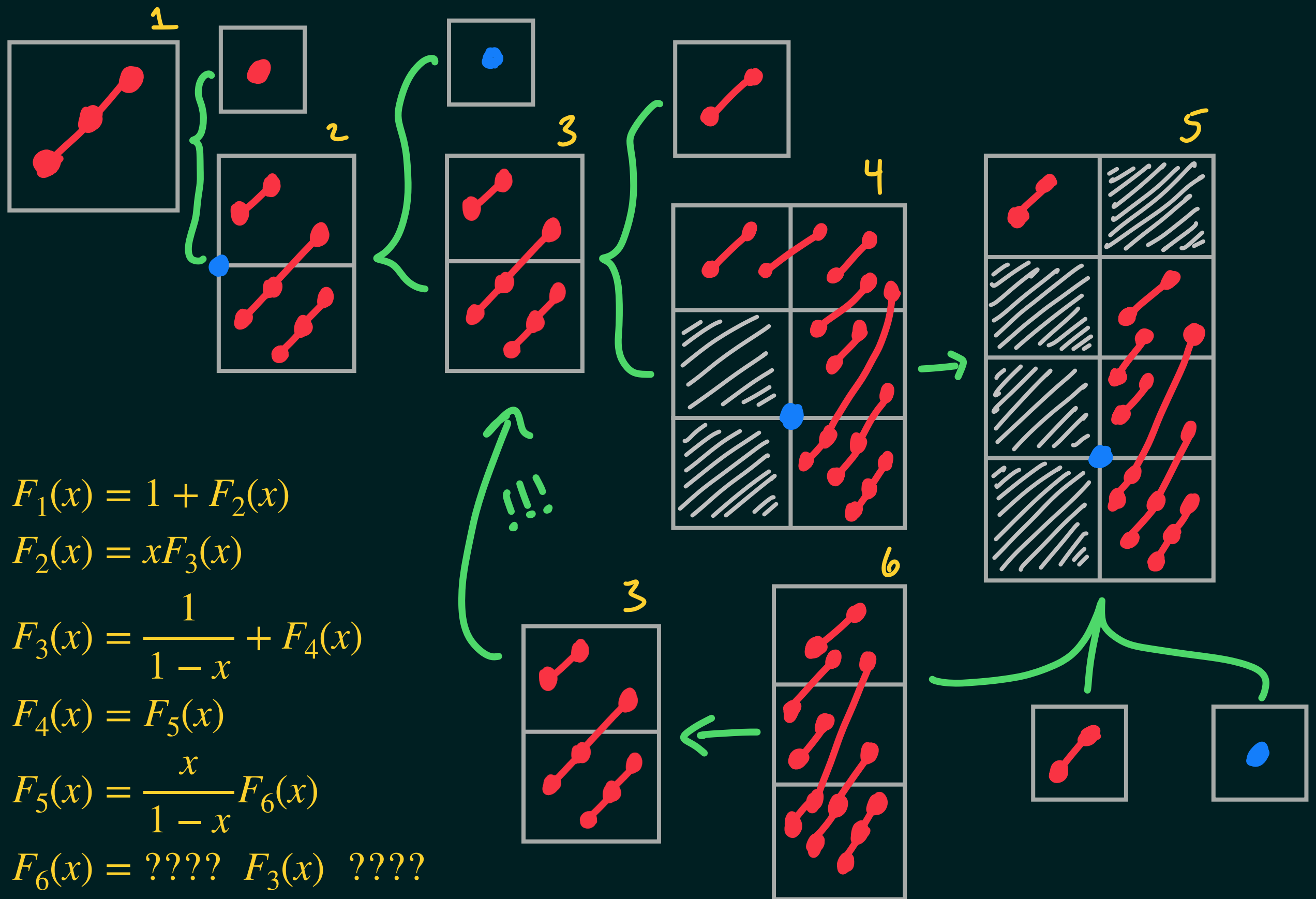


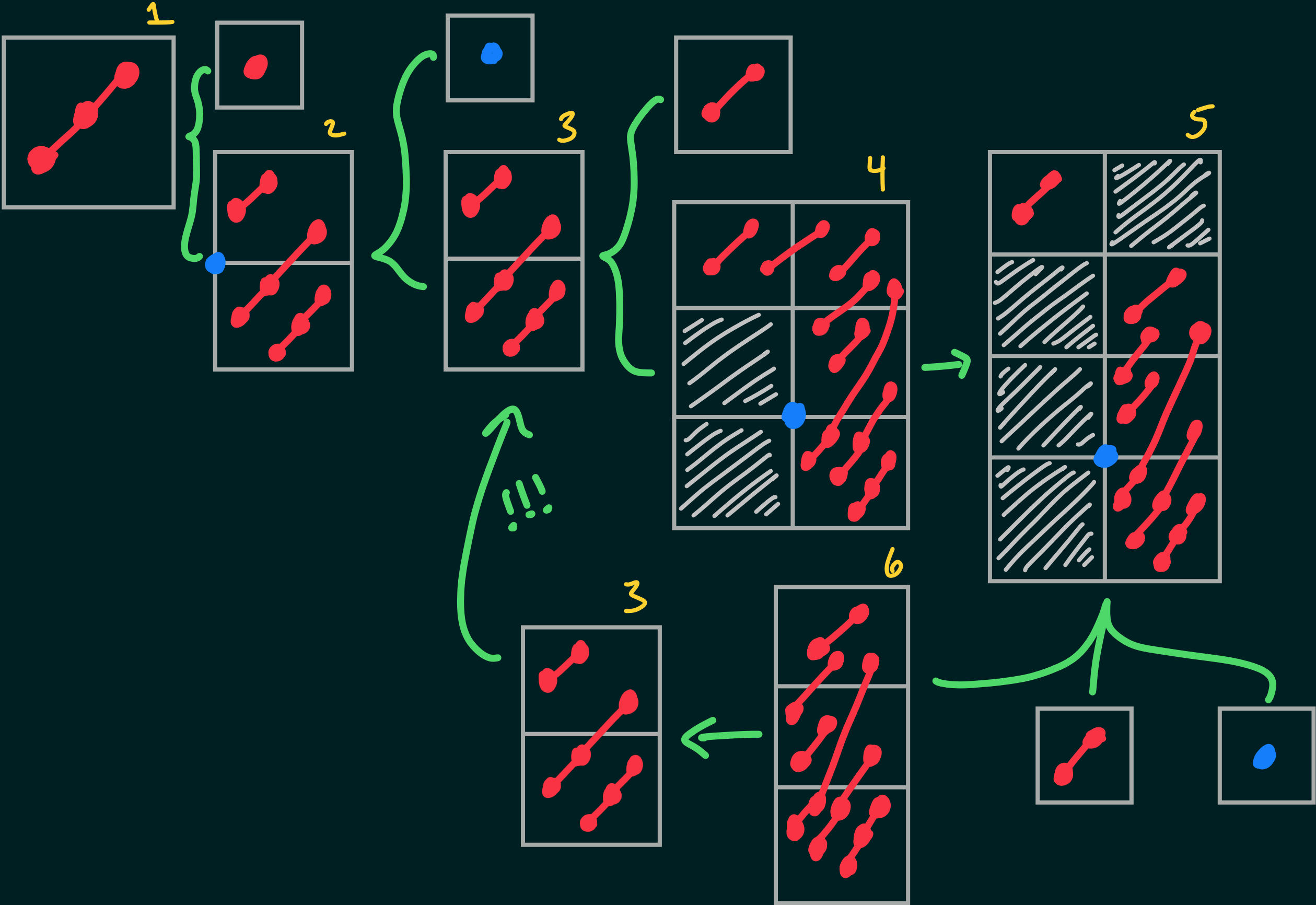




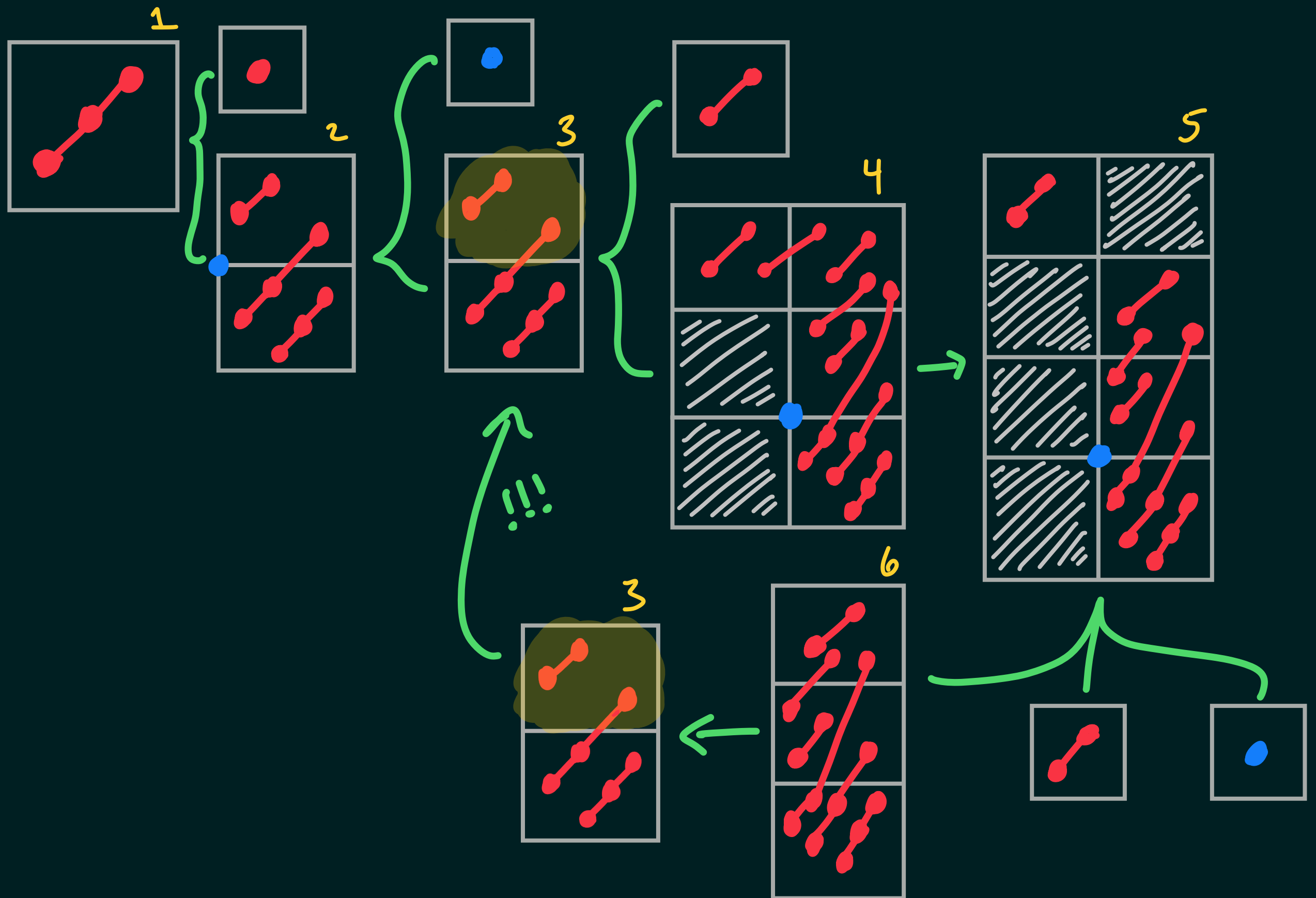


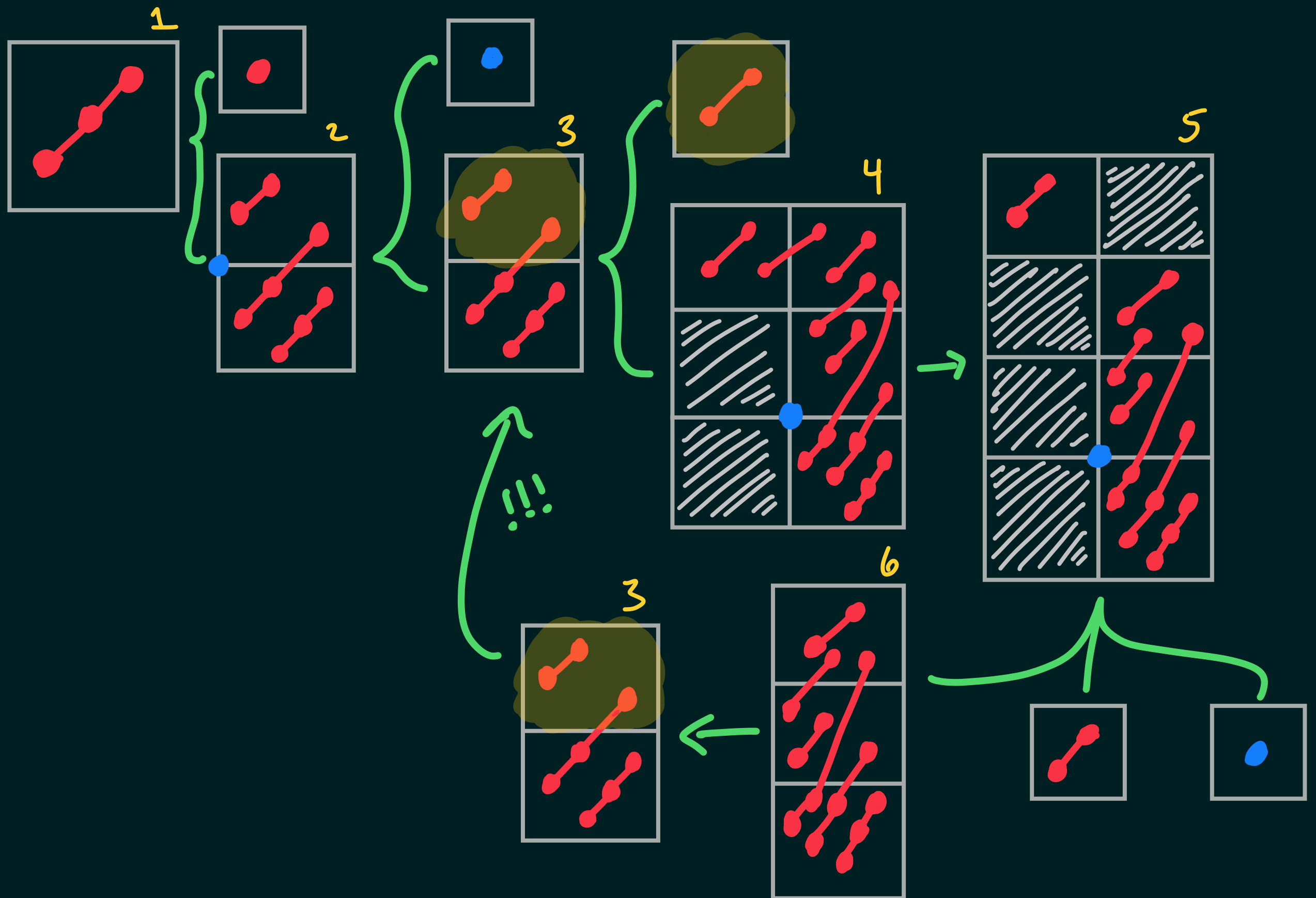




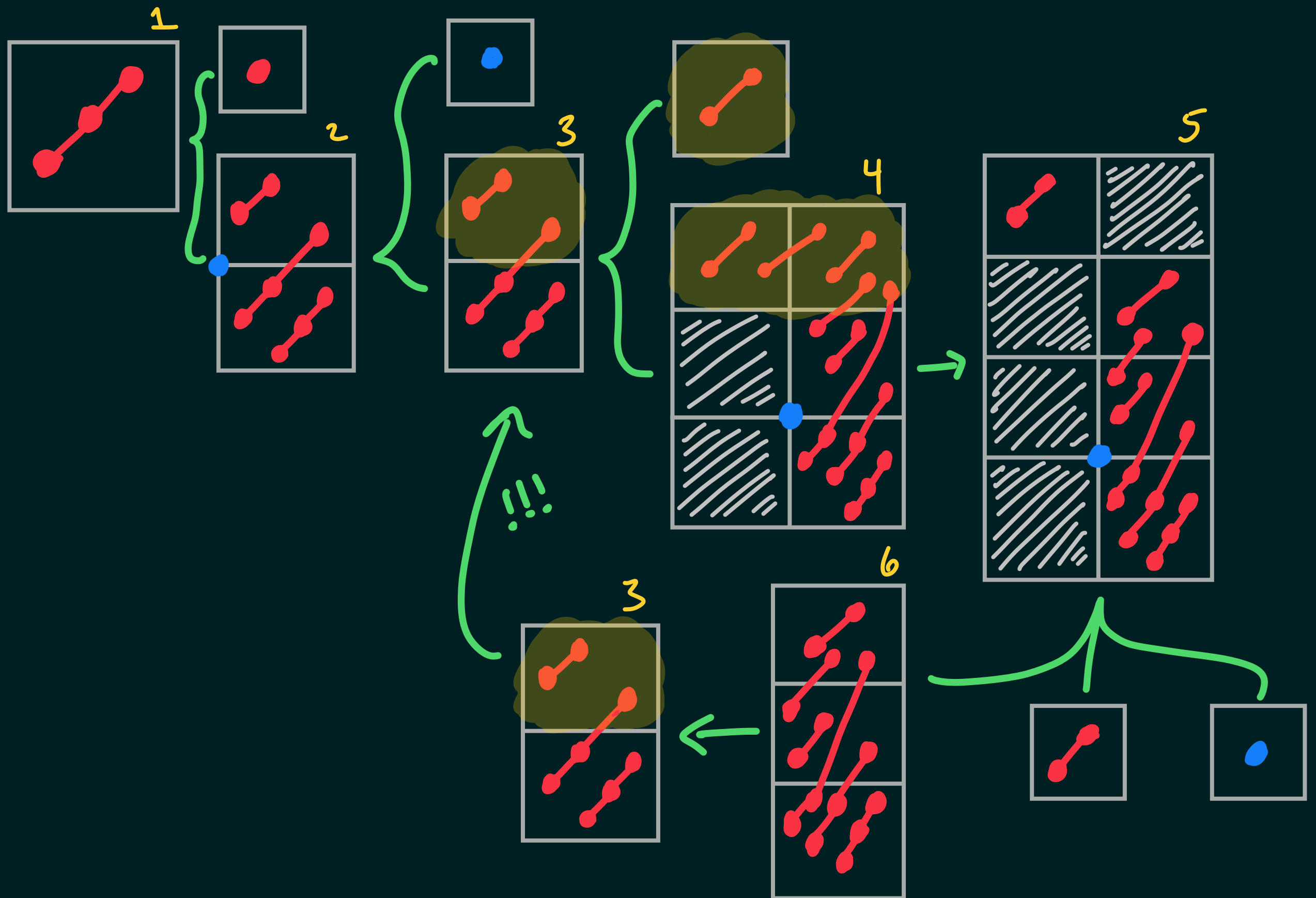


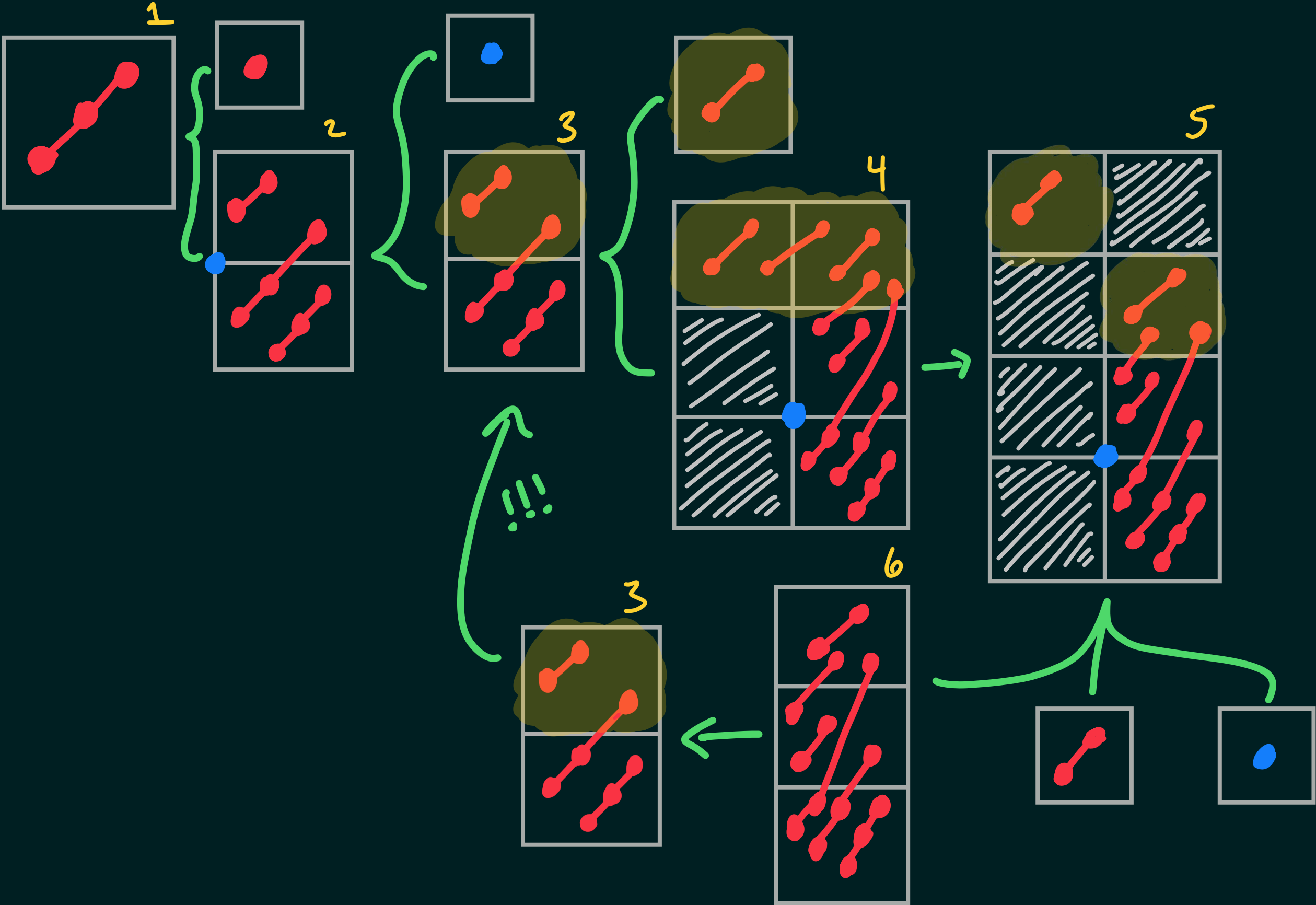




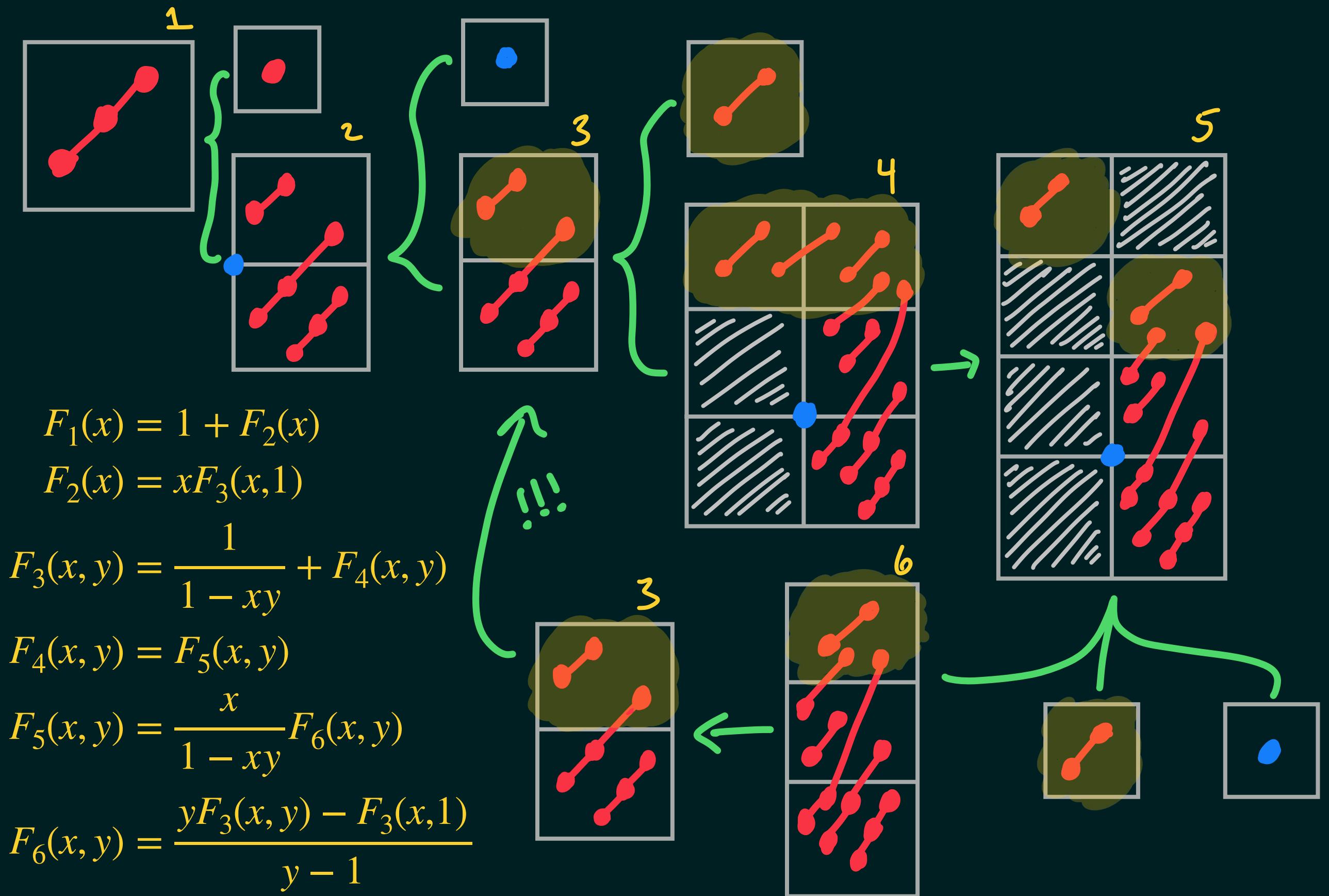


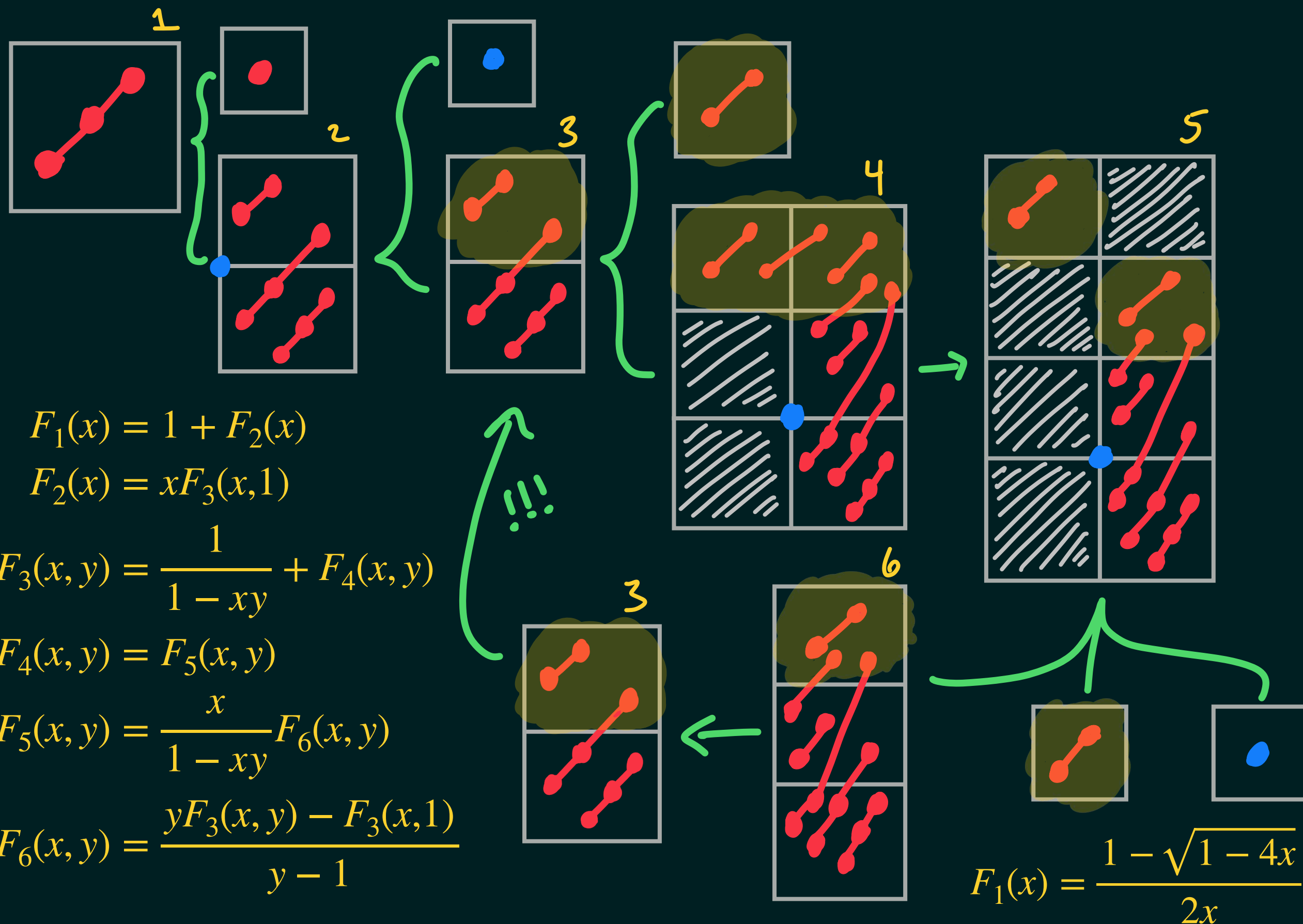














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So we have:

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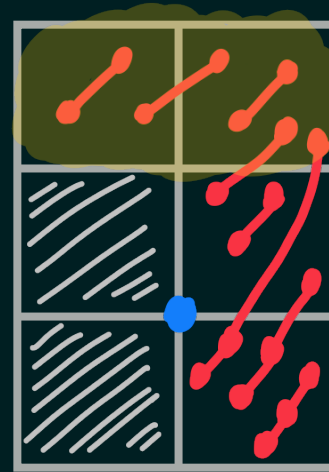


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Proof Trees = a bunch of tilings, related by strategies  
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( = combinatorial specifications )

