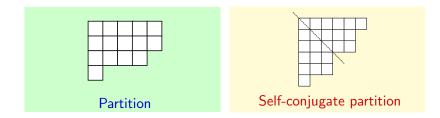
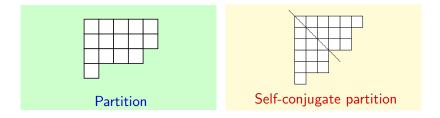
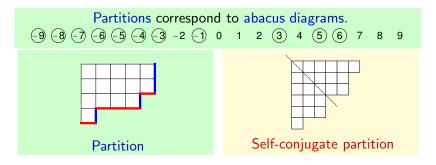
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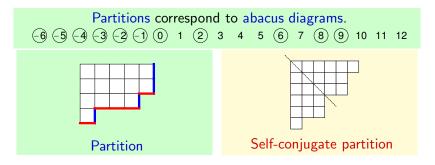
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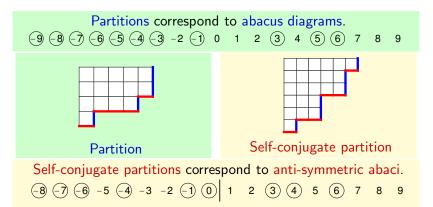
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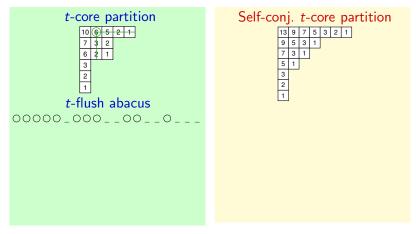
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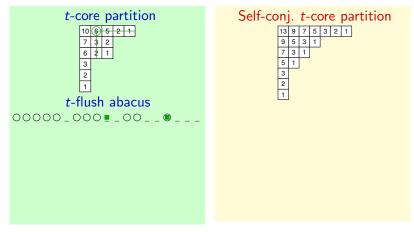
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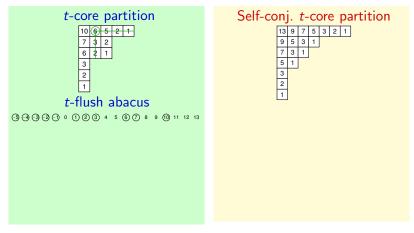
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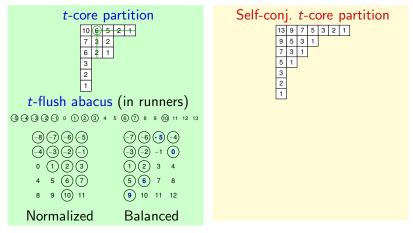
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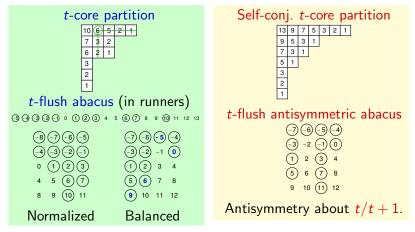
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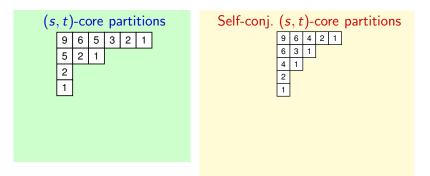


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Of interest: Partitions that are **both** *s*-core **and** *t*-core. (s, t) = 1

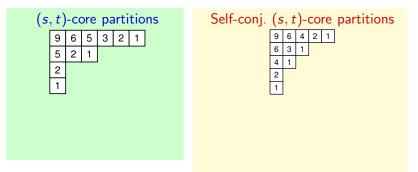
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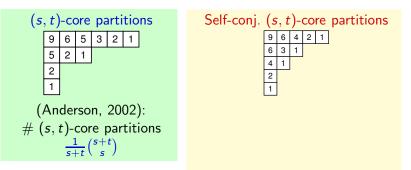
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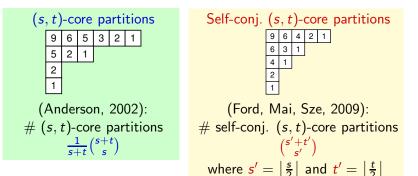
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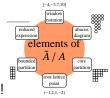
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- ▶ Group Theory: By Lascoux 2001, t-cores \longleftrightarrow coset reps in \widetilde{S}_t/S_t Group actions on combinatorial objects!!!!



