CS 237 Fall 2019 Homework Four

Due date: PDF file due Thursday October 3rd @ 11:59PM in GradeScope with 6-hour grace period ¶

Late deadline: If submitted up to 24 hours late, you will receive a 10% penalty (with same 6 hours grace period)

General Instructions

Please complete this notebook by filling in solutions where indicated. Be sure to "Run All" from the Cell menu before submitting.

There are two sections to the homework: problems 1 - 8 are analytical problems about last week's material, and the remaining problems are coding problems which will be discuss in lab next week.

In [1]:

```
# Here are some imports which will be used in code that we write for CS 237

# Imports potentially used for this lab

import matplotlib.pyplot as plt   # normal plotting

from math import log, pi       # import whatever you want from math
from collections import Counter
from numpy.random import randint, seed

%matplotlib inline

# Useful code

def show_distribution(outcomes, title='Probability Distribution'):
    num_trials = len(outcomes)
    X = range( int(min(outcomes)), int(max(outcomes))+1 )
    freqs = Counter(outcomes)
    Y = [freqs[i]/num_trials for i in X]
    plt.bar(X,Y,width=1.0,edgecolor='black')
    if (X[-1] - X[0] < 30):
        ticks = range(X[0],X[-1]+1)
        plt.xticks(ticks, ticks)
    plt.xlabel("Outcomes")
    plt.ylabel("Probability")
    plt.title(title)
    plt.show()

# This function takes a list of outcomes and a list of probabilities and
# draws a chart of the probability distribution.

def draw_distribution(Rx, fx, title='Probability Distribution for X'):
    plt.bar(Rx,fx,width=1.0,edgecolor='black')
    plt.ylabel("Probability")
    plt.xlabel("Outcomes")
    if (Rx[-1] - Rx[0] < 30):
        ticks = range(Rx[0],Rx[-1]+1)
        plt.xticks(ticks, ticks)
    plt.title(title)
    plt.show()

def round4(x):
    return round(x+0.00000000001,4)

def round4_list(L):
    return [ round4(x) for x in L]
```

Analytical Problems

You may use ordinary ASCII text to write your solutions, or (preferably) Latex. A nice video introduction to Markdown Cellls and Latex in Jupyter notebooks may be found here (https://www.youtube.com/watch?v=-F4WS8o-G2A). Various complicated examples are shown with Latex here (https://jupyter-notebook.readthedocs.io/en/latest/examples/Notebook/Typesetting%20Equations.html).

Quantitative answers must be given as decimals to 4 significant digits, unless very small, in which case you should give in scientific notation to 4 significant digits (if possible).

You may use fractions throughout your calculations, but for grading I want you to give them in decimal form.

You may present your answers in Markdown or Code cells. You are free to create extra Code cells to do the calculations. Just make sure to indicate clearly where your answer is; one nice way to do this is to put it in a box:

Here is my answer, graders: $\boxed{3.1416}$.

Problem 1

(Permutations and Combinations) Suppose 2 cards are drawn without replacement (the usual situation with cards) from an ordinary deck of 52 randomly shuffled cards. Find the probability that:

(a) The first card is not a ten of clubs or an ace;

(b) The first card is an ace, but the second is not;

(c) The cards have the same rank (i.e., both are Aces, both are 2's, both are 3's, etc.);

(d) At least one card is a Diamond;

(e) Not more than 1 card is a picture card (Jack, Queen, King).

Solution

```
(a) P(The first card is not a ten of clubs or an ace)
    = P(first card is not a ten of clubs or an ace) * P(any card)
    = (1 - P(the first card is a ten of clubs or an ace)) * 1
    = 1 - P(the first card is a ten of clubs) - P(the first card is an ace)
    = 1 - 1/52 - 4/52
    = 47/52
    = 0.9038

(b) P(The first card is an ace, but the second is not)
    = P(ace) * P(second is not ace)
    = 4/52 * 48/51
    = 0.07240

(c) P(The cards have the same rank)
    = C(13,1)*C(4,2)/C(52,2)
    = 13 * 6 / 2652
    = 0.05882

(d) P(At least one card is Diamond)
    = 1 - P(no diamonds in two cards)
    = 1 - 39/52 * 38/51
    = 0.4412

(e) P(Not more than 1 card is a picture card)
    = 1 - P(2 card is a picture card)
    = 1 - 12/52 * 11/51
    = 0.9502
```