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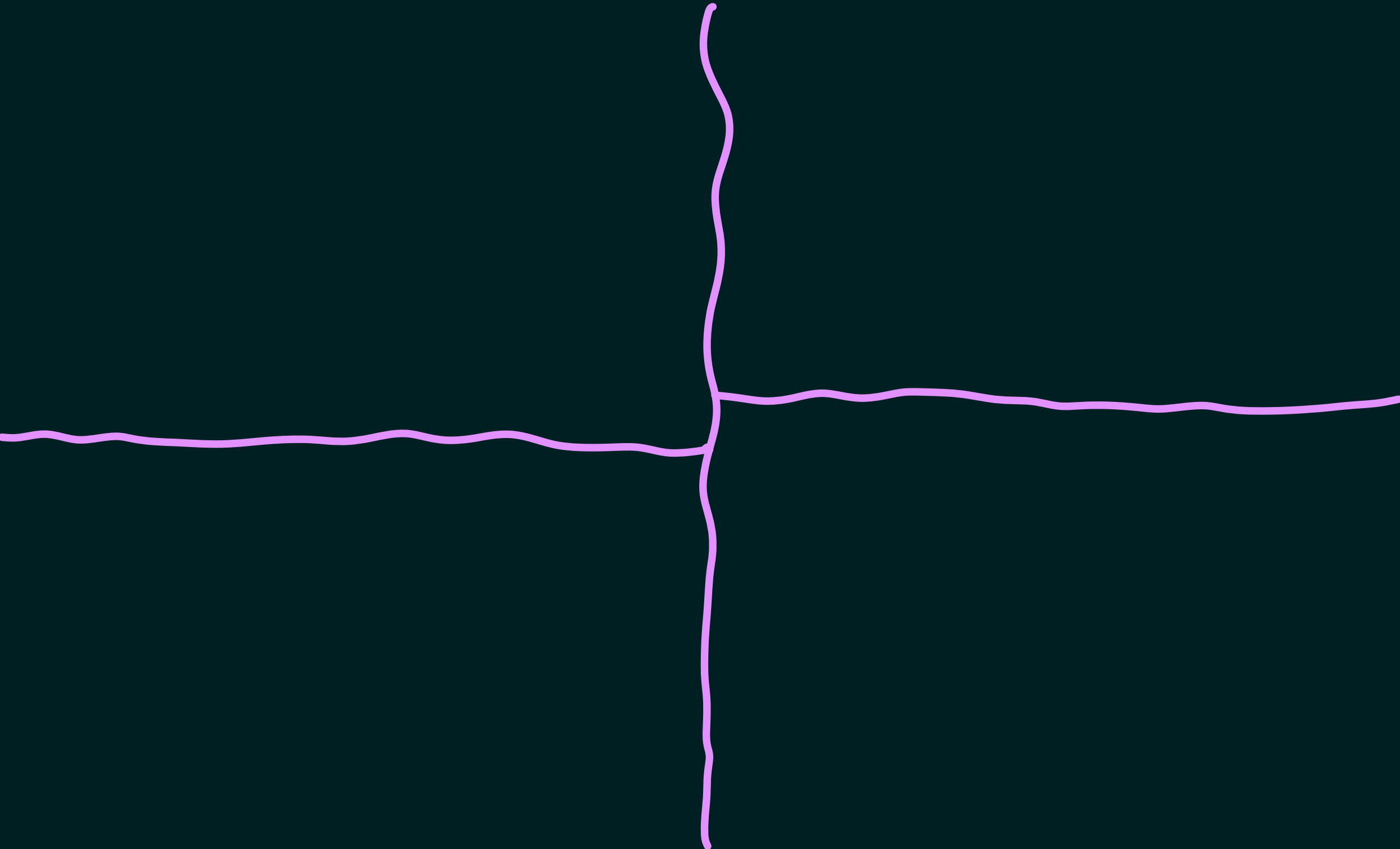
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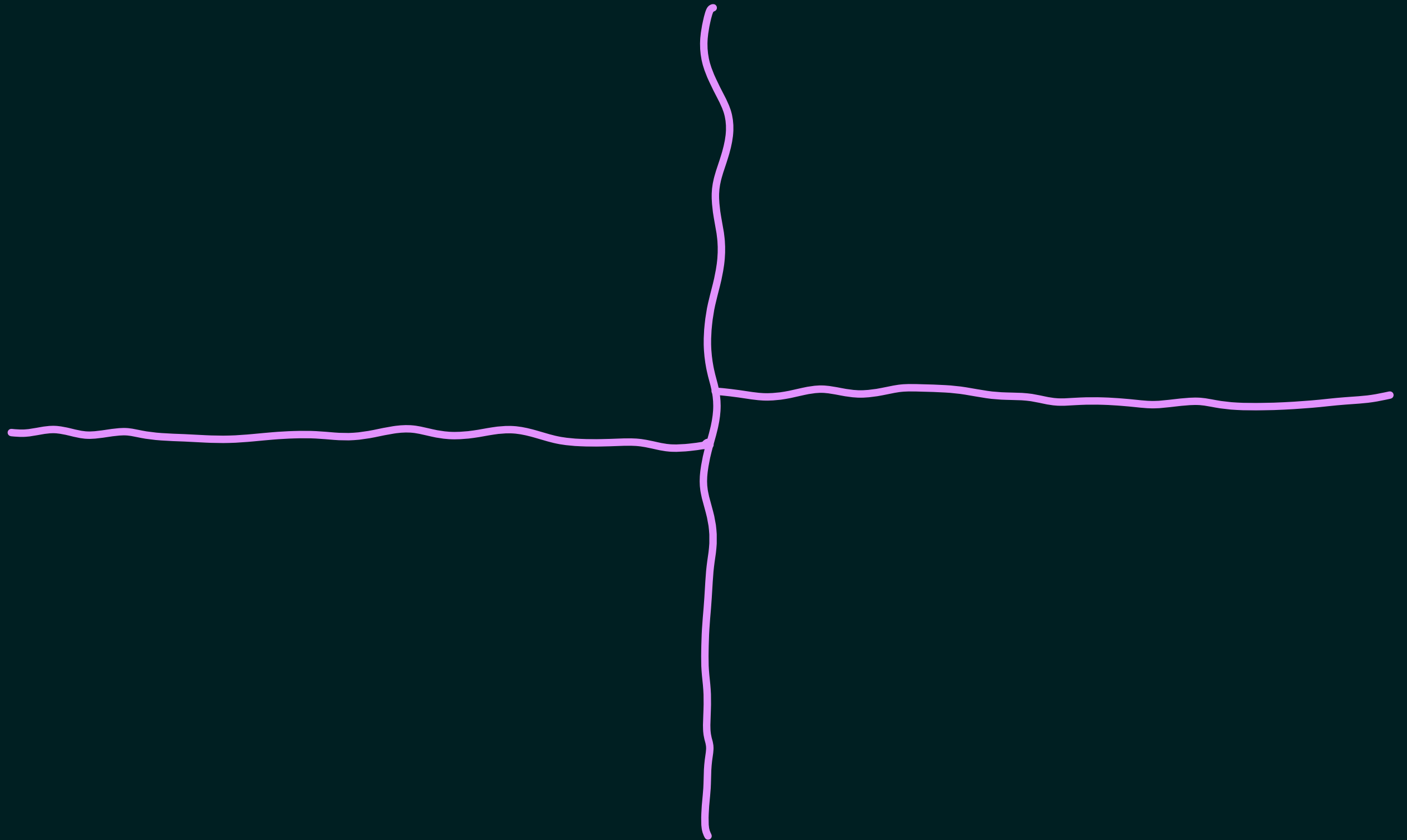
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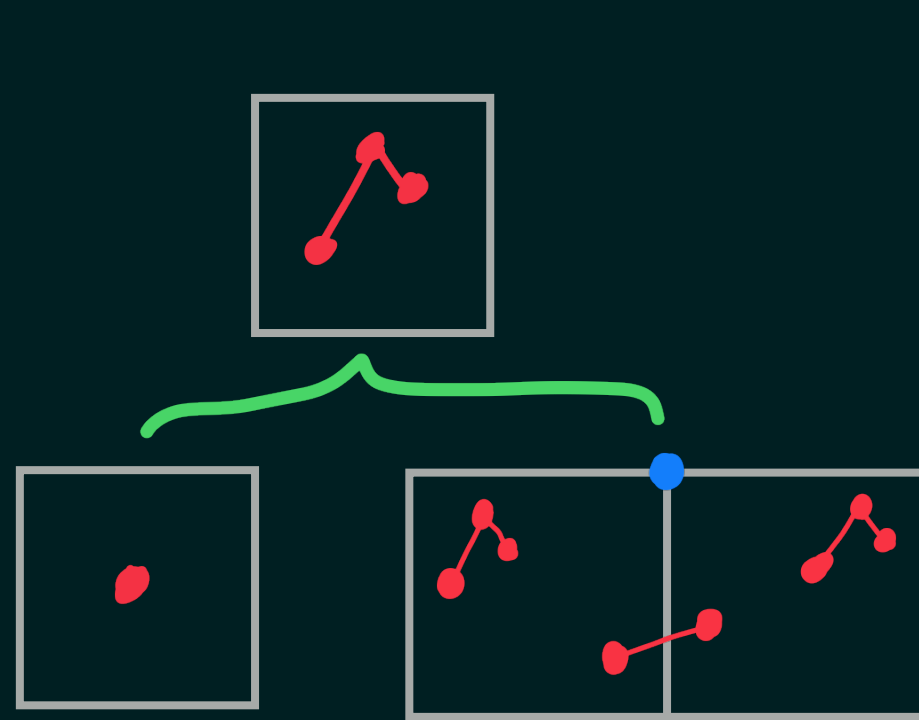
Combinatorial Exploration = repeatedly apply strategies to  
tilings until you find a proof tree



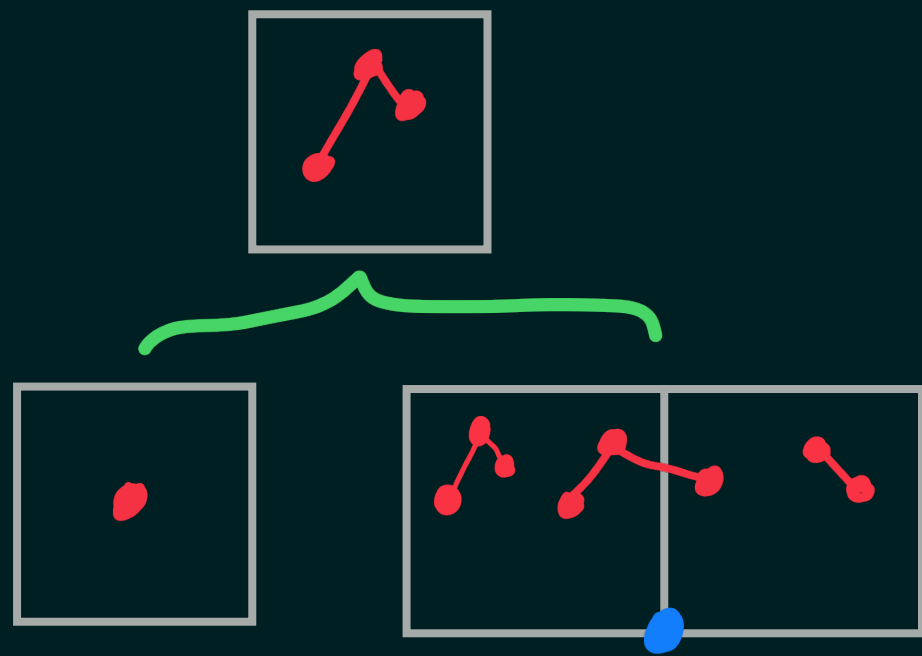
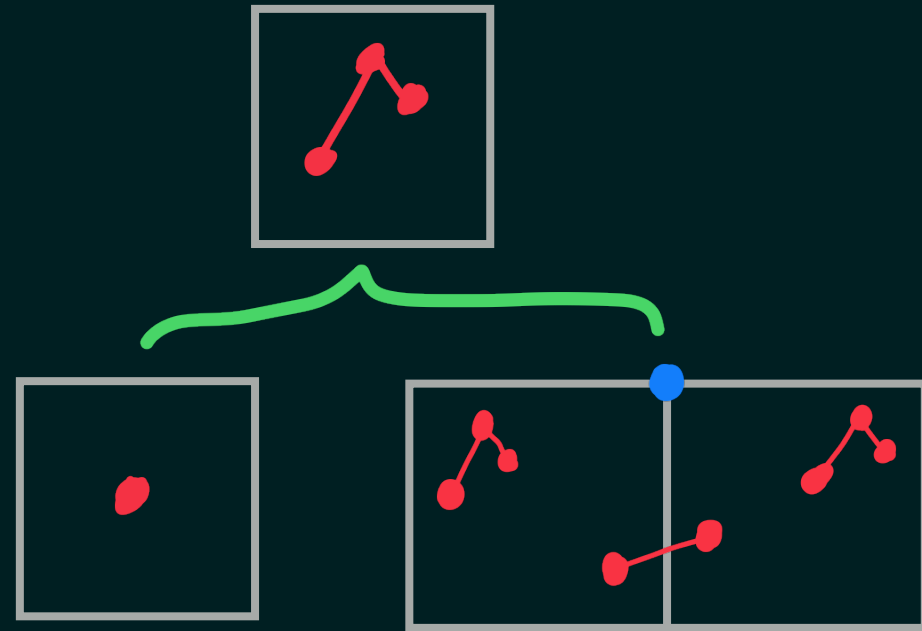
# Point Placement



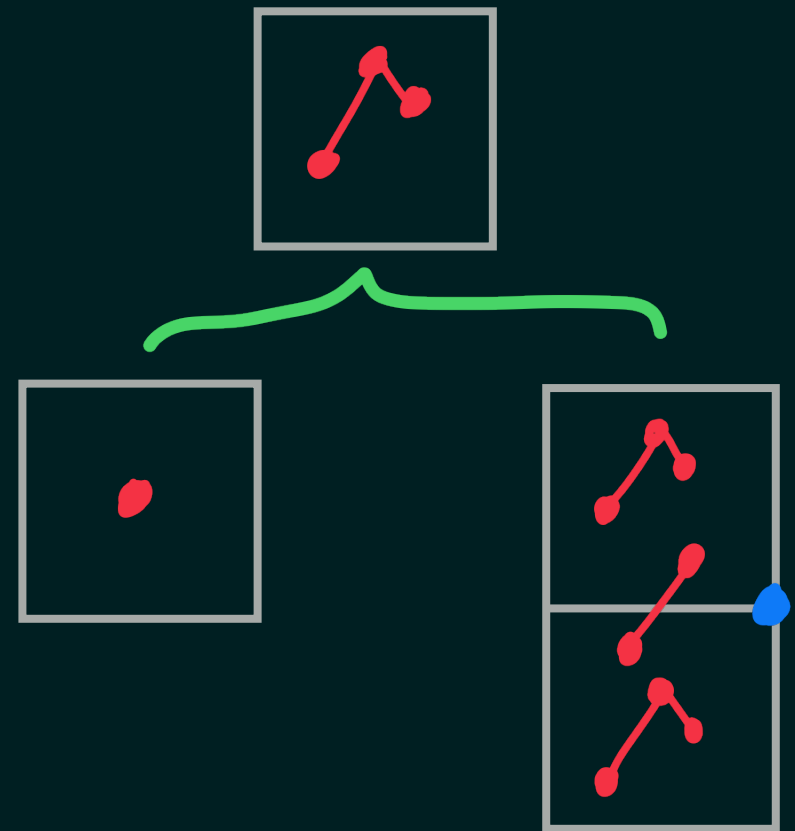
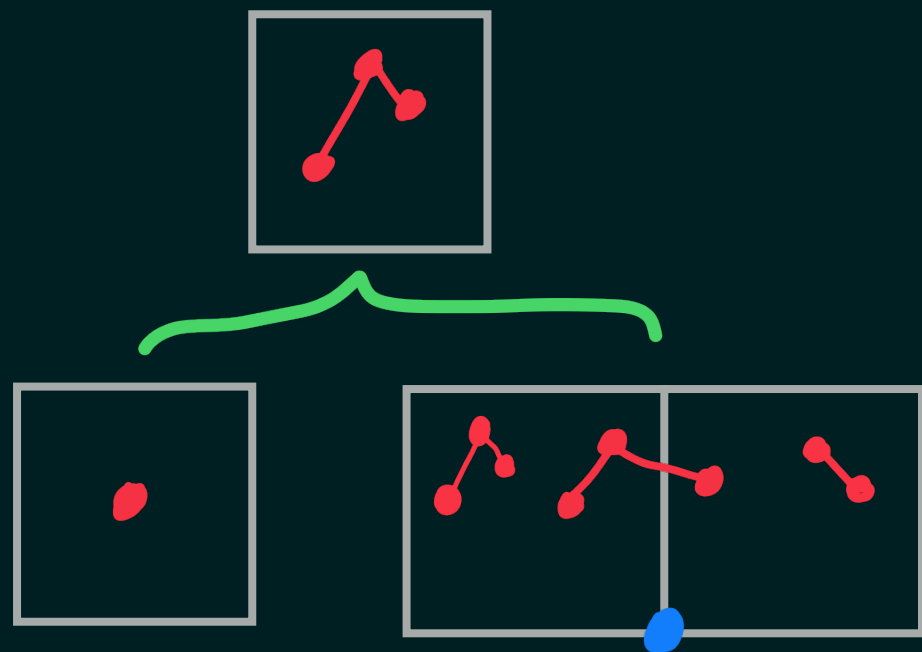
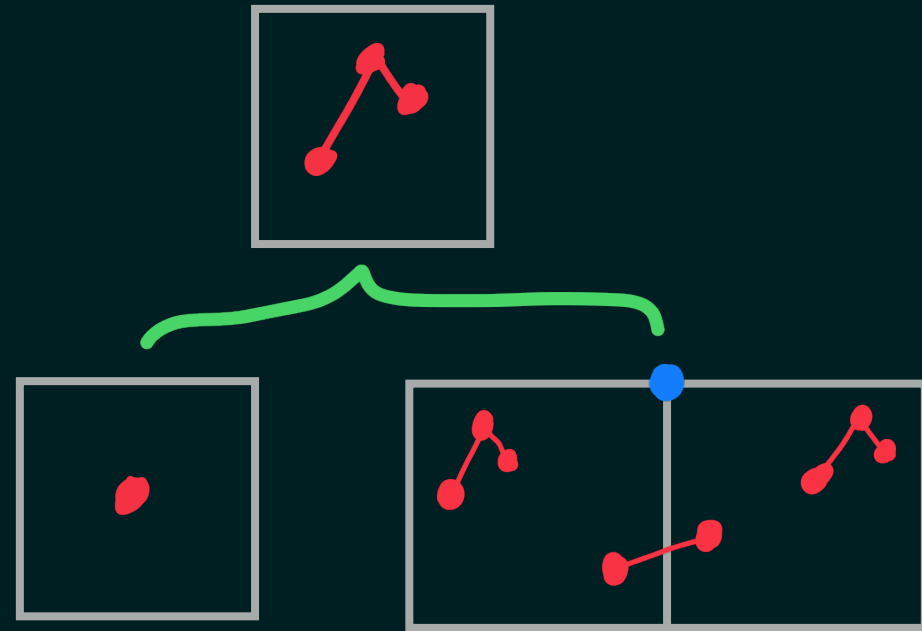
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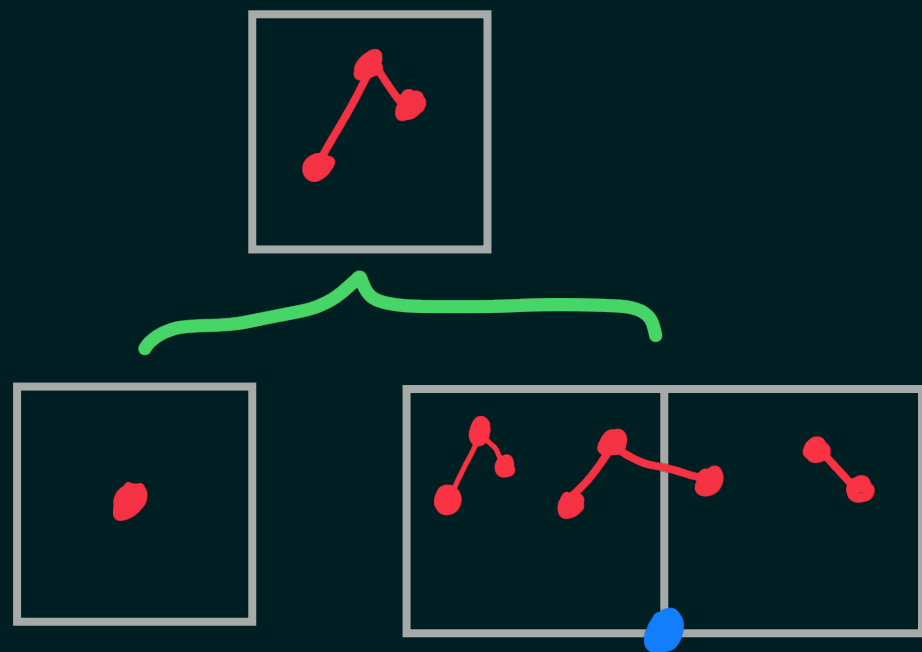
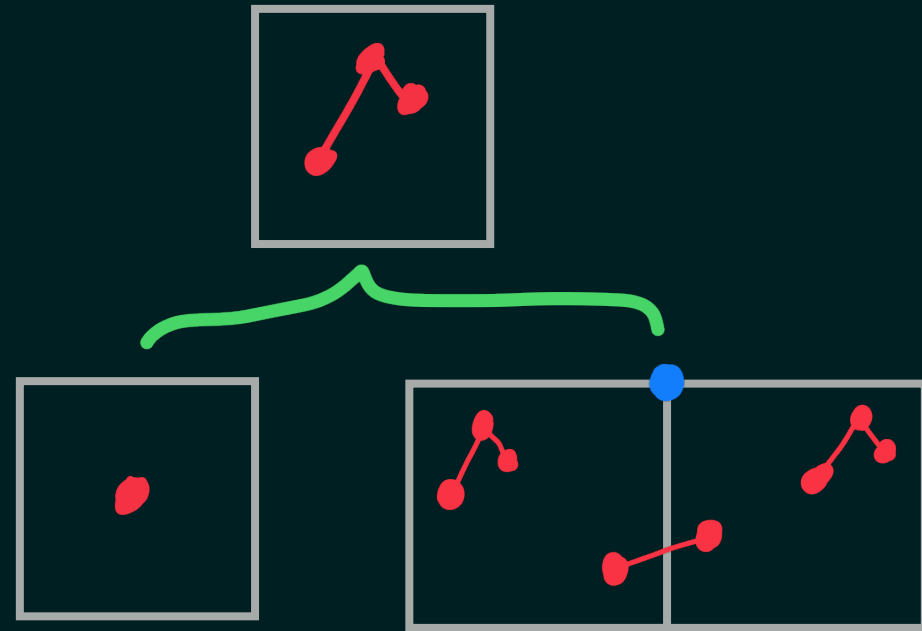


