Catalan numbers

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The Catalan numbers (1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012, 742900, 2674440, 9694845, ...), named after <u>Eugène Charles Catalan</u> (1814–1894), arise in a number of problems in combinatorics. They can be computed using this formula:

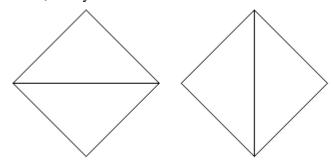
$$\frac{\binom{2n}{n}}{\frac{n+1}{n+1}}$$

Among other things, the Catalan numbers describe:

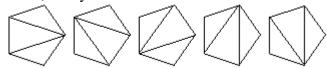
- the number of ways a <u>polygon</u> with n+2 sides can be cut into n triangles
- the number of ways to use *n* rectangles to tile a <u>stairstep</u> shape (1, 2, ..., n-1, n).
- the number of ways in which <u>parentheses</u> can be placed in a sequence of numbers to be multiplied, two at a time
- the number of planar binary trees with n+1 leaves
- the number of <u>paths</u> of length 2*n* through an *n*-by-*n* grid that do not rise above the main diagonal

Polygon diagrams:

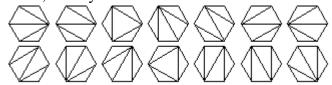
4 sides, 2 ways:



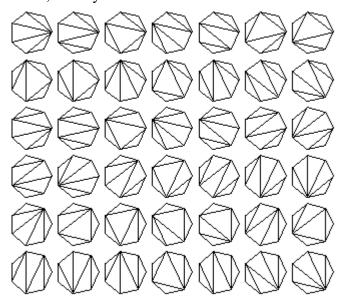
5 sides, 5 ways:



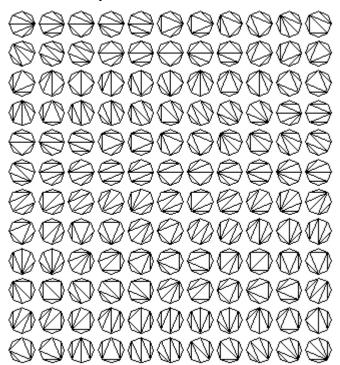
6 sides, 14 ways:



7 sides, 42 ways:

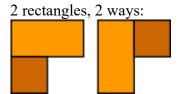


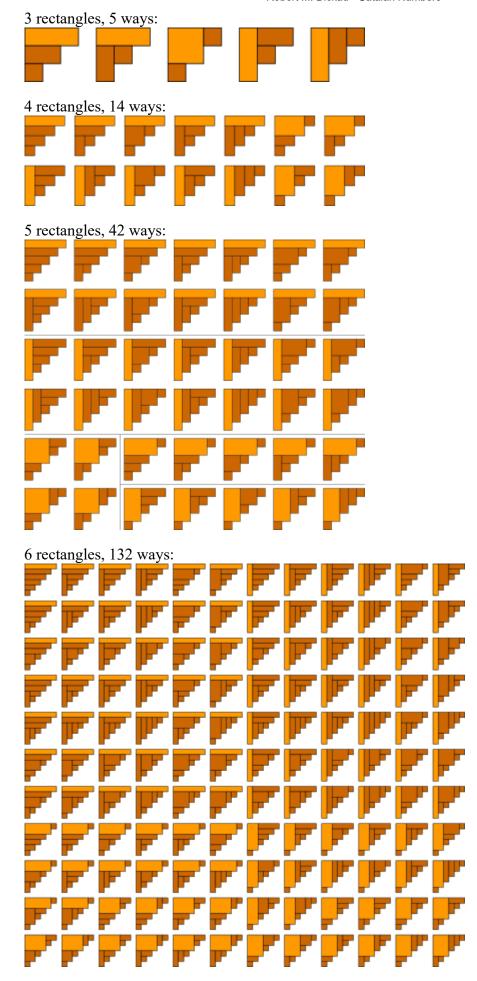
8 sides, 132 ways:



9 sides, 429 ways: (Hidden in file <u>catalan9.png</u>.)

Step diagrams:





Multiplication diagrams:

3 numbers:

```
(1 (2 3)) ((1 2) 3)
```

4 numbers:

```
(1 (2 (3 4))) (1 ((2 3) 4))
((1 2) (3 4)) ((1 (2 3)) 4)
(((1 2) 3) 4)
```

5 numbers:

```
(1 (2 (3 (4 5)))) (1 (2 ((3 4) 5)))

(1 ((2 3) (4 5))) (1 ((2 (3 4)) 5))

(1 (((2 3) 4) 5)) ((1 2) (3 (4 5)))

((1 2) ((3 4) 5)) ((1 (2 3)) (4 5))

((1 (2 (3 4))) 5) ((1 ((2 3) 4)) 5)

(((1 2) 3) (4 5)) (((1 2) (3 4)) 5)

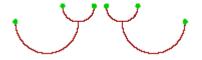
(((1 (2 3)) 4) 5) ((((1 2) 3) 4) 5)
```

