



How many times should a deck of cards be shuffled to mix it

We think of cards as S_n the symmetric group on n letters ($|S_n| = n!$). For me $n=52$ but we'll keep n

We'll study this way of shuffling $\equiv \equiv \equiv \equiv$ (cut no cards in hat and go brer)

Shuffle cut of d cards $\binom{n}{d} \frac{1}{2^n}$ cut first in the middle $d=26$ if $n=52$

left hand A cards right hand B cards
Chance that next card is from left is $A/(A+B)$

This completely determines a probability distribution. It is called the Gilbert-Shannon-Reeds model (all mathematicians of Bell-Labs). It is a good model for how most people shuffle cards - We'll see this is the most random way of shuffling cards. [I've done experiments to confirm this]

I would bet each card came from each side successively and that's no good. After 8 iterations the deck is back in the same position.

Let $Q(\pi)$ be the chance of permutation π after one GSR shuffle

$$Q(\pi) \geq 0 \quad \sum_{\pi \in S_n} Q(\pi) = 1$$

$\pi(i)$ label of card at position i

$$Q \circ Q(\pi) = \sum_{\xi \in S_n} Q(\xi) Q(\pi \xi^{-1}) \quad \leftarrow \text{probability of obtaining } \pi \text{ after 2 shuffles.}$$

convolution on the symm grp

permutation that takes ξ to π

This is under the assumption that two successive shuffles are independent (one can also model the shuffles when this isn't so but that is more complicated).

$$Q^{+k}(\pi) = \sum_{\xi \in S_n} Q(\xi) Q^{+(k-1)}(\pi \xi^{-1})$$

↑
probability

We have defined cards and shuffle. What about mix?

An ideal shuffle would be the uniform distribution $U(\pi) = \frac{1}{n!}$

What k so large that $Q^{+k}(\pi) \approx \max U(\pi)$

Theorem (Poincaré) $Q^{+k}(\pi) \rightarrow U(\pi)$ (this happens for many distributions on the symmetric grp)

Define a distance: $\|Q^{+k} - U\|_{TV} = \max_A \|Q^{+k}(A) - U(A)\|$ A subset of permutations.

↑ total variation

↑ check the deck is in one of two permutations in ACS_n : $Q^{+k}(A) = \sum_{\xi \in A} Q^{+k}(\xi)$

If this is small then for any event A there is not much difference.

Exercise: $\|Q^{+k} - U\| = \frac{1}{2} \sum_{\xi} |Q^{+k}(\xi) - U(\xi)|$ (the L^1 -distance)

Math problem: Given $\epsilon > 0$ how large must k be so that $\|Q^{+k} - U\| < \epsilon$?

This is what we will study for a while. ~~But~~ Before here is a question that should be asked some other

WHO CARES?

Every one knows that after 3 or 4 shuffles cards are well shuffled. This is like many things people think they know very.

A card trick:

- 1 cutting a deck of cards just cycles the cards. (cutting doesn't do much)
- 2 shuffle once \rightsquigarrow two rising sequences
- 3 shuffling twice \rightsquigarrow 4 rising sequences
- 4 " " \rightsquigarrow 8 rising sequences
- 5 card in the middle \rightsquigarrow 9th rising sequence of length 1

homework 2nd exercise

← try this!

This explains why 3 shuffles isn't enough to mix 52 cards

Similarly 5 shuffles isn't enough

When we proved this theorem with D. Bayer we made the front page of the NY Times. One reason to also care is that people really do shuffle cards.

2) Shuffling is a basic operation of algebra

AB with XYZ

$$ABXYZ + AXYBZ + AXBYZ + XYZAB$$

(This is a sign) is how we multiply differential forms. First showed by Grassman in the 19th century

Theorems in algebra can be proved from card shuffle and conversely theorems in algebra lead to great card tricks!

3) Shuffling is a Markov chain (Lectures 4+5).

Every area of scientific computing uses simulations. A basic tool in simulations is Markov chains. If we want to know how many bellas to have (in order not to have long lines - these are simulated via Markov chain). A basic question is how long we have to run the simulations.

Shuffling is a model problem. The group theory allows us to find closed formulas which serve as a guide for harder problems.

Theorem (with D. Bayer) $n = 52$

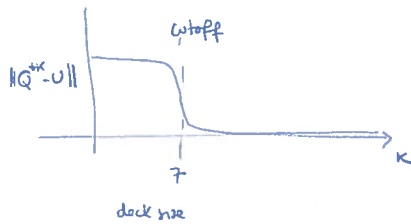
| k | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ... |
|------------------|---|---|---|---|------|-----|-----|-----|-----|
| $\ Q^{*k} - U\ $ | 1 | 1 | 1 | 1 | .924 | .68 | .32 | .16 | ... |

↑
0.99...9...
-12 times

→ keeps going down by a factor of 2 (approx)

I would call this the 7 shuffles theorem. (the cutoff where exponential convergence to 0 starts is 7)

The graph looks like



More precisely

$$k = \frac{3}{2} \log_2 n + c \quad \text{then} \quad \|Q^{*k} - U\| = 1 - 2\Phi\left(\frac{-2^c}{4\sqrt{3}}\right) + O\left(\frac{1}{n}\right) \quad \Phi(x) = \frac{1}{\sqrt{2\pi}} \int_{-x}^x e^{-t^2/2} dt$$

The cutoff happens at $\frac{3}{2} \log_2 n$

Outline of the lectures that are coming:

2. Prove the theorem (combinatorics, algebra, and group theory)

other distances a -shuffles GSR is $a=2$

3. "Adding numbers"

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 2 | 1 | 0 | 5 | 7 | 3 | 1 |
| 3 | 6 | 6 | 2 | 5 | 1 | 8 | 8 | 5 | |
| 1 | 3 | 4 | 8 | 3 | 5 | 7 | 7 | 6 | |

how do two carries work? mod n when does one need carries this is important in computer architecture.

this is the same subject as before !!!

4. "Markov chains Monte Carlo random walk" (title of an article I wrote)

(Homeworks: $n=3$)

$$O \left(\frac{1}{n} \right) \rightarrow Q(n^{-1})$$

Find the matrix on computer assignments

5. Going further in shuffling in magic