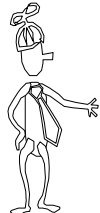






Great Theoretical Ideas In Computer Science			
John Lafferty		CS 15-251	Fall 2005
Lecture 7	Sept 20, 2005	Carnegie Mellon University	

**Counting II:
Recurring Problems And
Correspondences**

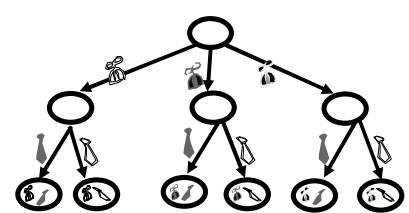






 $= ?$

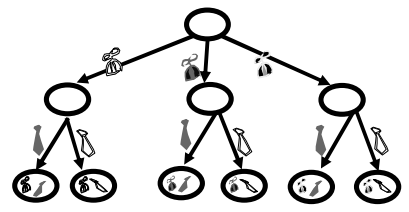
Correspondence Principle

If two finite sets can be placed into 1-1 onto correspondence, then they have the same size.

Choice Tree



A choice tree is a rooted, directed tree with an object called a "choice" associated with each edge and a label on each leaf.



A choice tree provides a "choice tree representation" of a set S , if

- 1) Each leaf label is in S , and every element of S is in some leaf
- 2) No two leaf labels are the same

Product Rule

IF S has a choice tree representation with P_1 possibilities for the first choice, P_2 for the second, and so on,

THEN

there are $P_1 P_2 P_3 \dots P_n$ objects in S

Proof: The leaves of the choice tree are in 1-1 onto correspondence with the elements of S .

Product Rule

Suppose that all objects of a type S can be constructed by a sequence of choices with P_1 possibilities for the first choice, P_2 for the second, and so on.

IF

- 1) Each sequence of choices constructs an object of type S

AND

- 2) No two different sequences create the same object

THEN

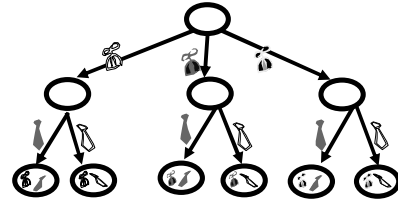
there are $P_1 P_2 P_3 \dots P_n$ objects of type S .

Condition 2 of the product rule:

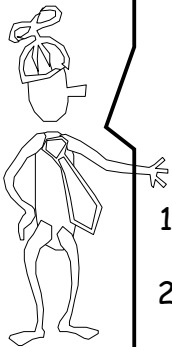
No two leaves have the same label.

Equivalently,

No object can be created in two different ways.

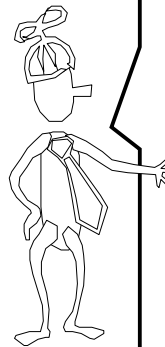


Reversibility Check:
Given an arbitrary object in S ,
can we reverse engineer the
choices that created it?



The two big mistakes
people make in
associating a choice tree
with a set S are:

- 1) Creating objects not in S
- 2) Creating the same object
two different ways

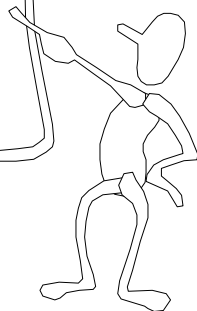


DEFENSIVE THINKING

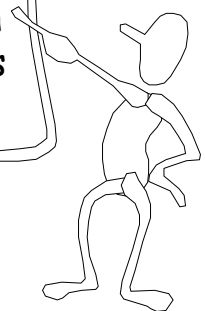
Am I creating objects of
the right type?

Can I reverse engineer my
choice sequence from any
given object?

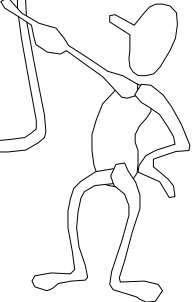
The number
of subsets of
an n -element
set is 2^n



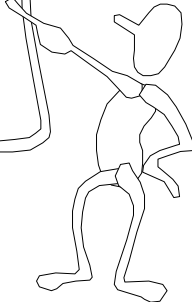
The number of
permutations of n
distinct objects is
 $n!$



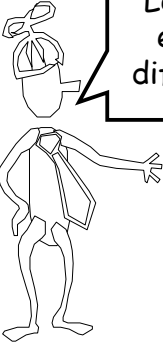
The number of subsets of size r that can be formed from an n -element set is:

$$\binom{n}{r} = \frac{n!}{r!(n-r)!}$$


Sometimes it is easiest to count something by counting its opposite.



