

# CS 173, Lecture B

## Tandy Warnow

# Topics for today

- Reminder about Examlet on Tuesday
- My office hours next week:
  - Tuesday 2-3 PM and Thursday 3-4 PM
- Office hours after next week will be based on response to poll sent via Piazza
- Basics of combinatorial counting

# Examlet

- One problem about Dynamic Programming
- Several problems about big-oh
- One problem about counting

# Examlet

- Give a Dynamic Programming algorithm for one of the following:
  - A two-person game
  - The longest increasing subsequence
  - Determine if you can make change for  $n$  cents using coins (e.g., 3-, 5-, and 7-cent coins)

# Examlet

- Big-oh
  - Know the definition! (Exists constants...)
  - Be able to find the constants to establish that  $f$  is  $O(g)$
  - Be able to quickly figure out whether one function is big-oh of another

# Examlet

- Counting
  - One problem that will require you to be able to count something, using basic techniques
  - Know the basic techniques
  - Know the basic formulas
    - $C(n,k)$
    - $P(n,k)$
    - The number of functions from A to B

# Using combinatorial counting

- Evaluating exhaustive search strategies:
  - Finding maximum clique
  - Determining if a graph has a 3-coloring
  - Finding a maximum matching in a graph
  - Determining if a graph has a Hamiltonian cycle or an Eulerian graph

# Combinatorial counting

How many ways can you

- put  $n$  items in a row?
- pick  $k$  items out of  $n$ ?
- pick subsets of a set of size  $n$ ?
- assign  $k$  colors to the vertices of a graph?
- match up  $n$  boys and  $n$  girls?



# Technique

- To count the number of objects, design an algorithm to generate the entire set of objects. Check if each object is created exactly once (if not, you will have to do a correction later).
- The algorithm's output can be seen as the leaves of a decision tree, and you can just count the leaves.

# Putting n items in a row

Algorithm for generating all the possibilities:

- For  $i=1$  up to  $n$ , DO
  - Pick an item from  $S$  to go in position  $i$
  - Delete that item from the set  $S$

Analysis: each way of completing this generates a different list.

The number of ways of performing this algorithm is  $n!$

# Number of subsets of a set of size n

Algorithm to generate the subsets of a set

$$S = \{s_1, s_2, s_3, \dots, s_n\}$$

- For  $i=1$  up to  $n$  DO:
  - Decide if you will include  $s_i$

Analysis: each subset is generated exactly once, and the number of ways to apply the algorithm is  $2 \times 2 \times \dots \times 2 = 2^n$ .

# k-coloring a graph

Let  $G$  have vertices  $v_1, v_2, v_3, \dots, v_n$

Algorithm to k-color the vertices:

- For  $i=1$  up to  $n$  DO:
  - Pick a color for vertex  $v_i$

Analysis: each coloring is produced exactly once, and there are  $k^n$  ways of applying the algorithm.

# Matching n boys and girls

Algorithm:

- Let the boys be  $B_1, B_2, \dots, B_n$  and let the girls be  $G_1, G_2, \dots, G_n$ .
- For  $i=1$  up to  $n$  DO
  - Pick a girl for boy  $B_i$ , and remove her from the set

Analysis: there are  $n$  ways to pick the first girl,  $n-1$  ways to pick the second girl, etc., and each way produces a different matching.

Total:  $n!$

# Picking k items out of n

Algorithm for generating all the possibilities:

- For  $i=1$  up to  $k$ , DO
  - Pick an item from  $S$  to include in set  $A$
  - Delete that item from the set  $S$

The number of ways of performing this algorithm is  $n(n-1)(n-2)\dots(n-k+1)=n!/(n-k)!$

But each set  $A$  can be generated in multiple ways - and we have overcounted!

# Fixing the overcounting

Each set  $A$  of  $k$  elements is obtained through  $k!$  ways of running the algorithm. As an example, we can generate  $\{s_1, s_5, s_3\}$  in 6 ways, depending upon the order in which we pick each of the three elements.

So the number of different sets is the number of ways of running the algorithm, divided by  $k!$ .

The solution is  $n!/[k!(n-k)!]$

# Summary (so far)

- To count the number of objects, design an algorithm to generate the entire set of objects. Check if each object is created exactly once (if not, you will have to do a correction later).
- The algorithm's output can be seen as the leaves of a decision tree, and you can just count the leaves.



# Summary

- Number of orderings of  $n$  elements is  $n!$
- Number of subsets of  $n$  elements is  $2^n$
- Number of  $k$ -subsets of  $n$  elements is  $n!/[k!(n-k)!]$
- Number of  $k$ -colorings of a graph is  $k^n$

# More advanced counting

- What is the number of  $k$ -subsets of a set  $S = \{s_1, s_2, s_3, \dots, s_n\}$  that do not include  $s_1$ ?
- What is the number of  $k$ -subsets of a set  $S = \{s_1, s_2, s_3, \dots, s_n\}$  that do include  $s_1$ ?
- What is the number of orderings of the set  $S$  in which  $s_1$  and  $s_2$  are not adjacent?
- What is the number of orderings of the set  $S$  in which  $s_1$  and  $s_2$  are adjacent?

# New techniques

- Count the complement
- Divide into disjoint cases, and count each case

# Example

- What is the number of  $k$ -subsets of a set  $S = \{s_1, s_2, s_3, \dots, s_n\}$  that do not include  $s_1$ ?
- Solution: same as number of  $k$ -subsets of  $\{s_2, s_3, \dots, s_n\}$ . So  $(n-1)!/[(n-1-k)!k!]$

# Example

- What is the number of  $k$ -subsets of a set  $S = \{s_1, s_2, s_3, \dots, s_n\}$  that do include  $s_1$ ?
- Solution: same as the number of  $(k-1)$ -subsets of  $\{s_2, s_3, \dots, s_n\}$ , so  
$$(n-1)! / [(n-k)!(k-1)!]$$

# Example

- What is the number of orderings of the set  $S$  in which  $s_1$  and  $s_2$  are adjacent?
- Solution: two cases:
  - Case 1)  $s_1$  followed by  $s_2$
  - Case 2)  $s_2$  followed by  $s_1$
- Same number of each type. Easy to see that there are  $(n-1)!$  of each type, so  $2(n-1)!$  in total

# Example

- Number of orderings of the set  $S$  in which  $s_1$  and  $s_2$  are not adjacent?
- This is the same as  $n! - 2(n-1)!$

# Using combinatorial counting

- Evaluating exhaustive search strategies:
  - Finding maximum clique
  - Determining if a graph has a 3-coloring
  - Finding a maximum matching in a graph
  - Determining if a graph has a Hamiltonian cycle or an Eulerian tour