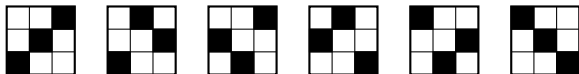


Sorting with C -Machines

*(joint work with Michael Albert, Cheyne Homberger,
Nathaniel Shar, and Vince Vatter)*

Jay Pantone

*Dartmouth College
Hanover, NH*



University of Melbourne, Victoria

July 27, 2015

PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

- ▶ *Example:* 63814725 is a permutation of length eight.

PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

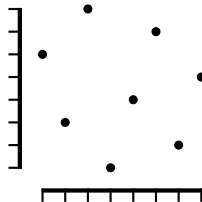
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



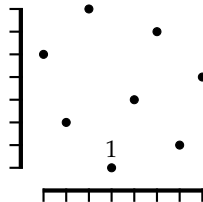
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



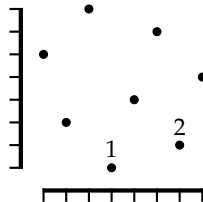
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



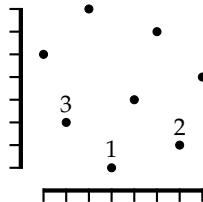
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



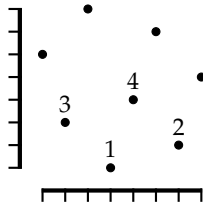
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



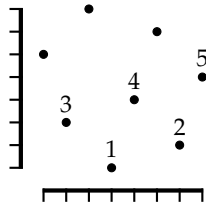
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



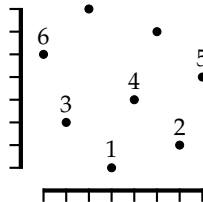
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



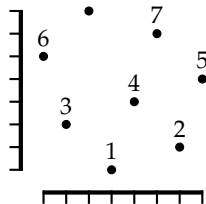
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



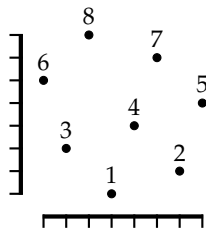
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



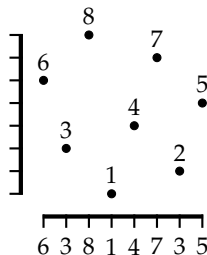
PERMUTATIONS

A *permutation* of length n is viewed as an ordering of the integers $\{1, \dots, n\}$.

► *Example:* 63814725 is a permutation of length eight.

Geometric interpretation: A permutation can be viewed as points in the plane, no two of which lie on the same horizontal or vertical line.

► *Example:* 63814725 \iff



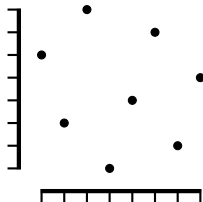
PATTERN CONTAINMENT

A permutation π contains a permutation σ (denoted $\sigma \leq \pi$) if you can delete dots in the picture of π and shrink the picture to get the picture of σ .

PATTERN CONTAINMENT

A permutation π contains a permutation σ (denoted $\sigma \leq \pi$) if you can delete dots in the picture of π and shrink the picture to get the picture of σ .

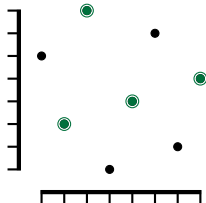
$$1423 \leq 63814725$$



PATTERN CONTAINMENT

A permutation π contains a permutation σ (denoted $\sigma \leq \pi$) if you can delete dots in the picture of π and shrink the picture to get the picture of σ .

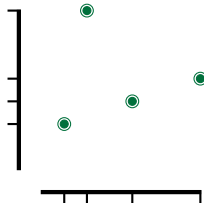
$$1423 \leq 63814725$$



PATTERN CONTAINMENT

A permutation π contains a permutation σ (denoted $\sigma \leq \pi$) if you can delete dots in the picture of π and shrink the picture to get the picture of σ .

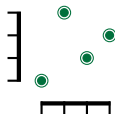
$$1423 \leq 63814725$$



PATTERN CONTAINMENT

A permutation π contains a permutation σ (denoted $\sigma \leq \pi$) if you can delete dots in the picture of π and shrink the picture to get the picture of σ .

$$1423 \leq 63814725$$



PATTERN CONTAINMENT

A permutation π contains a permutation σ (denoted $\sigma \leq \pi$) if you can delete dots in the picture of π and shrink the picture to get the picture of σ .

$$1423 \leq 63814725 \iff \begin{array}{c} \cdot \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ \cdot \end{array}$$

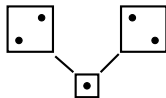
PERMUTATION POSET



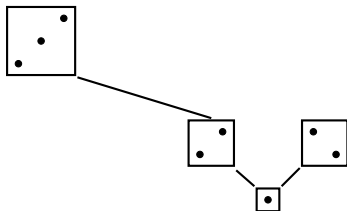
PERMUTATION POSET



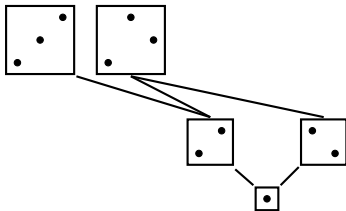
PERMUTATION POSET



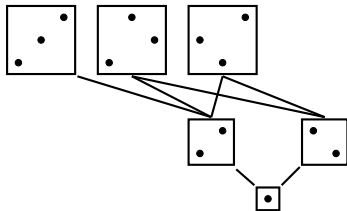
PERMUTATION POSET



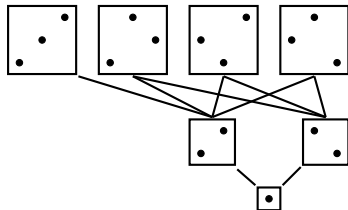
PERMUTATION POSET



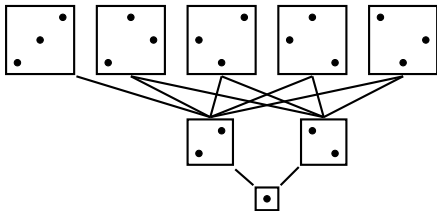
PERMUTATION POSET



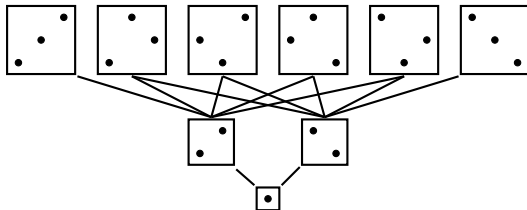
PERMUTATION POSET



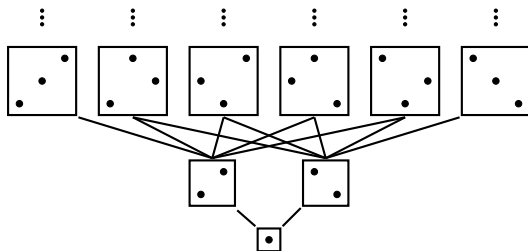
PERMUTATION POSET



PERMUTATION POSET



PERMUTATION POSET



PERMUTATION POSET

A *permutation class* is a downset in the permutation poset. In other words, if π is in the class \mathcal{C} and $\sigma \leq \pi$, then we must have $\sigma \in \mathcal{C}$.

PERMUTATION POSET

A *permutation class* is a downset in the permutation poset. In other words, if π is in the class \mathcal{C} and $\sigma \leq \pi$, then we must have $\sigma \in \mathcal{C}$.

A class can be specified by the set of minimal permutations not in the class, called its *basis*.

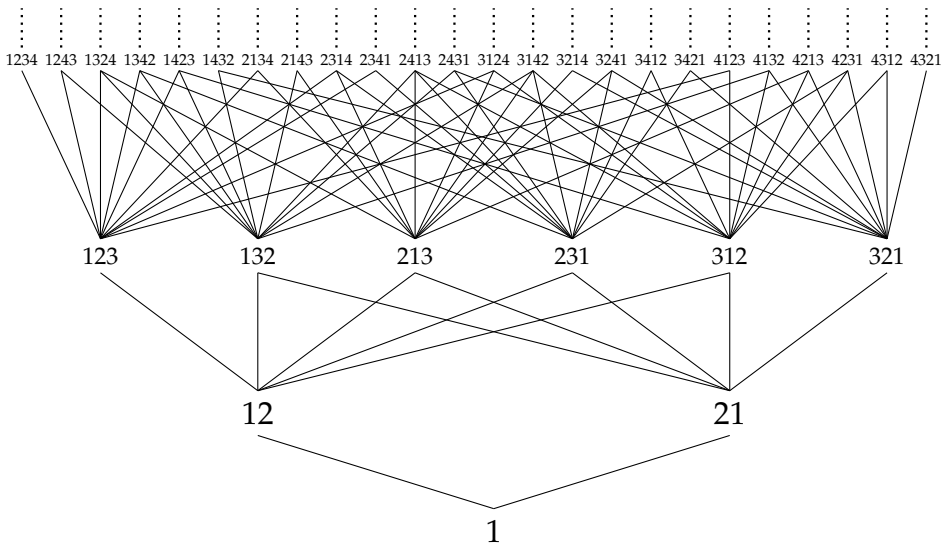
PERMUTATION POSET

A *permutation class* is a downset in the permutation poset. In other words, if π is in the class \mathcal{C} and $\sigma \leq \pi$, then we must have $\sigma \in \mathcal{C}$.

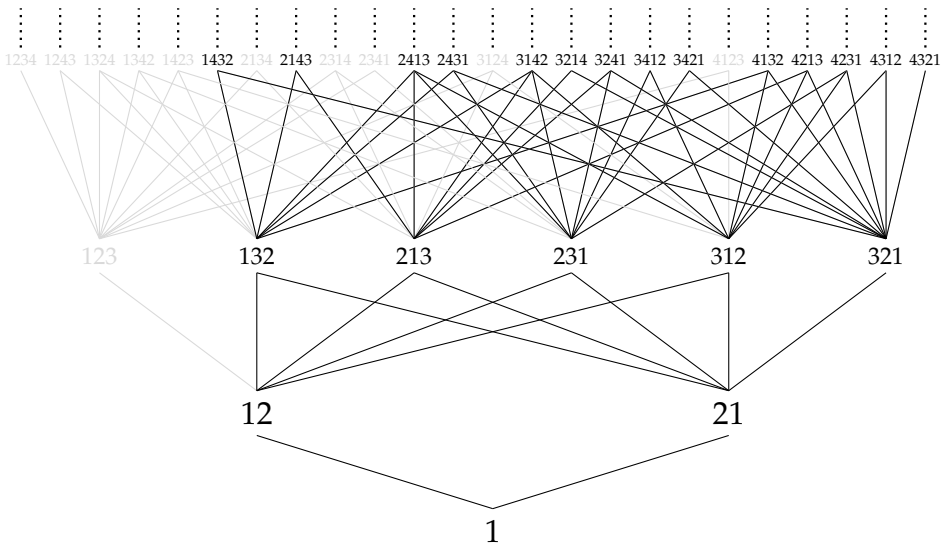
A class can be specified by the set of minimal permutations not in the class, called its *basis*.