Let's use our principles to extend our reasoning to different types of objects.



Counting Poker Hands...



52 Card Deck
5 card hands

4 possible suits:
• ♥♦♣♠

13 possible ranks:
• 2,3,4,5,6,7,8,9,10,J,Q,K,A
↑

Pair: set of two cards of the same rank
Straight: 5 cards of consecutive rank
Flush: set of 5 cards with the same suit

**Ranked
Poker
Hands**

- Straight Flush
 - A straight and a flush
- 4 of a kind
 - 4 cards of the same rank
- Full House
 - 3 of one kind and 2 of another
- Flush
 - A flush, *but not a straight*
- Straight
 - A straight, *but not a flush*
- 3 of a kind
 - 3 of the same rank, *but not a full house or 4 of a kind*
- 2 Pair
 - 2 pairs, *but not 4 of a kind or a full house*
- A Pair

Straight Flush

9 choices for rank of lowest card at the start of the straight.
4 possible suits for the flush.

$$9 \times 4 = 36$$

$$\frac{36}{\binom{52}{5}} = \frac{36}{2598960} = 1 \text{ in } 72,193.33..$$

4 Of A Kind

13 choices of rank.
48 choices for remaining card.

$$13 \times 48 = 624$$

$$\frac{624}{2598960} = 1 \text{ in } 4165$$

Flush

4 choices of suit.

$\binom{13}{5}$ choices of set of 5 ranks.

$$= 5148$$

- 36 Straight Flushes

$$= 5112$$

$$\frac{5112}{2598960} = 1 \text{ in } 508.4$$

Straight

9 choices of lowest rank in the straight.

4⁵ choices of suits to each card in sequence.

$$= 9216$$

- 36 Straight Flushes

$$= 9180$$

$$\frac{9180}{2598960} = 1 \text{ in } 283.11$$

Number of Hands

How many hands does each player need to evaluate in a game of Texas Hold 'em, where there are two cards down and five cards up?

$$\binom{7}{5} = 21$$

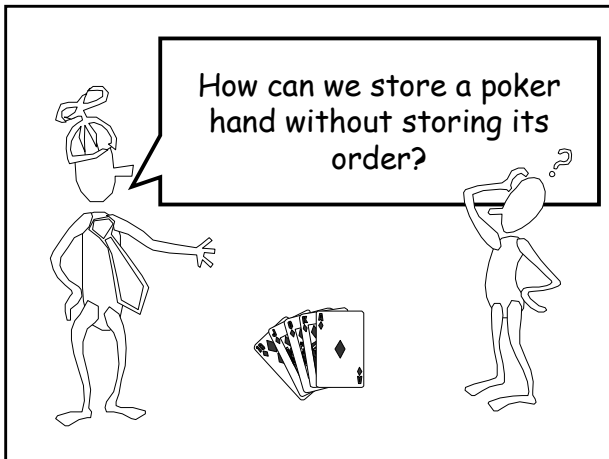


Storing Poker Hands
How many bits per hand?

I want to store a 5 card poker hand using the smallest number of bits (space efficient).

2 bits suit } 6 bits / card
4 bits rank }

x 5 cards = 30 bits / hand



Order the 2,598,560 Poker hands lexicographically [or in any fixed manner]

To store a hand all I need is to store its index of size $\lceil \log_2(2,598,560) \rceil = 22$ bits.

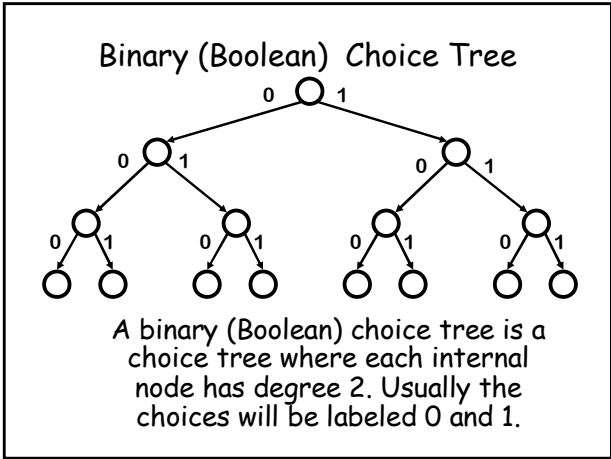
Hand 0000000000000000000000
 Hand 0000000000000000000001
 Hand 0000000000000000000010
 ...
 ...