Problem 2

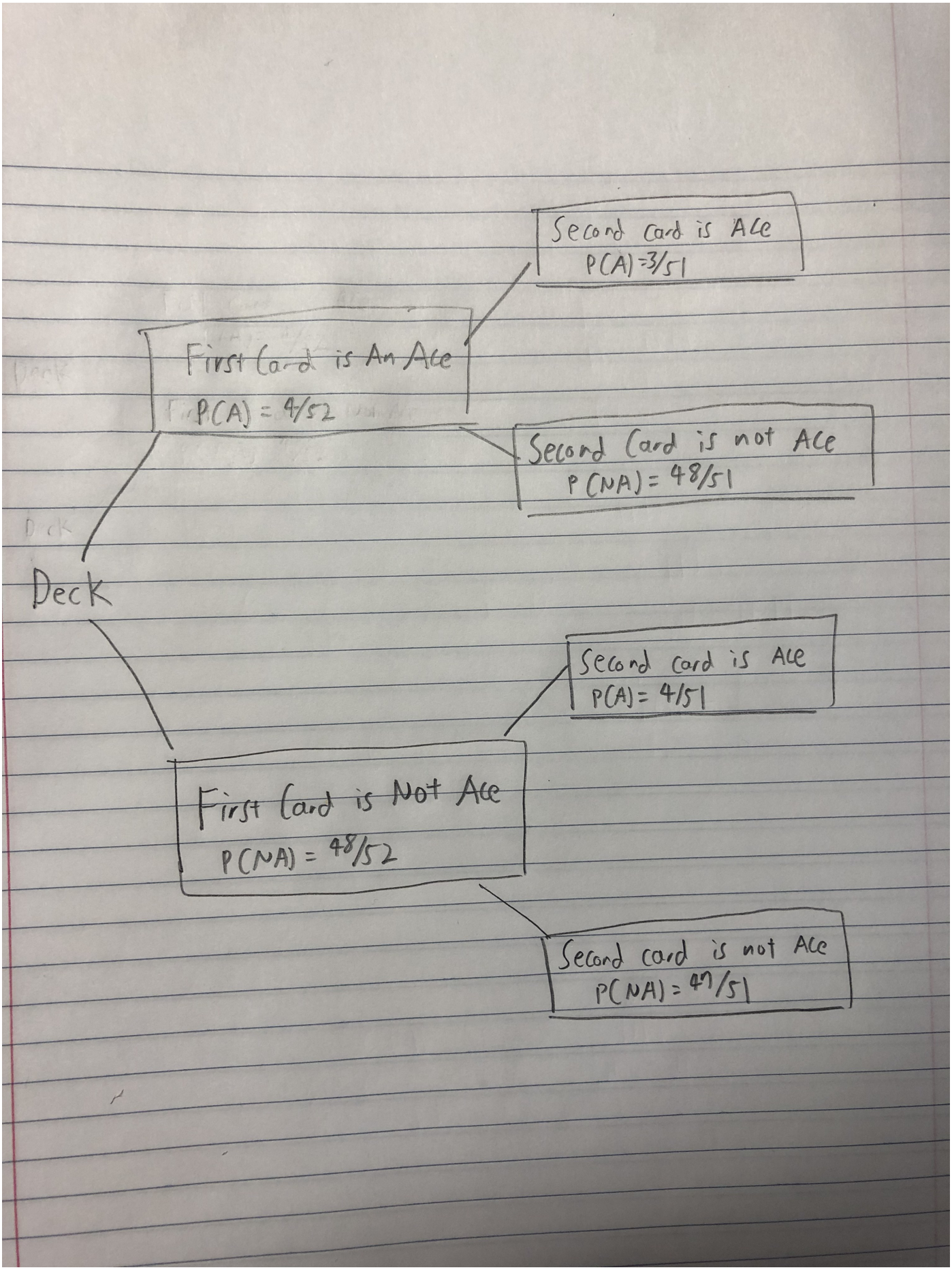
Suppose you shuffle a standard deck and draw the card on top of the deck; the probability of this card being an Ace is 4/52 = 1/13. Now suppose, instead of drawing it from the top, you draw the **second** card from the original deck; since the deck was randomly shuffled, it should not matter **where** in the deck you draw one card from, there should still be a 1/13 probability of an Ace.

But this implies that if you draw a card from the top, toss it away without looking at it, and draw the second card, the probability of an Ace is 1/13 (though you are drawing it from a deck of 51 cards). This is a little confusing (at least to me!), so let's make sure we are thinking straight about this.

