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1 Statement

Consider a set of N unique ordered objects. The scoring algorithm an attempt at sorting the ordered objects is as such:

- For every object i in the correct spot in the sequence, award N points; $s_i = N$.
- For every object j that ends one spot away from its position in the ordered list, award N-1 points: $s_j = N-1$.
- (Generalizing the previous rule) For every object that ends k spots away from its correct position, award N k points.

The total score $\mathcal S$ for each permutation of the ordered objects is

$$S = \sum_{i=1}^{N} s_i \tag{1}$$

2 Questions

- What is the range of attainable scores S as a function of N?
 - Conjecture: Placing the objects in the reverse order yields a score of

$$\mathcal{S}_{\min} = \begin{cases} \frac{N^2 + 1}{2}, & N \text{ odd} \\ \frac{N^2}{2}, & N \text{ even} \end{cases}$$
(2)

and experimentally this seems to be the lowest achievable score based on performing many random shuffles. However, for low values of N it is easy to see that there is degeneracy, *i. e.* many configurations can have the lowest score. Is eq. 2 the lowest possible score? How to prove it?

- What is the expected score $\mathbb{E}[S]$ for a random permutation? What is the variance? A simpler question may be what is $\lim_{N\to\infty} \mathbb{E}[S(N)]$?
 - Using np.random.shuffle() 10000 times and calculating the average for high values of N gives the conjecture $2N^2$

$$\lim_{N\to\infty}\mathbb{E}[\mathcal{S}]=\frac{2N^2}{3}.$$

Solution to Jaychandran's Questions

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It is convenient to note that the deviation from the optimal score (N^2) is equivalent to the L_1 distance between a pair of points $1, \sigma(1) \in \mathbb{S}^N$. Here 1 denotes the optimal ordered list (i.e. a reference point on the *N*-sphere), and $\sigma(1)$ denotes permutations of 1 by σ , with σ an element in the S_N group. The distance reads:

$$d(\mathbb{1}, \sigma(\mathbb{1})) = \sum_{i} |i - \sigma(i)|, \quad i \in \mathbb{N}$$
(1)

To see why this is an equivalent form, we can imagine a 2D plane where the x axis represents the ordered list 1 and the y axis represents the ordered list $\sigma(1)$. The deviation from the optimal score (N^2) is then given by the $L_1(x)$ distance (the sum of L_1 distances only in the x coordinate). But this is equivalent to the $L_1(y)$ distance because of the symmetry about y = x. Therefore, the total deviation from the optimal score is equivalent to the sum of the pairwise difference between the two lists, which is the same as the L_1 distance between two points in a N-sphere with the constraint that all accessible points are generated by S_N group.

This distance is known in statistical and the computer science community as the *Spearman's* Footrule Distance and is well studied by Diaconis and Graham (1977). There the authors proved the following statistical property:

$$\mathbb{E}[d(1,\sigma(1))] = \frac{1}{3}N^2 + O(N)$$
(2)

$$\operatorname{Var}[d(\mathbb{1}, \sigma(\mathbb{1}))] = \frac{2}{45}N^3 + O(N^2)$$
(3)

which means the expectation of the score function is

$$\mathbb{E}(S) = N^2 - \mathbb{E}[d(\mathbb{1}, \sigma(\mathbb{1}))] = \frac{2}{3}N^2 - O(N)$$
(4)

which is consistent with your conjecture; and since the variance is attributed only to the variation in deviation, we have

$$Var(S) = \frac{2}{45}N^3 + O(N^2)$$
(5)