Recursive Counting

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Outline

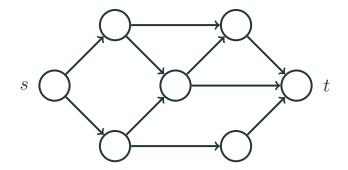
Number of Paths

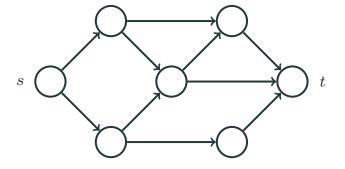
Rule of Product

Back to Recursive Counting

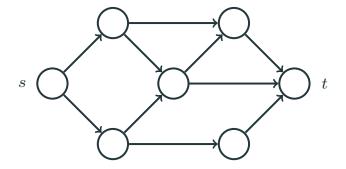
Problem

Suppose there are several points connected by arrows. There is a starting point s (called source) and a final point t (called sink). How many different ways are there to get from s to t?

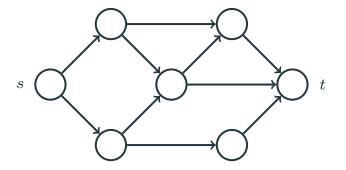




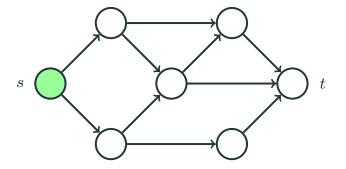
 There are several various paths; how not to miss anything when counting?



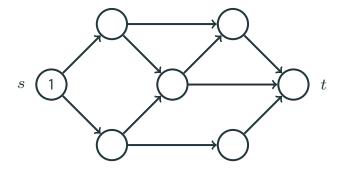
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- We can count them recursively: for each node count the number of paths from s to this node



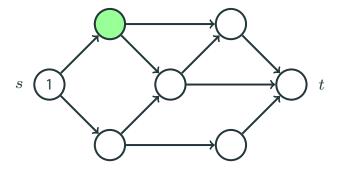
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- We use the rule of sum!



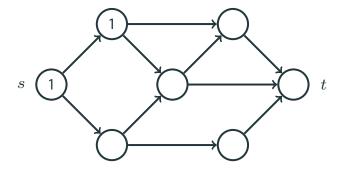
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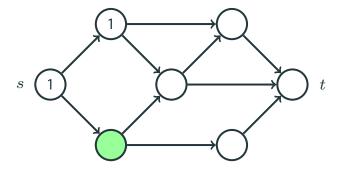
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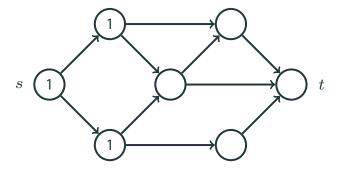
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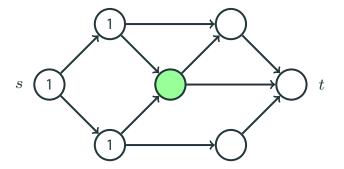
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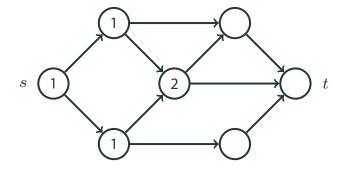
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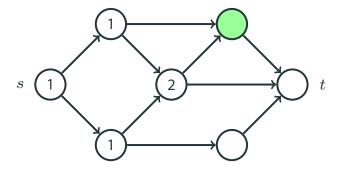
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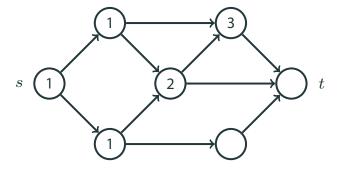
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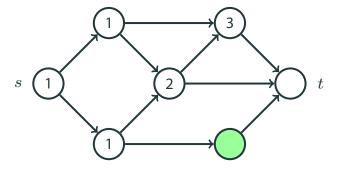
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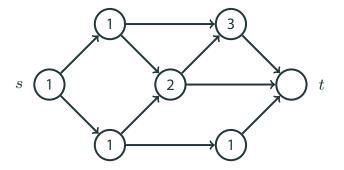
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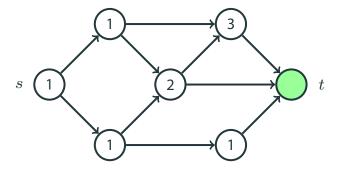
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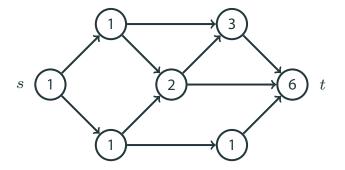
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Rule of Product

Back to Recursive Counting

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If there are k object of the first type and there are n object of the second type, then there are $k\times n$ pairs of objects, the first of the first type and the second of the second type

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Pizza options









Soda options







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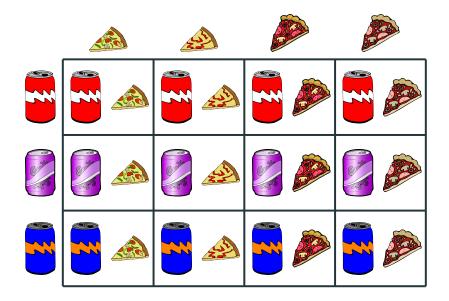






 $4 \times 3 = 12$ combo options

List of All Combo Options



Rule of Product in the Set Language

Rule of Product

If there is a finite set A and a finite set B, then there are $|A| \times |B|$ pairs of objects, the first from A and the second from B

$$A = \{a_1, \dots, a_k\}$$
$$B = \{b_1, \dots, b_n\}$$

| | b_1 | b_2 | b_{j} | | b_n |
|---------|-------|-------|---------|--|-------|
| a_1 | | | | | |
| a_2 | | | | | |
| | | | | | |
| a_{i} | | | | | |
| | | | | | |
| a_k | | | | | |

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|-------------|-------|-------|---------|--|-------|
| a_1 a_2 | | | | | |
| a_2 | | | | | |
| | | | | | |
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| a_1 | | | | | |
| a_2 | | | | | |
| | | | | | |
| a_{i} | | | a_i , b_j | | |
| | | | | | |
| a_k | | | | | |

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| | | | | | |
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| | | | | | |
| a_k | | | | | |

There are as many pairs as cells in this table

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Can we express this counting rule in terms of counting the number of paths?

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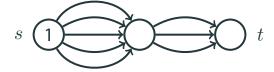
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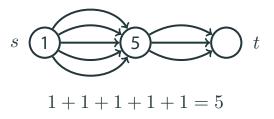
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