

Strong Induction.

# A poisoned cookie game

A poisoned cookie  
game

A coin game

Catalan Numbers

A square  $n \times n$  of cookies.

The *top left is poisoned*.



Two players in turns can eat either:

- (the right) column
- or
- (the bottom) row of cookies.

You lose if you eat the poisoned cookie.

Does any of the players have a winning strategy?

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A square  $n \times n$  of cookies.

The *top left is poisoned*.



Two players in turns can eat either:

- (the right) column  
or
- (the bottom) row  
of cookies.

You lose if you eat the  
poisoned cookie.

Yes! *The second player has a winning strategy!* Can we prove it?

# A poisoned cookie game

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For the square  $1 \times 1$ , *Player One* eats the cookies and loses.



**Inductive step.** Assume *Player Two* has winning a strategy for a square  $n \times n$ .

Consider a bigger square,  $(n + 1) \times (n + 1)$ :

- Player One's move necessarily makes a rectangle  $n \times (n - 1)$ . Then Player Two does the opposite move, reducing the rectangle to a square  $n \times n$ . And they have a winning strategy from now on.

# A poisoned cookie game - 2



**Change the rules:**

What if the players can eat *multiple rows* or *multiple columns* of cookies?

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# A poisoned cookie game - 2

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(A basically) the same strategy applies!

The inductive proof is a bit trickier:

- We *assume* that for all squares of *size*  $\leq n$  a strategy exists.
- Prove that it exists *for all* squares of *size*  $\leq (n + 1)$ .

(Which can be done by just proving the case of the square  $(n+1) \times (n+1)$ , because all smaller squares have been covered by the assumption.)

This is called ***Strong Induction***:

You assume that ***all*** previous cases work, and prove that the next one would as well!

# A coin game

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The game starts with a stack of  $n$  coins. In each move, you divide one stack into two nonempty stacks.

$$\begin{aligned} |||| &\rightarrow ||| + || \\ &\rightarrow ||| + | + | \\ &\rightarrow || + | + | + | \\ &\rightarrow | + | + | + | + | \end{aligned}$$

If the new stacks have height  $a$  and  $b$ , then you score  $ab$  points for the move.

$$|||| \rightarrow ||| + || \quad \text{you get } 3 \cdot 2 = 6 \text{ points}$$

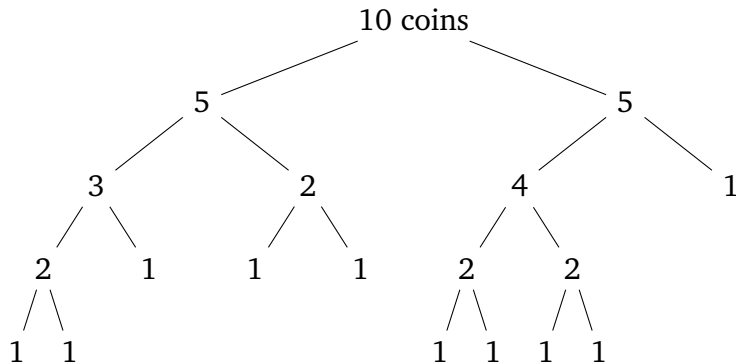
What is the maximum score you can get?

# A coin game

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The total score:  $25 + 6 + 4 + 2 + 1 + 4 + 1 + 1 + 1 = 45$  points.

Can we find a better strategy?



# Unstacking $n$ coins

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**Theorem.** Every way of unstacking  $n$  coins gives a score of

$$S(n) = \frac{n(n-1)}{2} \text{ points.}$$

**Proof by strong induction.**

*The base case:* When  $n = 1$ , no moves is possible giving the score 0. The formula  $1(1-1)/2 = 0$  works.