The class with basis B is denoted $\text{Av}(B)$.

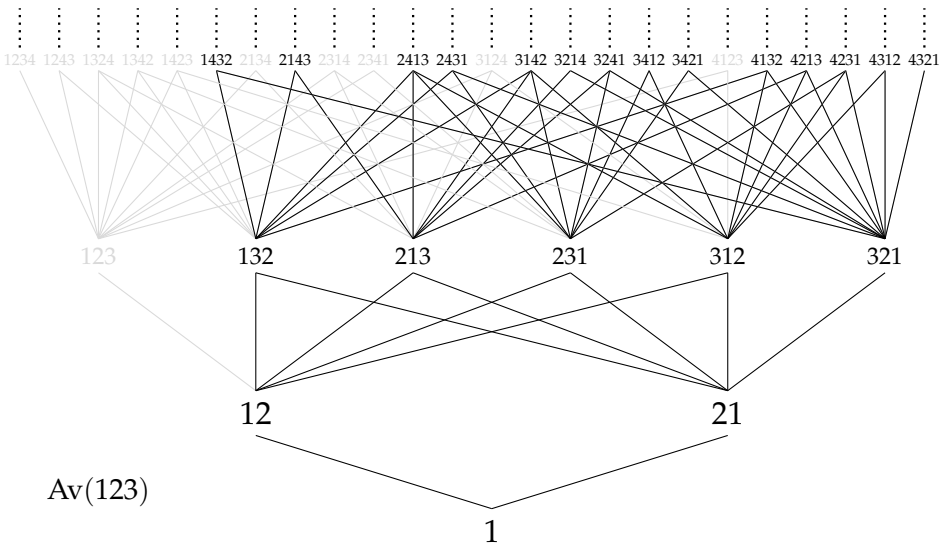
PERMUTATION POSET



PERMUTATION POSET



PERMUTATION POSET



GENERATING FUNCTIONS

Let \mathcal{C}_n be the set of permutations in \mathcal{C} of length n .

GENERATING FUNCTIONS

Let \mathcal{C}_n be the set of permutations in \mathcal{C} of length n .

The generating function for the class \mathcal{C} is

$$f_{\mathcal{C}}(x) = \sum_{\pi \in \mathcal{C}} x^{|\pi|} = \sum_{n \geq 1} |\mathcal{C}_n| x^n.$$

GENERATING FUNCTIONS

Let \mathcal{C}_n be the set of permutations in \mathcal{C} of length n .

The generating function for the class \mathcal{C} is

$$f_{\mathcal{C}}(x) = \sum_{\pi \in \mathcal{C}} x^{|\pi|} = \sum_{n \geq 1} |\mathcal{C}_n| x^n.$$

We sometimes choose to include constant term 1 in $f(x)$.

GENERATING FUNCTIONS

Let \mathcal{C}_n be the set of permutations in \mathcal{C} of length n .

The generating function for the class \mathcal{C} is

$$f_{\mathcal{C}}(x) = \sum_{\pi \in \mathcal{C}} x^{|\pi|} = \sum_{n \geq 1} |\mathcal{C}_n| x^n.$$

We sometimes choose to include constant term 1 in $f(x)$.

► *Example:*

$$f_{\text{Av}(123)}(x) = \frac{1 - \sqrt{1 - 4x}}{2x}$$

GENERATING FUNCTIONS

Let \mathcal{C}_n be the set of permutations in \mathcal{C} of length n .

The generating function for the class \mathcal{C} is

$$f_{\mathcal{C}}(x) = \sum_{\pi \in \mathcal{C}} x^{|\pi|} = \sum_{n \geq 1} |\mathcal{C}_n| x^n.$$

We sometimes choose to include constant term 1 in $f(x)$.

► *Example:*

$$\begin{aligned} f_{\text{Av}(123)}(x) &= \frac{1 - \sqrt{1 - 4x}}{2x} \\ &= 1 + x + 2x^2 + 5x^3 + 14x^4 + \dots \end{aligned}$$

SORTING WITH A STACK

A stack is a container that holds entries of a permutation. There are two operations:

SORTING WITH A STACK

A stack is a container that holds entries of a permutation. There are two operations:

- ▶ *push* the next input symbol on top of the stack, which shifts all symbols in the stack down,

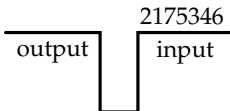
SORTING WITH A STACK

A stack is a container that holds entries of a permutation. There are two operations:

- ▶ *push* the next input symbol on top of the stack, which shifts all symbols in the stack down,
- ▶ *pop* the top symbol on the stack to the output.

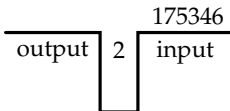
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



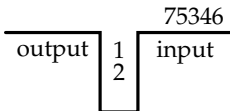
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



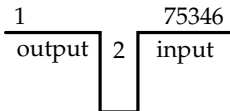
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



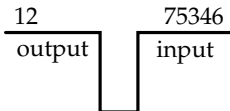
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



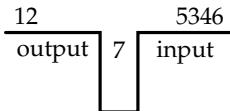
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



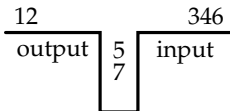
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



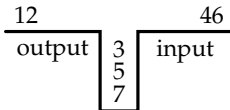
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



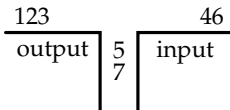
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



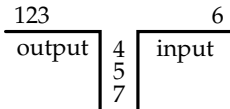
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



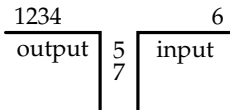
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



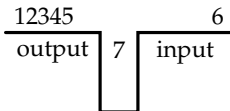
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



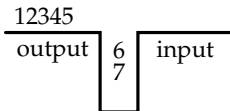
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



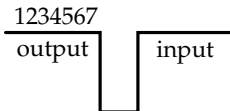
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



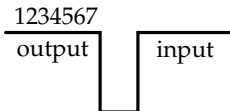
SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



SORTING WITH A STACK

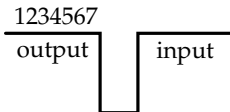
The permutation 2175346 can be sorted by a stack.



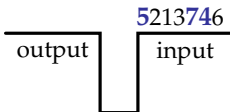
Not all permutations can be sorted by a stack.

SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

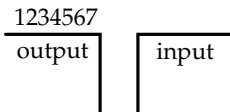


Not all permutations can be sorted by a stack.

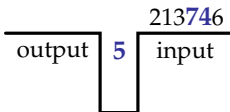


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

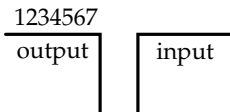


Not all permutations can be sorted by a stack.

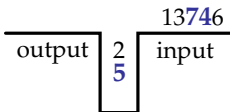


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

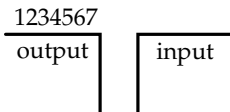


Not all permutations can be sorted by a stack.

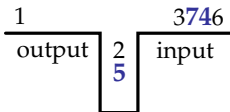


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

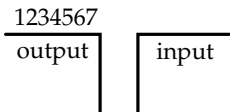


Not all permutations can be sorted by a stack.

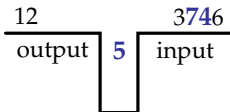


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

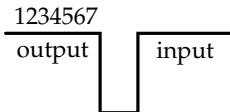


Not all permutations can be sorted by a stack.

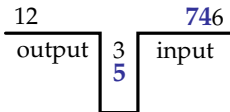


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

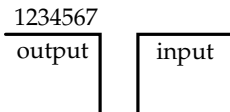


Not all permutations can be sorted by a stack.

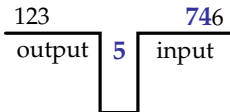


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

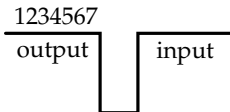


Not all permutations can be sorted by a stack.

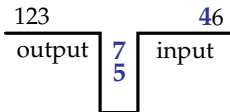


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

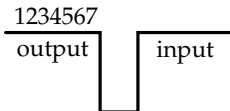


Not all permutations can be sorted by a stack.

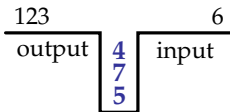


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

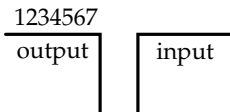


Not all permutations can be sorted by a stack.

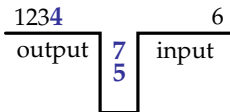


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

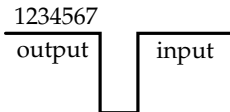


Not all permutations can be sorted by a stack.

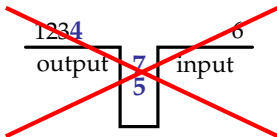


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.

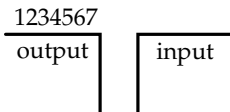


Not all permutations can be sorted by a stack.

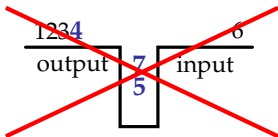


SORTING WITH A STACK

The permutation 2175346 can be sorted by a stack.



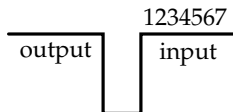
Not all permutations can be sorted by a stack.



Permutations containing 231 cannot be sorted by a stack. In fact, the permutations that are stack-sortable are exactly those in $Av(231)$.

