

15-251

Great Theoretical Ideas in Computer Science

Addition Rule

Let A and B be two disjoint finite sets

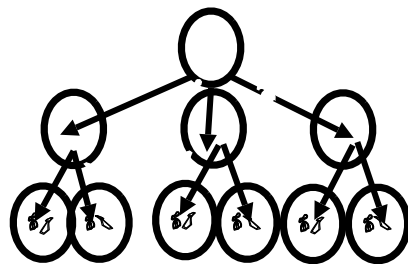
The size of $(A \cup B)$ is the sum of the size of A and the size of B

$$|A \cup B| = |A| + |B|$$

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Counting I: One-To-One Correspondence and Choice Trees

Lecture 6, September 11, 2008



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Addition Rule (2 possibly overlapping sets)

Let A and B be two finite sets

$$|A \cup B| = |A| + |B| - |A \cap B|$$

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Addition of multiple disjoint sets:

Let $A_1, A_2, A_3, \dots, A_n$ be disjoint, finite sets.

$$\left| \bigcup_{i=1}^n A_i \right| = \sum_{i=1}^n |A_i|$$

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Partition Method

S = all possible outcomes of one white die and one black die.

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Partition Method

To count the elements of a finite set S , partition the elements into non-overlapping subsets $A_1, A_2, A_3, \dots, A_n$.

$|S| =$

$$\left| \bigcup_{i=1}^n A_i \right| = \sum_{i=1}^n |A_i|$$

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Partition Method

S = all possible outcomes of one white die and one black die.

Partition S into 6 sets:

- A_1 = the set of outcomes where the white die is 1.
- A_2 = the set of outcomes where the white die is 2.
- A_3 = the set of outcomes where the white die is 3.
- A_4 = the set of outcomes where the white die is 4.
- A_5 = the set of outcomes where the white die is 5.
- A_6 = the set of outcomes where the white die is 6.

Each of 6 disjoint sets has size 6 = 36 outcomes 8

Partition Method

S = all possible outcomes where the white die and the black die have different values

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S ≡ Set of all outcomes where the dice show different values. $|S| = ?$

**T ≡ set of outcomes where dice agree.
 $= \{ \langle 1,1 \rangle, \langle 2,2 \rangle, \langle 3,3 \rangle, \langle 4,4 \rangle, \langle 5,5 \rangle, \langle 6,6 \rangle \}$**

$$|S \cup T| = \# \text{ of outcomes} = 36$$

$$|S| + |T| = 36$$

$$|T| = 6$$

$$|S| = 36 - 6 = 30$$

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S ≡ Set of all outcomes where the dice show different values. $|S| = ?$

A_i ≡ set of outcomes where black die says i and the white die says something else.

$$|S| = \left| \bigcup_{i=1}^6 A_i \right| = \sum_{i=1}^6 |A_i| = \sum_{i=1}^6 5 = 30$$

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S ≡ Set of all outcomes where the black die shows a smaller number than the white die. $|S| = ?$

A_i ≡ set of outcomes where the black die says i and the white die says something larger.

$$S = A_1 \cup A_2 \cup A_3 \cup A_4 \cup A_5 \cup A_6$$

$$|S| = 5 + 4 + 3 + 2 + 1 + 0 = 15$$

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S $\equiv$ Set of all outcomes where the black die shows a smaller number than the white die. $|S| = ?$

L $\equiv$ set of all outcomes where the black die shows a larger number than the white die.

$$|S| + |L| = 30$$

It is clear by symmetry that $|S| = |L|$.

Therefore $|S| = 15$

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Pinning Down the Idea of Symmetry by Exhibiting a Correspondence

Put each outcome in **S** in correspondence with an outcome in **L** by swapping color of the dice.



S

L

Each outcome in **S** gets matched with exactly one outcome in **L**, with none left over.

$$\text{Thus: } |S| = |L|$$

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“It is clear by symmetry that $|S| = |L|$?”

