

Strong Induction.  
Catalan Numbers.

# A game

A game

Strong Induction

Another game

Catalan Numbers

The game starts with a stack of  $n$  coins. In each move, you divide one stack into two nonempty stacks.

$$\begin{aligned} |||| &\rightarrow ||| + || \\ &\rightarrow ||| + | + | \\ &\rightarrow || + | + | + | \\ &\rightarrow | + | + | + | + | \end{aligned}$$

If the new stacks have height  $a$  and  $b$ , then you score  $ab$  points for the move.

$$|||| \rightarrow ||| + || \quad \text{you get } 3 \cdot 2 = 6 \text{ points}$$

What is the maximum score you can get?

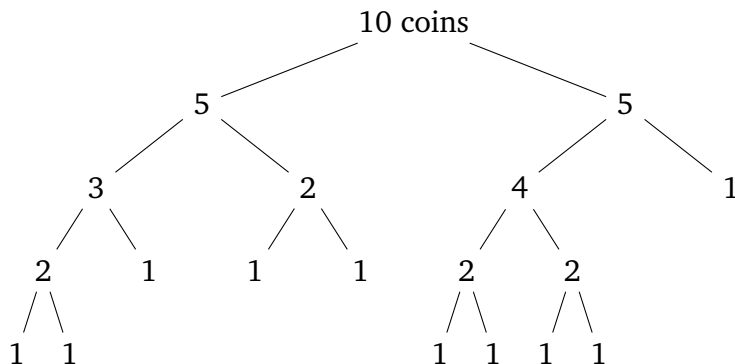
# A game

A game

Strong Induction

Another game

Catalan Numbers



The total score:  $25 + 6 + 4 + 2 + 1 + 4 + 1 + 1 + 1 = 45$  points.

Can we find a better strategy?

# A game

A game

Strong Induction

Another game

Catalan Numbers

**Theorem.** Every way of unstacking  $n$  coins gives a score of

$$S(n) = \frac{n(n-1)}{2} \text{ points.}$$

And we want to prove it by induction.

Let  $P(n)$  be the proposition that every way of unstacking  $n$  coins gives a score of  $S(n)$ .

# A game

A game

Strong Induction

Another game

Catalan Numbers

**Theorem.** Every way of unstacking  $n$  coins gives a score of

$$S(n) = \frac{n(n-1)}{2} \text{ points.}$$

And we want to prove it by induction.

Let  $P(n)$  be the proposition that every way of unstacking  $n$  coins gives a score of  $S(n)$ .

In the inductive step we have to show that

$$S(n) = S(k) + S(n-k) + k(n-k) = \frac{n(n-1)}{2}.$$

# A game

A game

Strong Induction

Another game

Catalan Numbers

**Theorem.** Every way of unstacking  $n$  coins gives a score of

$$S(n) = \frac{n(n-1)}{2} \text{ points.}$$

And we want to prove it by induction.

Let  $P(n)$  be the proposition that every way of unstacking  $n$  coins gives a score of  $S(n)$ .

In the inductive step we have to show that

$$S(n) = S(k) + S(n-k) + k(n-k) = \frac{n(n-1)}{2}.$$

We would like to have something a little “stronger” than ordinary induction.

# Strong induction

A game

Strong Induction

Another game

Catalan Numbers

Principle of Strong Induction. Let  $P(n)$  be a predicate. If

- $P(0)$  is true, and
- for all  $n \in \mathbb{N}$ ,  $P(0), P(1), \dots, P(n)$  imply  $P(n+1)$ ,

then  $P(n)$  is true for all  $n \in \mathbb{N}$ .

Strong induction *allows you to assume*  $P(0), \dots, P(n)$  in the inductive step, whereas in ordinary induction, you assume  $P(n)$  only.

# Strong induction

A game

Strong Induction

Another game

Catalan Numbers

Strong induction is *no more powerful* than ordinary induction.

