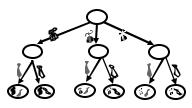


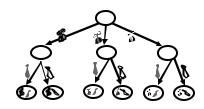
Correspondence Principle

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





A <u>choice tree</u> 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 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<sub>1</sub>P<sub>2</sub>P<sub>3</sub>...P<sub>n</sub> 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.

ΙF

 Each sequence of choices constructs an object of type S

AND

2) No two different sequences create the same object

**THEN** 

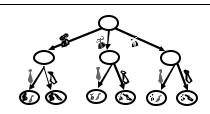
there are  $P_1P_2P_3...P_n$  objects of type S.

Condition 2 of the product rule:

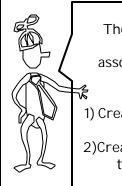
No two leaves have the same label.

#### 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

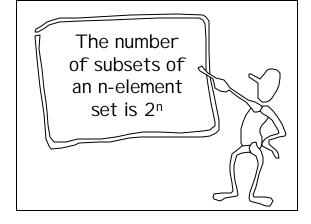
2)Creating the same object two different ways

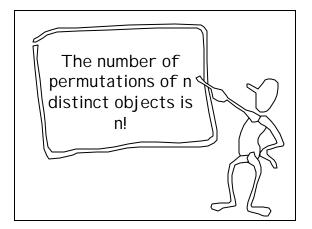


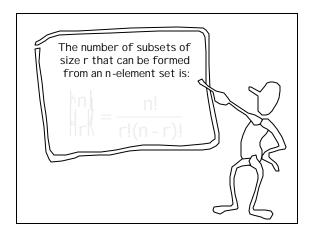
DEFENSIVE THINKING

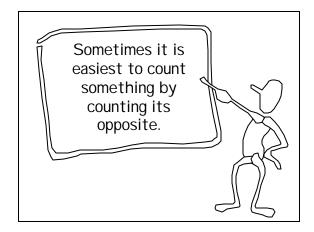
Am I creating objects of the right type?

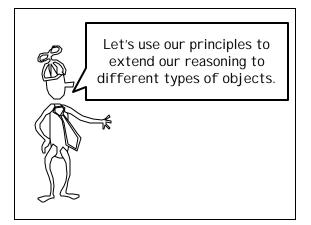
Can I reverse engineer my choice sequence from any given object?

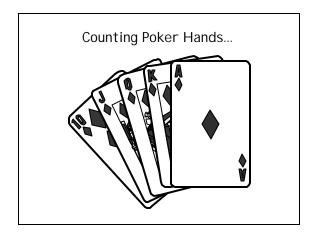












52 Card Deck 5 card hands

4 possible suits:

• • • • •

13 possible ranks:

• 2,3,4,5,6,7,8,9,10,J,Q,K,A

<u>Pair</u>: set of two cards of the same rank <u>Straight</u>: 5 cards of consecutive rank <u>Flush</u>: set of 5 cards with the same suit 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

Ranked

Poker

Hands

• 2 pairs, but not 4 of a kind or a full house

Λ Dair

# Straight Flush

4 Of A Kind

Flush

Straight



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).

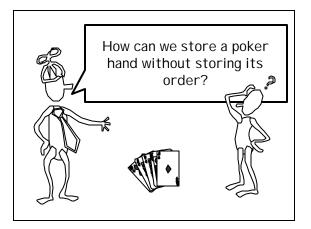
Naïve scheme: 2 bits for suit,

4 bits for a rank,

and hence 6 bits per card

Total: <u>30 bits per hand</u>

How can I do better?



## 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.

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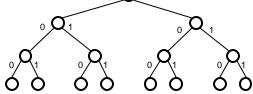
#### 22 Bits Is OPTIMAL

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

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

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

### Binary (Boolean) Choice Tree



A binary (Boolean) choice tree is a choice tree where each internal node has degree 2. Usually the choices will be labeled 0 and 1.

#### 22 Bits Is OPTIMAL

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

A binary choice tree of depth 21 can have at most 221 leaves. Hence, there are not enough leaves for

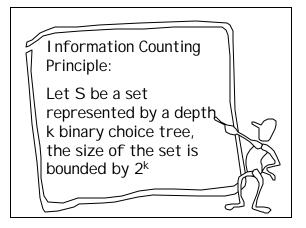
Hence, you can't have a leaf for each hand.