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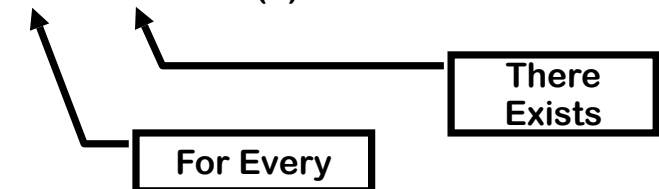
Let $f : A \rightarrow B$ Be a Function From a Set **A** to a Set **B**

f is 1-1 if and only if

$$\forall x, y \in A, x \neq y \Rightarrow f(x) \neq f(y)$$

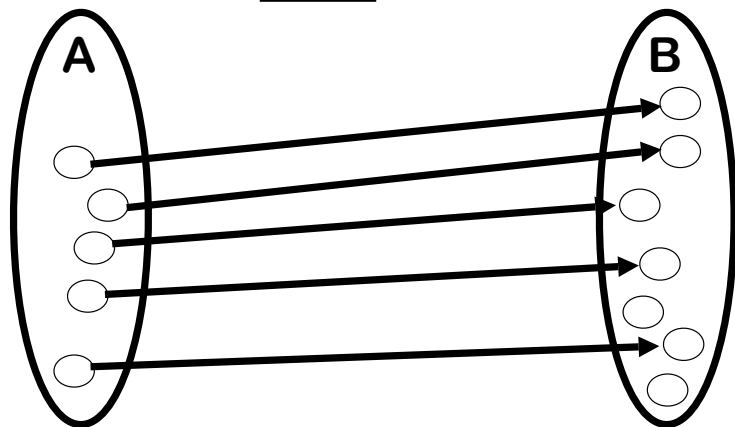
f is onto if and only if

$$\forall z \in B \exists x \in A f(x) = z$$



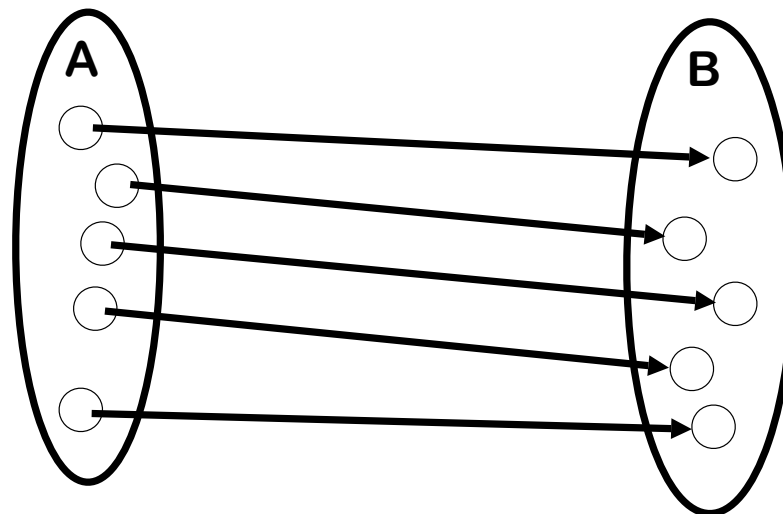
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Let's Restrict Our Attention to Finite Sets



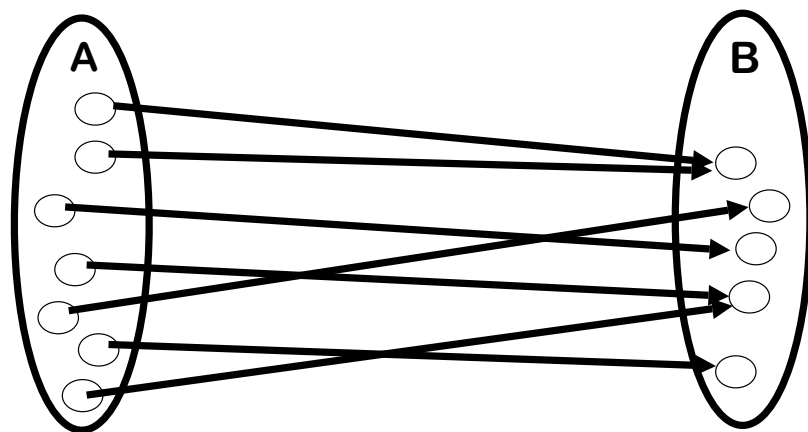
$$\exists \text{ 1-1 } f : A \rightarrow B \Rightarrow |A| \leq |B|$$