Consider a predicate

$$Q(n) = \forall k (0 \leq k \leq n \rightarrow P(k))$$

$Q(n)$  says that  $P(k)$  is true for all  $0 \leq k \leq n$ .

Ordinary induction on the predicate  $Q(n)$  is equivalent to strong induction on  $P(n)$ .

Any theorem that can be proved with strong induction can also be proved with ordinary induction. However, an appeal to the strong induction principle can make some proofs a bit simpler.



# Unstacking $n$ coins

A game

Strong Induction

Another game

Catalan Numbers

**Theorem.** Every way of unstacking  $n$  coins gives a score of

$$\frac{n(n-1)}{2} \text{ points.}$$

**Proof.** By strong induction. Let  $P(n)$  be the proposition that every way of unstacking  $n$  coins gives a score of  $S(n) = n(n-1)/2$ .

*The base case:*

When  $n = 1$ , no moves is possible, so the score is  $S(1) = 0$ . The formula works, so  $P(1)$  is true.

*The inductive step:*

$$\begin{aligned} S(n) &= S(k) + S(n-k) + n(n-k) \\ &= \frac{k(k-1)}{2} + \frac{(n-k)(n-k-1)}{2} + k(n-k) \\ &= \frac{1}{2}(k^2 - k + n^2 - nk - n - nk + k^2 + k + 2kn - 2k^2) = \frac{n(n-1)}{2}. \end{aligned}$$

# Another game

A game  
Strong Induction  
Another game  
Catalan Numbers



Consider a game in which two players take turns removing any positive number of matches they want from one of two piles of matches.

**The player who removes the last match wins the game.**

Show that if the two piles contain the same number of matches initially, the second player can always guarantee a win.

# Another game

A game

Strong Induction

Another game

Catalan Numbers

Let  $P(n)$  be the proposition that the second player has a winning strategy if each pile contains  $n$  matches.

*The base case:*

$P(1)$  is true, because if each pile contains just 1 match, there is an obvious strategy for the second player.

*The inductive step:* When  $n > 1$ .

# Another game

A game

Strong Induction

Another game

Catalan Numbers

Let  $P(n)$  be the proposition that the second player has a winning strategy if each pile contains  $n$  matches.

*The base case:*

$P(1)$  is true, because if each pile contains just 1 match, there is an obvious strategy for the second player.

*The inductive step:* When  $n > 1$ .

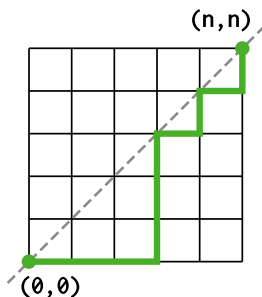
If the first player removes  $n$  matches from the first pile, the second player removes  $n$  matches from the other pile and wins.

Otherwise, if the first player removes  $k < n$  from the first pile, the second player is doing the same, removing  $k$  matches from the other pile, so there are  $n-k$  matches remain in both piles. And now, by the inductive hypothesis, for  $n-k$  matches the second player has a winning strategy.

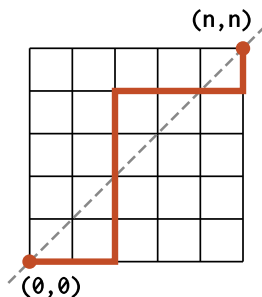
# Count the number of good paths, $C_n$

A game  
Strong Induction  
Another game  
Catalan Numbers

Paths should go entirely below the diagonal line



Good paths are  
below the diagonal



Bad paths cross it

The number of such paths,  $C_n$ , is the  $n^{\text{th}}$  Catalan number.

