

翅后数学

1. 组合恒等式

11) 三字 Ci =2" L=或校理)

12) 完 Ci = Cht Cht) (1,2,-,nt) 中选 H1个元素

拖最大元素场类, 若最大的山,则有公种选进, 再对试和即以

LS) E Cin Cin = Citm nf 红斑, m/蓝斑, 从中选片斑 3 PHS

LHS: 换红球、蓝球个数分类 近红+r-1个蓝,对试和 => LHS

(4) Ch Ch-r = Ch Ck

题 23. 若非空集合 $A \subset \{1, 2, 3, ..., n\}$ 满足 $|A| \leq \min_{x \in A} x$. 则称 A 为 n 级好集合. 记 a_n 为 n 级好集合的个数. 求 证: 对一切正整数 n, 都有 $a_{n+2} = a_{n+1} + a_n + 1$.

At: LAI = xin X

为法1:25于1A1-16, \$\$\$ X > K, \$\$\$元素取值于{K,此,一对 老n-kt)ck,划有Chull/khtake自,若ken-kt)かke性, a= ここChkel 当n偈: 脸n=2m, am+2= 器 Csm+3-K+1 = Csm+2 + Csm+2 + ···+ Cm+2

用Ci-Ci+Ci 遍推

= (Czmej + Gmej) + (Gint Csm) + ... + (Cmei+ Cnt) = (Can+1+ (2m+ ···+ (m+1) + 1+ Gm+ G2m+ + ···+ Gm+1)
azm+1 / azm = azen+1 + azen +1,

当n奇: 造n=2m+, 2y azne = Czm+1 + Gim + ···+ Cm+1

= (Cant Gin)+ (Comy+ Com)+--+ (Cont Con) = CGm + Gran + --- + Cmy+1+ (Gm + Gm; +--+ Cm) = asm + azm + +1, V

名话2: ant2 = ant1 + an +1

1° 若叫2月日,这样的好更多个数为anel

20 Hatt GA A (nt2) = A', 1A1 5 TEAX

u) (18132, LA)=181-1 且 min xx变, 1815minx 十

作映射·A-1=(*1) xeA'), (A") = xeA" x

121 1A1=1 => A=(n+2)

. ant2 = ant1 (n+2 & A) + an (n+2 & A, (A/2) + (A=(n+2))

题 24. 一个无现场的整数列 a_0, a_1, \ldots, a_n (不需要两两不 同)满足如下性质: 对任意整数 $i \ge 0$ 都有 $0 \le a_i \le i$, 并 且对任意整数 $k \ge 0$ 都有

$$C_k^{a_0} + C_k^{a_1} + \ldots + C_k^{a_k} = 2^k$$

证明: 任意正整数 $N \geq 0$ 都会出现在这个数列里 (即对 任意 $N \ge 0$, 都存在一个 $i \ge 0$ 满足 $a_i = N$).

解: 1° ak=k =) 二次才定理 k=0: (2°=2°=1 =) ao=0

1633 = as=1就2, K=4= ax=1就多 推播比视到用的编辑

证明: 归纳证明 01,一: 4 有如话物:

0,1,-··, r-1 ← rig ① r>kr4(=) 2r7/41 0.1,···, k-r ← K-rtl 该②

120, U, is k=m At 2, 23] k=m+1

Contit Contitue + Contitue = 2m+1

US = (Cons) + Cons) + -.. + Cons) + (Cons) + Cons) + cons) + cons) + cons)

= C Cont + Cont + -.. + Cont + Cont + cont + cont + cont) + Cont)

bo上 Comi 之后括号部市即为二段就选强

:- Chit = Chit => ant = + (40+) \$ mtl-+ (40+)

母函数:

这义· [am] n=o 在义母函数 fu)== an x"

例26: 成为+为+…+从=内非成整数新个数

正常做法:隔极法,心比的个球中间较加个局极 > Chil

母函数做法:老品.fan=U+x+2+11) - (盖的) fan的对级系数即原始生物整的个数

l理由: 不可顶突为从比(CHX+xxx···)中的制造出一识,这些顶层的和为n)

当以151, 是水·台, f(x)=(青) = 一点,

对一一二十十十十一、西边龙水

(K-1)! = (K-1)! + (K-1+1)! x + (K-1+2)! x2 + ... + (K-1+n)! xn + ...

