

Generating functions

“A generating function is a clothesline on which we hang up a sequence of numbers for display.”

— *Generatingfunctionology*, H. S. Wilf

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

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

Example. Let f_n be the Fibonacci numbers. Then

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

We will see that we can simplify this expression greatly. In fact,

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

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

Why Generating Functions?

We will use generating functions to:

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- ▶ 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.

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$$3 + 3 \quad 3 + 2 + 1 \quad 3 + 1 + 1 + 1 \quad 2 + 2 + 2$$

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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?

$$0 \text{ pts or } 1 \text{ pt or } 2 \text{ pts or } 3 \text{ pts or } 4 \text{ pts or } 5 \text{ pts or } 6 \text{ pts}$$
$$x^0 + x^1 + x^2 + x^3 + x^4 + x^5 + x^6$$

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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:

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

$$\text{Two-point shots: } 1 + x^2 + x^4 + \cdots + \quad = \underline{\hspace{2cm}} .$$

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

$$e^x = \sum_{k \geq 0} \frac{1}{k!} x^k$$

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

Question: How can we simplify $[x^k](x^b A(x))$?

Example. $[x^{10}] \left(\frac{x^5}{(1-2x)} + \frac{1}{1-x} \right)$

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Example. What is the compact form of $\sum_{k \geq 0} (-3)^{k+2} x^k$?

1

2

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

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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 $D^2(x)$. What does $D^2(1)$ count?

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Solution. Find two generating functions $F(x)$ and $G(x)$ such that $F(x)G(x) = D^2(x)$ and $F(1) = G(1) = 6$.

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

Memories of calculus. . .

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

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

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Example. Find $\sum_{n \geq 0} \frac{n^2 + 4n + 5}{n!}$