

What is...the jeu de taquin?

Or: Teasing permutations

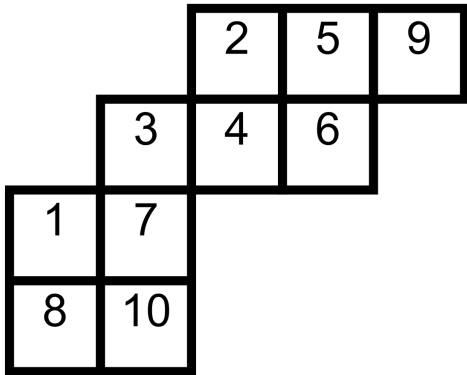
Today: the 15 puzzle – kind of



- ▶ To solve the puzzle, the numbers must be rearranged into order
- ▶ Jeu de taquin (teasing game) is the French name for the 15 puzzle
- ▶ Today A math version of it

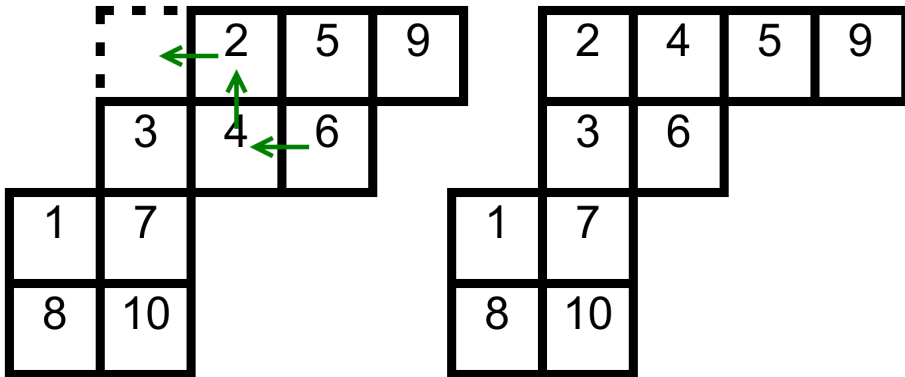
Skew things

$(5, 4, 2, 2)/(2, 1)$:



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- ▶ Skew Young diagram = pair of partitions (λ, μ)
 - ▶ Skew Young tableaux = same but with number filling
 - ▶ Standard = numbers increase along rows and columns

Jeu de taquin



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- ▶ Jeu de taquin on skew things “=” the 15 puzzle moves
 - ▶ Slides must respect the set of skew Young tableaux
 - ▶ Jeu-de-taquin equivalence = tableaux up to jeu de taquin moves

Enter, the theorem

Row reading + jeu-de-taquin equivalence give a presentation of the plactic monoid

- ▶ **Plactic monoid** = words in \mathbb{N} modulo $yzx = yxz$ whenever $x < y \leq z$ and $xzy = zxy$ whenever $x \leq y < z$
- ▶ The plactic monoid is modeling permutations so the jeu-de-taquin gives a different way to think about permutations

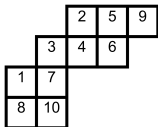
There is an explicit bijection

Permutations \rightarrow pairs of YT (P, Q)

with an explicit inverse

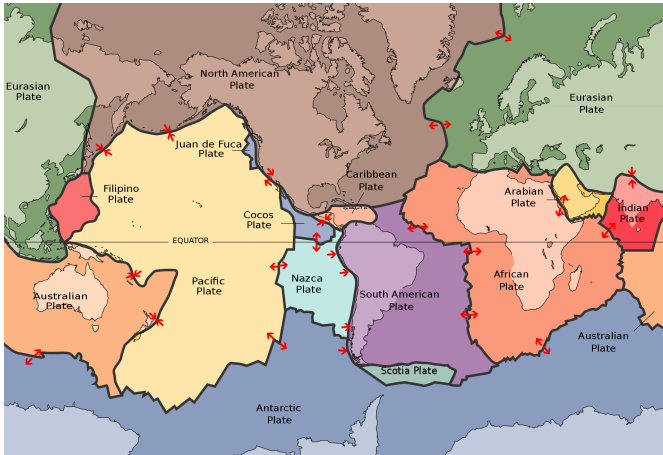
Permutations \leftarrow pairs of YT (P, Q)

- ▶ Row reading means



\rightsquigarrow 2, 5, 9, 3, 4, 6, 1, 7, 8, 10

Monoïde plaxique



- ▶ Plactic may refer to plate tectonics (tectonique des plaques in French)
- ▶ The relations involve sliding across each other in analogy to tectonic plates

Thank you for your attention!

I hope that was of some help.