GENERATING WITH A STACK

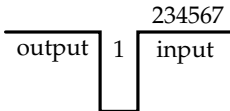
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

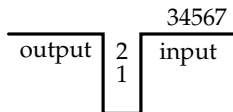
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

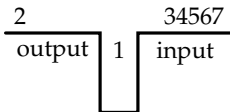
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

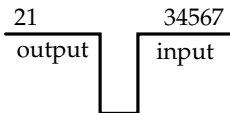
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

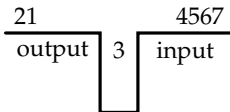
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

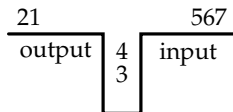
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

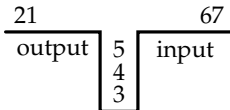
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

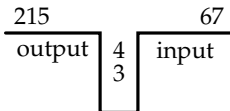
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

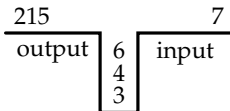
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

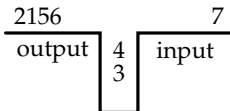
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

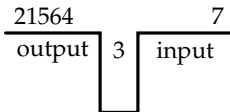
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

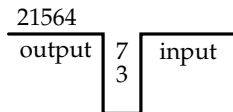
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

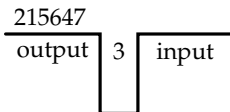
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

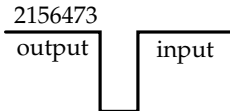
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

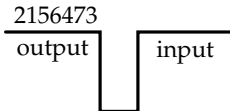
The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

GENERATING WITH A STACK

The permutation 2156473 can be generated by a stack.



(Notice the stack always holds a decreasing subpermutation when read top to bottom.)

The permutations that can be *generated* by a stack are exactly the inverses of those that can be *sorted* by a stack.

GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation

GENERALIZING STACKS

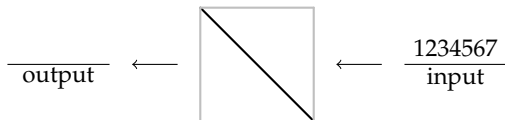
The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.

GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

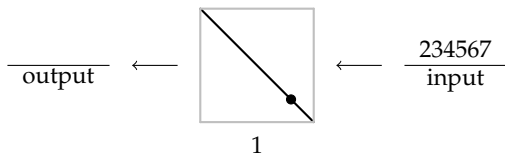
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

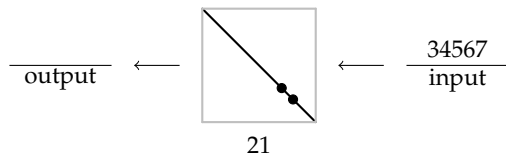
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

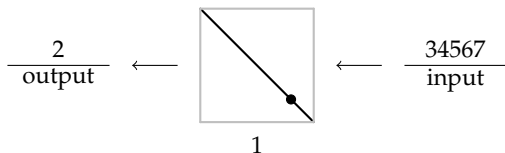
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

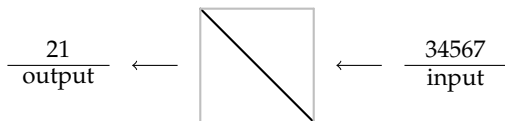
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

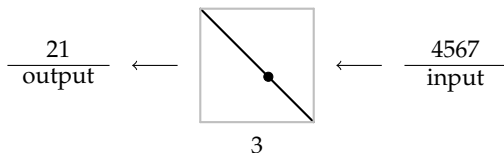
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

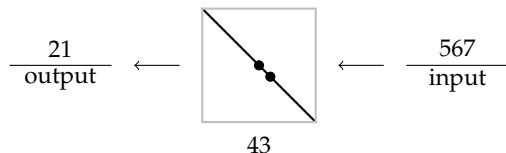
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

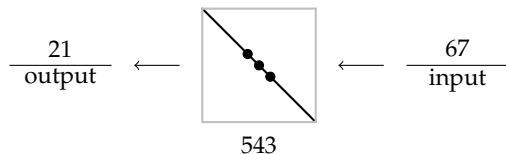
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

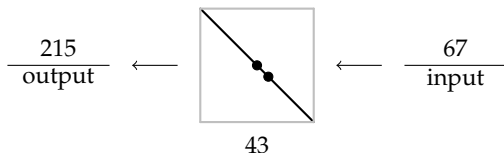
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

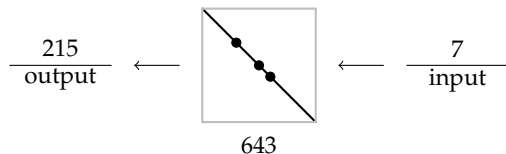
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

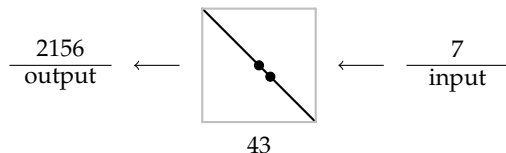
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

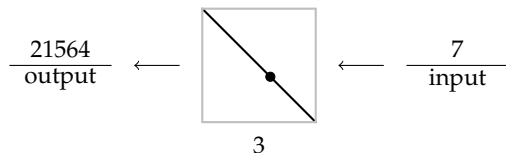
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

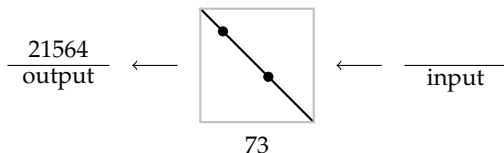
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

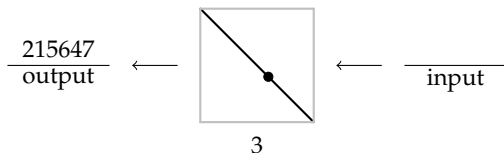
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

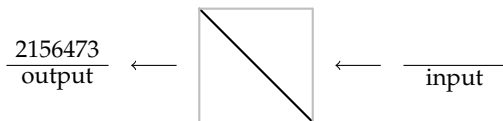
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

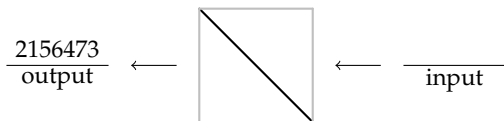
- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



GENERALIZING STACKS

The stack can be thought of as a container that always holds a decreasing permutation, where at any time we can:

- ▶ push a new maximum entry into the container such that the container holds a decreasing permutation
- ▶ pop the leftmost entry out of the container.



Since the container holds permutations that avoid the pattern 12, we call this the $\text{Av}(12)$ -machine.

GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

GENERALIZING STACKS

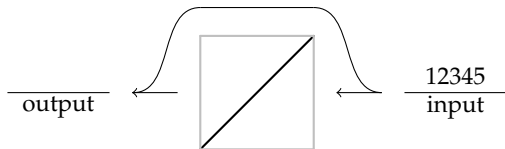
We allow a third operation: an entry can bypass the container and move straight from the input to the output.

In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.

GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

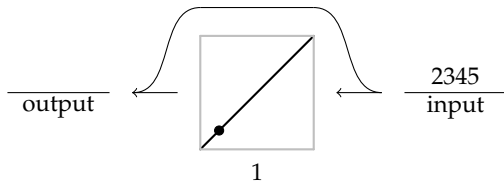
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

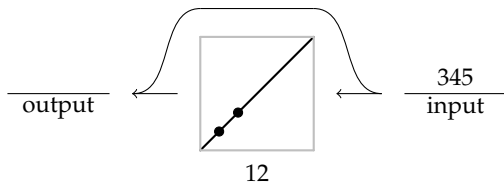
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

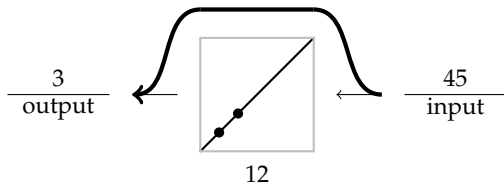
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

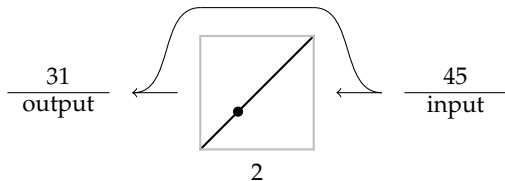
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

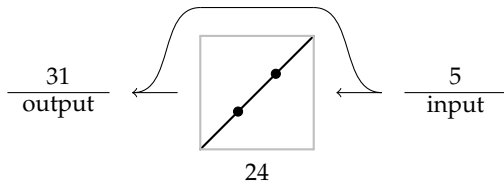
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

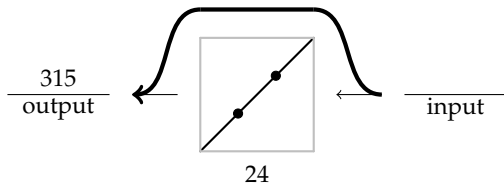
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

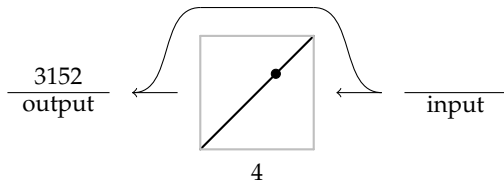
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

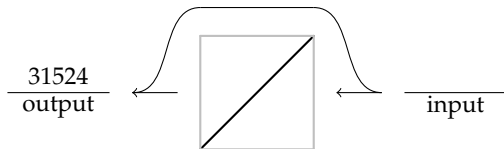
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

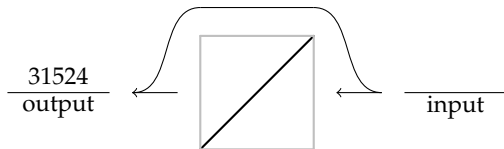
In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



GENERALIZING STACKS

We allow a third operation: an entry can bypass the container and move straight from the input to the output.

In the $Av(12)$ -machine, we didn't need the bypass because we could just push and then immediately pop.



The $Av(21)$ -machine generates the class $Av(321)$.

THE BASIS THEOREM

- ▶ The $\text{Av}(12)$ -machine generates the class $\text{Av}(312)$.

THE BASIS THEOREM

- ▶ The $\text{Av}(12)$ -machine generates the class $\text{Av}(312)$.
- ▶ The $\text{Av}(21)$ -machine generates the class $\text{Av}(321)$.

