

# Basic Counting Techniques

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Vladimir Podolskii

Computer Science Department, Higher School of Economics

# Outline

Why counting

Rule of Sum

Convenient Language: Sets

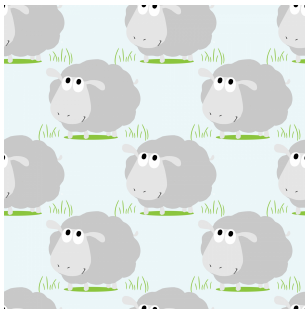
Generalizing Rule of Sum

Recursive Counting: Number of Paths

Rule of Product

# Why Counting?

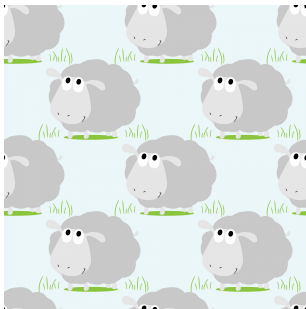
- Counting is one of the basic tasks related to mathematics



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# Why Counting?

- Counting is one of the basic tasks related to mathematics
- **Goal:** to tell how many objects are there without actually counting them one by one



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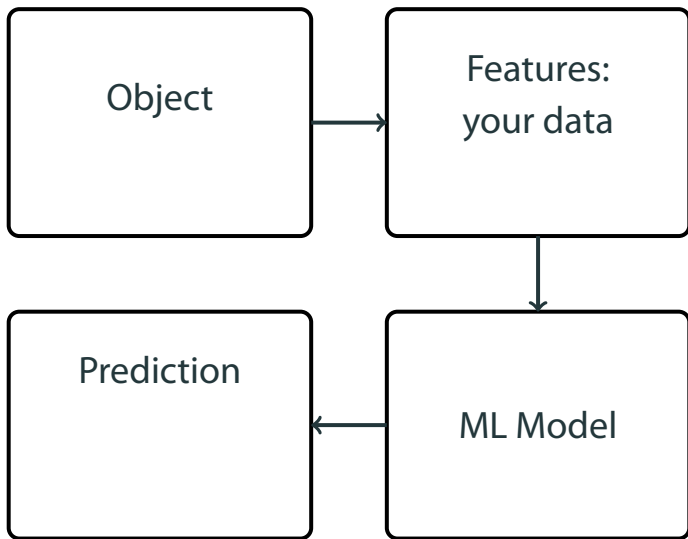
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- **Important application:** computing probabilities

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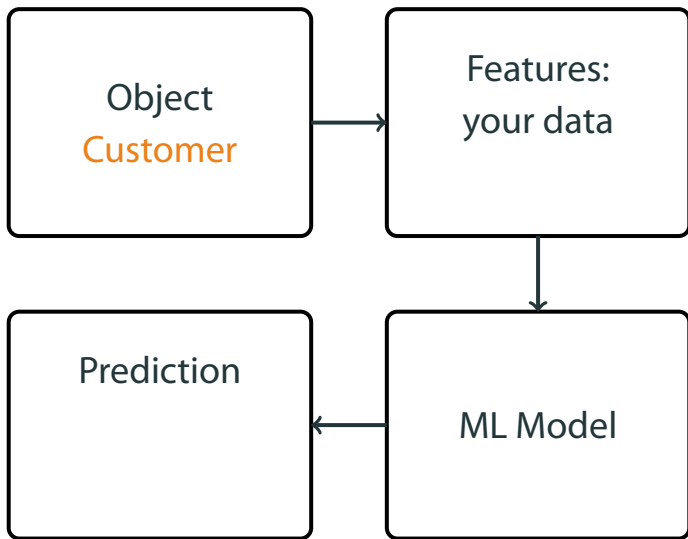
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- **Important application:** counting number of steps of algorithms
- **Important application:** computing probabilities
- **Important application:** estimating the size of data



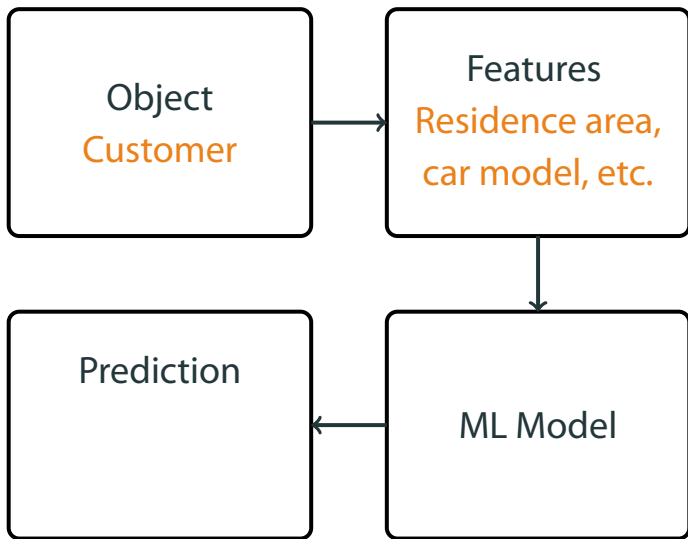
# Counting in Data Analysis?