22 Bits Is OPTIMAL

$2^{21} = 2097152 < 2,598,560$

Thus there are more poker hands than there are 21-bit strings.

Hence, you can't have a 21-bit string for each hand.



22 Bits Is OPTIMAL

$2^{21} = 2097152 < 2,598,560$


A binary choice tree of depth 21 can have at most 2^{21} leaves. Hence, there are not enough leaves for all 5-card hands.

An n-element set can be stored so that each element uses $\lceil \log_2(n) \rceil$ bits.

Furthermore, any representation of the set will have some string of at least that length.


Information Counting Principle:

If each element of a set can be represented using k bits, the size of the set is bounded by 2^k

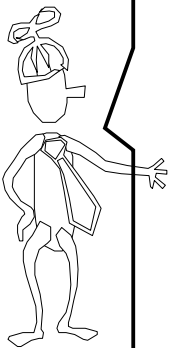


Information Counting Principle:

Let S be a set represented by a depth k binary choice tree, the size of the set is bounded by 2^k



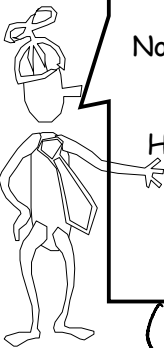
ONGOING MEDITATION: Let S be any set and T be a binary choice tree representation of S . We can think of each element of S being encoded by the binary sequences of choices that lead to its leaf. We can also start with a binary encoding of a set and make a corresponding binary choice tree.



Now, for something completely different...

How many ways to rearrange the letters in the word **"SYSTEMS"**?

$\binom{7}{3} 4!$



SYSTEMS

1) 7 places to put the Y, 6 places to put the T, 5 places to put the E, 4 places to put the M, and the S's are forced.
 $7 \times 6 \times 5 \times 4 = 840$

SYSTEMS

2) Let's pretend that the S's are distinct:
 $S_1 Y S_2 T E M S_3$

There are 7! permutations of $S_1 Y S_2 T E M S_3$

But when we stop pretending we see that we have counted each arrangement of SYSTEMS 3! times, once for each of 3! rearrangements of $S_1 S_2 S_3$.

Arrange n symbols
 r_1 of type 1, r_2 of type 2, ..., r_k of type k

$$\frac{n!}{r_1! r_2! \dots r_k!}$$

CARNEGIEMELLON

14 letters

2	L
3	E
2	N

Remember:

The number of ways to arrange n symbols with r_1 of type 1, r_2 of type 2, ..., r_k of type k is:

$$\binom{n}{r_1, r_2, \dots, r_k} = \frac{n!}{r_1! r_2! \dots r_k!}$$

5 distinct pirates want to divide 20 identical, indivisible bars of gold. How many different ways can they divide up the loot?

Sequences with 20 G's and 4 /'s

$G/G//G/GGGGGGGGGGG//$
 represents the following division among the pirates: 2, 1, 0, 17, 0


In general, the i th pirate gets the number of G's after the $i-1$ st / and before the i th /.

This gives a correspondence between divisions of the gold and sequences with 20 G's and 4 /'s.

How many different ways to divide up the loot?

Sequences with 20 G's and 4 /'s

$$\binom{24}{4}$$



How many different ways can n distinct pirates divide k identical, indivisible bars of gold?

$n+k-1$

$n-1$

$\binom{n+k-1}{k}$

partitions

How many integer solutions to the following equations?

$$x_1 + x_2 + x_3 + x_4 + x_5 = 20$$

$$x_1, x_2, x_3, x_4, x_5 \geq 0$$

Think of X_k as being the number of gold bars that are allotted to pirate k .

$$\binom{24}{4}$$

How many integer solutions to the following equations?

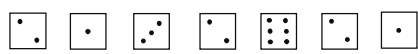
$$x_1 + x_2 + x_3 + \dots + x_{n-1} + x_n = k$$

$$x_1, x_2, x_3, \dots, x_{n-1}, x_n \geq 0$$

$$\binom{n+k-1}{n-1} = \binom{n+k-1}{k}$$

Identical/Distinct Dice

Suppose that we roll seven dice.



