

# MACM 101

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## 1 Counting

### 1.1 The Rules of Sums and Products

Be careful of initial conditions (duplicates and assumptions)

#### Rules of Sums

If task A can be performed in  $m$  ways, while task B can be performed in  $n$  ways and A and B cannot be done simultaneously, then performing either task can be done in any one of  $m + n$  ways

#### Rules of Products

A procedure P can be broken down into A and B stage. If A has  $m$  outcomes and B has  $n$  outcomes, P can be carried out in  $m * n$  ways.

### 1.2 Permutations

- Distinct Objects
- Linear arrangement objects, i.e. the *order* of objects is important

**Definition 1.1.** *Factorials*

For integer  $n \geq 0$ ,

$$n! = \begin{cases} 1 & n = 0 \\ n * (n - 1)! & n \geq 1 \end{cases}$$

**Definition 1.2.**

If there are  $n$  distinct objects and  $1 \leq r \leq n$ , then, by rule of product, the number of permutations of size  $r$  for the  $n$  objects is

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

### 1.3 Combinations

**Definition 1.3.**

If there are  $n$  distinct objects and  $1 \leq r \leq n$ , then the number of combinations of size  $r$  for the  $n$  objects is

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

You can use a combinatorial argument in proofs.

**Proposition 1.3.1.** *For positive integers  $n$  and  $k$  with  $n = 2k$ ,  $\frac{n!}{2!^k}$  is an integer.*

*Proof.* Consider the  $n$  symbols:  $x_1, x_1, x_2, x_2, \dots, x_k, x_k$ . The number of arrangements of all these  $n = 2k$  symbols is an integer that equals

$$\frac{n!}{\underbrace{2!2! \dots 2!}_{k \text{ factors of } 2!}} = \frac{n!}{2!^k}$$

**Definition 1.4.** *Sigma notation*

$$a_m + a_{m+1} + a_{m+2} + \dots + a_{m+n} = \sum_{i=m}^{m+n} a_i$$

**Definition 1.5.** *Weight*

Weight of a string  $X = x_1 x_2 \dots x_n$  is defined as  $\text{wt}(X) = \sum_{i=1}^n x_i$

**Theorem 1.1.** *Binomial Theorem*

$$(x + y)^n = \sum_{i=0}^n \binom{n}{i} x^i y^{n-i}$$

**Corollary 1.1.1.**

Set  $x = y = 1$ , then it follows that

$$\sum_{i=0}^n \binom{n}{i} = 2^n$$

**Corollary 1.1.2.**

Similary, set  $x = -1$  and  $y = 1$ , then it follows that

$$\sum_{i=0}^n -1^i \binom{n}{i} = 0$$

**Theorem 1.2. Multinomial Theorem**

With integers  $n, t > 0$ , the coefficient of  $x_1^{n_1} x_2^{n_2} \cdots x_t^{n_t}$  in the expansion of  $(x_1 + x_2 + \cdots + x_t)^n$  is

$$\frac{n!}{n_1! n_2! \cdots n_t!} = \binom{n}{n_1, n_2, \dots, n_t}$$

where each  $n_i$  is an integer with  $0 \leq n_i \leq n$ , for all  $1 \leq i \leq t$ , and  $n_1 + n_2 + \cdots + n_t = n$ .

*Proof.* Choose  $x_1$  from  $n_1$  out of  $n$  factors, then choose  $x_2$  from  $n_2$  out of  $n - n_1$  factors, and so on. This gives

$$\begin{aligned} & \binom{n}{n_1} \binom{n - n_1}{n_2} \binom{n - n_1 - n_2}{n_3} \cdots \binom{n - n_1 - n_2 - \cdots - n_{t-1}}{n_t} \\ &= \frac{n!}{n_1! (n - n_1)!} \frac{(n - n_1)!}{n_2! (n - n_1 - n_2)!} \cdots \frac{(n - n_1 - n_2 - \cdots - n_{t-1})!}{n_t! (n - n_1 - n_2 - \cdots - n_{t-1} - n_t)!} \\ &= \frac{n!}{n_1! n_2! \cdots n_t!} \end{aligned}$$

**1.4 Combinations with Repetition**

The number of ways to select  $r$  of  $n$  distinct objects with repetitions is

$$\binom{n + r - 1}{r}$$

It is equivalent to the number of ways to separate  $r$  identical stones with  $n - 1$  identical sticks where there are  $n$  slots to represent how many times the  $n$ th object was chosen with the number of stones.

Same logic can be used for counting how many ways  $r$  objects can be distributed to  $n$  containers, or how many ways  $n$  nonnegative integers can add up to  $r$  (order matters).