THE BASIS THEOREM

- ▶ The $\text{Av}(12)$ -machine generates the class $\text{Av}(312)$.
- ▶ The $\text{Av}(21)$ -machine generates the class $\text{Av}(321)$.

Theorem. The $\text{Av}(B)$ -machine generates the class

$$\text{Av}(\{^+\beta : \beta \in B\}),$$

where $^+\beta$ is formed by adding a new maximum in front of β .

THE BASIS THEOREM

- ▶ The $\text{Av}(12)$ -machine generates the class $\text{Av}(312)$.
- ▶ The $\text{Av}(21)$ -machine generates the class $\text{Av}(321)$.

Theorem. The $\text{Av}(B)$ -machine generates the class

$$\text{Av}(\{^+\beta : \beta \in B\}),$$

where $^+\beta$ is formed by adding a new maximum in front of β .

Example: The $\text{Av}(123, 4132)$ -machine generates the class $\text{Av}(4123, 54132)$.

ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

The operation sequence of the $Av(12)$ -machine makes it easy to find the generating function for $Av(312)$.

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

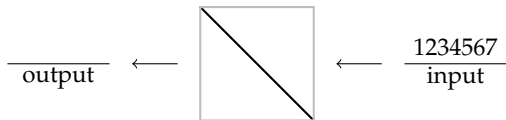
The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.

ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

The operation sequence of the $Av(12)$ -machine makes it easy to find the generating function for $Av(312)$.

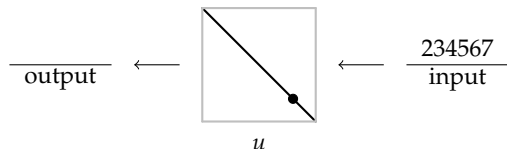
Let $f(x, u)$ be the generating function for valid states of the $Av(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

The operation sequence of the $Av(12)$ -machine makes it easy to find the generating function for $Av(312)$.

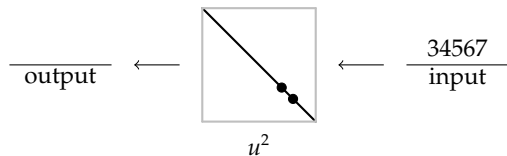
Let $f(x, u)$ be the generating function for valid states of the $Av(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

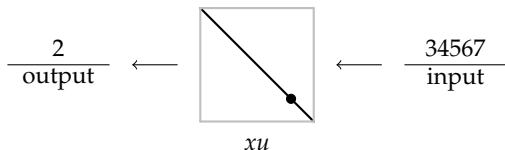
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

The operation sequence of the $Av(12)$ -machine makes it easy to find the generating function for $Av(312)$.

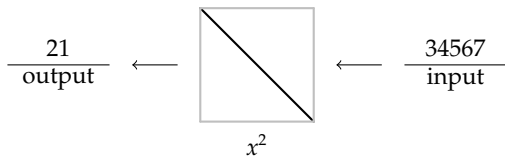
Let $f(x, u)$ be the generating function for valid states of the $Av(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

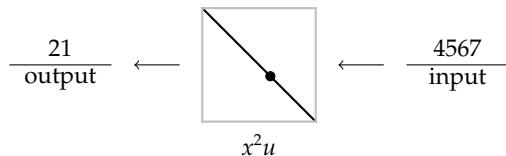
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

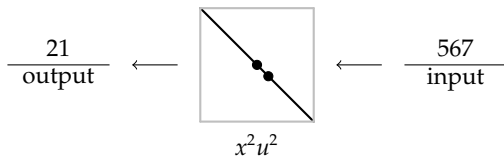
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

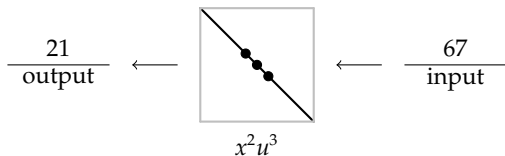
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

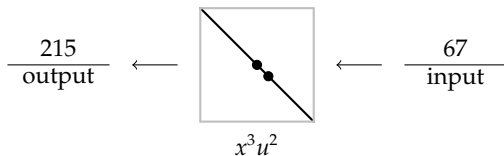
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

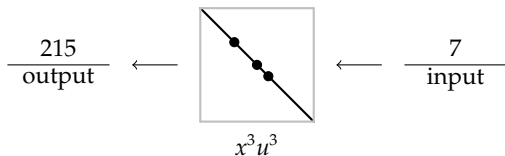
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

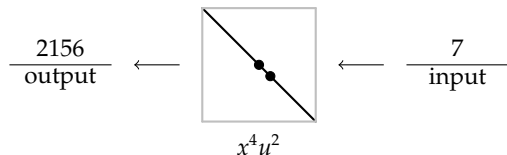
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

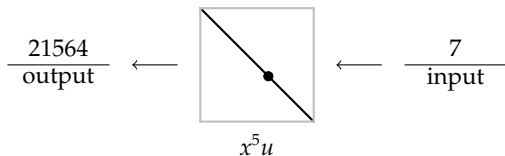
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

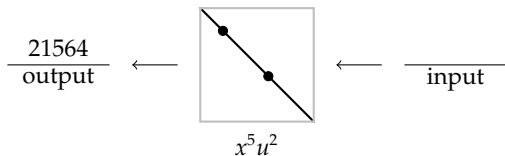
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

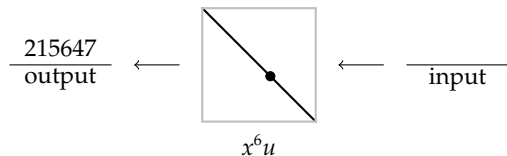
Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

The operation sequence of the $Av(12)$ -machine makes it easy to find the generating function for $Av(312)$.

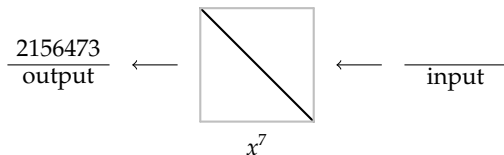
Let $f(x, u)$ be the generating function for valid states of the $Av(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.

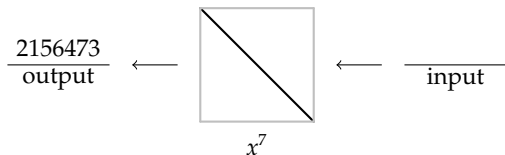


States with no entries in the machine are those with no u term.

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

The operation sequence of the $\text{Av}(12)$ -machine makes it easy to find the generating function for $\text{Av}(312)$.

Let $f(x, u)$ be the generating function for valid states of the $\text{Av}(12)$ -machine where u tracks the number of entries in the machine and x tracks the number that have been output so far.



States with no entries in the machine are those with no u term.

Hence the generating function for these states is $f(x, 0)$.

ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

Every machine state arises either:

ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state

ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state
- ▶ from pushing an entry into a previous state

ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state
- ▶ from pushing an entry into a previous state
- ▶ from popping an entry from a *nonempty* state

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state
- ▶ from pushing an entry into a previous state
- ▶ from popping an entry from a *nonempty* state

This translates to a functional equation:

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state
- ▶ from pushing an entry into a previous state
- ▶ from popping an entry from a *nonempty* state

This translates to a functional equation:

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

Every machine state arises either:

- ▶ **as the start state**
- ▶ from pushing an entry into a previous state
- ▶ from popping an entry from a *nonempty* state

This translates to a functional equation:

$$f(x, u) = \mathbf{1} + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state
- ▶ **from pushing an entry into a previous state**
- ▶ from popping an entry from a *nonempty* state

This translates to a functional equation:

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state
- ▶ from pushing an entry into a previous state
- ▶ **from popping an entry from a *nonempty* state**

This translates to a functional equation:

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

Every machine state arises either:

- ▶ as the start state
- ▶ from pushing an entry into a previous state
- ▶ from popping an entry from a *nonempty* state

This translates to a functional equation:

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

We want to solve for $f(x, 0)$.

ENUMERATING $Av(312)$ VIA THE $Av(12)$ -MACHINE

We can solve for $f(x, 0)$ using the kernel method.

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

We can solve for $f(x, 0)$ using the kernel method.

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

We can solve for $f(x, 0)$ using the kernel method.

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

$$\underbrace{\left(1 + u - \frac{x}{u}\right)}_{\text{kernel}} f(x, u) = 1 - \frac{x}{u} f(x, 0).$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

We can solve for $f(x, 0)$ using the kernel method.

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

$$\underbrace{\left(1 + u - \frac{x}{u}\right)}_{\text{kernel}} f(x, u) = 1 - \frac{x}{u} f(x, 0).$$

Substitute

$$u = \frac{1 \pm \sqrt{1 - 4x}}{2},$$

to get

$$0 = \left[1 - \frac{x}{u} f(x, 0)\right]_{u = \frac{1 \pm \sqrt{1 - 4x}}{2}}.$$

ENUMERATING $\text{Av}(312)$ VIA THE $\text{Av}(12)$ -MACHINE

We can solve for $f(x, 0)$ using the kernel method.

$$f(x, u) = 1 + uf(x, u) + \frac{x}{u} (f(x, u) - f(x, 0))$$

$$\underbrace{\left(1 + u - \frac{x}{u}\right)}_{\text{kernel}} f(x, u) = 1 - \frac{x}{u} f(x, 0).$$

Substitute

$$u = \frac{1 \pm \sqrt{1 - 4x}}{2},$$

to get

$$0 = \left[1 - \frac{x}{u} f(x, 0)\right]_{u = \frac{1 \pm \sqrt{1 - 4x}}{2}}.$$

Solving,

$$f(x, 0) = \frac{1 \pm \sqrt{1 - 4x}}{2x}.$$

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE

When considering the $Av(21)$ -machine, we have to allow by-passes.

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE

When considering the $Av(21)$ -machine, we have to allow bypasses.

If we're not careful, we'll overcount: for example, the permutation 1 could be generated by

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE

When considering the $Av(21)$ -machine, we have to allow bypasses.

If we're not careful, we'll overcount: for example, the permutation 1 could be generated by

- ▶ a push then a pop, or

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE

When considering the $Av(21)$ -machine, we have to allow bypasses.

If we're not careful, we'll overcount: for example, the permutation 1 could be generated by

- ▶ a push then a pop, or
- ▶ a bypass.

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE

When considering the $Av(21)$ -machine, we have to allow bypasses.

