Great Theoretical Ideas In Computer Science

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Lecture 10

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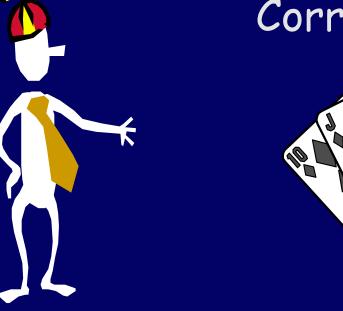
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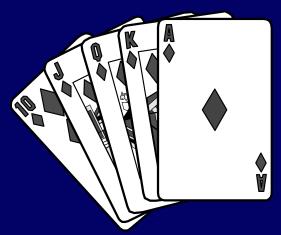
Spring 2004

Carnegie Mellon University

Counting II: Recurring Problems And

Correspondences





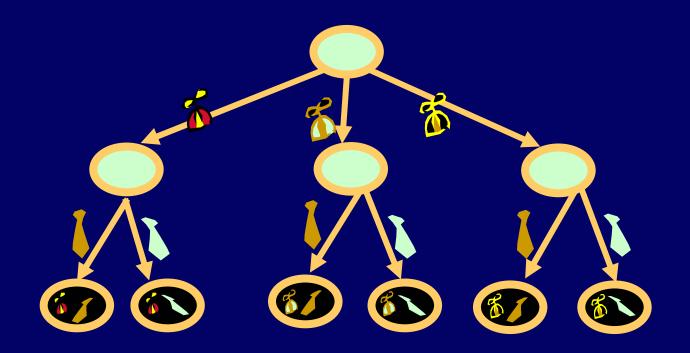




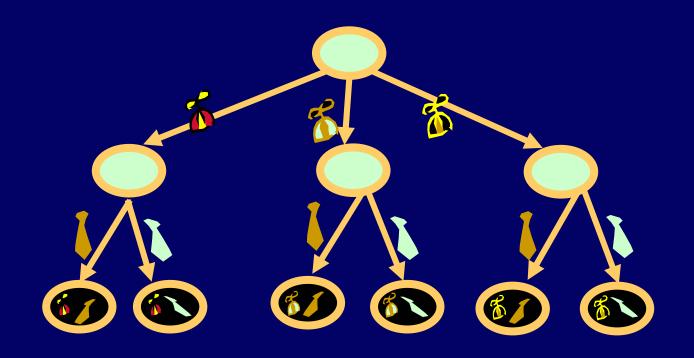
Correspondence Principle

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

Each leaf label is in S
 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 $P_1P_2P_3...P_n$ 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

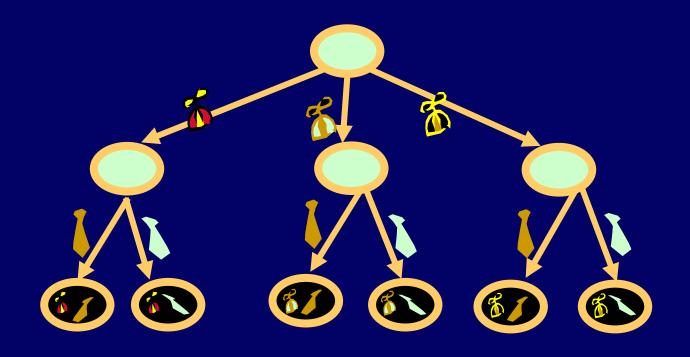
there are $P_1P_2P_3...P_n$ objects of type S.

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, 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 2ⁿ.

The number of permutations of nodistinct objects is n!

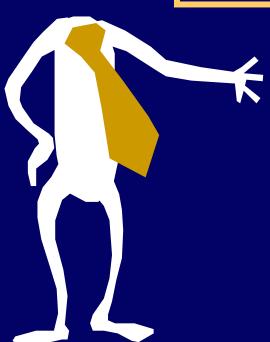
The number of subsets of size r that can be formed from an n-element set is:

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

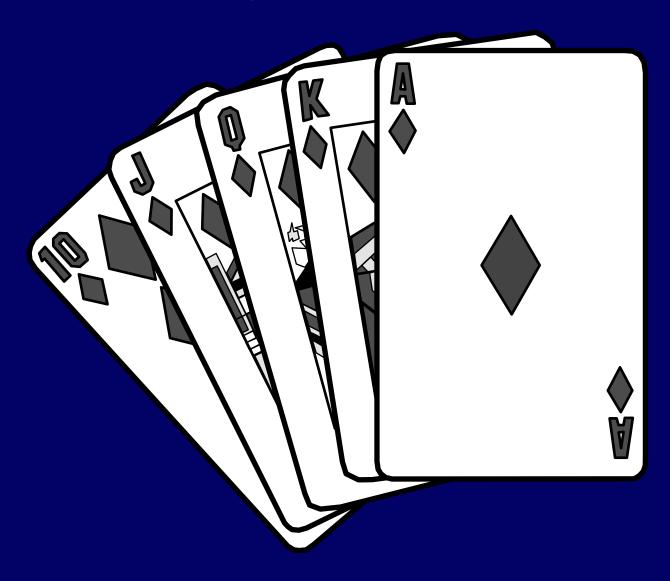
Sometimes it is easiest to count something by counting its opposite.