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$$\exists \text{ 1-1 onto } f : A \rightarrow B \Rightarrow |A| = |B|$$

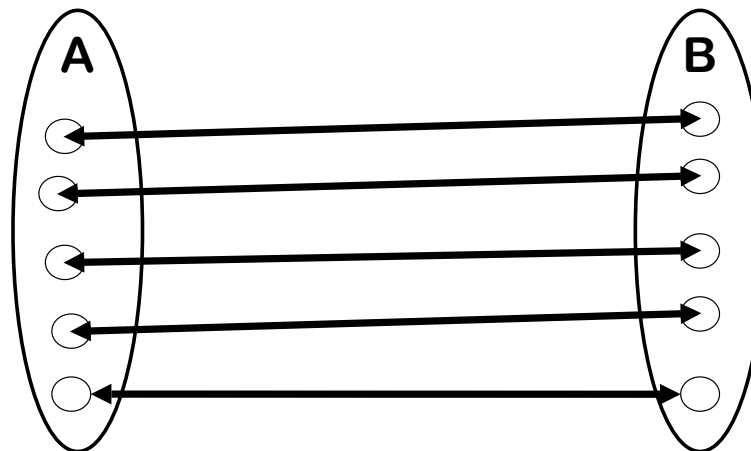
19



$$\exists \text{ onto } f : A \rightarrow B \Rightarrow |A| \geq |B|$$

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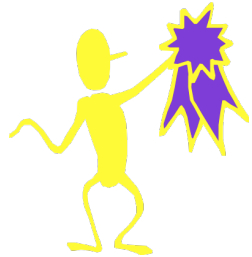
**f being 1-1 onto means f^{-1} is well
defined and unique**



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Correspondence Principle

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



It's one of the most important mathematical ideas of all time!

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$A = \{ a, b, c, d, e \}$ Has Many Subsets

$\{a\}, \{a,b\}, \{a,d,e\}, \{a,b,c,d,e\}, \{e\}, \emptyset, \dots$

The entire set and the empty set are subsets with all the rights and privileges pertaining thereto

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Question: How many n-bit sequences are there?

000000	$\Leftrightarrow$	0
000001	$\Leftrightarrow$	1
000010	$\Leftrightarrow$	2
000011	$\Leftrightarrow$	3
:	:	:
111111	$\Leftrightarrow$	$2^n - 1$

Each sequence corresponds to a unique number from 0 to $2^n - 1$. Hence 2^n sequences.

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Question: How Many Subsets Can Be Made From The Elements of a 5-Element Set?

a	b	c	d	e
0	1	1	0	1
{ b c e }				

1 means "TAKE IT"
0 means "LEAVE IT"

Each subset corresponds to a 5-bit sequence (using the "take it or leave it" code)

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$A = \{a_1, a_2, a_3, \dots, a_n\}$

$B = \text{set of all } n\text{-bit strings}$

a_1	a_2	a_3	a_4	a_5
b_1	b_2	b_3	b_4	b_5

For bit string $b = b_1b_2b_3\dots b_n$, let $f(b) = \{a_i \mid b_i=1\}$

Claim: f is 1-1

Any two distinct binary sequences b and b' have a position i at which they differ

Hence, $f(b)$ is not equal to $f(b')$ because they disagree on element a_i

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

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$A = \{a_1, a_2, a_3, \dots, a_n\}$

$B = \text{set of all } n\text{-bit strings}$

a_1	a_2	a_3	a_4	a_5
b_1	b_2	b_3	b_4	b_5

For bit string $b = b_1b_2b_3\dots b_n$, let $f(b) = \{a_i \mid b_i=1\}$

Claim: f is onto

Let S be a subset of $\{a_1, \dots, a_n\}$.

Define $b_k = 1$ if a_k in S and $b_k = 0$ otherwise.

Note that $f(b_1b_2\dots b_n) = S$.

