

Today's Content

1. Addition & Multiplication rules
2. Permutation Basics
3. Combination Basics
4. Pascal Triangle

Addition Rule: OR +

Ex1: Given 4 boys & 3 girls how many ways he can pick a single person

7 : Boy OR Girl:

$$4 + 3 = 7$$

Multiplication Rule: AND

Ex1: Given 4 boys & 3 girls how many different pairs can be informed

Boys: Girls

Boy and Girl

B₁

G₁

4

*

3

=

12

B₂

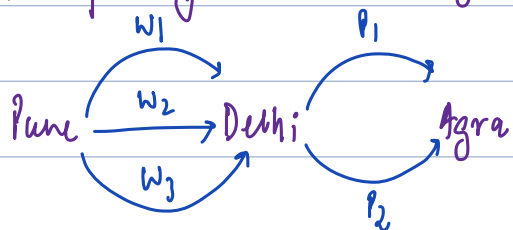
G₂

B₃

G₃

B₄

Ex2: No: of ways to reach Agra from Pune via Delhi



Pune → Delhi & # Delhi → Agra

3

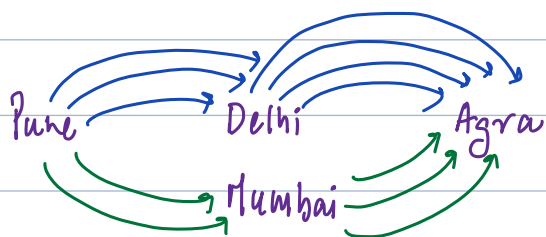
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2

=

6 ways

Q: Ways to reach Pune to Agra



Pune → Agra via Delhi or # Pune → Agra via Mumbai

Pune → Delhi & Delhi → Agra

+

Pune → Mumbai & Mumbai → Agra

3

*

2

+

2

*

3

12

+

6

=

18

Permutation: #ways to arrange {order matter}

Pair (i, j) (j, i) : Different

#ways to arrange: $P_1 P_2 P_3$

$P_1 P_2 P_3$

$P_1 P_3 P_2$

$P_2 P_1 P_3$

$P_2 P_3 P_1$

$P_3 P_1 P_2$

$P_3 P_2 P_1$

~~P_1~~ ~~P_2~~ P_3

$$3 * 2 * 1 = 6 \text{ ways}$$

Keep: person in 1st pos and

Keep: person in 2nd pos and

Keep: person in 3 pos

#ways to arrange: 4 people

$$4 * 3 * 2 * 1 = 4! = 24 \text{ ways}$$

$$P_1 \begin{bmatrix} P_2 & P_3 & P_4 \end{bmatrix} = 6$$

$$P_2 \begin{bmatrix} P_1 & P_3 & P_4 \end{bmatrix} = 6$$

$$P_3 \begin{bmatrix} P_1 & P_2 & P_4 \end{bmatrix} = 6$$

$$P_4 \begin{bmatrix} P_1 & P_2 & P_3 \end{bmatrix} = 6$$

24

Q2: Ways to arrange: N people

$$N * N-1 * N-2 * \dots * 1 = N!$$

#Ways to arrange 2 from 4 people: $4 * 3 = 12$

$P_1 P_2$

$P_1 P_3$

$P_1 P_4$

$P_2 P_1$

$P_2 P_3$

$P_2 P_4$

$P_3 P_1$

$P_3 P_2$

$P_3 P_4$

$P_4 P_1$

$P_4 P_2$

$P_4 P_3$

$P_4 P_1$

$P_4 P_2$

$P_4 P_3$

$P_4 P_4$

$P_4 P_4$

$P_4 P_4$

$P_4 P_4$

$P_4 P_4$

#Way to arrange 3 from 5 people:

$$5 * 4 * 3 = 60 \text{ ways.}$$

$N P_R$: Permutation: (Arrangement)

ways to arrange r from N people.