*The inductive step:* Assume any stack with  $k \leq n$  coins gives  $k(k+1)/2$  points. Prove that for any stack with  $k \leq (n+1)$  the same formula applies.

$$\begin{aligned} S(n+1) &= S(k) + S(n+1-k) + k(n+1-k) \\ &= \frac{k(k-1)}{2} + \frac{(n+1-k)(n+1-k-1)}{2} + k(n+1-k) \\ &= \frac{1}{2}(k^2 - k) + \frac{(n+1-k)(n-k)}{2} + kn + k - k^2 = \frac{(n+1)(n)}{2}. \end{aligned}$$

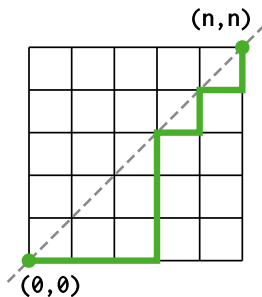
# Count the number of good paths, $C_n$

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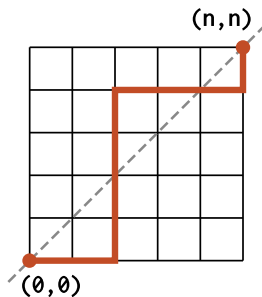
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Paths should go entirely below the diagonal line



Good paths are  
below the diagonal



Bad paths cross it

The number of such paths,  $C_n$ , is the  $n^{\text{th}}$  Catalan number.

# Count the number of good paths, $C_n$

A poisoned cookie game

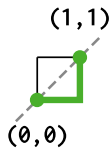
A coin game

Catalan Numbers

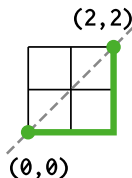
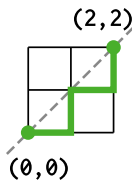
The cases when  $n$  is small: 0, 1, 2.



$$C_0 = 1$$



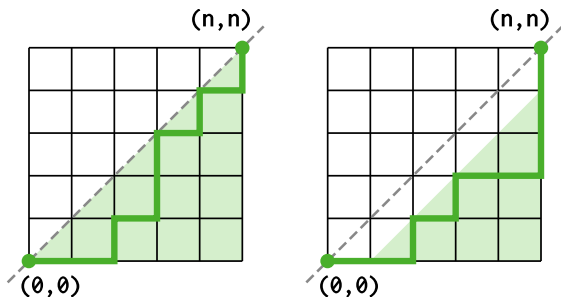
$$C_1 = 1$$



$$C_2 = 2$$

# Recurrent formula

$C_n$  is the number of paths that go below the diagonal (or touch the diagonal).



Introduce  $D_n$ , the number of paths that don't touch the diagonal in the middle points of the path.

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Catalan Numbers

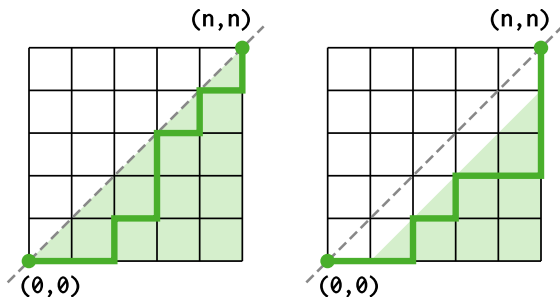
# Recurrent formula

A poisoned cookie game

A coin game

Catalan Numbers

$C_n$  is the number of paths that go below the diagonal (or touch the diagonal).



Introduce  $D_n$ , the number of paths that don't touch the diagonal in the middle points of the path.

$$D_n = C_{n-1}$$

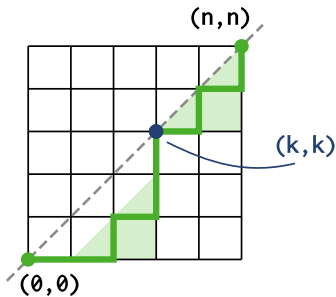
# Recurrent formula

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A coin game

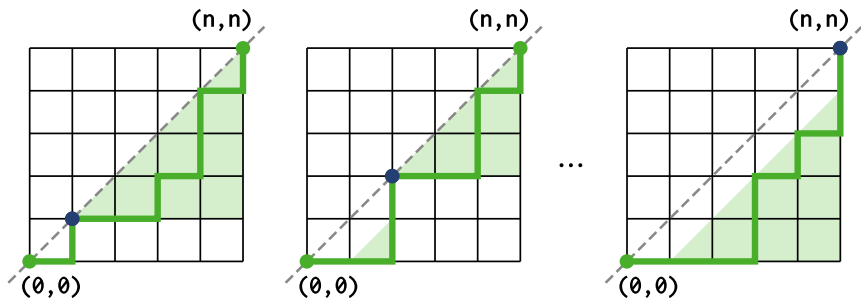
Catalan Numbers

$(k, k)$  be the first point of the given path that is on the diagonal and  $k \neq 0$ .



