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*Have you seen  
the extra problems  
on canvas?*



206

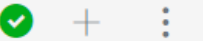
# Discrete Structures II

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Week 10: Combinatorial Proofs



[Extra Problems 4 Combinatorial Proofs.pdf](#)



[lecture 18.pdf](#)



[Recording 18 - Pass: uH2UpEj3](#)



[lecture 19.pdf](#)



[Recording 19 - Pass: FaMDgrV2](#)



Week 11: Binomial Coefficients & Pascal Triangle



[Extra Problems 5 Binomial Coefficients.pdf](#)



[Extra Problems 6 Collective Problems Combinatorics.pdf](#)



[lecture 20.pdf](#)



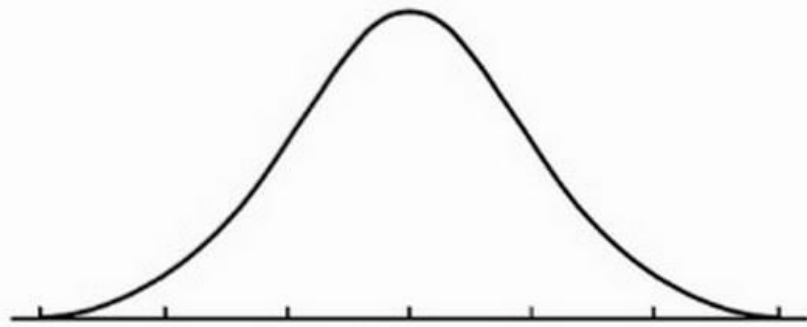
[Recording 20 - Pass: Wpx9VVj6](#)



# Quiz 4 – Next Week

- Lectures 16 - 20
  - Inclusion-Exclusion / Pigeonhole Principle
  - Combinatorial Proofs and Binomial Coefficients
    - And everything else...
- During recitation





Normal Distribution



Paranormal Distribution

Today:

**Probabilities !!!**

# Binomial Coefficients – Building insight

- $(1 + x)^2 = 1 + 2x + x^2$

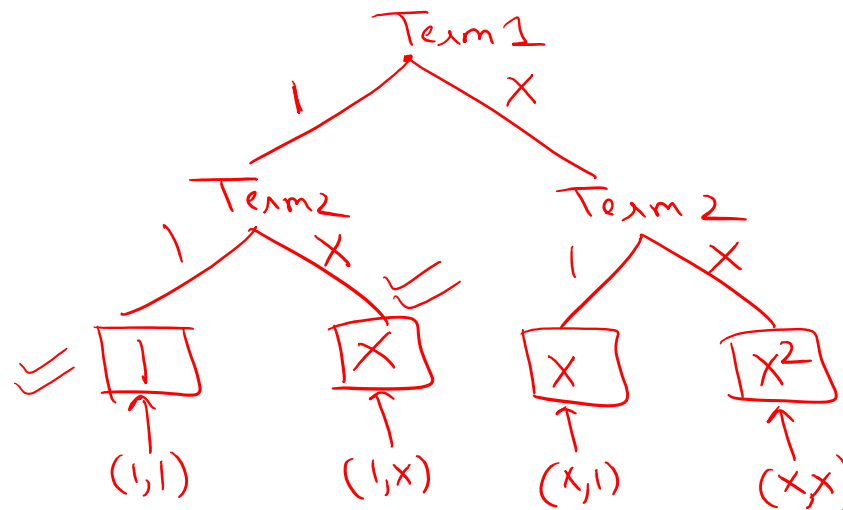
Given:  $(1+x)^2 \rightarrow (1+x) \cdot (1+x) = 1 + x + x + x^2$   
 $= 1 + \underline{2x} + x^2$

$(1+x)^2 \rightarrow (1+x) (1+x)$   
 Term1 Term2

Co-efficient of  
 $x = \# \text{ ways to reach } x \text{ from root node}$

$= 2$

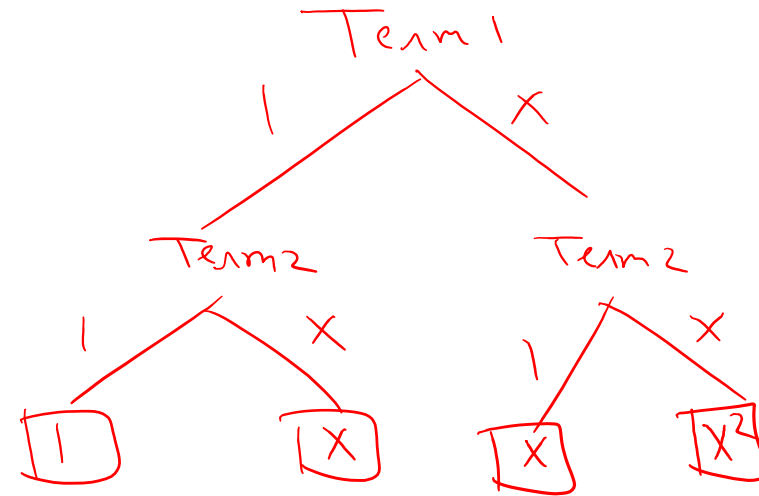
$\# \text{ ways to reach } x$   
 $= \# \text{ ways to choose } x \text{ out of } 2 \text{ terms} = \binom{2}{1}$



# Binomial Coefficients

- $(1 + x)^2 = 1 + 2x + x^2$

# ways to reach  $x = \binom{2}{1} = 2$   
 # ways to reach  $x^2 = \binom{2}{2} = 1$   
 # ways to reach  $1 = \binom{2}{0} = 1$



