Inclusion-exclusion and generators and enumerators

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Exercise

- 1. You have three cards labelled **A**, **B** and **C**. How many ways are there of rearranging these three cards into different orders?
- 2. You have a bag of three balls labelled with letters **A**, **B** and **C**. How many different ways there are of pulling two balls out of the bag, not worrying about the order?
- 3. You have three cards labelled **A**, **B** and **C**. You shuffle them and deal them face up onto a table, saying "A, B, C" as you place each card. What is the probability that you say the name of at least one card as you deal it?
- 4. You have three cards, two blue and one green. How many ways can you arrange them into sequences of length 1–3?

► There are 3! = 6 arrangements of three cards.

- 1. **A B C**
- 2. **A C B**
- 3. **B A C**
- 4. **B C A**
- 5. **C A B**
- 6. **C B A**

- ► There are 3! = 6 arrangements of three balls.
- Since we don't care what order we draw these from the bag, there are $\binom{3}{2} = 3$ ways (three are reorderings).

Picked





Bag









$$(\mathbf{A})$$

$$\overline{\mathsf{C}}$$





$$C)$$
 (E

$$\widehat{\mathbf{A}}$$

- ► There are 3! = 6 arrangements of three cards (as we saw previously).
- ► In two of these, we have no card in its right place.
- The probability that you never say a card when you place that card is $\frac{2}{6} = \frac{1}{3}$.
- The probability that you say at least one card when you place it is $1 \frac{1}{3} = \frac{2}{3}$.

- A B
 - CB
- B A C
- ВСА
- C A B
- C B A

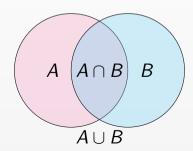
- Derangements are the permutations where no item is in its proper place.
- ▶ De Moivre argued that if A is the set of permutations of $\{a, b, c\}$ in which a is in its correct place, and if B and C are similarly defined, then the number of derangements is

$$3! - |A \cup B \cup C|$$

Inclusion-exclusion

- ▶ If |A| and |B| are the numbers of elements in sets A and B, respectively, then how many elements are in $A \cup B$?
- ▶ If we add |A| + |B| we have overcounted we have *included* the ones in both sets twice.
- ▶ We must therefore *exclude* these duplicates from our count.

$$|A \cup B| = |A| + |B| - |A \cap B|.$$

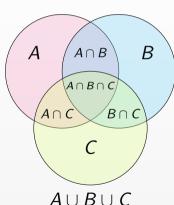


If we do the same thing with sets A, B and C, we include all the sets and exclude their overlaps, now we have included the intersection $A \cap B \cap C$ three times and excluded it three times, so we must include once more to ensure it is in the final count.

$$|A \cup B \cup C| = |A| + |B| + |C|$$

- $|A \cap B| - |A \cap C| - |B \cap C|$
+ $|A \cap B \cap C|$.

► This generalises and is called the inclusion-exclusion principle.



▶ So the number of derangements of $\{a, b, c\}$ is

$$3! - |A \cup B \cup C|$$

$$= 3! - (|A| + |B| + |C| - |A \cap B| - |A \cap C| - |B \cap C| + |A \cap B \cap C|)$$

$$= 3! - ((|A| + |B| + |C|) - (|A \cap B| + |A \cap C| + |B \cap C|) + (|A \cap B \cap C|))$$

$$= 3! - (|A| + |B| + |C|) + (|A \cap B| + |A \cap C| + |B \cap C|) - (|A \cap B \cap C|).$$

▶ We can choose one item to put in its correct place as $\binom{3}{1}$, then rearrange the other two elements in 2! ways, for a total of $\binom{3}{1}$ 2! with one item in the correct place.

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- ▶ We can choose two items to put in their correct places as $\binom{3}{2}$, then rearrange the other one element in 1! ways, for a total of $\binom{3}{2}$ 1! with two items in the correct place.

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- ▶ We can choose three items to put in their correct places as $\binom{3}{3}$, then rearrange the other zero elements in 0! ways, for a total of $\binom{3}{3}$ 0! with three items in the correct place.

