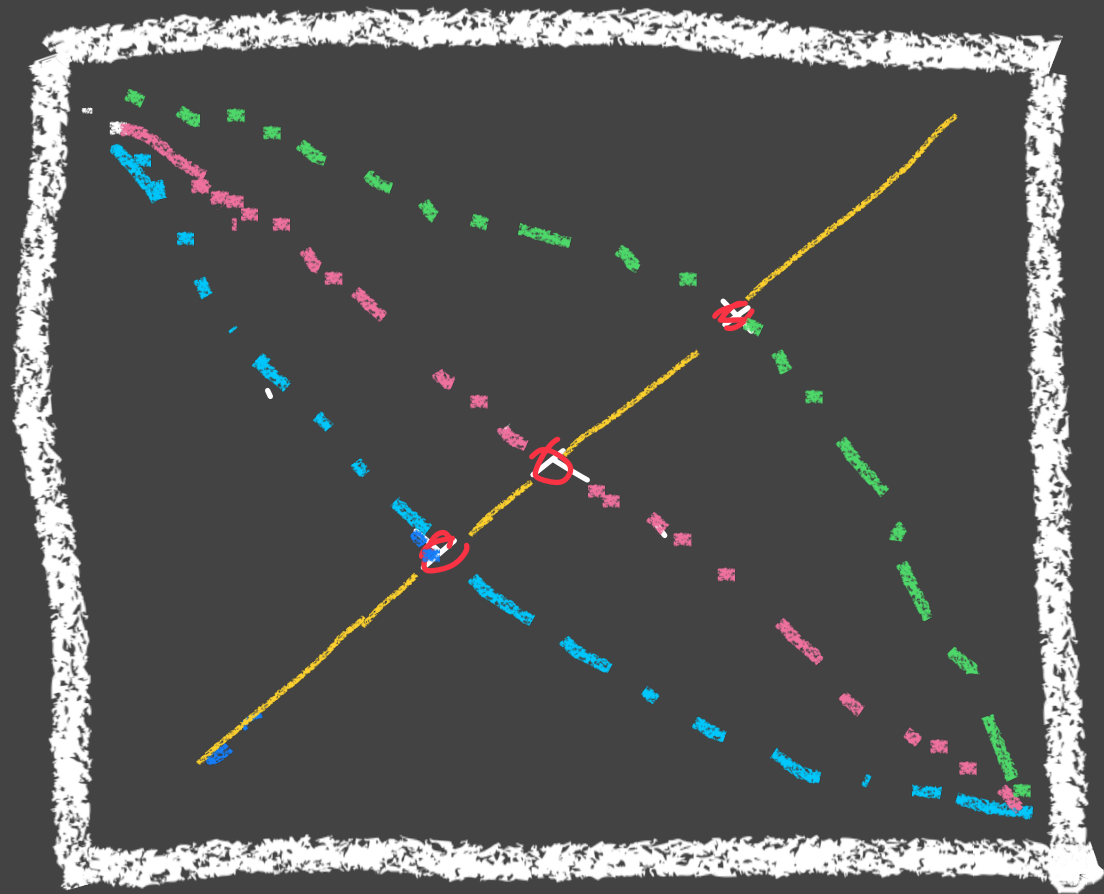


Fixed points of permutations

avoiding an increasing sequence



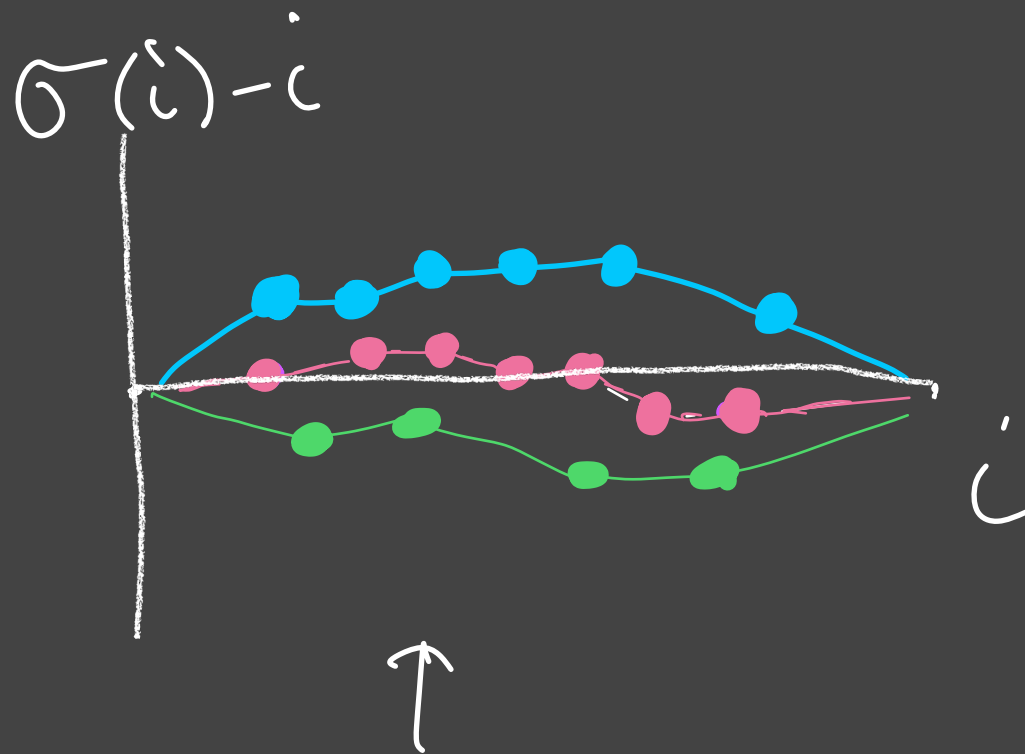
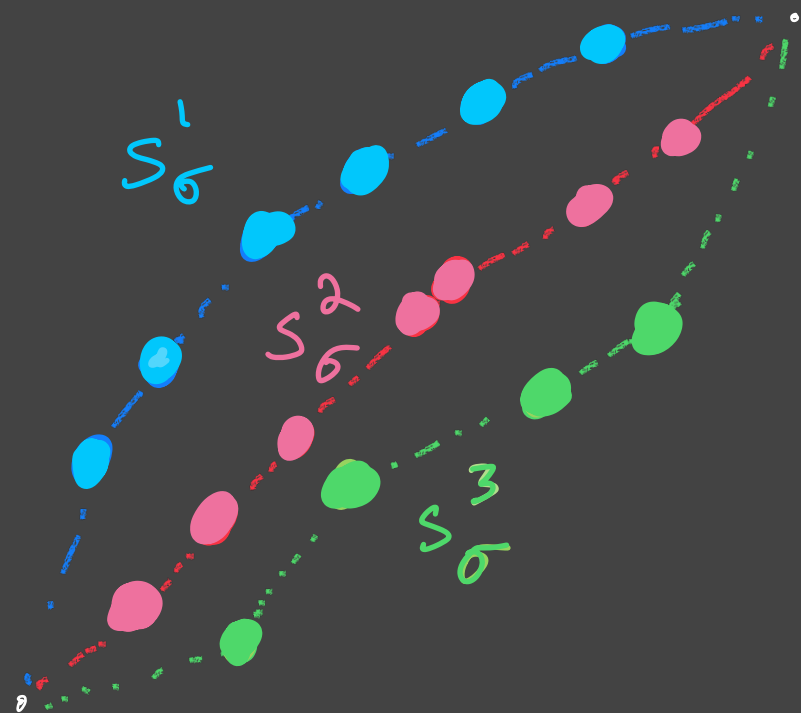
Erik Skovken  
UNCW

joint w/  
Christopher Hoffman  
Douglas Rizzolo

From  $\sigma \in A_{\vee}(4321)$  to points  $(s_{\sigma}^1, s_{\sigma}^2, s_{\sigma}^3)$

to functions

$(f_{\sigma}^1, f_{\sigma}^2, f_{\sigma}^3)$



- $\Lambda = (\lambda_1, \dots, \lambda_d)$  is a collection of Brownian bridges conditioned to sum to zero & not intersect, the traceless Dyson Brownian bridge.