# Binomial Coefficients

- $(1 + x)^3 = 1 + 3x + 3x^2 + x^3$

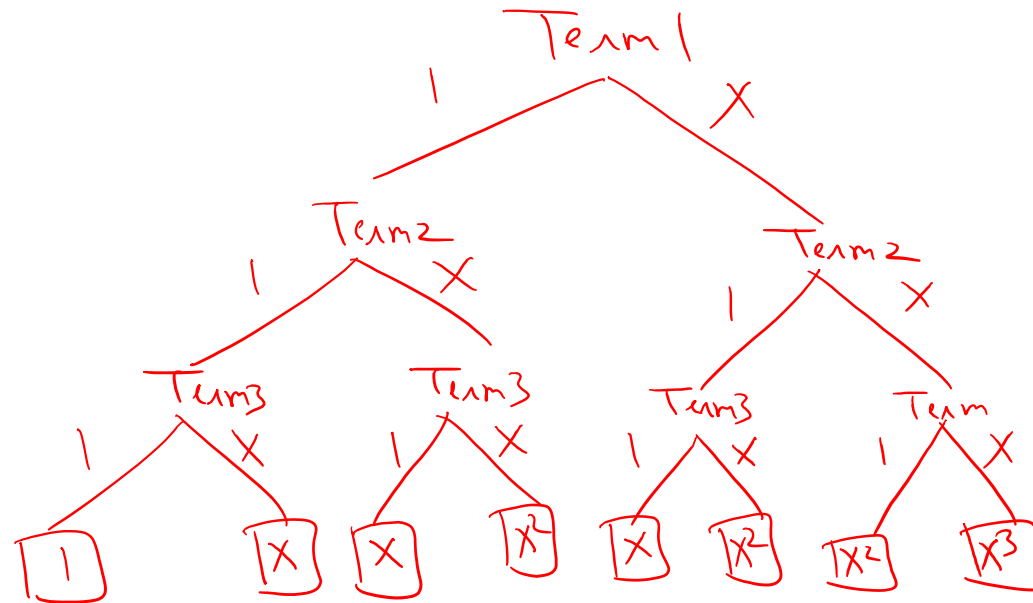
$$\begin{array}{ccc} (1+x) & (1+x) & (1+x) \\ \text{Term}_1 & \text{Term}_2 & \text{Term}_3 \end{array}$$

Co-efficient of  $x$   
 $= \# \text{ ways to reach } x$

$$= \binom{3}{1} = 3$$

Co-efficient of  $x^2$   
 $= \# \text{ ways to reach } x^2$

$$= \binom{3}{2} = 3$$



# Binomial Coefficients

- $(1 + x)^n = c_0 + c_1x + c_2x^2 + c_3x^3 + \dots + c_nx^n$

$$\begin{aligned}
 c_n &= \# \text{ ways to reach } x^n = \binom{n}{n} \\
 c_{n-1} &= \# \text{ ways to reach } x^{n-1} = \binom{n}{n-1} \\
 &\vdots \\
 c_k &= \# \text{ ways to reach } x^k = \binom{n}{k} \quad \text{Binomial Coefficients} \\
 &\vdots \\
 c_0 &= \# \text{ ways to reach } x^0 = \binom{n}{0} = 1
 \end{aligned}$$



# The Binomial Formula – Univariate Case

$$(1+x)^n = \binom{n}{0} + \binom{n}{1}x + \binom{n}{2}x^2 + \cdots + \binom{n}{n}x^n$$

# The Binomial Formula – Multivariate Case

$$(x + y)^n = \binom{n}{0} x^n y^0 + \binom{n}{1} x^{n-1} y + \binom{n}{2} x^{n-2} y^2 + \cdots + \binom{n}{n} x^0 y^n$$

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

# The Multinomial Formula – 3 variables

$$(x + y + z)^n$$

$$(x + y + z)^n = a_0 x^n + a_1 x^{n-1} y + a_2 x^{n-2} y^2 + \dots + a_k x^a y^b z^c + \dots$$

$x^a y^b z^c \rightarrow$  choice sequence must have  $a$   $x$ s,  $b$   $y$ s and  $c$   $z$ s.  
 $\rightarrow$  any arrangement of  $a$   $x$ s,  $b$   $y$ s,  $c$   $z$ s gives a valid way to get  $x^a y^b z^c$

	coefficient of $x^a y^b z^c$
	$= \# \text{ arrangements}$
	$= \frac{n!}{a! b! c!}$



# The Multinomial Formula – 3 variables

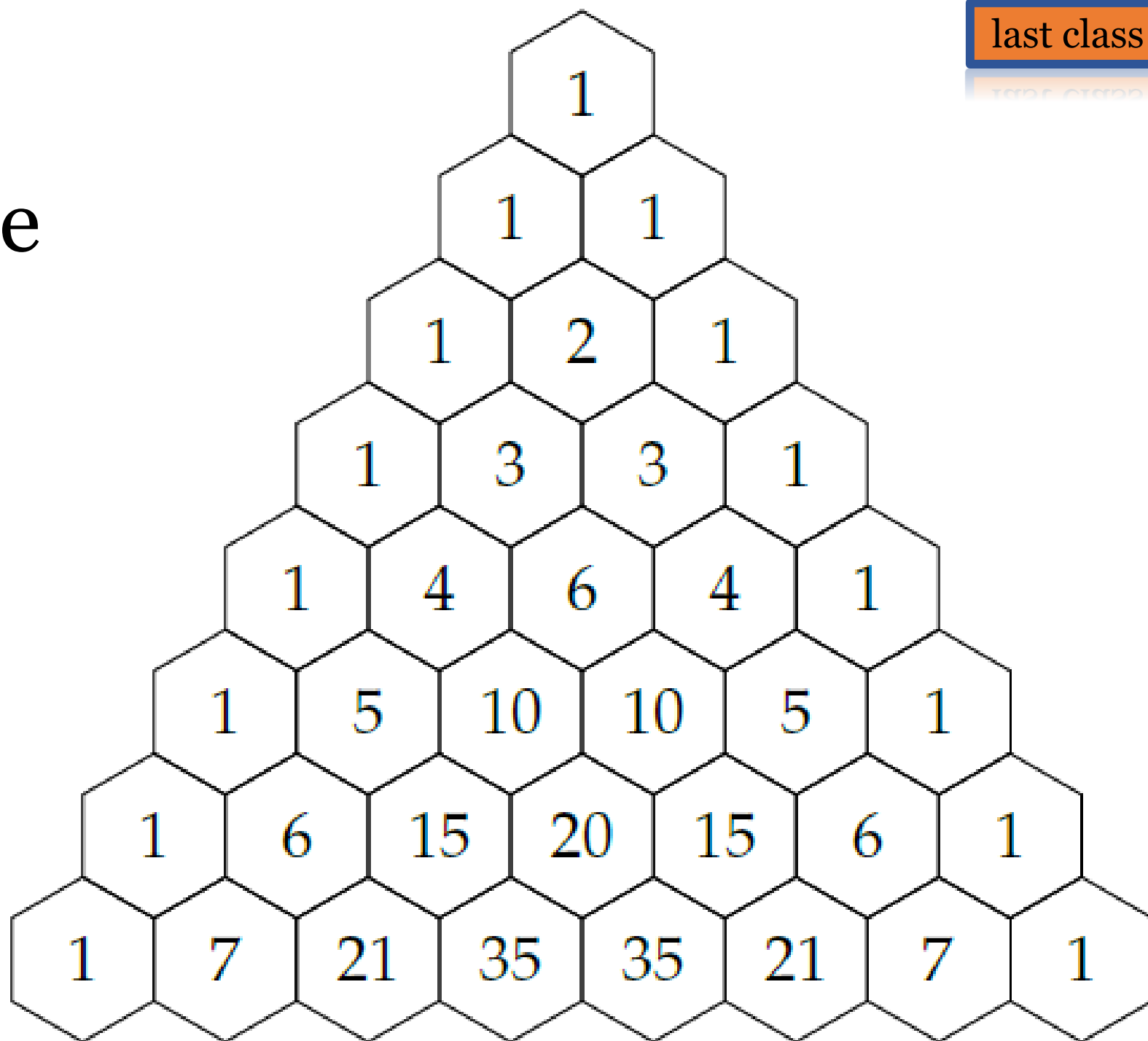
$$(x + y + z)^n = \sum_{k_1+k_2+k_3=n} \frac{n!}{k_1! k_2! k_3!} x^{k_1} y^{k_2} z^{k_3}$$