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**Let $f : A \rightarrow B$ Be a Function From
Set A to Set B**

f is 1-1 if and only if
 $\forall x, y \in A, x \neq y \Rightarrow f(x) \neq f(y)$

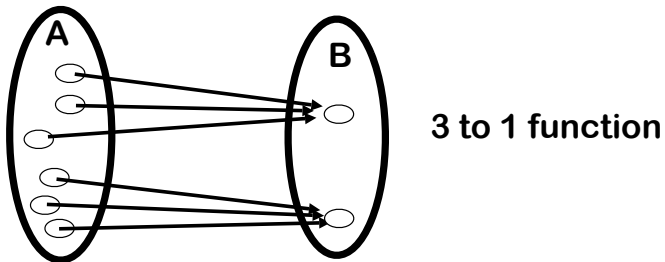
f is onto if and only if
 $\forall z \in B \exists x \in A \text{ such that } f(x) = z$

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Let $f : A \rightarrow B$ Be a Function From Set A to Set B

f is a 1-to-1 correspondence iff
 $\forall z \in B \exists$ exactly one $x \in A$ such that $f(x) = z$

f is a k -to-1 correspondence iff
 $\forall z \in B \exists$ exactly k $x \in A$ such that $f(x) = z$



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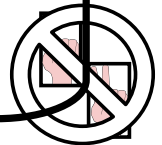
If a finite set A
has a k -to-1
correspondence
to finite set B,
then $|B| = |A|/k$

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To count the number of horses in a barn, we can count the number of hoofs and then divide by 4

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How many seats in this auditorium?



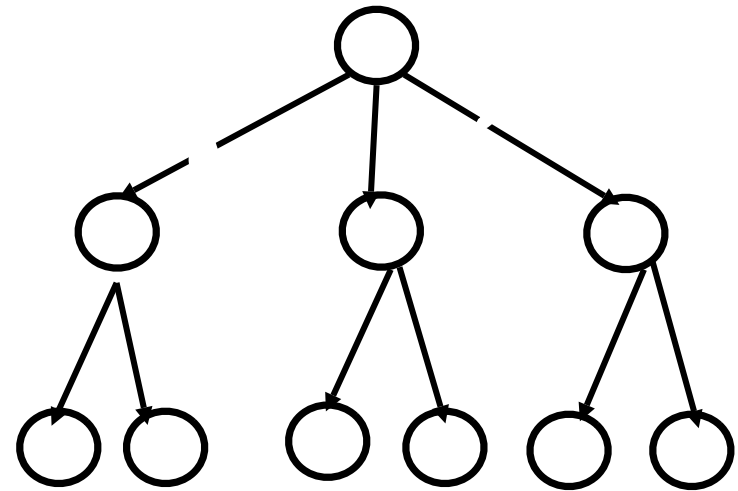
Count without Counting:
The auditorium can be
partitioned into n rows
with k seats each

Thus, we have nk seats in the room

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Choice Trees

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I own 3 beanies and 2 ties. How many different ways can I dress up in a beanie and a tie?

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**A Restaurant Has a Menu With
5 Appetizers, 6 Entrees, 3 Salads,
and 7 Desserts**

How many items on the menu?

$$5 + 6 + 3 + 7 = 21$$

How many ways to choose a complete meal?

$$5 \times 6 \times 3 \times 7 = 630$$

How many ways to order a meal if I am allowed to skip some (or all) of the courses?

$$6 \times 7 \times 4 \times 8 = 1344$$

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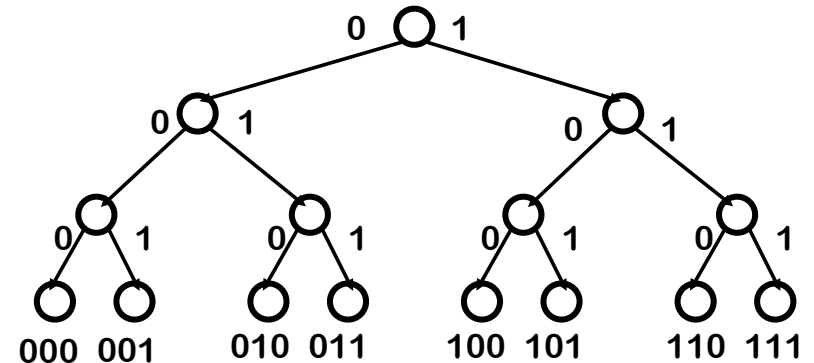
Hobson's Restaurant Has Only 1 Appetizer, 1 Entree, 1 Salad, and 1 Dessert