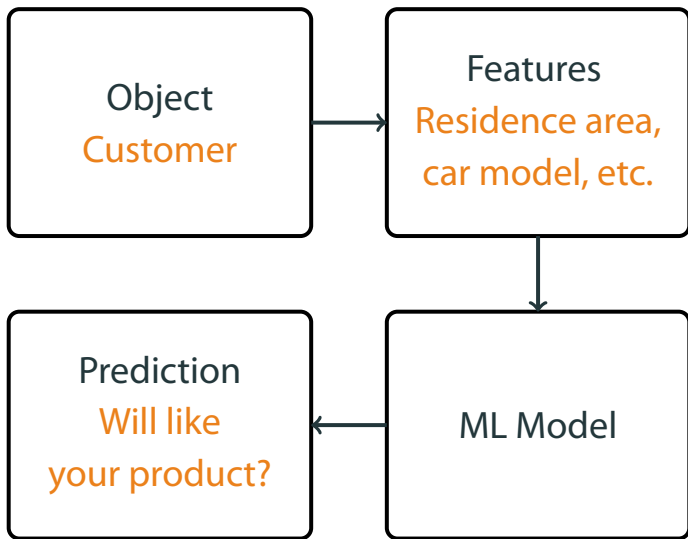
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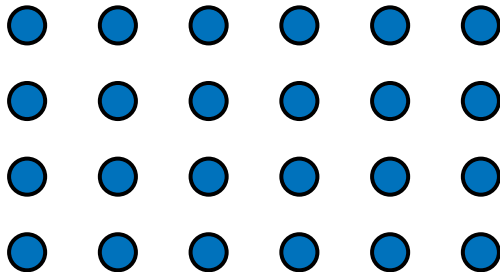
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- It is useful to estimate the number of all possible collections of feature values



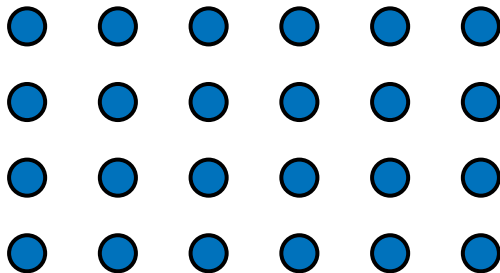
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- Toy example: can you tell how many blue circles are in the picture without counting them by hand?



## Real Life Example, Preview



[wikimedia.org](https://commons.wikimedia.org/wiki/File:Russian_license_plate_78_C065MK.jpg)

- Suppose a country, a state or a region introduces a new format of a license plate

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- Will we have enough plates for everyone?

# Outline

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**Rule of Sum**

Convenient Language: Sets

Generalizing Rule of Sum

Recursive Counting: Number of Paths

Rule of Product

# Rule of Sum

## Rule of Sum

If there are  $k$  objects of the first type and there are  $n$  objects of the second type, then there are  $n + k$  objects of one of two types

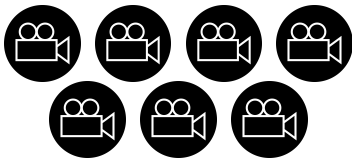


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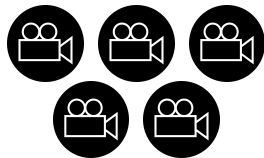
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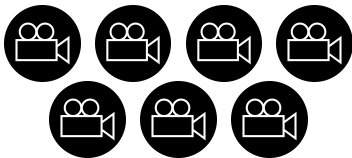


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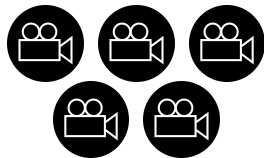
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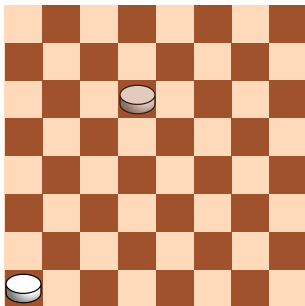


$7+5=12$  videos in total

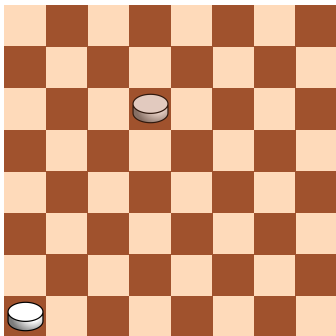
# Piece on a Chessboard

## Piece on a chessboard

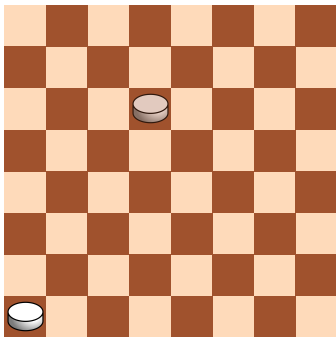
A piece stays in the bottom left corner of a chessboard. In one move it can move one step to the right or one step up. How many moves are needed to get to the position on the picture?