# Pascal's Triangle

- 1. The entries on the border of the triangle are all 1.
- 2. Any entry not on the border is the sum of the two entries above it.
- 3. The triangle is symmetric. In any row, entries on the left side are mirrored on the right side.
- 4. The sum of all entries on a given row is a power of 2.

(Check this!)



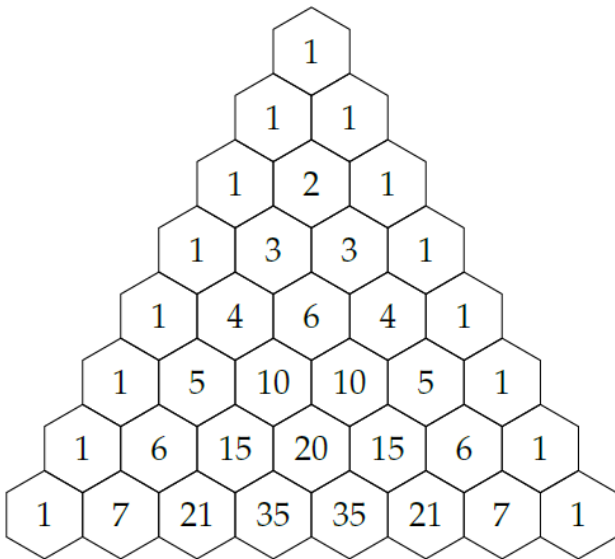
Line 4:

1, 4, 6, 4, 1

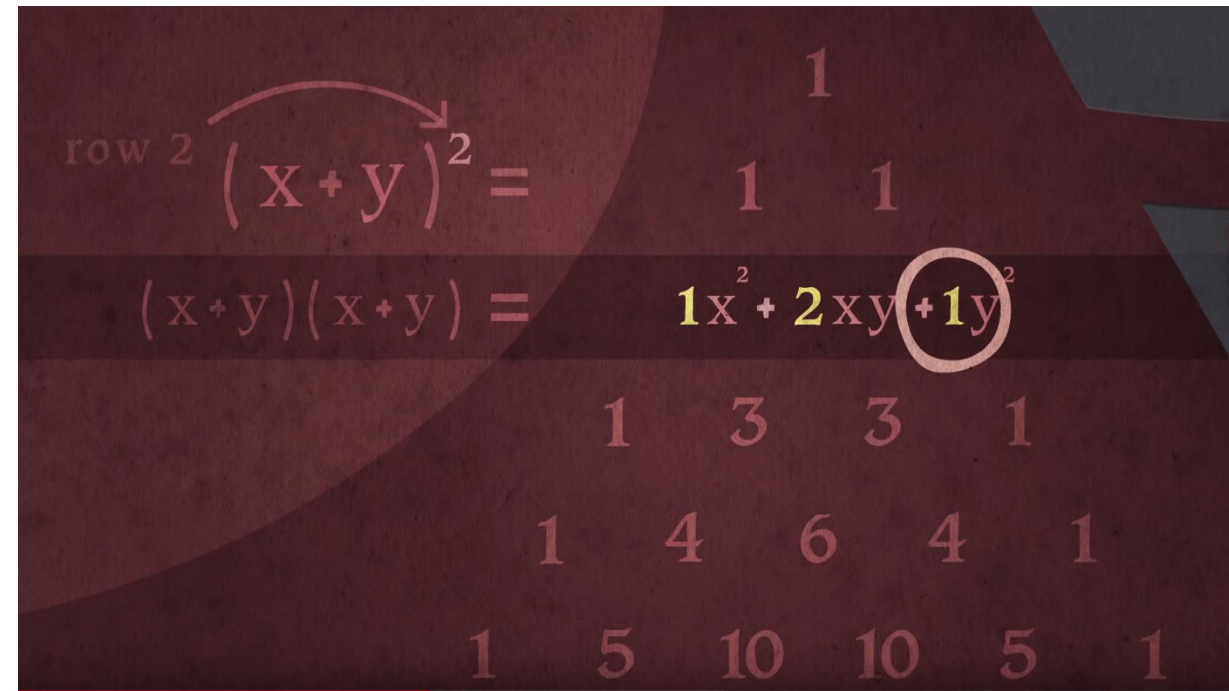
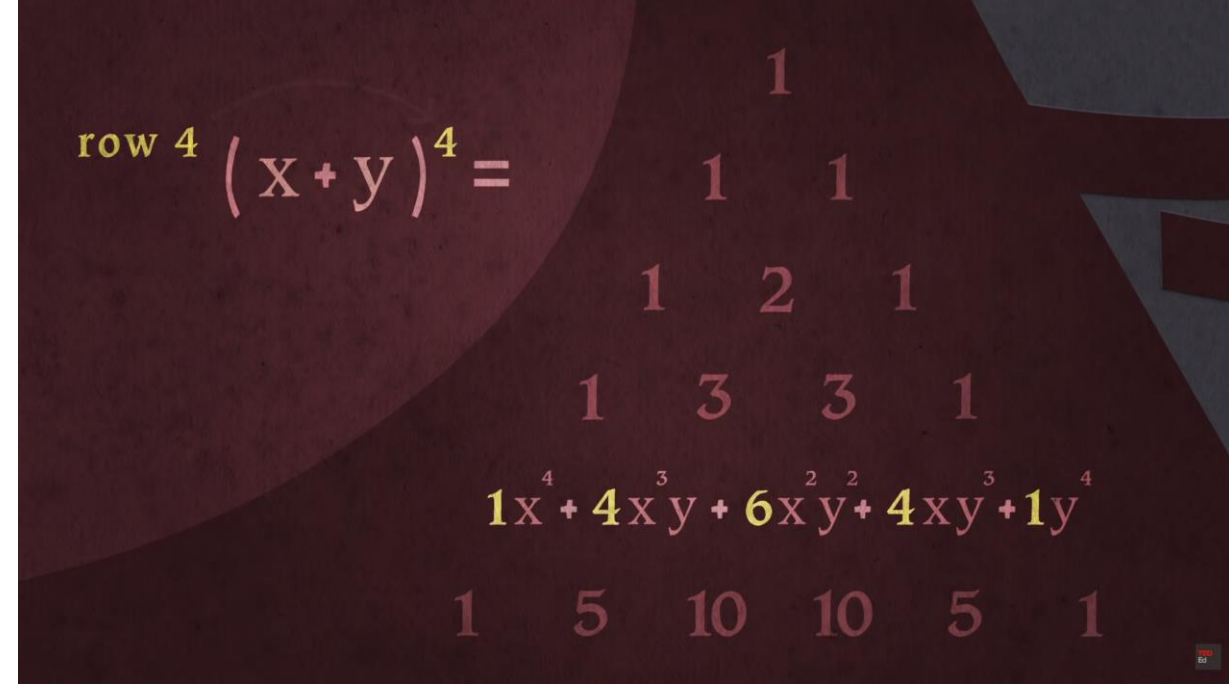
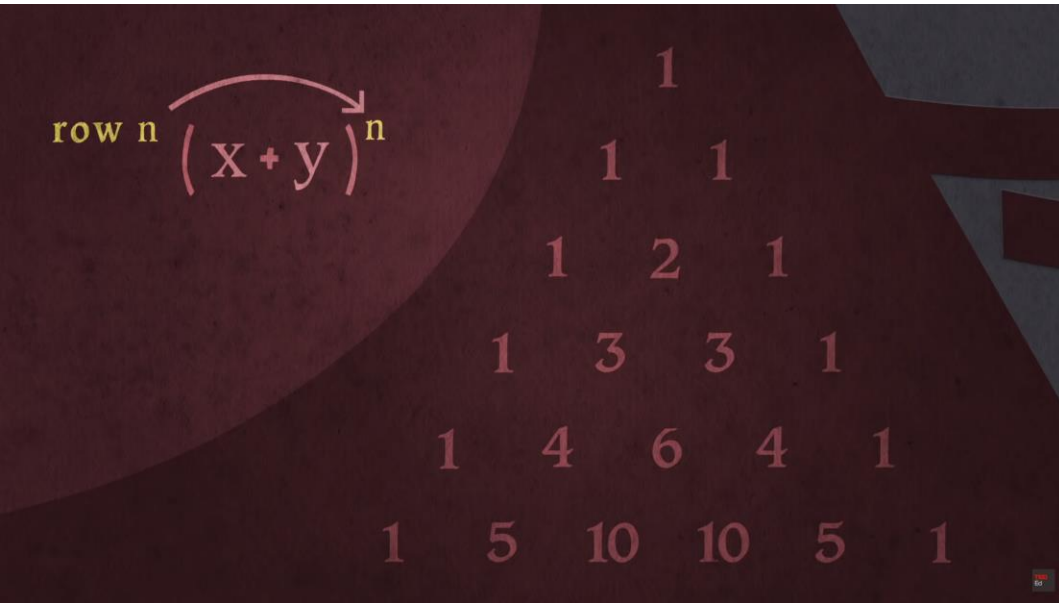
$$\binom{4}{0} \quad \binom{4}{1} \quad \binom{4}{2} \quad \binom{4}{3} \quad \binom{4}{4}$$

# Pascal's Triangle

- Each entry in Pascal's triangle is in fact a binomial coefficient.
- We can use Pascal's triangle (and other counting methods we have learned) to prove binomial identities, i.e., equations that involve binomial coefficients