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

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 Flush: 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

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

A Pair

Ranked Poker Hands

Straight Flush

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

$$9 \times 4 = 36$$

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

4 Of A Kind

13 choices of rank.48 choices for remaining card.

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

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

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



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: 30 bits per hand

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 $\log_2(2,598,560)$ = 22 bits.

•

•

•

22 Bits Is OPTIMAL

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

There are more poker hands than there are 21 bit strings. Hence, you can't have a string for each hand.

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

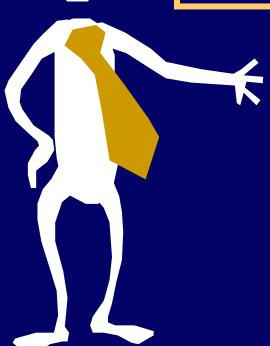
Furthermore, any representation of the set will have some strings of that length.

Information Counting Principle:

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



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



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.

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

- $\binom{7}{3}$ choices of positions for the S's
 - 4 choices for the Y
 - 3 choices for the T
 - 2 choices for the E
 - 1 choice for the M

$$\frac{7!}{3!4!} \times 4 \times 3 \times 2 \times 1 = \frac{7!}{3!} = 840$$

SYSTEMS

3) Let's pretend that the S's are distinct: $S_1YS_2TEMS_3$

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 S₁S₂S₃.

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

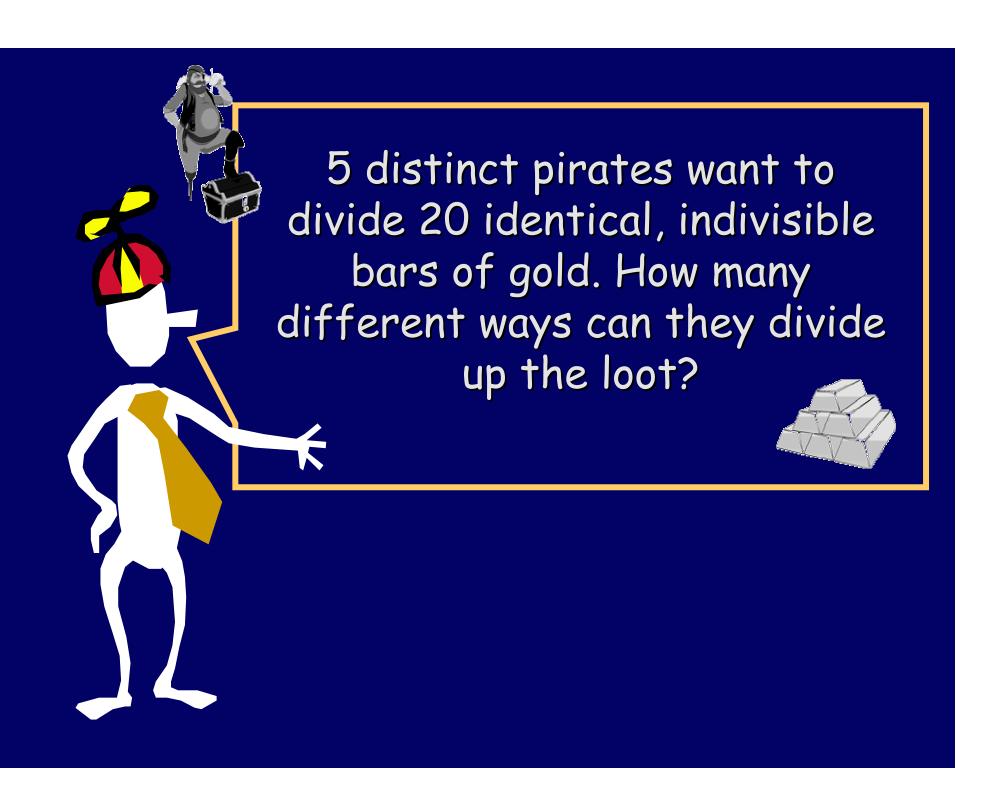
Arrange n symbols r_1 of type 1, r_2 of type 2, ..., r_k of type k

CARNEGIEMELLON

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

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:

 $\frac{n!}{r_1!r_2!r_3!...r_k!}$



Sequences with 20 G's and 4 /'s

GG/G//GGGGGGGGGGGGGG/

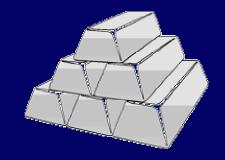
represents the following division among the pirates: 2, 1, 0, 17, 0

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

(24)
4





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

How many integer solutions to the following equations?

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

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

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

How many integer solutions to the following equations?

$$X_1 + X_2 + X_3 + ... + X_{n-1} + X_n = k$$

 $X_1, X_2, X_3, ..., X_{n-1}, X_n \ge 0$

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

Identical/Distinct Dice

Suppose that we roll seven dice.















How many different outcomes are there, if order matters?

67

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

12

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.

$$\begin{pmatrix} 6+7-1 \\ 7 \end{pmatrix}$$

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.

