

A q -weighted Robinson-Schensted Algorithm

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Randomness in Physics and Mathematics
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Outline

- ▶ The Robinson-Schensted algorithm and Pitman's Theorem

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- ▶ A q -weighted Robinson-Schensted algorithm and corresponding "Pitman's" Theorem

The M/M/1 queue

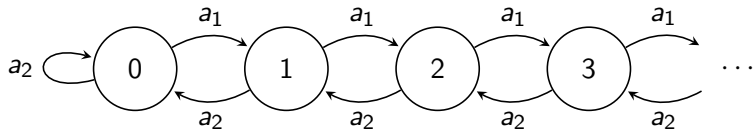
The de-Poissonised M/M/1 queue:

w.p. a_1 a customer arrives and increase the queue length by 1.

w.p. a_2 a service happens, such that:

Either a customer departs if the queue length is positive;

Or the service is unused (wasted) if the queue length is 0.



The M/M/1 queue as the RS algorithm

| | | | | | | | | | | | | |
|-------------------|---|---|---|---|--------------|---|---|----------------|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 |
| 2 | 2 | 2 | 2 | 2 | | | | | | | | |
| Departed Customer | | | | | Queue length | | | Unused Service | | | | |

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Figure: w.p. a_1 a customer arrives

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| | | | | | | | | | | | | |
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| 2 | 2 | 2 | 2 | 2 | 2 | 2 | | | | | | |
| Departed Customer | | | | | | Queue length | Unused Service | | | | | |

Figure: w.p. a_2 a customer departs if the queue length is greater than 0.

The M/M/1 queue as the RS algorithm

Suppose two more services happen and the queue length is 0 now.

| | | | | | | | | | | | | |
|-------------------|---|---|---|---|---|---|---|----------------|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 |
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| Departed Customer | | | | | | | | Unused Service | | | | | |

Figure: w.p. a_2 a service is wasted if the queue length is 0.

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When inserting a 2, if the number of 1's in the first row (denoted as λ_1^1) is larger than the number of 2's in the second row (denoted as λ_2^2), then the 2 is inserted to the second row (customer departure), otherwise to the first row (service unused).

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So the M/M/1 queue is interpreted as: w.p. a_i a number i is inserted, $i = 1, 2$.

Evolution of the tableau and the shape

A random word (w_1, w_2, \dots) with $w_i \in \{1, 2\}$ corresponds to a 2-dimensional bernoulli random walk with $S = (S_1, S_2)$:

$$S_i(n) = |\{j \leq n : w_j = i\}|.$$

the tableau is a Markov chain. What is more significant is, the shape $(\lambda_1^2, \lambda_2^2)$ is also a Markov chain, with their difference $\lambda_1^2 - \lambda_2^2$ evolving as a discrete 3-dimensional Bessel process with drift $a_1 - a_2$.

The Schur functions

Define the Schur symmetric polynomials s_{λ_1, λ_2} to be

$$s_{\lambda_1^2, \lambda_2^2}(a_1, a_2) = \sum_{\lambda_2^2 \leq \lambda_1^1 \leq \lambda_1^2} a_1^{\lambda_1^1} a_2^{\lambda_1^2 + \lambda_2^2 - \lambda_1^1} = \frac{a_1^{\lambda_1^2 + 1} a_2^{\lambda_2^2} - a_2^{\lambda_1^2 + 1} a_1^{\lambda_2^2}}{a_1 - a_2}.$$

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Then the transition kernel of $(\lambda_1^2, \lambda_2^2)$ is

$$\mathbb{P}(\lambda^2)(n) = \lambda | \lambda^2(n-1) = \mu, \lambda^2(i), i = 1, \dots, n-2) = \frac{s_\lambda(a)}{s_\mu(a)} \mathbb{I}_{\mu \nearrow \lambda}.$$

where $\mathbb{I}_{\mu \nearrow \lambda}$ is an indicator function with $\mu \nearrow \lambda$ meaning $\lambda = \mu + e_i$ for some $i \in \{1, 2\}$.