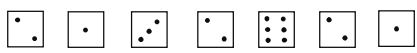
How many different outcomes are there, if order matters?

$$6^7$$

What if order doesn't matter?
(E.g., Yahtzee)

$$\binom{6+7-1}{6-1} = \binom{12}{7}$$

7 Identical Dice



How many different outcomes?

Corresponds to 6 pirates and 7 bars of gold!

Let X_k be the number of dice showing k .
The k^{th} pirate gets X_k gold bars.

$$\binom{6+7-1}{7}$$

Multisets "Mathspeak"

A multiset is a set of elements, each of which has a *multiplicity*.


The size of the multiset is the sum of the multiplicities of all the elements.

Example:
 $\{X, Y, Z\}$ with $m(X)=0$ $m(Y)=3$, $m(Z)=2$


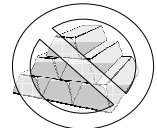
Unary visualization: $\{Y, Y, Y, Z, Z\}$

Counting Multisets

There are $\binom{n+k-1}{n-1} = \binom{n+k-1}{k}$ ways to choose a multiset of size k from n types of elements



Back to the pirates

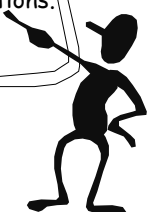



How many ways are there of choosing 20 pirates from a set of 5 pirates, with repetitions allowed?

$$\binom{5+20-1}{20} = \binom{24}{20} = \binom{24}{4}$$


$x_1 + x_2 + x_3 + \dots + x_{n-1} + x_n = k$
 $x_1, x_2, x_3, \dots, x_{n-1}, x_n \geq 0$

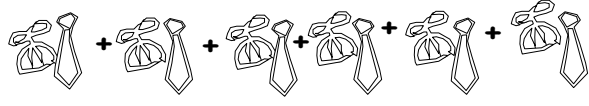
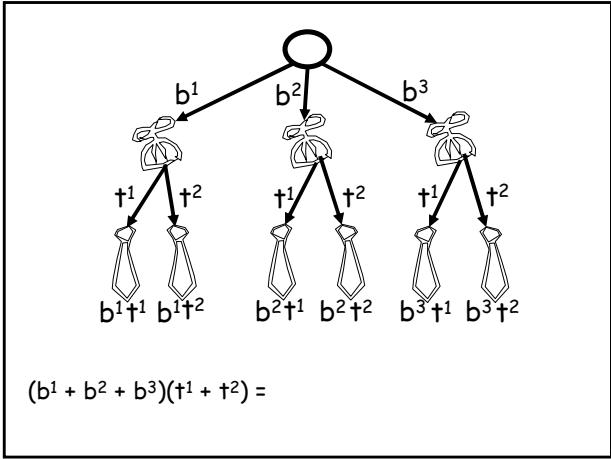
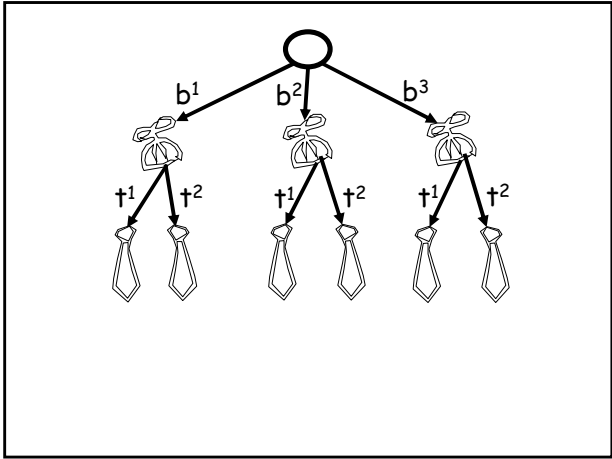
has $\binom{n+k-1}{n-1} = \binom{n+k-1}{k}$ integer solutions.

