



PETUNE[®]

For all your musical
pet and pet orchestra
needs!



$+$ or $|A \cup B|$
 \times and $|A \times B|$

Permutations of sequence
 • has same items
 • has each item in same quantity
 • may have different order

NOT
 $(1, 2, 2, 3)$
 $(3, 2, 1)$
 $(3, 3, 2, 2, 1, 1)$
 $(1, 1, 2, 4)$
 $\{1, 2, 3\}$

"yes" $3!$
 6
 "hoo"
 hoo
 oho
 ooh

(a, b, c)
 (a, c, b)
 (b, a, c)
 (b, c, a)
 (c, a, b)
 (c, b, a)

To make a permutation of n -item seq. }
 → pick first spot
 → permute what's left ($n-1$ items) }
 $1 \rightarrow 1$ perm
 $x \rightarrow 1$ perm

n
 \times
 $n-1$
 \times
 $n-2$
 \times
 \dots
 1

$n!$

+
or

x
and

÷
duplicates

$$2, 1, 0, 2, 0, 0, 1 \quad \frac{7!}{2! \cdot 2! \cdot 3!}$$

"wahoo"

$$\frac{7!}{2! \cdot 2! \cdot 1! \cdot 2!}$$

$$\frac{7!}{8}$$

distinct options =

all options
duplication rate

[hoo	x y z
	hoo	x z y
[oho	y x z
	ooh	y z x
	oho	z x y
	ooh	z y x

x = h
y = 0
z = 0

$$\frac{3!}{2!} = \frac{3 \cdot 2 \cdot 1}{2 \cdot 1} = 3$$

2
 k -element subset of 5
 n -element set

$$\frac{5 \cdot 4 \cdot 3 \cdot 2 \cdot 1}{3 \cdot 2 \cdot 1 \cdot 2 \cdot 1} = 10$$

put set in some order (seq)
 permute seq
 keep first k elem
 make back into set

$\{1, 2, 3, 4, 5\}$
 $1 \rightarrow (1, 2, 3, 4, 5)$
 $n! \rightarrow (3, 2, 5, 1, 4)$
 $1 \rightarrow (3, 2) \quad / (n-k)!$
 $1 \rightarrow \{3, 2\} \quad / k!$

$$= \frac{n!}{(n-k)! k!} = \binom{n}{k}$$

Pick an element - n
 pick a $k-1$ subset from other elements

$\{1, 2, 3, 4, 5\}$
 $\{3\} \cup \{ \quad \}$
 $\{3, 5\} \quad \{5, 3\}$

$$\frac{5 \cdot 4}{k! = 2! = 2} = 10$$

$$\frac{n \cdot (n-1) \cdot (n-2) \cdot \dots \cdot (n-k+1)}{k!}$$

$$\frac{n \cdot (n-1) \cdot (n-2) \cdot \dots \cdot (n-k+1) \cdot (n-k) \cdot \dots \cdot 2 \cdot 1}{(n-k) \cdot \dots \cdot 2 \cdot 1}$$

$\binom{n}{k}$ - k -elem subset of n -elem Set

$$|\mathcal{P}(S)| = 2^{|S|}$$

permutation $\frac{n!}{\text{duplicates} \dots}$

$$|S^k| = |S|^k$$

$$|A \times B| = |A| \cdot |B|$$

Or +

and x

dup ÷

disjunct

Tautology

$P \vee Q$

$\equiv T$

Case P

Case Q