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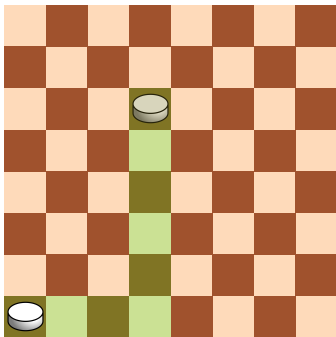


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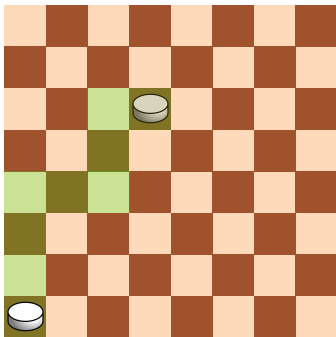
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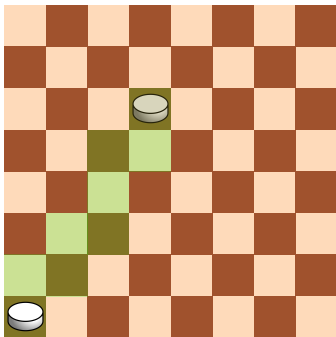
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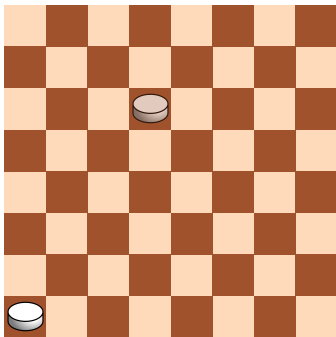
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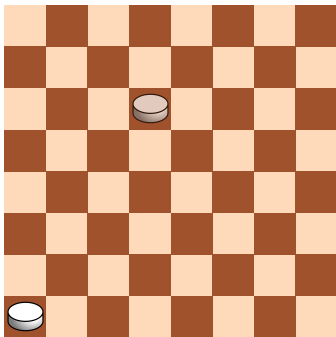


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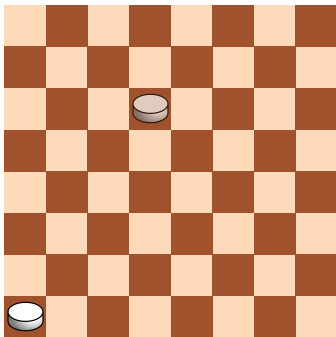
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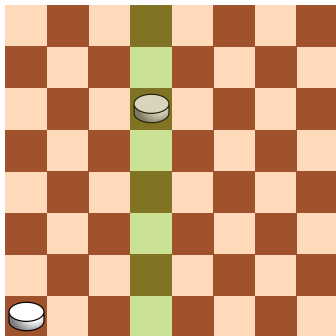
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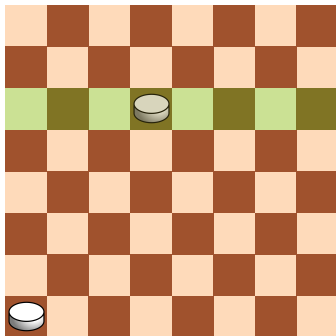
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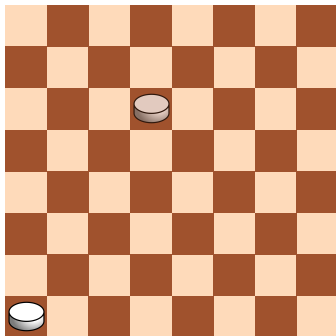
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- Suppose in our data we have 7 videos of length  $\geq 4$  minutes and 5 music videos

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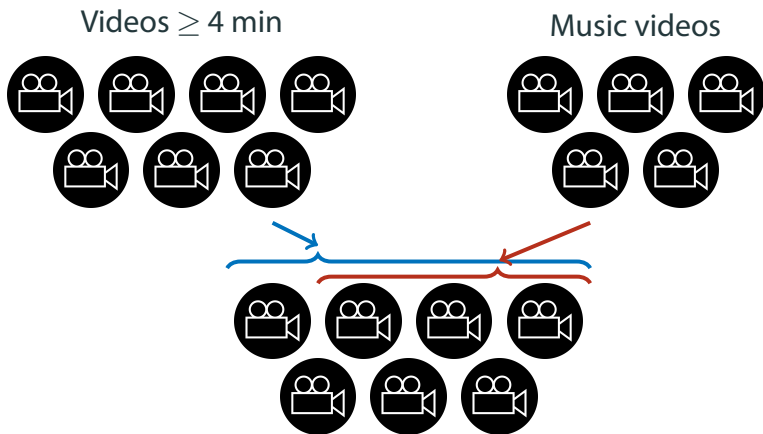
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- What if some of our music videos are longer than 4 minutes?