=) an = (k+n-1/1) = Cntled

例幻:对IXn用 R. Y-B三种颜色染色,R格子有仍数个,B格子只有个。求为案数

考虑fun = (1+ 篇+ 篇+…)·(x+至+至+…)·(1+x+至+五;+…)

P格子

B格子

Y格子

(除以片是除以片的色格的顺序)

ex= 1+x+= + + + + - " fox = ex+e-x cex-11ex = 1 Leix ex-11

其中X地面系数为としまる一部十六人 an= をくずーかけかりはかかか格とりを手)=をはかとりもり

何以: 有n枚硬币, 电桌上, 若正面朝上则较进存钱捷, 其气生复比操作, 求提作众数的期望

没期望着的,有价值的上概率 Ci2m ⇒en=是 Ci2 (e;+1) √=1+2m 是 Cie;

全和=笔箭对,将的连推代人

for= = = CH 2" = Cheil

= en-1 + \ = = Chei - (2)

二色一十五三四点 (交换成物等)

= ex-1 + = ex-1 = (x/1)

= ex-1 + \(\frac{1}{2} \\ \frac{1}{

= ex-1+(是 監(型))ex = ex-1+exf(型)

e-xfun= 1-e-x + e-xfux), & gow = e-x fux)

gum = 1-e-x+gux gu) = eofu) = 0

god)=1-e=x+gox)= (1-e-x)+(1-e-=)+,gox)= --

fax)=exs(x),其心成多数的是Ch 1: 1-24

=> en = = = Ch (4) ==

卡格兰数 满 公司

处29-anam中在n1+1,n1-1, HESUMAai+2+~+1~1~1~10



红与蓝新迹 -- 对应

红:n+1个+11m1个-) 老品第一次走到y-160情况(设为第1号)

全 a;= {-bi, l≤i≤k → ss轨缸为蓝线

一红,蓝轨迹--对左

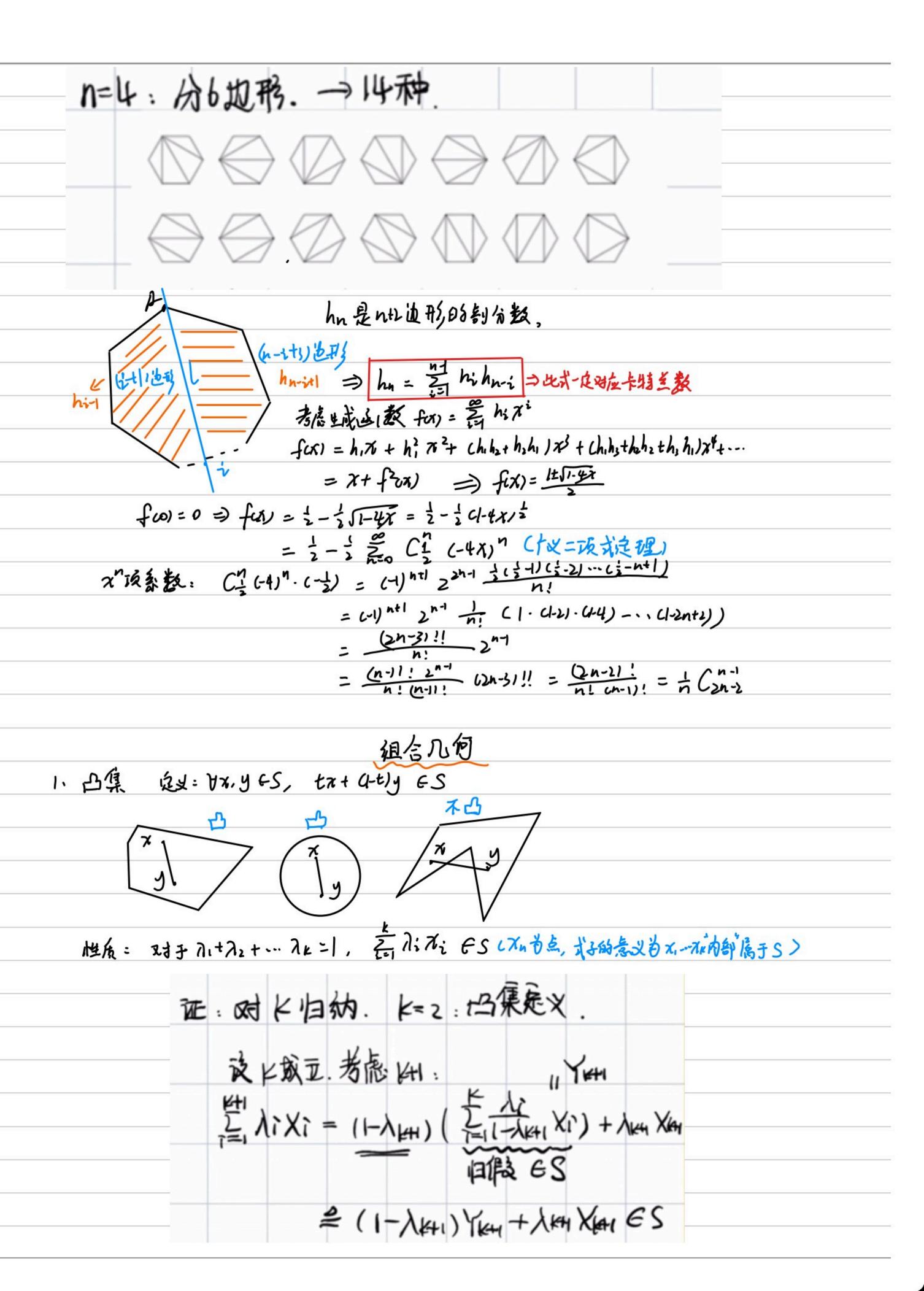
红:Conf & (送加上在向上)