Example:

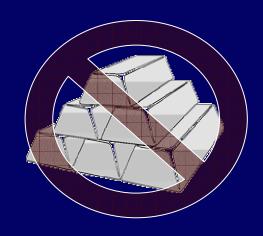
$$\{X, Y, Z\}$$
 $m(X)=0$ $m(Y)=3$, $m(Z)=2$

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

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, with repetitions allowed?

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

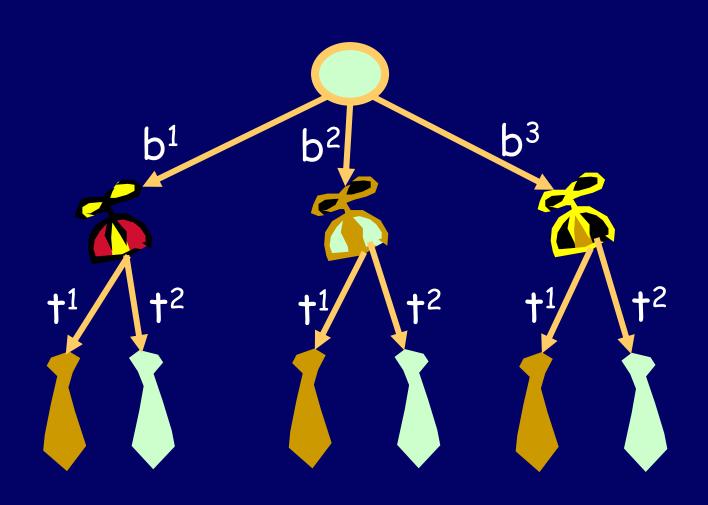
$$x_1 + x_2 + x_3 + ... + x_{n-1} + x_n = k$$

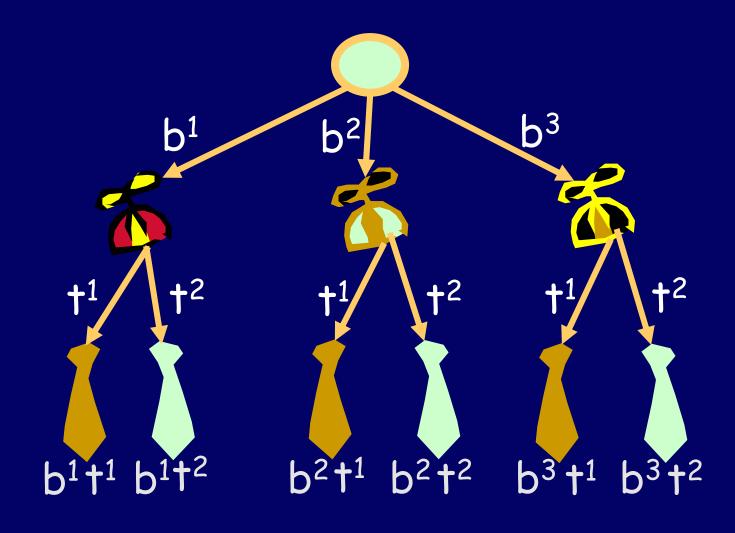
 $x_1, x_2, x_3, ..., x_{n-1}, x_n \ge 0$

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

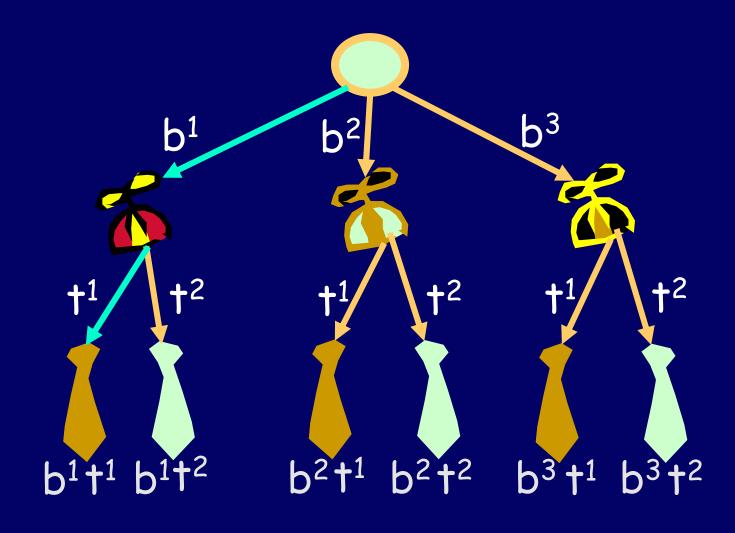
POLYNOMIALS EXPRESS CHOICES AND OUTCOMES