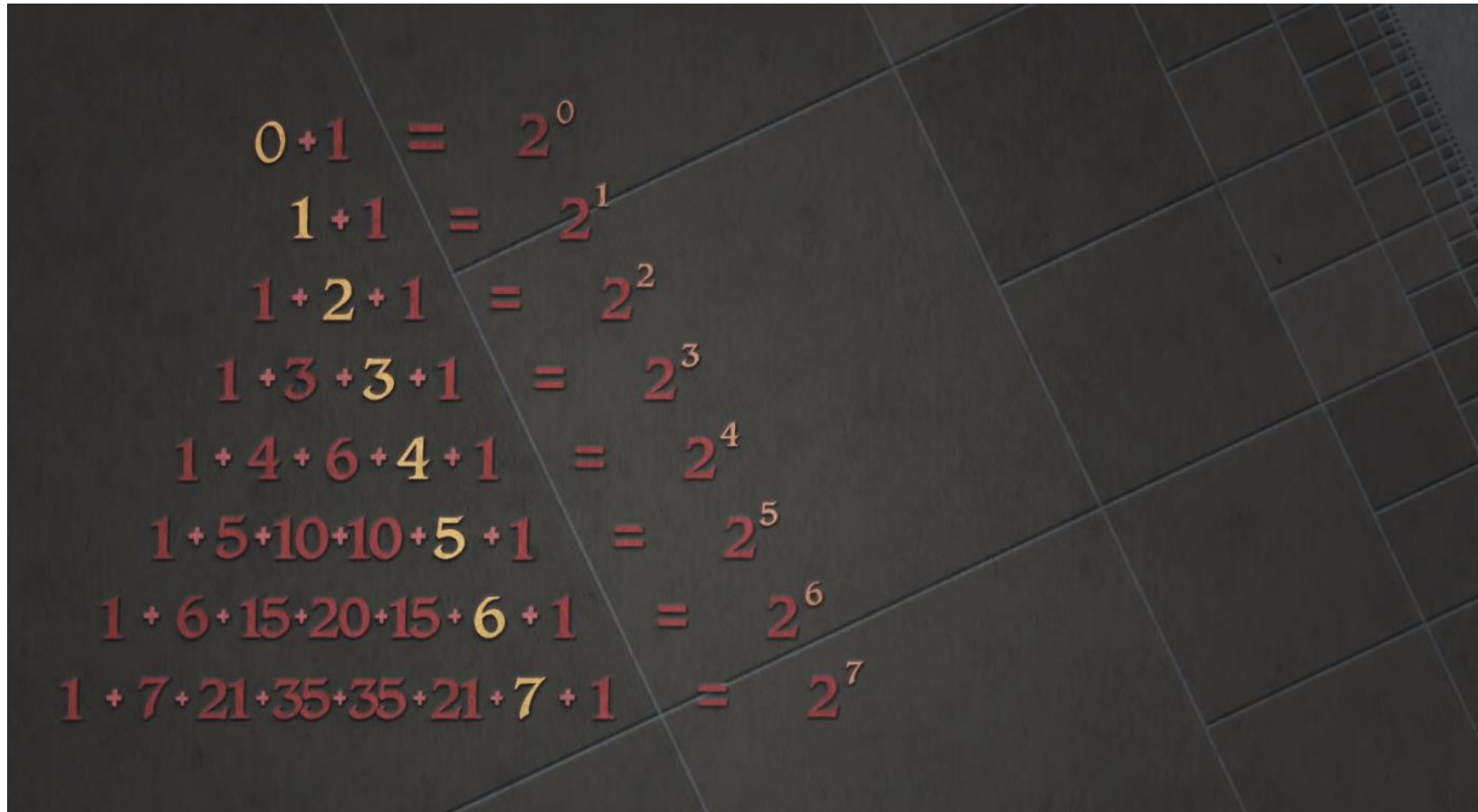


# Pascal's Triangle





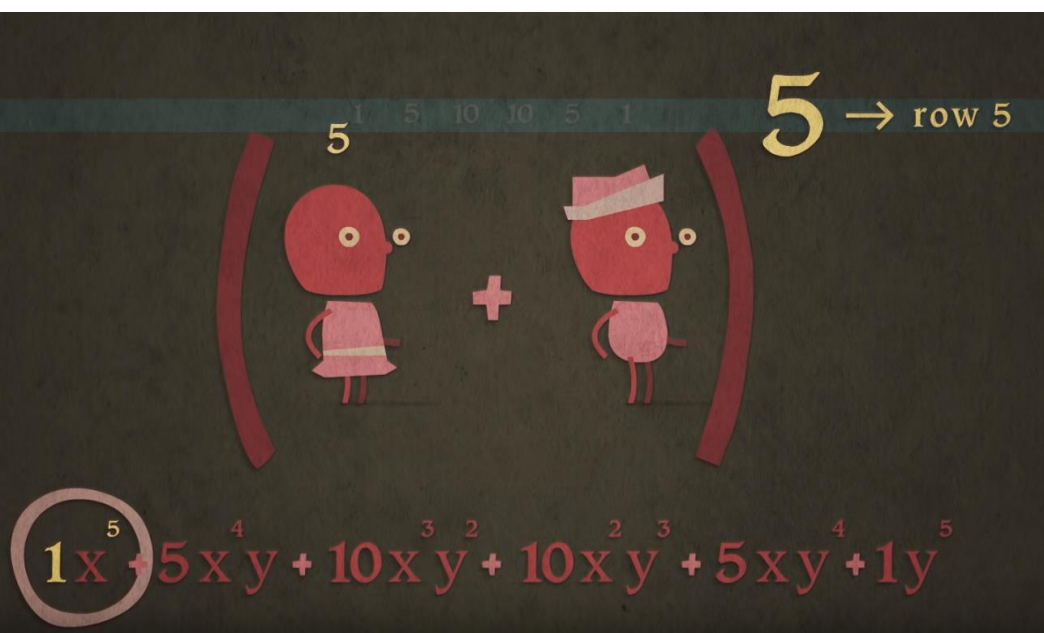
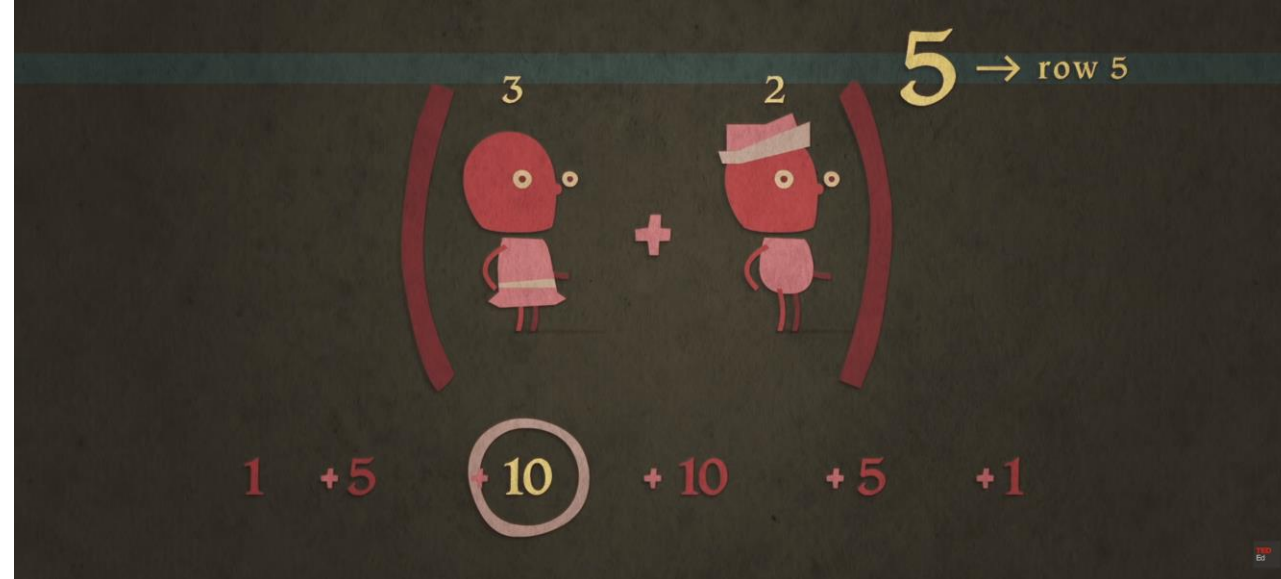
# Pascal's Triangle


