# CompSci 230 Discrete Math for Computer Science Counting II



November 7, 2013

Prof. Rodger

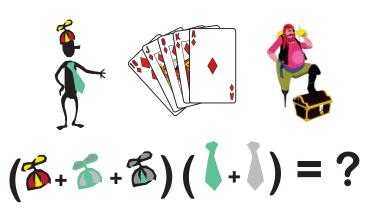
Lecture adapted from Bruce Maggs/Lecture developed at Carnegie Mellon, primarily by Prof. Steven Rudich.

#### Announcements

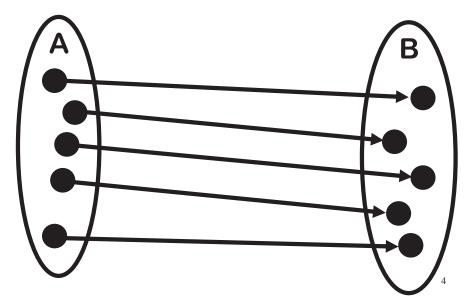
- Read for next time Chap. 6.5-6.6
- Homework 6 due Tuesday
- Recitation this week bring laptop

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### Counting II: Recurring Problems and Correspondences



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



### **Correspondence Principle**

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

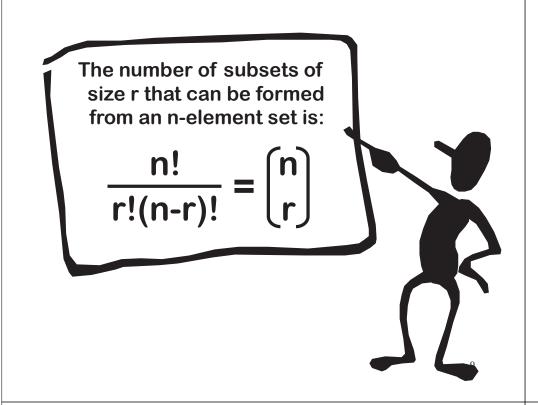
If a finite set A has a k-to-1 correspondence to finite set B, then |B| = |A|/k

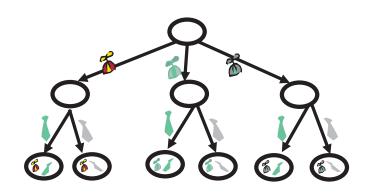
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The number of subsets of an n-element set is 2<sup>n</sup>.



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.





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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### **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  $P_1P_2P_3...P_n$  objects of type S 11

### 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 52<sup>nd</sup> 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

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Am I creating objects of the right type?

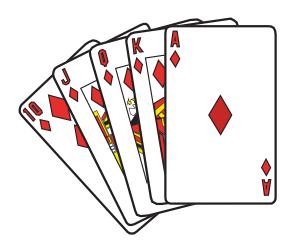
Can I reverse engineer my choice sequence from any given object?



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:

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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

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#### **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 rank 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
Choices for rank? Possible suits?

# 4 of a Kind Choices of rank? Other choices?

Flush
Choices of suit? Choices of cards?

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## Straight Choices of lowest card? Suits?



# 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, which requires  $\lceil \log_2(2,598,560) \rceil = 22$  bits

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#### 22 Bits is OPTIMAL

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

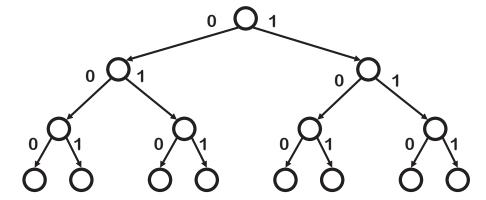
Thus there are more poker hands than there are 21-bit strings

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

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### Binary (Boolean) Choice Tree

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

Usually the choices are labeled 0 and 1

#### 22 Bits is OPTIMAL

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

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<sup>k</sup>



# 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<sup>k</sup>



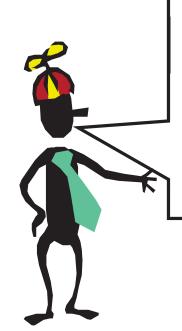
#### **ONGOING MEDITATION:**

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"?

#### **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

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#### **SYSTEMS**

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

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

$$\begin{pmatrix} n \\ r_1 \end{pmatrix} \begin{pmatrix} n - r_1 \\ r_2 \end{pmatrix} \cdots \begin{pmatrix} n - r_1 - r_2 - \dots - r_{k-1} \\ r_k \end{pmatrix} \\
= \frac{n!}{(n - r_1)! r_1!} \frac{(n - r_1)!}{(n - r_1 - r_2)! r_2!} \cdots \\
= \frac{n!}{r_1! r_2! \dots r_k!}$$

#### **DUKEBLUEDEVILS**

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

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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

GG/G//GGGGGGGGGGGGG/

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 /'s

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



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

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

# How many integer solutions to the following equations?

$$x_1 + x_2 + x_3 + ... + x_n = k$$
  
 $x_1, x_2, x_3, ..., x_n \ge 0$ 

#### **Identical/Distinct Dice**

Suppose that we roll seven dice

0

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0



0



How many different outcomes are there, if order matters?

