

Generating functions

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Definition: For any sequence $\{a_k\}_{k \geq 0} = a_0, a_1, a_2, a_3, \dots$, its **generating function** is the formal power series

$$A(x) = a_0 + a_1x^1 + a_2x^2 + a_3x^3 + \dots = \sum_{k \geq 0} a_k x^k.$$

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Example. Let f_k be the Fibonacci numbers starting $f_0 = f_1 = 1$. Then

$$F(x) = \sum_{k \geq 0} f_k x^k = 1 + 1x^1 + 2x^2 + 3x^3 + 5x^4 + 8x^5 + 13x^6 + 21x^7 + \dots$$

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This expression simplifies greatly. In fact,

$$F(x) = 1/(1 - x - x^2).$$

We will call this the **compact form** of the generating function.

Why Generating Functions?

We will use generating functions to:

- ▶ Find an exact formula for the terms of a sequence.
- ▶ Prove identities involving sequences.
- ▶ Understand partitions of integers.
- ▶ Use algebra to solve combinatorial problems.

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Others use generating functions to:

- ▶ Use complex analysis to solve combinatorial problems.
- ▶ Understand the asymptotics of a sequence.
- ▶ Find averages and statistical properties.
- ▶ Understand **something** about a sequence.

Generating function example: Basketball

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Solution. This is a partition of 6 into parts of size at most 3, so 7:

$$\begin{array}{cccc}
 3 + 3 & 3 + 2 + 1 & 3 + 1 + 1 + 1 & 2 + 2 + 2 \\
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What about 98 points?

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We'll first reanalyze the question of scoring six points and then generalize to larger numbers.

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What about 98 points?

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We'll first reanalyze the question of scoring six points and then generalize to larger numbers.

To start, break down the possible ways of getting six points total into one-point, two-point, and three-point shots.

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How many points could be scored using one-point shots?

0 pts or 1 pt or 2 pts or 3 pts or 4 pts or 5 pts or 6 pts
 $x^0 + x^1 + x^2 + x^3 + x^4 + x^5 + x^6$

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How many points could be scored using three-point shots?

Multiply these algebraic expressions together:

$$1 + x + 2x^2 + 3x^3 + 4x^4 + 5x^5 + 7x^6 + 7x^7 + 8x^8 + 8x^9 + \\ 8x^{10} + 7x^{11} + 7x^{12} + 5x^{13} + 4x^{14} + 3x^{15} + 2x^{16} + x^{17} + x^{18}$$

and find the coefficient of the x^6 term.

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Why does this work? A score a from 1-pt, b from 2-pt, c from 3-pt, gives a term in the product of $x^a x^b x^c = x^{a+b+c}$. Collecting like terms makes the coefficient of x^k the number of ways to score k points. (x^{15} ?)

Generating function example: Basketball

In order to take into account **all** the ways to score 98 points, we include more terms in each factor:

$$\text{One-point shots: } 1 + x + x^2 + \cdots + \quad = \underline{\hspace{2cm}}.$$

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Conclusion: The generating function for the number of ways to score any number of points in basketball is

$$b(x) = \frac{1}{(1-x)(1-x^2)(1-x^3)}.$$

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Notation: $[x^k]f(x)$ is the coefficient of x^k in the expansion of the generating function $f(x)$. **Example.** $[x^{98}]b(x) = 850$.

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Strategy. Write down a power series for each piece of fruit, multiply them together, and extract the coefficient of x^k .

Key series

★ Use these key series to collapse sums to compact forms or extract coefficients. ★

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$$(1+x)^n = \sum_{k \geq 0} \binom{n}{k} x^k$$

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Manipulations on $A(x) = \sum_{k \geq 0} a_k x^k$

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Example. Find the compact form of $\sum_{k \geq 2} (-3)^{k-2} x^k$.

Memories of calculus...

With formal power series, we interchange derivatives, integrals, sums.

$$\sum_{k \geq 0} \int_0^x x^k dx = \int_0^x \sum_{k \geq 0} x^k dx$$

$$\sum_{k \geq 0} \frac{d}{dx} x^k = \frac{d}{dx} \sum_{k \geq 0} x^k$$

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If $A(x) = \sum_{k \geq 0} a_k x^k$, then $\sum_{k \geq 0} p(k) a_k x^k = p\left(x \frac{d}{dx}\right) (A(x))$

Multiplying two generating functions (Convolution)

Let $A(x) = \sum_{k \geq 0} a_k x^k$ and $B(x) = \sum_{k \geq 0} b_k x^k$.

Question: What is the coefficient of x^k in $A(x)B(x)$?

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Therefore, $A(x)B(x) = \sum_{k \geq 0} \left(\underline{\hspace{2cm}} \right) x^k$

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$$[x^9] \frac{x^3(1+x)^4}{(1-2x)}$$

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Combinatorial interpretation of the convolution:

If a_k counts all “A” objects of “size” k , and

b_k counts all “B” objects of “size” k ,

Then $[x^k](A(x)B(x))$ counts all pairs of objects (A, B) with *total* size k .

A Halloween Multiplication

Example. In how many ways can we fill a halloween bag w/30 candies, where for each of 20 **BIG** candy bars, we can choose at most one, and for each of 40 different small candies, we can choose as many as we like?

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$$\text{Conclusion: } [x^{30}] B(x)S(x) = \sum_{i=0}^{30} \binom{20}{i} \binom{40}{30-i}$$

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Small candy g.f.: $S(x) = \frac{1}{(1 - x)^{40}} = \sum_{k=0}^{\infty} \binom{40}{k} x^k.$	s_k counts (k small candies)
Total g.f.: $B(x)S(x) = \sum_{k=0}^{\infty} \left[\sum_{i=0}^k \binom{20}{i} \binom{40}{k-i} \right] x^k$	
Conclusion: $[x^{30}]B(x)S(x) = \sum_{i=0}^{30} \binom{20}{i} \binom{40}{30-i}$	

So, $[x^k]B(x)S(x)$ counts pairs of the form \vee w/ k total candies.
 (some number of big candies, some number of small candies)

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Solution. The generating function for one die is $D(x) =$

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$$\begin{aligned} D(x)^2 &= x^2(1+x)^2(1-x+x^2)^2(1+x+x^2)^2. \\ &= [x(1+x)(1+x+x^2)] \cdot [x(1-x+x^2)^2(1+x)(1+x+x^2)] \end{aligned}$$

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Solution. The generating function for one die is $D(x) = x + x^2 + x^3 + x^4 + x^5 + x^6$. Therefore, the distribution of sums for rolling two dice is

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Die F : $\{1, 2, 2, 3, 3, 4\}$ and die G : $\{1, 3, 4, 5, 6, 8\}$

Vandermonde's Identity (p. 117)

$$\binom{m+n}{k} = \sum_{j=0}^k \binom{m}{j} \binom{n}{k-j}$$

Combinatorial proof

Generating function proof