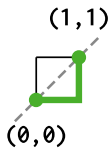
# Count the number of good paths, $C_n$

A game  
Strong Induction  
Another game  
Catalan Numbers

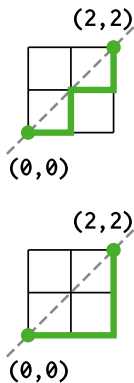
The cases when  $n$  is small: 0, 1, 2.



$$C_0 = 1$$



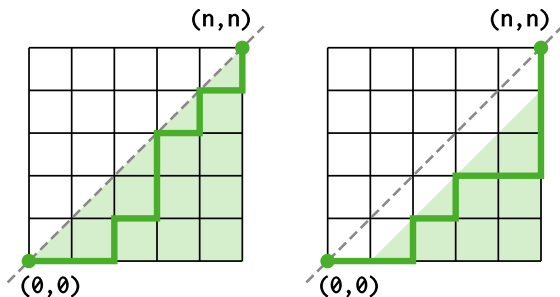
$$C_1 = 1$$



$$C_2 = 2$$

# Recurrent formula

$C_n$  is the number of paths that go below the diagonal (or touch the diagonal).

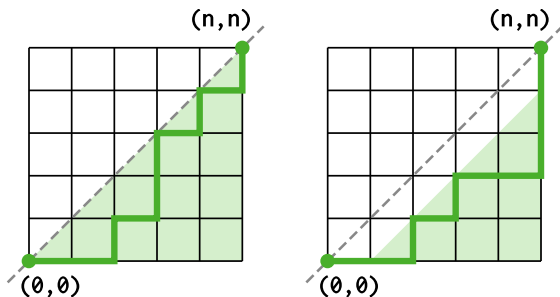


Introduce  $D_n$ , the number of paths that don't touch the diagonal in the middle points of the path.

# Recurrent formula

A game  
Strong Induction  
Another game  
Catalan Numbers

$C_n$  is the number of paths that go below the diagonal (or touch the diagonal).



Introduce  $D_n$ , the number of paths that don't touch the diagonal in the middle points of the path.

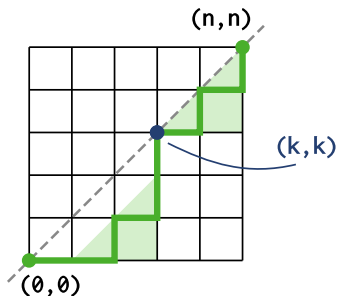
$$D_n = C_{n-1}$$



# Recurrent formula

A game  
Strong Induction  
Another game  
Catalan Numbers

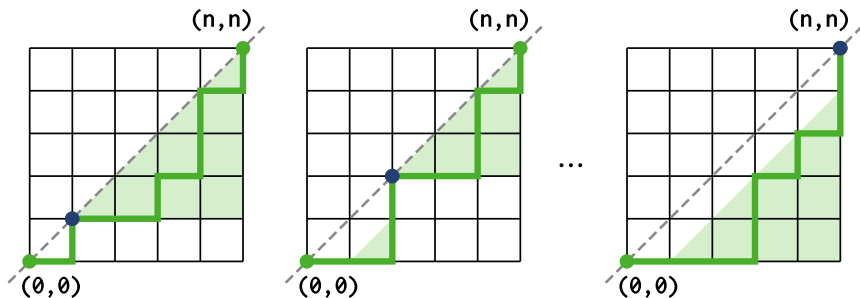
$(k, k)$  be the first point of the given path that is on the diagonal and  $k \neq 0$ .



Given  $(k, k)$ , the number of paths is  $D_k C_{n-k}$

# Recurrent formula

A game  
Strong Induction  
Another game  
Catalan Numbers



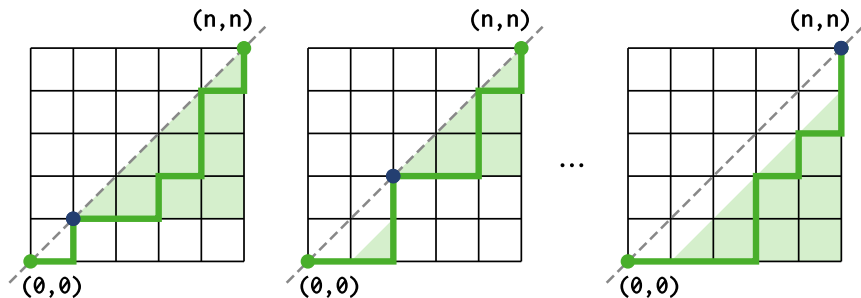
The diagonal point can be anywhere:  $(1, 1), (2, 2), \dots, (n, n)$