Products of Sum = Sums of Products

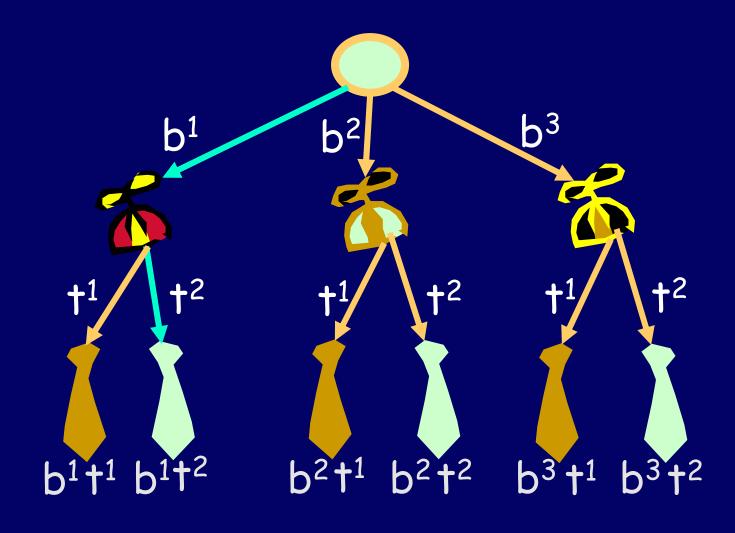




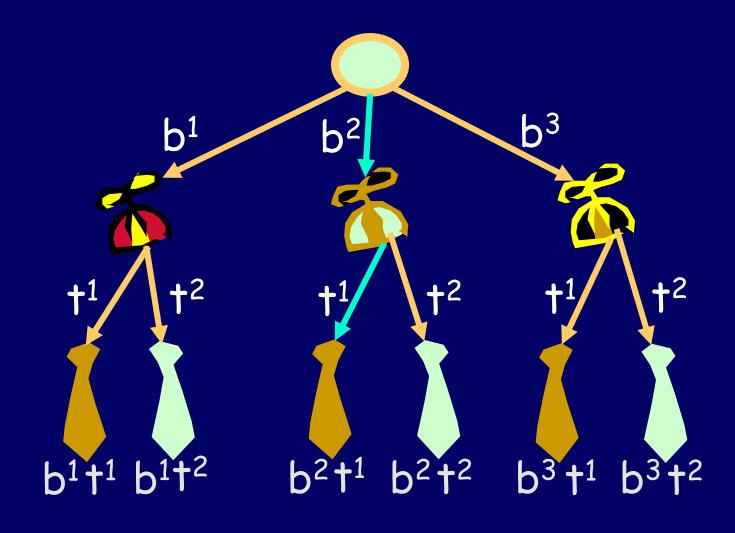
$$(b^1 + b^2 + b^3)(t^1 + t^2) =$$



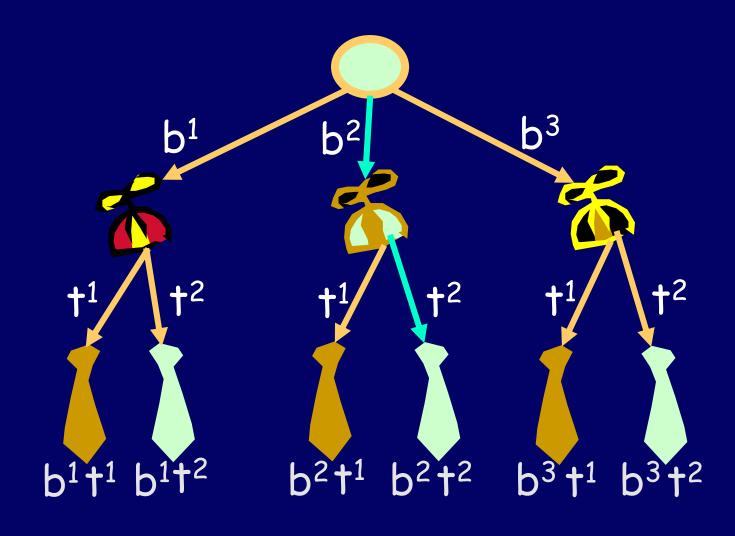
$$(b^1 + b^2 + b^3)(t^1 + t^2) = b^1t^1 +$$



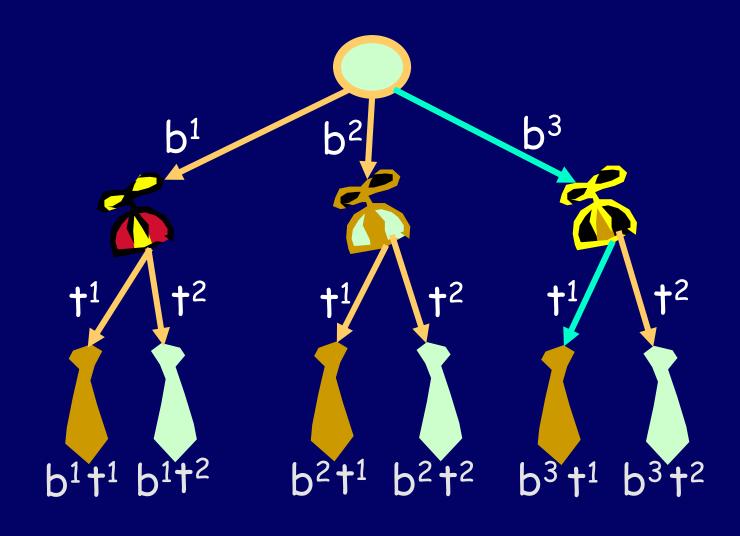
$$(b^1 + b^2 + b^3)(t^1 + t^2) = b^1t^1 + b^1t^2 +$$



