Forbidden Positions

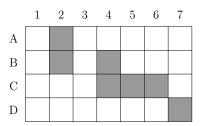
Daniel H. Luecking

February 5, 2024

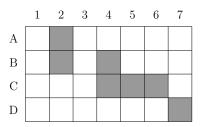
Let us attack N first.

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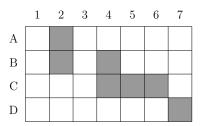


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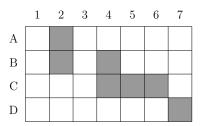
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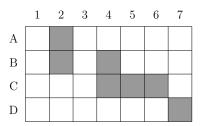
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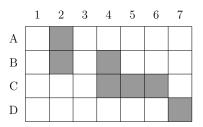


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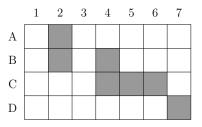
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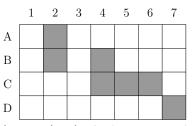


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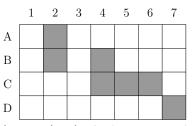
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Similarly, $N(c_3) = 3 \cdot P(6,3)$ and $N(c_4) = 1 \cdot P(6,3)$. So, $S_1 = 1 \cdot P(6,3) + 2 \cdot P(6,3) + 3 \cdot P(6,3) + 1 \cdot P(6,3)$ or $S_1 = 7 \cdot P(6,3)$.

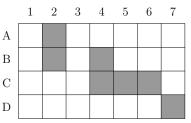




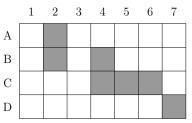
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and $S_4 = 2P(3, 0)$, where

 $2=\underset{\mbox{with no two in the same row and no two in the same column,}{\mbox{the the the the same row and no two in the same column,}}$

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Note that if k = 8 this equals $1 \cdot 8!$. And if k = 0 this equals $1 \cdot 1$.

But what if the chessboard is not the standard size, lets say it has r rows and c columns? The same two-step process gives C(r,k)P(c,k)

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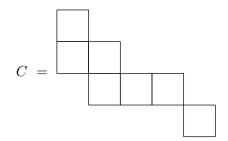
We define a *chessboard* to be any collection of squares fitted to a rectangular grid (example picture on the next slide).

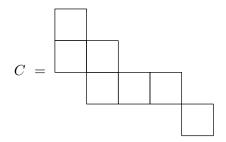
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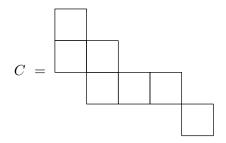
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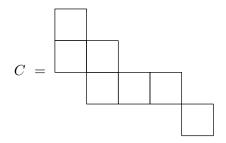


This C is essentially the shaded squares in our seating problem, except the empty columns have been remove. Removing them has no effect on the number of ways to place check marks (or rooks).



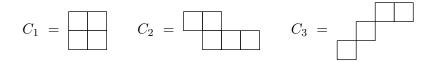
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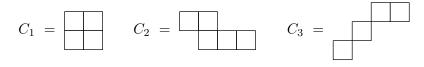
Thus we have seen that $r_1(C) = 7$, $r_2(C) = 15$, $r_3(C) = 11$, and $r_4(C) = 2$. To be complete $r_0(C) = 1$ and $r_k(C) = 0$ for all $k \ge 5$.



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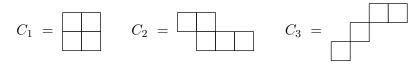
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Then

1.
$$r_0 = 1$$
, $r_1 = 4$, $r_2 = 2$ for C_1 .
2. $r_0 = 1$, $r_1 = 5$, $r_2 = 5$ for C_2 .
3. $r_0 = 1$, $r_1 = 4$, $r_2 = 5$, $r_3 = 2$ for C_3 .