- $P_\sigma(t) = \frac{1}{\sqrt{2dn}} \left( f_\sigma^1(\Gamma_{n \in T}), \dots, f_\sigma^d(\Gamma_{n \in T}) \right)$

**Thm** (Hoffman, Rizzolo, S. '20)

$$P_\sigma \xrightarrow{\text{dist}} \Lambda$$



$$\bullet M(\sigma) = \sum_{i=1}^n \frac{1}{\sigma(i)=i} \delta_{(\sigma(i)-i)/\sqrt{2d}n}$$

Thm (Hoffman, Rizzolo, S. 2021)

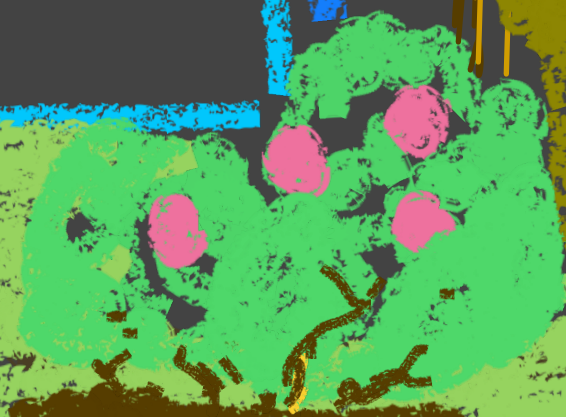
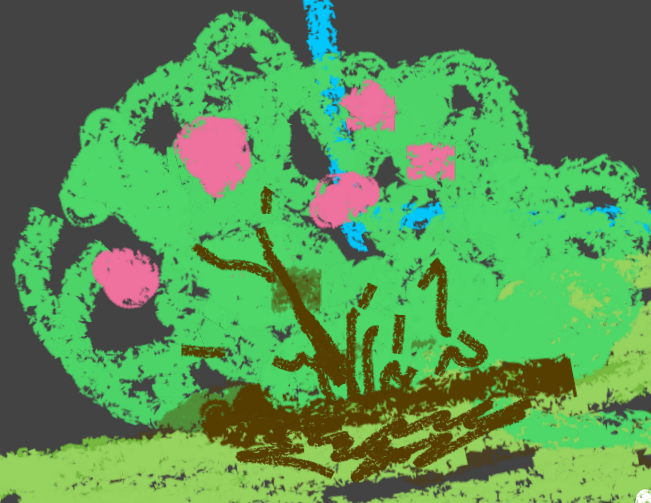
Let  $\sigma \in A_{\sqrt{n}}(1, 2, \dots, d(d+1))$  be uniformly random, let  $\underline{\lambda} = (\lambda_1, \dots, \lambda_d)$  be a traceless Dyson Brownian bridge, and  $\{X_\ell\}_{\ell=1}^d$  independent Bernoulli  $(\frac{1}{2d})$  r.v.s.

$$M(\sigma) \xrightarrow{\text{dist}} \sum_{\ell=1}^d X_\ell \delta_{\lambda_\ell(1/2)}$$