$$\begin{aligned}0+1 &= 2^0 \\1+1 &= 2^1 \\1+2+1 &= 2^2 \\1+3+3+1 &= 2^3 \\1+4+6+4+1 &= 2^4 \\1+5+10+10+5+1 &= 2^5 \\1+6+15+20+15+6+1 &= 2^6 \\1+7+21+35+35+21+7+1 &= 2^7\end{aligned}$$

*Look at Sierpinski Triangle...*



# Pascal's Triangle

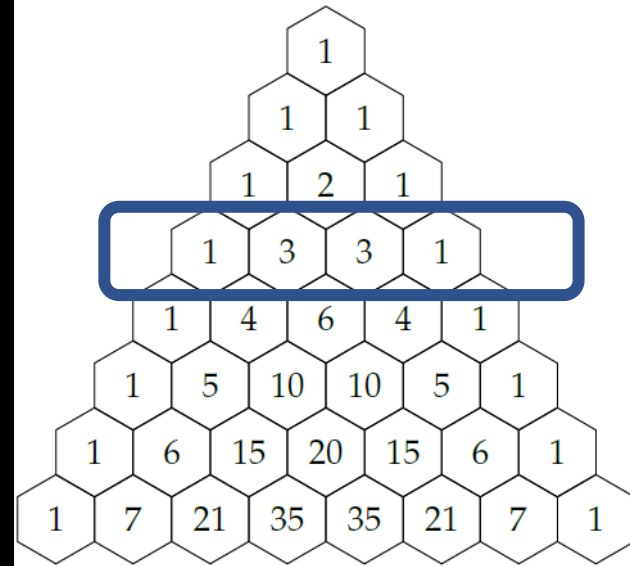


A diagram illustrating the sum of the coefficients in the binomial expansion. At the top, a horizontal bar is labeled "5 → row 5". Below this, two red female figures are shown, each with a number above them: "3" and "2". They are enclosed in large red parentheses and separated by a plus sign. Below the figures, the sum of the coefficients is shown:  $1 + 5 + 10 + 10 + 5 + 1 = \frac{10}{32}$ .

# Binomial Theorem

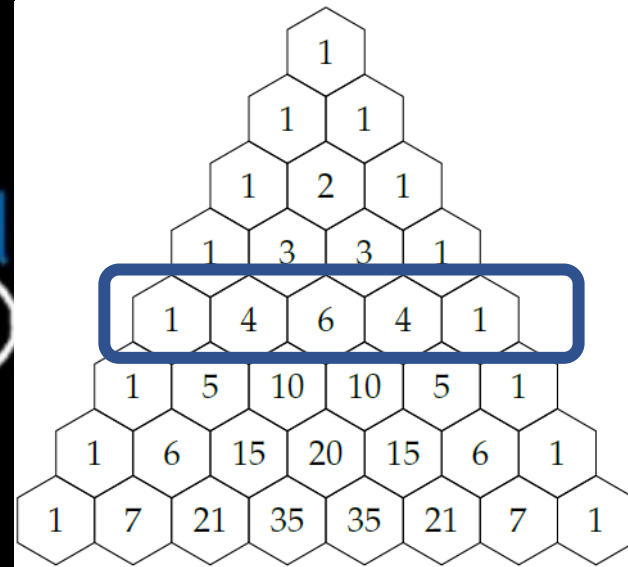
$$\begin{aligned} & \underline{(x-2)}^{\textcircled{3}} = \\ & 1(x)^3(-2)^0 + 3(x)^2(-2)^1 + \\ & 3(x)^1(-2)^2 + 1(x)^0(-2)^3 \end{aligned}$$

$$1 \quad 3 \quad 3 \quad \textcircled{1}$$



# Binomial Theorem

$$(2x + 3y)^4$$
$$1(2x)^4(\cancel{3y})^0 + 4(2x)^3(3y)^1 + 6(2x)^2(3y)^2 + 4(2x)^1(3y)^3 + 1(2x)^0(3y)^4$$





**5 min**  
**Take a Break**



# Today – Probabilities (!!!)

- Experiment
  - Toss a fair coin 10 times
- Sample Space ( $\Omega$ )
  - All possible outcomes of the experiment
- Event
  - Outcome(s) that you are interested in understanding