心 满条纤的店对看:

Gin - Gin = 前 Gin = 卡塔兰数

11-1来对角截.分 11-12边形. 分成 n个三栅。

分孩有 th Chi种 (三部的分数)



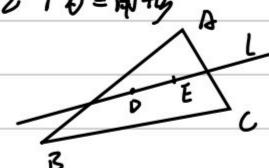
这义:点像X:凸包: S:{盖tixi|xiex,盖tizi,tizi] 1°5为凸集 傷验证 2°5是包括 心的最小凸集

性饭34:平面上不英面的5个点,一定存在4个点组成一个凸凹边形

证明: 拉巴包形状讨论,设凸包书户

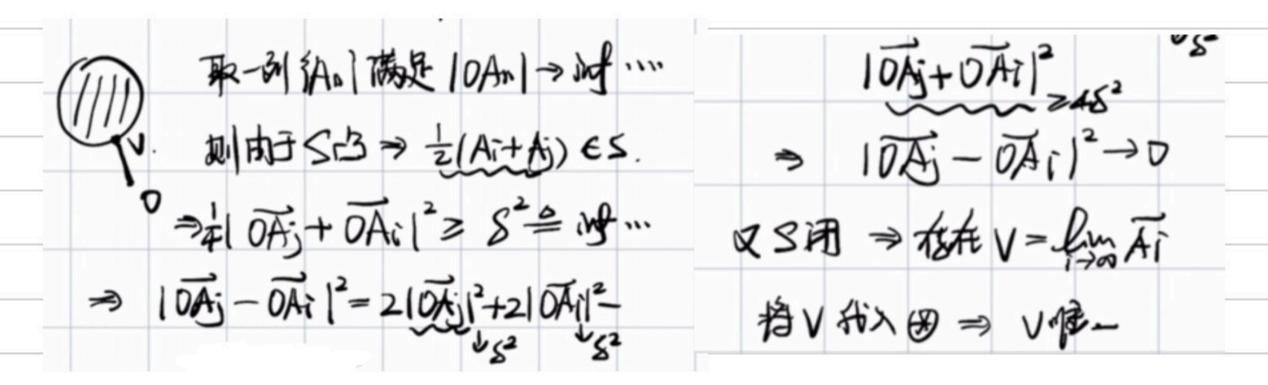
1° P为四色形/玉边积,选凸包4份点点

20 P为=角形 A