The high-dimensional case

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with $a_1 + \dots + a_\ell = 1$, then the corresponding stochastic tableau is a Markov chain.

Again, starting with an empty tableau, the shape of the tableau is an ℓ -dimensional Markov chain, with transition kernel

$$p(\mu, \lambda) = \frac{s_\lambda(\mathbf{a})}{s_\mu(\mathbf{a})} \mathbb{I}_{\mu \nearrow \lambda}.$$

Connections

When $a_1 > a_2 > \cdots > a_\ell$ the shape evolves as the input random walk conditioned to stay in the non-negative integer Weyl chamber $\{x \in \mathbb{N}^\ell : x_1 \geq x_2 \geq \cdots \geq x_\ell\}$.

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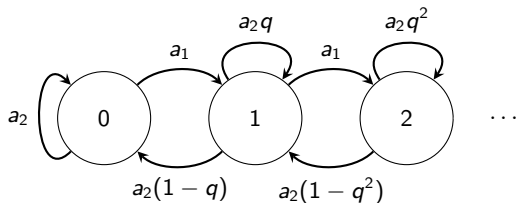
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The continuous analogue of this algorithm, the Pitman transform, turns Brownian motions to Dyson's non-colliding Brownian motion, which is the eigenvalue process of the Hermitian Brownian motion. On the other hand, the algorithm is related to the Wigner coefficients of the representations of quantum group $U_q(\mathfrak{gl}(n))$ when $q \rightarrow 0$ by Date-Jimbo-Miwa.

A q -M/M/1 queue

Here we use a different $q \in (0, 1)$.

“Lazy server”

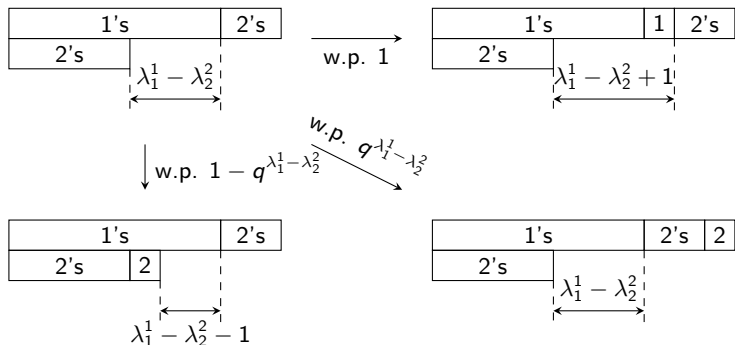


The probability of a service depends on q and the queue length: the more intimidating the queue is, the less lazy the server is. . .
 $q \rightarrow 0$ recovers the normal M/M/1 queue.

A rank-1 q -RS algorithm

When inserting a letter 1, it is appended at the end of all the 1's in the tableau, just like in the normal insertion algorithm.

When inserting a letter 2, w.p. $1 - q^{\lambda_1^1 - \lambda_2^2}$ the 2 goes to the second row, otherwise it is inserted to the first row.



The dynamics of the shape

When taking the Bernoulli random walk (w_1, w_2, \dots) parameterised by (a_1, a_2) , the shape of the tableau evolves as a Markov chain with kernel:

$$P(\mu, \lambda) = \begin{cases} \frac{\Psi_a(\lambda)}{\Psi_a(\mu)}(1 - q^{\lambda_1 - \lambda_2}), & \text{if } \lambda_1 = \mu_1 + 1; \\ \frac{\Psi_a(\lambda)}{\Psi_a(\mu)}, & \text{if } \lambda_2 = \mu_2 + 1; \\ 0, & \text{otherwise,} \end{cases}$$