2^4 ways to order a meal if I might not
have some of the courses

Same as number of subsets of the set
{Appetizer, Entrée, Salad, Dessert}

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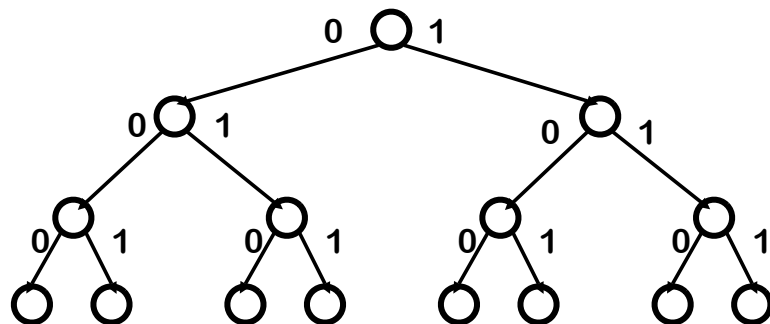
Choice Tree For 2^n n-bit Sequences



Label each leaf with the object constructed
by the choices along the path to the leaf

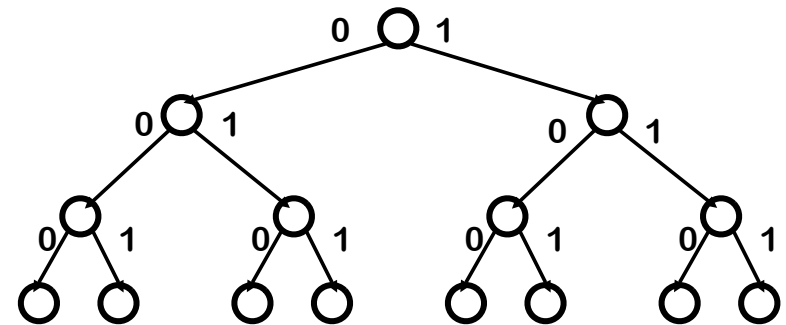
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Choice Tree For 2^n n-bit Sequences



We can use a “choice tree” to represent the
construction of objects of the desired type

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2 choices for first bit
× 2 choices for second bit
× 2 choices for third bit
⋮
× 2 choices for the n^{th}

40

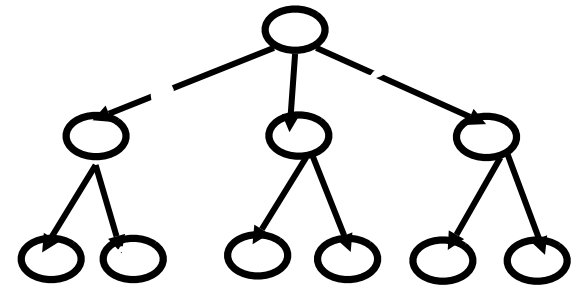
Leaf Counting Lemma

Let T be a depth- n tree when each node at depth $0 \leq i \leq n-1$ has P_{i+1} children

The number of leaves of T is given by:

$$P_1 P_2 \dots P_n$$

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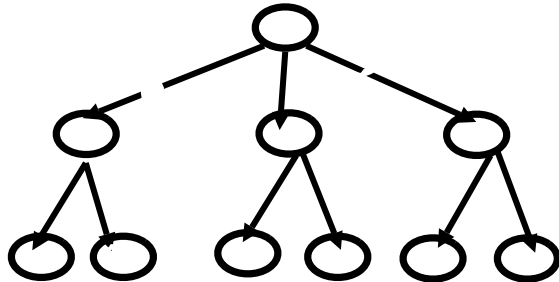


A choice tree provides a “choice tree representation” of a set S , if

1. Each leaf label is in S , and each element of S is some leaf label
2. No two leaf labels are the same

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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

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We will now combine the correspondence principle with the leaf counting lemma to make a powerful counting rule for choice tree representation.