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

# How did we get that last one, when order doesn't matter?

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#### **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:** 

### **Counting Multisets**

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

#### **Back to the Pirates**



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

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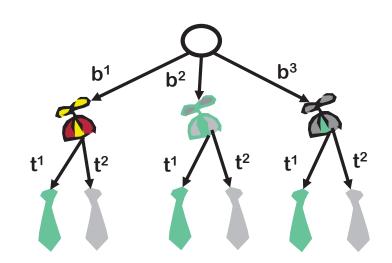
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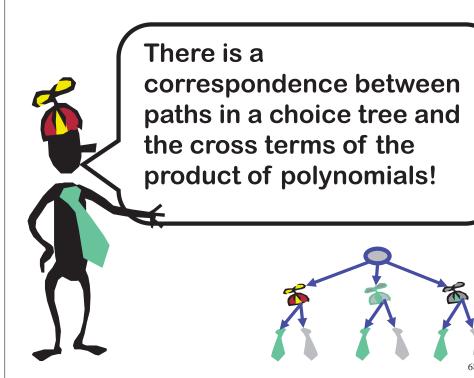
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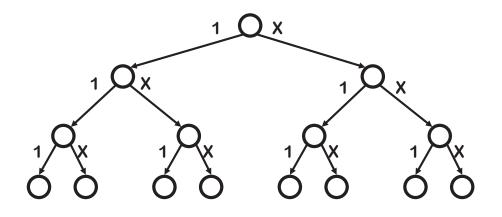
### Polynomials Express Choices and Outcomes

**Products of Sum = Sums of Products** 





### Choice Tree for Terms of (1+X)<sup>3</sup>



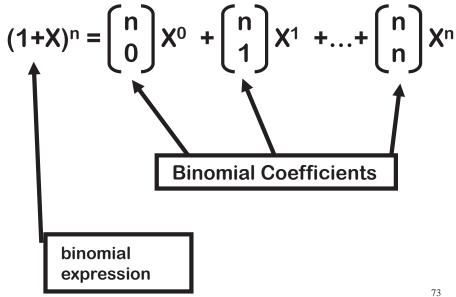
Combine like terms to get:

### 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 2<sup>n</sup> 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

#### The Binomial Formula



#### The Binomial Formula

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

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

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

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

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

Coefficients?

#### The Binomial Formula

$$(X+Y)^{n} = {n \choose 0} X^{n}Y^{0} + {n \choose 1} X^{n-1}Y^{1}$$

$$+ \dots + {n \choose k} X^{n-k}Y^{k} + \dots + {n \choose n} X^{0}Y^{n}$$

The Binomial Formula

Note: The Binomial Formula what is the second seco

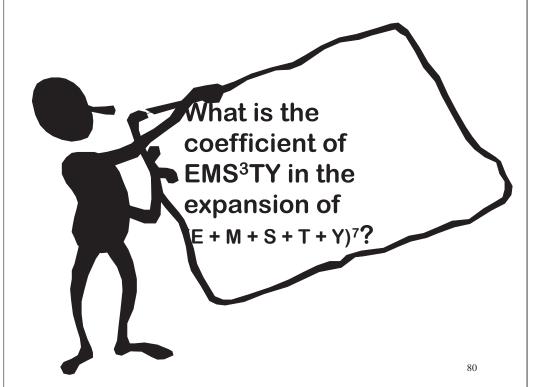
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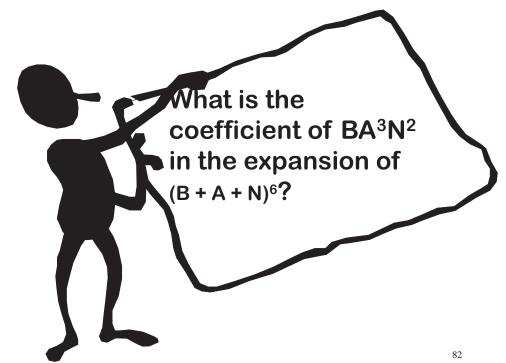
$$(X+Y)^n = \sum_{k=0}^n \binom{n}{k} X^{n-k} Y^k$$

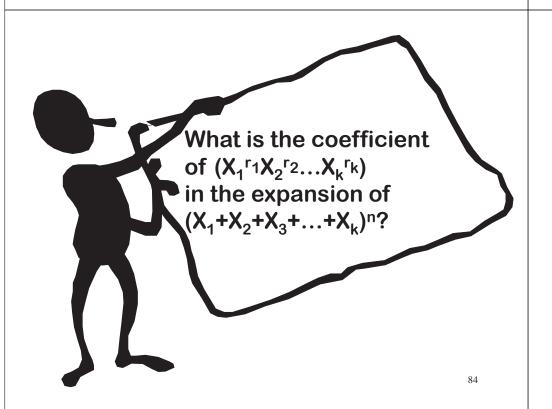


What is the coefficient of EMSTY in the expansion of (E+M+S+T+Y)<sup>5</sup>?

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