

# **CHAPTER 4**

**COUNTING AND THE  
PIGEONHOLE PRINCIPLE**

# **HOMEWORK**

- **Again, all homework is from the Exercises**
  - **No problems are from the Review Exercises**
- **Section 4.1 (p. 170), #5, 17-20, 28-30, 34-37, 42-46, 60, 62**
- **Section 4.2 (p. 182), #10-14, 25-29, 31-34, 58-62**
- **Section 4.4 (p. 194), #11-17, 30-33**
- **Section 4.5 (p. 204), #1-5, 22-26, 42-45**
- **Section 4.6 (p. 210), #1-3, 7-9, 15-17, 22-24**
- **Section 4.7 (p. 215), #1, 3-5, 10-11**
- **Section 4.8 (p. 219), #1-10**

# COUNTING

- **Counting can mean finding the number of things in a set**
  - The set can be a regular set containing generic objects
  - Or it can contain objects constructed using a rule
  - For example, it can be the power set of a given set
- **Counting can also mean finding the number of ways something can happen**
  - For example, given an 8-bit byte, how many different 0,1 patterns are there?

# COUNTING TECHNIQUES

- The idea of counting is to use shortcuts to count things
- For example
  - Suppose you have 20 rows of objects
  - There are 29 objects in a row
  - Someone asks how many objects there are in total
  - You can count the 580 objects: 1, 2, 3, ...
    - You will soon tire of this
    - We seek shortcuts

# THERE'S COUNTING AND THEN THERE'S COUNTING

- When we say “counting”, we don’t mean listing all the objects and counting them
- We mean finding a pattern and using it to tell the number of objects
- This chapter then, will be a search for patterns that “count” the number of objects
- The pattern for the example is this
  - We notice that all rows contain the same number of object (29 objects)
  - We also notice that there are 20 rows
  - We also know we can multiply  $29 \times 20$  to get the total number of objects
  - This is the kind of pattern we are looking for

# PATTERNS

- So, in this chapter
  - **BE ON THE LOOKOUT FOR PATTERNS**
- Every problem in the chapter will use some kind of pattern
- It's your job to find the pattern
- Keep this in mind as we read the chapter

# ANOTHER EXAMPLE

- How many three-letter strings can be made from the letters A, B, C?
  - Sometimes people say “word” instead of “string”
  - Be careful! A “word” may not be an actual word!
- You can start to count them:
  - AAA, BBB, ABA, CAA, ...
  - This gets tedious after a while
- You start over, listing the strings in order
- Your new list might look something like this
  - AAA, AAB, AAC, ABA, ABB, ABC, ACA, ACB, ACC, ...
  - The list is getting too long, and you still haven’t listed all strings

# FINDING THAT PATTERN

- We look at the changing letters in the string
  - We look at individual positions
  - We notice that there are three letters for the first position, three for the second, and three for the third
  - We see that there are two-letter strings on the left, followed by a single letter
- This then gives us the pattern
  - The number of three-letter strings is 3 x the number of two-letter strings
- We notice that the two-letter strings follow the same pattern:
  - A two-letter string is a single letter followed by another single letter
  - So the number of two letter strings must be 3 x the number of one-letter strings
  - There are 3 single letters