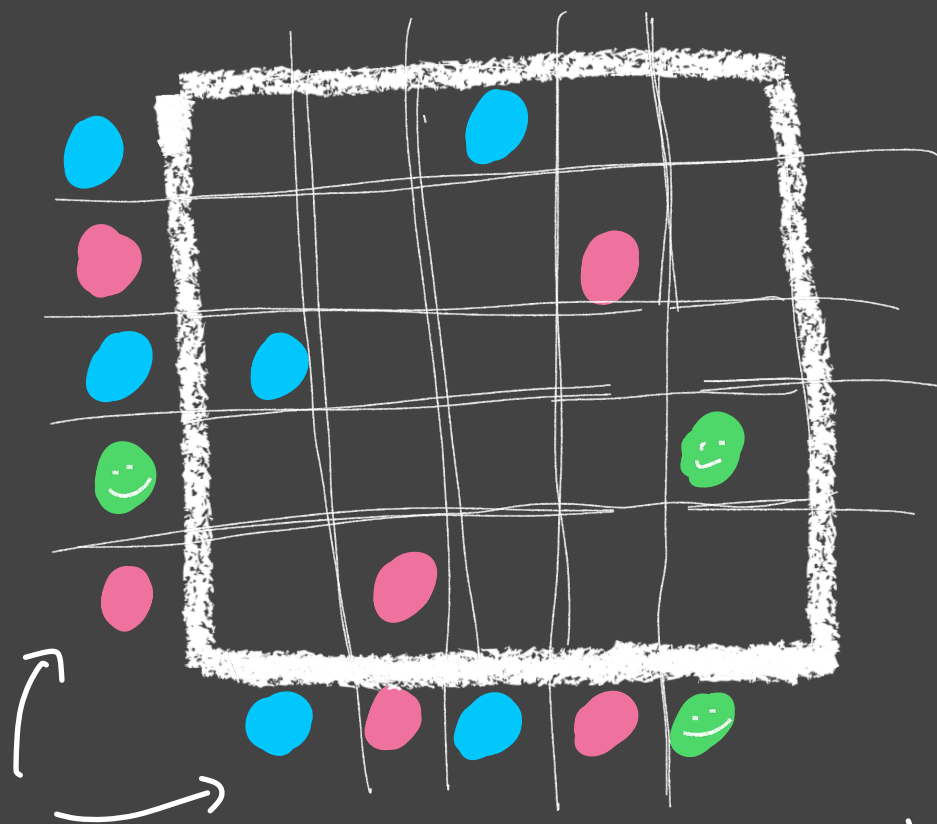


Cor. (Hoffman, Rizollo, S. '21)

The no. of fixed points of a  
random permutation uniform in  
 $A_n(1, 2, \dots, d(d+1))$  are distributed  
like the sum of  $d$  independent  
Bernoulli  $(\frac{1}{2d})$  r.v.s

