Two formulas for Schur Polynomials

$$S_{\lambda}(x_{1},...,x_{n}) = \partial_{w_{0}}(x^{\lambda+\delta}) \stackrel{?}{=} D_{w_{0}}(x^{\delta})$$

 $T_{m} \partial_{w_{0}} \circ X_{1}^{n-1} X_{2}^{n-2} \cdots X_{n}^{n} = D_{w_{0}}$

Lemma
$$\partial_i X_j = X_j \partial_i \quad \text{if } j \notin \{ \} i \} i \}$$

 $\partial_i (X_i X_{i+1}) = (X_i X_{i+1}) \partial_i$

Checking Lemma and Lemma => Thm is now easy.

proof (Thm) Consider the following reduced decomposition $W_0 = (S_1 \cdots S_{n-1})(S_1 \cdots S_{n-2}) \cdots (S_1S_2)(S_1)$

$$D_{w_0} = (\partial_1 X_1 \partial_2 X_2 \cdots \partial_{n-1} X_{n-1})$$

$$(\partial_1 X_1 \cdots \partial_{n-2} X_{n-2})$$

$$(\partial_1 X_1 \partial_2 X_2)$$

$$(\partial_1 X_1)$$
by Lemma, we can move X-es to the right in each brackets to get
$$D_{w_0} = (\partial_1 \partial_2 \cdots \partial_{n-1} X_1 \cdots X_{n-1})$$

$$(\partial_1 \partial_2 \cdots \partial_{n-2} X_1 \cdots X_{n-2})$$

$$\vdots$$

$$(\partial_1 \partial_2 X_1 X_2)$$

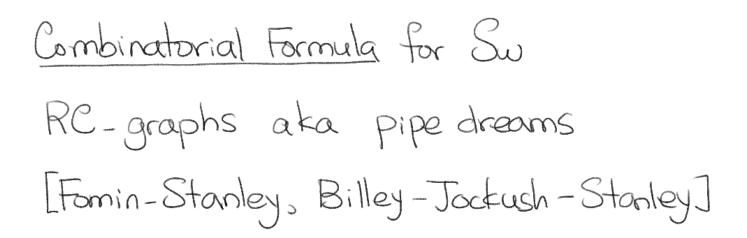
$$(\partial_1 X_1)$$

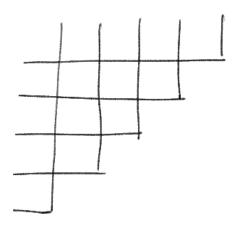
Now we can move $X_1 X_2 \cdots X_k$ together to the right for all $k = 1, 2, \dots, n-1$. · Con we do similar procedure for all perm-s? . Turns out that no. I Tou can do if and only if permutation is 312 avoiding. This is related to \rightarrow Schubert Polynomials $S_u = \partial_u \cdot w_o(x^{\diamond})$ -> Demazure Char. (Key polynomials) $ch_{\lambda,w} = D_w(x^{\lambda})$ $\lambda = (\lambda_1 \ge \dots \ge \lambda_n)$ and we Sn

Im 1 If we Sn is 312_auoiding permutation then $ch_{\lambda,w} = D_w(x^{\lambda})$ is a Schubert poly Su for some we Sn. Then $2 \text{ If } u \in Sm \text{ is } 2143 \text{ avoiding perm.}$ then Su is a certain Demasure character $ch_{\lambda,W} = D_W(\alpha^{\lambda})$ for some $w \in Sn$.

2143-avoiding perms, are called <u>vexillory</u> In order to understand these, we need to develop some combinatorics.

> $S_{\lambda}(x_{1},...,x_{n}) = \sum_{i} x_{i} weight(T)$ T is semi-stondord Toung Tableu of shape λ





we replace some of the crossings + -> +then we get a wiring diagram -> any two wires intersect at most once we can read a permutation