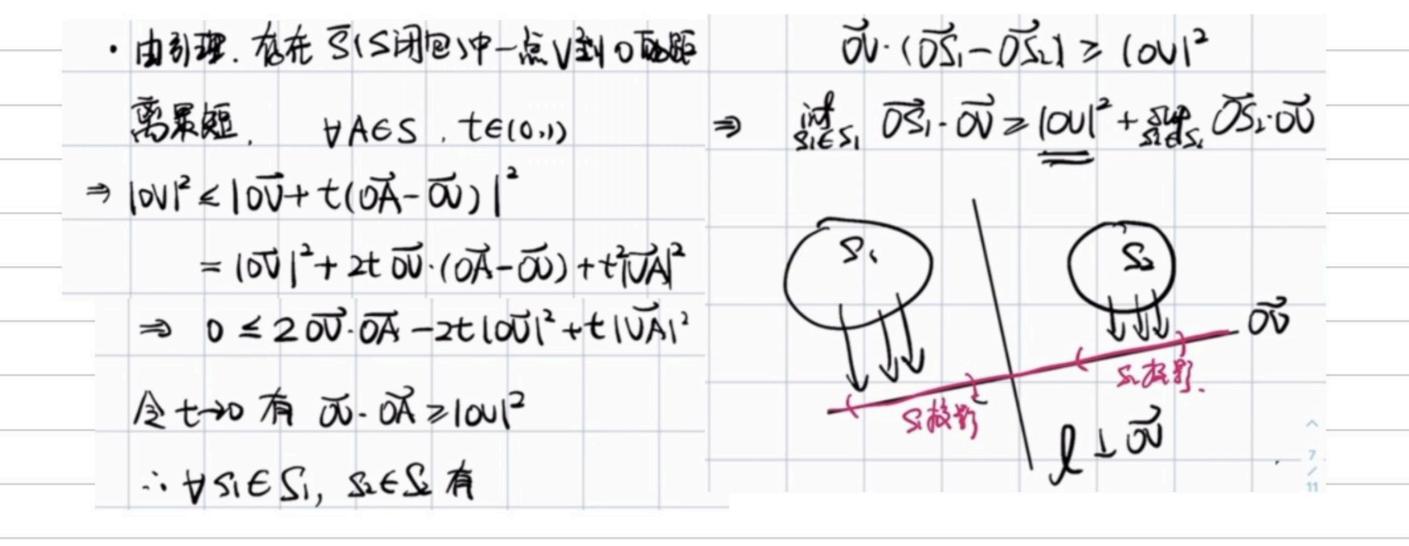


DECB构成四回的形

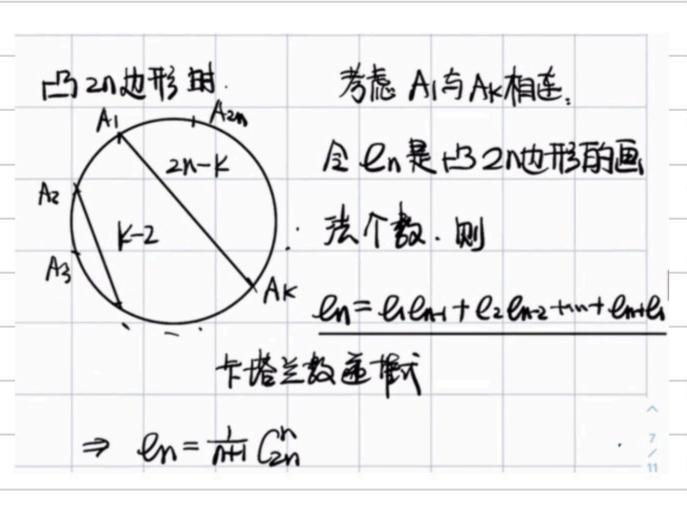
这理 35、对于两个不交的凸集 Si、Sz, det-各直线 l 鸠两者分开 证:引理:对闭凸集S, 存在唯一点 VGS, 使 lov) = inf{10a1] AGS}



国到原廷理, 注义 S = (5,-52) 5, e S, 52 e S2)



题 36. 设 S 是平面上的 16 个点组成的集合, 记 $\chi(S)$ 为 在以 S 中的点为端点画 8 条线段的画法总数, 满足没有任意两条线段都不相交, 也不共顶点. 对所有 S, 求 $\chi(S)$ 的最小可能值.