(a) Draw a tree diagram of what happens when you draw two cards without replacement from a well-shuffled deck; in each of the two steps, consider the cases of an Ace or a non-Ace.

(b) Calculate the probability that the second draw is an Ace, and observe (nothing more to do!) that it is indeed 1/13, no matter what the first card is. (In this problem, use fractions instead of rounding decimals, since we want to have an absolutely precise result.)

Solution


Deck
First Card is An Ace
P(A) = 4/52
Second Card is Ace
P(A)=3/51
Second Card is not Ace
P(NA) = 48/51
First Card is Not Ace
P(NA) = 48/52
Second Card is Ace
P(A) = 4/51
Second Card is not Ace
P(NA) = 47/51

```
(b) P(second draw is Ace)
    = P(First card is ace) * P(Second card is ace) + P(First card is not ac
e) * P(second card is Ace)
    = 4/52 * 3/51 + 48/52 * 4/51
    = 12+192/(52*51)
    = 204/(52*51)
    = 4/52
    = 1/13
The probability is 1/13 = 0.07692.
```

Problem 3

(Permutations and Combinations) We draw 5 cards at random from an ordinary deck of 52 cards without replacement. In this case, we will think of the 5 cards as a **sequence**, and we are going to consider the relationship between the first two cards drawn and the last three cards drawn (each of which will in fact be treated as sets, so we have a sequence of sets).

Consider the following events:

```
A = "the first two cards are both spades"
C = "the last 3 cards are all spades"
```

(a) Calculate P(A)

(b) Calculate P(C)

(c) Calculate $P(C \mid A)$.

Hint: For (b), think about your answer to the previous problem.

Solution

```
(a) P(A)
    = 13/52 * 12/51
    = 0.05882

(b) P(C)
    = P(First Two spade and last 3 spade) + P(One of first two is spade and
 last 3 spade) + P(None of first two is spade and last 3 spade)
    = 13/52 * 12/51 * 11/50 * 10/49 * 9/48 + C(39,1) * C(13,1) / C(52,2) * 1
2/50 * 11/49 * 10/48 + 39/52 * 38/51 * 13/50 * 12/51 * 11/50
    = 0.01294

(c) P(C|A)
    = P(last 3 cards are all spades and first two cards are spades)/P(first
 two cards are spades)
    = (13/52 * 12/51 * 11/50 * 10/49 * 9/48) / (13/52 * 12/51)
    = 0.008418
```

Problem 4

(Permutations and Combinations) This problem is a continuation of Problem 3.

Consider the following events:

```
B = "there is at least one spade among the first two cards"
C = "the last 3 cards are all spades"
```

(a) Calculate P(B)

(b) Calculate $P(C \mid B)$.

Hint: For (b), consider the two cases of 1 and 2 Spades (in B) and what happens to C in each case.

Solution

```
(a) P(B)
    = 1 - P(no spade in first two cards)
    = 1 - 39/52 * 38/51 = 0.4412

(b) P(C|B)
    = P(all spades|one spade in first two) + P(all spades|two spades in firs
t two)
    = 12/50 * 11/49 * 10/48 + 11/50 * 10/49 * 9/48
    = 0.01964
```

Problem 5

Suppose you draw two cards (a sequence) from a standard 52-card deck without replacement.

Let A = "the first card is a spade" and B = "the second card is an Ace." These two events "feel" (at least to me) as if they should be independent, but we will see, surprisingly, that they are not. A tree diagram will help with the analysis.

(a) Calculate $P(A)$

(b) Calculate $P(B)$

(c) Calculate $P(B \mid A)$

(d) Show that A and B are not independent (trivial, just observe that the results of (a) and (c) are different!).

Solution

```
(a) P(A)
    = 13/52
    = 0.25

(b) P(B)
    = 4/52
    = 0.07692

(c) P(B|A)
    = P(first card is spade and second card is Ace)/P(first card is spade)
    = ((13/52)*(4/52)) / (13/52)
    = 4/52
    = 0.07692

(d) In order to test independence, P(B|A) has to equal P(B) since we have to
show that event A has no effect on event B. P(B|A) equals 0.07692, which is
equivalent to P(B) of 0.07692. Therefore, the two events A and B are  indepe
ndent.
```

Problem 6

(Combinations -- Poker Probabilities) Suppose you deal a poker hand of 5 cards from a standard deck as discussed in lecture.

(a) What is the probability of a flush (all the same suit) of all red cards?

(b) What is the probability of a full house where the 3-of-a-kind include two black cards, and the 2-of-a-kind are not clubs?