If we're not careful, we'll overcount: for example, the permutation 1 could be generated by

- ▶ a push then a pop, or
- ▶ a bypass.

To ensure uniqueness of generation sequences, we require that

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE

When considering the $Av(21)$ -machine, we have to allow bypasses.

If we're not careful, we'll overcount: for example, the permutation 1 could be generated by

- ▶ a push then a pop, or
- ▶ a bypass.

To ensure uniqueness of generation sequences, we require that

- ▶ a bypass is always preferred when possible,

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE

When considering the $Av(21)$ -machine, we have to allow bypasses.

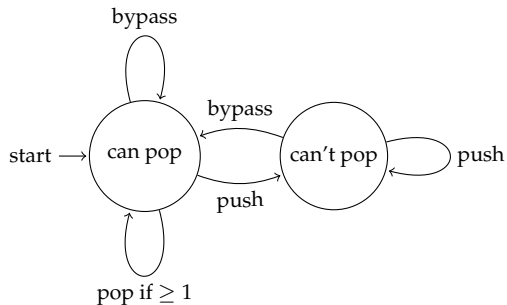
If we're not careful, we'll overcount: for example, the permutation 1 could be generated by

- ▶ a push then a pop, or
- ▶ a bypass.

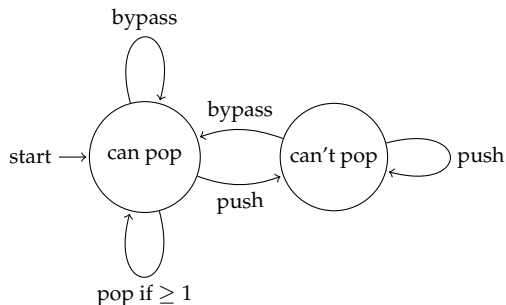
To ensure uniqueness of generation sequences, we require that

- ▶ a bypass is always preferred when possible,
- ▶ an entry should be popped as soon as possible.

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE



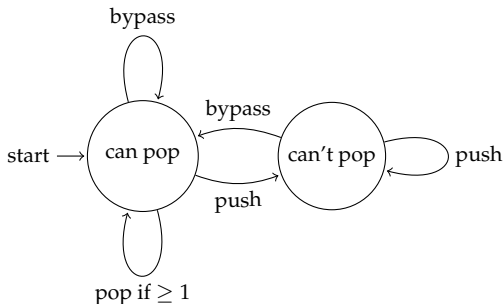
ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE



$$[\text{can pop}] : f(x, u) = 1 + x(f(x, u) + g(x, u)) + \frac{x}{u}(f(x, u) - f(x, 0)),$$

$$[\text{can't pop}] : g(x, u) = u(f(x, u) + g(x, u)).$$

ENUMERATING $Av(321)$ VIA THE $Av(21)$ -MACHINE



$$[\text{can pop}] : f(x, u) = 1 + x(f(x, u) + g(x, u)) + \frac{x}{u}(f(x, u) - f(x, 0)),$$

$$[\text{can't pop}] : g(x, u) = u(f(x, u) + g(x, u)).$$

Solve $g(x, u)$ in terms of $f(x, u)$ \rightarrow substitute into $f(x, u)$ \rightarrow kernel method \rightarrow same answer!

ENUMERATING THE SCHRÖDER CLASSES

A 2×4 class is a permutation class with two basis elements of length 4.

ENUMERATING THE SCHRÖDER CLASSES

A 2×4 class is a permutation class with two basis elements of length 4.

- ▶ *Example:* $\text{Av}(1324, 2413)$ is a 2×4 class.

ENUMERATING THE SCHRÖDER CLASSES

A 2×4 class is a permutation class with two basis elements of length 4.

► *Example:* $\text{Av}(1324, 2413)$ is a 2×4 class.

Up to symmetries of the permutation containment order there are 56 essentially different 2×4 classes.

ENUMERATING THE SCHRÖDER CLASSES

A 2×4 class is a permutation class with two basis elements of length 4.

► *Example:* $\text{Av}(1324, 2413)$ is a 2×4 class.

Up to symmetries of the permutation containment order there are 56 essentially different 2×4 classes.

Some of these 56 2×4 classes have the same enumeration despite being non-isomorphic. There are precisely 38 different enumerations for the 2×4 classes.

ENUMERATING THE SCHRÖDER CLASSES

A 2×4 class is a permutation class with two basis elements of length 4.

► *Example:* $\text{Av}(1324, 2413)$ is a 2×4 class.

Up to symmetries of the permutation containment order there are 56 essentially different 2×4 classes.

Some of these 56 2×4 classes have the same enumeration despite being non-isomorphic. There are precisely 38 different enumerations for the 2×4 classes.

Of these 38 classes, the exact enumerations are known for 29 of them. (More on this later!)

ENUMERATING THE SCHRÖDER CLASSES

There are ten 2×4 classes that are enumerated by the Schröder numbers: 1, 2, 6, 22, 90, ...

ENUMERATING THE SCHRÖDER CLASSES

There are ten 2×4 classes that are enumerated by the Schröder numbers: 1, 2, 6, 22, 90,

Six of them are of the form $\text{Av}(^+\beta_1, ^+\beta_2)$ and so they are generated by \mathcal{C} -machines.

ENUMERATING THE SCHRÖDER CLASSES

There are ten 2×4 classes that are enumerated by the Schröder numbers: 1, 2, 6, 22, 90,

Six of them are of the form $Av(+\beta_1, +\beta_2)$ and so they are generated by \mathcal{C} -machines.

- ▶ *Example:* $Av(4231, 4132)$ is enumerated by the Schröder numbers, and is generated by the $Av(231, 132)$ machine.

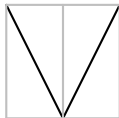
ENUMERATING THE SCHRÖDER CLASSES

There are ten 2×4 classes that are enumerated by the Schröder numbers: 1, 2, 6, 22, 90, ...

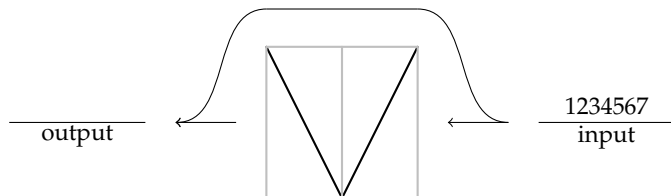
Six of them are of the form $Av(+\beta_1, +\beta_2)$ and so they are generated by \mathcal{C} -machines.

- *Example:* $Av(4231, 4132)$ is enumerated by the Schröder numbers, and is generated by the $Av(231, 132)$ machine.

Every permutation in $Av(231, 132)$ is a descending segment followed by an ascending segment, and so we say that the class has the shape

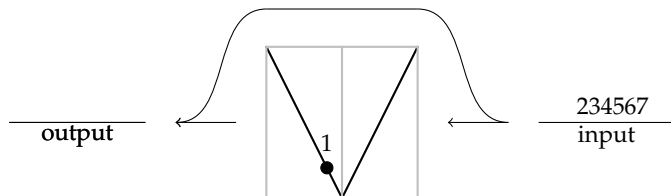


ENUMERATING THE SCHRÖDER CLASSES



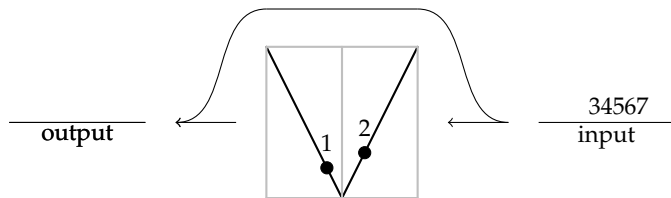
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



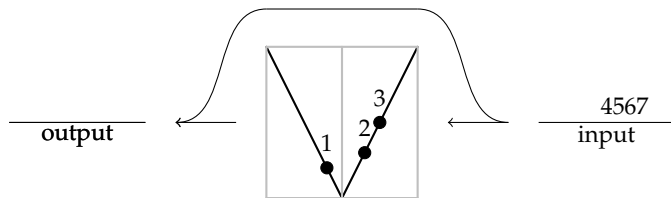
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



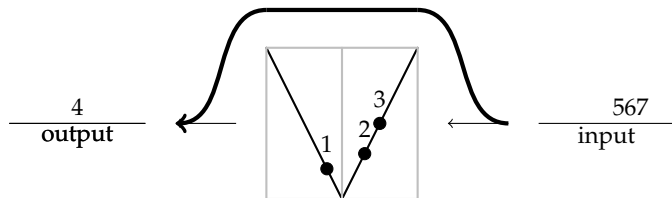
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



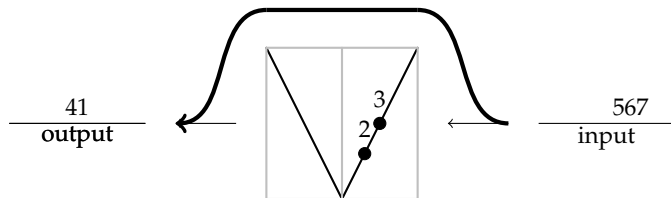
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



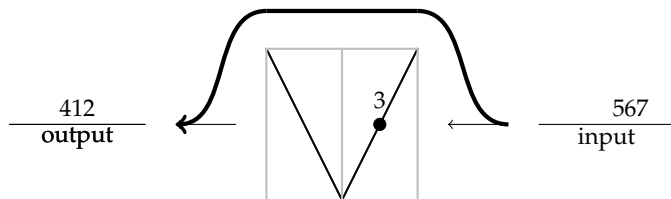
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



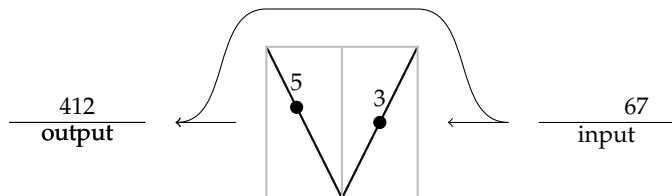
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



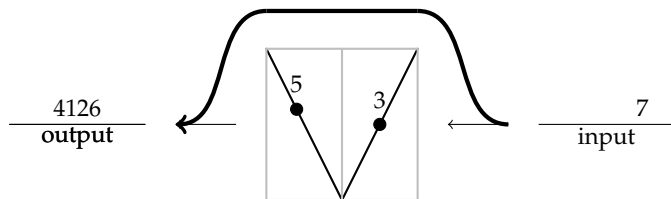
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



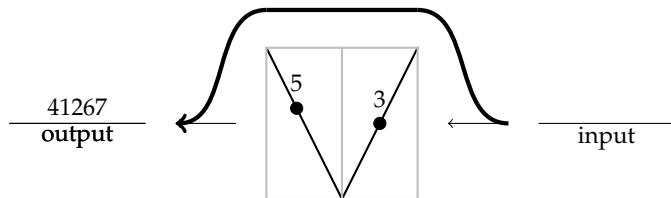
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



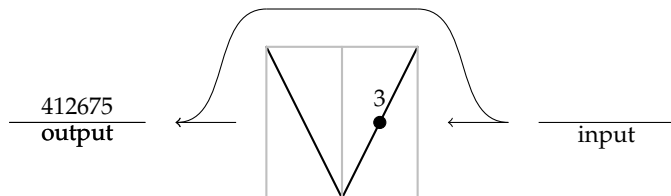
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



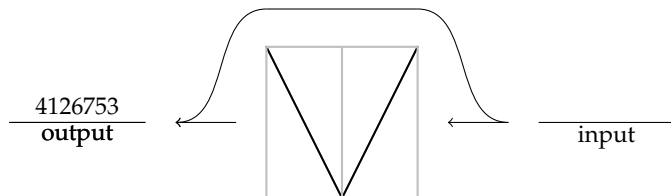
Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES



Whenever the machine is nonempty, there are always two places to push a new entry.