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where Ψ_a is a Whittaker function on space of 2-partitions:

$$\Psi_a(\lambda) = \sum_{\lambda_2^2 \leq \lambda_1^1 \leq \lambda_1^2} a_1^{\lambda_1^1} a_2^{\lambda_1^2 + \lambda_2^2 - \lambda_1^1} \frac{(1 - q)^{-1} (1 - q^2)^{-1} \dots (1 - q^{\lambda_1^2 - \lambda_1^1})^{-1}}{(1 - q)(1 - q^2) \dots (1 - q^{\lambda_1^1 - \lambda_2^2})}.$$

The difference of the lengths of the two rows $\lambda_1^2 - \lambda_2^2$ is a Markov chain whose transition function is related to the q -Hermite polynomials.

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When inserting letters from $[\ell]$, we define a q -weighted RS algorithm as well, with inherited randomness such that when taking the Bernoulli random walk as input the shape of the stochastic tableau is Markov with transition kernels related to the q -Whittaker functions.

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Higher-rank q -case

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$$P(\mu, \lambda) = \frac{\Psi_a(\lambda)}{\Psi_a(\mu)} L(\mu, \lambda).$$

q -Whittaker functions are eigenfunctions of Ruijsenaars' relativistic Toda difference operators whose kernels are

$$L(\mu, \lambda) = \begin{cases} 1 - q^{\lambda_i - \lambda_{i+1}}, & \text{if } \lambda_i = \mu_i + 1 \text{ for some } i < \ell; \\ 1 & \text{if } \lambda_1 = \mu_1 + 1; \\ 0 & \text{otherwise .} \end{cases}$$

They are also Macdonald (q, t) -symmetric polynomials when $t = 0$.

An example

Suppose we insert a 3 into

| | | | | | |
|---|---|---|---|---|---|
| 1 | 2 | 2 | 2 | 3 | 5 |
| 2 | 3 | 4 | 4 | 5 | |
| 3 | | | | | |
| 5 | | | | | |

An example

Suppose we insert a 3 into

```
1 2 2 2 3 5
2 3 4 4 5
3
5
```

All possible outputs:

```
1 2 2 2 3 5 5
2 3 3 4 4
3
5
```

$$(1 - q^2) \frac{1 - q}{1 - q^3};$$

```
1 2 2 2 3 4 5
2 3 3 4 5
3
5
```

$$(1 - q^2) \left(1 - \frac{1 - q}{1 - q^3} \right);$$

```
1 2 2 2 3 3 5
2 3 4 4 5
3
5
```

$$q^2.$$

Application: q -TASEP

A q -Totally Asymmetric Simple Exclusion Process is an interacting particle system $(X_1, X_2, \dots, X_\ell) \in W \cap \mathbb{Z}$ with initial condition $X_i(0) = 1 - i$.

Each i th particle independently jumps from X_i to $X_i + 1$ with rate c_i , where

$$c_i = \begin{cases} a_1 & \text{if } i = 1; \\ a_i(1 - q^{X_{i-1} - X_i - 1}) & \text{otherwise.} \end{cases}$$

Then the Poissonised version of $(\text{sh}(P(S)))_i^j - i + 1)_{1 \leq i \leq \ell}$ is a q -TASEP, whose law can be calculated:

$$\mathbb{P}(X_\ell(t) = m - l + 1) = e^{-t} \sum_{\lambda \in C_\ell, \lambda_l = m} \frac{t^{|\lambda|}}{|\lambda|!} (\lambda_\ell)_q^{-1} \Psi_a(\lambda) f^\lambda(q),$$

where $f^\lambda(q)$ is a q -analog of f^λ the number of tableaux of shape λ with distinct entries of $1, 2, \dots, |\lambda|$.







Other connections

A new combinatorial formula for the Macdonald $(q, t = 0)$ -polynomials.

A symmetric property of the algorithm that can be generalised to a family of branching algorithms.

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[SW98, BC13, O'C03, Joh00, GLO10, BP13, DJM90, Gri11, P.13, ?]