続けし上-点P.

梅尔加2n-1个点按与P形成配解表示

画 形成 A1. A2. … A2n-1.

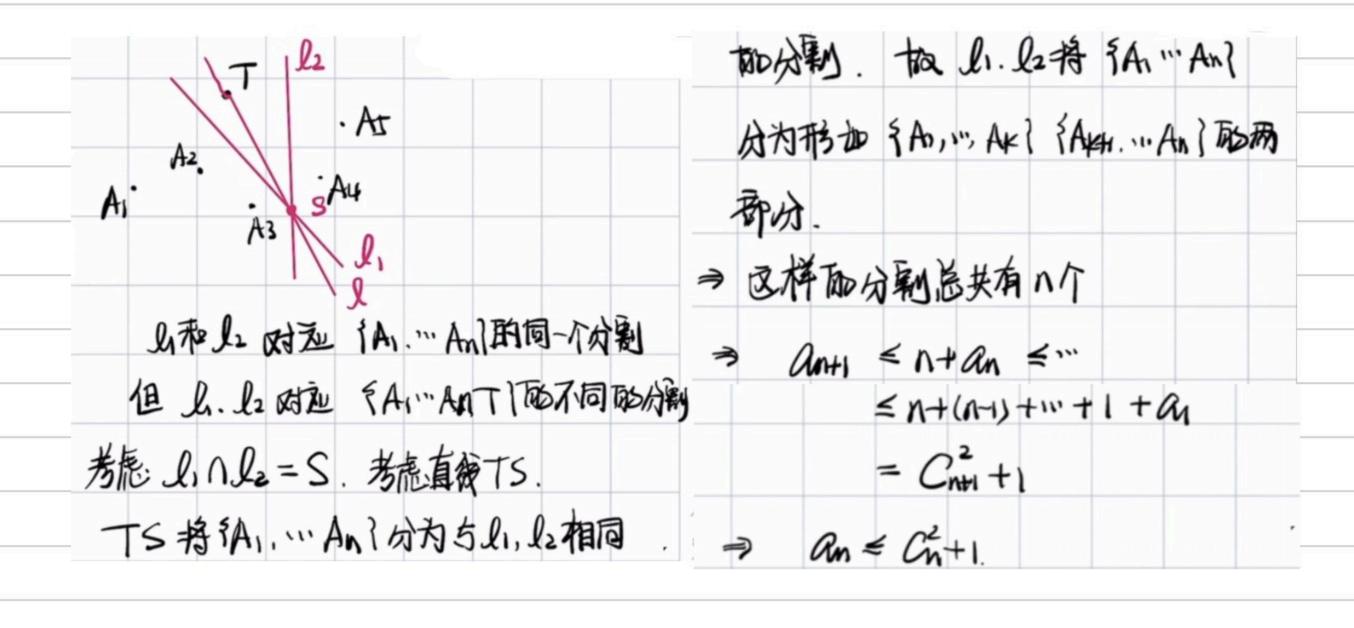
政 P 勾 A2k+1 相连. 特国形分为标名

enter 24 和 2n-2k-2个点.

及 Cn 是 串 n介を特兰故.

※ (S) = G Cn++ C1 Cn2+… + Cn+G (旧統 = Cn.

题 37. 在平面内,有限点集的分割是指将点集分成两个不相交的子集 A, B, 使得存在一条直线不经过任意集合中的任意点且集合 A 中所有的点在直线的一侧,集合 B 中的所有点在另一侧. 求平面内 n 个点的集合的分割个数的最大值.



