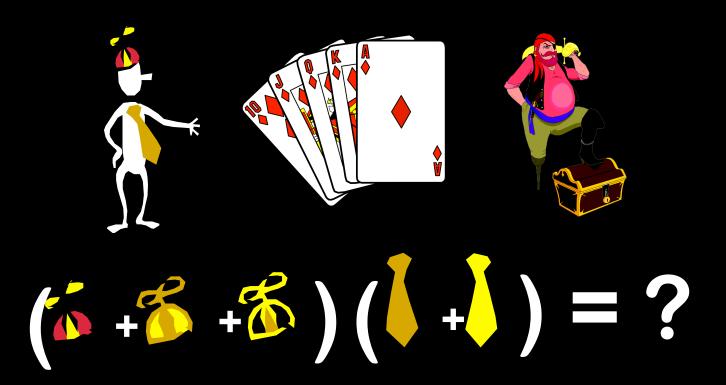
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Great Theoretical Ideas in Computer Science

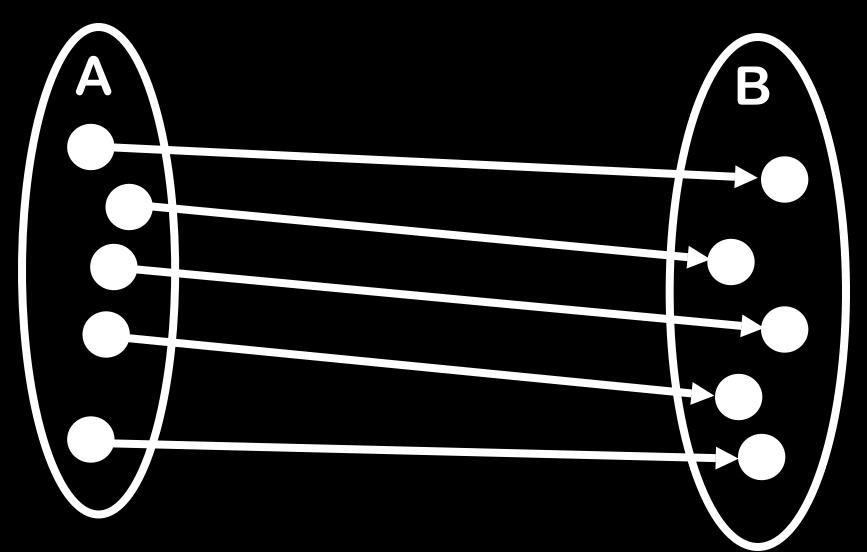
Counting II: Recurring Problems and Correspondences

Lecture 7, September 16, 2008



Review from last time...

1-1 onto Correspondence (just "correspondence" for short)



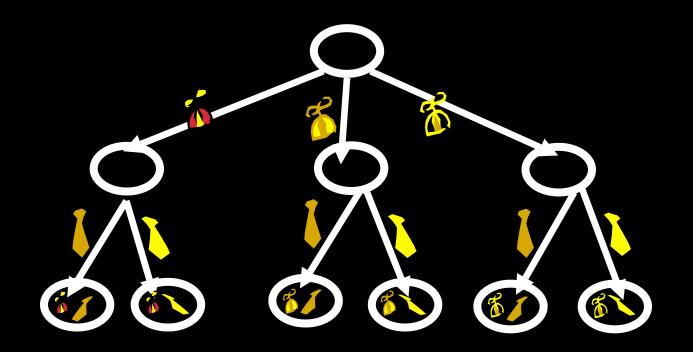
If a finite set A
has a k-to-1
correspondence
to finite set B,
then |B| = |A|/k

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.

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

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

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



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

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

Product Rule (Rephrased)

Suppose every object of a set S can be constructed by a sequence of choices with P₁ possibilities for the first choice, P₂ 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 P₁P₂P₃...P_n objects of type S

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:

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52 possible choices for the first card;
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51 possible choices for the second card;

1 possible choice for the 52nd card.

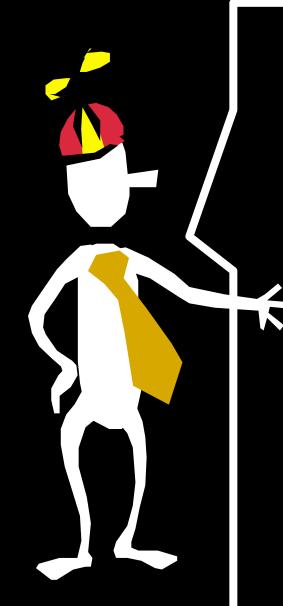
By product rule: $52 \times 51 \times 50 \times ... \times 2 \times 1 = 52!$

The Sleuth's Criterion

There should be a unique way to create an object in S.

In other words:

For any object in S, it should be possible to reconstruct the (unique) sequence of choices which lead to it.



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

1. Creating objects not in S

2. Leaving out some objects from the set S

3. Creating the same object two different ways



DEFENSIVE THINKING ask yourself:

Am I creating objects of the right type?

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

If A and B are two finite sets, what is the size of $(A \cup B)$?

If A and B are two finite sets, what is the size of $(A \cup B)$?

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

If A, B, C are three finite sets, what is the size of $(A \cup B \cup C)$?

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$$|A| + |B| + |C|$$

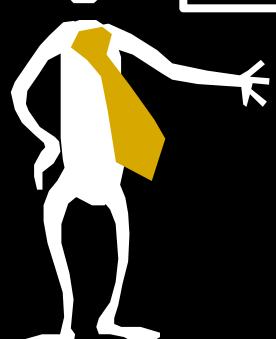
- $|A \cap B| - |A \cap C| - |B \cap C|$
+ $|A \cap B \cap C|$

If $A_1, A_2, ..., A_n$ are n finite sets, what is the size of $(A_1 \cup A_2 \cup ... \cup A_n)$?