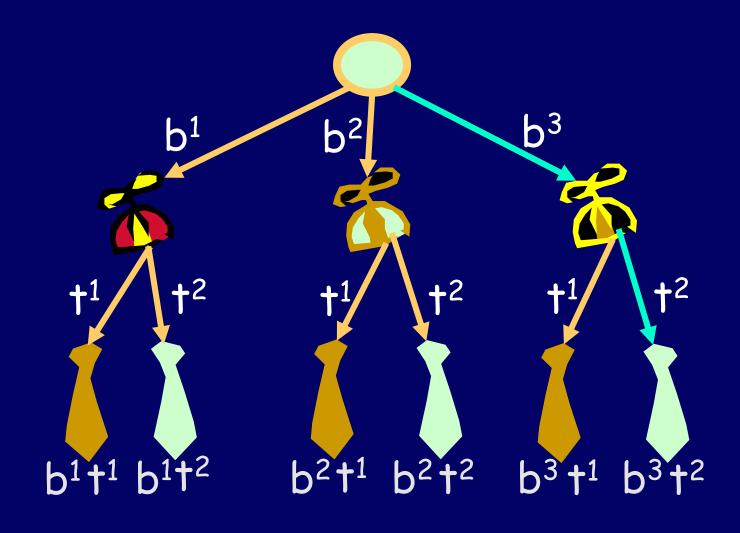
$$(b^1 + b^2 + b^3)(t^1 + t^2) = b^1t^1 + b^1t^2 + b^2t^1 + b^2t^2 + b^2t^3 + b^2t^4 + b^2t^4$$



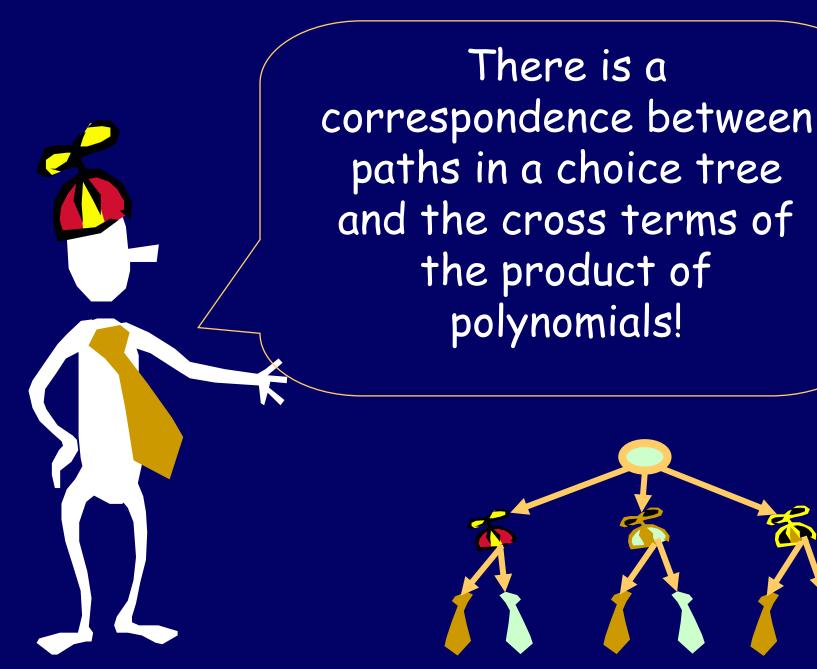
$$(b^1 + b^2 + b^3)(t^1 + t^2) = b^1t^1 + b^1t^2 + b^2t^1 + b^2t^2$$



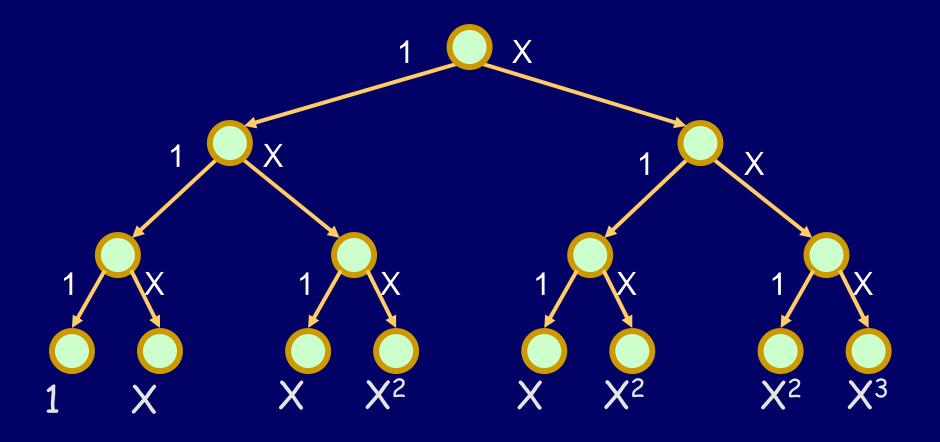
$$(b^1 + b^2 + b^3)(t^1 + t^2) = b^1t^1 + b^1t^2 + b^2t^1 + b^2t^2 + b^3t^1 + b^3t^1 + b^3t^1 + b^3t^1 + b^3t^1 + b^3t^1 + b^3t^2 + b^3t^3 + b^3t^3$$



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



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 ?

