

# Math 4990: Inclusion-Exclusion

10/13  
Ch. 7

- Reminders:
- Should get HW#2 back soon if not already..
  - Midterm #1 is **due today!**

— We've already seen that to count some objects satisfying **constraints**, it's often easier to count objects **violating** the constraints, and then subtract.

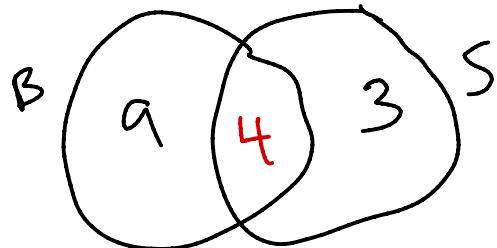
E.g., how many anagrams of BANANAS start with a letter other than A?

The **Principle of Inclusion-Exclusion** is a formalization + extension of this idea, which allows for multiple constraints.

Problem 1: 13 students in a class play basketball, 7 play soccer, 4 play both. How many play either?

Answer:  $13 + 7 - 4$  because of "double-counting"

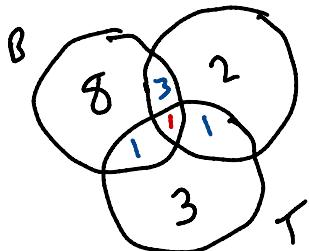
Easiest to visualize with a Venn diagram:



$$9 + 3 + 4 \\ = (9+4) + (3+4) - 4 = 16$$

Problem 2: 13 play basketball, 7 play soccer, 5 play tennis, 4 play B+S, 2 play B+T, 2 play S+T, 1 plays all 3. How many play any of these sports?

Answer:  $13 + 7 + 5 - 4 - 2 - 2 + 1$  dbl-counting we subtracted too much!



$$8 + 2 + 3 + 3 + 1 + 1 + 1 \\ = (8+3+1+1) + (2+3+1+1) + (3+1+1+1) - (3+1) - (1+1) - (1+1) + 1 = 19$$

Same idea of subtracting (excluding) when we've double-counted, but then adding back (including) when we've subtracted too much will work for any # of sports.

But it's helpful to state general result formally...

Thm (Principle of Inclusion-Exclusion)

For sets  $A_1, A_2, \dots, A_k$ ,

$$\#A_1 \cup A_2 \cup \dots \cup A_k = \sum_{\emptyset \neq I \subseteq [k]} (-1)^{\#I-1} \# \bigcap_{i \in I} A_i.$$

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E.g.  $\#A_1 \cup A_2 \cup A_3 = \#A_1 + \#A_2 + \#A_3$   
 $\quad - \#A_1 \cap A_2 - \#A_1 \cap A_3 - \#A_2 \cap A_3$   
 $\quad + \#A_1 \cap A_2 \cap A_3$

Pf: See book. But it boils down to

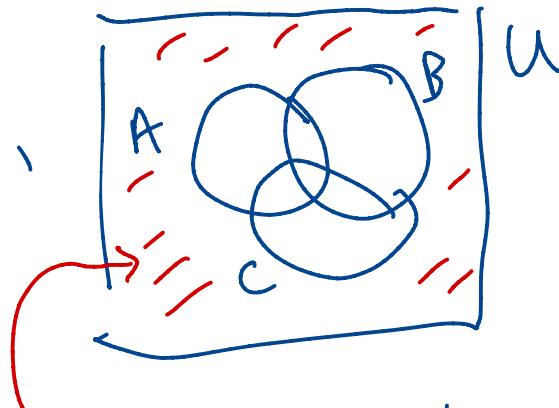
(\*)  $\sum_{i=0}^k (-1)^k \binom{n}{k} = 0$ , which we proved. 

NOTE: Commonly  $A_1, A_2, \dots, A_k$  represent "bad" properties you're trying to **avoid**.  
 So the following version most used:

Cor Let  $A_1, A_2, \dots, A_k \subseteq U$ , then  $\leftarrow$  'universe'

$$\#U - (A_1 \cup A_2 \cup \dots \cup A_k) = \#U + \sum_{\emptyset \neq I \subseteq [k]} \begin{cases} \# & I \text{ has even # of sets} \\ -\# & I \text{ has odd # of sets} \end{cases} \# \bigcap_{i \in I} A_i;$$

e.g.,



$$\begin{aligned} \#U - A \cup B \cup C &= \#U - \#A - \#B - \#C \\ &\quad + \#A \cap B + \#A \cap C + \#B \cap C \\ &\quad - \#A \cap B \cap C. \end{aligned}$$



## Example of PIE: Derangements

A permutation  $p \in S_n$  is called a **derangement** if it has no fixed points;  
 $p(i) \neq i \forall i \in [n]$ .

E.g.  $n=2$      $21 \quad \left| \begin{matrix} n=3 \\ 231, 312 \end{matrix} \right.$

Q: How many derangements in  $S_n$ ?

