## The Count of Monte Carlo

Sam Spiro, UC San Diego.

#### Zoom for Thought is the graduate student seminar at UCSD.

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The talks will be every week of (at least) Fall and Winter quarter, and for this quarter we will meet on Tuesdays at 2.

# What ISN'T Zoom for Thought?

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- Talks need not include memes.

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- (New) It's a great way to procrastinate applying for jobs, writing your thesis, etc.

Just let Vaki or me know if you'd like to give a talk on some specific day, or if you'd just like to be on the "reserve list."

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# Probability from Counting

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## Probability from Counting



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# Probability from Counting



E.g. if I want to compute the probability of getting a given hand in poker, I can just reduce this to the enumeration problem of counting all the ways to get that given hand.

Somewhat surprisingly, there are a number of instances where one can go the opposite way, that is, one can reduce an enumeration problem to a probabilistic one. In this talk we'll look at a few ways you can do this to prove some famous counting results.

Somewhat surprisingly, there are a number of instances where one can go the opposite way, that is, one can reduce an enumeration problem to a probabilistic one. In this talk we'll look at a few ways you can do this to prove some famous counting results.

As an aside, this talk is only about using probability to obtain (exact) enumerative combinatorics results, much more about using probability to get (approximate) extremal combinatorics results can be found in 261A.

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For example, if n = 1 Edmond always escapes.

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For n = 3, Edmond escapes if either (1)  $k_2, k_3 \in b_1$ , (2)  $k_2 \in b_1$ and  $k_3 \in b_2$ , or (3)  $k_3 \in b_1$  and  $k_2 \in b_3$ .



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Since each of these three events are equally likely, we see that the probability of escape is 3/9 = 1/3.

## Theorem (Wästlund)

The probability of escape is 1/n.



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Let's say we open a box every day until we're either stuck or until we get all the keys, and we'll let  $K_t$  be the number of remaining keys after t days pass and  $B_t$  the number of unopened boxes.

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This implies that  $K_t/B_t$  is a *martingale*, i.e. a sequence of random variables satisfying  $\mathbb{E}[X_t|X_{t-1}] = X_{t-1}$ .

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Make a directed graph D on 1, 2, ..., n where  $i \rightarrow j$  if and only if  $k_j \in b_i$  (i.e. opening  $b_i$  gives you  $k_j$ ).

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## Proposition

Edmond escapes iff D is a directed tree such that every arc points away from 1.

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$$\frac{t_n}{n^{n-1}} = \Pr[\text{Esacpe}]$$

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$$\frac{t_n}{n^{n-1}} = \Pr[\text{Esacpe}] = \frac{1}{n} \implies t_n = n^{n-2}.$$

Finally, we observe that  $t_n$  is equal to the number of labeled trees on *n* vertices (there's a bijection by forgetting the directions with inverse of directing edges away from 1)

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Finally, we observe that  $t_n$  is equal to the number of labeled trees on *n* vertices (there's a bijection by forgetting the directions with inverse of directing edges away from 1), this gives:

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Theorem (Cayley's Formula)

The number of labeled trees on n vertices is  $n^{n-2}$ .

Trees with a given degree sequence d<sub>1</sub>,..., d<sub>n</sub> (distribute keys uniformly conditional on each b<sub>i</sub> having d<sub>i</sub> - 1 keys).

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 Trees of 3-uniform hypergraphs (randomly pair up the keys and then randomly put pairs in side the boxes).

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- Parking functions.

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Many other variants can be found in the lovely paper by Wästlund (who also has a lot of other very nice papers).

# Unfortunately for Edmond, n = 34 in Chateau D'lf, so it's pretty unlikely he'll escape with padlock solitaire.

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Unfortunately for Edmond, n = 34 in Chateau D'lf, so it's pretty unlikely he'll escape with padlock solitaire. Fortunately for the Young man, his cell comes with a standard table, so he decides to carve a leg to use as a hook to dig himself out. Situation: Edmond is trapped in a dungeon whose cells are layed out in the picture below (or more generally some arrangement where the length of the rows decrease as you go down).



# Hook Length Formula

A few comments regarding this drawing:

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A few comments regarding this drawing: (1) the only mathematically important part of this picture is the grid of cells, the water is just meant to convey that this is a prison island, and the gray thing is supposed to represent the building the dungeon is attached to. (2) Typically these diagrams (called Young or Ferrers diagrams) are drawn with the row length decreasing as you go down. I only drew it this way since it will make more sense in the story that follows.

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# Hook Length Formula

A few comments regarding this drawing: (1) the only mathematically important part of this picture is the grid of cells, the water is just meant to convey that this is a prison island, and the gray thing is supposed to represent the building the dungeon is attached to. (2) Typically these diagrams (called Young or Ferrers diagrams) are drawn with the row length decreasing as you go down. I only drew it this way since it will make more sense in the story that follows. Coincidentally, this drawing of the Young diagrams uses so-called French notation!




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Edmond starts at a uniformly random cell.