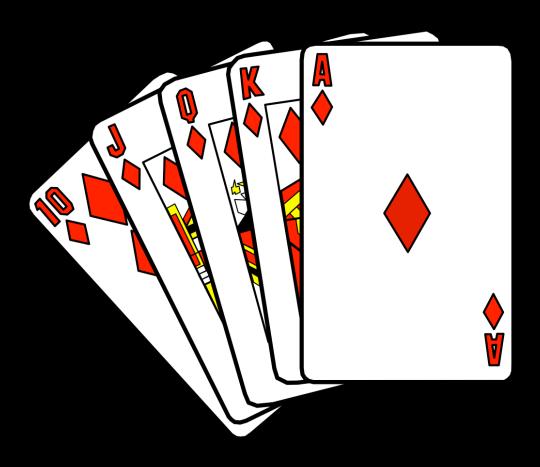
If
$$A_1, A_2, ..., A_n$$
 are n finite sets, what is the size of $(A_1 \cup A_2 \cup ... \cup A_n)$?
$$\begin{split} & \sum_i |A_i| \\ & - \sum_{i < j} |A_i \cap A_j| \\ & + \sum_{i < j < k} |A_i \cap A_j \cap A_k| \\ & \cdots \\ & + (-1)^{n-1} |A_1 \cap A_2 \cap ... \cap A_n| \end{split}$$



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

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

9 choices for rank of lowest card at the start of the straight

9 choices for rank of lowest card at the start of the straight

4 possible suits for the flush

9 choices for rank of lowest card at the start of the straight

4 possible suits for the flush

$$9 \times 4 = 36$$

9 choices for rank of lowest card at the start of the straight

4 possible suits for the flush

$$9 \times 4 = 36$$

$$\frac{36}{\binom{52}{5}} = \frac{36}{2,598,960} = 1 \text{ in } 72,193.333...$$

13 choices of rank

13 choices of rank

48 choices for remaining card

13 choices of rank

48 choices for remaining card

 $13 \times 48 = 624$

13 choices of rank

48 choices for remaining card

$$13 \times 48 = 624$$

$$\frac{624}{\binom{52}{5}} = \frac{624}{2,598,960} = 1 \text{ in } 4,165$$

Flush

4 choices of suit

4 choices of suit

4 choices of suit

4 choices of suit

"but not a straight flush..."

4 choices of suit

"but not a straight flush..."

- 36 straight flushes

4 choices of suit

"but not a straight flush..."

- 36 straight flushes

5112 flushes

4 choices of suit

"but not a straight flush..."

- 36 straight flushes

5112 flushes

$$\frac{5,112}{5} = 1 \text{ in } 508.4...$$

9 choices of lowest card

9 choices of lowest card

4⁵ choices of suits for 5 cards

9 choices of lowest card

4⁵ choices of suits for 5 cards

$$9 \times 1024$$

= 9216

"but not a straight flush..."

9 choices of lowest card

4⁵ choices of suits for 5 cards

9 × 1024 = 9216

"but not a straight flush..."

- 36 straight flushes

9 choices of lowest card

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"but not a straight flush..."

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9180 straights

9 choices of lowest card

4⁵ choices of suits for 5 cards

"but not a straight flush..."

- 36 straight flushes

9180 straights

$$\frac{9,180}{\binom{52}{5}} = 1 \text{ in } 283.06...$$

Ranking

Straight Flush 36

4-of-a-kind 624

Full House 3,744

Flush 5,112

Straight 9,180

3-of-a-kind 54,912

2-pair 123,552

A pair 1,098,240

Nothing 1,302,540



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)

Order the 2,598,560 Poker Hands Lexicographically (or in any fixed way)

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

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$$2^{21} = 2,097,152 < 2,598,560$$

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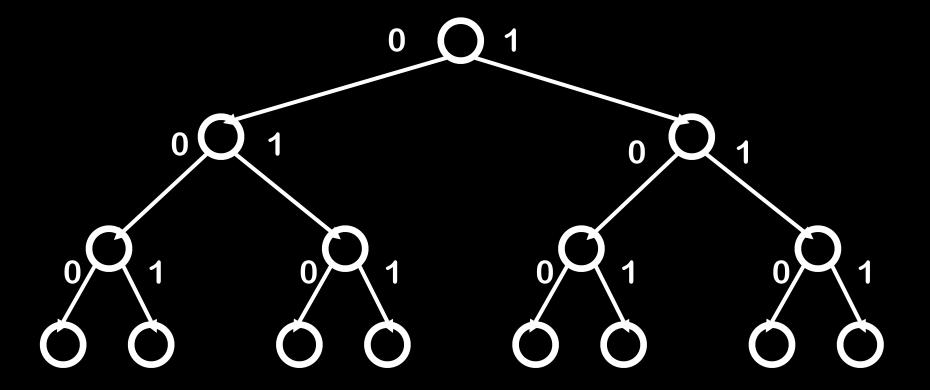
Thus there are more poker hands than there are 21-bit strings

 $2^{21} = 2,097,152 < 2,598,560$

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

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

Binary (Boolean) Choice Tree



A binary (Boolean) choice tree is a choice tree where each internal node has degree 2

Usually the choices are labeled 0 and 1

 $2^{21} = 2,097,152 < 2,598,560$

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A binary choice tree of depth 21 can have at most 2²¹ leaves.

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Hence, there are not enough leaves for all 5-card hands.

 $2^{21} = 2,097,152 < 2,598,560$

A binary choice tree of depth 21 can have at most 2²¹ leaves.

Hence, there are not enough leaves for all 5-card hands.