The combinatorics of groups:

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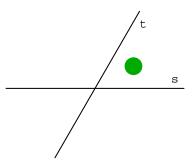
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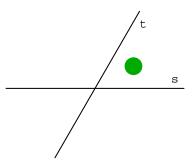
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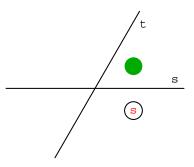
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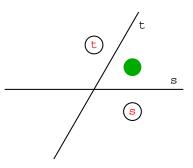
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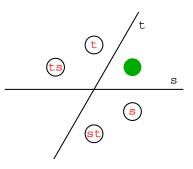
For example, $w = s_3 s_2 s_1 s_1 s_2 s_4 = s_3 s_2 id s_2 s_4 = s_3 id s_4 = s_3 s_4$



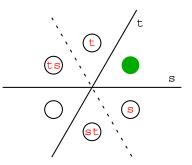






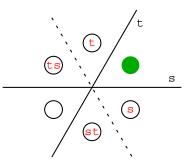


► The action of multiplying (on the left) by a generator s corresponds to a reflection across a hyperplane H_s. (s_i² = id)



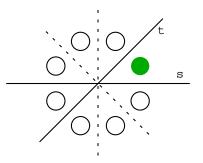
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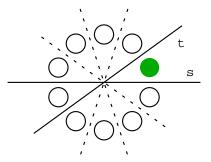
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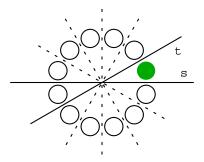
When the angle between H_s and H_t is π/4, relation is (st)⁴ = id.
 The group depends on the placement of the hyperplanes. |S| = 8.

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When the angle between H_s and H_t is π/5, relation is (st)⁵ = id.
 The group depends on the placement of the hyperplanes. |S|=10.

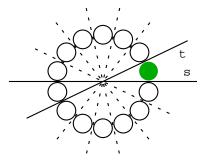
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When the angle between H_s and H_t is π/6, relation is (st)⁶ = id.
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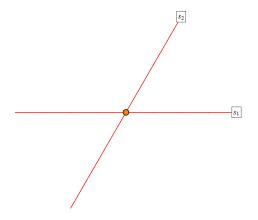
Reflection Groups

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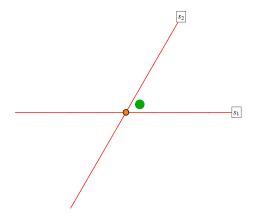


When the angle between H_s and H_t is π/n, relation is (st)ⁿ = id.
 The group depends on the placement of the hyperplanes. |S|=2n.

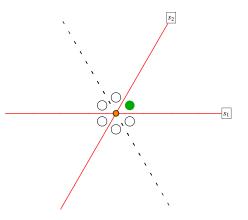
An infinite reflection group: the **affine permutations** \widetilde{S}_n .



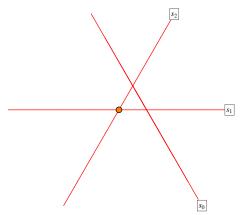
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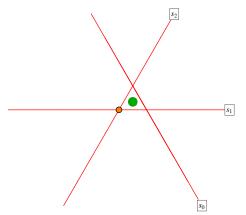
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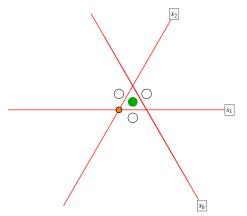
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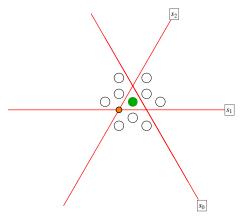
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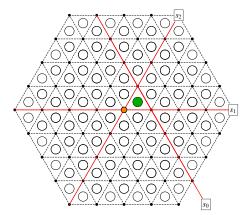


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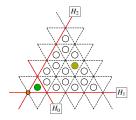
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▶ Add a new generator s_0 and a new affine hyperplane H_0 .



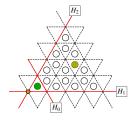
Elements generated by $\{s_0, s_1, s_2\}$ correspond to alcoves here.

Many ways to reference elements in \widetilde{S}_n .



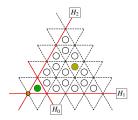
Many ways to reference elements in \widetilde{S}_n .

Geometry. Point to the alcove.



Many ways to reference elements in \widetilde{S}_n .

- **Geometry.** Point to the alcove.
- Alcove coordinates. Keep track of how many hyperplanes of each type you have crossed to get to your alcove.