So, to count the total number of paths, we add up these  $n$  cases:

$$C_n = D_1 C_{n-1} + D_2 C_{n-2} + \dots + D_n C_0 = \sum_{k=1}^n D_k C_{n-k}$$

# Recurrent formula

A game  
Strong Induction  
Another game  
Catalan Numbers



The diagonal point can be anywhere:  $(1,1), (2,2), \dots, (n,n)$

So, to count the total number of paths, we add up these  $n$  cases:

$$C_n = D_1 C_{n-1} + D_2 C_{n-2} + \dots + D_n C_0 = \sum_{k=1}^n D_k C_{n-k}$$

$$\text{since } D_k = C_{k-1}, \text{ we get } C_n = \sum_{k=1}^n C_{k-1} C_{n-k}$$

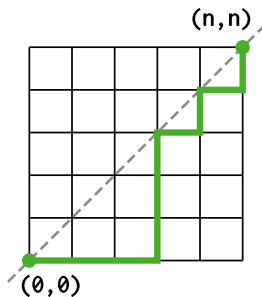
# Recurrent formula

A game

Strong Induction

Another game

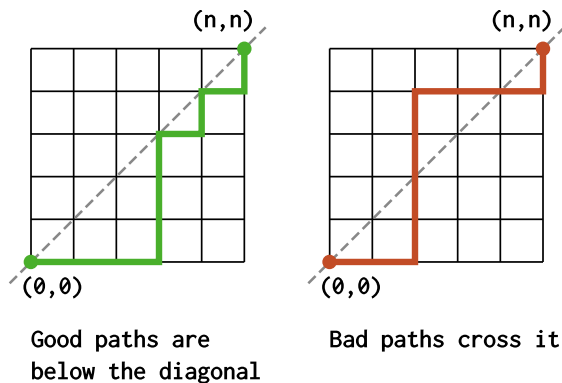
Catalan Numbers



$$C_n = \sum_{k=1}^n C_{k-1} C_{n-k}$$

# Closed form formula

A game  
Strong Induction  
Another game  
Catalan Numbers

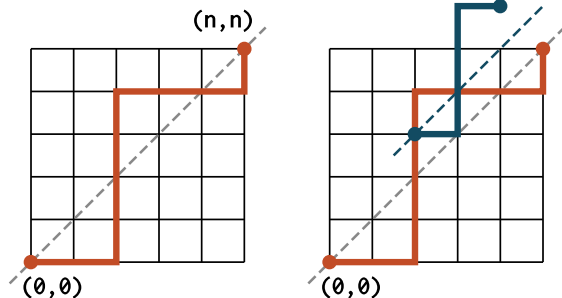


We already know that the number of paths from the bottom-left to the top-right corner is  $B_n = \binom{2n}{n}$

Let's try to count the number of paths that cross the diagonal, there is  $B_n - C_n$  of them.

# Closed form formula

A game  
Strong Induction  
Another game  
Catalan Numbers



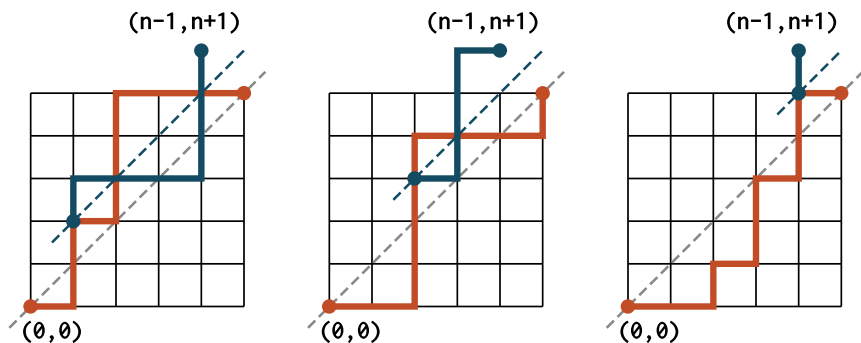
Consider a bad path that crosses the diagonal.