^{*}But we can encode with one fewer bit on average, if we take the probabilities into account

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

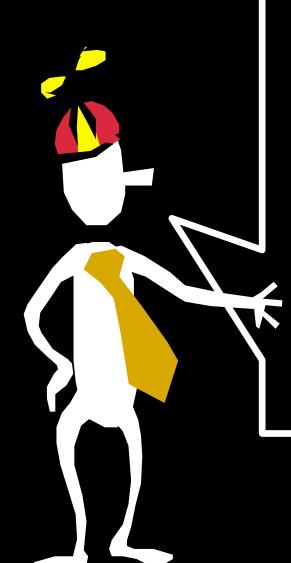


ONGOING MEDITATION:

Let S be any set and T be a binary choice tree representation of S

Think of each element of S being encoded by 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"?

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

 $7 \times 6 \times 5 \times 4 = 840$

Let's pretend that the S's are distinct: S₁YS₂TEMS₃

There are 7! permutations of S₁YS₂TEMS₃

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But when we stop pretending we see that we have counted each arrangement of SYSTEMS 3! times, once for each of 3! rearrangements of $S_1S_2S_3$

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There are 7! permutations of S₁YS₂TEMS₃

But when we stop pretending we see that we have counted each arrangement of SYSTEMS 3! times, once for each of 3! rearrangements of $S_1S_2S_3$

$$\frac{7!}{3!} = 840$$

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

$$\begin{pmatrix} \mathbf{n} \\ \mathbf{r}_1 \end{pmatrix} \begin{pmatrix} \mathbf{n} - \mathbf{r}_1 \\ \mathbf{r}_2 \end{pmatrix} \dots \begin{pmatrix} \mathbf{n} - \mathbf{r}_1 - \mathbf{r}_2 - \dots - \mathbf{r}_{k-1} \\ \mathbf{r}_k \end{pmatrix}$$

$$= \frac{n!}{(n-r_1)!r_1!} \frac{(n-r_1)!}{(n-r_1-r_2)!r_2!} \cdots$$

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

CARNEGIEMELLON

CARNEGIEMELLON

$$\frac{14!}{2!3!2!} = 3,632,428,800$$

Remember:

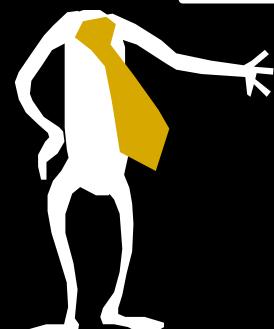
The number of ways to arrange n symbols with r_1 of type 1, r_2 of type 2, ..., r_k of type k is:

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 l's

GG/G//GGGGGGGGGGGGGG/

represents the following division among the pirates: 2, 1, 0, 17, 0

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

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 l's

(24) 4 How many different ways can n distinct pirates divide k identical, indivisible bars of gold?



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



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

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

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

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

Think of x_k are being the number of gold bars that are allotted to pirate k

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

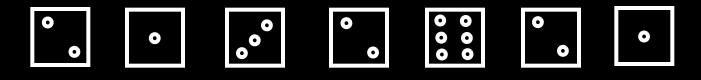
 $x_1, x_2, x_3, x_4, x_5 \ge 0$

Think of x_k are being the number of gold bars that are allotted to pirate k

$$x_1 + x_2 + x_3 + ... + x_n = k$$

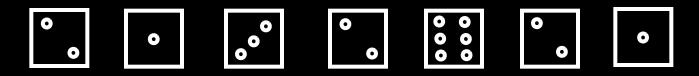
 $x_1, x_2, x_3, ..., x_n \ge 0$

Suppose that we roll seven dice



How many different outcomes are there, if order matters?

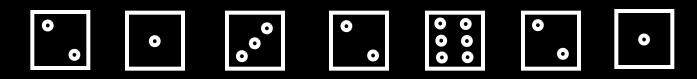
Suppose that we roll seven dice



How many different outcomes are there, if order matters?

37

Suppose that we roll seven dice



How many different outcomes are there, if order matters?

67

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

Suppose that we roll seven dice















How many different outcomes are there, if order matters?

Back to the Pirates



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

Back to the Pirates



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

$$\begin{bmatrix} 5+20-1 \\ 20 \end{bmatrix} = \begin{bmatrix} 24 \\ 20 \end{bmatrix} = \begin{bmatrix} 24 \\ 4 \end{bmatrix}$$

Multisets

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

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

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

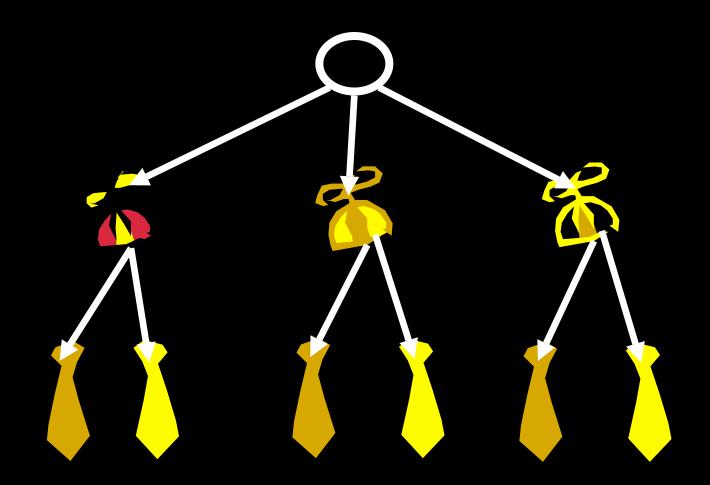
Counting Multisets

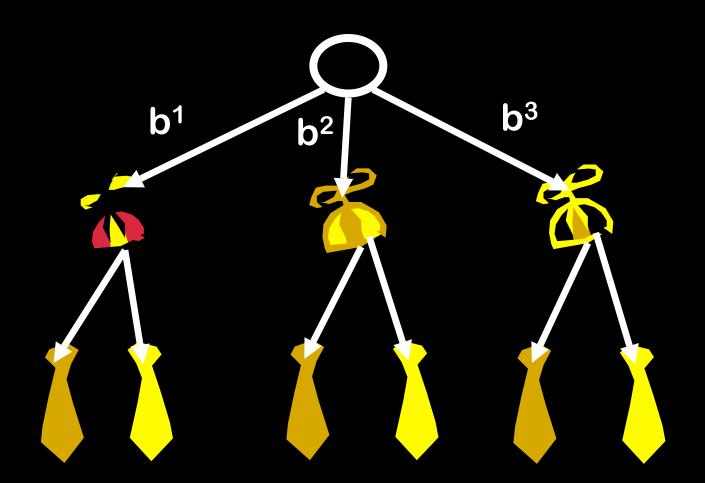
There number of ways to choose a multiset of size k from n types of elements is:

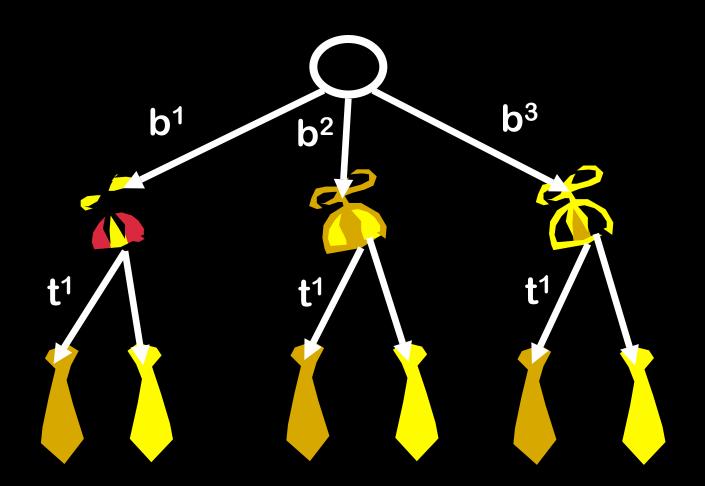


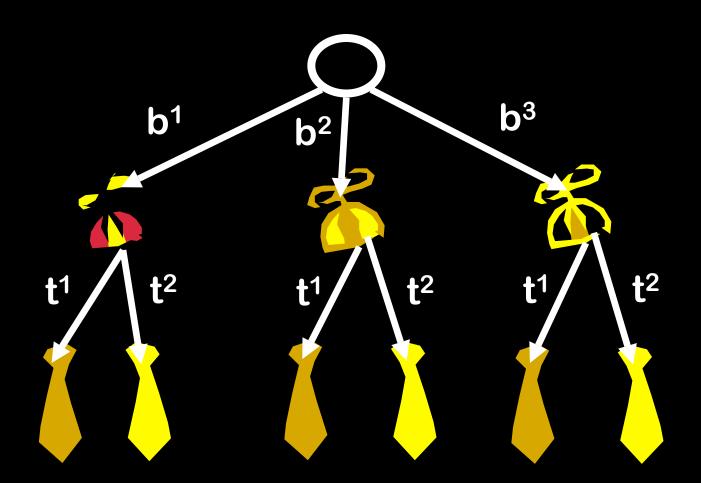
Polynomials Express Choices and Outcomes