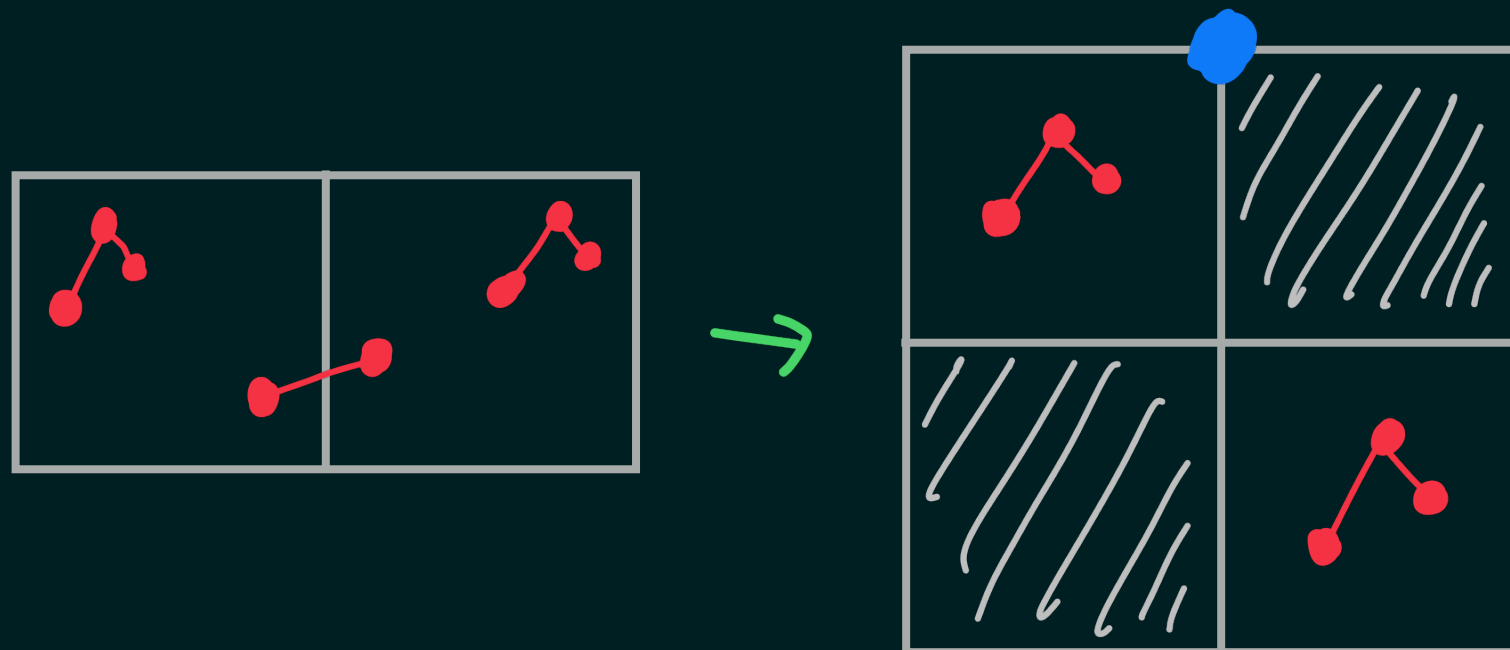
# Point Placement



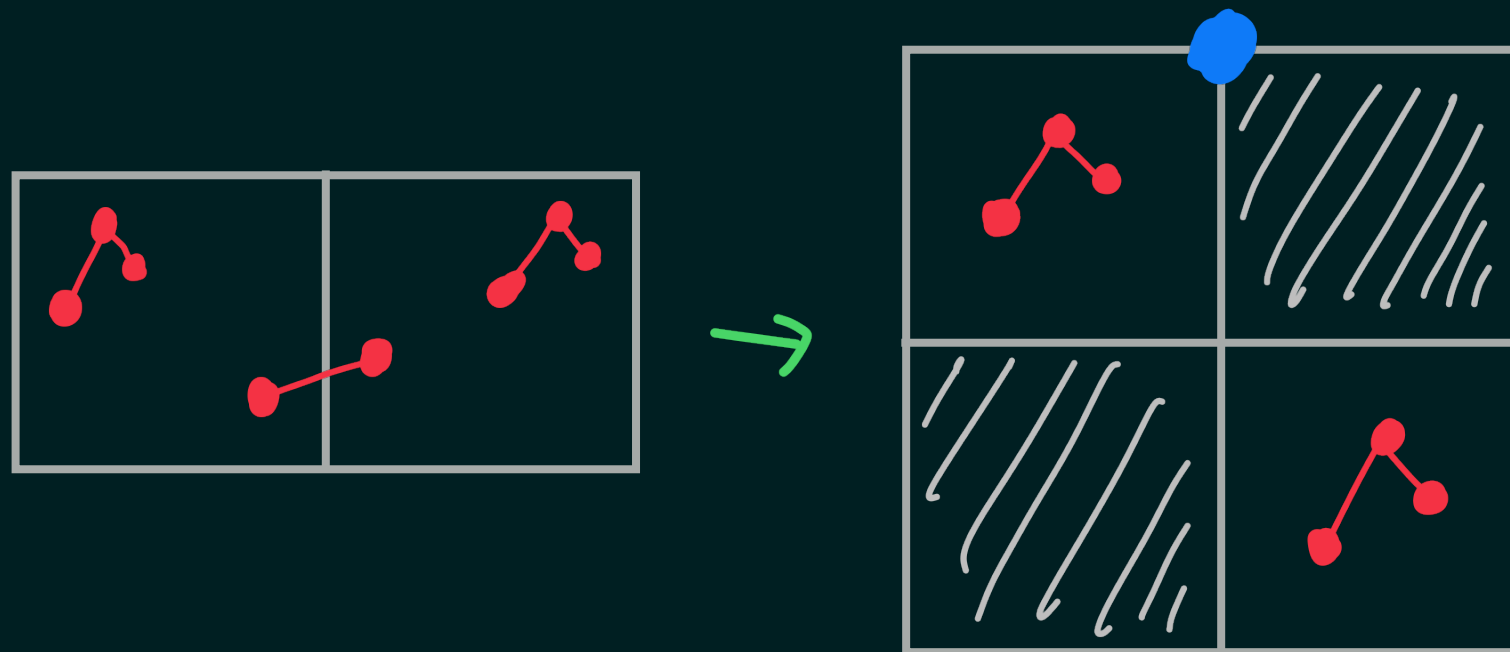


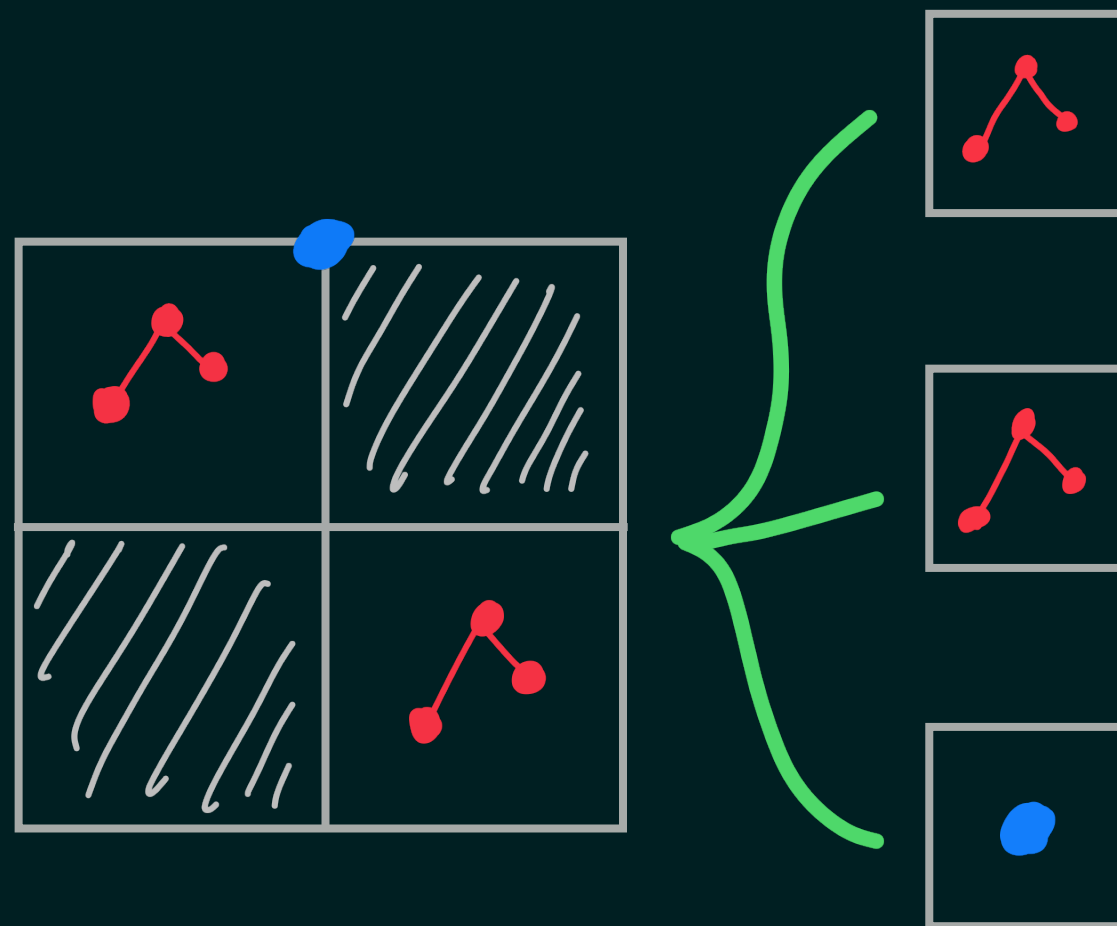
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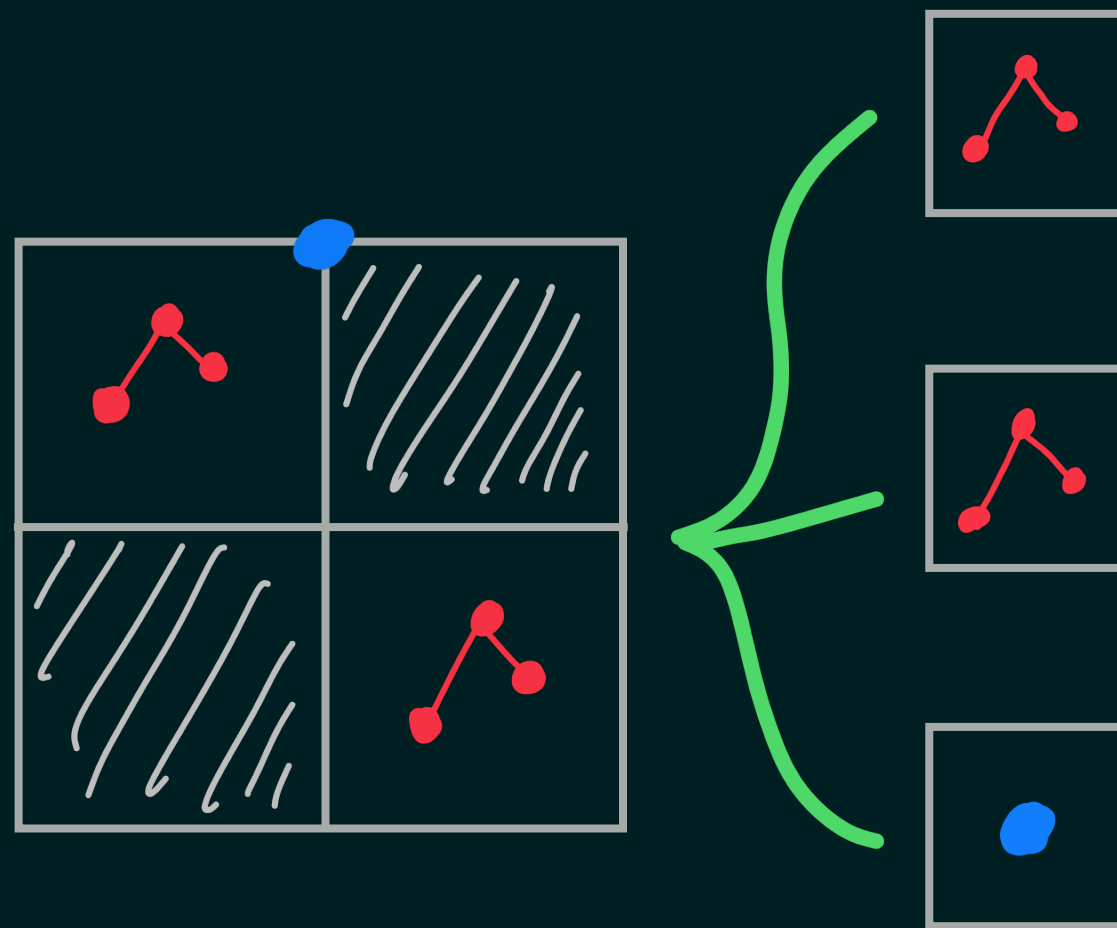