6 numbers:

```
(1 (2 (3 (4 (5 6)))))
                         (1 (2 (3 ((4 5) 6))))
(1 (2 ((3 4) (5 6))))
                         (1 (2 ((3 (4 5)) 6)))
(1 (2 (((3 4) 5) 6)))
                        (1((23)(4(56))))
(1 ((2 3) ((4 5) 6)))
                         (1((2(34))(56)))
(1((2(3(45)))6))
                        (1((2((34)5))6))
(1 (((2 3) 4) (5 6)))
                        (1(((2 3) (4 5)) 6))
(1(((2(34))5)6))
                        (1((((2 3) 4) 5) 6))
((1\ 2)\ (3\ (4\ (5\ 6))))
                        ((1\ 2)\ (3\ ((4\ 5)\ 6)))
((1 2) ((3 4) (5 6)))
                        ((1\ 2)\ ((3\ (4\ 5))\ 6))
                        ((1 (2 3)) (4 (5 6)))
((1\ 2)\ (((3\ 4)\ 5)\ 6))
((1 (2 3)) ((4 5) 6))
                        ((1 (2 (3 4))) (5 6))
((1 (2 (3 (4 5)))) 6)
                        ((1 (2 ((3 4) 5))) 6)
((1((23)4))(56))
                        ((1((23)(45)))6)
((1 ((2 (3 4)) 5)) 6)
                        ((1(((23)4)5))6)
(((1\ 2)\ 3)\ (4\ (5\ 6)))
                         (((1\ 2)\ 3)\ ((4\ 5)\ 6))
(((1\ 2)\ (3\ 4))\ (5\ 6))
                         (((1\ 2)\ (3\ (4\ 5)))\ 6)
(((1\ 2)\ ((3\ 4)\ 5))\ 6)
                         (((1 (2 3)) 4) (5 6))
(((1 (2 3)) (4 5)) 6)
                         (((1 (2 (3 4))) 5) 6)
(((1 ((2 3) 4)) 5) 6)
                         ((((1 2) 3) 4) (5 6))
((((1 2) 3) (4 5)) 6)
                         ((((1 2) (3 4)) 5) 6)
((((1 (2 3)) 4) 5) 6)
                        (((((1 2) 3) 4) 5) 6)
```

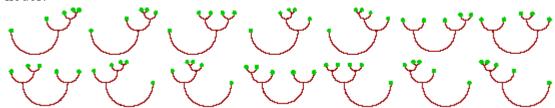
Tree diagrams:

3 nodes:

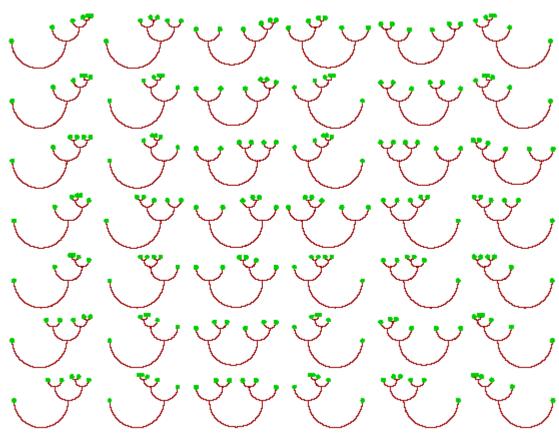


4 nodes:

5 nodes:



6 nodes:

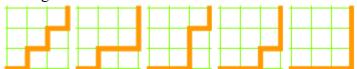


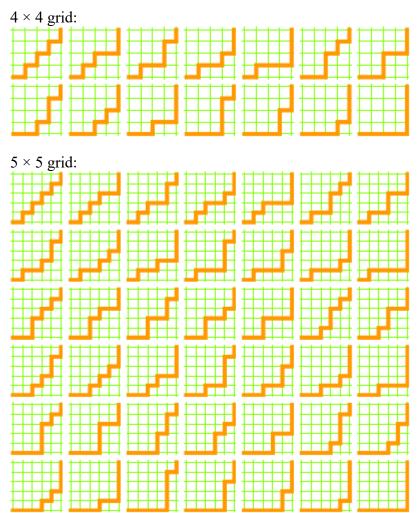
Path diagrams:

 2×2 grid:



 3×3 grid:





6 × 6 grid: (Out of the way in file <u>catpath6.png</u>.)

Originally designed and rendered using <u>Mathematica</u> 3.0 for the Apple Macintosh. PNG conversions performed with an old version of <u>ImageMagick</u>.

Inspiration and facts (though not figures) by Brian Hayes, "A Question of Numbers", American Scientist, January–February 1996; Steven S. Skiena, Implementing Discrete Mathematics: Combinatorics and Graph Theory with Mathematica, Addison-Wesley, 1990; Fred S. Roberts, Applied Combinatorics, Prentice-Hall, 1984; and D. E. Knuth, Sorting and Searching (vol. 3 of The Art of Computer Programming), Addison-Wesley, 1973. Catalan dates from Florian Cajori, A History of Mathematics, The Macmillan Company, 1922.

See also Martin Gardner, *Time Travel and Other Mathematical Bewilderments*, Chapter 20, W. H. Freeman, 1988; and Ilan Vardi, *Computational Recreations in Mathematica*, Chapter 9, Addison-Wesley, 1991.

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