# One More Example



Rule of sum does not work here!

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- For example, there might be funny videos with cats

# Rule of Sum Revisited

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If there are  $k$  objects of the first type and there are  $n$  objects of the second type, then there are  $n + k$  objects of one of two types

- Important lesson: in the rule of sum **no object should belong to both classes!**



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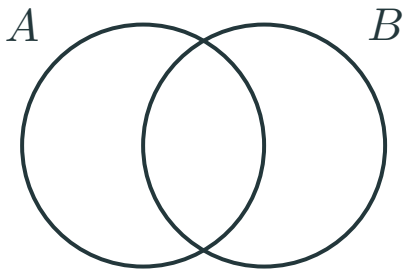
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- However, there are pitfalls
- “Set consisting of all sets” is a dangerous construction
- We will not encounter these difficulties in our program and will not discuss them

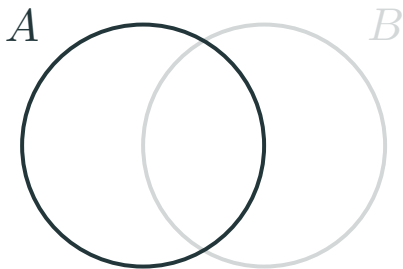
# Venn Diagrams

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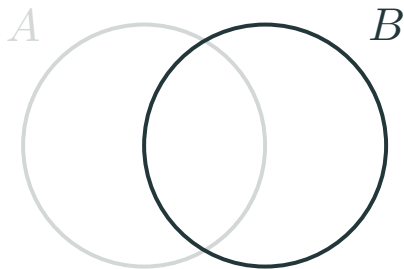
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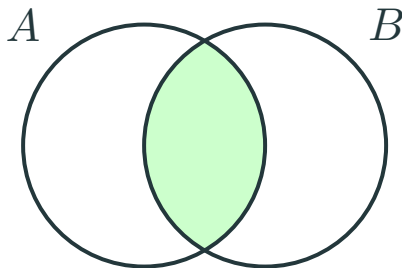
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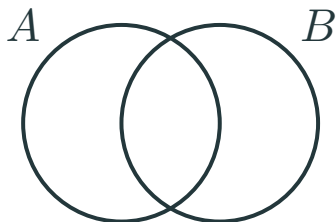
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- Intersection corresponds to elements belonging to both sets



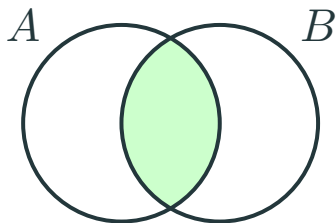


# Useful Notations



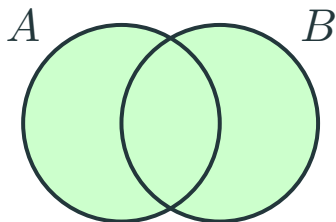
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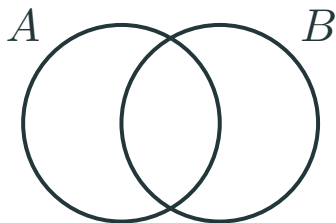
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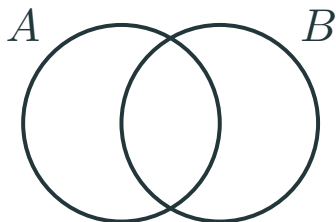
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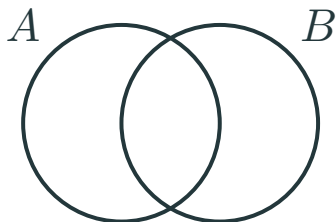
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- If every element of  $A$  is also an element of  $B$ , then  $A$  is a **subset** of  $B$ ; we write  $A \subseteq B$

# Useful Notations



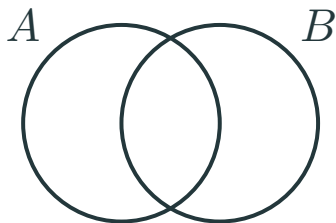
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- A set without elements is denoted by  $\emptyset$  and is called empty set

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**Generalizing Rule of Sum**