Lets say that the point  $P = (k, k + 1)$  is the first point above the diagonal. We mirror the remaining part of the path (shown in blue).

We can construct such new path for any invalid path.

# Closed form formula

A game  
Strong Induction  
Another game  
Catalan Numbers

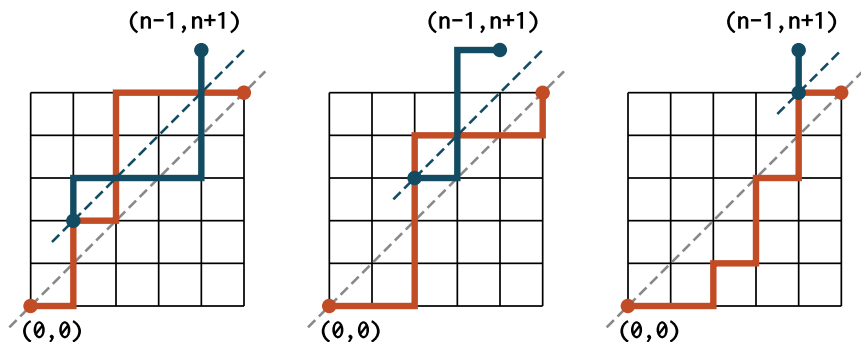


Since we mirror the path starting at  $P = (k, k + 1)$ , the remaining part of the path consisted of  $(n - k, n - k - 1)$  horizontal and vertical moves. Once reflected, it contains  $(n - k - 1, n - k)$  moves.

So, the resulting path ends up at the point  $Z = (k + n - k - 1, k + 1 + n - k) = (n - 1, n + 1)$ . It does not depend on  $k$ .

# Closed form formula

A game  
Strong Induction  
Another game  
Catalan Numbers



Every invalid paths becomes a path with  $(n-1, n+1)$  horizontal and vertical moves.

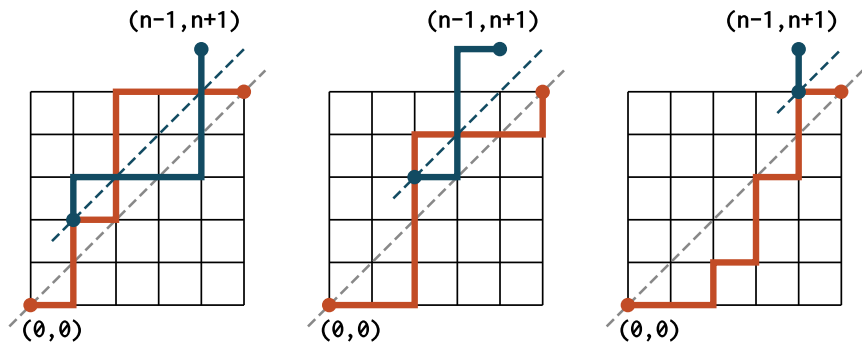
So there is

$$B_n - C_n = \binom{n-1+n+1}{n+1} = \binom{2n}{n+1} \text{ of them.}$$



# Closed form formula

A game  
Strong Induction  
Another game  
Catalan Numbers



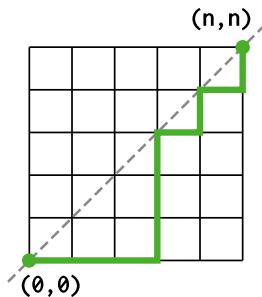
$$C_n = B_n - \binom{2n}{n+1}$$

Therefore,

$$C_n = \binom{2n}{n} - \binom{2n}{n+1} = \binom{2n}{2} - \frac{n}{n+1} \binom{2n}{n} = \frac{1}{n+1} \binom{2n}{n}$$