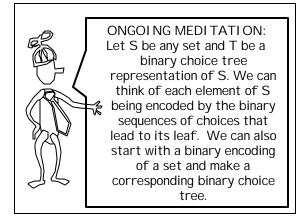
An n-element set can be stored so that each element uses [log\_n] bits.

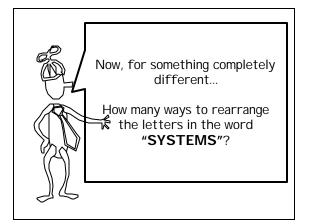
Furthermore, any representation of the set will have some string of that length.

Information Counting Principle:

If each element of a set can be represented using k bits, the size of the set is bounded by 2<sup>k</sup>







#### **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 X 6 X 5 X 4 = 840

2)

#### **SYSTEMS**

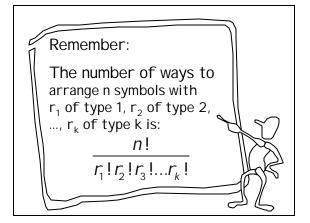
3) Let's pretend that the S's are distinct:  ${\rm S_1YS_2TEMS_3}$ 

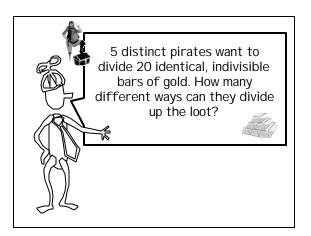
There are 7! permutations of S<sub>1</sub>YS<sub>2</sub>TEMS<sub>3</sub>

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

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

#### **CARNEGI EMELLON**





Sequences with 20 G's and 4 /'s

GG/G//GGGGGGGGGGGGGG/ 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-1st / 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







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

How many integer solutions to the following equations?

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?

#### I dentical/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)



#### 7 I dentical 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  $k^{\text{th}}$  pirate gets  $X_k$  gold bars.

#### Multisets

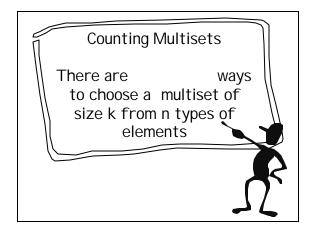
A <u>multiset</u> is a set of elements, each of which has a *multiplicity*.

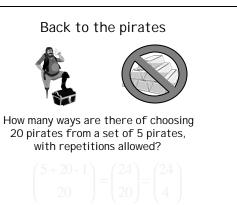
The <u>size</u> of the multiset is the sum of the multiplicities of all the elements.

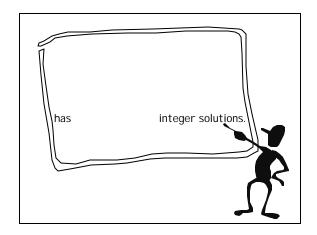
Example:

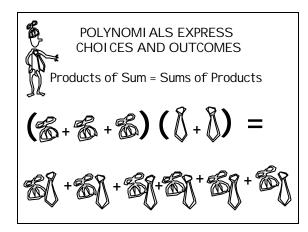
 $\{X, Y, Z\}$  with m(X)=0 m(Y)=3, m(Z)=2