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To put some numbers on it, we'll say that Edmond's prison has shape  $\lambda = (\lambda_1, \ldots, \lambda_k)$  with  $\lambda_1 \ge \lambda_2 \ge \cdots \ge \lambda_k$  if the bottom row has length  $\lambda_1$ , the next row has length  $\lambda_2$ , and so on (e.g. the previous prison has shape (10,8,7,5,5,2)).

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Given  $\lambda$ , we define the hook length  $h_{i,j}$  of a cell (i,j) to be the number of cells directly to the right or directly above (i,j) (with this including the cell (i,j) itself).

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Given a path  $(a_1, b_1) \rightarrow (a_2, b_2) \rightarrow \cdots \rightarrow (a_m, b_m)$ , we let  $A = \{a_1, \ldots, a_m\}$  and  $B = \{b_1, \ldots, b_m\}$  denote the projections of this path.

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#### Lemma

Given cell (a, b), corner  $(\alpha, \beta)$ , and sets A, B, the probability that Edmond travels from (a, b) to  $(\alpha, \beta)$  using a path with projections A, B is

$$rac{1}{n}\prod_{i\in A\setminuslpha}rac{1}{h_{i,eta}-1}\prod_{j\in B\setminuseta}rac{1}{h_{lpha,j}-1}$$

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Thus the probability of ending at a cell  $(\alpha, \beta)$  is equal to the sum of these probabilities over all paths, and one can verify that this is equal to

$$\frac{1}{n} \prod_{1 \leq i < \alpha} \left( 1 + \frac{1}{h_{i,\beta} - 1} \right) \prod_{1 \leq j < \beta} \left( 1 + \frac{1}{h_{\alpha,j} - 1} \right).$$

This is nice and all, but again where is the combinatorics?

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This is nice and all, but again where is the combinatorics? We say that a diagram of shape  $\lambda$  filled with the integers  $1, \ldots, n$  is a *standard Young Tableaux* (or SYT) if all of the rows and columns increase as you travel up or to the right.



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How many SYT of a given shape are there?

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How many SYT of a given shape are there? This turns out to be an important question in representation theory and algebraic combinatorics, since this is the dimension of the irreducible representation of the symmetric group  $S_n$  indexed by  $\lambda$ .

Theorem (Hook length formula: Frame-Robinson-Thrall, Greene-Niejenhuis-Wilf)

If  $\lambda$  is a partition of n, then the number of SYT of shape  $\lambda$  is

 $\frac{n!}{\prod h_{i,j}}.$ 



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Let  $F(\lambda) = \frac{n!}{\prod h_{i,j}}$  and  $G(\lambda)$  the number of SYT of shape  $\lambda$ , so our goal is to show  $F(\lambda) = G(\lambda)$ .

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Let  $F(\lambda) = \frac{n!}{\prod h_{i,j}}$  and  $G(\lambda)$  the number of SYT of shape  $\lambda$ , so our goal is to show  $F(\lambda) = G(\lambda)$ . Observe that in a SYT the entry n must appear in a corner  $(\alpha, \beta)$  of  $\lambda$ , so we have

$$G := G(\lambda_1, \ldots, \lambda_k) = \sum_{\alpha} G(\lambda_1, \ldots, \lambda_{\alpha-1}, \lambda_{\alpha}-1, \lambda_{\alpha+1}, \ldots, \lambda_k) := \sum_{\alpha} G_{\alpha}.$$

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Thus we'll have F = G if F satisfies this same recurrence relation, or equivalently if

$$1 = \sum_{\alpha} \frac{F_{\alpha}}{F}$$

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Goal: show

$$1 = \sum_{\alpha} \frac{F_{\alpha}}{F}.$$

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This is equivalent to saying that there exists a random variable with codomain corners  $(\alpha, \beta)$  of  $\lambda$  such that each is outputted with probability  $F_{\alpha}/F$ .

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This is equivalent to saying that there exists a random variable with codomain corners  $(\alpha, \beta)$  of  $\lambda$  such that each is outputted with probability  $F_{\alpha}/F$ . One can check that

$$\frac{F_{\alpha}}{F} = \frac{1}{n} \prod_{1 \le i < \alpha} \frac{h_{i,\beta}}{h_{i,\beta} - 1} \prod_{1 \le j < \beta} \frac{h_{\alpha,j}}{h_{\alpha,j} - 1}$$

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$$= \frac{1}{n} \prod_{1 \le i < \alpha} \left( 1 + \frac{1}{h_{i,\beta} - 1} \right) \prod_{1 \le j < \beta} \left( 1 + \frac{1}{h_{\alpha,j} - 1} \right)$$

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This is equivalent to saying that there exists a random variable with codomain corners  $(\alpha, \beta)$  of  $\lambda$  such that each is outputted with probability  $F_{\alpha}/F$ . One can check that

$$\begin{split} \frac{F_{\alpha}}{F} &= \frac{1}{n} \prod_{1 \leq i < \alpha} \frac{h_{i,\beta}}{h_{i,\beta} - 1} \prod_{1 \leq j < \beta} \frac{h_{\alpha,j}}{h_{\alpha,j} - 1} \\ &= \frac{1}{n} \prod_{1 \leq i < \alpha} \left( 1 + \frac{1}{h_{i,\beta} - 1} \right) \prod_{1 \leq j < \beta} \left( 1 + \frac{1}{h_{\alpha,j} - 1} \right), \end{split}$$

which is exactly the probability that Edmond escapes through  $(\alpha, \beta)!$ 



Okay so I lied at the start and I am going to talk about probability and extremal combinatorics.