Given  $(k, k)$ , the number of paths is  $D_k C_{n-k}$

# Recurrent formula



The diagonal point can be anywhere:  $(1, 1), (2, 2), \dots, (n, n)$

So, to count the total number of paths, we add up these  $n$  cases:

$$C_n = D_1 C_{n-1} + D_2 C_{n-2} + \dots + D_n C_0 = \sum_{k=1}^n D_k C_{n-k}$$

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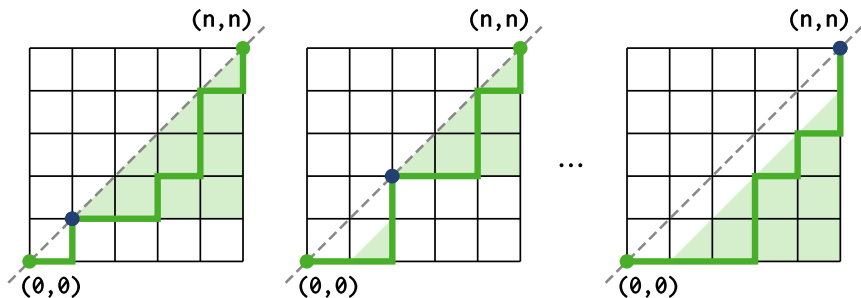
Catalan Numbers

# Recurrent formula

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Catalan Numbers



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$$C_n = D_1 C_{n-1} + D_2 C_{n-2} + \dots + D_n C_0 = \sum_{k=1}^n D_k C_{n-k}$$

$$\text{since } D_k = C_{k-1}, \text{ we get } C_n = \sum_{k=1}^n C_{k-1} C_{n-k}$$

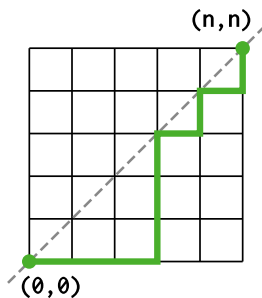


# Recurrent formula

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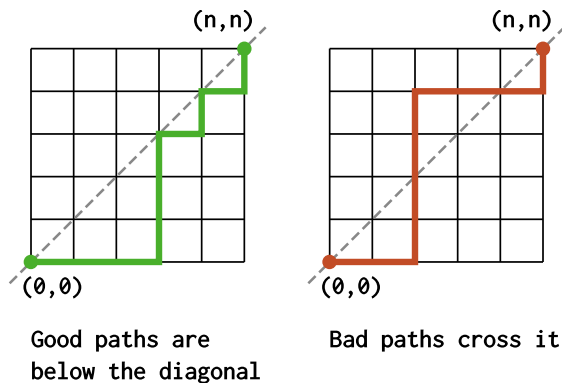
$$C_n = \sum_{k=1}^n C_{k-1} C_{n-k}$$

# Closed form formula

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Catalan Numbers



We already know that the number of paths from the bottom-left to the top-right corner is  $B_n = \binom{2n}{n}$

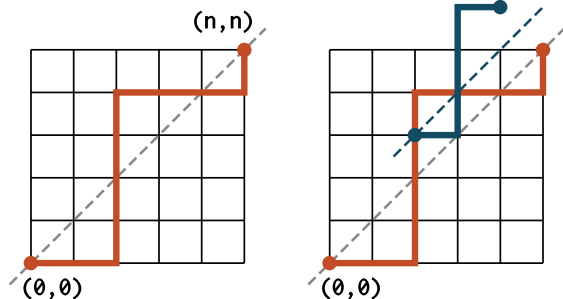
Let's try to count the number of paths that cross the diagonal, there is  $B_n - C_n$  of them.