# Three formulas for $C_n$

A game  
Strong Induction  
Another game  
Catalan Numbers

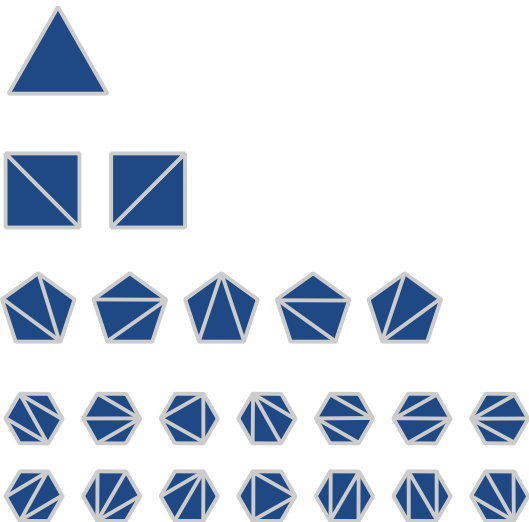


$$C_n = \sum_{k=1}^n C_{k-1} C_{n-k}$$

$$C_n = \binom{2n}{n} - \binom{2n}{n+1} \quad C_n = \frac{1}{n+1} \binom{2n}{n}$$

# Catalan numbers are more than that

A game  
Strong Induction  
Another game  
Catalan Numbers



The number of ways to triangulate convex polygons:  
1, 2, 5, 14, ...

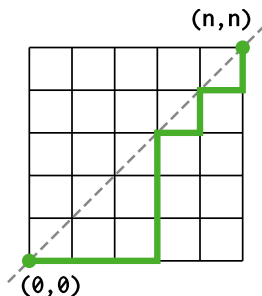
# Catalan numbers are more than that

A game

Strong Induction

Another game

Catalan Numbers



Let's encode the path with bits,  $\{0, 1\}$ .

If every move to the right is 1, and every move up is 0:

1110001010

Well, not particularly interesting ...

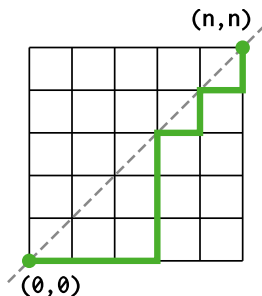
# Catalan numbers are more than that

A game

Strong Induction

Another game

Catalan Numbers



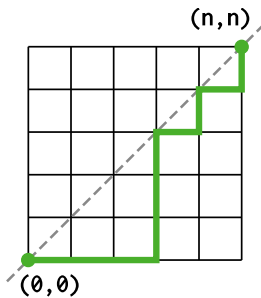
Let's encode the path with parentheses,  $\{ (, ) \}$ .

If every move to the right is  $($ , and every move up is  $)$ :

$(( ( ) ) ) ( ) ( )$

# Catalan numbers are more than that

A game  
Strong Induction  
Another game  
Catalan Numbers

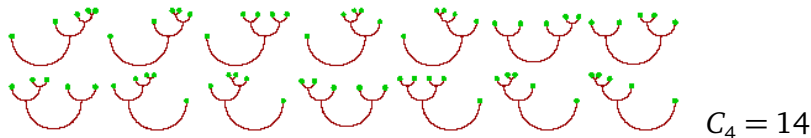
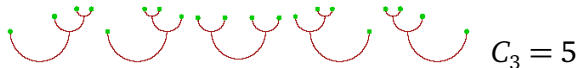


$(( ( ) ) ) ( ) ( )$

$C_n$  is the number of strings made of  $n$  pairs of correctly balanced parentheses.

# Catalan numbers are more than that

A game  
Strong Induction  
Another game  
Catalan Numbers



$C_n$  is the number of full binary trees with  $n + 1$  leaves:  
2, 5, 14, ...