# Textbook #1

*A First Course in Probability*

- S. Ross
- any edition

A First Course in  
**PROBABILITY**

NINTH EDITION

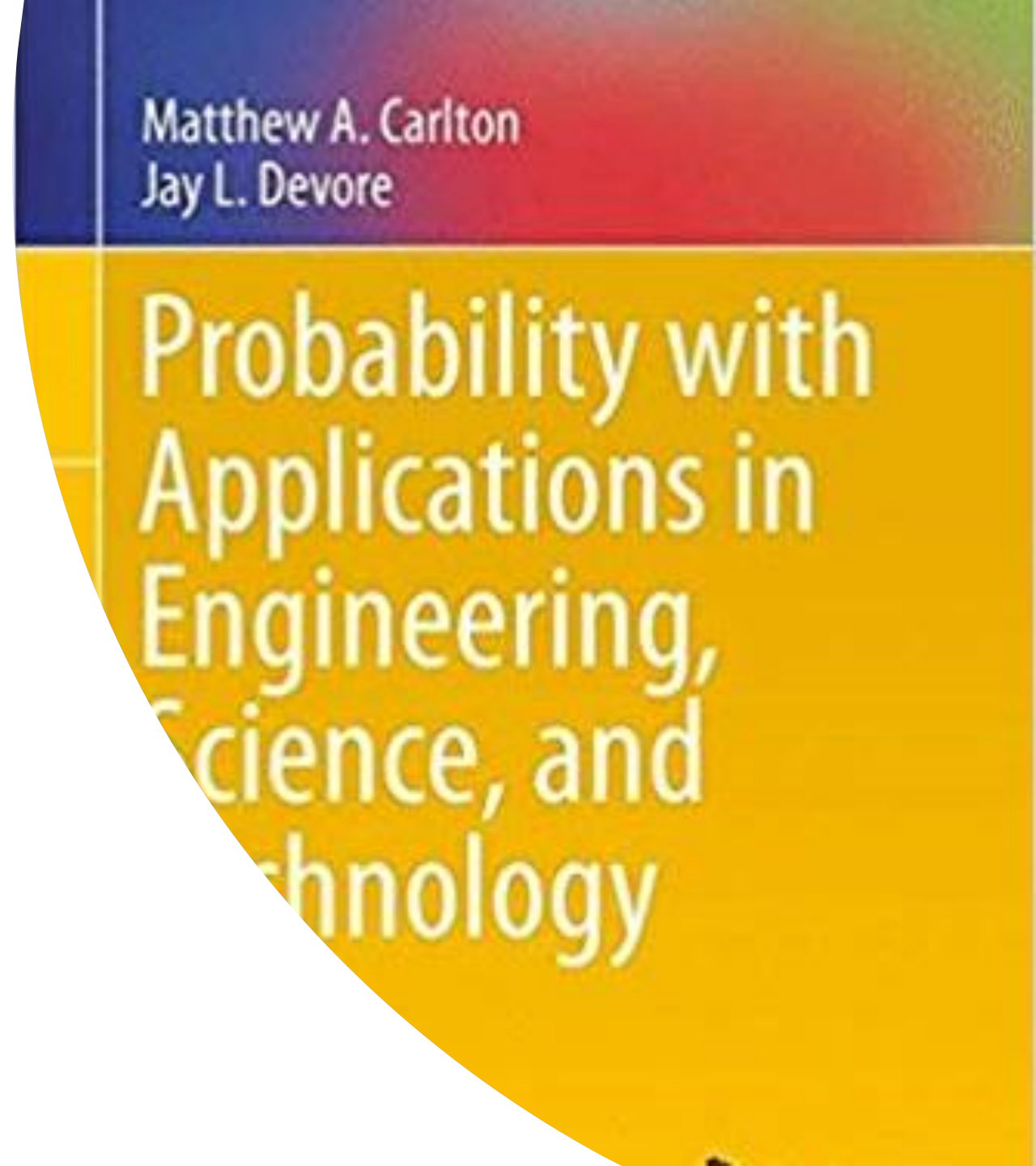


SHELDON ROSS

# Textbook #2

*Probability with Applications in Engineering,  
Science, and Technology*

- M. A. Carlton and J. L. Devore
- Available for free through university library website.



# Outline for this month

- Sample spaces and events
- Basics of probability
- Independence, conditional probability
- Random variables, expectation, variance

Basic building blocks

Intermediate

Advanced



# Probabilities

- Experiment
  - Toss a fair coin 10 times

# Probabilities

- Study of random/uncertain phenomena.
- Origins in gambling.
  - Pascal invented probability theory to come up with gambling strategies.
- Two dice are rolled 4 times. If (6,6) shows up I win. Else I lose. Should I play?



# Probability's origin – The problem of points

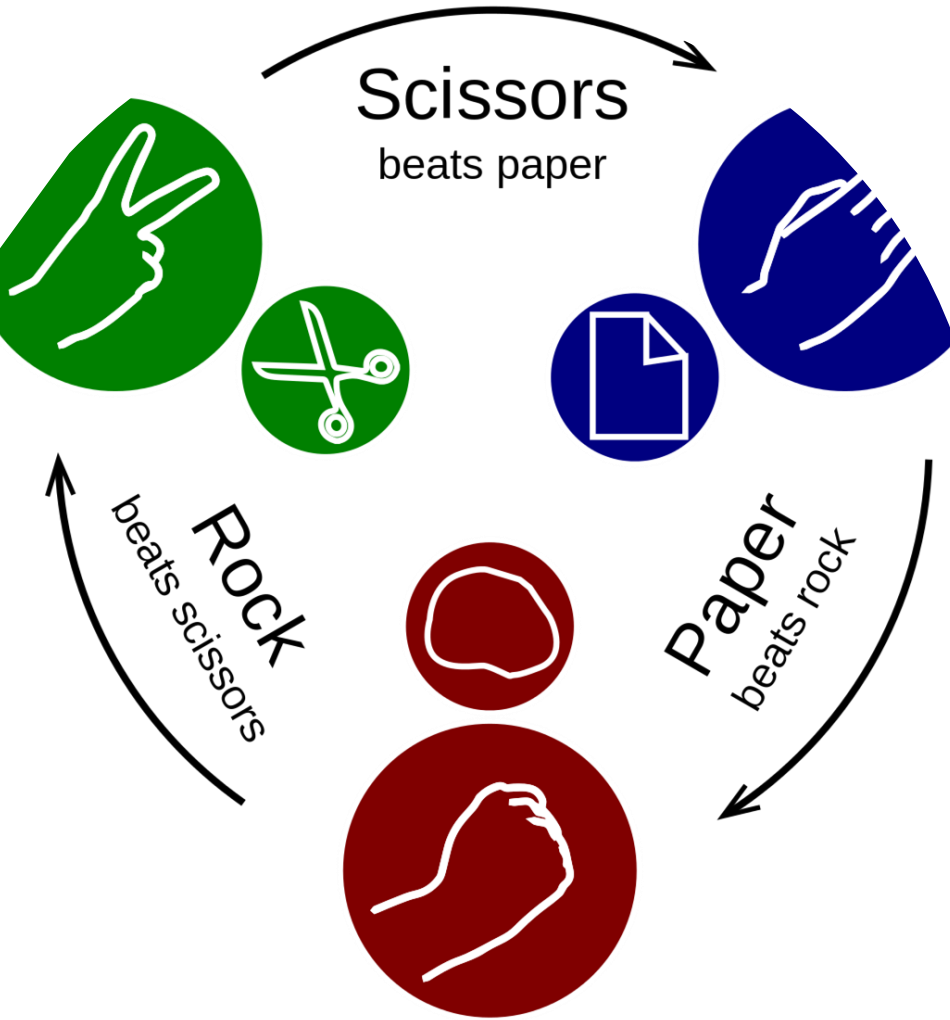
...or the problem of the **division of the stakes**