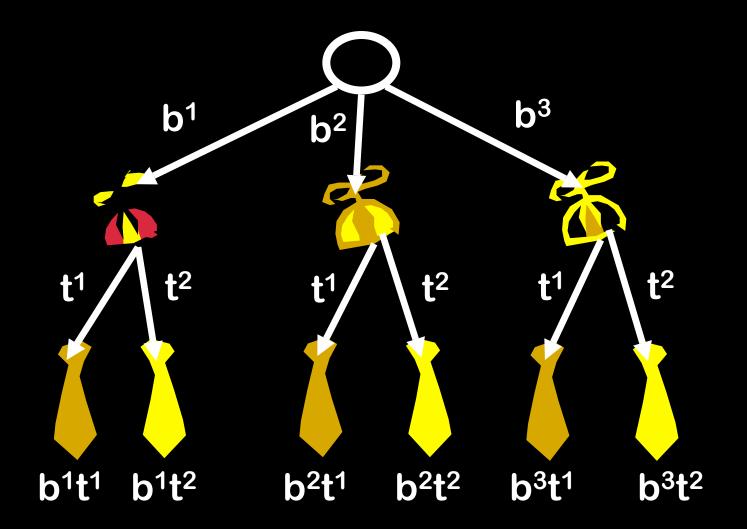
Products of Sum = Sums of Products

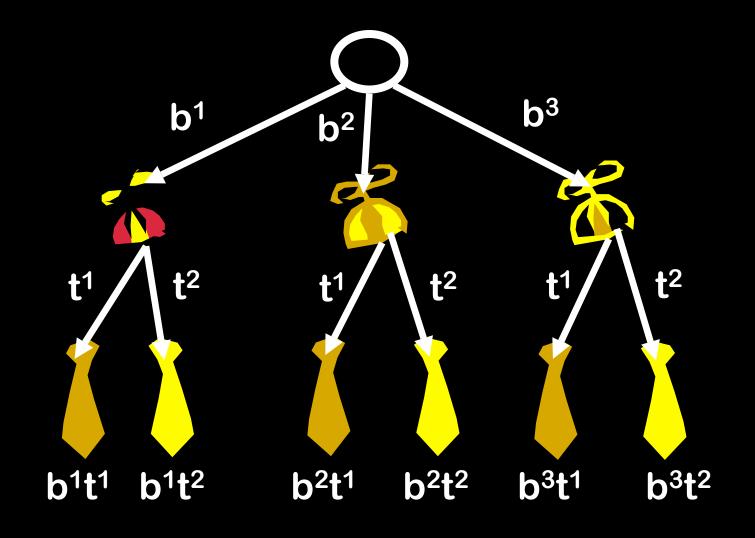




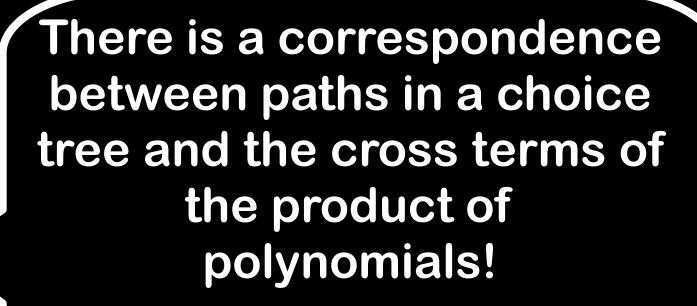


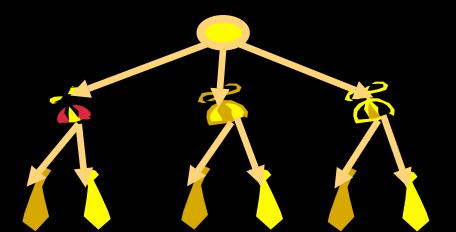




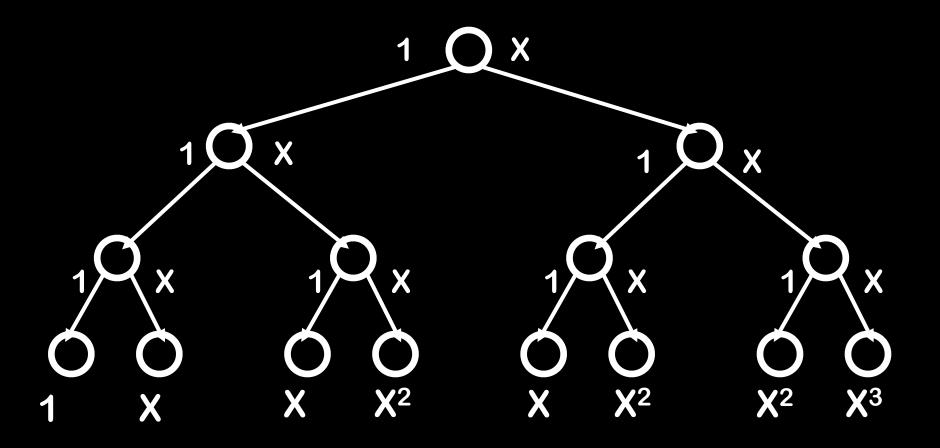


 $(b^{1}+b^{2}+b^{3})(t^{1}+t^{2}) = b^{1}t^{1} + b^{1}t^{2} + b^{2}t^{1} + b^{2}t^{2} + b^{3}t^{1} + b^{3}t^{2}$





Choice Tree for Terms of (1+X)³



Combine like terms to get 1 + 3X + 3X² + X³

What is a Closed Form Expression For c_k?

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

 $(1+X)(1+X)(1+X)(1+X)...(1+X)$

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

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 c_k , the coefficient of X^k , is the number of paths with exactly $k\ X$'s

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After multiplying things out, but before combining like terms, we get 2ⁿ 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

$$(1+X)^{n} = \begin{bmatrix} n \\ 0 \end{bmatrix} X^{0} + \begin{bmatrix} n \\ 1 \end{bmatrix} X^{1} + ... + \begin{bmatrix} n \\ n \end{bmatrix} X^{n}$$
Binomial Coefficients

binomial expression

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

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

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

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

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

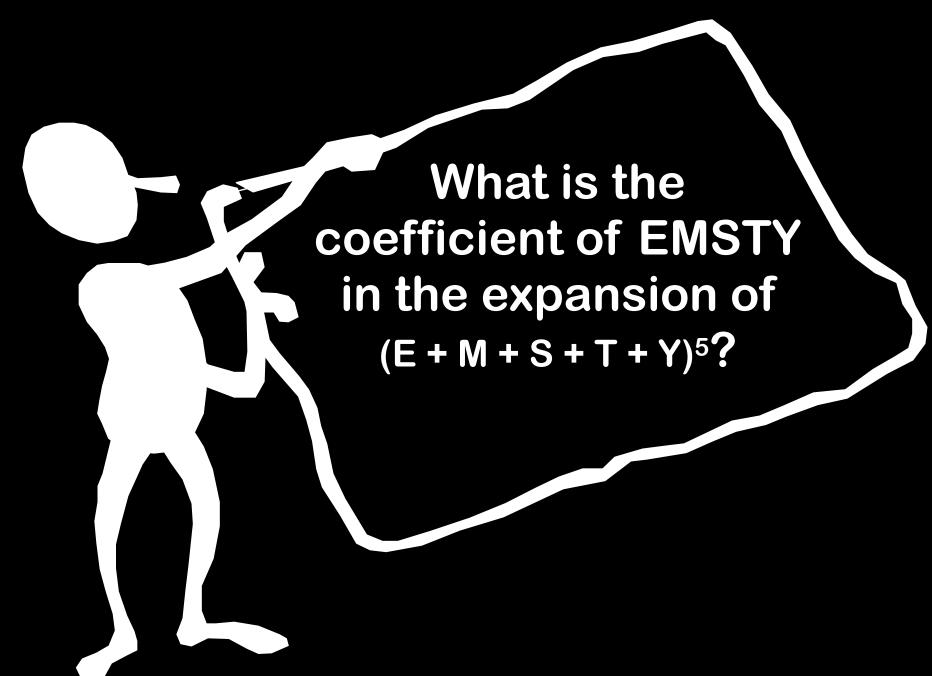
$$(1+X)^{3} = 1 + 3X + 3X^{2} + 1X^{3}$$