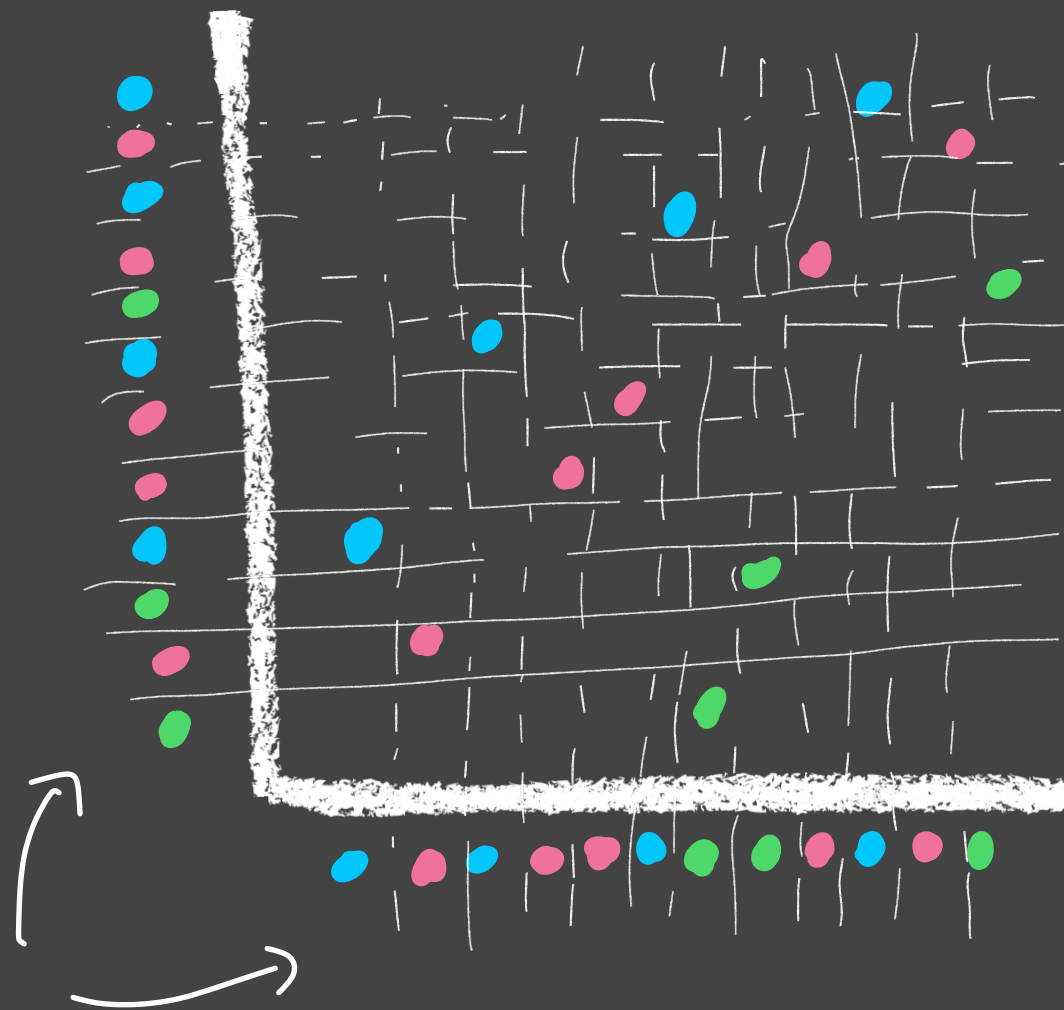


Projection of  $A_{V_n}((d+1)d \dots 21)$   
into  $[d]^n \times [d]^n$



Match colors in increasing order  
to create permutation

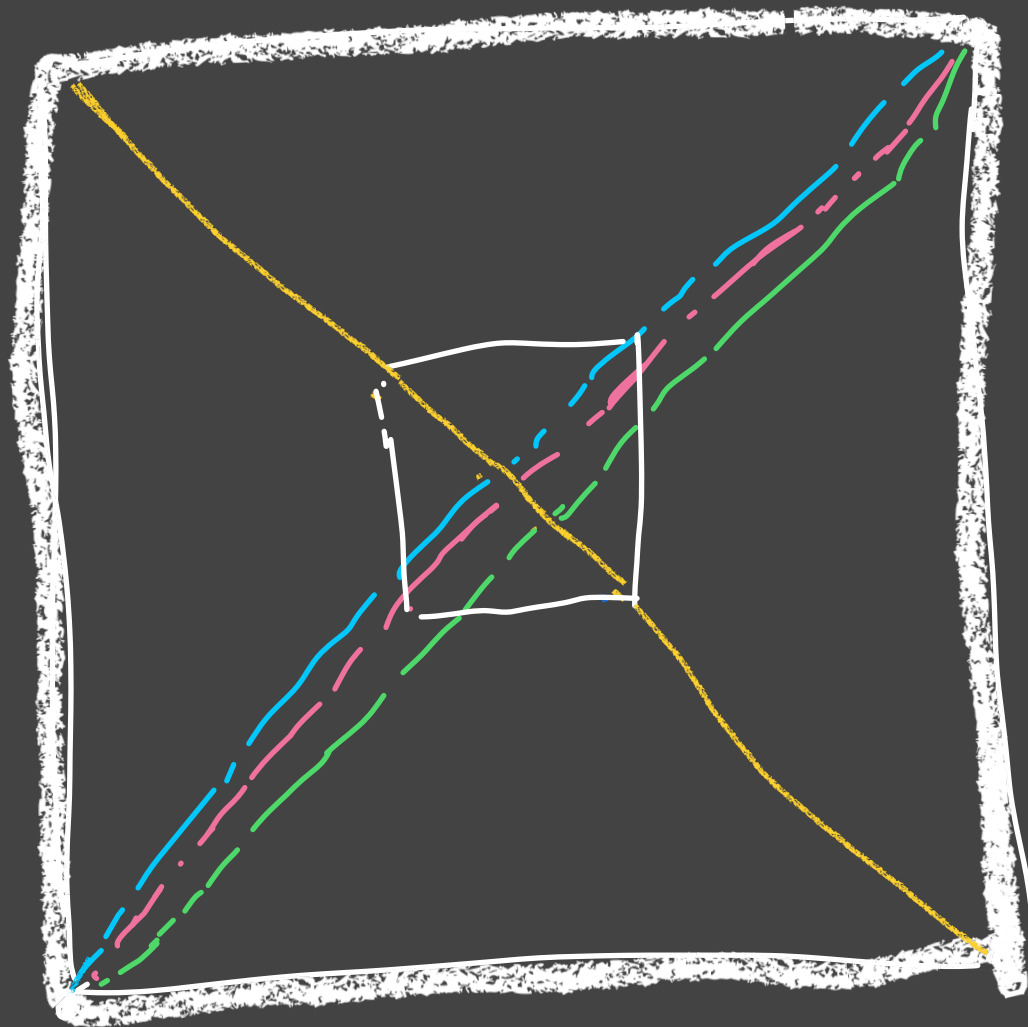
Projection of  $\Delta_{V_n} ( (d+1)d \dots 21 )$   
to  $[d]^n \times [d]^n$



