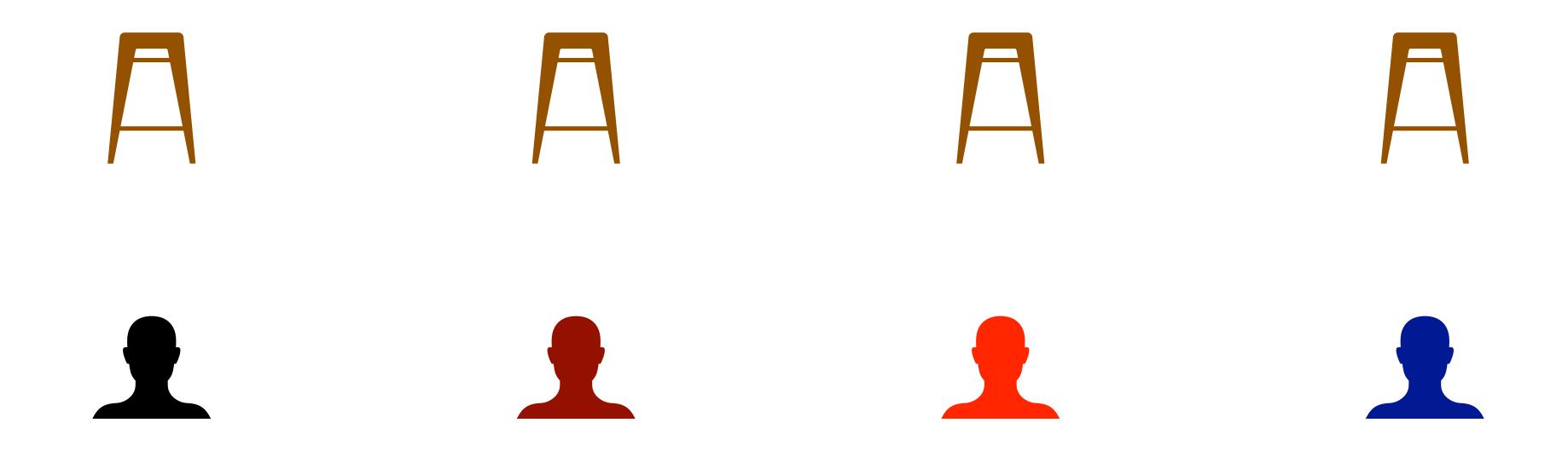


NUMBER THEORY: COUNTING

ISIS 2804

BASICS



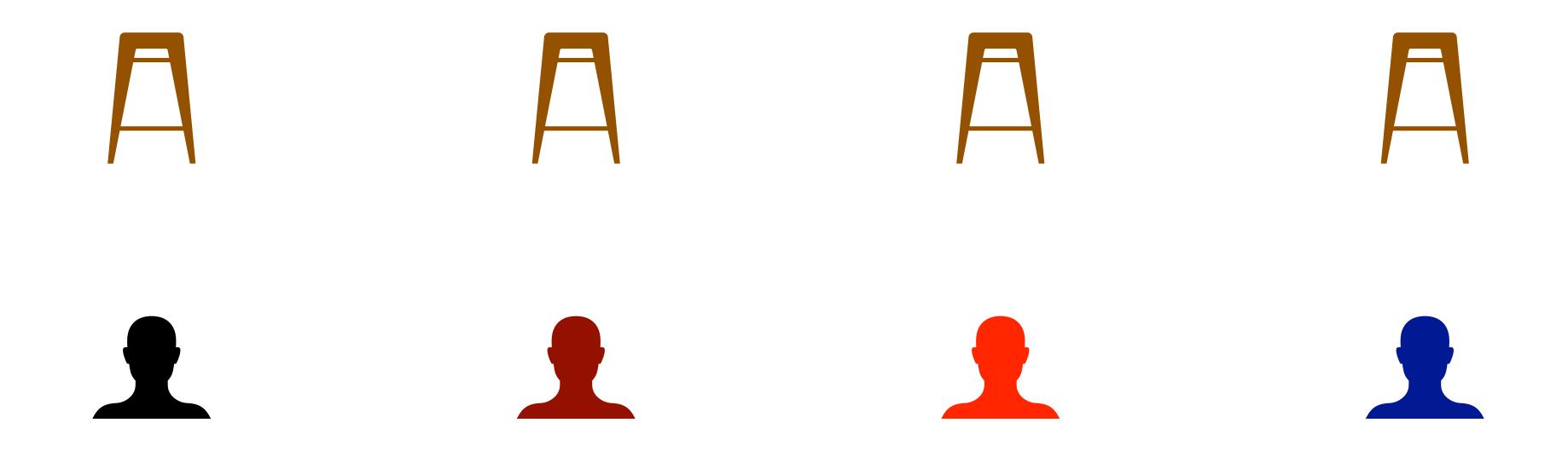




















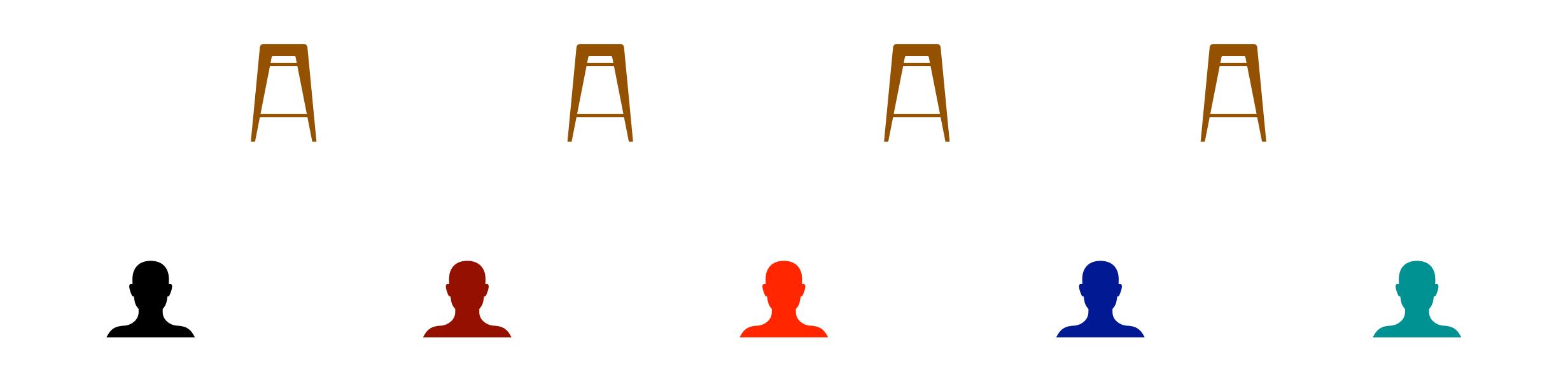


For each chair, I can put any of the people. However, once one person sits down, you have one less person to sit, and so on ...

 $n -1 \qquad \qquad n-2 \qquad \qquad n-3$

ways to organize n people: n!

```
fun fact(n : Int) : Int {
    tailrec fun factRec(num : Int, accum : Int) : Int {
        if(num <= 1)
            return accum
        else
            return factRec(num-1, num*n)
        }
        return factRec(n, 1);
}</pre>
```