You can also count the number of execution of such codes:

```

counter := 0;
for  $i = 1$  to  $n$  do
    for  $j = 1$  to  $i$  do
        for  $k = 1$  to  $j$  do
            counter := counter + 1;

```

It is equivalent to counting how many triples of  $(i, j, k)$  satisfy  $1 \leq k \leq j \leq i \leq n$ , which is choosing 3 numbers from  $n$  numbers with repetitions. *counter* would be  $\binom{n+3-1}{3}$ .

## 2 Fundamentals of Logic

### 2.1 Basic Connectives and Truth Tables

**Definition 2.1.** Declarative sentences that are either true or false are called *statements* (or *propositions*), and we use lowercase letters of the alphabet to represent such statements.

*Primitive* statements cannot be broken down into anything simpler, and new statements can be obtained from existing ones in two ways.

1. Transform a given statement  $p$  to  $\neg p$  (Not  $p$ ).
2. Combine two or more statements into a *compound* statement, using one of the *logical connectives*.
  - (a) Conjunction:  $p \wedge q$  ( $p$  and  $q$ )
  - (b) Disjunction:
    - i.  $p \vee q$  ( $p$  or  $q$ )
    - ii.  $p \underline{\vee} q$
  - (c) Implication:  $p \rightarrow q$  ( $p$  implies  $q$ )
  - (d) Biconditional:  $p \leftrightarrow q$  ( $p$  if and only if  $q$ )

Here is the truth table.<sup>1</sup>

| $p$ | $q$ | $p \wedge q$ | $p \vee q$ | $p \underline{\vee} q$ | $p \rightarrow q$ | $p \leftrightarrow q$ |
|-----|-----|--------------|------------|------------------------|-------------------|-----------------------|
| T   | T   | T            | T          | F                      | T                 | T                     |
| T   | F   | F            | T          | T                      | F                 | F                     |
| F   | T   | F            | T          | T                      | T                 | F                     |
| F   | F   | F            | F          | F                      | T                 | T                     |

**Definition 2.2.** A compound statement is called a *tautology* if it is always true. If it is always false, it is called a *contradiction*.

We use the symbol  $T_0$  to denote any tautology and the symbol  $F_0$  to denote any contradiction.

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<sup>1</sup>Sometimes, 0 and 1 are used for F and T instead, similar to bit-logic.

## 2.2 Logical Equivalence: The Laws of Logic

**Definition 2.3.** Two statements  $s_1, s_2$  are said to be *logically equivalent* when  $s_1 \leftrightarrow s_2$ , and we write  $s_1 \Leftrightarrow s_2$ .

### The Laws of Logic

- |     |  |                        |
|-----|--|------------------------|
| 1)  | $\neg\neg p \Leftrightarrow p$   | Law of Double Negation |
| 2)  | $\neg(p \wedge q) \Leftrightarrow \neg p \vee \neg q$<br>$\neg(p \vee q) \Leftrightarrow \neg p \wedge \neg q$                             | DeMorgan's Laws        |
| 3)  | $p \wedge q \Leftrightarrow q \wedge p$<br>$p \vee q \Leftrightarrow q \vee p$   | Commutative Laws       |
| 4)  | $(p \wedge q) \wedge r \Leftrightarrow p \wedge (q \wedge r)$<br>$(p \vee q) \vee r \Leftrightarrow p \vee (q \vee r)$                     | Associative Laws       |
| 5)  | $p \wedge (q \vee r) \Leftrightarrow (p \wedge q) \vee (p \wedge r)$<br>$p \vee (q \wedge r) \Leftrightarrow (p \vee q) \wedge (p \vee r)$ | Distributive Laws      |
| 6)  | $p \vee p \Leftrightarrow p$<br>$p \wedge p \Leftrightarrow p$   | Idempotent Laws        |
| 7)  | $p \vee F_0 \Leftrightarrow p$<br>$p \wedge T_0 \Leftrightarrow p$   | Identity Laws          |
| 8)  | $p \vee \neg p \Leftrightarrow T_0$<br>$p \wedge \neg p \Leftrightarrow F_0$   | Inverse Laws           |
| 9)  | $p \wedge F_0 \Leftrightarrow F_0$<br>$p \vee T_0 \Leftrightarrow T_0$   | Domination Laws        |
| 10) | $p \vee (p \wedge q) \Leftrightarrow p$<br>$p \wedge (p \vee q) \Leftrightarrow p$   | Absorption Laws        |

Following statements are also equivalent.

1.  $p \rightarrow q \Leftrightarrow \neg p \vee q$
2.  $p \leftrightarrow q \Leftrightarrow (p \rightarrow q) \wedge (q \rightarrow p) \Leftrightarrow (\neg p \vee q) \wedge (\neg q \vee p)$
3.  $p \preceq q \Leftrightarrow (p \vee q) \wedge \neg(p \wedge q)$

Using the above logical equivalences, we can eliminate those three connectives ( $\rightarrow$ ,  $\leftrightarrow$ ,  $\preceq$ ) from any logical compound statements.