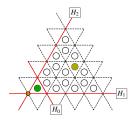


Coordinates:



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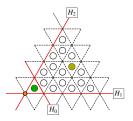
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Coordinates:

3	1
1	

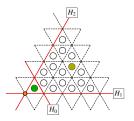
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Permutation:

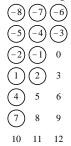
(-3, 2, 7)

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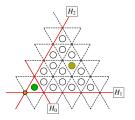


Abacus diagram:



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- **Core partition.** Hook length condition.

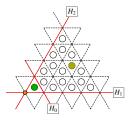






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- **Bounded partition.** Part size bounded.



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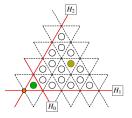


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- **Others!** Lattice path, order ideal, etc.



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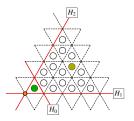
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They all play nicely with each other.



Core partition:



Bounded partition:



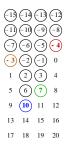
An abacus model for affine permutations

(James and Kerber, 1981) Given an affine permutation $[w_1, \ldots, w_n]$,

- ▶ Place integers in *n* runners.
- ▶ Circled: *beads*. Empty: *gaps*
- Create an abacus where each runner has a lowest bead at w_i.

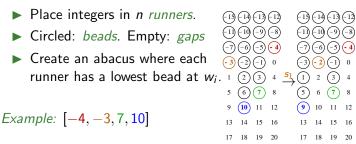
Example: [-4, -3, 7, 10]

- ► Generators act nicely.
- ▶ s_i interchanges runners $i \leftrightarrow i + 1$.
- \triangleright s₀ interchanges runners 1 and *n* (with shifts)



An abacus model for affine permutations

(James and Kerber, 1981) Given an affine permutation $[w_1, \ldots, w_n]$,



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An abacus model for affine permutations

(James and Kerber, 1981) Given an affine permutation $[w_1, \ldots, w_n]$,

- Place integers in *n* runners. (-9)-11) (-10) (-9) Circled: beads. Empty: gaps (-5) -6) Create an abacus where each (-1) runner has a lowest bead at w_i . $4 \underbrace{\mathbf{S}_1}{1} (1) 2 (3) 4 \underbrace{\mathbf{S}_1}{4}$ (3)(2 2 (5) 6 (7) 8 (7) 8 5 (10) 11 12 9 10 11 12 9 *Example:* [-4, -3, 7, 10]13 14 15 16 16 13 17 18 19 20 17 18 19 20 17 20
 - ► Generators act nicely.
 - ▶ s_i interchanges runners $i \leftrightarrow i + 1$. $(s_1 : 1 \leftrightarrow 2)$
 - ▶ s_0 interchanges runners 1 and n (with shifts) ($s_0 : 1 \stackrel{\text{shift}}{\leftrightarrow} 4$)

Action of generators on the core partition

- Label the boxes of λ with residues.
- s_i acts by adding or removing boxes with residue *i*.

Example. $\lambda = (5, 3, 3, 1, 1)$ is a 4-core.

- has removable 0 boxes
- ▶ has addable 1, 2, 3 boxes.

0	1	2	3	0	1
3	0	1	2	3	0
2	3	0	1	2	3
1	2	3	0	1	2
0	1	2	3	0	1
3	0	1	2	3	0

0 1 2 3 0 1 2 3 0 1 2 3 0 1 2 3 0 1 2 3 0	3 0 1 2 3 0 1 2 3 0 1 2 3 0 1 2 3 0	$\xrightarrow{S_0} \stackrel{0}{\xrightarrow{3}} \\ \xrightarrow{1} \\ 0 \\ 3 \\ 3 \\ \xrightarrow{3} \\ 3 \\ 3 \\ \xrightarrow{3} \\ 3 \\ 3 \\ 3 \\ 3 \\ 3 \\ 3 \\ 3 \\ 3 \\ 3 \\$	I 2 3 0 I 2 3 0 I 2 3 0 I 2 3 0 I 2	3 0 2 3 1 2 0 1
<i>s</i> ₁	\downarrow	∑ 5 2		
0 1 2	3 0 1	0	1 2 3	
3 0 1	2 3 0	3	0 1 2	
2 3 0	1 2 3	2	3 0 1	2 3
1 2 3	0 1 2	1	2 3 0	
0 1 2	301	0	1 2 3	
301	2 3 0	3	0 1 2	30

Action of generators on the core partition

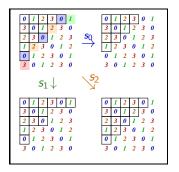
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Idea: We can use this to figure out a *word* for *w*.