Recursive Counting: Number of Paths

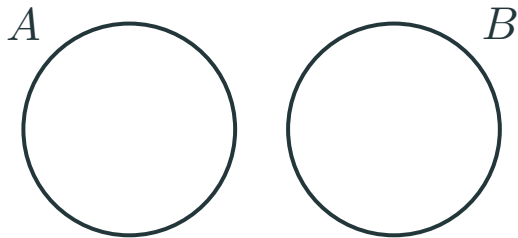
Rule of Product



# Rule of Sum in the Set Language

## Rule of Sum

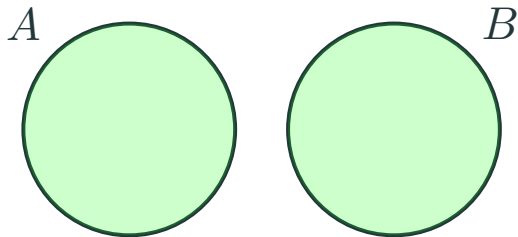
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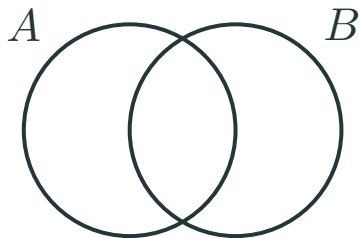
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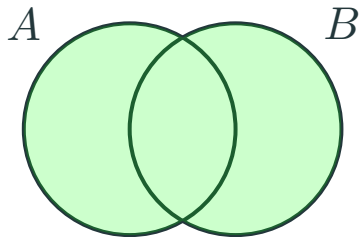
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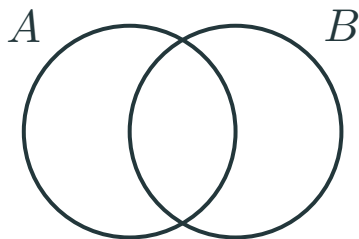


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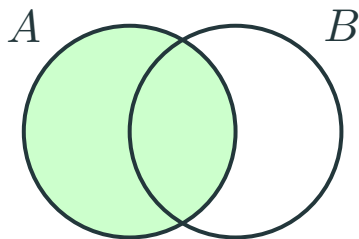


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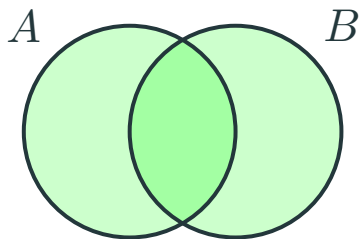
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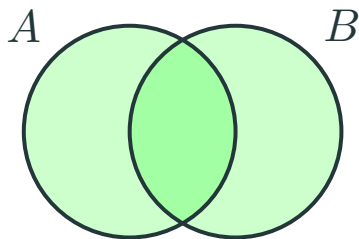
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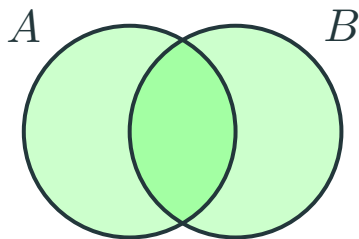
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- We count elements that belong to both  $A$  and  $B$  twice

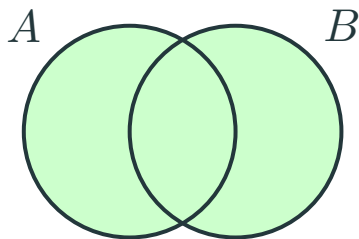


# Generalized Rule of Sum



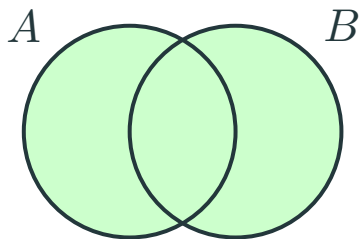
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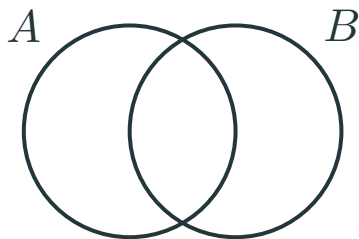
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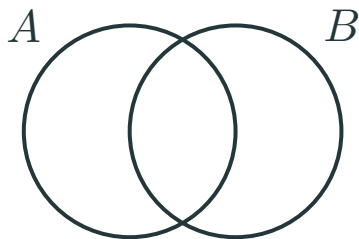
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Covers the original rule:  $|A \cap B| = 0$