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Product Rule

IF set S has a choice tree representation with P_1 possibilities for the first choice, P_2 for the second, P_3 for the third, and so on,

THEN

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

Proof:

There are $P_1 P_2 P_3 \dots P_n$ leaves of the choice tree which are in 1-1 onto correspondence with the elements of S .

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How Many Different Orderings of Deck With 52 Cards?

What object are we making? Ordering of a deck

Construct an ordering of a deck by a sequence of 52 choices:

52 possible choices for the first card;

51 possible choices for the second card;

⋮

1 possible choice for the 52nd card.

By product rule: $52 \times 51 \times 50 \times \dots \times 2 \times 1 = 52!$

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Product Rule (Rephrased)

Suppose every object of a set 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

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A permutation or arrangement of n objects is an ordering of the objects

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

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How many sequences of
7 letters are there?

$$26^7$$

(26 choices for each
of the 7 positions)

49

Sometimes it is easiest
to count the number of
objects with property Q,
by counting the number
of objects that do not
have property Q.

51

How many sequences of
7 letters contain at least
two of the same letter?

$$26^7 - \underbrace{26 \times 25 \times 24 \times 23 \times 22 \times 21 \times 20}_{\text{number of sequences containing all different letters}}$$

number of sequences containing
all different letters

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Helpful Advice:

In logic, it can be useful to
represent a statement in the
contra positive.

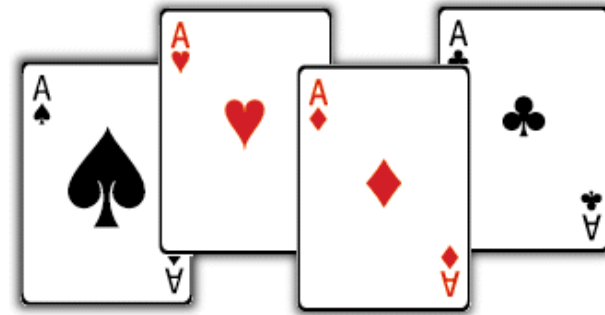
In counting, it can be useful to
represent a set in terms of its
complement.

52

If 10 horses race, how many orderings of the top three finishers are there?

$$10 \times 9 \times 8 = 720$$

53



55

Number of ways of ordering, permuting, or arranging r out of n objects

n choices for first place, $n-1$ choices for second place, . . .

$$n \times (n-1) \times (n-2) \times \dots \times (n-(r-1))$$

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

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Ordered Versus Unordered

From a deck of 52 cards how many ordered pairs can be formed?

$$52 \times 51$$

How many unordered pairs?

$$52 \times 51 / 2 \leftarrow \text{divide by overcount}$$

Each unordered pair is listed twice on a list of the ordered pairs

56

Ordered Versus Unordered

From a deck of 52 cards how many ordered pairs can be formed?

$$52 \times 51$$

How many unordered pairs?

$$52 \times 51 / 2 \leftarrow \text{divide by overcount}$$

We have a 2-1 map from ordered pairs to unordered pairs.

$$\text{Hence \#unordered pairs} = (\text{\#ordered pairs})/2$$

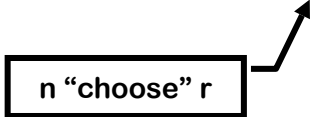
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A combination or choice of r out of n objects is an (unordered) set of r of the n objects

The number of r combinations of n objects:

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

n "choose" r



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Ordered Versus Unordered

How many ordered 5 card sequences can be formed from a 52-card deck?

$$52 \times 51 \times 50 \times 49 \times 48$$

How many orderings of 5 cards?

$$5!$$

How many unordered 5 card hands?

$$(52 \times 51 \times 50 \times 49 \times 48) / 5! = 2,598,960$$

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

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

60

Product Rule (Rephrased)

Suppose every object of a set 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

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How Many 8-Bit Sequences Have 2 0's and 6 1's?