(c) What is the probability of a pair, where among the 3 non-paired cards, we have 3 distinct suits?

Hint: These are straight-forward modifications of the formulae given in lecture. You may quote formulae already given in lecture or lab without attribution and without explaining how to get the formula.

Solution

```
(a) P(flush with all red cards)
    = C(2,1) * C(13,5) / C(52,5)
    = 0.0009904

(b) P(full house where 3-of a kind include two black cards, and the 2-of-a-k
ind are not clubs)
    = C(13,1) * C(2,1) * C(12,1) * C(3,2) / C(52,5)
    = 0.0003601

(c) P(pair, where among the 3 non-paired cards, we have 3 distinct suits)
    = C(13,1) * C(4,2) * C(12,3) * C(4,1) * C(3,1) * C(2,1) / C(52,5)
    = 0.1585
```

Problem 7

(Combinations) Consider the following problem: "From an ordinary deck of 52 cards, seven cards are drawn at random and without replacement. What is the probability that at least one of the cards is a King?" A student in CS 237 solves this problem as follows: To make sure there is a least one King among the seven cards drawn, first choose a King; there are $\binom{4}{1}$ possibilities; then choose the other six cards from the 51 cards remaining in the deck, for which there are $\binom{51}{6}$ possibilities. Thus, the solution is

$$\frac{\binom{4}{1}\binom{51}{6}}{\binom{52}{7}} = 0.5385.$$

However, upon testing the problem experimentally, the student finds that the correct answer is somewhat less, around 0.45.

(a) Calculate the correct answer using the techniques presented in class;

(b) Explain carefully why the student's solution is incorrect.

Solution

```
(a) P(at least one King)
    = 1 - P(no King)
    = 1 - (C(48,7) / C(52,7))
    = 1 - 0.5504
    = 0.4496
(b) The problem occurs when there are more than one king in the chosen deck.
When there are two or more kings, such as King of diamonds and king of spade
s, the C(4,1) first counts King of diamonds and the second is part of C(51,
6). However, such event can occur again where now King of Spades is counted
 in C(4,1) and the King of diamonds is counted in C(51,6). This means that w
e are counting the same event more than once, making the probability go up.
```

Problem 8

(Combinations, Subsets, and Partitions) Suppose you have a committee of 10 people.

(a) How many ways are there to choose a group of 4 people from these 10 if two particular people (say, John and Dave) can not be in the group together?

(b) How many ways are there to choose a team of 5 people from these 10 with one particular person being designated Captain and another particular person being designated Co-Captain?

(c) How many ways are there to separate these 10 people into two groups, if no group can have less than 2 people?

Solution

```
(a) C(10,4) - C(8,2)
    = 182
    182 ways to choose a group of 4 people if two particular people can not
 be in the group together.

(b) 10 * 9 * C(8,3)
    = 5040
    5040 ways to choose a team of 5 people with one person beinng Captain an
d another being Co-captain.

(c) (C(10,2) + C(10,3) + C(10,4) + C(10,5) + C(10,6) + C(10,7) + C(10,8))/2
    = 1002/2
    = 501
    501 ways to separate 10 people into two groups, if no group can have les
s than 2 people.
```

Problem 9

Among 25 Senate candidates, the 11 (all Republicans) think global warming is a myth, the 8 (all Democrats) believe that global warming is real, and the rest (from the "Spineless Party") have no opinion ("I'm not a scientist"). A newspaper interviews a random sample of 5 of the candidates. What is the probability that

(a) all 5 think global warming is a myth;

(b) all 5 share the same position (i.e., all think it is a myth, all believe it is real, or all have no opinion);

(c) 3 share the same position and 2 share a different position (for example, 3 believe it is a myth and 2 have no opinion).

(d) 2 share the same position, 2 share the same position, but different from the first two, and the remaining candidate has a position different from the other four.

Hint: Worry about overcounting in (d).

Note that this is really the same as poker probabilities, but you have a deck of 25 cards, with 11 of one denomination, 8 of another, and 6 of a third.

