

1. Plain \TeX nology

Theorem T. *All things are not necessarily the same*

2. Permutations

TAoCP in chapter 1.2.5 gives two methods to generate all permutations of a given ordered set. Quantities of permutations are considered with relevance to computing efficiencies.

3. The Wide-Awake example Group

We re-think, re-word, and re-start with a set of attributes, elements or objects, $W = \{ \text{woozy}, \text{vacuous}, \text{sleepy}, \text{wide-awake} \}$. These elements are used to generate all possible arrangements η which are ordered n -tuples with $1 \leq n \leq 4$. For example, $\eta = (\text{woozy}, \text{wide-awake})$ is a 2-tuple. Now the set *Woozy* is the set of all permutations that jumble such elements like η .

Let $(Woozy, \circ, 0, -)$ be the group with the set *Woozy*, a binary operation \circ , a neutral element 0, and for each element $\pi \in Woozy$ there is an inverse element $-\pi \in Woozy$ such that $\pi \circ -\pi = 0$.

For now, here, we call this group's binary operation *composition*. Given two elements $\pi, \eta \in Woozy$, then $\pi \circ \eta \in Woozy$ and $\eta \circ \pi \in Woozy$.

4. Creating the Woozy set

Theorem X. *An ordered set of n elements has $n!$ arrangements.*

This has been give a little consideration. Here, we convey our current understanding of the Permutations and Factorials section.*

Given a set of objects $W = \{a_1, a_2, \dots, a_n\}$. P_n is the set of arrangements given n objects $a_1, \dots, a_n \in W$, such as $\{(a_1, a_2, \dots, a_n), (a_2, a_1, \dots), \dots\}$. For example, with $W = \{1, 2, 3\}$, we have

$$P_3 = \{(123), (231), (312), (132), (321), (213)\}.$$

Method 1, now, moves from $n = 3$ to $n = 4$ as follows. For each element in $P_{n-1} = P_3$, place element a_n in each possible vacuous position to arrive at $P_n = P_4$, that is

$$P_4 = \{(a_n a_1 a_2 a_3), (a_1 a_n a_2 a_3), (a_1 a_2 a_n a_3), (a_1 a_2 a_3 a_n), \dots, (a_n a_2 a_1 a_3), (a_2 a_n a_1 a_3), (a_2 a_1 a_n a_3), (a_2 a_1 a_3 a_n)\}$$

Adding up all permutations that are so generated we have p_n the number of all elements in P_n to be

$$p_n = \sum_{k=1}^n p_k.$$

With $p_k = k!$ for $1 \leq k \leq n$ this equates to

$$p_n = \sum_{k=1}^n k!$$

* TAoCP chapter 1.2.5, <https://www-cs-faculty.stanford.edu/%7Eeknuth/taocp.html>

(To be reconsidered! We assume this to be incorrect. Either keep on reading TAOCP 1.2.5, or consider that with $n = 4$ there are now $4 - 1$ additional 1-tuples, more 2-tuples, and other 3-tuples.)

(On the back of some scrap paper, we jot down $\{(1), (2), (3), (4)\}$ of which $\{(2), (3), (4)\}$ are not included in our sum, $\{(12), (21), (13), (31), (14), (41), (23), (32), (24), (42), (34), (43)\}$ with 10 2-tuples unaccounted for, etc.)

$p_{nk} = n(n-1)\dots(n-k+1)$ and then this combined with $p_n = \sum_{k=1}^n p_{nk}$ gives

$$p_n = \sum_{k=1}^n \frac{n!}{(n-k)!}$$

or some such like.