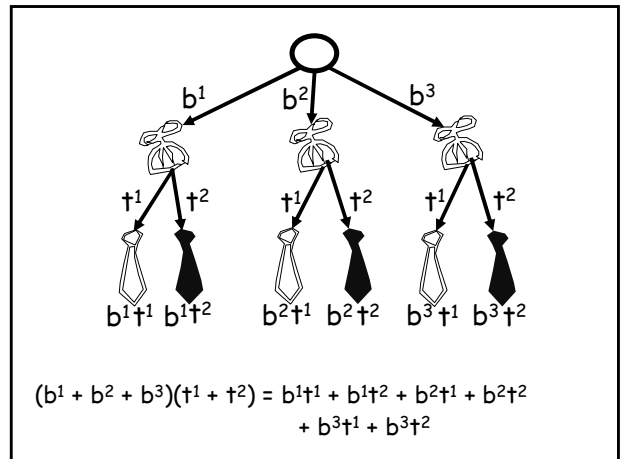
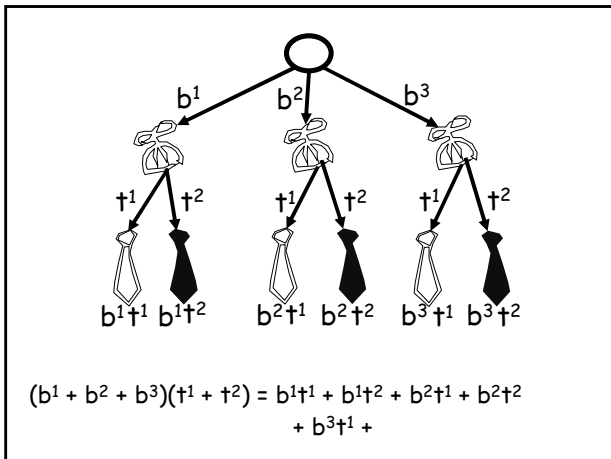
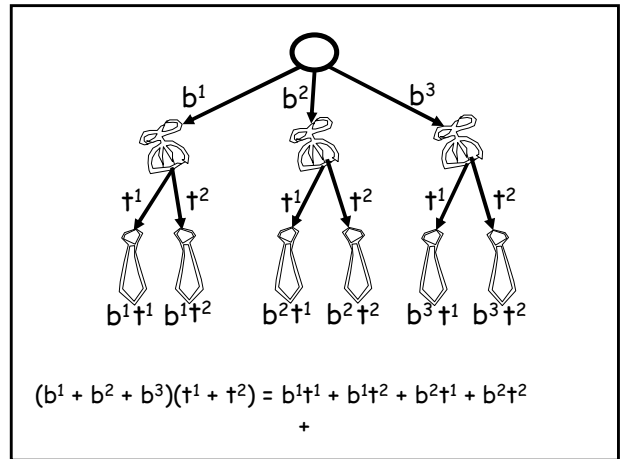
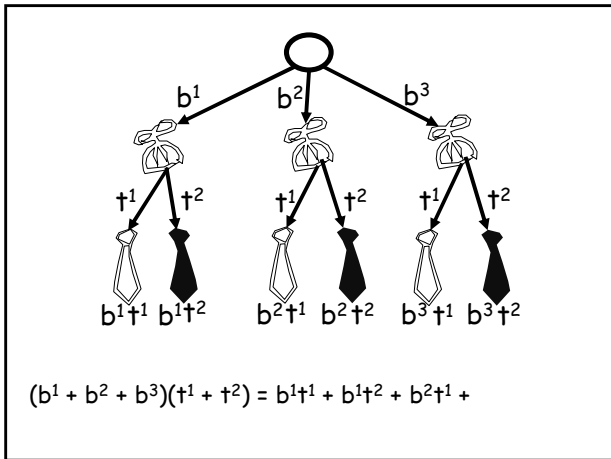
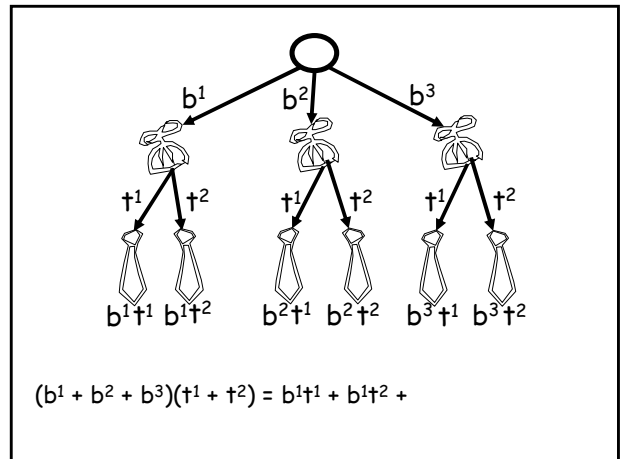
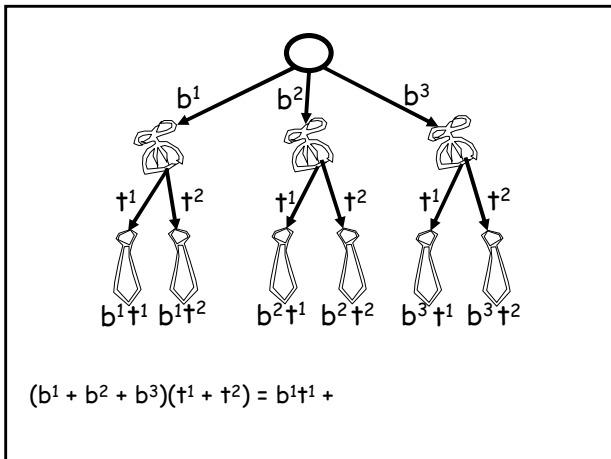