ENUMERATING THE SCHRÖDER CLASSES

A small adjustment to the earlier functional equations gives:

$$f(x, u) = 1 + x(f(x, u) + g(x, u)) + \frac{x}{u}(f(x, u) - f(x, 0)),$$

$$g(x, u) = 2u((f(x, u) - f(x, 0)) + g(x, u)) + uf(x, 0).$$

ENUMERATING THE SCHRÖDER CLASSES

A small adjustment to the earlier functional equations gives:

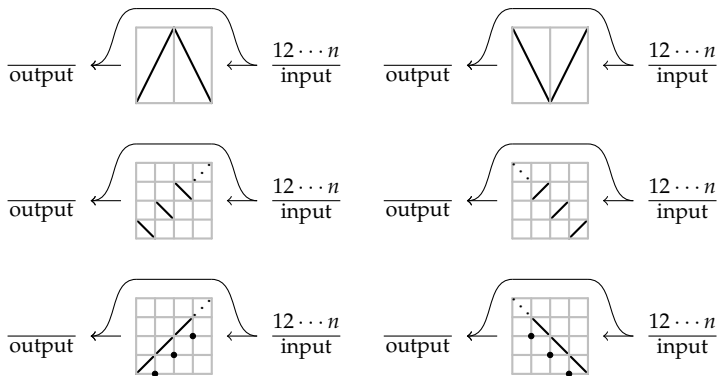
$$f(x, u) = 1 + x(f(x, u) + g(x, u)) + \frac{x}{u}(f(x, u) - f(x, 0)),$$

$$g(x, u) = 2u((f(x, u) - f(x, 0)) + g(x, u)) + uf(x, 0).$$

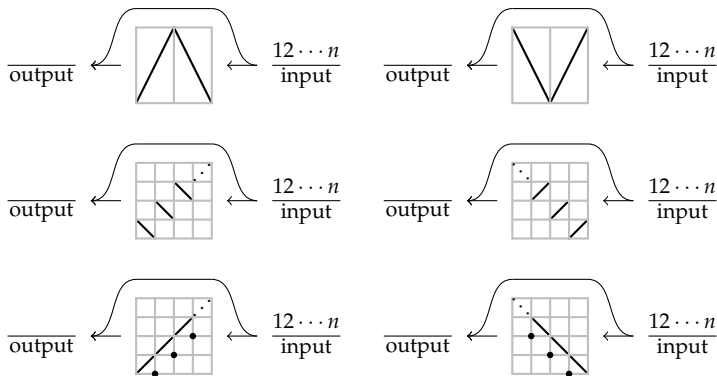
An application of the kernel method gives the generating function for the Schröder numbers.

$$f(x, 0) = \frac{3 - x - \sqrt{1 - 6x + x^2}}{2}$$

ENUMERATING THE SCHRÖDER CLASSES

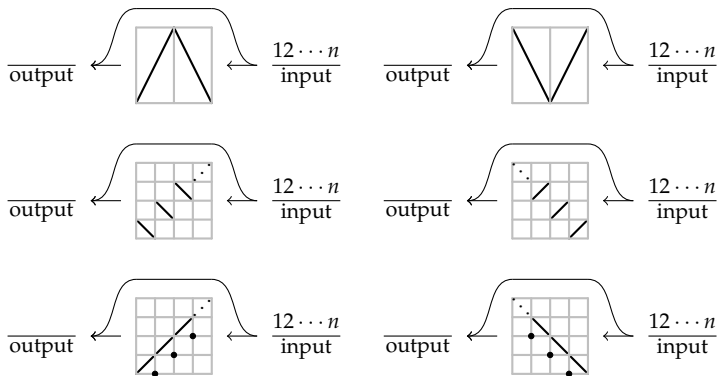


ENUMERATING THE SCHRÖDER CLASSES



All are enumerated by the Schröder numbers.

ENUMERATING THE SCHRÖDER CLASSES



All are enumerated by the Schröder numbers.

Even better, the push-pop-bypasses sequences automatically give a bijection between any pair of these classes.

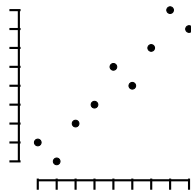
THE FIBONACCI MACHINES

There are exactly two permutation classes whose enumeration is given by the Fibonacci numbers.

THE FIBONACCI MACHINES

There are exactly two permutation classes whose enumeration is given by the Fibonacci numbers.

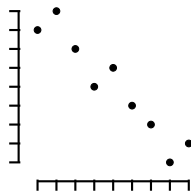
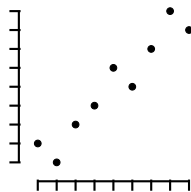
- ▶ $\mathcal{F}_\oplus = \text{Av}(231, 312, 321)$: 1 and 21 patterns stacked ↗



THE FIBONACCI MACHINES

There are exactly two permutation classes whose enumeration is given by the Fibonacci numbers.

- ▶ $\mathcal{F}_\oplus = \text{Av}(231, 312, 321)$: 1 and 21 patterns stacked ↗
- ▶ $\mathcal{F}_\ominus = \text{Av}(123, 132, 213)$: 1 and 12 patterns stacked ↘



THE FIBONACCI MACHINES

By the basis theorem, the \mathcal{F}_\oplus -machine generates the class

$$\text{Av}(4231, 4312, 4321)$$

and the \mathcal{F}_\ominus -machine generates the class

$$\text{Av}(4123, 4132, 4213).$$

THE FIBONACCI MACHINES

By the basis theorem, the \mathcal{F}_\oplus -machine generates the class

$$\text{Av}(4231, 4312, 4321)$$

and the \mathcal{F}_\ominus -machine generates the class

$$\text{Av}(4123, 4132, 4213).$$

These two enumerations are new, and they demonstrate the power of the \mathcal{C} -machine model.

ENUMERATING THE \mathcal{F}_\oplus -MACHINE

To enumerate the class generated by the \mathcal{F}_\oplus -machine, we keep track of whether the upper-rightmost layer consist of a single entry or two entries.

ENUMERATING THE \mathcal{F}_\oplus -MACHINE

To enumerate the class generated by the \mathcal{F}_\oplus -machine, we keep track of whether the upper-rightmost layer consist of a single entry or two entries.

Single entry \longrightarrow two possible push locations.



ENUMERATING THE \mathcal{F}_\oplus -MACHINE

To enumerate the class generated by the \mathcal{F}_\oplus -machine, we keep track of whether the upper-rightmost layer consist of a single entry or two entries.

Single entry \longrightarrow two possible push locations.



ENUMERATING THE \mathcal{F}_\oplus -MACHINE

To enumerate the class generated by the \mathcal{F}_\oplus -machine, we keep track of whether the upper-rightmost layer consist of a single entry or two entries.

Single entry \longrightarrow two possible push locations.



ENUMERATING THE \mathcal{F}_\oplus -MACHINE

To enumerate the class generated by the \mathcal{F}_\oplus -machine, we keep track of whether the upper-rightmost layer consist of a single entry or two entries.

Single entry \longrightarrow two possible push locations.



Two entries \longrightarrow one possible push location.



ENUMERATING THE \mathcal{F}_\oplus -MACHINE

To enumerate the class generated by the \mathcal{F}_\oplus -machine, we keep track of whether the upper-rightmost layer consist of a single entry or two entries.

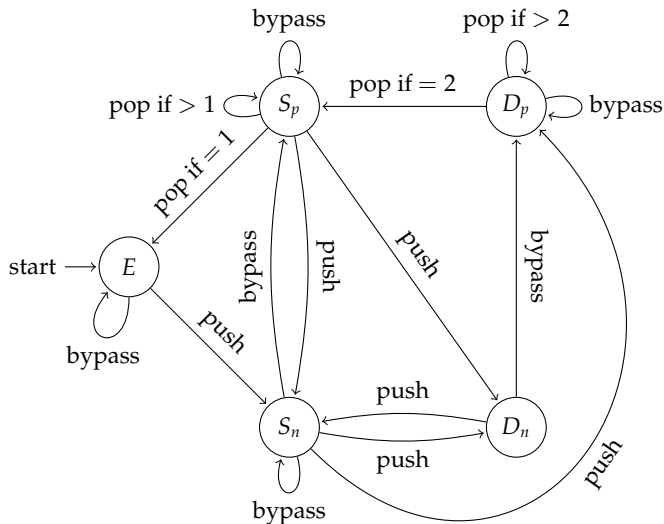
Single entry \longrightarrow two possible push locations.



Two entries \longrightarrow one possible push location.



ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE



ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE

The automaton turns into functional equations:

$$E = 1 + xE + x(S_p|_{u=0})$$

$$S_p = x(S_n + S_p) + \frac{x}{u}(S_p - S_p|_{u=0}) + x(D_p|_{u=0})$$

$$S_n = E + u(S_n + S_p) + u^2(D_n + D_p)$$

$$D_p = x(D_n + D_p) + \frac{x}{u}(D_p - D_p|_{u=0})$$

$$D_n = S_n + S_p$$

ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE

The automaton turns into functional equations:

$$E = 1 + xE + x(S_p|_{u=0})$$

$$S_p = x(S_n + S_p) + \frac{x}{u}(S_p - S_p|_{u=0}) + x(D_p|_{u=0})$$

$$S_n = E + u(S_n + S_p) + u^2(D_n + D_p)$$

$$D_p = x(D_n + D_p) + \frac{x}{u}(D_p - D_p|_{u=0})$$

$$D_n = S_n + S_p$$

- Get lots of terms of $S_p|_{u=0}$ and $D_p|_{u=0}$.

ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE

The automaton turns into functional equations:

$$E = 1 + xE + x(S_p|_{u=0})$$

$$S_p = x(S_n + S_p) + \frac{x}{u}(S_p - S_p|_{u=0}) + x(D_p|_{u=0})$$

$$S_n = E + u(S_n + S_p) + u^2(D_n + D_p)$$

$$D_p = x(D_n + D_p) + \frac{x}{u}(D_p - D_p|_{u=0})$$

$$D_n = S_n + S_p$$

- ▶ Get lots of terms of $S_p|_{u=0}$ and $D_p|_{u=0}$.
- ▶ Guess their generating functions.

ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE

The automaton turns into functional equations:

$$E = 1 + xE + x(S_p|_{u=0})$$

$$S_p = x(S_n + S_p) + \frac{x}{u}(S_p - S_p|_{u=0}) + x(D_p|_{u=0})$$

$$S_n = E + u(S_n + S_p) + u^2(D_n + D_p)$$

$$D_p = x(D_n + D_p) + \frac{x}{u}(D_p - D_p|_{u=0})$$

$$D_n = S_n + S_p$$

- ▶ Get lots of terms of $S_p|_{u=0}$ and $D_p|_{u=0}$.
- ▶ Guess their generating functions.
- ▶ Plug in these guesses, then solve the system.

ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE

The automaton turns into functional equations:

$$E = 1 + xE + x(S_p|_{u=0})$$

$$S_p = x(S_n + S_p) + \frac{x}{u}(S_p - S_p|_{u=0}) + x(D_p|_{u=0})$$

$$S_n = E + u(S_n + S_p) + u^2(D_n + D_p)$$

$$D_p = x(D_n + D_p) + \frac{x}{u}(D_p - D_p|_{u=0})$$

$$D_n = S_n + S_p$$

- ▶ Get lots of terms of $S_p|_{u=0}$ and $D_p|_{u=0}$.
- ▶ Guess their generating functions.
- ▶ Plug in these guesses, then solve the system.
- ▶ Verify the guesses.

ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE

The automaton turns into functional equations:

$$E = 1 + xE + x(S_p|_{u=0})$$

$$S_p = x(S_n + S_p) + \frac{x}{u}(S_p - S_p|_{u=0}) + x(D_p|_{u=0})$$

$$S_n = E + u(S_n + S_p) + u^2(D_n + D_p)$$

$$D_p = x(D_n + D_p) + \frac{x}{u}(D_p - D_p|_{u=0})$$

$$D_n = S_n + S_p$$

- ▶ Get lots of terms of $S_p|_{u=0}$ and $D_p|_{u=0}$.
- ▶ Guess their generating functions.
- ▶ Plug in these guesses, then solve the system.
- ▶ Verify the guesses.
- ▶ The solution is now rigorous.

ENUMERATING THE \mathcal{F}_{\oplus} -MACHINE

We find that the class generated by the \mathcal{F}_{\oplus} -machine has an algebraic generating function $E(x)$ that satisfies the minimal polynomial:

$$\begin{aligned} (2x^2 + 8x - 1)E(x)^4 &+ (x^3 + 4x^2 - 46x + 5)E(x)^3 \\ &+ (3x^3 - 21x^2 + 94x - 9)E(x)^2 \\ &+ (x^3 + 12x^2 - 82x + 7)E(x) \\ &+ 3x^2 + 26x - 2 = 0 \end{aligned}$$

ENUMERATING THE \mathcal{F}_\oplus -MACHINE

We find that the class generated by the \mathcal{F}_\oplus -machine has an algebraic generating function $E(x)$ that satisfies the minimal polynomial:

$$\begin{aligned} (2x^2 + 8x - 1)E(x)^4 &+ (x^3 + 4x^2 - 46x + 5)E(x)^3 \\ &+ (3x^3 - 21x^2 + 94x - 9)E(x)^2 \\ &+ (x^3 + 12x^2 - 82x + 7)E(x) \\ &+ 3x^2 + 26x - 2 = 0 \end{aligned}$$

and exponential growth rate

$$\approx 5.162$$

ENUMERATING THE \mathcal{F}_\ominus -MACHINE

The same approach fails for the \mathcal{F}_\ominus -machine because now we're pushing and popping on the same layer.

ENUMERATING THE \mathcal{F}_\ominus -MACHINE

The same approach fails for the \mathcal{F}_\ominus -machine because now we're pushing and popping on the same layer.

Instead we construct a context-free grammar to represent the allowed push-pop-bypass sequences.

ENUMERATING THE \mathcal{F}_\ominus -MACHINE

$$\begin{array}{lclclcl}
 S & \longrightarrow & \epsilon & | & xS & | & (+w)W_n(-w)S \\
 W_p & \longrightarrow & \epsilon & | & xW_p & | & (+w)W_n(-w)W_p & | & (+r)R_n(-r)W_p \\
 W_n & \longrightarrow & & | & xW_p & | & (+w)W_n(-w)W_p & | & (+r)R_n(-r)W_p \\
 R_p & \longrightarrow & \epsilon & | & xR_p & | & (+w)W_n(-w)R_p \\
 R_n & \longrightarrow & & | & xR_p & | & (+w)W_n(-w)R_p
 \end{array}$$

ENUMERATING THE \mathcal{F}_\ominus -MACHINE

$$\begin{array}{lclclcl}
 S & \longrightarrow & \epsilon & | & xS & | & (+w)W_n(-w)S \\
 W_p & \longrightarrow & \epsilon & | & xW_p & | & (+w)W_n(-w)W_p & | & (+r)R_n(-r)W_p \\
 W_n & \longrightarrow & & & xW_p & | & (+w)W_n(-w)W_p & | & (+r)R_n(-r)W_p \\
 R_p & \longrightarrow & \epsilon & | & xR_p & | & (+w)W_n(-w)R_p \\
 R_n & \longrightarrow & & & xR_p & | & (+w)W_n(-w)R_p
 \end{array}$$

W states: leftmost block is a single entry

R states: leftmost block is two entries

ENUMERATING THE \mathcal{F}_\ominus -MACHINE

$$\begin{array}{lcl}
 S & \longrightarrow & \epsilon \mid xS \mid (+w)W_n(-w)S \\
 W_p & \longrightarrow & \epsilon \mid xW_p \mid (+w)W_n(-w)W_p \mid (+r)R_n(-r)W_p \\
 W_n & \longrightarrow & \epsilon \mid xW_p \mid (+w)W_n(-w)W_p \mid (+r)R_n(-r)W_p \\
 R_p & \longrightarrow & \epsilon \mid xR_p \mid (+w)W_n(-w)R_p \\
 R_n & \longrightarrow & \epsilon \mid xR_p \mid (+w)W_n(-w)R_p
 \end{array}$$

W states: leftmost block is a single entry

R states: leftmost block is two entries

This is easily solved to find that the algebraic generating function $s(x)$ for $\text{Av}(4123, 4132, 4213)$ has minimal polynomial

$$1 + (x - 1)s(x) - xs(x)^2 + xs(x)^3,$$

ENUMERATING THE \mathcal{F}_\ominus -MACHINE

S	\longrightarrow	ϵ		xS		$(+w)W_n(-w)S$	
W_p	\longrightarrow	ϵ		xW_p		$(+w)W_n(-w)W_p$	$(+r)R_n(-r)W_p$
W_n	\longrightarrow			xW_p		$(+w)W_n(-w)W_p$	$(+r)R_n(-r)W_p$
R_p	\longrightarrow	ϵ		xR_p		$(+w)W_n(-w)R_p$	
R_n	\longrightarrow			xR_p		$(+w)W_n(-w)R_p$	

W states: leftmost block is a single entry

R states: leftmost block is two entries

This is easily solved to find that the algebraic generating function $s(x)$ for $\text{Av}(4123, 4132, 4213)$ has minimal polynomial

$$1 + (x - 1)s(x) - xs(x)^2 + xs(x)^3,$$

and growth rate

$$\frac{67240 + (779\sqrt{57} - 1927)r^{1/3} - (19\sqrt{57} - 457)r^{2/3}}{40344} \approx 5.219,$$

where $r = 1502 + 342\sqrt{57}$.

MORE EXOTIC \mathcal{C} -MACHINES

We have found four simple machines that generate classes whose enumerations are unknown.

MORE EXOTIC \mathcal{C} -MACHINES

We have found four simple machines that generate classes whose enumerations are unknown.

For each of these machines, we have been able to set up functional equations (that we can't solve), as well as generate many terms in the counting sequence.

MORE EXOTIC \mathcal{C} -MACHINES

We have found four simple machines that generate classes whose enumerations are unknown.

For each of these machines, we have been able to set up functional equations (that we can't solve), as well as generate many terms in the counting sequence.

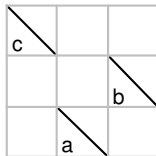
We have tried to guess algebraic, D-finite, and D-algebraic generating functions based on these terms, but have found none.

THE $Av(123, 231)$ -MACHINE

The class $Av(123, 231)$ is a geometric grid class.

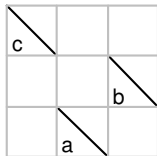
THE $Av(123, 231)$ -MACHINE

The class $Av(123, 231)$ is a geometric grid class.



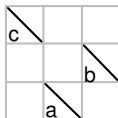
THE $Av(123, 231)$ -MACHINE

The class $Av(123, 231)$ is a geometric grid class.

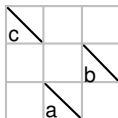


The states of the machine can be represented by 4-tuples (a, b, c, P) where a , b , and c are the number of **a**, **b**, **c** entries, and P is a boolean representing whether we can or can't pop.

