## **Combinatorics**

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## **Contents**

These are some notes about miscellaneous math and combinatorics topics for competitive programming.

## §1 Binomial Coefficients

Binomial coefficients can be computed in O(1) with O(N) precomputation (need to use trick to compute inverse factorials quickly). If k is small, we can also compute  $\binom{n}{k}$  in O(k).

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$$\sum_{i=0}^{N} \binom{N}{i} = 2^{N}.$$

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$$\sum_{i=0}^{N} \binom{N}{i} i = N \cdot 2^{N-1}$$

This can be seen combinatorially; this is the number of subsets where we pick a "leader" for each subset.

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$$\sum_{i=0}^N \binom{N}{i}(i+1) = \sum_{i=0}^N \binom{N}{i}i + \sum_{i=0}^N \binom{N}{i} = N \cdot 2^{N-1} + 2 \cdot 2^{N-1} = (N+2)2^{N-1}.$$

Follows from the previous identity.

## §2 Stirling Numbers

Stirling numbers of the second kind, denoted S(n, k) are the number of ways to partition [n] into k indistinguishable nonempty blocks. They obey the recurrence

$$S(n,k) = k \cdot S(n-1,k) + S(n-1,k-1),$$

with the base cases S(n,n)=1, S(n,0)=S(0,n)=0 for n>0. They can also be calculated explicitly in  $O(k\log n)$  with the formula

$$S(n,k) = \frac{1}{k!} \sum_{i=0}^{k} (-1)^{k-i} {k \choose i} i^n.$$