# Outline

Why counting

Rule of Sum

Convenient Language: Sets

Generalizing Rule of Sum

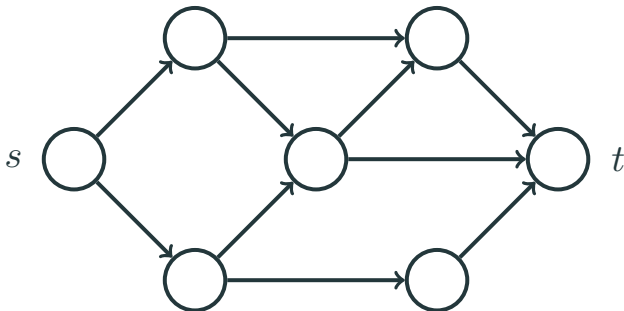
**Recursive Counting: Number of Paths**

Rule of Product

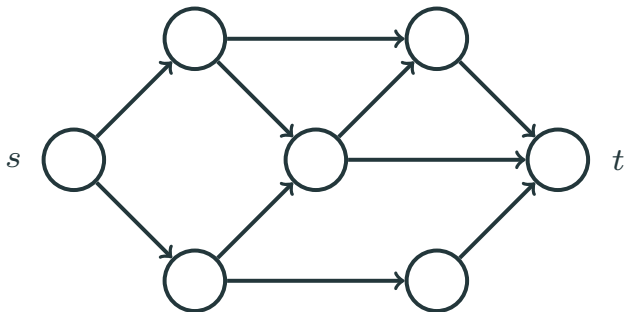
# Recursive Counting: Number of Paths

## 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  $t$ ?



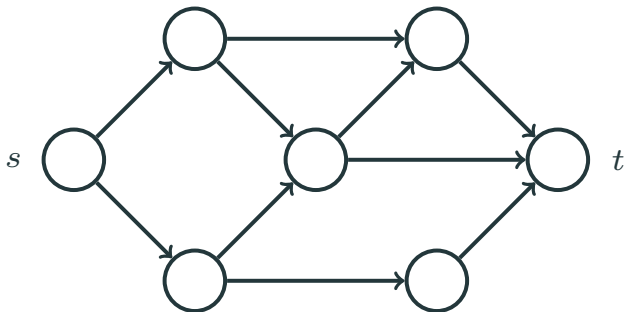
# Number of Paths



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

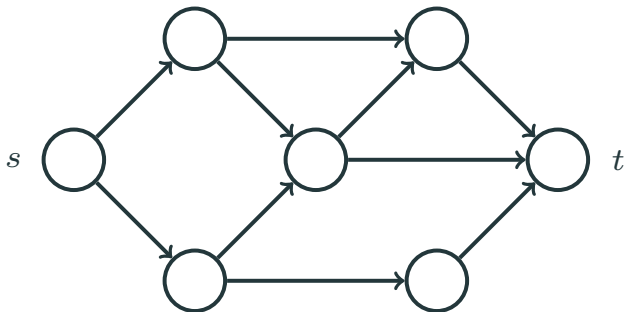


# Number of Paths



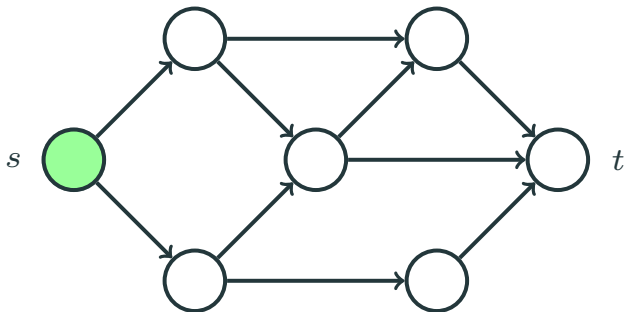
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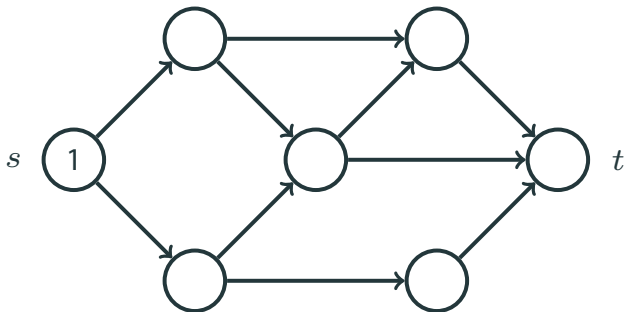