- Two players are playing a best of 5 game
  - After 3 games, player 1 is leading 2 to 1
  - A fight breaks out and game cannot be finished
  - How should the prize money be divided?



led Blaise Pascal to the first explicit reasoning about what today is known as an **expected value**

# Probability: Today's Applications



- Weather prediction
- Stock market prediction
- Inventory management
- Studying behavior of a virus
- Understanding rational behavior in economics
- Understanding the chance of failure of algorithms
- Cryptography
- Machine Learning

# Probabilities – Real-life Example



- US population is ~350 million.
- Want to figure out if majority prefer Biden or Trump.



# Probabilities – Real-life Example



independent of  
350 million

Theorem:

Poll a random sample of 2000 people. Then, with probability  $> .99$ ,

% preferring Biden over Trump = % in sample  $\pm 2\%$

# Probabilities

- Experiment
  - Toss a fair coin 10 times
- Sample Space ( $\Omega$ )
  - All possible outcomes of the experiment

# Probability - Sample Space

- Consider an experiment whose outcome *is not predictable with certainty*.
- However, although the outcome of the experiment will not be known in advance, let us suppose that *the set of all possible outcomes is known*.
- This set of all possible outcomes of an experiment is known as the **sample space** of the experiment and is denoted by  $S$ .



# Probability – Sample Space Examples

- If the outcome of an experiment consists of the determination of the gender of a newborn child, then

$$S = \{g, b\}$$

- If the experiment consists of flipping two coins, then the sample space consists of the following four points,

$$S = \{(H,H), (H,T), (T,H), (T,T)\}$$

- If the outcome of an experiment is the order of finish in a race among the 7 horses having post positions 1, 2, 3, 4, 5, 6, and 7, then

$$S = \{\text{all } 7! \text{ Permutations of } (1,2,3,4,5,6,7)\}$$

# Probability – Sample Space Examples

- Toss a coin 10 times

$$\Omega = \left\{ \begin{array}{l} (H, H, H, \dots, H) \\ (H, T, \dots) \\ (T, T, \dots, T) \end{array} \right\}, |\Omega| = 2^{10}$$

# Probability – Sample Space Examples

- Roll two dice

$$\Omega = \left\{ \begin{array}{l} (1,1), (1,2), \dots, (1,6) \\ (2,1), (2,2), \dots, (2,6) \\ \vdots \\ (6,1), (6,2), \dots, (6,6) \end{array} \right\}, \quad |\Omega| = 6 \cdot 6$$

# Probability – Sample Space Examples



Experiment: people vote

$$\Omega = \left\{ \begin{array}{l} (H, H, \dots, H, T, \dots, T) \\ (T, T, \dots, T) \\ (H, H, H, T, \dots, T) \\ \vdots \end{array} \right\}, |\Omega| = 2^{350 \times 10^6}$$

# Probability – Sample Space Examples

- Toss a coin until you see a H

$$\Omega = \{H, TH, TTH, TTTH, \dots\}$$

$$|\Omega| = \infty$$

# Probability

- Experiment
  - Toss a fair coin 10 times
- Sample Space ( $\Omega$ )
  - All possible outcomes of the experiment
- Event
  - Outcome(s) that you are interested in understanding (or counting...)

# Probability – Events Examples

**Probability** is the likelihood that an **event** will occur.

- Toss a coin 10 times

Any subset of  $\Omega$  is an Event.

# Events – Simple Event



- A **simple event** is an **event** where all possible outcomes are equally likely to occur.
- So the **probability** of **simple events** will have **all possible outcomes equally likely to happen or occur**.
- E.g., when you toss a coin, there are two possible outcomes – heads or tails, and the **probability** of heads or tails is equal.




# Events - Compound Event

DEFINITION OF PROBABILITY OF COMPOUND EVENTS

## Compound Event

*finding the sum of the probabilities of the individual events*

TRIPLETS  
TWINS  
GIRL  
BOY



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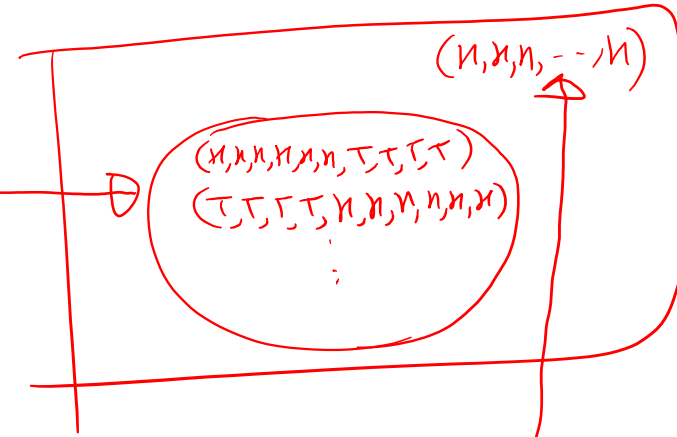
- A **compound event** is one in which there is more than one possible outcome.
- Determining the **probability** of a **compound event** involves finding the sum of the **probabilities** of the individual **events** and, if necessary, removing any overlapping **probabilities**.

# Probability – Events Examples

- Toss a coin 10 times

Event 1: H appears 6 times

Compound Event



Event 2: only see heads

Simple Event

# Probability – Events Examples

- Roll two dice

$$\Omega = \left\{ \begin{array}{l} (1,1), (1,2), \dots, (1,6) \\ (6,1), (6,2), \dots, (6,6) \end{array} \right\}$$

Simple Event : first die = 6, second die = 5  $\rightarrow (6,5)$

Compound Event : first die equals second die  
 $\rightarrow (1,1), (2,2), (3,3), \dots, (6,6)$

# Probability – Events Examples

- Toss a coin until you see a H.

Simple Event : Get an H on first try.

Compound Event : Don't get an H on first try.