Solution

```
(a) P(5 think global warming is a myth)
    = C(11,5) / C(25,5)
    = 0.008696
(b) P(all 5 share the same position)
    = C(11,5)/C(25,5) + C(8,5)/C(25,5) + C(6,5)/C(25,5)
    = 0.009863
(c) P(3 share same position and 2 share different position)
    = P(3 republicans, 2 democrats) + P(3 republicans, 2 Spineless Party) +
 P(3 democrats, 2 republicans) + P(3 democrats, 2 Spineless Party) + P(3 Spi
neless Party, 2 republicans) + P(3 Spineless Party, 2 democrats)
    = (C(11,3)*C(8,2) + C(11,3)*C(6,2) + C(8,3)*C(11,2) + C(8,3)*C(6,2) + C
(6,3)*C(11,2) + C(6,3)*C(8,2)) / C(25,5)
    = 0.2386
(d) P(2 share the same position, 2 share the same position different from th
e first two, and a position different from the other four)
    = (C(11,2)*C(8,2)*C(6,1) + C(11,2)*C(6,2)*C(8,1) + C(6,2)*C(8,2)*C(11,
1)) / C(25,5)
    = 0.3851
```

Lab Problems

We will continue our investigation of efficient implementations of the standard algorithms in probability theory, first considering how to implement various kinds of sampling (for which we used numpy last time), and then how to calculate combinations and permutations.

Problem 10: Choosing, Shuffling, and Sampling from a List

Now we will we will create our own versions of the `sample(...)`, `shuffle(...)`, and `choice(...)` functions, which we used in the last lab (in their numpy versions, but now we write our own!).

All you need to do is to demonstrate these as shown. We could test them using probability distributions, but it will sufficient to check the results by eye...

NOTE: You may use `randint(...)` from the numpy random library (imported above) but no other library functions which generate random results.

Part (a): Choosing from a list with replacement

This part is easy: to choose a member of a list randomly and with replacement, simply generate a random integer as an index and return the member at the index.

In [2]:

```
# Return a list of length size of elements from the list X; the default for size is


def my_choice(X,size=1):
    number = randint(0,len(X))
    return X[number]


# Test it!

seed(0)

X = [1,2,3,4,5,6]
for k in range(4):
    print(my_choice(X,size=8))
```

```
5
6
1
4
```

Part (b): Shuffling a list

This is exactly the same as shuffling a deck and then dealing out a number of cards from the top. In order to do this, we shall use the following method, known as the Fisher-Yates Shuffle (https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle), which works in $O(n)$. Basically, you maintain a shuffled part of the list and an unshuffled part of the list, and at each step randomly select a number from the unshuffled part and move it to the shuffled part.

```
-- To shuffle an array A of n elements (indices 0..n-1):
for i from n−1 downto 1 do
     j ← random integer such that 0 ≤ j ≤ i
     exchange A[j] and A[i]
```

Since this shuffle works in-place, you should create a copy of the list before shuffling it.

In [3]:

```
# Shuffle using the Fisher-Yates algorithm.

# Do NOT destroy the list, but make a copy before shuffling it.

def my_shuffle(X):
    lst = []
    for x in X:
        lst.append(x)
    for x in range(1,len(lst)):
        j = randint(0,x + 1)
        temp = X[x]
        X[x] = X[j]
        X[j] = temp
    return lst

# Test it!

seed(0)

X = [1,2,3,4,5,6,7,8,9,10]

for k in range(4):
    print(my_shuffle(X))
```

```
[1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
[4, 3, 1, 9, 2, 10, 6, 8, 7, 5]
[10, 7, 8, 9, 6, 2, 5, 3, 4, 1]
[9, 5, 8, 10, 7, 3, 6, 2, 4, 1]
```

Part (c) Sampling without replacement from a list

This is easy: just slice the list produced by shuffling.

In [4]:

```
# Return a list of length size of elements from the list X; shuffle
# the list and slice an initial part of the list and return it.

def my_sample(X,size=1):
    lst = my_shuffle(X)
    return X[:size]

# Test it!
seed(0)

X = [1,2,3,4,5,6,7,8,9,10]
for k in range(4):
    print(my_sample(X,5))
```

```
[4, 3, 1, 9, 2]
[10, 7, 8, 9, 6]
[9, 5, 8, 10, 7]
[2, 4, 3, 1, 8]
```

Problem 11: Calculating P(N,K) and C(N,K)

(a) The first problem is very simple: you must write a function P(N,K) and then print out the value for P(300,200). The only thing you have to remember is to make it as efficient as possible (which means don't use two calls to factorial and a division). [Hint: to check your solution, use Wolfram Alpha.]