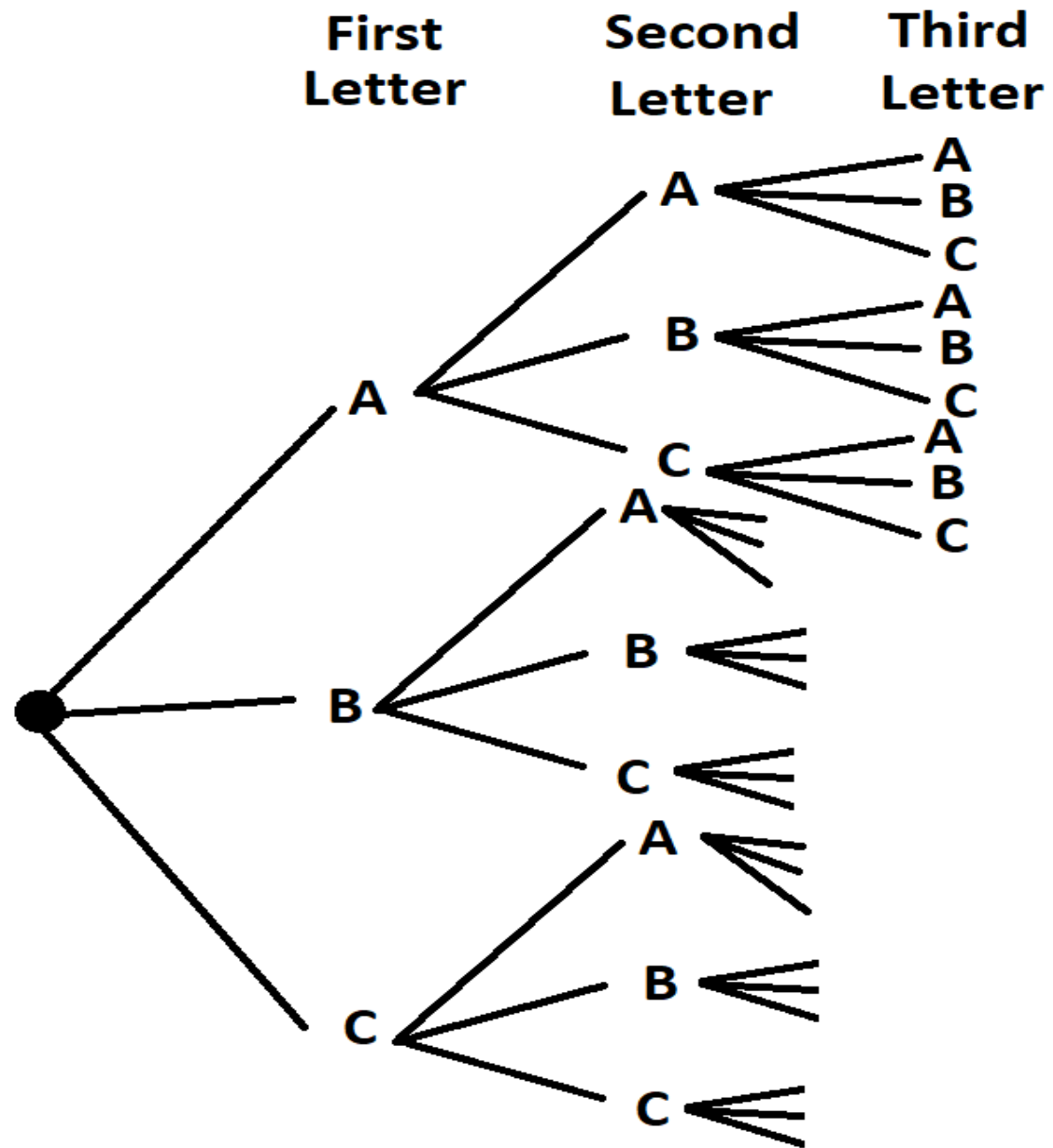
# THE PATTERN

- Putting this all together, we discover that
  - The number of three-letter strings is  $3 \times 3 \times 3$ , or 27
- You probably have known this counting technique for a long time

# THE PATTERN-A TREE APPROACH

- We again try to find a pattern in how we list the strings
- One idea is to draw a tree
- Notes about trees:
  - Trees are “sideways”
    - They can also be upside down
  - The root (a real technical word) is on the left
  - The branches (another real technical word!) spread out to the right
  - The leaves (yet another real technical word) are the ends
- The point of drawing a tree is to count the number of leaves

# THE TREE



# USING THAT TREE

- Remember, the point of the tree was to determine the number of three-letter strings
- From the tree we can see that there are  $3 \times 3 \times 3$ , or 27 three-letter strings
- Probability students will probably recognize trees
- I have often used trees to sort out difficult problems
- You should get comfortable with them too
- Can we use these ideas to answer this question:
  - What if we don't allow duplicate letters?

# A FIRST KEY SHORTCUT- THE MULTIPLICATION PRINCIPLE

- Both of these problems use what is called the **Multiplication Principle**
- If an activity can be broken down into parts, and
  - The first part can be done in  $n_1$  ways, and
  - The second part can be done in  $n_2$  ways, and
  - The third part can be done in  $n_3$  ways, and, ..., until
  - The  $k$ th part can be done in  $n_k$  ways
- Then
  - The activity can be done in  $n_1 n_2 n_3 \dots n_k$  ways

# A SECOND KEY SHORTCUT- THE ADDITION PRINCIPLE

- Suppose there are pairwise disjoint sets  $X_1, X_2, \dots, X_k$
- Suppose  $X_i$  has  $n_i$  items
- Then
- The number of elements that can be selected from  $X_1$  or  $X_2$  or ... or  $X_n$  is

$$n_1 + n_2 + \dots + n_k$$

- It's important that the sets be pairwise disjoint
- Notice that  $n_1 + n_2 + \dots + n_k$  is just the cardinality of the union of the sets

# AN EXAMPLE OF THE ADDITION PRINCIPLE

- A die is shaped like a cube or a box
- It has the numbers 1 to 6 on it
- We will roll two dice
  - Dice is the plural of die
- Example 1: How many ways we can get a 2 or a 3 or a 4 using two dice?

# ANOTHER EXAMPLE OF THE ADDITION PRINCIPLE

- It's important that the sets be pairwise disjoint
- Example 2: How many ways we can get an even total or a total smaller than 6 using a pair of dice?
- If the sets are not pairwise disjoint, we will count some things multiple times
- We just subtract out all of those extra numbers
- The usual way of writing this for two sets  $X$  and  $Y$  is
$$|X \cup Y| = |X| + |Y| - |X \cap Y|$$
- The formula is much harder for more than two sets



# **HOMEWORK**

- You should now be able to complete the homework from Section 4.1
- Section 4.1 (p. 170), #5, 17-20, 28-30, 34-37, 42-46, 60, 62