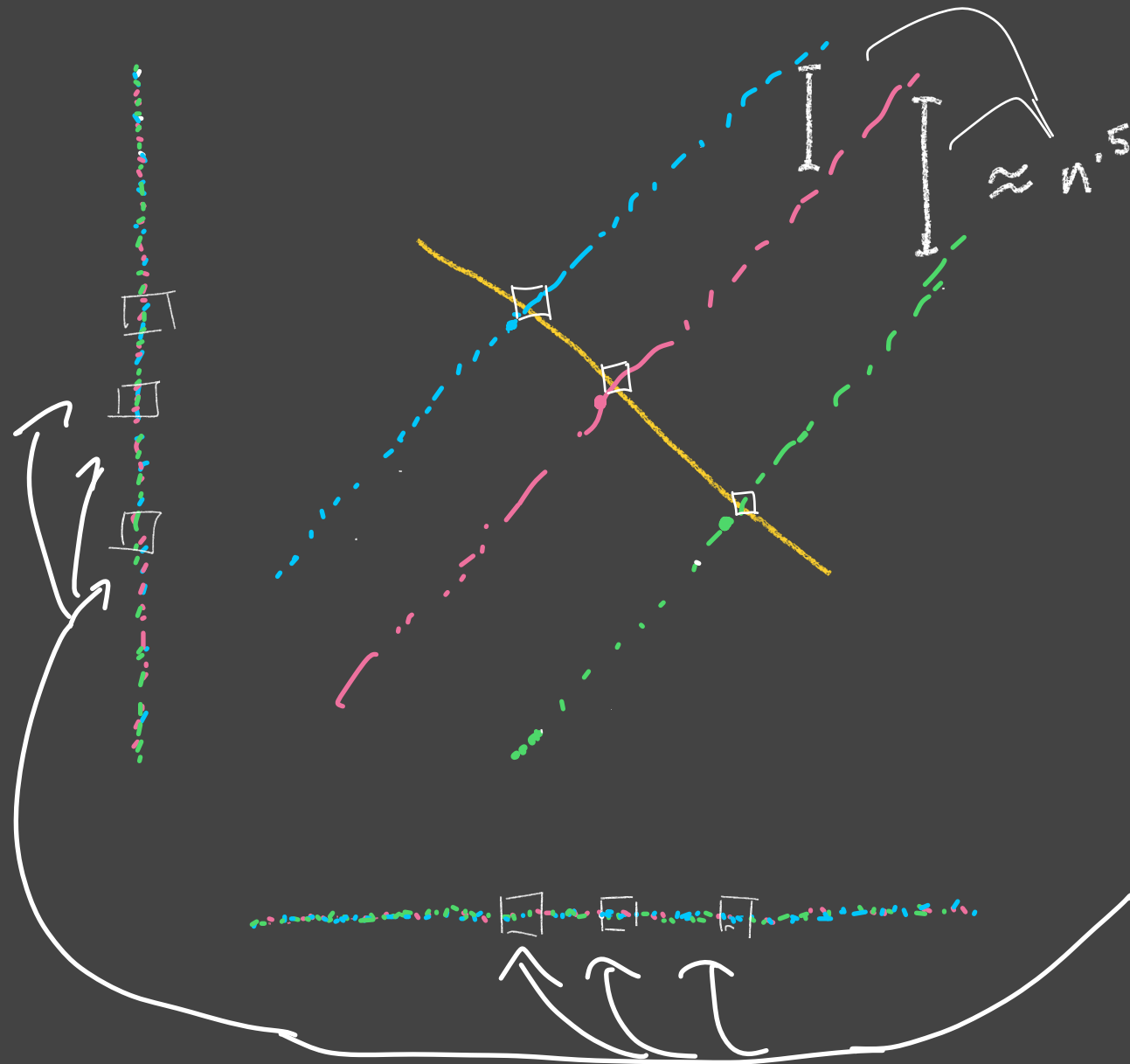
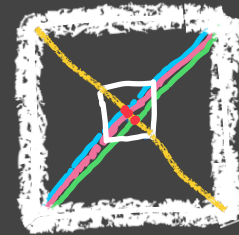
match up colors in increasing order  
to create permutation