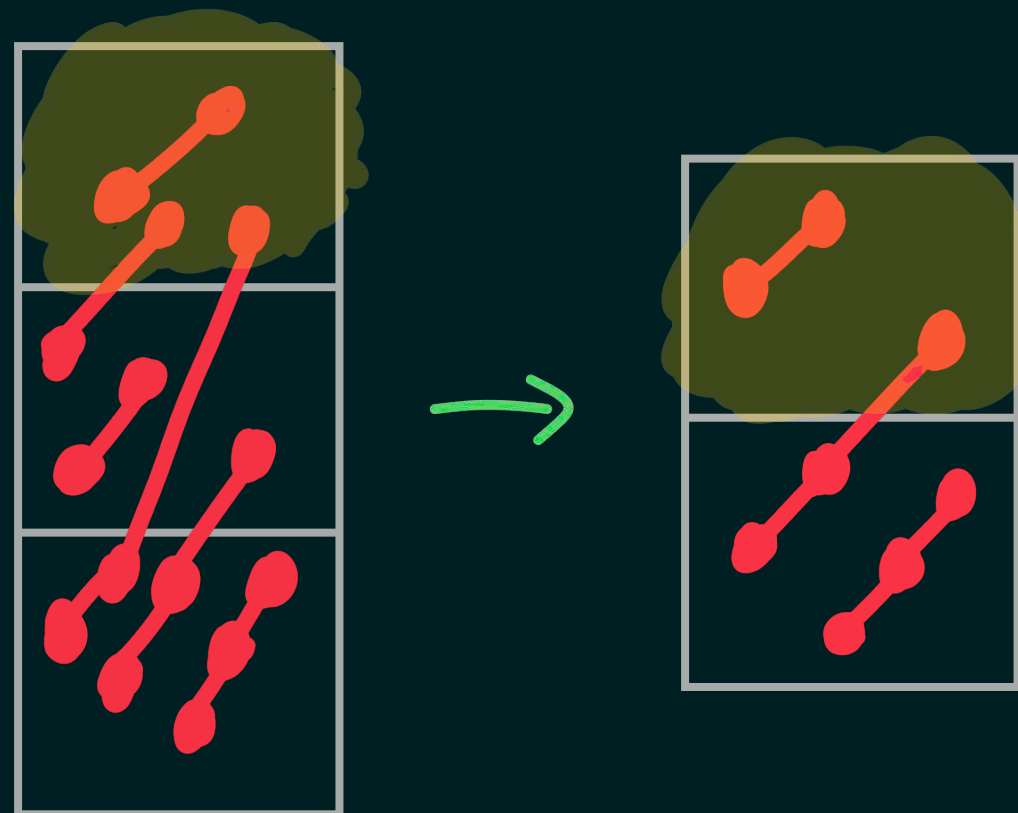
# Row or Column Separation



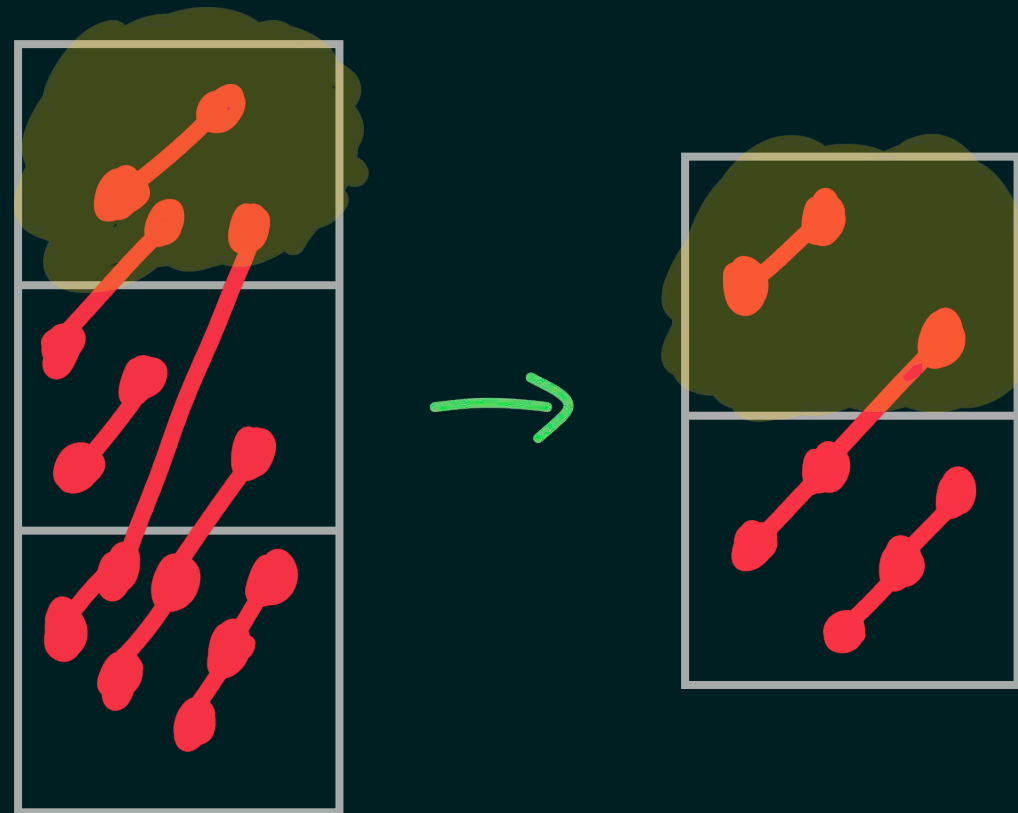


# Factoring



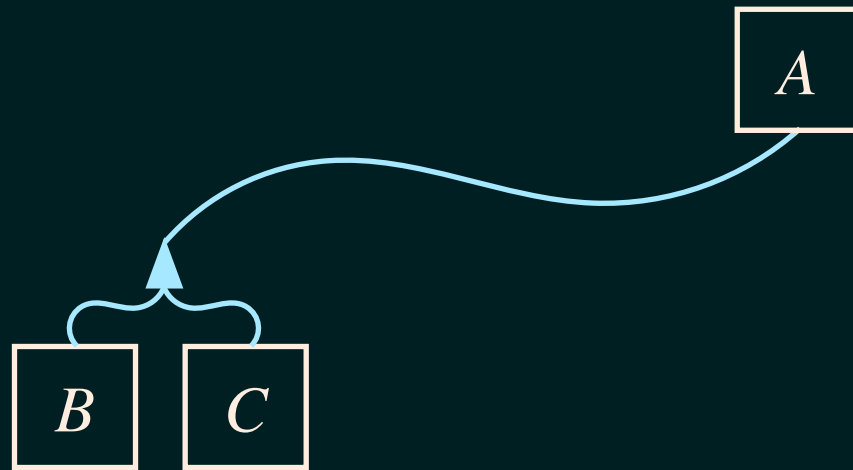


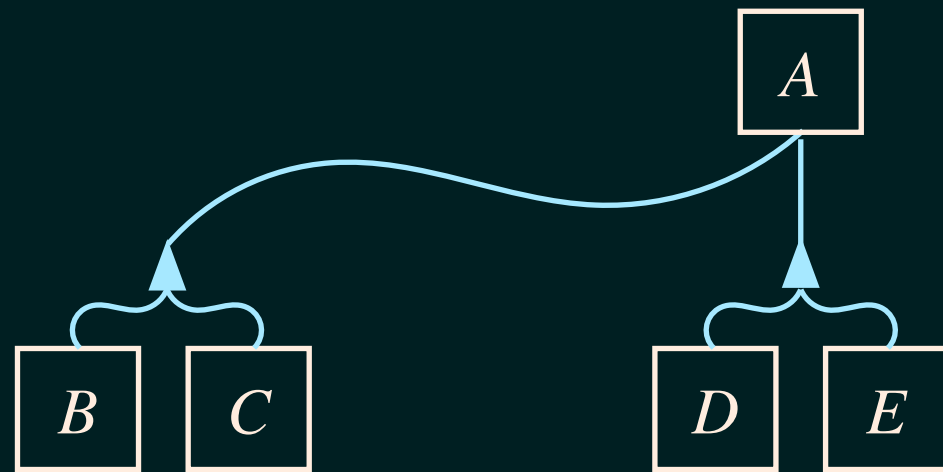
# Fusion

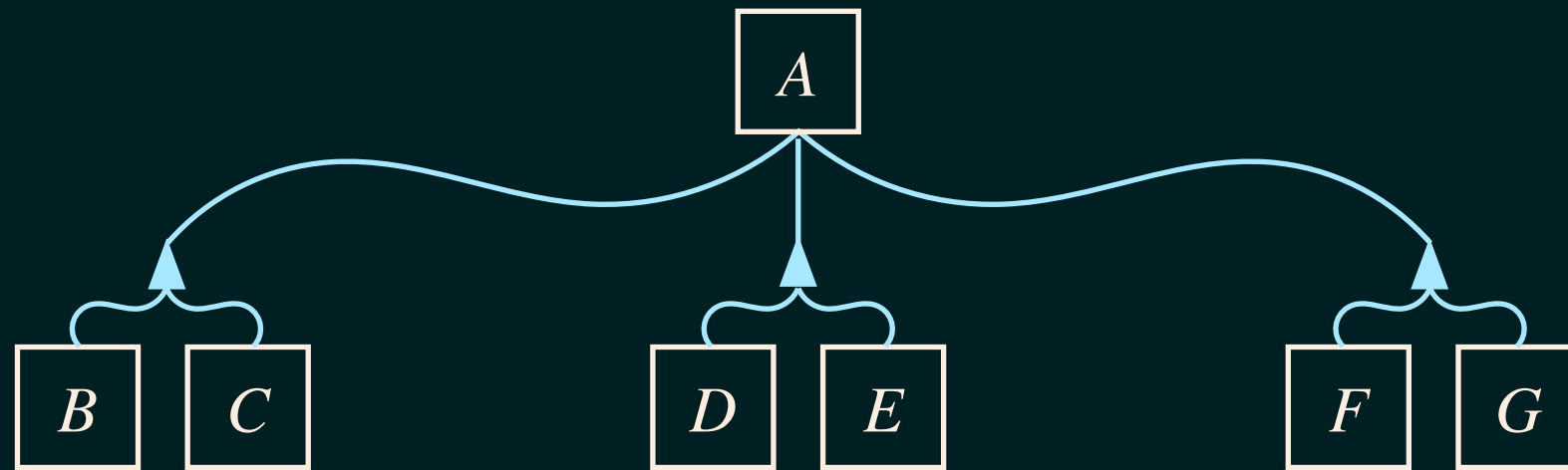


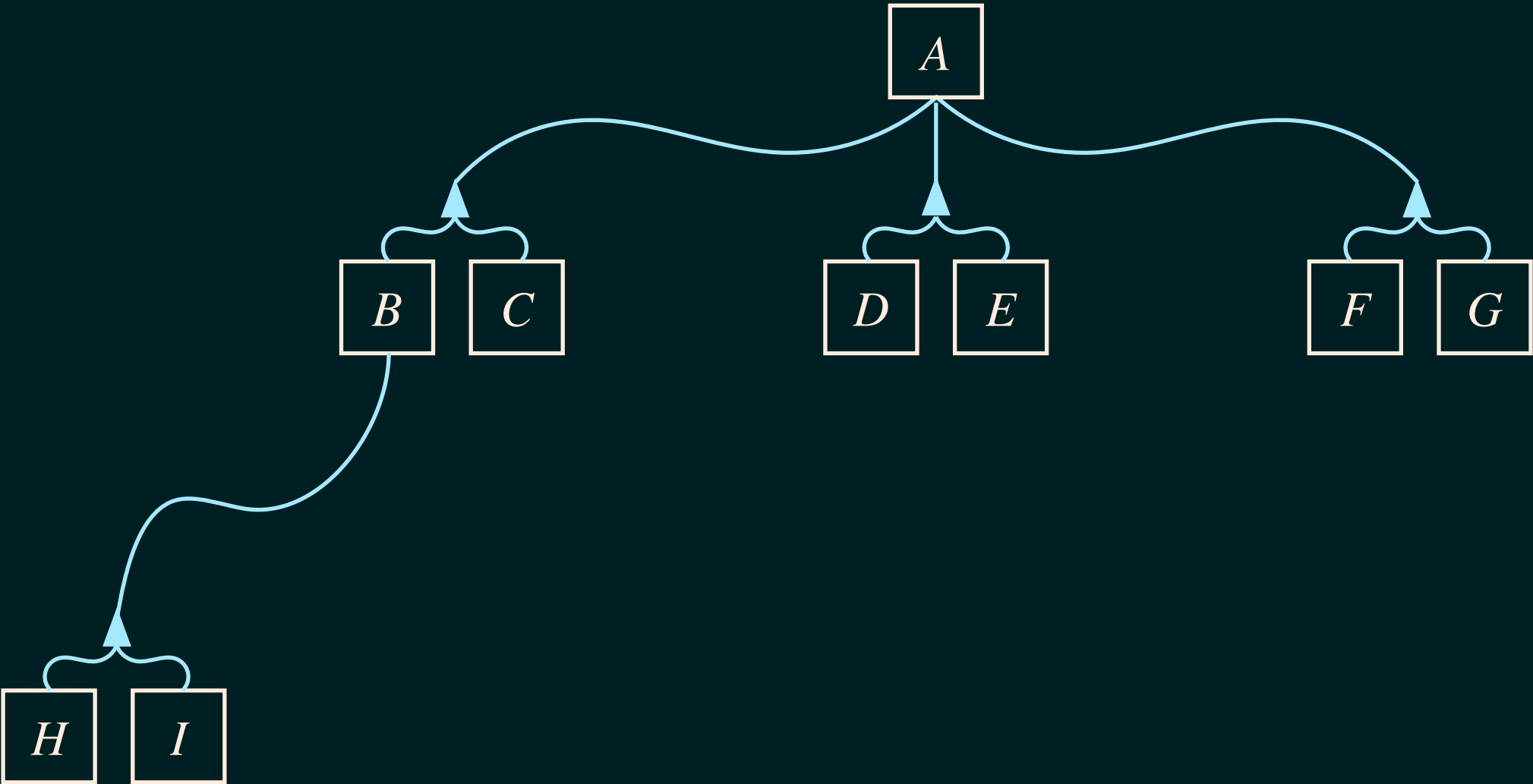


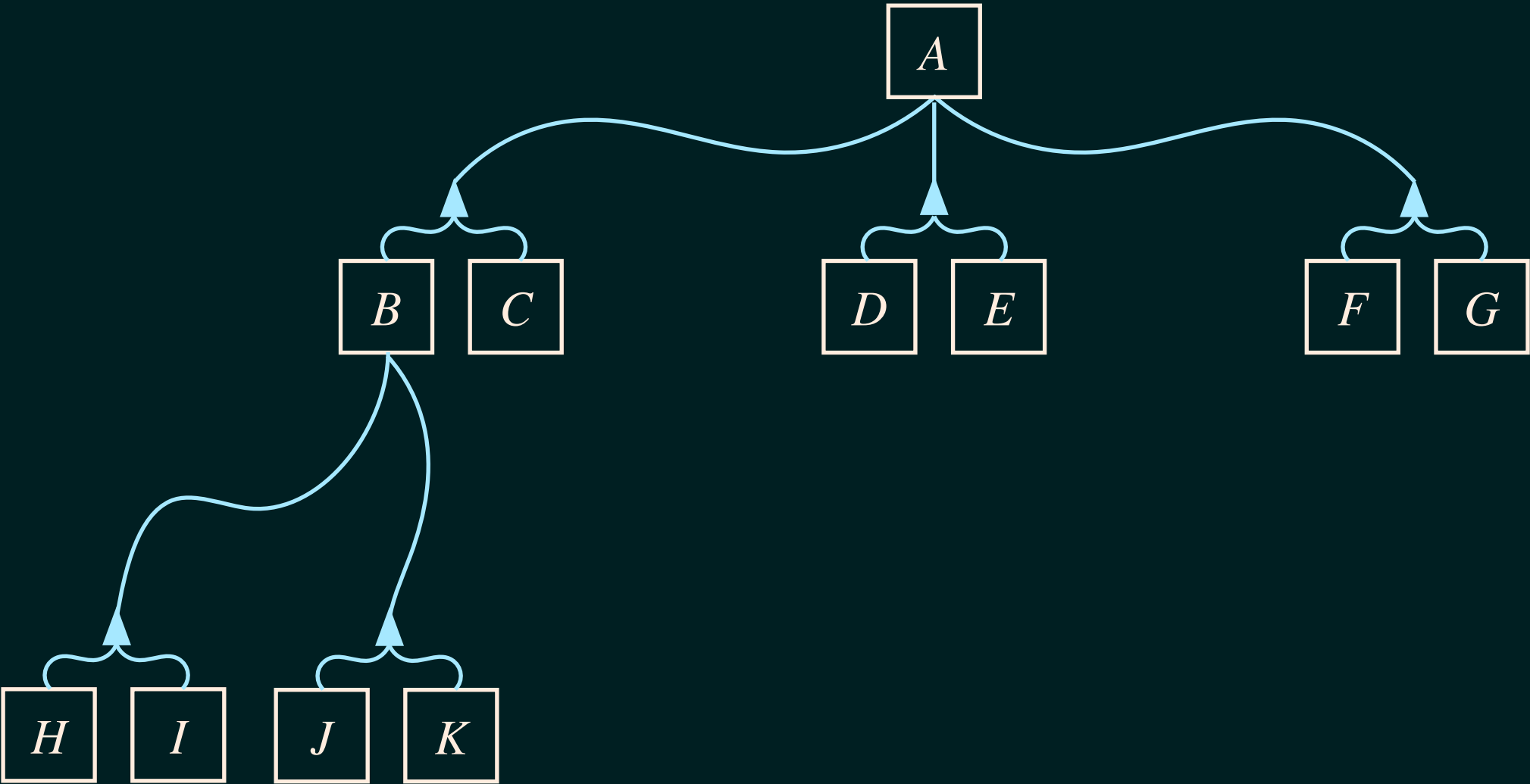


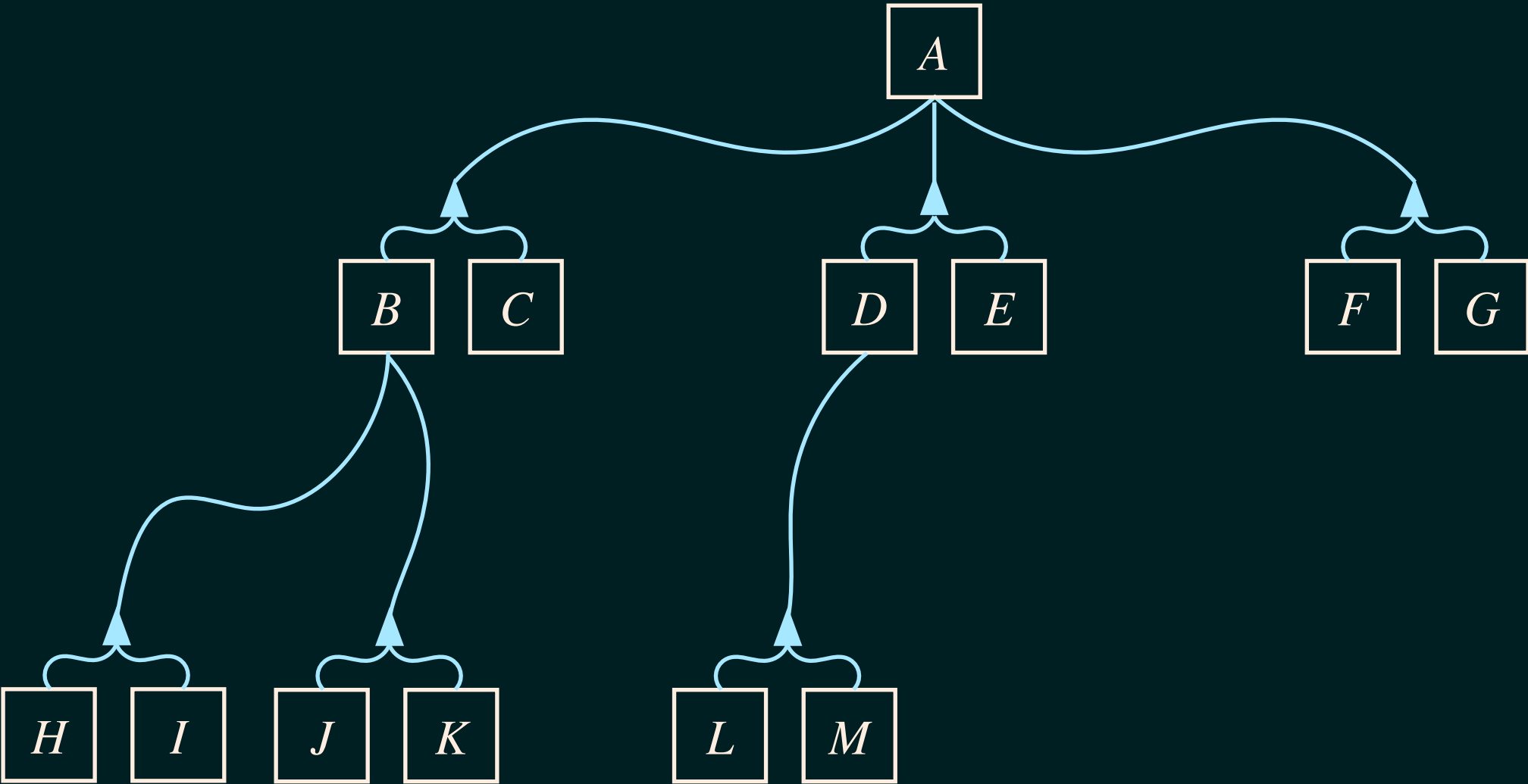


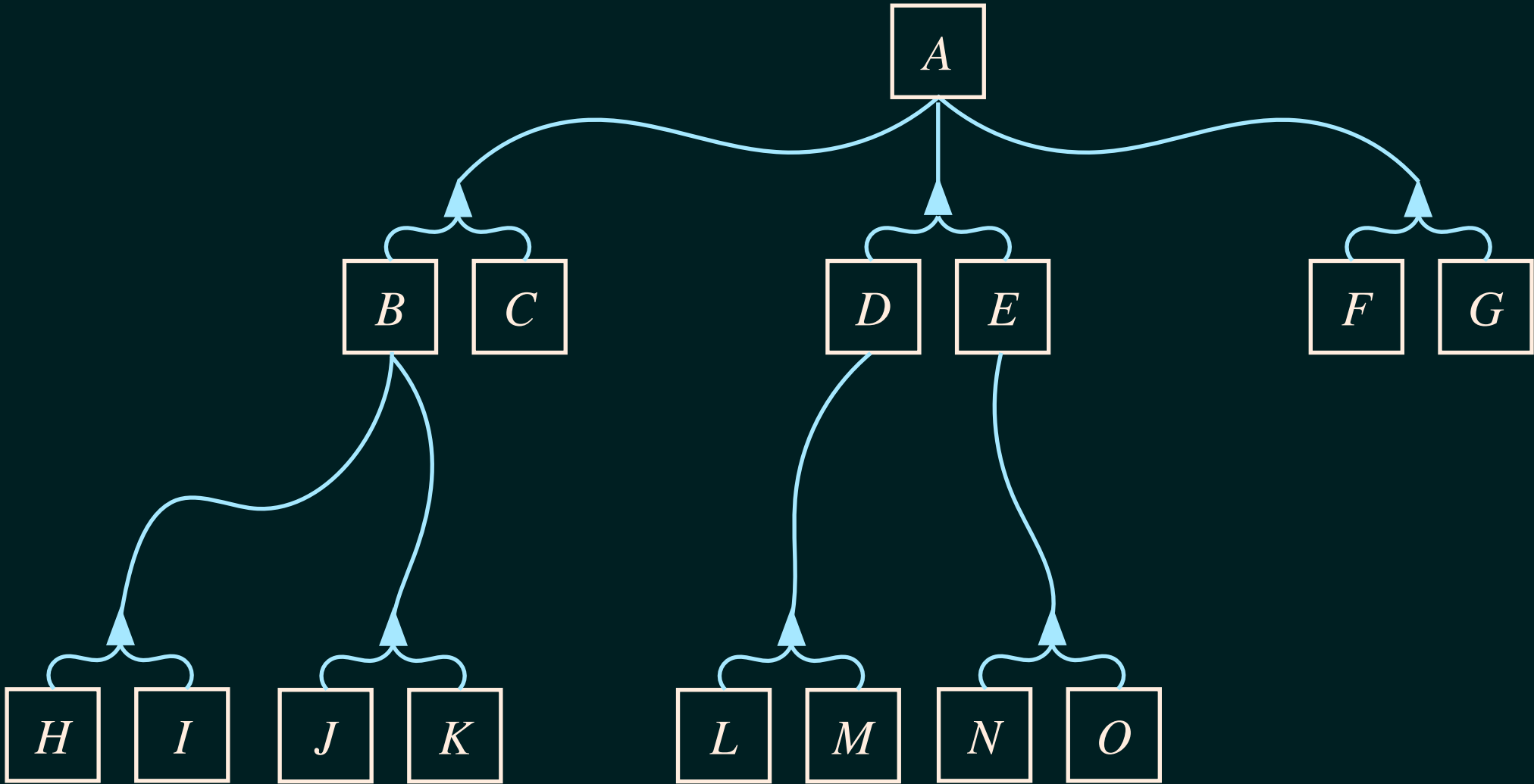


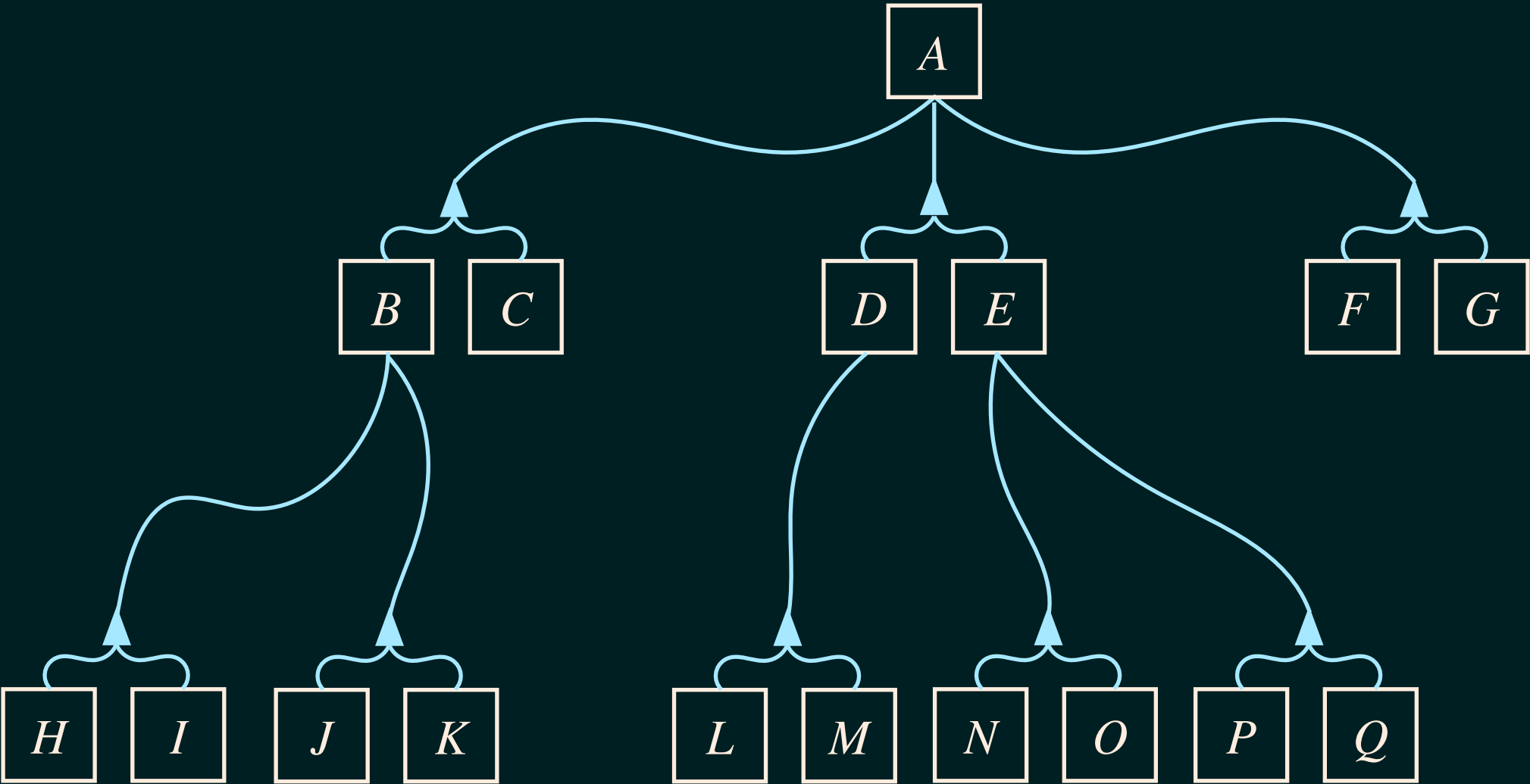




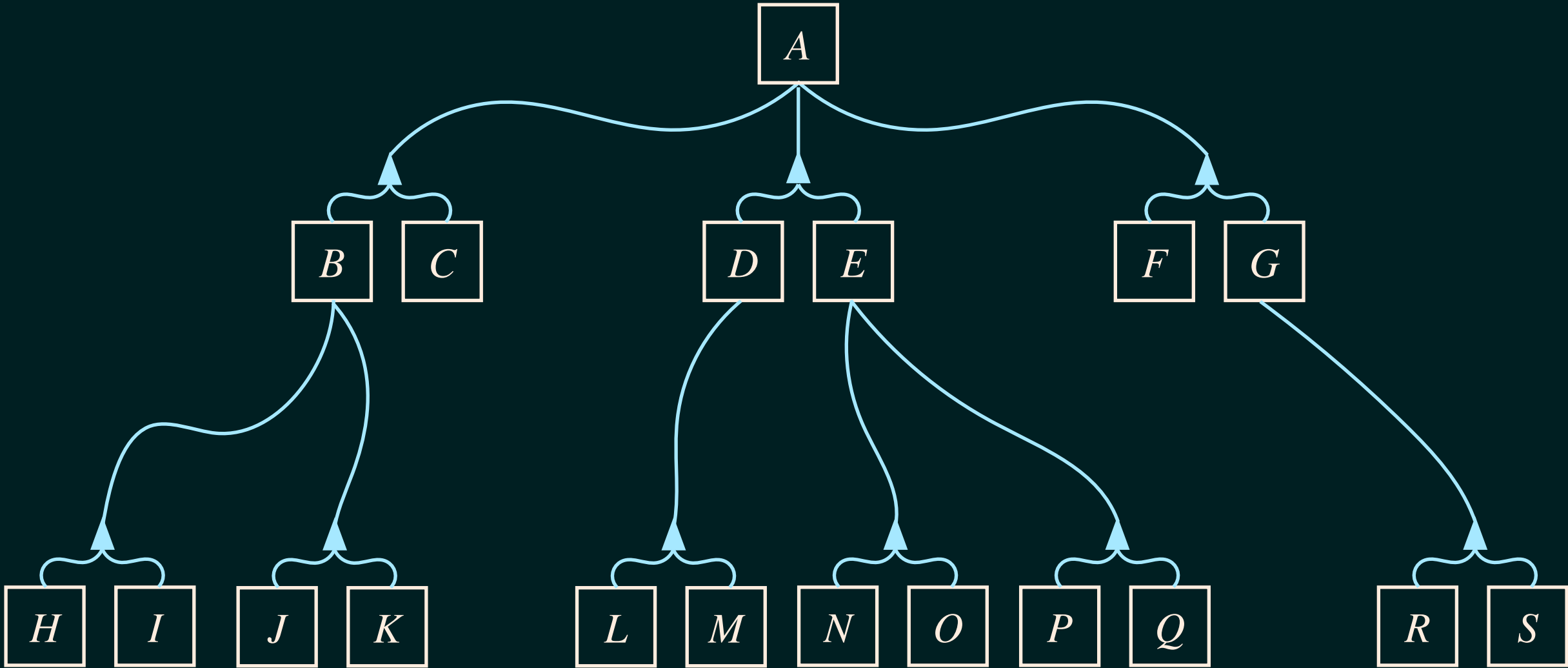


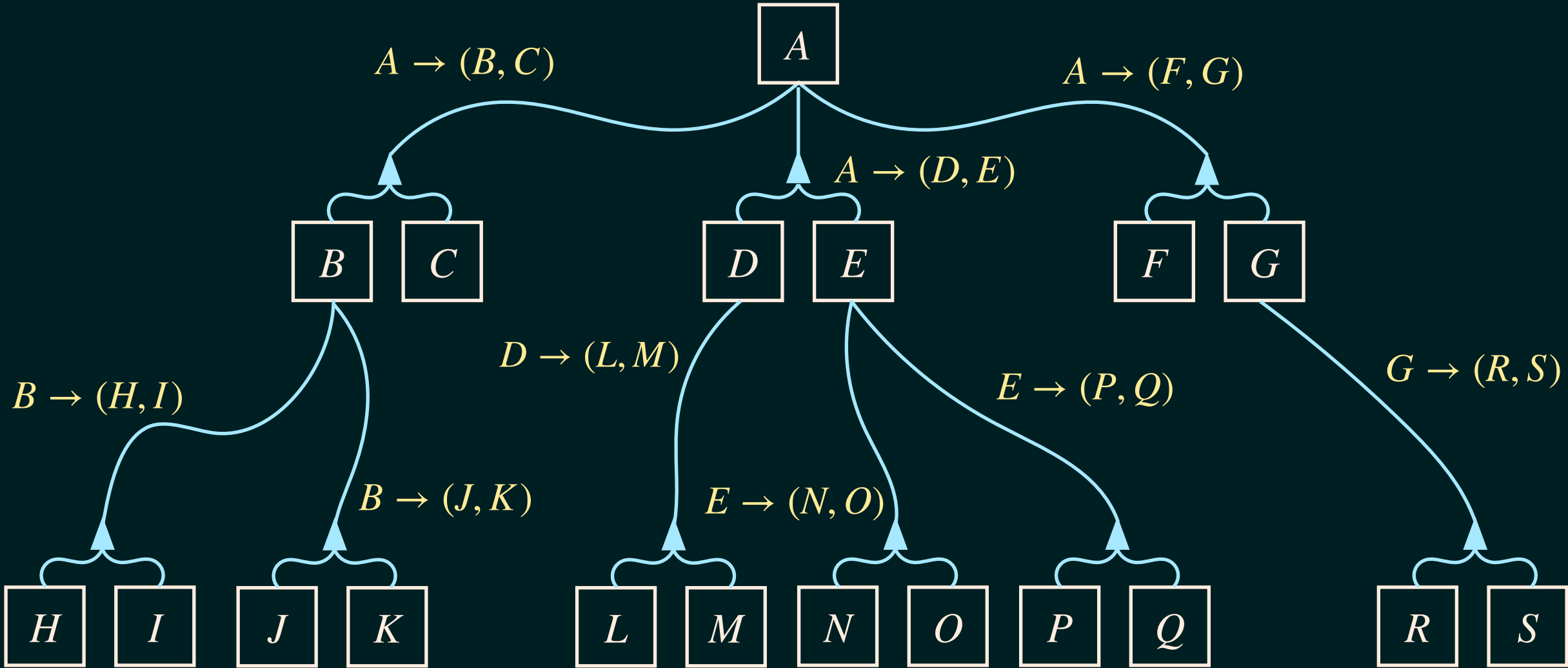


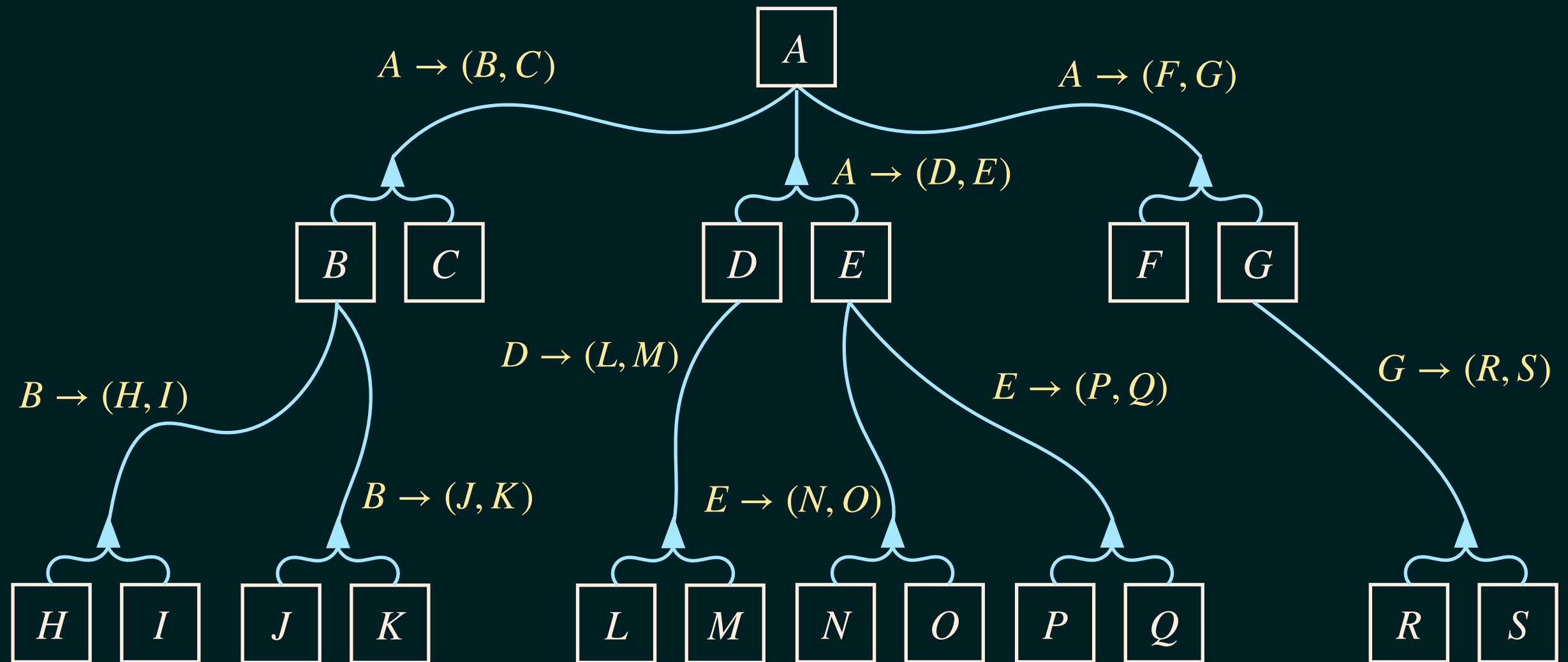












when the giant list of rules you're generating contains  
a subset that is a combinatorial specification, you win!



---

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- ▶ Dozens of known results and dozens of new results, and corrects several wrong results.



---

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- ▶ And many more!



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## The Permutation Pattern Avoidance Library (PermPAL)

PermPAL is a database of algorithmically-derived theorems about [permutation classes](#).

The [Combinatorial Exploration framework](#) produces rigorously verified combinatorial specifications for families of combinatorial objects. These specifications then lead to generating functions, counting sequence, polynomial-time counting algorithms, random sampling procedures, and more.

This database contains 23,845 permutation classes for which specifications have been automatically found. This includes many classes that have been previously enumerated by other means and many classes that have not been previously enumerated.