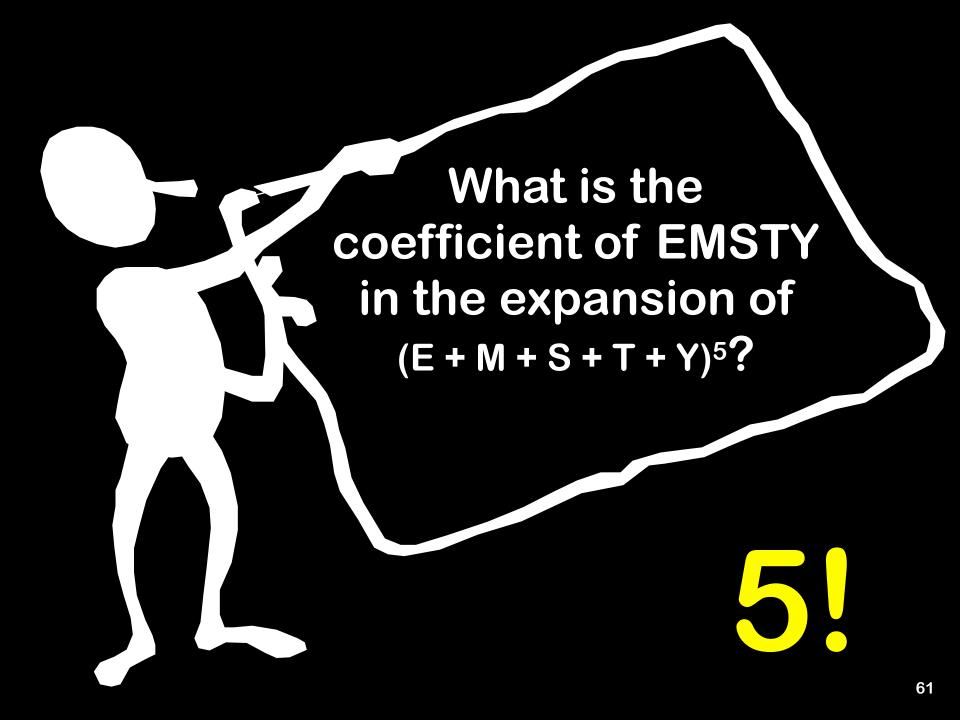
$$(1+X)^{4} = 1 + 4X + 6X^{2} + 4X^{3} + 1X^{4}$$

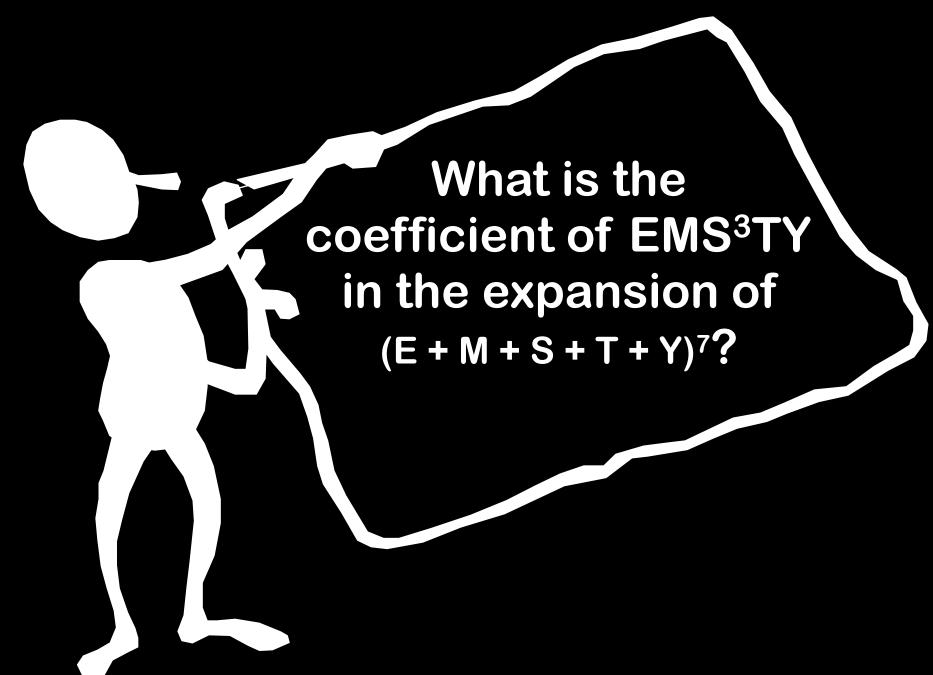
$$(X+Y)^{n} = \begin{bmatrix} n \\ 0 \end{bmatrix} X^{n}Y^{0} + \begin{bmatrix} n \\ 1 \end{bmatrix} X^{n-1}Y^{1}$$