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

What is a closed for expression for c_n ?

$$(1 + X)^n$$
 n times
= $(1 + X)(1 + X)(1 + X)(1 + X)...(1 + X)$

Before combining like terms, when we multiply things out we get 2^n cross terms, i.e., paths in the choice tree. C_k , the coefficient of X^k , is the number of paths with exactly k X's.

$$c_{k} = \begin{pmatrix} n \\ k \end{pmatrix}$$

The Binomial Formula

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

Binomial Coefficients

binomial expression

The Binomial Formula

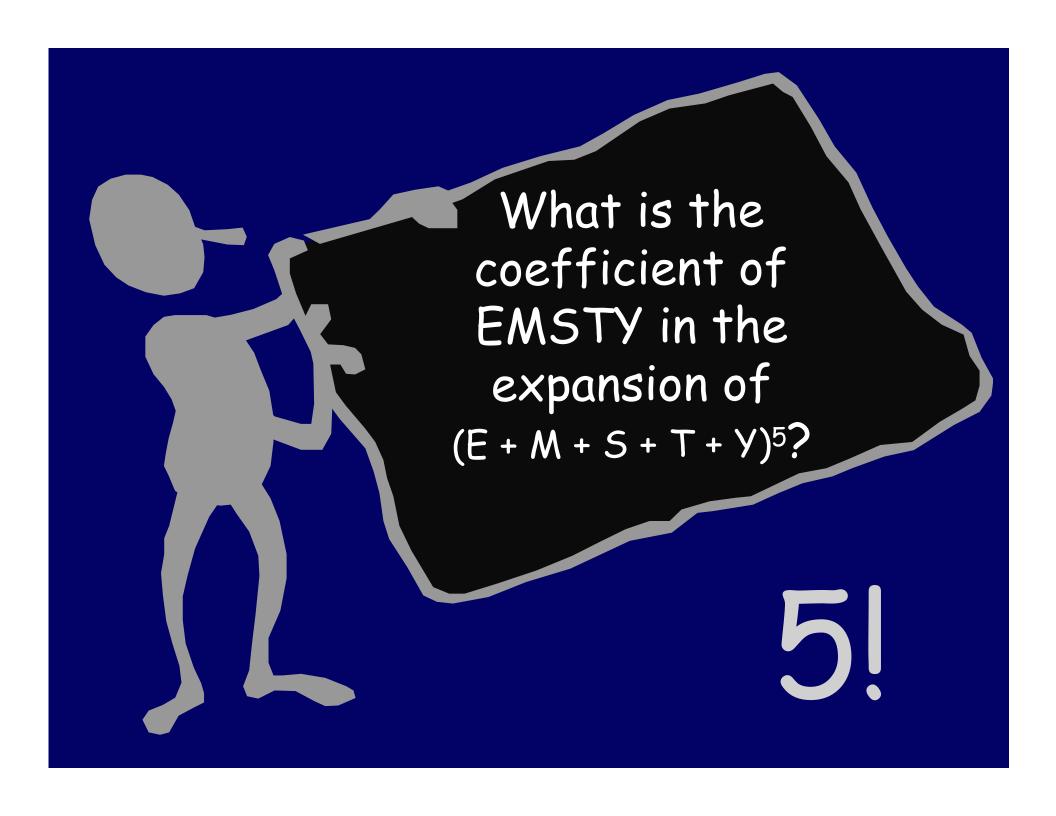
$$(1+X)^0 = 1$$

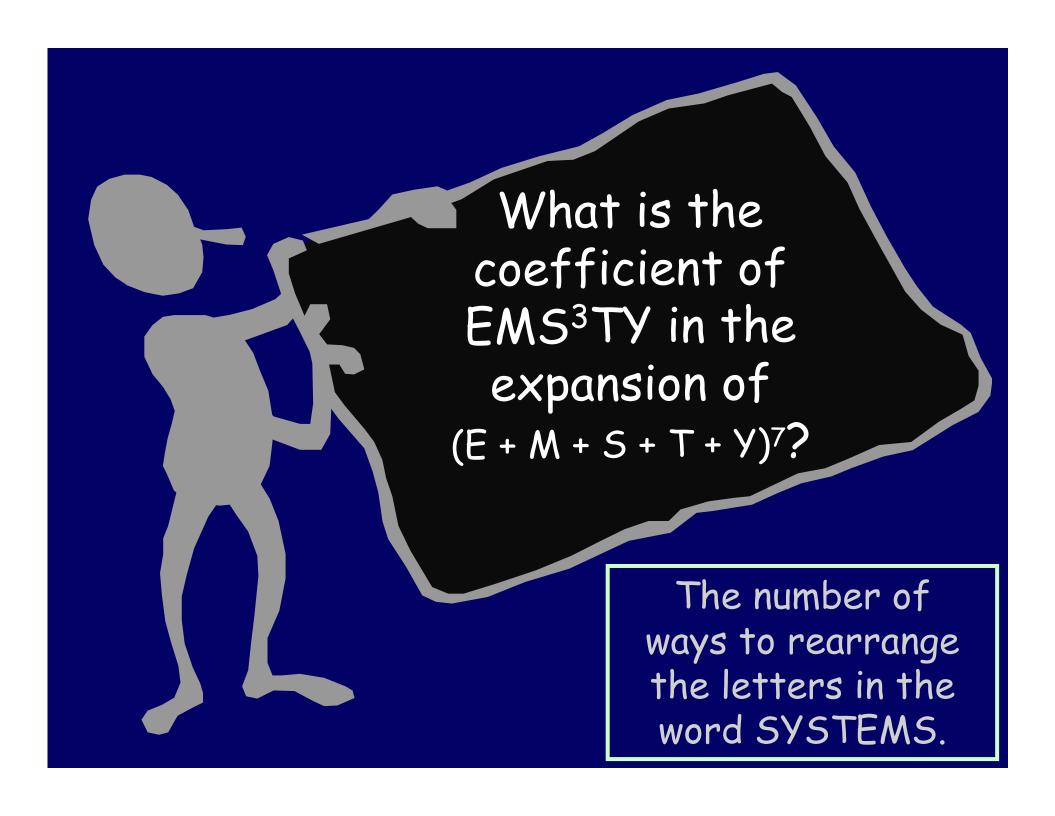
 $(1+X)^1 = 1+1X$
 $(1+X)^2 = 1+2X+1X^2$
 $(1+X)^3 = 1+3X+3X^2+1X^3$
 $(1+X)^4 = 1+4X+6X^2+4X^3+1X^4$