### Some Notables Successes:

- [6 out of 7 of the principal classes](#) of length 4
- [all 56 symmetry classes](#) avoiding two patterns of length 4
- [all 317 symmetry classes](#) avoiding three patterns of length 4
- [the "domino set"](#) used by [Bevan, Brignall, Elvey Price, and Pantone](#) to investigate  $Av(1324)$
- [the class  \$Av\(3412, 52341, 635241\)\$](#)  of [Alland and Richmond](#) corresponding a type of Schubert variety
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Section 2.4 of the article [Combinatorial Exploration: An Algorithmic Framework for Enumeration](#) gives a more comprehensive list of notable results.

The [comb\\_spec\\_searcher](#) github repository contains the open-source python framework for Combinatorial Exploration, and the [tilings](#) github repository contains the code needed to apply it to the field of permutation patterns.

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Av(1342)

[View Raw Data](#)

Generating Function

$$\frac{-8\sqrt{-8x+1}x-8x^2+\sqrt{-8x+1}+20x+1}{2(x+1)^3}$$

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Recurrence

$$\begin{aligned} a(0) &= 1 \\ a(1) &= 1 \\ a(n+2) &= \frac{4(3+2n)a(n)}{n+2} + \frac{(-8+7n)a(n+1)}{n+2}, \quad n \geq 2 \end{aligned}$$

Copy to clipboard: latex Maple

- Specification 1
- Specification 2
- Specification 3
- Specification 4
- Specification 5

This specification was found using the strategy pack "Point And Col Placements Tracked Fusion" and has 29 rules.

Found on May 26, 2021.  