Thm # derangements in  $S_n$  =

$$n! \left( 1 - \frac{1}{1!} + \frac{1}{2!} - \frac{1}{3!} + \frac{1}{4!} - \dots \pm \frac{1}{n!} \right) = n! \sum_{k=0}^n (-1)^k \frac{1}{k!}$$

Pf: By **PIE**, # derangements in  $S_n$  =

$$\#S_n - \#\{p \in S_n : p(1)=1\} - \#\{p \in S_n : p(2)=2\} - \dots - \#\{p \in S_n : p(1)=1, p(2)=2\} + \dots - \dots - \dots$$

$$\begin{aligned}
 &= \sum_{I \subseteq [n]} (-1)^{\#I} \cdot \#\{p \in S_n : p(i) = i \ \forall i \in I\} \\
 &= \sum_{I \subseteq [n]} (-1)^{\#I} (n - \#I)! \quad \begin{matrix} \leftarrow \text{choose any perm.} \\ \text{on } i \notin I \end{matrix} \\
 &= \sum_{k=0}^n (-1)^k \binom{n}{k} (n-k)! \quad \begin{matrix} \leftarrow \text{group all } I \text{ w/} \\ \#I=k \text{ together} \end{matrix} \\
 &= \sum_{k=0}^n (-1)^k \frac{n!}{k!(n-k)!} = n! \sum_{k=0}^n (-1)^k \frac{1}{k!} \quad \square
 \end{aligned}$$

Hat check problem: (Imagine it's old times..)

100 people go a play and check their hats at the lobby. But the lobby guy forgets to tag the hats, so at end of night gives hats back to people at random.

Question: What's the probability that no one gets their own hat back?

Easy to see that this is asking:  
what's prob. a random  $\text{PES}_n$  is a derangement?

So by our thm, hat check prob. =

$$\frac{n! \sum_{k=0}^n (-1)^k \frac{1}{k!}}{n!} = \sum_{k=0}^n (-1)^k \frac{1}{k!} \quad \leftarrow \text{what is this?}$$

Recall  $e^x = \sum_{k=0}^{\infty} \frac{x^k}{k!}$

finite approx.  
w/  $x = -1$

$$\Rightarrow \text{hat check prob.} \sim \frac{1}{e} = 0.3678\dots$$

w/  $\uparrow$   
 $n=100$ , approx. is very good.  
(even  $n=60$ )

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## 2nd Example of PIE:

We can use PIE to get a pretty good formula for  $S(n, k)$ , 2<sup>nd</sup> kind Stirling #'s  
(the ones counting set partitions)

$$\text{Thm } k! \cdot S(n, k) = \sum_{j=0}^k (-1)^j \binom{k}{j} (k-j)^n.$$

Pf: Recall that  $k! \cdot S(n, k)$

$= \# \text{ Surjections } f: [n] \rightarrow [k]$

$= \# \text{ ways of placing } n \text{ distinct balls}$   
 $\text{into } k \text{ distinct boxes, where}$   
 $\text{every box has at least one ball}$



By PIE,

$= \# \text{ ball placements}$   
 $\text{where some boxes can be empty} - \# \text{ placements w/ box 1 empty} - \# \text{ w/ box 2 empty} - \dots$

$+ \# \text{ w/ boxes 1+2 empty} + \dots - \dots - \dots$

$$= \sum_{I \subseteq [k]} (-1)^{\# I} \cdot \# \text{ways placing } n \text{ balls into } k \text{ boxes where boxes } i \in I \text{ are empty}$$

$$= \sum_{I \subseteq [k]} (-1)^{\# I} \cdot (k - \# I)^n \quad \begin{matrix} \leftarrow \text{each ball} \\ \text{can go} \\ \text{in any of} \\ \text{boxes } i \notin I \end{matrix}$$

$$= \sum_{j=0}^k (-1)^j \binom{k}{j} (k-j)^n \quad \begin{matrix} \leftarrow \text{group } I \text{ w/} \\ \# I = j \end{matrix} \quad \checkmark$$



E.g.

$$S(n, 3) = \frac{1}{3!} \left( \binom{3}{0} 3^n - \binom{3}{1} 2^n + \binom{3}{2} 1^n - \binom{3}{3} 0^n \right)$$



$$= 0$$

$$\text{for } n \geq 1, S(n, 3) = \frac{3^n - 3 \cdot 2^n + 3}{3!}$$

unless  
 $n=0$ )  
then  $= 1$

$$S(2, 3) = \frac{3^2 - 3 \cdot 2^2 + 3}{3!} = \frac{9 - 3 \cdot 4 + 3}{3!} = 0. \quad \checkmark$$

Now let's take a break!

And when we come back,  
do more PLE problems  
on the worksheet  
in break out groups...