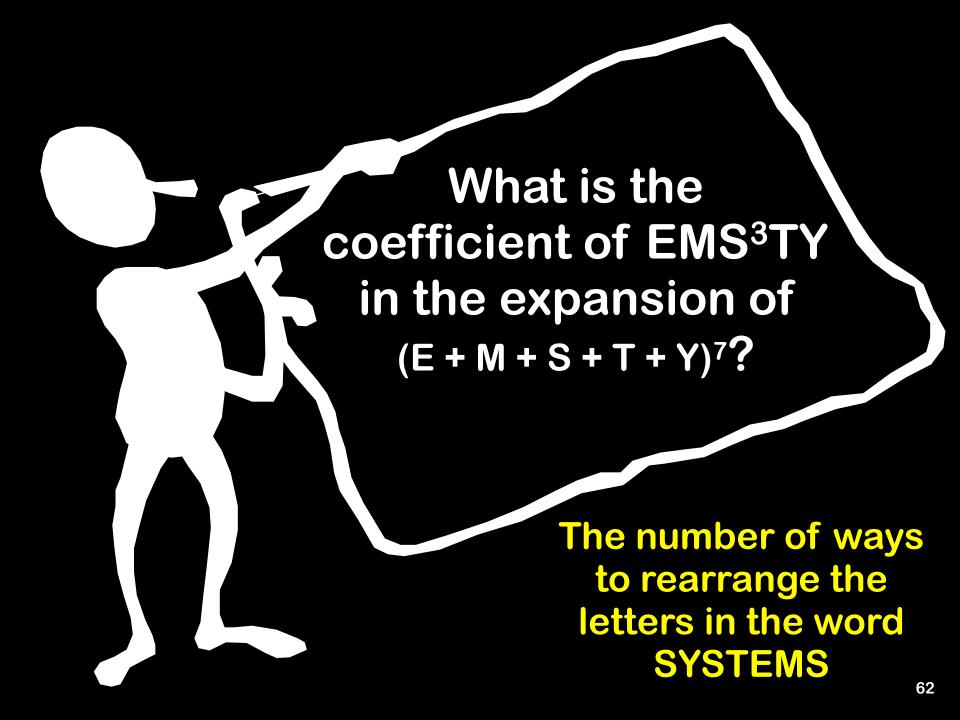
$$+ \dots + \begin{bmatrix} n \\ k \end{bmatrix} X^{n-k}Y^{k} + \dots + \begin{bmatrix} n \\ n \end{bmatrix} X^{0}Y^{n}$$

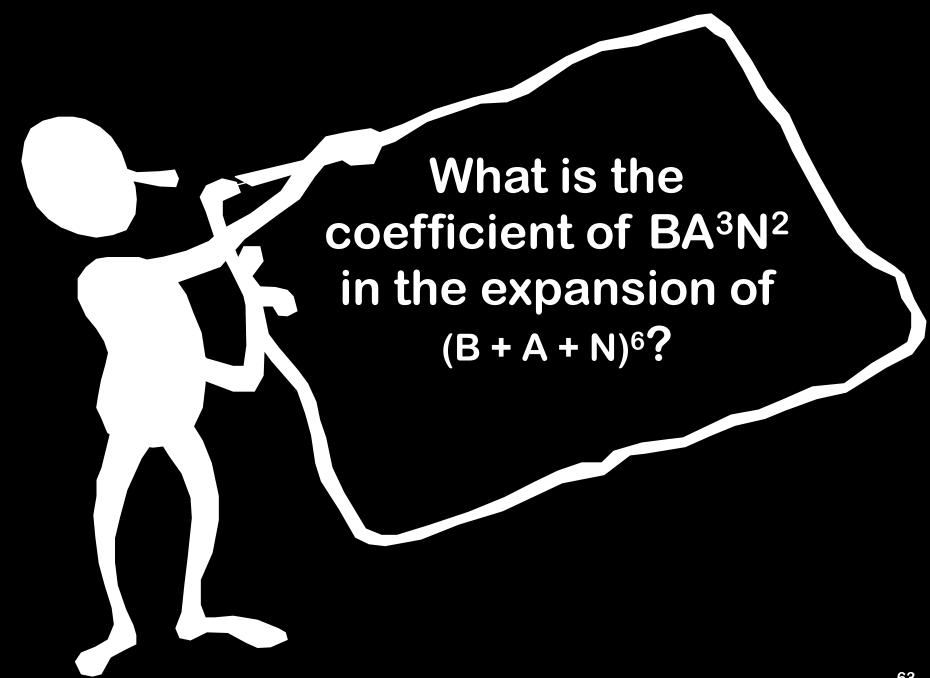
$$(X+Y)^{n} = \sum_{k=0}^{n} {n \choose k} X^{n-k}Y^{k}$$

