Intro M&M Game: I Hoops Game M&M Game: II COCOCO M&M Game: II COCOCOCO M&M Game: II COCOCOCO COCOCOCO COCOCO COCOCO

## Why Cookies And M&Ms Are Good For You (Mathematically)

## Steven J. Miller, Williams College

# Steven.J.Miller@williams.edu

#### http://web.williams.edu/Mathematics/sjmiller/public\_html/

## Stuyvesant High School, May 9, 2014



Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Usir	ng in the C	lassroom				

This talk is a modification of the keynote address at the 2013 Spring Conference of ATMIM and research talks I've given over the past few years.

If you are interested in using any of these topics (or anything from my math riddles page, which is available online at http://mathriddles.williams.edu/) in your class, please email me at sjm1@williams.edu, and I am happy to talk with you about implementation.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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#### Some Issues for the Future / Goals of the Talk

- World is rapidly changing powerful computing cheaply and readily available.
- What skills are we teaching? What skills should we be teaching?
- One of hardest skills: how to think / attack a new problem, how to see connections, what data to gather.



Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs			
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Opp	Opportunities Everywhere!								

- Ask Questions! Often simple questions lead to good math.
- Gather data: observe, program and simulate.
- Use games to get to mathematics.
- Discuss implementation: Please interrupt!

Joint work with Cameron (age 7) and Kayla (age 5) Miller

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs

## The M&M Game

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## **Motivating Question**

**Cam** (4 years): If you're born on the same day, do you die on the same day?

Intro M	&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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#### M&M Game Rules

**Cam** (4 years): If you're born on the same day, do you die on the same day?



(1) Everyone starts off with *k* M&Ms (we did 5).(2) All toss fair coins, eat an M&M if and only if head.



Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Be a	ctive – as	k questio	ns!			

## What are natural questions to ask?





## What are natural questions to ask?

Question 1: How likely is a tie (as a function of *k*)?

Question 2: How long until one dies?

Question 3: Generalize the game: More people? Biased coin?

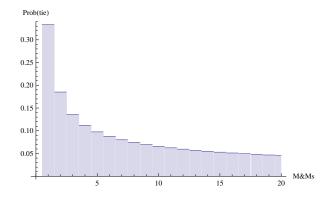
Important to ask questions – curiousity is good and to be encouraged! Value to the journey and not knowing the answer.

Let's gather some data!





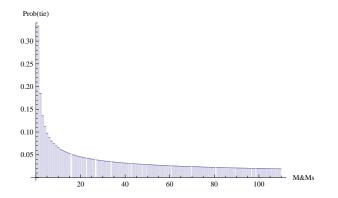
## Probability of a tie in the M&M game (2 players)



 $Prob(tie) \approx 33\%$  (1 M&M), 19% (2 M&Ms), 14% (3 M&Ms), 10% (4 M&Ms).



## Probability of a tie in the M&M game (2 players)

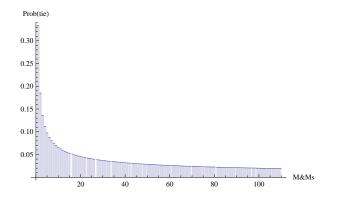


But we're celebrating 110 years of service, so....

11

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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## Probability of a tie in the M&M game (2 players)

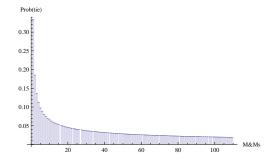


... where will the next 110 bring us? Never too early to lay foundations for future classes.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs				
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Weld	Welcome to Statistics and Inference!									

- ♦ Goal: Gather data, see pattern, extrapolate.
- ♦ Methods: Simulation, analysis of special cases.
- Presentation: It matters how we show data, and which data we show.

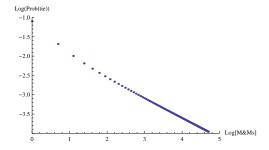
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View	ving M&M	Plots				



Hard to predict what comes next.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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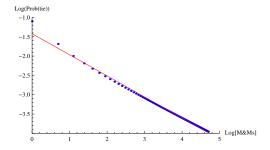
## Viewing M&M Plots: Log-Log Plot



Not just sadistic teachers: logarithms useful!

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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## Viewing M&M Plots: Log-Log Plot

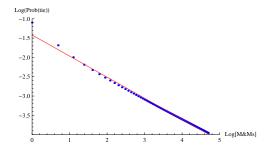


#### Best fit line:

 $\log (\text{Prob(tie)}) = -1.42022 - 0.545568 \log (\#\text{M\&Ms}) \text{ or } \text{Prob}(k) \approx 0.2412/k^{.5456}.$ 

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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## Viewing M&M Plots: Log-Log Plot



#### Best fit line:

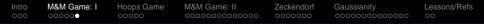
 $\log (\text{Prob(tie)}) = -1.42022 - 0.545568 \log (\#\text{M\&Ms}) \text{ or } \text{Prob}(k) \approx 0.2412/k^{.5456}.$ 

Predicts probability of a tie when k = 220 is 0.01274, but answer is 0.0137. What gives?