(b) This problem is about creating an efficient implementation for C(N,K). Before starting this problem, read about Pascal's Triangle and its relationship to C(N,K) here (https://en.wikipedia.org/wiki/Pascal%27s_triangle). Then, you must write a function C(N,K) and print out the value C(1000,250) and C(1000,750) (which should be the same). However, as remarked in lecture, the standard mathematical definition is very inefficient; instead you ***could*** use the recursive definition based on Pascal's Triangle:

$$\binom{n}{k} = \binom{n-1}{k-1} + \binom{n-1}{k} \quad \text{for all integers } n, k : 1 \leq k \leq n-1,$$

with initial/boundary values

$$\binom{n}{0} = \binom{n}{n} = 1 \quad \text{for all integers } n \geq 0,$$

but this, although much more efficient than the definition using factorials, does a lot of repeated computation.

So you must write a bottom-up version of this definition, which replaces the top-down recursion with bottom-up iteration. You ***could*** create a two-dimensional array and fill in by row and column, and then return the result (which will be in the lower right corner); this is essentially Pascal's Triangle tilted counter-clockwise 45 degrees, e.g., for C(6, 3) you would get

```
                1                                       C(0,0)
              1   1                                 C(1,0)   C(1,1)
            1   2   1                         C(2,0)   C(2,1)   C(2,2)
          1   3   3   1                 C(3,0)   C(3,1)   C(3,2)   C(3,
3)
            4   6   4
          10   10                                   etc.
             20
```

```
1  1  1  1          C(0,0)  C(1,1)  C(2,2)  C(3,3)          Rule:
 top row and left column are all 1;
1  2  3  4          C(1,0)  C(2,1)  C(3,2)  C(4,3)          every
 other value is sum of the two values
1  3  6 10          C(2,0)  C(3,1)  C(4,2)  C(5,3)          immedi
ately above and to the immediate left.
1  4 10 20          C(3,0)  C(4,1)  C(5,2)  C(6,3)  ....
```

Note: If we think of this as a 2D array, with indices starting at 0, then the value for C(N,K) is to be found at row N-K and column K.

However, you don't need to create an actual 2D array, you can use a single list (for the row) which you initialize to [1, 1, 1, ..., 1] and then keep keep scanning down, creating each successive row. That is, your lists would be:

```
[1, 1, 1, 1]
[1, 2, 3, 4]
[1, 3, 6, 10]
[1, 4, 10, 20]
```

But there is one more refinement to make it as efficient as possible! Since C(N,K) is symmetric, i.e., C(N,K) = C(N,N-K), the array is symmetric around the diagonal, and thus you are doing twice as much work as necesary! Really, you only need to compute the values at, above, and to the right of the diagonal. So, you can calculate starting at the diagonal, i.e., in the nth row you can just start at the nth column; note that the numbers on the diagonal are simply twice the number above it, and then the rest are calculated as usual by summing the number to the left and above:

```
    1  1  1  1     C(0,0)  C(1,1)  C(2,2)  C(3,3)          New rule: Top row
is all 1s; values on diagonal are
    1  2  3  4     C(1,0)  C(2,1)  C(3,2)  C(4,3)              twice the val
ue immediately above; all others
    1  3  6 10     C(2,0)  C(3,1)  C(4,2)  C(5,3)              calculated as
previously from values immediately
    1  4 10 20     C(3,0)  C(4,1)  C(5,2)  C(6,3)  ....        above and imm
ediately to the left.
```

When writing your code, you will need to make sure that K >= N/2, so you must exploit the symmetry of C(N,K), i.e.,

```
def C(N,K):
    if(K < N/2):
        K = N-K        # because C(N,K) = C(N, N-K) this has no effect on re
sult returned
```

Whew, that's it! You have to write your function C(N,K) so that it only calculates the numbers in the upper diagonal. Think about it..... my solution uses a double for loop and is only 6 lines long.....

Compared with the recursive definition based on the mathematical formula, this is WAY more efficient; here (http://www.cs.bu.edu/fac/snyder/cs237/Homeworks,%20Labs,%20and%20Code/CombinationTest.html) is a trace of a very large computation which demonstrates the effectiveness of this approach.