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- ▶ We can choose three items to put in their correct places as $\binom{3}{3}$, then rearrange the other zero elements in 0! ways, for a total of $\binom{3}{3}$ 0! with three items in the correct place.

$$3! - {3 \choose 1} 2! + {3 \choose 2} 1! - {3 \choose 3} 0! = 2.$$

▶ The number of derangements of six elements is

$$6! - |A \cup B \cup C \cup D \cup E \cup F|$$

$$= 6! - {6 \choose 1}5! + {6 \choose 2}4! - {6 \choose 3}3! + {6 \choose 4}2! - {6 \choose 5}1! + {6 \choose 6}0!$$

$$= 265.$$

▶ The probability of a derangement of three objects is

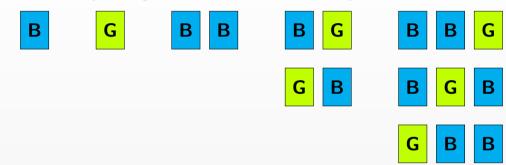
$$\frac{2}{3!} = \frac{2}{6} = \frac{1}{3}.$$

► The probability of a derangement of six objects is

$$\frac{265}{6!} = \frac{265}{720} \approx 0.368.$$

- Note $\frac{1}{e} \approx 0.3679$.
- ▶ In fact, the number of derangements of *n* objects is always the integer nearest to $\frac{n!}{a}$, e.g. $\frac{3!}{a} \approx 2.21$, $\frac{6!}{a} \approx 264.87$.

► This is fairly straightforward to enumerate by hand:



- ► So there are 8.
- ► Is there a better way to work this out? What if it is a more complicated problem?

Exercises

- 1. Expand (x + a)(x + b)(x + c).
- 2. Consider a set $A = \{a, b, c\}$. What are the possible subsets of A?

- $(x+a)(x+b)(x+c) = x^3 + (a+b+c)x^2 + (ab+ac+bc)x + abc.$
- \triangleright Subsets of $\{a, b, c\}$:
 - **▶** {};
 - ► {a}:
 - ► {*b*};
 - ► {*c*};

 - \blacktriangleright {a,b};
 - \blacktriangleright {a, c};
 - ► {b, c}:

 - $ightharpoonup \{a, b, c\}.$

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- ▶ Notice how the expansion has enumerated the subsets?
- ▶ Subsets of a set are combinations without repetition.

- It is a shame that the coefficient of x didn't match the subset size, e.g. the coefficient of x^2 gave us subsets of size 1: $\{a\}, \{b\}, \{c\}$.
- ► We can align these with an alternative expression:

$$(1+ax)(1+bx)(1+cx) = 1+(a+b+c)x+(ab+ac+bc)x^2+abcx^3.$$

 \triangleright Notice how now the subsets of size n are given by the x^n term.

▶ If we just want to count the subsets of each size, we don't need to include *a*, *b*, *c* (enumerator):

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

(N.B. this is how the coefficients of the expansion of $(1+x)^n$ give the *n*th row of Pascal's triangle.)

▶ If we just want to list the subsets, we don't need to include *x* (generator):

$$(1+a)(1+b)(1+c) = 1+a+b+c+ab+ac+bc+abc.$$

Arranging cards

- Our problem was:
 - ➤ You have three cards, two blue and one green. How many ways can you arrange them into sequences of length 1–3?
- ► We can represent:
 - no cards: 1;
 - one green card: g;
 - one blue card: b:
 - ightharpoonup two blue cards: b^2 .
- ▶ We make two functions, each representing a selection of mutually exclusive possibilities:
 - ightharpoonup 1+g to represent choosing either no green card or one green card;
 - $ightharpoonup 1+b+b^2$ to represent choosing zero, one or two blue cards.

▶ Now we simply multiply the two functions together.

$$(1+g)(1+b+b^2) = 1+b+g+b^2+gb+gb^2.$$

► Each term of the expansion represents a selection from the set of three cards.

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 - ► b represents
 - ▶ g represents
 - \triangleright b^2 represents \blacksquare \blacksquare

$$(1+g)(1+b+b^2) = 1+b+g+b^2+gb+gb^2$$

- ► Each term of the expansion represents a selection from the set of three cards.
 - ► gb represents G B
 - There are 2! = 2 ways to arrange these two cards, so really gb represents
 - G B and B G
 - We didn't have this rearrangement problem with b^2 because the two blue cards are identical.

$$(1+g)(1+b+b^2) = 1+b+g+b^2+gb+gb^2$$

- ► Each term of the expansion represents a selection from the set of three cards.
 - The term gb^2 represents G
 - ► There are 3! ways to arrange three cards, but 2! of them are the same, because the two blue cards are identical.
 - ► So we can arrange gb^2 in $\frac{3!}{2!} = 3$ ways.

$$(1+g)(1+b+b^2) = 1+b+g+b^2+gb+gb^2$$

- ► Each term of the expansion represents a selection from the set of three cards.
 - ► The first term in our expansion is 1, which represents choosing none of the cards. Whether this is a valid sequence depends on the context and the rules you are following.

- Note that the number of each card was given by its power. For example, zero blue cards is represented by $b^0 = 1$, one blue card by $b^1 = b$, two blue cards by b^2 .
- ▶ If I wish to count combinations of cards that definitely include at least n cards, I do not include powers < n in the function.
- ► For example, to count sets of blue and green cards that include at least one blue card, I would use

$$(1+g)(b+b^2) = b+gb+b^2+gb^2.$$

Robot caterpillar

Robot caterpillar



► A harder example, just to show the power of this technique.