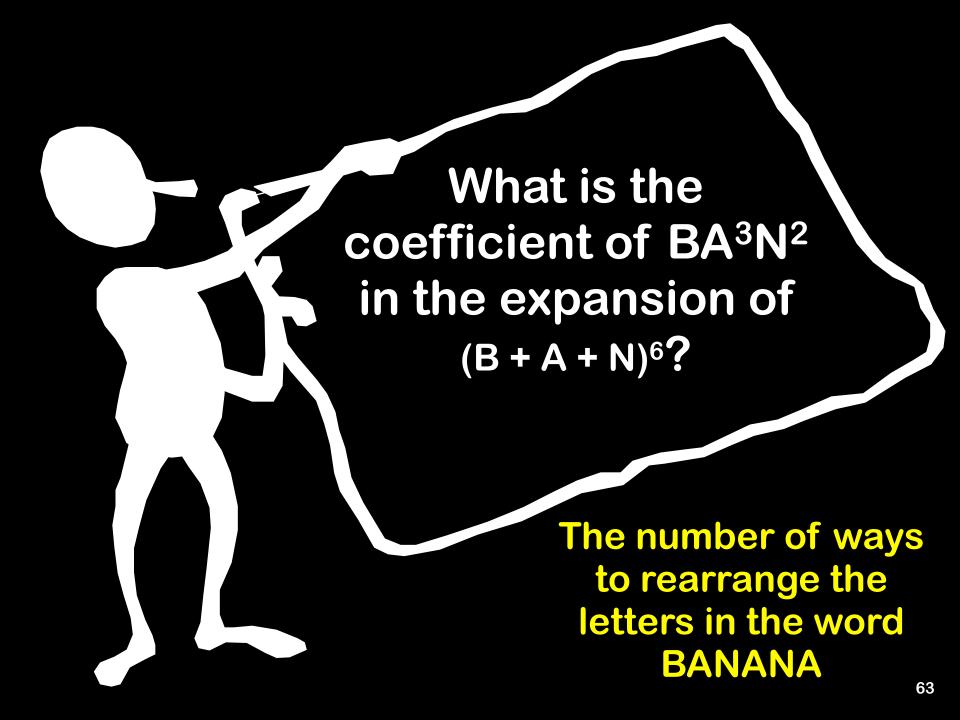


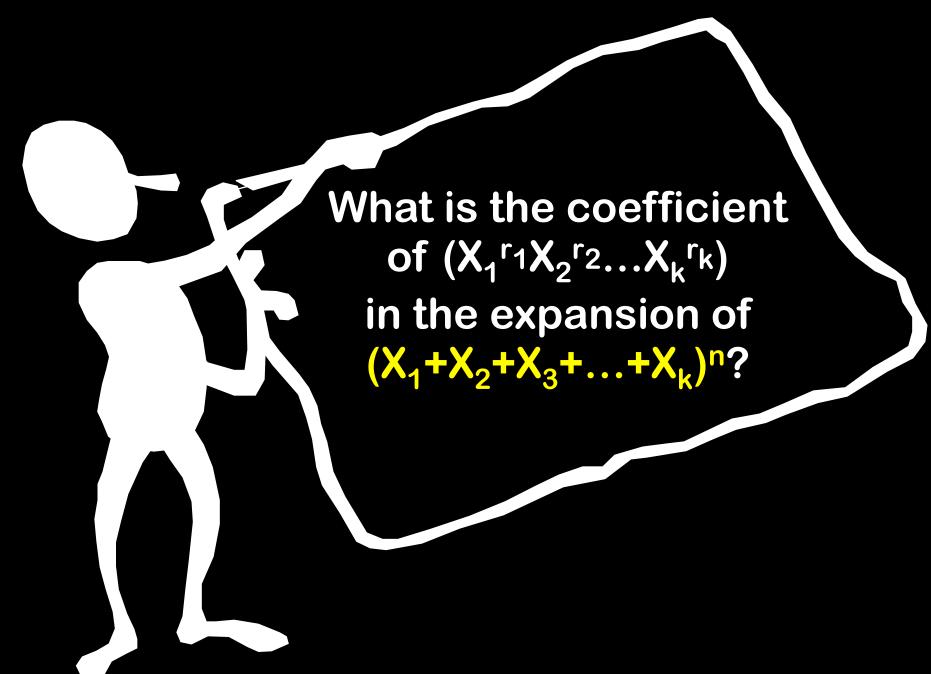


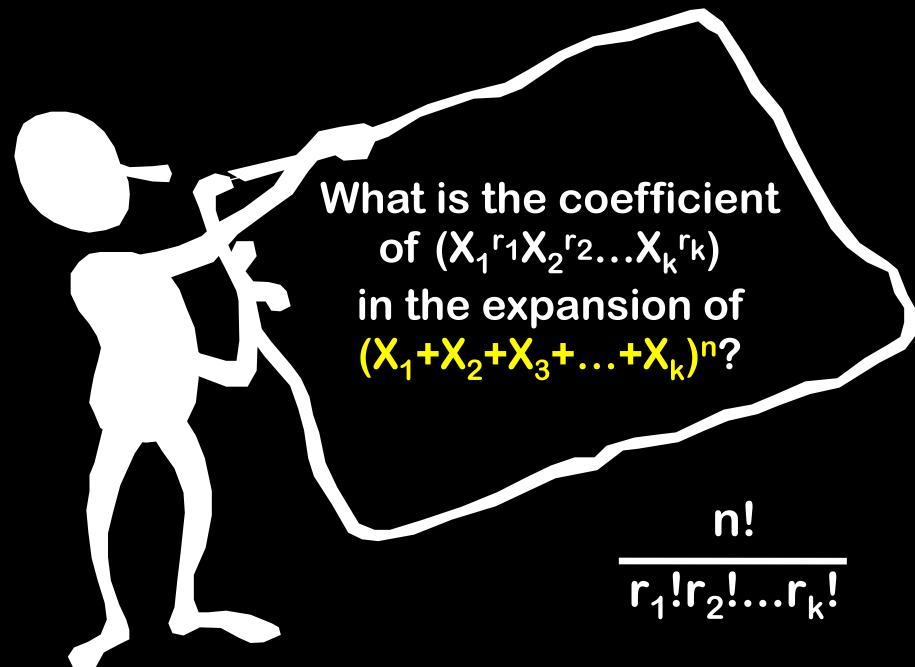


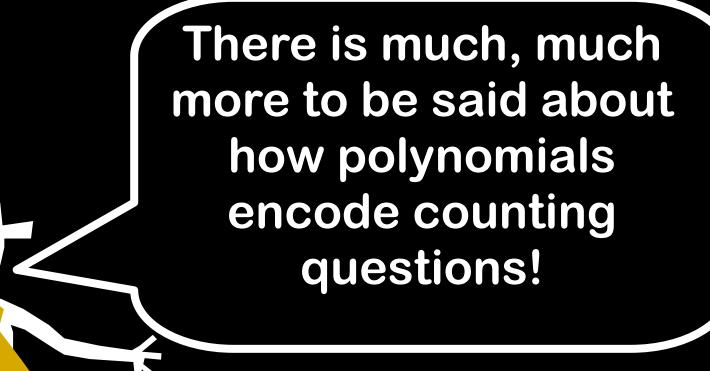


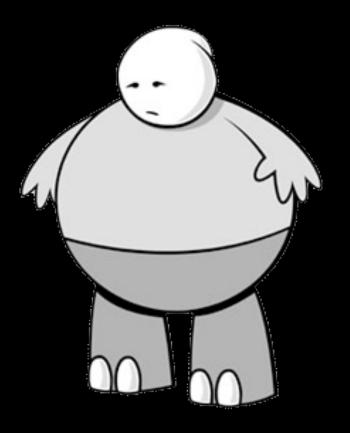












Here's What You Need to Know...

Inclusion-Exclusion

Counting Poker Hands

Number of rearrangements (multinomial coefficients)

Pirates and Gold Counting Multisets

Binomial Formula