Anti-fixed pts of  $A_{v_n} (d+1)d \dots 21)$  occur  
near center

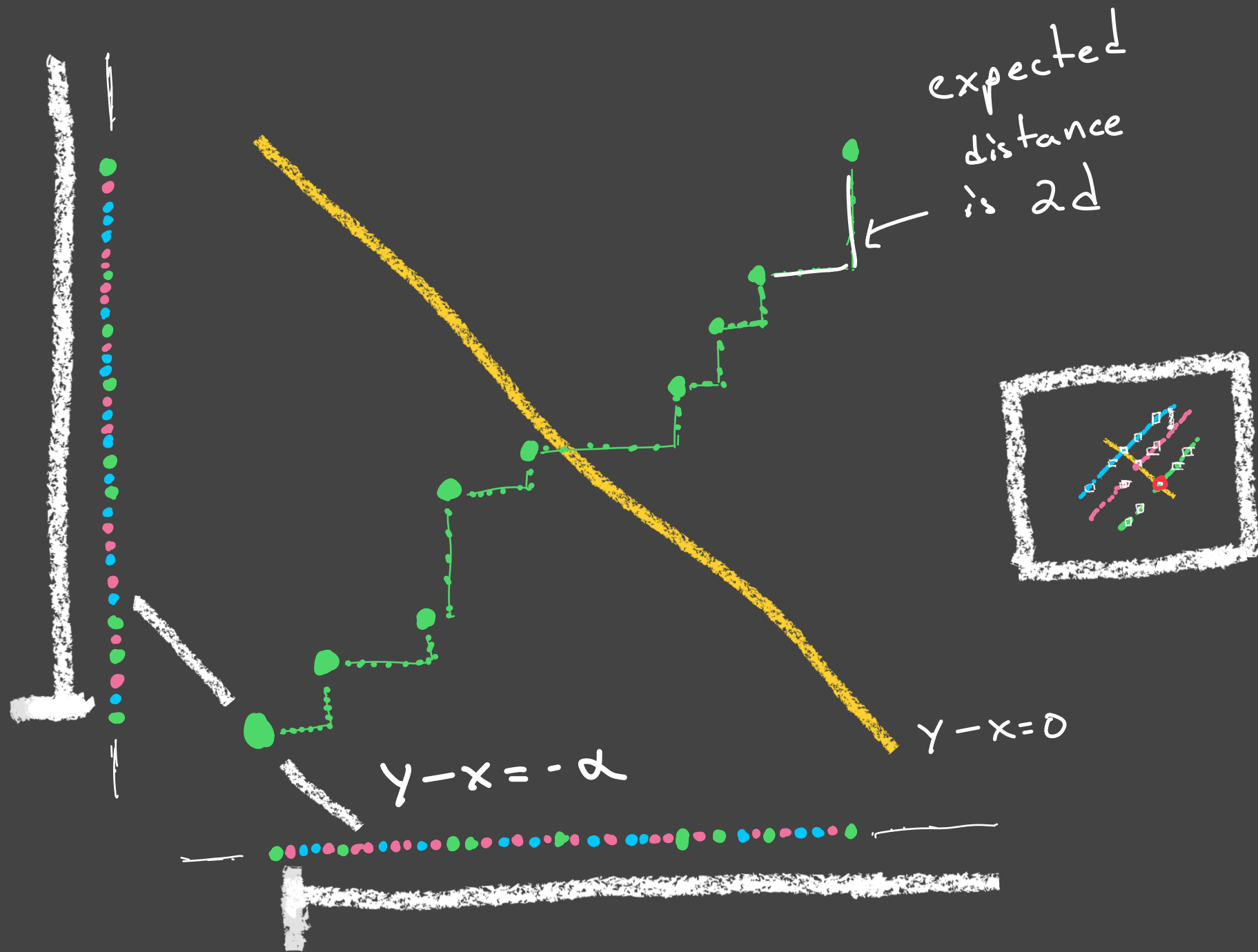


# Near the center



rearrangements  
of dots  
define equivalency  
class

# Near a potential crossing





# Near a potential crossing

$$P(\text{Hit}) = \frac{1}{2d}$$