代数组合

Given a finite set S and integer $k \ge 0$, let $\binom{S}{k}$ denote the set of k-element subsets of S. A multiset may be regarded, somewhat informally, as a set with repeated elements, such as $\{1, 1, 3, 4, 4, 4, 6, 6\}$. We are only concerned with how many times each element occurs and not on any ordering of the elements. Thus for instance $\{2, 1, 2, 4, 1, 2\}$ and $\{1, 1, 2, 2, 2, 4\}$ are the same multiset: they each contain two 1's, three 2's, and one 4 (and no other elements). We say that a multiset M is on a set S if every element of M belongs to S. Thus the multiset in the example above is on the set $S = \{1, 3, 4, 6\}$ and also on any set containing S. Let $\binom{S}{k}$ denote the set of k-element multisets on S. For instance, if $S = \{1, 2, 3\}$ then (using abbreviated notation),

$$\binom{S}{2} = \{12, 13, 23\}, \ \binom{\binom{S}{2}}{2} = \{11, 22, 33, 12, 13, 23\}.$$

We now define what is meant by a graph. Intuitively, graphs have vertices and edges, where each edge "connects" two vertices (which may be the same). It is possible for two different edges e and e' to connect the same two vertices. We want to be able to distinguish between these two edges, necessitating the following more precise definition. A (finite) $graph\ G$ consists of a $vertex\ set\ V = \{v_1, \ldots, v_p\}$ and $edge\ set\ E = \{e_1, \ldots, e_q\}$, together with a function $\varphi: E \to \binom{v}{2}$. We think that if $\varphi(e) = uv$ (short for $\{u, v\}$), then e connects u and v or equivalently e is incident to u and v. If there is at least one edge incident to u and v then we say that the vertices u and v are adjacent. If $\varphi(e) = vv$, then we call e a loop at v. If several edges $e_1, \ldots, e_j\ (j > 1)$ satisfy $\varphi(e_1) = \cdots = \varphi(e_j) = uv$, then we say that there is a $multiple\ edge$ between u and v. A graph without loops or multiple edges is called simple. In this case we can think of E as just a subset of $\binom{v}{2}$ [why?]. ϱ

The *adjacency matrix* of the graph G is the $p \times p$ matrix A = A(G), over the field of complex numbers, whose (i, j)-entry a_{ij} is equal to the number of edges incident to v_i and v_j . Thus A is a real symmetric matrix (and hence has real eigenvalues) whose trace is the number of loops in G. For instance, if G is the graph

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① trace: Zaii :由定义, 显然 心为为计点的 loop数, 外矩阵的血为总loop数 then

$$A(G) = \begin{bmatrix} 2 & 1 & 0 & 2 & 0 \\ 1 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 2 & 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 & 1 \end{bmatrix}.$$

A walk in G of length ℓ from vertex u to vertex v is a sequence $v_1, e_1, v_2, e_2, \ldots, v_\ell, e_\ell, v_{\ell+1}$ such that:

- Each v_i is a vertex of G.
- Each e_i is an edge of G.
- The vertices of e_i are v_i and v_{i+1} , for $1 \le i \le \ell$.
- $v_1 = u$ and $v_{\ell+1} = v$.

1.1 Theorem. For any integer $\ell \geq 1$, the (i, j)-entry of the matrix $A(G)^{\ell}$ is equal to the number of walks from v_i to v_j in G of length ℓ .

Proof. This is an immediate consequence of the definition of matrix multiplication. Let $A = (a_{ij})$. The (i, j)-entry of $A(G)^{\ell}$ is given by

$$(A(G)^{\ell})_{ij} = \sum a_{ii_1} a_{i_1i_2} \cdots a_{i_{\ell-1}j},$$

where the sum ranges over all sequences $(i_1, \ldots, i_{\ell-1})$ with $1 \le i_k \le p$. But since a_{rs} is the number of edges between v_r and v_s , it follows that the summand $a_{ii_1}a_{i_1i_2}\cdots a_{i_{\ell-1}j}$ in the above sum is just the number (which may be 0) of walks of length ℓ from v_i to v_j of the form

$$v_i, e_1, v_{i_1}, e_2, \ldots, v_{i_{\ell-1}}, e_{\ell}, v_j$$

(since there are a_{ii_1} choices for e_1 , $a_{i_1i_2}$ choices for e_2 , etc.) Hence summing over all $(i_1, \ldots, i_{\ell-1})$ just gives the total number of walks of length ℓ from v_i to v_j , as desired.