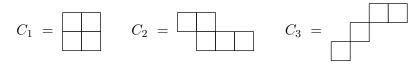


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Rook polynomials. If C is any chessboard, the the rook polynoial for C is

$$r(C, x) = r_0 + r_1 x + r_2 x^2 + \cdots$$



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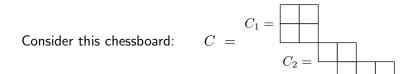
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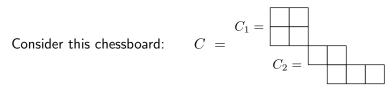
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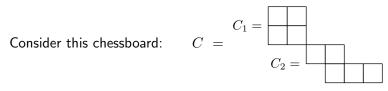
Thus, each power x^k is multiplied by $r_k(C) = r_k$. Since there are only finitely many terms, this is always a polynomial. For example

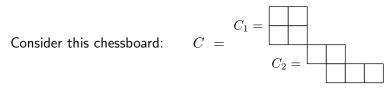
$$r(C_3, x) = 1 + 4x + 5x^2 + 2x^3$$



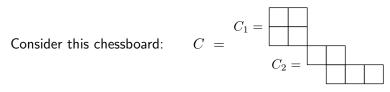


We will be able to produce the rook numbers for ${\cal C}$ from those for ${\cal C}_1$ and ${\cal C}_2.$

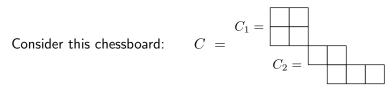




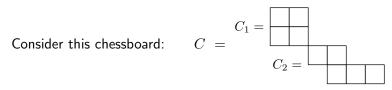
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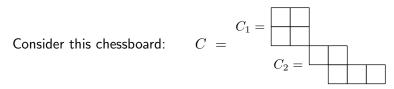
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- 3. 2 rooks in C_1 and 0 rooks in C_2 : $r_2(C_1)r_0(C_2)$ ways.



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By the rule of sum,

 $r_2(C) = r_0(C_1)r_2(C_2) + r_1(C_1)r_1(C_2) + r_2(C_1)r_0(C_2).$



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This is the formula for the x^2 term in $r(C_1, x)r(C_2, x)$. In fact,

$$r(C, x) = r(C_1, x)r(C_2, x) = (1 + 4x + 2x^2)(1 + 5x + 5x^2)$$
$$= 1 + 9x + 27x^2 + 30x^3 + 10x^4$$

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When all 3 of these are satisfied, then $r(C, x) = r(C_1, x)r(C_2, x)$.

Here is an example where these are **not** satisfied:



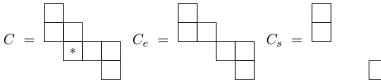
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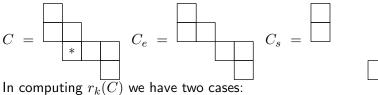
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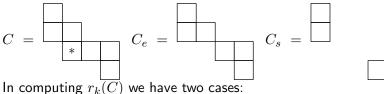
Here is an example where these are **not** satisfied:

This is useful by itself, when applicable, but we need another tool for computing r(C, x) that is applicable even when this one is not.

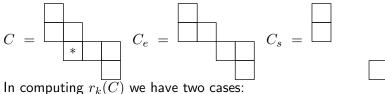






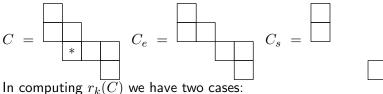


1. Either there is no rook in the marked square, so all k rooks lie in C_e

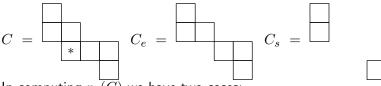


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2. or there is rook in the marked square and the other k-1 rooks lie in C_s .



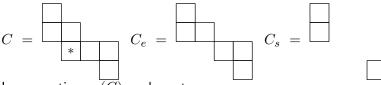
1. Either there is no rook in the marked square, so all k rooks lie in C_e 2. or there is rook in the marked square and the other k-1 rooks lie in C_s . The first case has $r_k(C_e)$ possibilities and the second case has $r_{k-1}(C_s)$ possibilities.



In computing $r_k(C)$ we have two cases:

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Adding these we get the formula for r(C, x):

$$r(C, x) = r(C_e, x) + x \cdot r(C_s, x).$$

$$r(C_e, x) = r\left(\bigsqcup, x \right) r\left(\bigsqcup, x \right) = (1 + 3x + x^2)^2$$

$$r(C_e, x) = r\left(\square, x \right) r\left(\square, x \right) = (1 + 3x + x^2)^2$$

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So that,

$$r(C, x) = r(C_e, x) + x \cdot r(C_s, x)$$

$$r(C, x) = (1 + 3x + x^2)^2 + x(1 + 2x)(1 + x)$$

$$= 1 + 7x + 14x^2 + 8x^3 + x^4$$