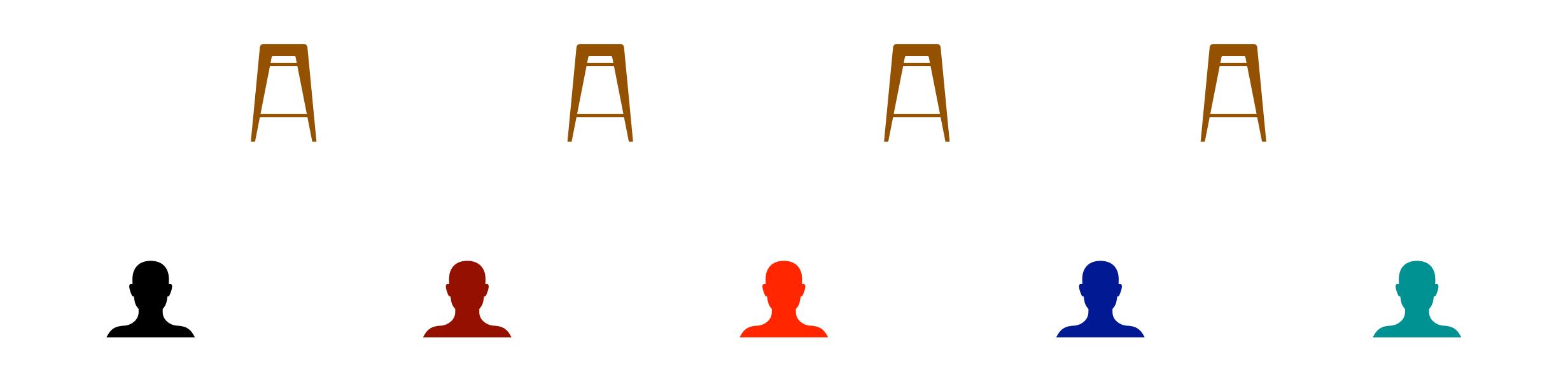


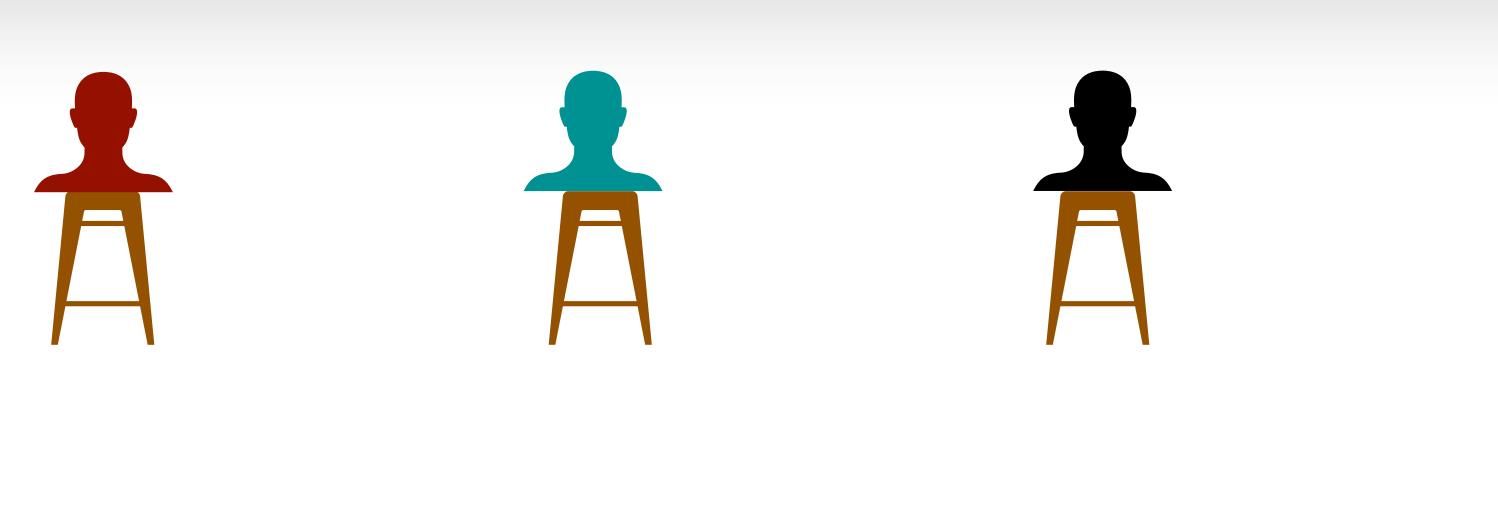






















For each chair, I can put any of the k people. However, once one person sits down, you have one less person to sit, and so on ...

n

n-1

n-2

n-3

ways to **choose** k people from n people:

$$_{n}C_{k} = \frac{n!}{k!(n-k)!}$$

```
void combination(int n, int k) {
   cout << fact(n) / (fact(k) * fact(n-k));</pre>
vector<int> f(n, 1);
for(int i=2; i<n; i++) {
 f[i] = i * f[i];
void combination(int n, int k) {
   cout << f[n] / (f[k] * f[n-k]);
```

Derangements

Derangements are permutations in which no element can appear in its original position



- We can place person 1 in chairs 2, 3, or 4
- If we put person 1 at chair i, then:
 - ullet person $old{i}$ can be placed in chair $old{1}$ (and now we solve the same problem but for size $old{n-2}$)
 - ullet person i can sit anywhere else (and now we solve the same problem but for size $n\!-\!1$)

Derangements

```
vector<int> derangements(n, 0);
derangements[2] = 1;
for(int i=2; i<n; i++) {
  derangements[i] = (i-1)*(derangements[i-1] + derangements[i-2]);
}
int countDer(int n) {
  return derangements[n];
}</pre>
```

Derangements

```
int countDer(int n) {
   if (n == 1) return 0;
   if (n == 2) return 1;
   return (n - 1) * (countDer(n - 1) + countDer(n - 2));
vector<int> derangements(n, 0);
derangements[2] = 1;
for(int i=2; i<n; i++) {
 derangements[i] = (i-1)*(derangements[i-1] + derangements[i-2]);
int countDer(int n) {
  return derangements[n];
```