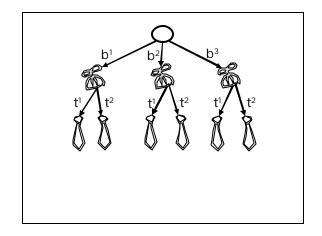
Unary visualization: {Y, Y, Y, Z, Z}

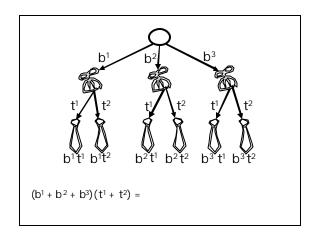


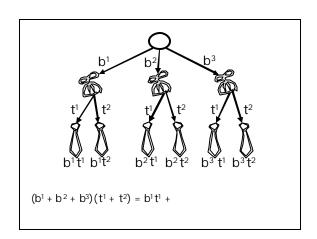


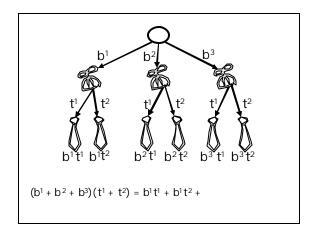


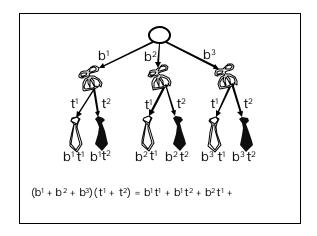


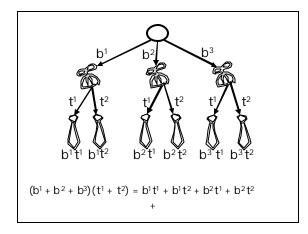


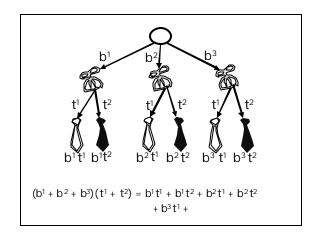


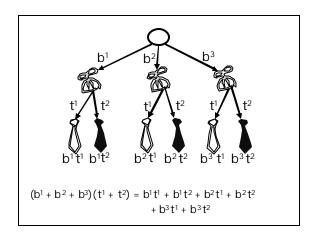


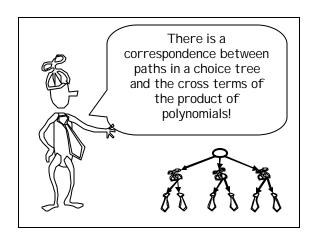




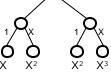








Choice tree for terms of  $(1+X)^3$ 



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

What is a closed form expression for c<sub>k</sub>?

What is a closed form expression for c<sub>n</sub>?

n times

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

 $\boldsymbol{c}_{k^{\prime}}$  the coefficient of  $\boldsymbol{X}^{k},$  is the number of paths with exactly k X's.



The Binomial Formula **Binomial Coefficients** binomial

The Binomial Formula

1

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

1 + 1X

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

 $1 + 2X + 1X^2$ 

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

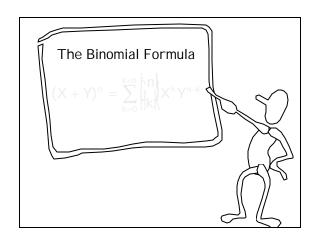
 $(1+X)^3 = 1 + 3X + 3X^2 + 1X^3$ 

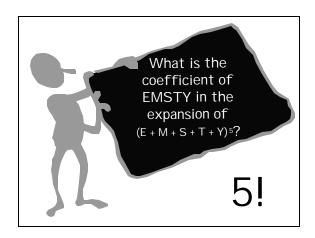
$$(1+X)^4$$
:

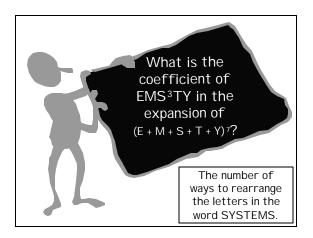
 $(1+X)^4 = 1 + 4X + 6X^2 + 4X^3 + 1X^4$ 

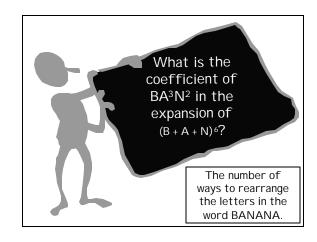
The Binomial Formula

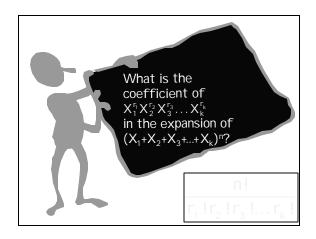
expression

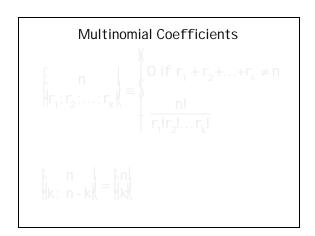


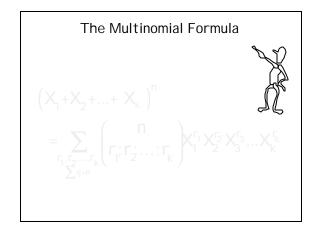


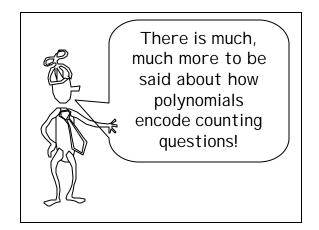












#### References

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