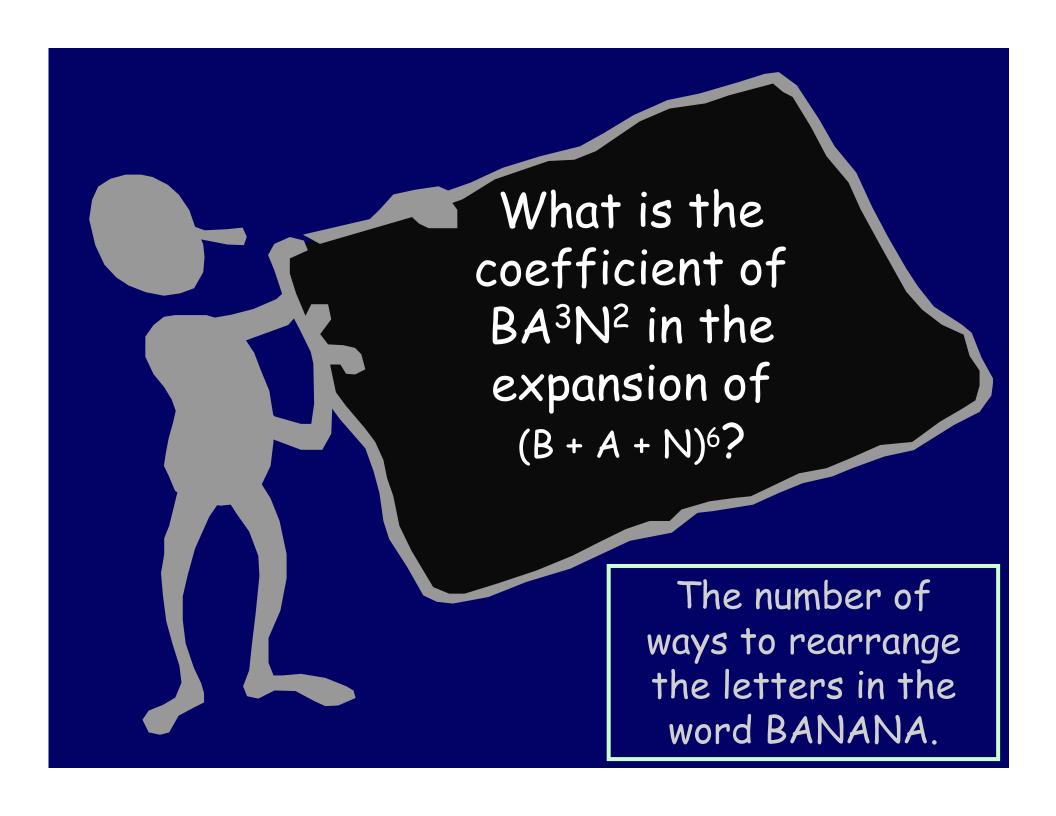
The Binomial Formula

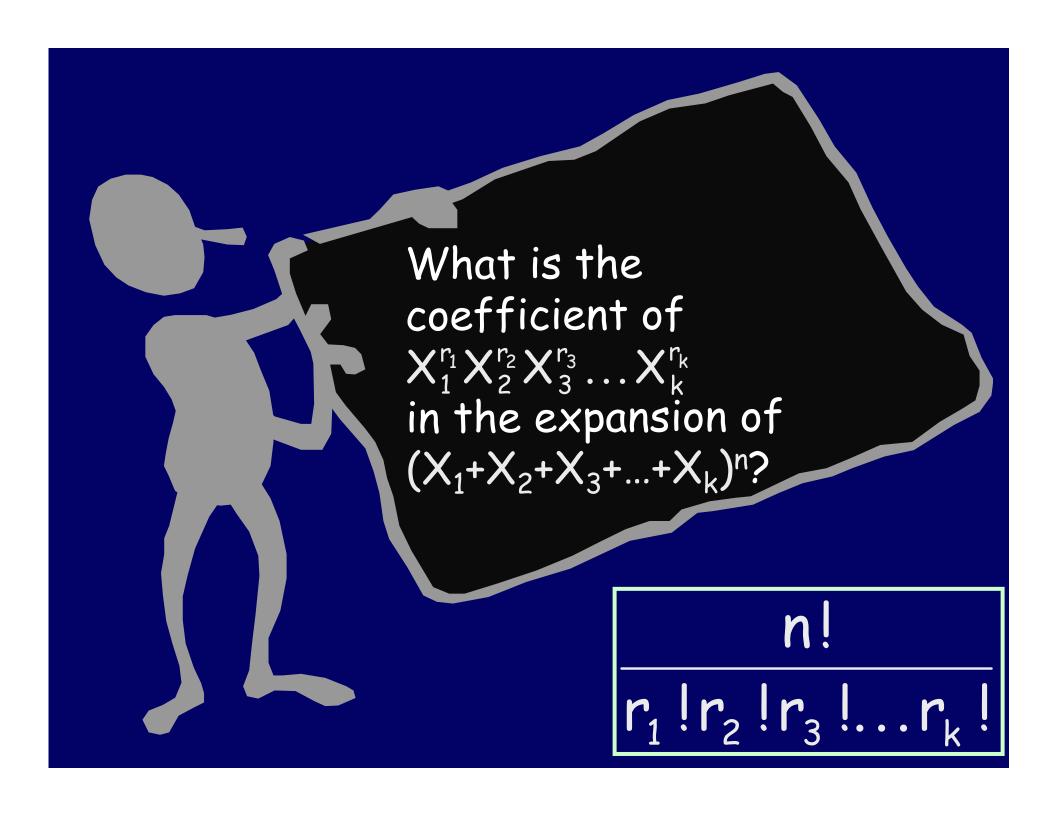
$$(X+Y)^n = \binom{n}{0} X^0 Y^n + \binom{n}{1} X^1 Y^{n-1} + \binom{n}{2} X^2 Y^{n-2} + \ldots + \binom{n}{k} X^k Y^{n-k} + \ldots + \binom{n}{n} X^n Y^0$$

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