THE $Av(123, 231)$ -MACHINE

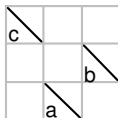


THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

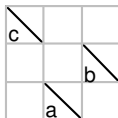
THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \longrightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$

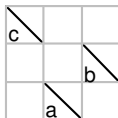
THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \longrightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$
- ▶ $(a, 0, 0, F) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T)\}$

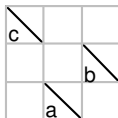
THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \rightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$
- ▶ $(a, 0, 0, F) \rightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T)\}$
- ▶ $(a, 0, 0, T) \rightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T), (a - 1, 0, 0, T)\}$

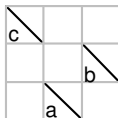
THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \longrightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$
- ▶ $(a, 0, 0, F) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T)\}$
- ▶ $(a, 0, 0, T) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T), (a - 1, 0, 0, T)\}$
- ▶ $(a, b, 0, F) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T)\}$

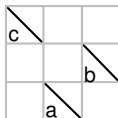
THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \longrightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$
- ▶ $(a, 0, 0, F) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T)\}$
- ▶ $(a, 0, 0, T) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T), (a - 1, 0, 0, T)\}$
- ▶ $(a, b, 0, F) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T)\}$
- ▶ $(a, b, 0, T) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T), (a - 1, b, 0, T)\}, \quad (a \geq 2)$

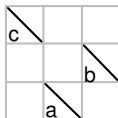
THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \longrightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$
- ▶ $(a, 0, 0, F) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T)\}$
- ▶ $(a, 0, 0, T) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T), (a - 1, 0, 0, T)\}$
- ▶ $(a, b, 0, F) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T)\}$
- ▶ $(a, b, 0, T) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T), (a - 1, b, 0, T)\}, \quad (a \geq 2)$
- ▶ $(1, b, 0, T) \longrightarrow \{(1, b + 1, 0, F), (1, b, 1, F), (1, b, 0, T), (b, 0, 0, T)\}$

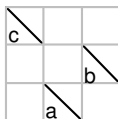
THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \longrightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$
- ▶ $(a, 0, 0, F) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T)\}$
- ▶ $(a, 0, 0, T) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T), (a - 1, 0, 0, T)\}$
- ▶ $(a, b, 0, F) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T)\}$
- ▶ $(a, b, 0, T) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T), (a - 1, b, 0, T)\}, \quad (a \geq 2)$
- ▶ $(1, b, 0, T) \longrightarrow \{(1, b + 1, 0, F), (1, b, 1, F), (1, b, 0, T), (b, 0, 0, T)\}$
- ▶ $(a, b, c, F) \longrightarrow \{(a, b, c + 1, F), (a, b, c, T)\}$

THE $Av(123, 231)$ -MACHINE



We can describe the state transitions:

- ▶ $(0, 0, 0, T) \longrightarrow \{(1, 0, 0, F), (0, 0, 0, T)\}$
- ▶ $(a, 0, 0, F) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T)\}$
- ▶ $(a, 0, 0, T) \longrightarrow \{(a + 1, 0, 0, F), (a, 1, 0, F), (a, 0, 0, T), (a - 1, 0, 0, T)\}$
- ▶ $(a, b, 0, F) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T)\}$
- ▶ $(a, b, 0, T) \longrightarrow \{(a, b + 1, 0, F), (a, b, 1, F), (a, b, 0, T), (a - 1, b, 0, T)\}, \quad (a \geq 2)$
- ▶ $(1, b, 0, T) \longrightarrow \{(1, b + 1, 0, F), (1, b, 1, F), (1, b, 0, T), (b, 0, 0, T)\}$
- ▶ $(a, b, c, F) \longrightarrow \{(a, b, c + 1, F), (a, b, c, T)\}$
- ▶ $(a, b, c, T) \longrightarrow \{(a, b, c + 1, F), (a, b, c, T), (a, b, c - 1, T)\}$

THE $Av(123, 231)$ -MACHINE

With a little work, we can translate the state transitions into a set of functional equations:

$$A(a, x) = 1 + \frac{x}{a}(A(a, x) - A(0, x)) + aA(a, x) + xB(0, a, x),$$

$$B(a, b, x) = \frac{1}{a}(A(a, x) - A(0, x))\frac{bC}{1-b} + B(a, b, x)\frac{bC}{1-b}$$

$$+ \frac{x}{a}(1 + C)(B(a, b, x) - B(0, b, x)).$$

THE $Av(123, 231)$ -MACHINE

With a little work, we can translate the state transitions into a set of functional equations:

$$A(a, x) = 1 + \frac{x}{a}(A(a, x) - A(0, x)) + aA(a, x) + xB(0, a, x),$$

$$B(a, b, x) = \frac{1}{a}(A(a, x) - A(0, x))\frac{bC}{1-b} + B(a, b, x)\frac{bC}{1-b}$$

$$+ \frac{x}{a}(1+C)(B(a, b, x) - B(0, b, x)).$$

The generating function for the class is $A(0, x)$, but we have no idea how to solve these equations.

THE $Av(123, 231)$ -MACHINE

Using the state transitions, dynamic programming, and Amazon cloud computing, we have computed the first 1000 terms of $Av(4123, 4231)$.

THE $A_v(123, 231)$ -MACHINE

Using the state transitions, dynamic programming, and Amazon cloud computing, we have computed the first 1000 terms of $A_v(4123, 4231)$.

Despite all of this information, we have been unable to determine the nature of the generating function.

THE $Av(123, 231)$ -MACHINE

Some common forms of generating functions are:

THE $Av(123, 231)$ -MACHINE

Some common forms of generating functions are:

- ▶ rational: $f(x) = \frac{p(x)}{q(x)}$ for polynomials $p(x)$ and $q(x)$

THE $Av(123, 231)$ -MACHINE

Some common forms of generating functions are:

- ▶ rational: $f(x) = \frac{p(x)}{q(x)}$ for polynomials $p(x)$ and $q(x)$
- ▶ algebraic: there exists a bivariate polynomial $F(x, y)$ such that $F(x, f) = 0$

THE $Av(123, 231)$ -MACHINE

Some common forms of generating functions are:

- ▶ rational: $f(x) = \frac{p(x)}{q(x)}$ for polynomials $p(x)$ and $q(x)$
- ▶ algebraic: there exists a bivariate polynomial $F(x, y)$ such that $F(x, f) = 0$
- ▶ D-finite: $f(x)$ is the solution to a linear ODE with polynomial coefficients

THE $Av(123, 231)$ -MACHINE

Some common forms of generating functions are:

- ▶ rational: $f(x) = \frac{p(x)}{q(x)}$ for polynomials $p(x)$ and $q(x)$
- ▶ algebraic: there exists a bivariate polynomial $F(x, y)$ such that $F(x, f) = 0$
- ▶ D-finite: $f(x)$ is the solution to a linear ODE with polynomial coefficients
- ▶ D-algebraic: there exists a polynomial $F(x, y_0, y_1, \dots, y_n)$ such that $F(x, y, y', \dots, y^{(n)}) = 0$

THE $Av(123, 231)$ -MACHINE

Some common forms of generating functions are:

- ▶ rational: $f(x) = \frac{p(x)}{q(x)}$ for polynomials $p(x)$ and $q(x)$
- ▶ algebraic: there exists a bivariate polynomial $F(x, y)$ such that $F(x, f) = 0$
- ▶ D-finite: $f(x)$ is the solution to a linear ODE with polynomial coefficients
- ▶ D-algebraic: there exists a polynomial $F(x, y_0, y_1, \dots, y_n)$ such that $F(x, y, y', \dots, y^{(n)}) = 0$

For example, the exponential generating function $B(x)$ for the Bell numbers is D-algebraic because

$$B(x)B'(x) - B(x)B''(x) + B'(x)^2 = 0.$$

THE $Av(123, 231)$ -MACHINE

We wrote an algorithm to conjecture a generating function given initial terms.

THE $Av(123, 231)$ -MACHINE

We wrote an algorithm to conjecture a generating function given initial terms.

► *Example:*

```
> guessade(L, egf);
```

```
ADE found! (0.157 seconds)
```

$$F(x) \frac{d}{dx} F(x) - F(x) \frac{d^2}{dx^2} F(x) + \frac{d}{dx} F(x)^2$$

THE $Av(123, 231)$ -MACHINE

We wrote an algorithm to conjecture a generating function given initial terms.

► *Example:*

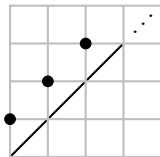
```
> guessade(L, egf);
```

```
ADE found! (0.157 seconds)
```

$$F(x) \frac{d}{dx} F(x) - F(x) \frac{d^2}{dx^2} F(x) + \frac{d}{dx} F(x)^2$$

Despite having 1000 initial terms of $Av(4123, 4231)$, we can't guess any generating function!

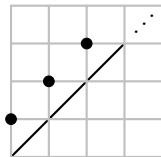
THREE MORE EXOTIC MACHINES



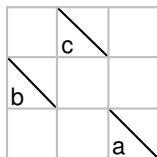
600 terms

$Av(4231, 4321)$

THREE MORE EXOTIC MACHINES

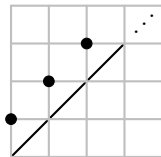


600 terms
 $Av(4231, 4321)$

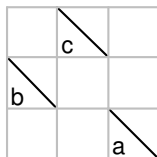


1000 terms
 $Av(4123, 4312)$

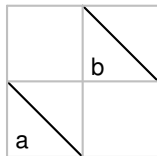
THREE MORE EXOTIC MACHINES



600 terms

 $\text{Av}(4231, 4321)$ 

1000 terms

 $\text{Av}(4123, 4312)$ 

5000 terms

 $\text{Av}(4123, 4231, 4312)$

UNSOLVED MYSTERIES

Conway and Guttmann analyzed 36 terms of the counting sequence of $\text{Av}(4231)$, which is also suspected to have a non-D-finite generating function and found that the sequence exhibited strange behavior.

UNSOLVED MYSTERIES

Conway and Guttmann analyzed 36 terms of the counting sequence of $\text{Av}(4231)$, which is also suspected to have a non-D-finite generating function and found that the sequence exhibited strange behavior.

We are in the process of exploring the asymptotic behavior of these four exotic classes in a similar way.

Thanks for coming! Any questions?