In [5]:

```
# Solution (a)

# Calculating permutations and combinations efficiently

def P(N,K):
    mult_one = 1
    mult_two = 1
    value = N-K
    for x in range(N-K, N+1):
        mult_one = mult_one * x
    return mult_one

P(300,200)
```

Out[5]:

```
3279437730980019186281705623806830644845013039006085173981251378493899
7012121685184235618468571282563201426462711775563240234561174684266951
2470914001200904928134714415837392622354400568340396297551130259875864
3712867388218217347513919384253804050548447831838348877335841278466795
2081953794504990390296283161818685133019568297454924988345178990576752
2387567180014514916250014858077229587277512630516465008640000000000000
000000000000000000000000000000000000000
```

In [6]:

```
# Solution (b)

def C(N,K):
    if(K<N/2):
        K = N - K
    if N == 0 or N == K:
        return 1
    elif N < K:
        return 0
    else:
        return C(N-1,K-1) + C(N-1,K)

#print(C(1000,250))
#print(C(1000,750))
```

Problem 12: Creating Enumerations, Permutations, and Combinations

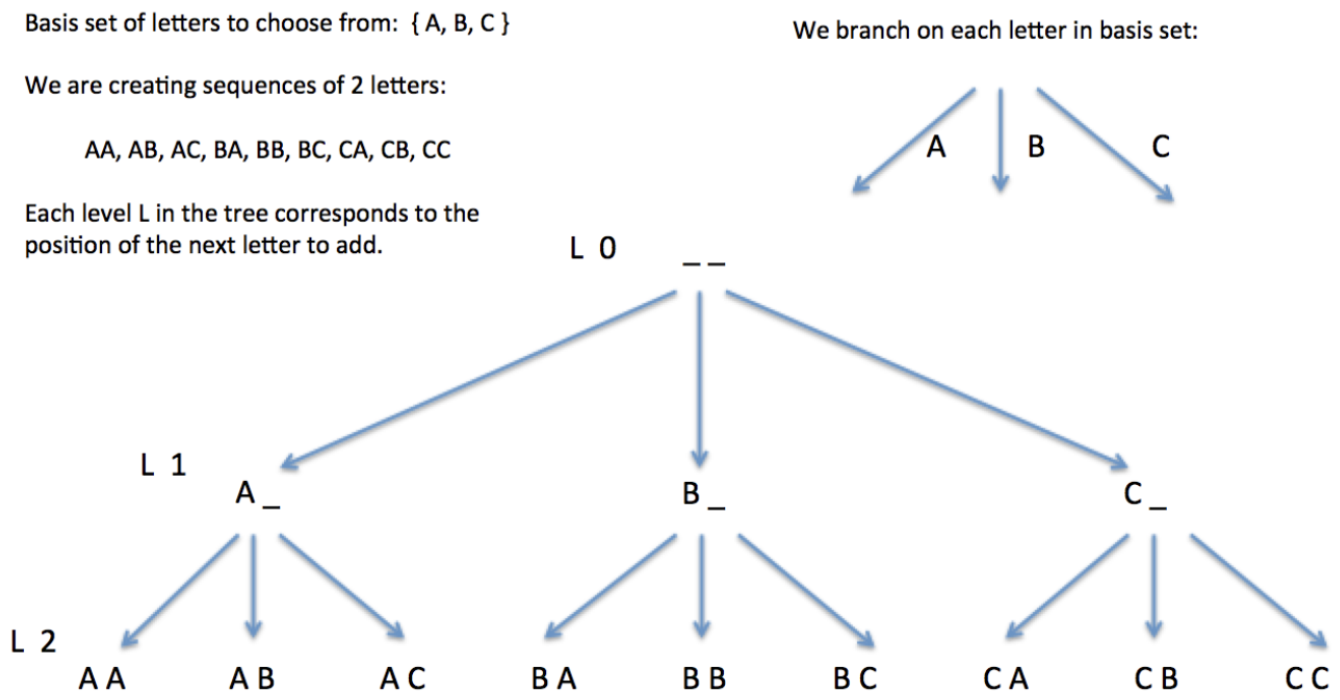
Here is a short recursive function `enumerate(...)` which will enumerate all sequences of L letters chosen *with replacement* from an initial collection of N letters from ['A', 'B', 'C', ..., 'Z'] (i.e, if N = 3, then you are using only the letters 'A', 'B', and 'C'; and we are assuming the N <= 26).

In [7]:

```
letter = [chr(i) for i in range(ord('A'),ord('Z')+1)]    # = ['A', ..., 'Z']

def enumerate(N,L):
    X = [0] * L
    enumAux(N,X,0)

def enumAux(N,X,I):
    if(I >= len(X)):
        print(X)
    else:
        for j in range(N):
            X[I] = letter[j]
            enumAux(N,X,I+1)

enumerate(3,2)
```

```
['A', 'A']
['A', 'B']
['A', 'C']
['B', 'A']
['B', 'B']
['B', 'C']
['C', 'A']
['C', 'B']
['C', 'C']
```

Here is an example of the tree traversed during enumerate(3,2) (two-letter permutations of the letters 'A', 'B', and 'C'):



This recursive paradigm is called "recursive backtracking" because it explores a tree of all possible sequences, where the sequences exist at the leaves of the tree, and the recursion explores all the ways that such sequences can be created. Specifically, it uses a `for` loop to go through all the letters, and for each letter, places it in the location `I` in the array A, and then recursively fills in the rest of the array. In the base case, the

array is printed out. Please look carefully at this function and understand what it does before doing the rest of this problem. You will be modifying this function in two ways, to account for permutations (doing the same thing, but *without replacement*), and for combinations (doing the same thing, but without replacement and creating sets).