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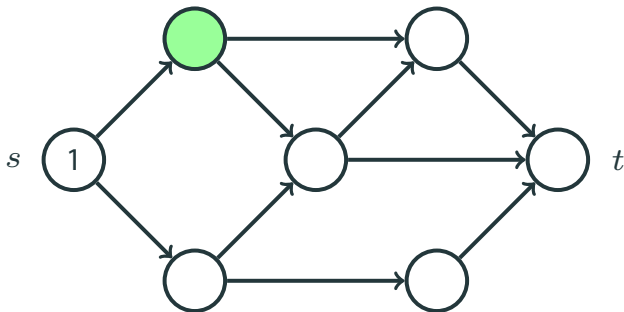
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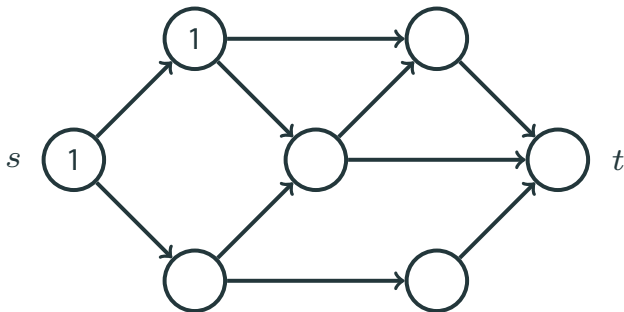
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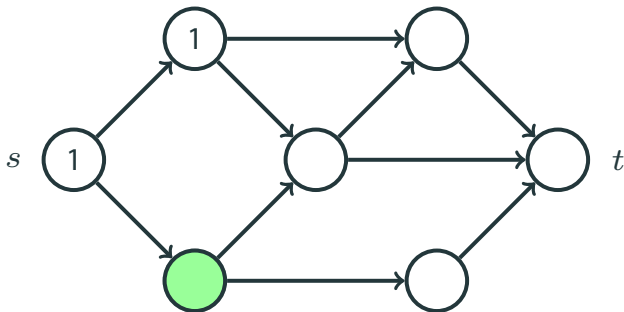
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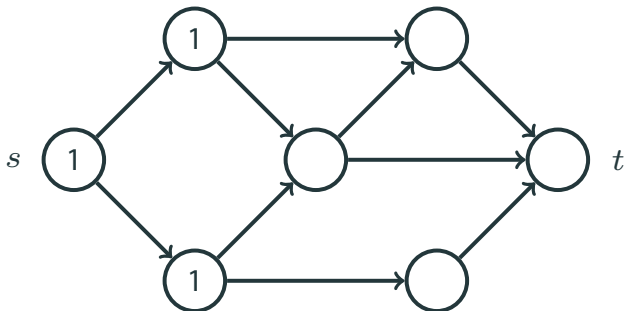
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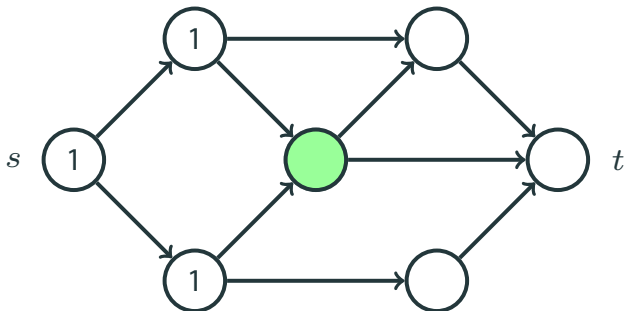
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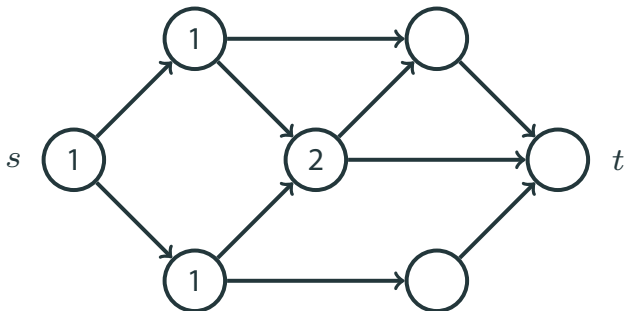


