

# Card-shuffling via convolutions of projections on combinatorial Hopf algebras



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# Part I: The riffle-shuffle

- Cut the deck with symmetric binomial distribution;

$$i \left\{ \begin{array}{l} 1 \heartsuit \\ 2 \diamondsuit \\ 3 \heartsuit \\ 4 \spadesuit \\ 5 \spadesuit \end{array} \right\} n$$

$$\text{Prob} = 2^{-n} \binom{n}{i}$$

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1♥

2♦

3♥

4♠

5♠

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Prob = $\frac{3}{5}$	1♥	4♠	Prob = $\frac{2}{5}$
	2♦	5♠	
	3♥		

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Prob =  $\frac{1}{2}$  1♥

4♠

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$$\text{Prob} = \frac{1}{1} \quad 1 \heartsuit$$

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Equivalently, all interleavings are equally likely.

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Bayer-Diaconis (1992):

Randomising  $n$  distinct cards needs  $\frac{3}{2} \log n$  shuffles.

# A new tool: the shuffle (Hopf) algebra $\mathcal{S}$

- graded:  $\mathcal{S} = \bigoplus \mathcal{S}_n$
- basis of  $\mathcal{S}_n$  is  $\mathcal{B}_n := \{\text{words of length } n\} = \{\text{decks of } n \text{ cards}\}$   
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$$m([15] \otimes [5]) = [155] + [155] + [515]$$

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- coproduct  $\Delta : \mathcal{S} \rightarrow \mathcal{S} \otimes \mathcal{S}$  is sum of all deconcatenations

$$\Delta([155]) = \epsilon \otimes [155] + [1] \otimes [55] + [15] \otimes [5] + [155] \otimes \epsilon$$

↑  
empty deck = unit of  $\mathcal{S}$

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Relation with riffle-shuffling:

$\text{Prob}(x \rightarrow y) = \text{coefficient of } y \text{ in } \frac{1}{2^n} m \circ \Delta(x) \text{ for } x, y \in \mathcal{B}_n.$



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$$\frac{1}{8} m \circ \Delta([155]) = \frac{1}{8} \left( \begin{array}{l} [155] + ([155] + [515] + [551]) \\ + (2[155] + [515]) + [155] \end{array} \right)$$

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$$\begin{aligned} \frac{1}{8} m \circ \Delta([155]) &= \frac{1}{8} \left( [155] + ([155] + [515] + [551]) \right. \\ &\quad \left. + (2[155] + [515]) + [155] \right) \\ &= \frac{5}{8} [155] + \frac{2}{8} [515] + \frac{1}{8} [551] \end{aligned}$$

# Consequences

$\text{Prob}(x \rightarrow y) = \text{coefficient of } y \text{ in } \frac{1}{2^n} m \circ \Delta(x) \text{ for } x, y \in \mathcal{B}_n$

**Theorem** (w/ Diaconis, Ram, 2014): Algorithm for a basis of eigenvectors of  $m \circ \Delta$  on shuffle algebra, from Hopf algebraic structure theorems.

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**Corollary** (and folklore): Start with  $n$  distinct cards in ascending order. After  $t$  riffle-shuffles:

$$\text{Expect \{number of descents\}} = \left( 1 - \left( \frac{1}{2} \right)^t \right) \frac{n-1}{2}.$$

↑  
high card on low card

# Other shuffling schemes

$\text{Prob}(x \rightarrow y) = \text{coefficient of } y \text{ in } \mathbf{T}(x) \text{ for } x, y \in \mathcal{B}_n.$

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Riffle-shuffle  $\mathbf{T} = \frac{1}{2^n} m \circ \Delta$

Top-to-random  $\mathbf{T} = \frac{1}{n} m \circ \Delta_{1,n-1}$

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Project the coproduct to  $\mathcal{S}_1 \otimes \mathcal{S}_{n-1}$

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$$\Delta([155]) = \overset{(1-q)^3}{\emptyset} \otimes [155] + \overset{q(1-q)^2}{[1]} \otimes [55] + \overset{q^2(1-q)}{[15]} \otimes [5] + \overset{q^3}{[155]} \otimes \emptyset$$

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cut-and-interleave

Diaconis, Fill, Pitman (1992)

descent operators

Patras (1994)

# Consequences

$\text{Prob}(x \rightarrow y) = \text{coefficient of } y \text{ in } \mathbf{T}(x) \text{ for } x, y \in \mathcal{B}_n.$

**Theorem (2015):** For many significant  $\mathbf{T}$  (top-to-random, top-or-bottom-to-random, etc.), we can algorithmically compute an eigenbasis.

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**Theorem (2015):** For many significant  $\mathbf{T}$  (top-to-random, top-or-bottom-to-random, etc.), we can algorithmically compute an eigenbasis.

**Corollary:** Stationary distribution is always uniform.

**Corollary:** Start with  $n$  distinct cards in ascending order. After  $t$  top-to-random shuffles:

$$\text{Prob \{descent at bottom\}} = \left( 1 - \left( \frac{n-2}{n} \right)^t \right) \frac{1}{2}.$$

## Part II: Break-and-recombine other combinatorial objects

On other combinatorial Hopf algebras, define Markov chain by:

$\text{Prob}(x \rightarrow y): =$  coefficient of  $y$  in  $\mathbf{T}(x)$  for  $x, y \in \mathcal{B}_n$

$\mathbf{T}$  = descent operator  $\sim$  style of shuffle

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shuffle algebra

$\longrightarrow$  card-shuffling

Connes-Kreimer trees

$\longrightarrow$  tree pruning

graph Hopf algebra

$\longrightarrow$  edge removal

symmetric functions,  
schur basis

$\longrightarrow$  a chain on partitions

## Example: top-to-random on partitions

$\text{Prob}(\lambda \rightarrow \mu) := \text{coefficient of } s_\mu \text{ in } \frac{1}{n} m \circ \Delta_{1, n-1}(s_\lambda).$



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$\lambda$	(3)	1/3	1/3	
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Prob( $\lambda \rightarrow \mu$ ): = coefficient of  $s_\mu$  in  $\frac{1}{n} m \circ \Delta_{1,n-1}(s_\lambda)$ .

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To make coefficients sum to 1, use “the Doob transform”

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$\text{Prob}(x \rightarrow y): =$  coefficient of  $\frac{y}{\eta(y)}$  in  $\mathbf{T} \left( \frac{x}{\eta(x)} \right)$  for  $x, y \in \mathcal{B}_n$

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A Please tell me your favourite Hopf algebras and non-negative linear maps

of size 1

E  
(i Thank you!

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