Finding the specification took 1720 seconds.

Counting Sequence

1, 1, 2, 6, 23, 103, 512, 2740, 15485, 91245, 555662, 3475090, 22214707, 144640291, 956560748, ...

Copy 101 terms to clipboard Search on OEIS Search on PermPAL

Implicit Equation for the Generating Function ?

$$(x+1)^3F(x)^2+(8x^2-20x-1)F(x)+16x=0$$

Copy to clipboard: latex Maple Search on PermPAL

## System of Equations

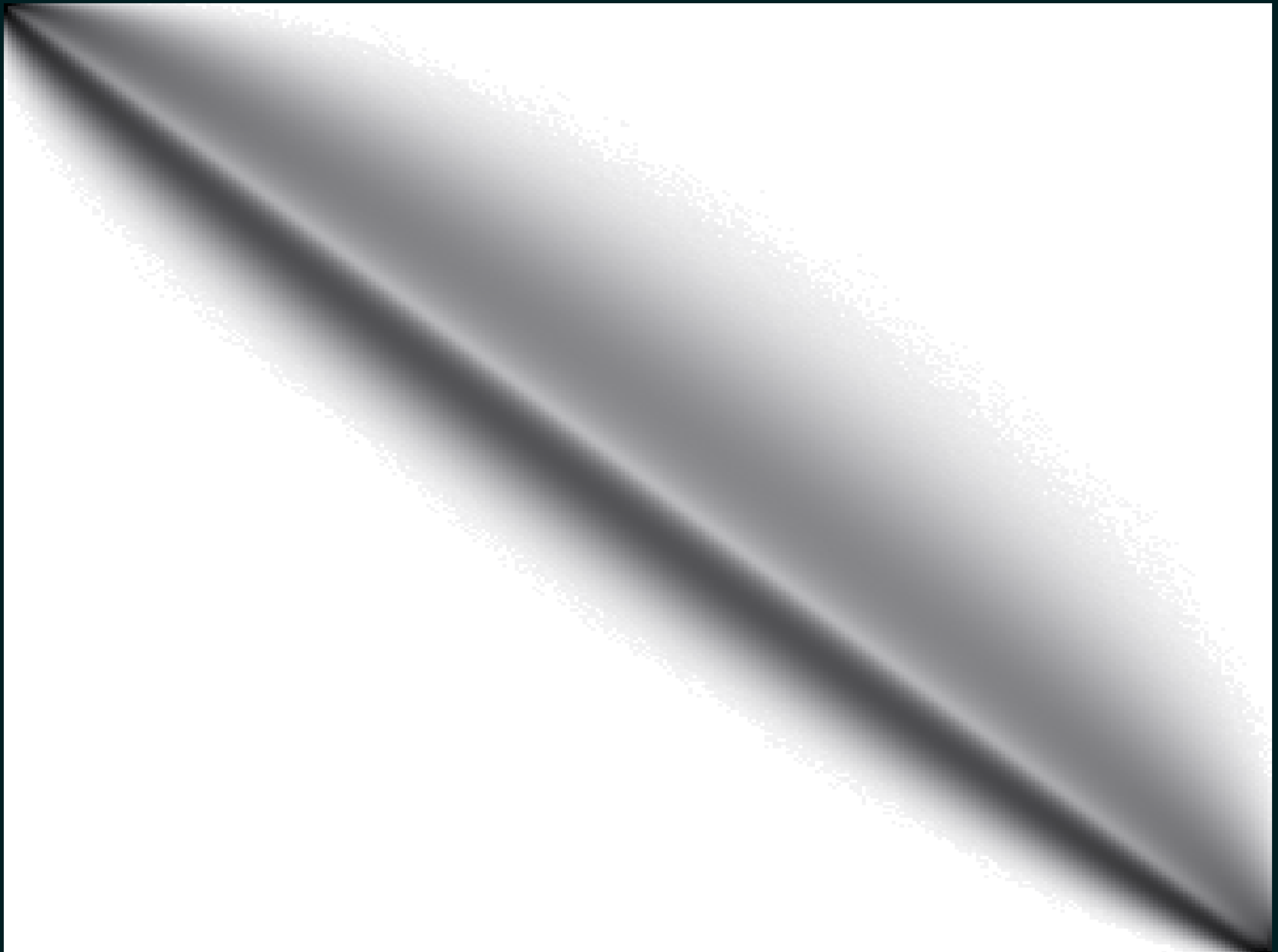
Copy 29 equations to clipboard:

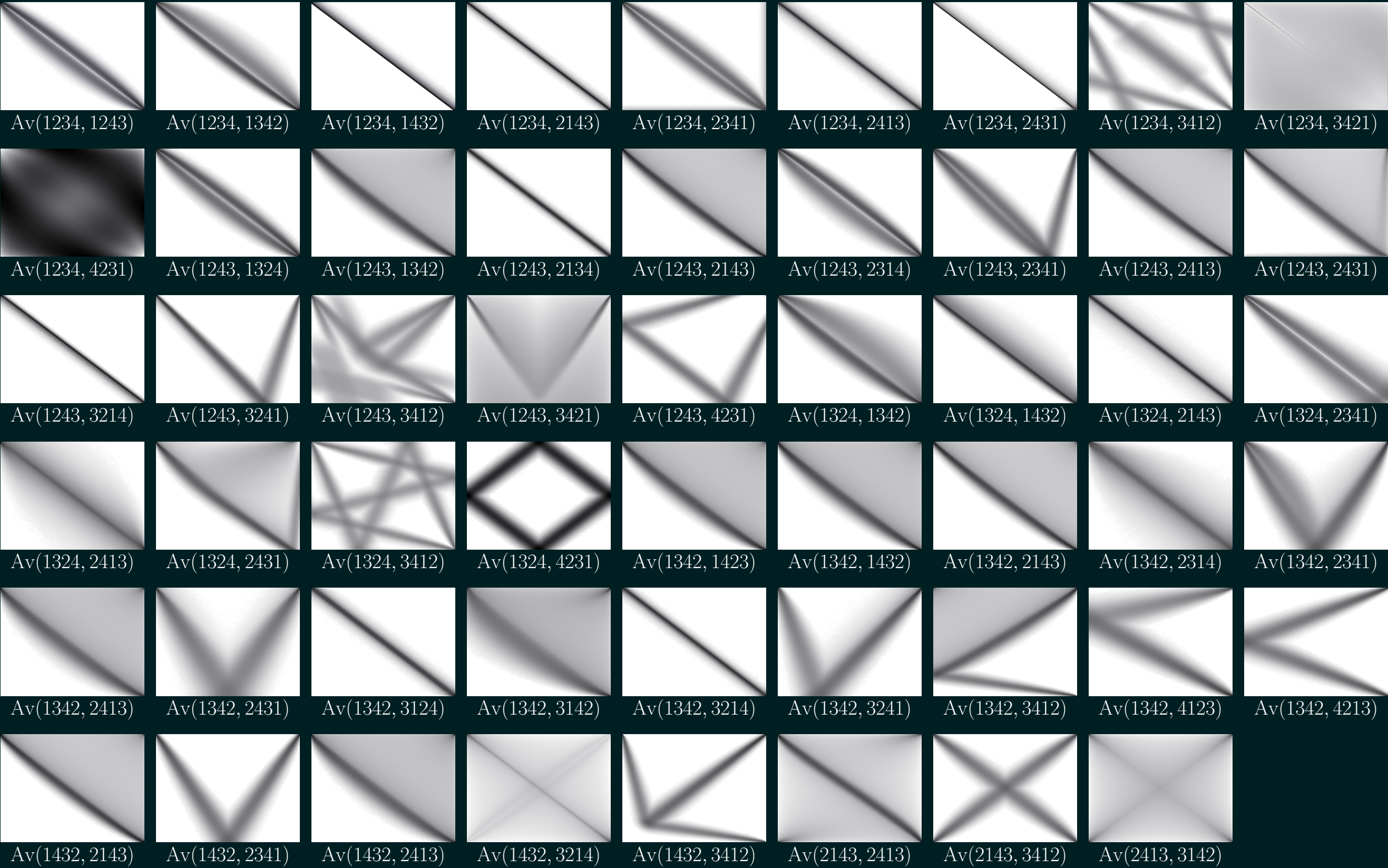
latex

Maple

sympy

$$\begin{aligned}
 F_0(x) &= F_1(x) + F_2(x) \\
 F_1(x) &= 1 \\
 F_2(x) &= F_3(x) \\
 F_3(x) &= F_4(x)F_5(x) \\
 F_4(x) &= x \\
 F_5(x) &= F_6(x, 1) \\
 F_6(x, y) &= F_0(x) + F_7(x, y) \\
 F_7(x, y) &= F_8(x, y) \\
 F_8(x, y) &= F_{14}(x, y)F_9(x, y) \\
 F_9(x, y) &= F_{10}(x, y) + F_{15}(x, y) \\
 F_{10}(x, y) &= F_{11}(x, y)F_6(x, y) \\
 F_{11}(x, y) &= F_1(x) + F_{12}(x, y) \\
 F_{12}(x, y) &= F_{13}(x, y) \\
 F_{13}(x, y) &= F_{11}(x, y)^2 F_{14}(x, y) \\
 F_{14}(x, y) &= yx \\
 F_{15}(x, y) &= F_{16}(x, y) \\
 F_{16}(x, y) &= F_{17}(x, y)F_4(x)F_6(x, y) \\
 F_{18}(x, y) &= F_0(x)F_{17}(x, y)F_4(x) \\
 F_{18}(x, y) &= F_{19}(x, y) \\
 F_{20}(x, y) &= F_{19}(x, y) + F_{28}(x, y) \\
 F_{20}(x, y) &= F_{21}(x, y) + F_6(x, y) \\
 F_{21}(x, y) &= F_{22}(x, y) \\
 F_{22}(x, y) &= F_{23}(x, y)F_4(x) \\
 F_{23}(x, y) &= \frac{yF_{24}(x, y) - F_{24}(x, 1)}{-1 + y} \\
 F_{24}(x, y) &= F_{25}(x, y) + F_{26}(x, y) \\
 F_{25}(x, y) &= F_{11}(x, y)F_5(x) \\
 F_{26}(x, y) &= F_{27}(x, y) \\
 F_{27}(x, y) &= F_{17}(x, y)F_4(x)F_5(x) \\
 F_{28}(x, y) &= F_0(x)F_{11}(x, y)
 \end{aligned}$$