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Okay so I lied at the start and I am going to talk about probability and extremal combinatorics. In my defense, this will still give an "exact" result, and the proof is too good to pass up.

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Situation: Let G be the graph whose vertices are the citizens of Paris and where two people are adjacent if they're friends.

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Situation: Let G be the graph whose vertices are the citizens of Paris and where two people are adjacent if they're friends. To enact his revenge, Edmond wants to manipulate as many people as possible, but he doesn't want to manipulate two people who are friends (since they might get to talking and figure out that he's scheming). How many people can Edmond manipulate?

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A set of vertices  $I \subseteq V(G)$  where no two vertices are adjacent is called an *independent set*, so the above problem is really asking to find the largest independent set in G, which we denote by  $\alpha(G)$ .

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A set of vertices  $I \subseteq V(G)$  where no two vertices are adjacent is called an *independent set*, so the above problem is really asking to find the largest independent set in G, which we denote by  $\alpha(G)$ . Doing this in general is a hard problem, but still one can ask for reasonable bounds in terms of parameters of G.

## Theorem (Caro-Wei Bound)

Let G be an n-vertex graph with degrees  $d_1, \ldots, d_n$ . Then

$$\alpha(G) \geq \sum \frac{1}{d_i+1}.$$

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Moreover, equality holds if and only if G is a disjoint union of cliques.

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To achieve this, let  $\pi = \pi_1 \cdots \pi_n$  be a uniformly random permutation of the vertices of *G*, and let *I* consist of all the vertices *u* such that  $\pi_u^{-1} < \pi_v^{-1}$  for every neighbor *v* of *u*.

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To achieve this, let  $\pi = \pi_1 \cdots \pi_n$  be a uniformly random permutation of the vertices of G, and let I consist of all the vertices u such that  $\pi_u^{-1} < \pi_v^{-1}$  for every neighbor v of u. This is an independent set (if  $u \sim v$ , then whichever one appears second in  $\pi$  can't be in I).

# The probability that $u \in I$ is exactly $\frac{1}{d_u+1}$

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The probability that  $u \in I$  is exactly  $\frac{1}{d_u+1}$ , so by linearity of expectation

$$\mathbb{E}[I] = \sum \frac{1}{d_u + 1}.$$

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The probability that  $u \in I$  is exactly  $\frac{1}{d_u+1}$ , so by linearity of expectation

$$\mathbb{E}[I] = \sum \frac{1}{d_u + 1}.$$

In particular, there exists a (deterministic) choice of I with size at least  $\sum \frac{1}{d_i+1}$ , and hence G has an independent set of at least this size.

## Theorem (Turán's Theorem)

If G is an n-vertex graph which is  $K_r$ -free (i.e. which contains no r vertices which are all adjacent). Then

$$e(G) \leq \left\lfloor \binom{r-1}{2} (n/(r-1))^2 \right\rfloor,$$

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with equality holding if and only if G is the complement of r cliques with sizes as close to n/(r-1) as possible.

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with equality holding if and only if G is the complement of r cliques with sizes as close to n/(r-1) as possible.

For example, if G is a triangle-free graph then it has at most  $\lfloor n^2/4 \rfloor$  edges, and equality holds iff G is a complete balanced bipartite graph.

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$$r-1 \geq \alpha(\overline{G})$$

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$$r-1 \geq \alpha(\overline{G}) \geq \sum \frac{1}{n-d_i}.$$

One can check that the quantity on the right is maximized when all the  $d_i$  are as close to 2e(G)/n (since  $\sum d_i = 2e(G)$ ).

$$r-1 \geq \alpha(\overline{G}) \geq \sum \frac{1}{n-d_i}.$$

One can check that the quantity on the right is maximized when all the  $d_i$  are as close to 2e(G)/n (since  $\sum d_i = 2e(G)$ ). Fiddling with a few calculations gives the result.

Turán's theorem is arguably the most important theorem in all of extremal combinatorics

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Much more generally, one can define ex(n, F) to be the maximum number of edges that an *n*-vertex *F*-free graph can have, and determining ex(n, F) for various *F* is one of the central problems in extremal combinatorics.

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Lots of tools have been developed for bounding ex(n, F), many of which are probabilistic in nature.

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Much more generally, one can define ex(n, F) to be the maximum number of edges that an *n*-vertex *F*-free graph can have, and determining ex(n, F) for various *F* is one of the central problems in extremal combinatorics.

Lots of tools have been developed for bounding ex(n, F), many of which are probabilistic in nature. Again, see Math 261 (or my notes online) for more details.

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