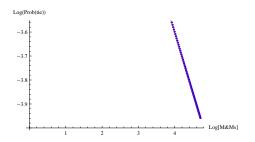
### Statistical Inference: Too Much Data Is Bad!

Small values can mislead / distort. Let's go from k = 50 to 110.

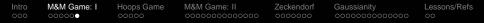


#### Statistical Inference: Too Much Data Is Bad!

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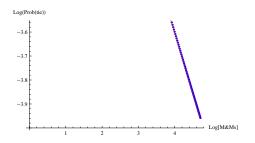


Best fit line: log (Prob(tie)) =  $-1.58261 - 0.50553 \log (\#M\&Ms)$  or Prob(k)  $\approx 0.205437/k^{.50553}$  (had  $0.241662/k^{.5456}$ ).



#### Statistical Inference: Too Much Data Is Bad!

Small values can mislead / distort. Let's go from k = 50 to 110.



#### Best fit line:

 $\log (\text{Prob}(\text{tie})) = -1.58261 - 0.50553 \log (\#\text{M}\&\text{Ms}) \text{ or }$  $\operatorname{Prob}(k) \approx 0.205437/k^{.50553}$  (had  $0.241662/k^{.5456}$ ).

Get 0.01344 for *k* = 220 (answer 0.01347); much better!

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs

From Shooting Hoops to the Geometric Series Formula

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Sim	pler Game	: Hoops				

Game of hoops: first basket wins, alternate shooting.



Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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#### Simpler Game: Hoops: Mathematical Formulation

Bird and Magic (I'm old!) alternate shooting; first basket wins.

- Bird always gets basket with probability *p*.
- Magic always gets basket with probability q.

Let *x* be the probability **Bird** wins – what is *x*?

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Classic solution involves the geometric series.

Intro N	/I&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Classic solution involves the geometric series.

Break into cases:

• **Bird** wins on 1<sup>st</sup> shot: *p*.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Classic solution involves the geometric series.

- **Bird** wins on 1<sup>st</sup> shot: *p*.
- Bird wins on  $2^{nd}$  shot:  $(1 p)(1 q) \cdot p$ .

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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- **Bird** wins on 1<sup>st</sup> shot: *p*.
- Bird wins on  $2^{nd}$  shot:  $(1 p)(1 q) \cdot p$ .
- Bird wins on  $3^{rd}$  shot:  $(1-p)(1-q) \cdot (1-p)(1-q) \cdot p$ .

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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- Bird wins on  $3^{rd}$  shot:  $(1 p)(1 q) \cdot (1 p)(1 q) \cdot p$ .
- Bird wins on n<sup>th</sup> shot:

$$(1-p)(1-q)\cdot(1-p)(1-q)\cdots(1-p)(1-q)\cdot p.$$

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Classic solution involves the geometric series.

Break into cases:

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• Bird wins on n<sup>th</sup> shot:

$$(1-p)(1-q)\cdot(1-p)(1-q)\cdots(1-p)(1-q)\cdot p.$$

Let r = (1 - p)(1 - q). Then

$$= \operatorname{Prob}(\operatorname{Bird wins})$$

$$= \rho + r\rho + r^2\rho + r^3\rho + \cdots$$

$$= \rho \left(1 + r + r^2 + r^3 + \cdots\right),$$

the geometric series.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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**x** = Prob(**Bird** wins) = 
$$p(1 + r + r^2 + r^3 + \cdots)$$
;

will solve without the geometric series formula.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Showed

**x** = Prob(**Bird** wins) = 
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Have

 $\mathbf{x} = \operatorname{Prob}(\operatorname{Bird} \operatorname{wins}) = \mathbf{p} + \mathbf{p}$ 

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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**x** = Prob(**Bird** wins) = 
$$p(1 + r + r^2 + r^3 + \cdots)$$
;

will solve without the geometric series formula.

Have

$$\mathbf{x} = \operatorname{Prob}(\operatorname{Bird} \operatorname{wins}) = \mathbf{p} + (1 - \mathbf{p})(1 - q)$$

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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**x** = Prob(**Bird** wins) = 
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Have

$$\mathbf{x} = \operatorname{Prob}(\operatorname{\mathsf{Bird}} \operatorname{wins}) = \mathbf{p} + (1 - \mathbf{p})(1 - q)\mathbf{x}$$

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Showed

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## Have

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Thus

$$(1-r)\mathbf{x} = \mathbf{p}$$
 or  $\mathbf{x} = \frac{\mathbf{p}}{1-r}$ .

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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will solve without the geometric series formula.

## Have

$$\mathbf{x} = \operatorname{Prob}(\operatorname{Bird} \operatorname{wins}) = \mathbf{p} + (1 - \mathbf{p})(1 - q)\mathbf{x} = \mathbf{p} + r\mathbf{x}.$$

Thus

$$(1-r)\mathbf{x} = \mathbf{p}$$
 or  $\mathbf{x} = \frac{\mathbf{p}}{1-r}$ .

