

Brute Force

Odometer



- 0001
- 0002
- 0010
- 0011
- ⋮
- 2222

# digit fixed  
1st open slot

odom( 

1	2	1
---	---	---

, k=2, n=4, d=3)

if (k == n) {  
  print(

--

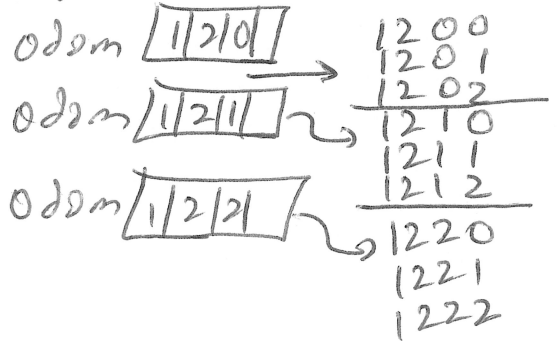
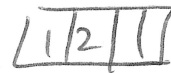
)  
  return  
}

for (int i=0; i<d; i++) {

  odometer[k] = i  
  odom(odometer, k+1, n, d);

  }

}



Combinations

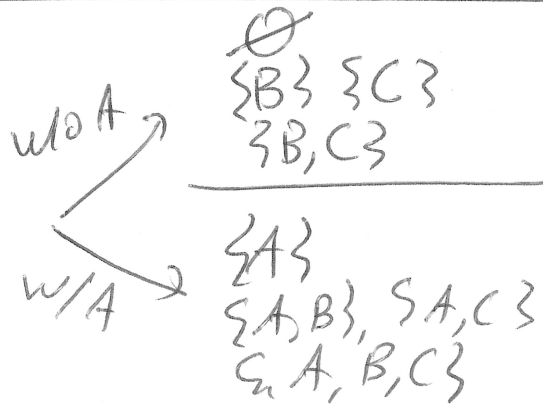
{A, B, C}

- ∅
- {A}
- {B}
- {C}
- {A, B}
- {A, C}
- {B, C}

{A, B, C}

- 000
- 001
- 010
- 011
- 100
- 101
- 110
- 111

Odometer



# Permutation

0, 1, 2, ... n-1

0, 1, 2

0, 2, 1

1, 0, 2

1, 2, 0

2, 0, 1

2, 1, 0

0 1 2 3 4 5



perm(

2	5				
---	---	--	--	--	--

, k=2, n=6, 

used
F F T F F T

) {

if (k == n) process + return

for (i=0; i<n; i++) {

if (!used[i]) continue;

used[i] = 1;

perm[k] = i;

perm(perm, k+1, n, used);

used[i] = 0;

}

}

perm(

2	5				
---	---	--	--	--	--

, 2, 6, used

(1) perm(

2	5	1			
---	---	---	--	--	--

, 3, 6, used

(2) perm(

2	5	1			
---	---	---	--	--	--

, 3, 6, used

(3) perm(

2	5	3			
---	---	---	--	--	--

, 3, 6, used

(4) perm(

2	5	4			
---	---	---	--	--	--

, 3, 6, used

Permutations but item  $i$  can't be in slot  $i$ .

	0	1	2	
hat	1	2	0	
hat	2	0	1	Perm

Derangements

```
for (i=0; i<n; i++) {  
    if (used[i]) continue;  
    // skip giving me my own hat!  
    if (i == k) continue;  
    {  
        reg perm code  
    }  
}
```

Side note about permutations

0	1	2	3	4	5	6	7
6	2	1	0	5	4	3	7

$0 \rightarrow 6 \rightarrow 3 \rightarrow 0$

$1 \rightarrow 2 \rightarrow 1$

$4 \rightarrow 5 \rightarrow 4$

79

# Upwards

act  
44  
116

1-gap upward of length 3

a e m z  
3 23 23

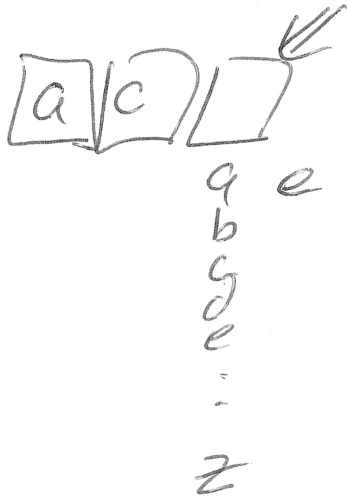
3-gap upward of length 4

Input  $k$ -gap,  $n$  = length upward

Print out all  $k$ -gap upwards of length  $n$ .

## ODOMETER

DIFFERENCE :



$k \geq 1$