# Closed form formula

A poisoned cookie game

A coin game

Catalan Numbers

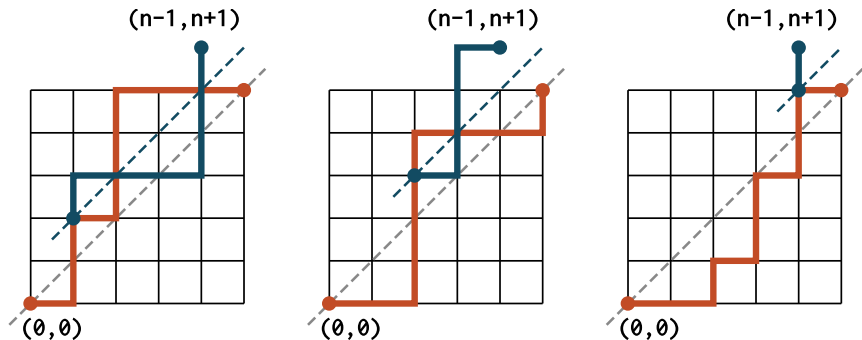


Consider a bad path that crosses the diagonal.

Lets say that the point  $P = (k, k + 1)$  is the first point above the diagonal. We mirror the remaining part of the path (shown in blue).

We can construct such new path for any invalid path.

# Closed form formula



Since we mirror the path starting at  $P = (k, k + 1)$ , the remaining part of the path consisted of  $(n - k, n - k - 1)$  horizontal and vertical moves. Once reflected, it contains  $(n - k - 1, n - k)$  moves.

So, the resulting path ends up at the point  $Z = (k + n - k - 1, k + 1 + n - k) = (n - 1, n + 1)$ . It does not depend on  $k$ .

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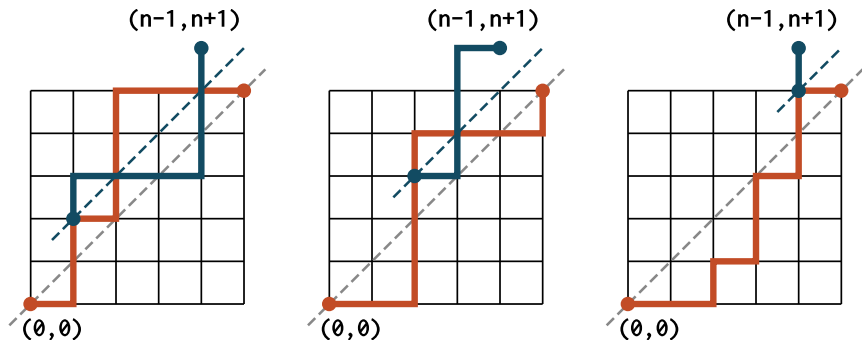
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# Closed form formula

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Every invalid paths becomes a path with  $(n-1, n+1)$  horizontal and vertical moves.

So there is

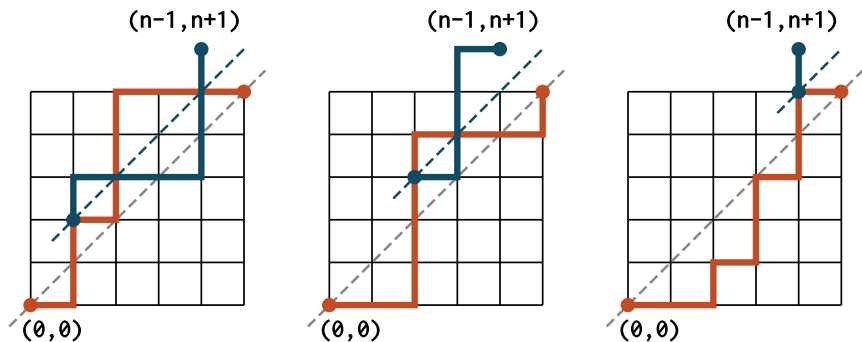
$$B_n - C_n = \binom{n-1+n+1}{n+1} = \binom{2n}{n+1} \text{ of them.}$$

# Closed form formula

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$$C_n = B_n - \binom{2n}{n+1}$$