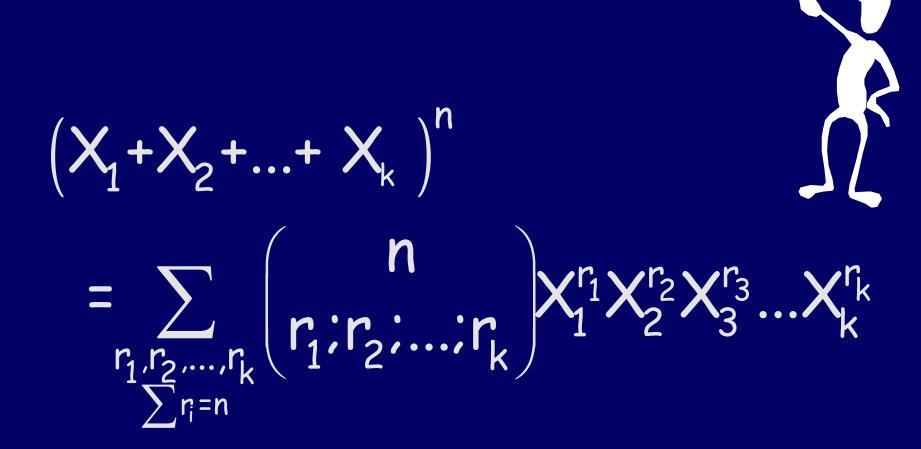


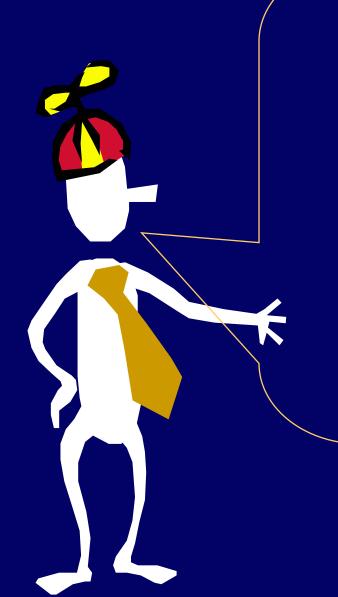


Multinomial Coefficients

$$\begin{pmatrix} n \\ k; n-k \end{pmatrix} = \begin{pmatrix} n \\ k \end{pmatrix}$$

The Multinomial Formula





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

References

Applied Combinatorics, by Alan Tucker