POLYNOMIALS EXPRESS CHOICES AND OUTCOMES

Products of Sum = Sums of Products



$$(\text{tie} + \text{tie} + \text{tie})(\text{tie} + \text{tie}) =$$





There is a correspondence between paths in a choice tree and the cross terms of the product of polynomials!

Choice tree for terms of $(1+X)^3$

Combine like terms to get $1 + 3X + 3X^2 + X^3$

What is a closed form expression for c_k ?

$$(1 + X)^n = c_0 + c_1X + c_2X^2 + \dots + c_nX^n$$

What is a closed form expression for c_n ?

$$(1 + X)^n \text{ n times} \\ = \overbrace{(1 + X)(1 + X)(1 + X)(1 + X) \dots (1 + X)}$$

After multiplying things out, but *before combining like terms*, we get 2^n cross terms, each corresponding to a path in the choice tree.

c_k , the coefficient of X^k , is the number of paths with *exactly* k X 's. $c_k = \binom{n}{k}$

The Binomial Formula

$$(1 + X)^n = \binom{n}{0} + \binom{n}{1}X + \binom{n}{2}X^2 + \dots + \binom{n}{k}X^k + \dots + \binom{n}{n}X^n$$

Binomial Coefficients

binomial expression

The Binomial Formula

$$(1+X)^0 = 1$$

$$(1+X)^1 = 1 + 1X$$

$$(1+X)^2 = 1 + 2X + 1X^2$$

$$(1+X)^3 = 1 + 3X + 3X^2 + 1X^3$$

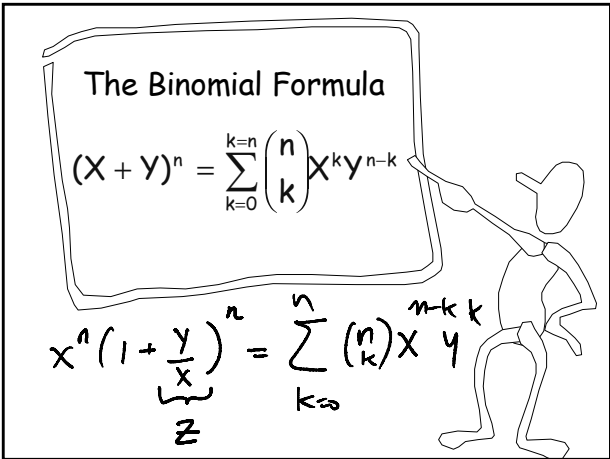
$$(1+X)^4 = 1 + 4X + 6X^2 + 4X^3 + 1X^4$$

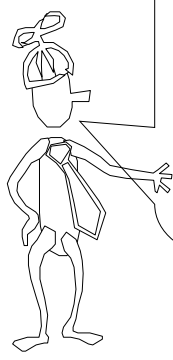
The Binomial Formula

$$(X + Y)^n = \binom{n}{0} X^0 Y^n + \binom{n}{1} X^1 Y^{n-1} + \binom{n}{2} X^2 Y^{n-2} + \dots + \binom{n}{k} X^k Y^{n-k} + \dots + \binom{n}{n} X^n Y^0$$

The Binomial Formula

$$(X + Y)^n = \sum_{k=0}^{k=n} \binom{n}{k} X^k Y^{n-k}$$

$$X^n \left(1 + \frac{Y}{X}\right)^n = \sum_{k=0}^n \binom{n}{k} X^{n-k} Y^k$$




There is much, much more to be said about how polynomials encode counting questions!

References

Applied Combinatorics, by Alan Tucker