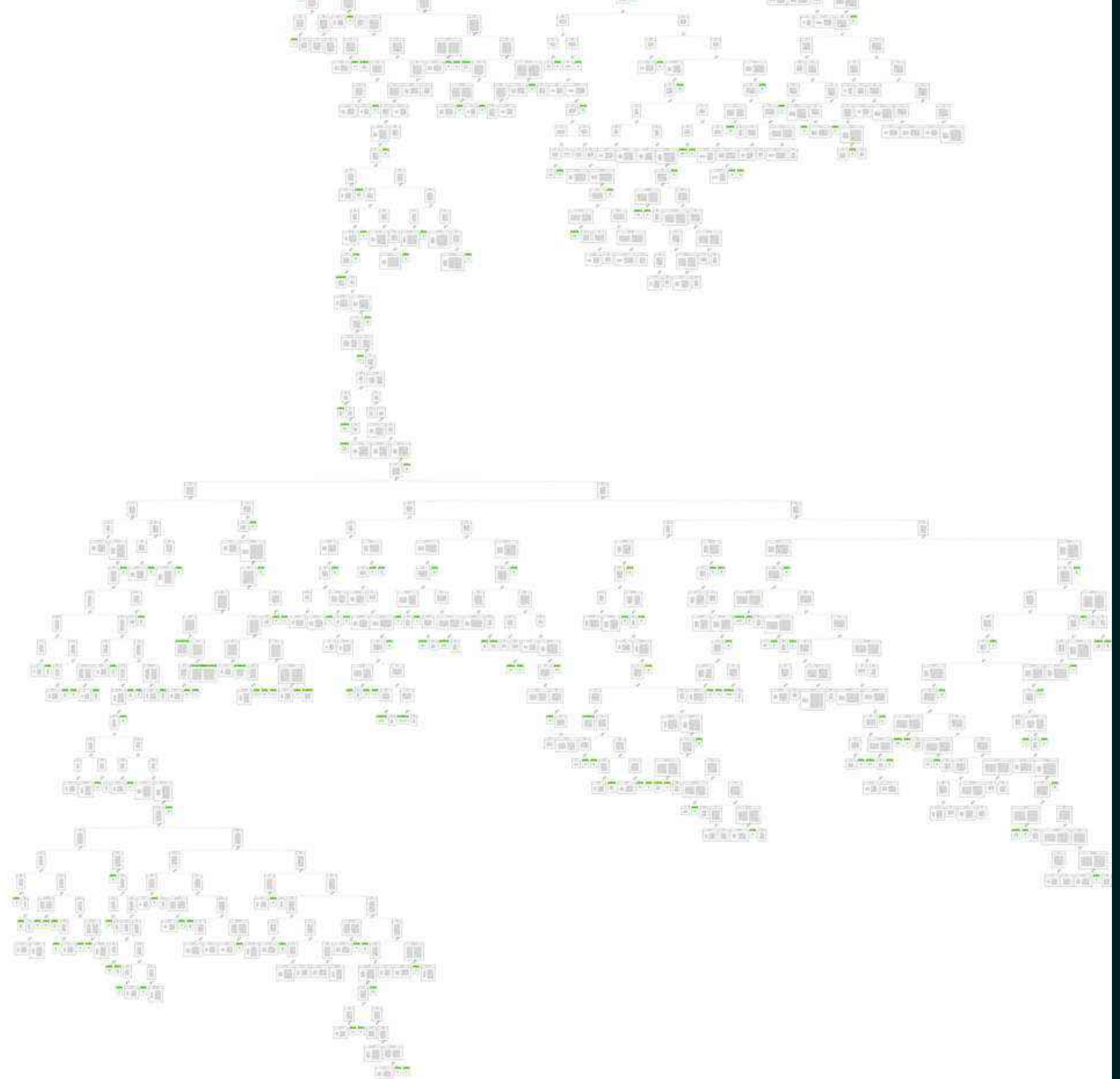


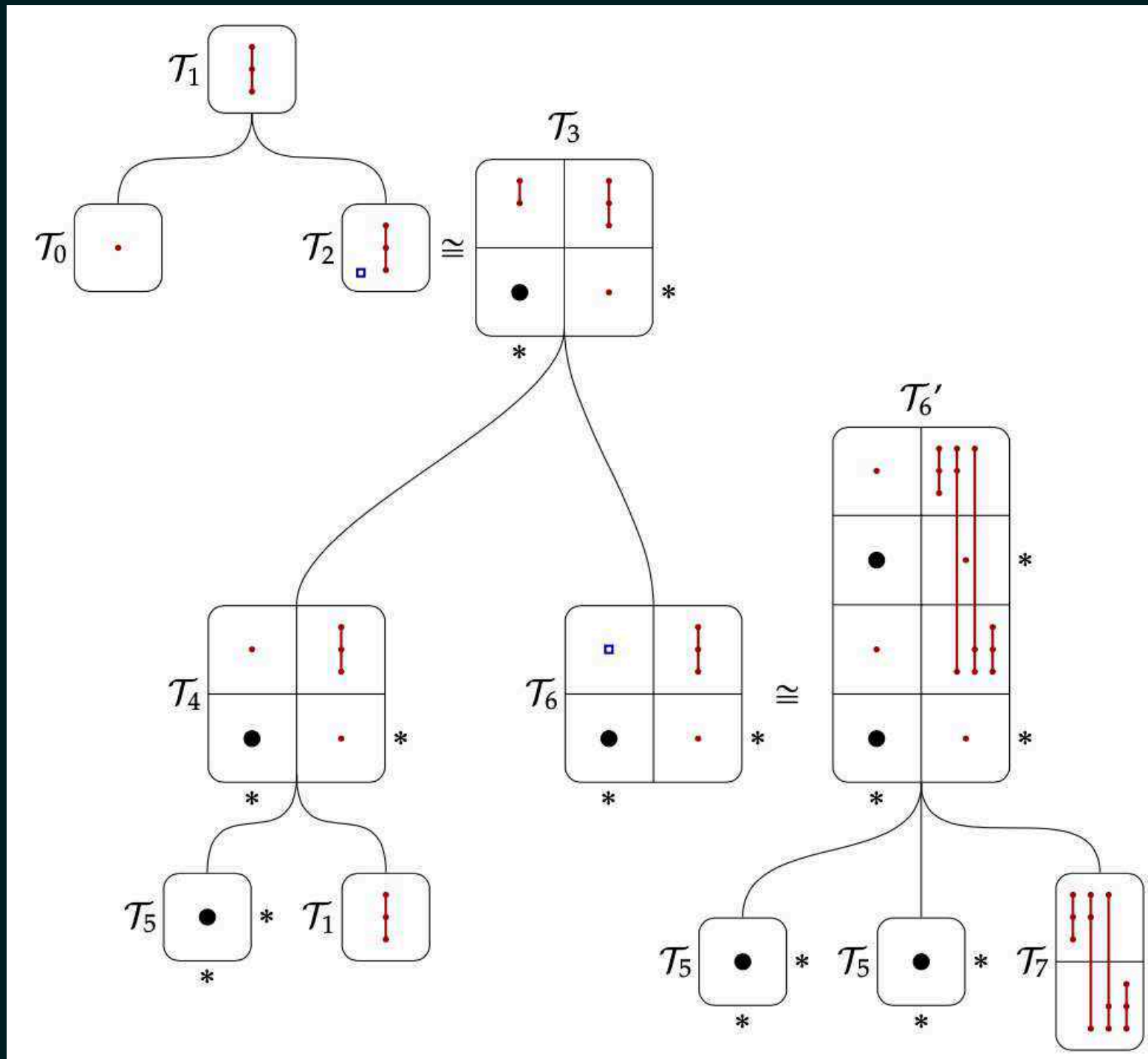
# Thank you!

<https://permpal.com>









$$T_1(x) = 1 + T_2(x)$$

$$T_2(x) = T_4(x) + T_6(x)$$

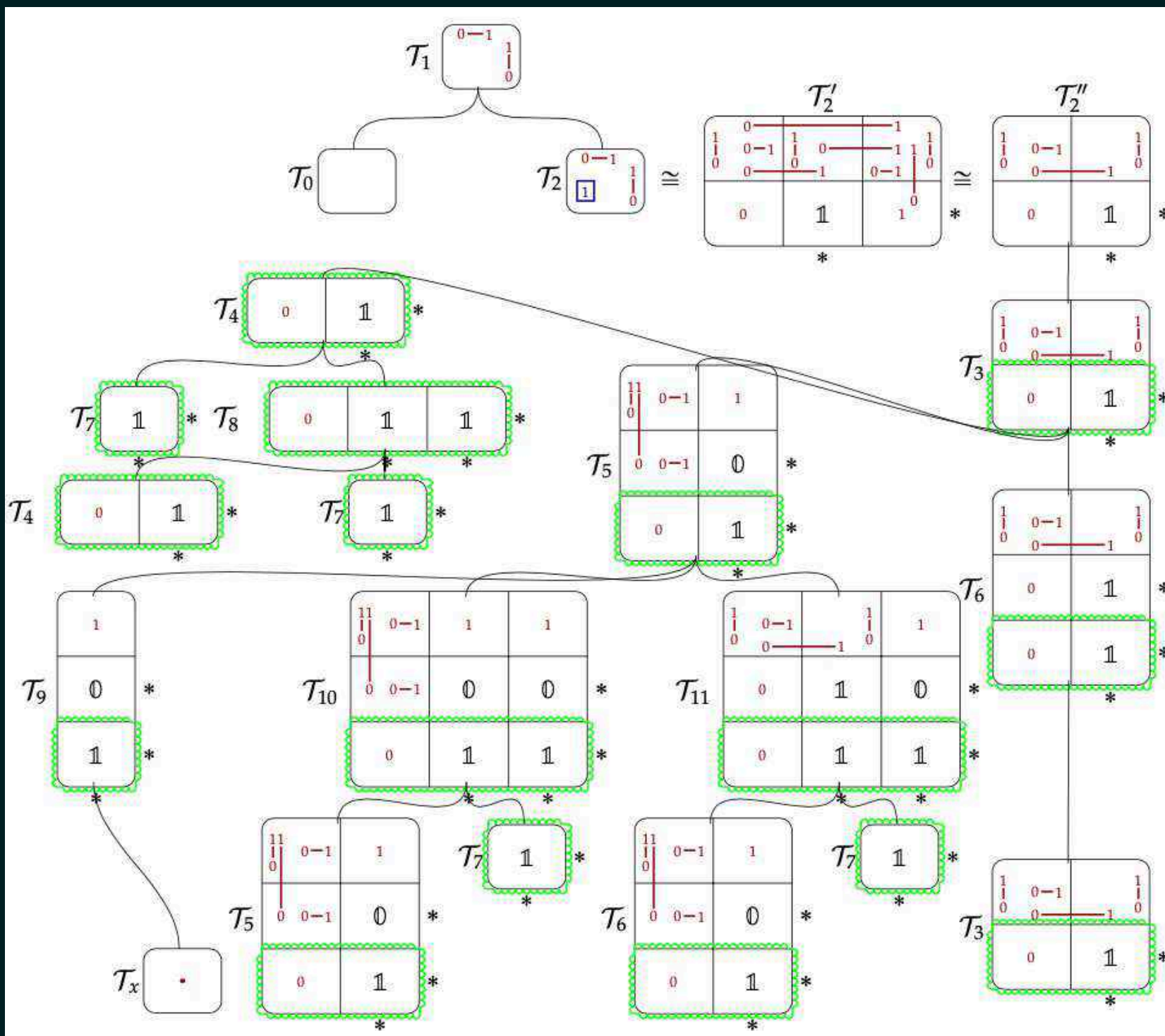
$$T_4(x) = T_1(x) \cdot T_5(x)$$

$$T_5(x) = x$$

$$T_6(x) = T_5(x)^2 \cdot T_7(x)$$

$$T_7(x) = \frac{d}{dx}(x \cdot T_1(x))$$

$$T_1(x) = 1 + (x + x^2)T_1(x) + x^3 \frac{d}{dx}T_1(x)$$



$$T_1(x) = 1 + T_2(x)$$

$$T_2(x) = T_3(x, 1)$$

$$T_3(x, y) = T_4(x, y) + T_5(x, y) + T_6(x, y)$$

$$T_4(x, y) = T_7(x, y) + T_8(x, y)$$

$$T_5(x, y) = T_9(x, y) + T_{10}(x, y) + T_{11}(x, y)$$

$$T_6(x, y) = T_3(x, xy)$$

$$T_7(x, y) = xy$$

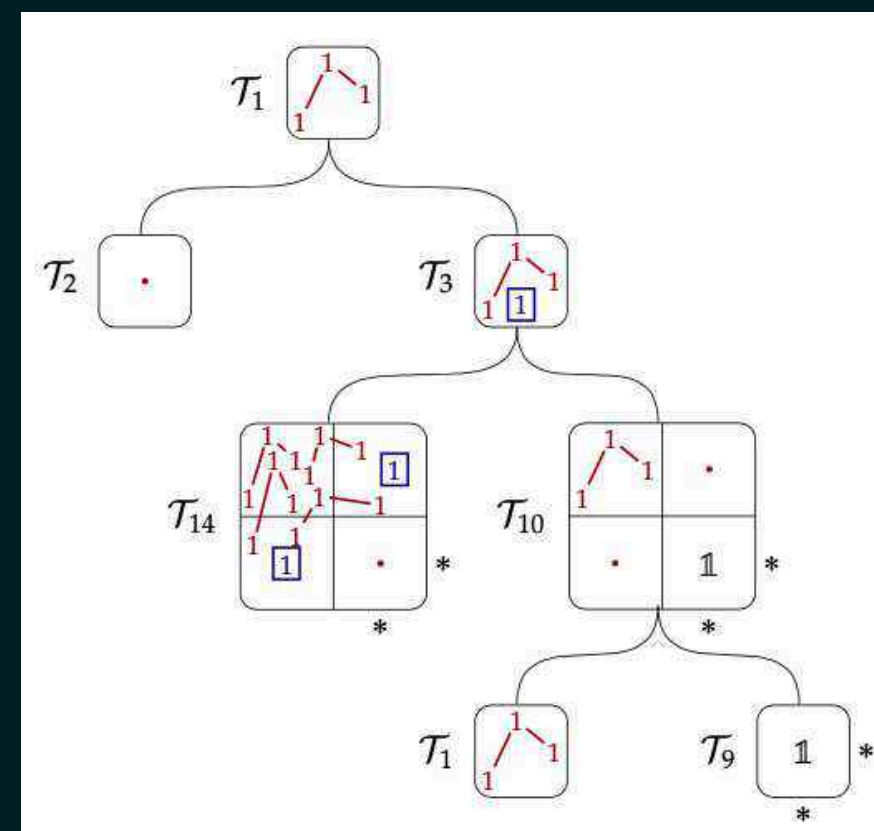
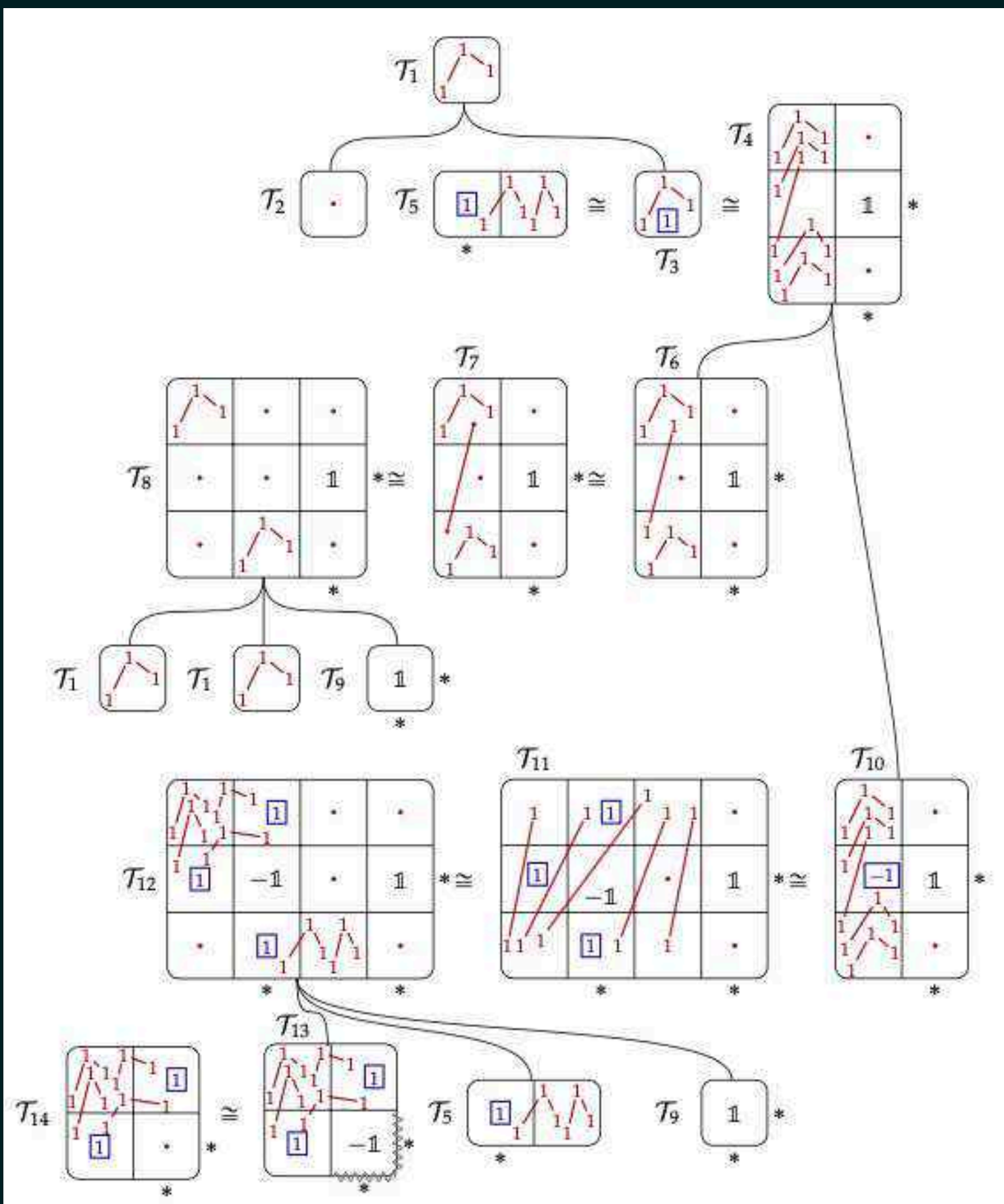
$$T_8(x, y) = T_4(x, y) \cdot T_7(x, y)$$

$$T_9(x, y) = 0$$

$$T_{10}(x, y) = T_5(x, y) \cdot T_7(x, y)$$

$$T_{11}(x, y) = T_6(x, y) \cdot T_7(x, y)$$

$$T_1(x) = \prod_{i=1}^{\infty} \frac{1}{1 - x^i}$$



$$T_1(x) = \frac{3 - x - \sqrt{1 - 6x + x^2}}{2}$$