1. Choose the set of 2 positions to put the 0's. The 1's are forced.

$$\binom{8}{2}$$

2. Choose the set of 6 positions to put the 1's. The 0's are forced.

$$\binom{8}{6}$$

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How Many 8-Bit Sequences Have 2 0's and 6 1's?

Tempting, but incorrect:

8 ways to place first 0, times
7 ways to place second 0

Violates condition 2 of product rule!

Choosing position i for the first 0 and then position j for the second 0 gives same sequence as choosing position j for the first 0 and position i for the second 0 } 2 ways of generating same object!

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Symmetry In The Formula

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

"# of ways to pick r out of n elements"

=

"# of ways to choose the (n-r) elements to omit"

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How Many Hands Have at Least 3 As?

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How Many Hands Have at Least 3 As?

How many hands have exactly 3 aces?

$\binom{4}{3} = 4$ ways of picking 3 out of 4 aces

$\binom{48}{2} = 1128$ ways of picking 2 cards out of the 48 non-ace cards $\times 4$
 $\underline{4512}$

How many hands have exactly 4 aces?

$\binom{4}{4} = 1$ way of picking 4 out of 4 aces

$\binom{48}{1} = 48$ ways of picking 1 cards out of the 48 non-ace cards $\begin{array}{r} 4512 \\ + 48 \\ \hline 4560 \end{array}$

67

How Many Hands Have at Least 3 As?

$\binom{4}{3} = 4$ ways of picking 3 out of 4 aces

$\binom{49}{2} = 1176$ ways of picking 2 cards out of the remaining 49 cards

$$4 \times 1176 = 4704$$

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$$4704 \neq 4560$$

At least one of the two counting arguments is not correct!

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Four Different Sequences of Choices Produce the Same Hand

$\begin{Bmatrix} 4 \\ 3 \end{Bmatrix} = 4$ ways of picking 3 out of 4 aces

$\begin{Bmatrix} 49 \\ 2 \end{Bmatrix} = 1176$ ways of picking 2 cards out of the remaining 49 cards

A♣	A♦	A♥	A♠	K♦
A♣	A♦	A♠	A♥	K♦
A♣	A♠	A♥	A♦	K♦
A♠	A♦	A♥	A♣	K♦

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REVERSIBILITY CHECK:

For each object can I reverse engineer the unique sequence of choices that constructed it?

71

Is the other argument correct? How do I avoid fallacious reasoning?

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Scheme I

1. Choose 3 of 4 aces
2. Choose 2 of the remaining cards

A♣ A♦ A♥ A♠ K♦

For this hand – you can't reverse to a unique choice sequence.

A♣	A♦	A♥	A♠	K♦
A♣	A♦	A♠	A♥	K♦
A♣	A♠	A♥	A♦	K♦
A♠	A♦	A♥	A♣	K♦

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Is the other argument
correct? How do I
avoid fallacious
reasoning?

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Scheme II

1. Choose 4 out of 4 aces
2. Choose 1 out of 48 non-ace cards

A♣ A♦ A♥ A♠ K♦

REVERSE TEST: Aces came from choices in (1)
and others came from choices in (2)

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Scheme II

1. Choose 3 out of 4 aces
2. Choose 2 out of 48 non-ace cards

A♣ A♦ Q♦ A♠ K♦

REVERSE TEST: Aces came from choices in (1)
and others came from choices in (2)

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Product Rule (Rephrased)

Suppose every object of a set 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

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THEN

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

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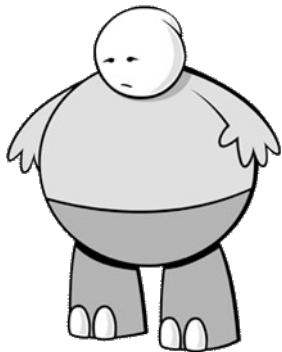
DEFENSIVE THINKING

ask yourself:

**Am I creating objects of
the right type?**

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

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**Here's What
You Need to
Know...**

Correspondence Principle

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

Choice Tree

Product Rule

two conditions

Reverse Test

Counting by complementing

Binomial coefficient

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