(A rooted binary tree is full if every internal node has two children)

# Alternative “proof”

A game

Strong Induction

Another game

Catalan Numbers

All paths from the bottom-left to the top-right corner:

$$B_n = \binom{2n}{n}$$

$$B_n = \sum_{k=1}^n 2D_k B_{n-k} = \sum_{k=1}^n 2C_{k-1} B_{n-k}$$

Count the paths that cross the diagonal (not valid paths):

$$B_n - C_n = \sum_{k=0}^{n-1} C_k \cdot 1 \cdot \binom{2(n-k)-1}{(n-k)-1}$$

First  $2k$  moves were valid, and you ended up on the diagonal, you could do so in  $C_k$  ways. At the move  $2k+1$ , you cross the diagonal by going up. And after that simply finish the remaining  $2n-2k-1$  moves so that  $n-k-1$  times you are going up.



# Alternative “proof”

A game  
Strong Induction  
Another game  
Catalan Numbers

Put it all together

valid paths: 
$$C_n = \sum_{k=1}^n C_{k-1} C_{n-k}$$

all paths: 
$$B_n = \sum_{k=1}^n 2C_{k-1} B_{n-k}$$

invalid paths: 
$$B_n - C_n = \sum_{k=0}^{n-1} C_k \cdot \binom{2(n-k)-1}{(n-k)-1}$$

# Alternative “proof”

A game  
Strong Induction  
Another game  
Catalan Numbers

Adjust the indices

$$C_n = \sum_{k=0}^{n-1} C_k C_{(n-k)-1}$$

$$B_n = \sum_{k=0}^{n-1} 2C_k B_{(n-k)-1}$$

$$B_n - C_n = \sum_{k=0}^{n-1} C_k \cdot \binom{2(n-k)-1}{(n-k)-1}$$

# Alternative “proof”

A game  
Strong Induction  
Another game  
Catalan Numbers

$$C_n = \sum_{k=0}^{n-1} C_k C_{(n-k)-1}$$

$$B_n = \sum_{k=0}^{n-1} 2C_k B_{(n-k)-1}$$

$$B_n - C_n = \sum_{k=0}^{n-1} C_k \cdot \binom{2(n-k)-1}{(n-k)-1}$$

Substitute  $B_n$  and  $C_n$  in the last formula

$$\sum_{k=0}^{n-1} 2C_k B_{(n-k)-1} - \sum_{k=0}^{n-1} C_k C_{(n-k)-1} = \sum_{k=0}^{n-1} C_k \cdot \binom{2(n-k)-1}{(n-k)-1}$$

# Alternative “proof”

A game

Strong Induction

Another game

Catalan Numbers

$$\sum_{k=0}^{n-1} 2C_k B_{(n-k)-1} - \sum_{k=0}^{n-1} C_k C_{(n-k)-1} = \sum_{k=0}^{n-1} C_k \cdot \binom{2(n-k)-1}{(n-k)-1}$$

Rewrite

$$\sum_{k=0}^{n-1} C_k \left( 2B_{(n-k)-1} - C_{(n-k)-1} \right) = \sum_{k=0}^{n-1} C_k \binom{2(n-k)-1}{(n-k)-1}$$

**Warning! Handwaving here ... I failed at this point.**

These sums are equal only if their coefficients are equal:

$$2B_{(n-k)-1} - C_{(n-k)-1} = \binom{2(n-k)-1}{(n-k)-1}$$

Replace  $m = (n-k) - 1$

$$2B_m - C_m = \binom{2m+1}{m}$$

# Alternative “proof”

A game

Strong Induction

Another game

Catalan Numbers

$$2B_n - C_n = \binom{2n+1}{n}$$

Remember that  $B_n = \binom{2n}{n}$ :

$$2\binom{2n}{n} - C_n = \binom{2n+1}{n}$$

By Pascal's Identity,  $\binom{2n+1}{n} = \binom{2n}{n} + \binom{2n}{n-1}$ , so

$$2\binom{2n}{n} - C_n = \binom{2n}{n} + \binom{2n}{n-1}$$

Finally,

$$C_n = \binom{2n}{n} - \binom{2n}{n-1}.$$