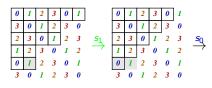
0	1	2	3	0	1
3	0	1	2	3	0
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1	2	3	0	1	2
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3	0	1	2	3	0



Finding a word for an affine permutation.

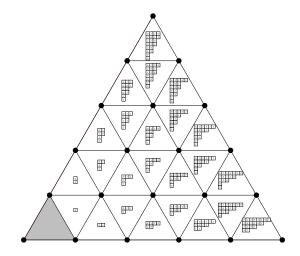
Example: The word in S_4 corresponding to $\lambda = (6, 4, 4, 2, 2)$:

 $s_1 s_0 s_2 s_1 s_3 s_2 s_0 s_3 s_1 s_0$

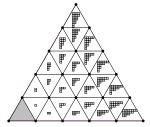


	0 3 2 1 0	1 0 3 2 1		0 3	3 2 1 0 3	2	2	s	2 →	0 3 2 1 0	1 0 3 2 1	2 1 0 3 2	3 2 1 0 3	0 3 2 1 0	2	5	1 >		3 2		3 2 1 0 3	0 3 2 1 0	2	s	3		1 0 3 2 1	0 3	1 0	-	3 2		<u>5</u> 2	•
0 1	-	0 3			2	3	0	1	2		0		2	3		2	3	3		1	_	3		3	0		0			3 1			0	1
3 0 2 3 1 2 0 1	1 0 3	2 1 0	3 2 1	0 3 2	-	5 0 →	3 2 1	0 3 2	1 0 3	2 1 0	3 2 1 0	0 3 2	<u>5</u> 3 →	2 1	0 3 2 1	1 0 3	2 1 0	3 2 1	0 3 2	$\stackrel{s_1}{\rightarrow}$	-	3 0 2 3 1 2 0 1	1 0 3	2 1 0	3 2 1	0 3 2	<u>∽</u>		2 1	0 3 2 1	0 3	1 0	2 1	3 2
30	1	2	3	0			3	0	1	2	3	0		3	0	1	2	3	0		1	3 0	1	2	3	0			3	0	1	2	3	0

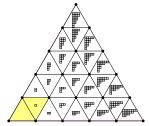
The bijection between cores and alcoves



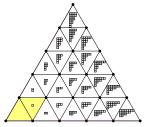
How many partitions are both 2-cores and 3-cores?



How many partitions are both 2-cores and 3-cores? 2.

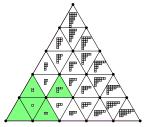


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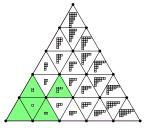
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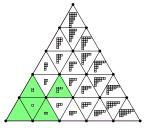
How many partitions are both 3-cores and 4-cores? 5.

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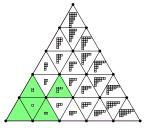
How many partitions are both 3-cores and 4-cores? **5**. How many simultaneous 4/5-cores?

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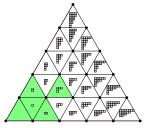
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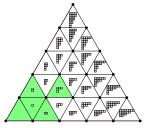
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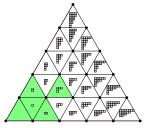
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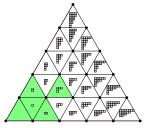


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Simultaneous core partitions

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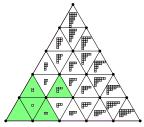


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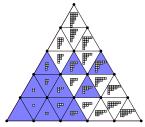


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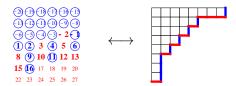


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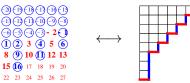
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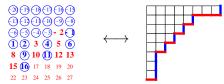
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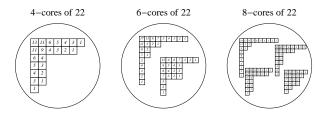
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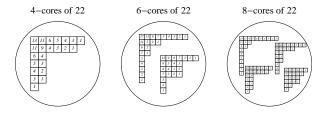
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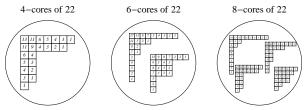


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- ★ Happy to have students who would like to do research!

Course Evaluation

Please comment on:

- ▶ Prof. Chris's effectiveness as a teacher.
- ▶ Prof. Chris's contribution to your learning.
- ▶ The course material: What you enjoyed and/or found challenging.
- Is there anything you would change about the course?
- ▶ How did the reality of the course compare to your expectations?
- ▶ Is there anything else Prof. Chris should know?

Place completed evaluations in the provided folder.