An unbelievable claim



Enter combinatorics

- ▶ It isn't hard to establish an upper bound somewhat less than ∞ .
- ▶ If all eight segments were different, the number of ways of arranging these would yield 8! different caterpillars.

- ▶ If all eight segments were different, for sequences using $k \le 8$ positions:
 - we choose k segments from the 8 possible segments (which is $\binom{8}{k}$)

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$$\binom{8}{k}k$$

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- so the number of possible sequences would be

$$\binom{8}{k}k! = \frac{8!}{(8-k)!}.$$

Notice that for k = 8, this reduces to 8!, as you might expect.

Putting it together

► The number of possible sequences using any number from 1 to 8 segments would be the sum of this arrangement for all possible lengths, i.e.

$$\sum_{k=1}^{8} \frac{8!}{(8-k)!} = 109600.$$

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$$\sum_{k=1}^{8} \frac{8!}{(8-k)!} = 109600.$$

- ▶ N.B. $109,600 < \infty$.
- ► For this problem, though, it's definitely too large.

Complicating factors

- ► The caterpillar has three identical segments which instruct it to move forwards, two to turn left, two to turn right and one to stop and play music.
- ► For the avoidance of doubt, some other features and restrictions:
 - ▶ there are eight positions that can hold segments, the head is always present;
 - ▶ any number of segments from 1–8 may be used, and not 0;
 - ▶ the order of segments matters, because it is a sequence of commands;
 - segments are connected (by USB), so there can be no gaps in a sequence if a position is unfilled, the caterpillar ends at the preceding segment.

Notation

- ► Forwards: *F*;
- ► Left: *L*;
- **▶** Right: *R*;
- ► Music: *M*.

Notation

- ► Forwards: *F*;
- **▶** Left: *L*;
- **▶** Right: *R*;
- ► Music: M.
- ▶ Denote a sequence by a string from left to right (the head is to the left of the string).
- ▶ e.g. *FFFM*, *FFMF*, *FLRFLRFM*, *LRL*, *F*, and so on.

Over-counting

- ▶ Previously, we were over-counting.
- ► For example, we counted *FF* and *FF* as different caterpillars, even though they are functionally the same.





Generating functions

- ▶ For the three F segments, we can use the function $1 + f + f^2 + f^3$ to represent these.
- ▶ For the two R segments, use $1 + r + r^2$.
- ▶ For the two *L* segments, use $1 + I + I^2$.
- ▶ For the one M use 1 + m.

Generating functions

► To find out how many different ways there are of selecting from these segments, expand

$$(1+f+f^2+f^3)(1+r+r^2)(1+I+I^2)(1+m)$$
.

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$$(1+f+f^2+f^3)(1+r+r^2)(1+I+I^2)(1+m)$$
.

- ► The expansion has 72 terms.
- ▶ One is formed by multiplying the four 1s together to get 1, which represents selecting no segments. This isn't a valid caterpillar.
- ▶ So there are 71 different ways of forming caterpillars up to length 8.

Example caterpillar combination

- ► One of the terms of the expansion is $f^3 r l^2 m$.
- ► This represents choosing F, F, F, R, L, L and M for a caterpillar of length 7.



▶ But some of these are duplicates; how many depends which segments are involved.

Have a go

- ► How many ways can you form different¹ caterpillars from the following terms of the 71-term expansion?
 - **▶** *m*;
 - $ightharpoonup r^2$:
 - $ightharpoonup f^3I$;
 - $ightharpoonup f^3 r l^2 m$.

¹By 'different', I mean if I went out of the room and you changed one into the other, I would be able to identify the change when I came back into the room.

► How many ways can you form caterpillars from the following terms of the 71-term expansion?

▶ *m*:

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▶ *m*: 1:

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```
► m: 1
```

 $ightharpoonup r^2$:

```
► m: 1;

► r^2: \frac{2!}{2!} = 1;
```

```
► m: 1;

► r^2: \frac{2!}{2!} = 1;

► f^3I:
```

```
► m: 1;

► r^2: \frac{2!}{2!} = 1;

► f^3I: \frac{4!}{3!} = 4;
```

```
► m: 1;

► r^2: \frac{2!}{2!} = 1;

► f^3I: \frac{4!}{3!} = 4;

► f^3rI^2m:
```

```
▶ m: 1;

▶ r^2: \frac{2!}{2!} = 1;

▶ f^3 I: \frac{4!}{3!} = 4;

▶ f^3 r I^2 m: \frac{7!}{3!2!} = 420
```

All 71 combinations

- ▶ Doing this calculation for all 71 combinations and summing yields 5,023 different caterpillars.
- ▶ Not endless, but certainly enough to keep us busy for a while!