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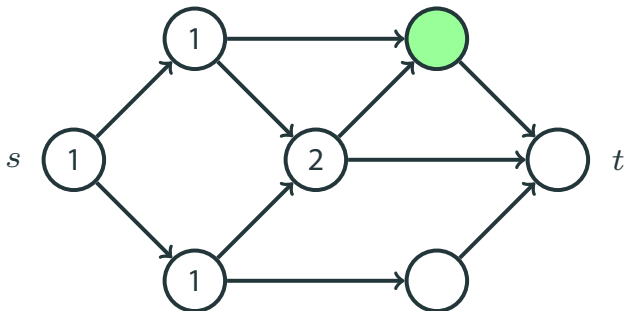
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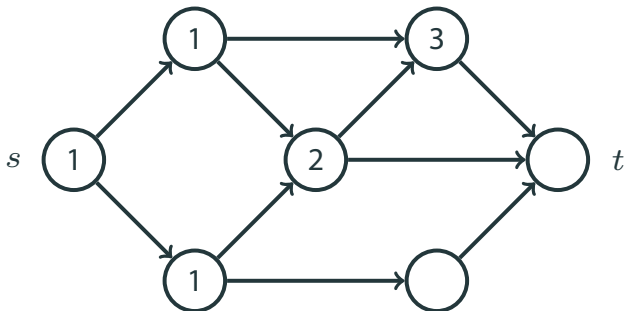
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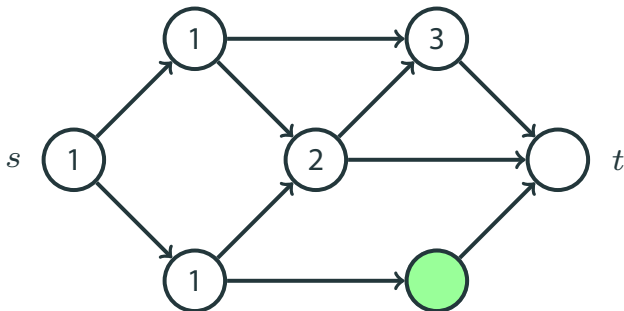
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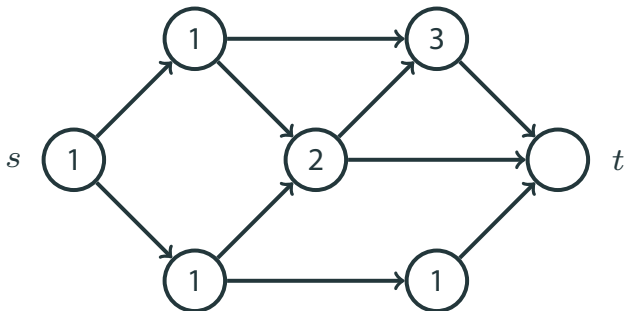
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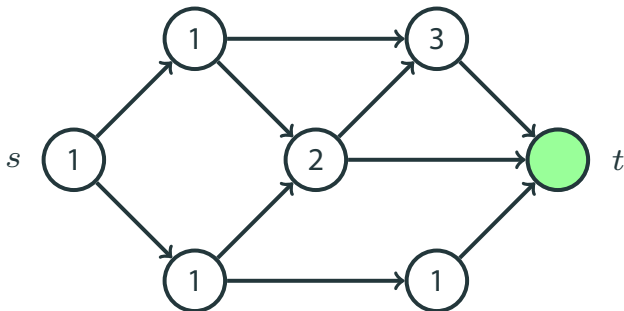
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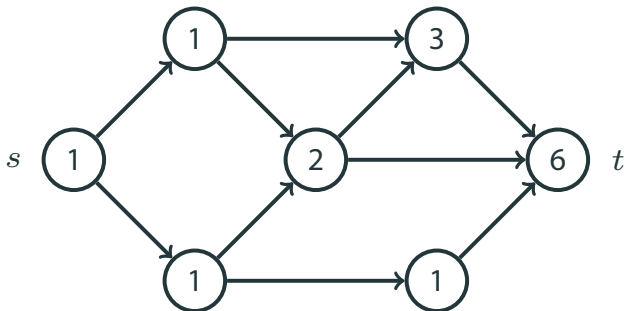
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**Rule of Product**

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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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Videos



Persons



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Videos



Persons



$$4 \times 3 = 12 \text{ evaluations}$$

# List of All Evaluations



5

3

2

7



8

7

5

1



1

7

8

10

	5	3	2	7
	8	7	5	1
	1	7	8	10

# 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  $B$

# Why the Rule of Product is True?

$$A = \{a_1, \dots, a_k\}$$

$$B = \{b_1, \dots, b_n\}$$

	$b_1$	$b_2$	$b_j$		$b_n$	
$a_1$						
$a_2$						
$a_i$						
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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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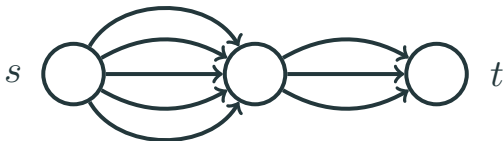
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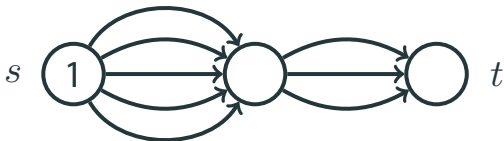


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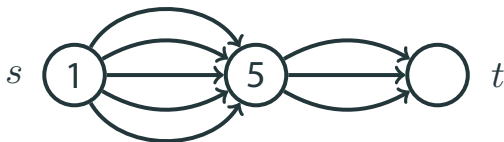


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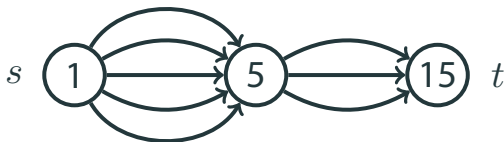
$$1 + 1 + 1 + 1 + 1 = 5$$

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$$5 + 5 + 5 = 3 \times 5 = 15$$

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- But even rule of sum can be tricky
- Some simple basic ideas can already be helpful
- Next we will see how to build something more involved from the basic building blocks