$$\frac{N}{1^{st}} \times \frac{N-1}{2^{nd}} \times \frac{N-2}{3^{rd}} \times \frac{N-3}{4^{th}} \times \frac{N-4}{5^{th}} \dots \frac{N-r+1}{r^{th}}$$

$$\text{ways} = \frac{N \times N-1 \times N-2 \times N-3 \times \dots \times N-r+1}{N-r \times N-r-1 \times N-r-2 \times \dots \times 1}$$

$$N P_R = \frac{N!}{(N-R)!} \left\{ \begin{array}{l} \text{\# ways to arrange:} \\ R \leq N. \end{array} \right. \quad \begin{array}{l} P: \text{Permutation / Arrangement / Order} \\ \text{Us} \end{array}$$

Permutation: Arrangement: Order

Combination: Selection: Order doesn't matter

Combination: #ways to select {order won't matter}

$\{(i,j) \rightarrow (j,i)\}$ Both are same

Say 4 people how many ways we can select 2 people.

$P_1 \ P_2 \ P_3 \ P_4$

$\frac{P_1}{P_1} \ \frac{P_2}{P_2} \quad \frac{P_2}{P_2} \ \frac{P_3}{P_3}$

$\frac{P_1}{P_1} \ \frac{P_3}{P_3} \quad \frac{P_2}{P_2} \ \frac{P_4}{P_4}$

$\frac{P_1}{P_1} \ \frac{P_4}{P_4} \quad \frac{P_3}{P_3} \ \frac{P_4}{P_4}$

} Order doesn't matter only selection matters.

Say 4 people how many ways we can select 3 people.

$P_1 \ P_2 \ P_3 \ P_4 :$

$P_1 \ P_2 \ P_3$

$P_1 \ P_2 \ P_4$

$P_1 \ P_3 \ P_4$

$P_2 \ P_3 \ P_4$

Corollary:

Arrangement

Selection

$n=4$, arrange 3

$3!$

1

$4!$

$n=4$

$${}^N P_R = \frac{4!}{1!}$$

$$n \times 3! = 4!$$

$$n = \frac{4!}{3!} = \frac{24}{6} = 4$$

nCr : Number of ways to select {order*} r from N .

Arrangement Selection.

Arrange r from N :
$$\left. \begin{array}{ccc} & r! & 1 \\ & \swarrow & \searrow \\ nPr & & n \\ & \nwarrow & \nearrow \\ & r & \end{array} \right\} n * r! = nPr$$
$$n = \frac{nPr}{r!} = \frac{n!}{(n-r)! * r!}$$

$$nC_r = \left\{ \begin{array}{l} \text{\#ways to select } r \text{ from } N \end{array} \right\} = \frac{n!}{(n-r)! * r!}$$

r C: Combination/Selection/Order Not

Properties:

1. #ways to select 0 from N : $nC_0 = \frac{n!}{(n-0)! * 0!} = \frac{n!}{n!} = 1$

2. #ways to select N from N : $nC_N = \frac{n!}{(n-n)! * n!} = \frac{\cancel{n!}}{0! * \cancel{n!}} = 1$.

3. #ways to select $N-r$ from N :

$$nC_r = nC_{N-r}$$

Special Property:

Ways to select R from N

$\underline{p_1} \quad \underline{p_2} \quad \underline{p_3} \quad \dots \quad \underline{p_{n-1}} \quad \underline{p_n} : N \text{ people.}$

$${}^N C_R = {}^{N-1} C_{R-1} + {}^{N-1} C_R$$

Ex: $N=6 \quad R=4$

$${}^6 C_4 = {}^5 C_3 + {}^5 C_4$$

$$15 = 10 + 5$$

obs:

Maths:

$$N! = N * (N-1)!$$

$$R! = R * (R-1)!$$

$$(N-R)! = (N-R)(N-R-1)!$$

$$\frac{N!}{(N-R)! * R!} = \frac{(N-1)!}{(N-R-1)! * R!} + \frac{(N-1)!}{(N-R)! (R-1)!}$$

$$= \frac{(N-1)!}{(N-R-1)! * R * (R-1)!} + \frac{(N-1)!}{(N-R)(N-R-1)! * (R-1)!}$$

$$= \frac{(N-1)!}{(N-R-1)! * (R-1)!} \left[\frac{1}{R} + \frac{1}{N-R} \right]$$

$$= \frac{(N-1)!}{(N-R-1)! * (R-1)!} \left[\frac{N-R}{R * (N-R)} + \frac{R}{R * N-R} \right]$$

$$= \frac{(N-1)!}{(N-R-1)! * (R-1)!} \left[\frac{N-R+R}{R * (N-R)} \right]$$

$$= \frac{(N-1)!}{(N-R-1)! * (R-1)!} * \frac{N}{R * (N-R)} \longrightarrow \frac{N!}{R! * (N-R)!} = {}^N C_R$$

Pascal Triangle:

Given N , return $\text{mat}[N][N]$

if $i = j$: $\text{mat}[i][j] = iC_j$

if $i < j$: $\text{mat}[i][j] = 0$

Ex: $N = 5$ $\text{mat}[5][5]$

		j	0	1	2	3	4			j	0	1	2	3	4
i	0	1	0	0	0	0	0	i	0	0C_0	0	0	0	0	0
	1	1	1	0	0	0	0		1	1C_0	1C_1	0	0	0	0
	2	1	2	1	0	0	0		2	2C_0	2C_1	2C_2	0	0	0
	3	1	3	3	1	0	0		3	3C_0	3C_1	3C_2	3C_3	0	0
	4	1	4	6	4	1	0		4	4C_0	4C_1	4C_2	4C_3	4C_4	0

Constraints: $1 \leq N \leq 22$

`int[][] Pascal(int N)`

```
int mat[N][N];
for (int i = 0; i < N; i++) {
    for (int j = 0; j < N; j++) {
        if (i < j) mat[i][j] = 0;
        else {
            mat[i][j] = iCj;
        }
    }
}
return mat;
```

$$\# {}^NC_2 = \frac{N(N-1)}{2}$$

Issue:

Ex: $N = 22$, $\text{mat}[22][22]$

$$\begin{aligned} \text{Calculate } \text{mat}[21][2] &= {}^{21}C_2 = \frac{21!}{19! * 2!} = \frac{21 * 20 * 19 * 18 * \dots * 1}{19! * 2!} \end{aligned}$$

→ overflow

Idea:

$$N_C = N-1_C + N-1_C$$

$R \qquad R \qquad R-1$

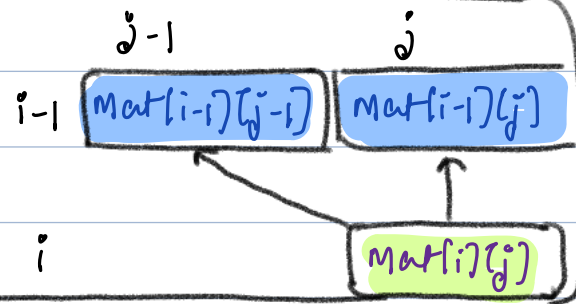
$N: i \quad R: j$

$$i_C = i-1_C + i-1_C$$

$j \qquad j \qquad j-1$

$$\text{Mat}[i][j] = \text{Mat}[i-1][j] + \text{Mat}[i-1][j-1]$$

if $i \neq 0$ & $j \neq 0$



Trav: $N=5 : \text{mat}[5][5]$

$j:$	0	1	2	3	4
$i:$ 0	1	0	0	0	0
$i:$ 1	1	1	0	0	0
$i:$ 2	1	2	1	0	0
$i:$ 3	1	3	3	1	0
$i:$ 4	1	4	6	4	1

int() Pascal (int N) { TC: $O(N^2 \times 1) = O(N^2)$ SC: $O(1)$

int mat[N][N];

for (int i = 0; i < N; i++)

for (int j = 0; j < N; j++)

if (i & j) $\text{mat}[i][j] = 0;$

else if ($j=0$ || $i=0$) $\text{mat}[i][j] = 1;$

else $\text{mat}[i][j] = \text{mat}[i-1][j] + \text{mat}[i-1][j-1];$

return mat;

}