Therefore,

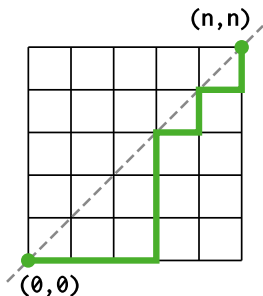
$$C_n = \binom{2n}{n} - \binom{2n}{n+1} = \binom{2n}{2} - \frac{n}{n+1} \binom{2n}{n} = \frac{1}{n+1} \binom{2n}{n}$$

# Three formulas for $C_n$

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$$C_n = \sum_{k=1}^n C_{k-1} C_{n-k}$$

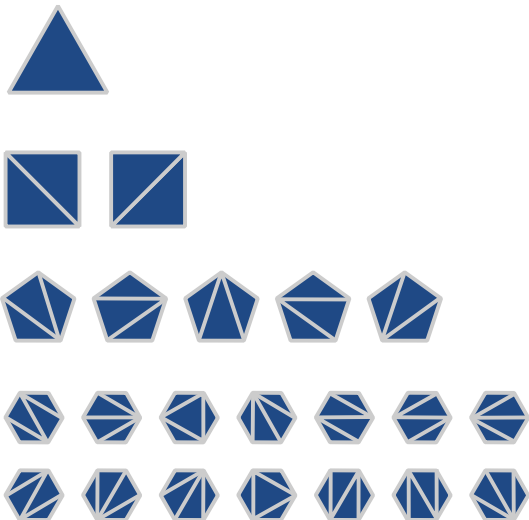
$$C_n = \binom{2n}{n} - \binom{2n}{n+1} \quad C_n = \frac{1}{n+1} \binom{2n}{n}$$

# Catalan numbers are more than that

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Catalan Numbers



The number of ways to triangulate convex polygons:  
1, 2, 5, 14, ...

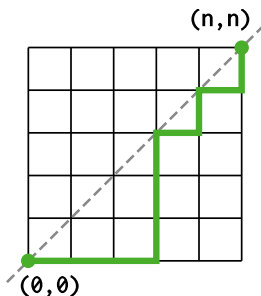


# Catalan numbers are more than that

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Catalan Numbers



Let's encode the path with bits,  $\{0, 1\}$ .

If every move to the right is 1, and every move up is 0:

1110001010

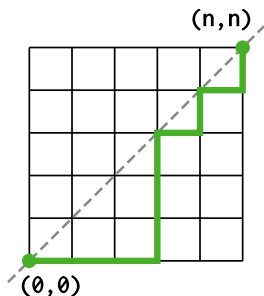
Well, not particularly interesting ...

# Catalan numbers are more than that

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Catalan Numbers



Let's encode the path with parentheses,  $\{(,)\}$ .

If every move to the right is  $($ , and every move up is  $)$ :

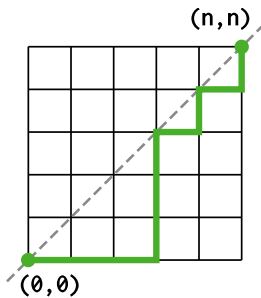
$(( ( ) ) ) ( ) ( )$

# Catalan numbers are more than that

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Catalan Numbers



$(( ( ) ) ) ( ) ( )$

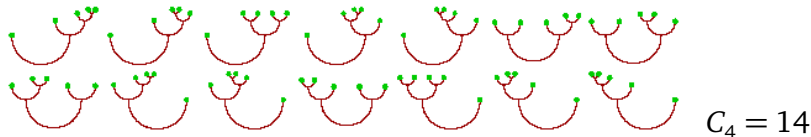
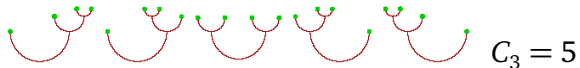
$C_n$  is the number of strings made of  $n$  pairs of correctly balanced parentheses.

# Catalan numbers are more than that

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Catalan Numbers



$C_n$  is the number of full binary trees with  $n + 1$  leaves:

2, 5, 14, ...

(A rooted binary tree is full if every internal node has two children)