(a) You must write functions `permute(...)` and `permuteAux(...)` by analogy with the the functions `enumerate(....)` and `enumAux(....)` . Basically, the changes are to implement the "without replacement" condition: you must keep track of which letters have been used using a Boolean list in previous stages of the recursion (e.g., B[0] will be true if at an earlier stage of the recursion, 'A' has already been inserted into X; simply don't do the recursive call if that letter has been used).

Print out the sequences for `permute(4,3)` , as shown in the sample printout at the end of this document.

(b) Second, you must write `combinate(...)` by analogy with `permute(....)` . The main trick here is that we will encode combinations as permutations using the following important fact: ***if all sets are represented by an ordered list, then the (ordered) permutations are exactly the combinations.***Suppose we say that a letter is ***larger*** than another if it occurs later in the alphabetic sequence.The trick in the code is to keep track of the last letter to be inserted into your sequence, and then only consider larger letters to be used when you go down into the recursion. Then all the letters will be in order.

Print out the values for `combinate(4,3)` , as shown below.

I found it very useful to write a helper function as shown above, but you may write these any way you want.

In [8]:

```
# Solution to (a)

def permute(N,L):
    X = [0] * L
    permuteAux(N,X,0)

def permuteAux(N,X,I):
    index = 0
    if(I >= len(X)):
        print(X)
    else:
        for j in range(N):
            if(letter[j] in X):
                y = 1
            else:
                X[I] = letter[j]
                permuteAux(N,X,I+1)
                X[I] = 0




permute(4,3)
```

```
['A', 'B', 'C']
['A', 'B', 'D']
['A', 'C', 'B']
['A', 'C', 'D']
['A', 'D', 'B']
['A', 'D', 'C']
['B', 'A', 'C']
['B', 'A', 'D']
['B', 'C', 'A']
['B', 'C', 'D']
['B', 'D', 'A']
['B', 'D', 'C']
['C', 'A', 'B']
['C', 'A', 'D']
['C', 'B', 'A']
['C', 'B', 'D']
['C', 'D', 'A']
['C', 'D', 'B']
['D', 'A', 'B']
['D', 'A', 'C']
['D', 'B', 'A']
['D', 'B', 'C']
['D', 'C', 'A']
['D', 'C', 'B']
```

In [9]:

```
# Solution to (b)

def combinate(N,L):
    X = ['0'] * L
    comAux(N,X,0)

def comAux(N,X,I):
    index = 0
    if(I >= len(X)):
        print(X)
    else:
        for j in range(N):
            if(letter[j] in X or ((I > 0) and (letter[j] <= X[I-1]))):
                y = 1
            else:
                X[I] = letter[j]
                comAux(N,X,I+1)
                X[I] = '0'


combinate(4,3)
```

```
['A', 'B', 'C']
['A', 'B', 'D']
['A', 'C', 'D']
['B', 'C', 'D']
```

** Your printout should look like this: **

```
permute(4,3)
```

```
['A', 'B', 'C']
['A', 'B', 'D']
['A', 'C', 'B']
['A', 'C', 'D']
['A', 'D', 'B']
['A', 'D', 'C']
['B', 'A', 'C']
['B', 'A', 'D']
['B', 'C', 'A']
['B', 'C', 'D']
['B', 'D', 'A']
['B', 'D', 'C']
['C', 'A', 'B']
['C', 'A', 'D']
['C', 'B', 'A']
['C', 'B', 'D']
['C', 'D', 'A']
['C', 'D', 'B']
['D', 'A', 'B']
['D', 'A', 'C']
['D', 'B', 'A']
['D', 'B', 'C']
['D', 'C', 'A']
['D', 'C', 'B']
```

```
combinate(4,3)
```

```
['A', 'B', 'C']
['A', 'B', 'D']
['A', 'C', 'D']
['B', 'C', 'D']
```