As 
$$\mathbf{x} = p(1 + r + r^2 + r^3 + \cdots)$$
, find  
 $1 + r + r^2 + r^3 + \cdots = \frac{1}{1 - r}$ .

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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## **Lessons from Hoop Problem**

- o Power of Perspective: Memoryless process.
- Can circumvent algebra with deeper understanding! (Hard)
- Output of a problem not always what expect.
- Importance of knowing more than the minimum: connections.
- ♦ Math is fun!

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs

# The M&M Game

Intro M&N	I Game: I F	loops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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## Solving the M&M Game

Overpower with algebra: Assume *k* M&Ms, two people, fair coins:

Prob(tie) = 
$$\sum_{n=k}^{\infty} {\binom{n-1}{k-1} \left(\frac{1}{2}\right)^{n-1} \frac{1}{2}} \cdot {\binom{n-1}{k-1} \left(\frac{1}{2}\right)^{n-1} \frac{1}{2}},$$

where

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

is a binomial coefficient.

Intro 000	M&M Game: I 000000	Hoops Game	M&M Game: II ●○○○○○○○○○○○○○	Zeckendorf	Gaussianity ০০০০০০০০০০০০০০০০০০০০০০০০০০০০০০০০০০০০	Lessons/Refs

## Solving the M&M Game

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where

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

is a binomial coefficient.

"Simplifies" to  $4^{-k} {}_2F_1(k, k, 1, 1/4)$ , a special value of a hypergeometric function! (Look up / write report.)

Obviously way beyond the classroom - is there a better way?

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Where did formula come from? Each turn one of four equally likely events happens:

- Both eat an M&M.
- Cam eats an M&M but Kayla does not.
- Kayla eats an M&M but Cam does not.
- Neither eat.

Probability of each event is 1/4 or 25%.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Where did formula come from? Each turn one of four equally likely events happens:

- Both eat an M&M.
- Cam eats an M&M but Kayla does not.
- Kayla eats an M&M but Cam does not.
- Neither eat.

Probability of each event is 1/4 or 25%.

Each person has exactly k - 1 heads in first n - 1 tosses, then ends with a head.

Prob(tie) = 
$$\sum_{n=k}^{\infty} {\binom{n-1}{k-1} \left(\frac{1}{2}\right)^{n-1} \frac{1}{2}} \cdot {\binom{n-1}{k-1} \left(\frac{1}{2}\right)^{n-1} \frac{1}{2}}.$$



Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Use the lesson from the Hoops Game: Memoryless process!

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Use the lesson from the Hoops Game: Memoryless process!

If neither eat, as if toss didn't happen. Now game is finite.

Use the lesson from the Hoops Game: Memoryless process!

If neither eat, as if toss didn't happen. Now game is finite.

Much better perspective: each "turn" one of three equally likely events happens:

- Both eat an M&M.
- Cam eats an M&M but Kayla does not.
- Kayla eats an M&M but Cam does not.

Probability of each event is 1/3 or about 33%

$$\sum_{n=0}^{k-1} \binom{2k-n-2}{n} \left(\frac{1}{3}\right)^n \binom{2k-2n-2}{k-n-1} \left(\frac{1}{3}\right)^{k-n-1} \left(\frac{1}{3}\right)^{k-n-1} \binom{1}{1} \frac{1}{3}^{\frac{1}{3}}.$$



Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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Interpretation: Let Cam have c M&Ms and Kayla have k; write as (c, k).

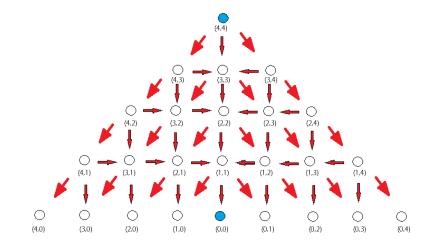
Then each of the following happens 1/3 of the time after a 'turn':

• 
$$(c,k) \longrightarrow (c-1,k-1).$$
  
•  $(c,k) \longrightarrow (c-1,k).$ 

• 
$$(c,k) \longrightarrow (c,k-1).$$

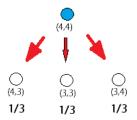


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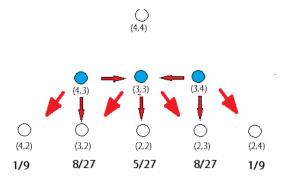
**Figure:** The M&M game when k = 4. Count the paths! Answer 1/3 of probability hit (1,1).

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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**Figure:** The M&M game when k = 4, going down one level.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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**Figure:** The M&M game when k = 4, removing probability from the second level.



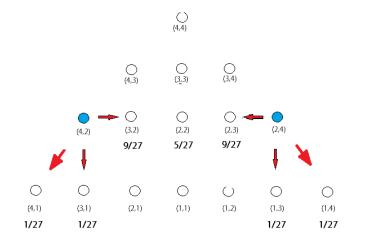
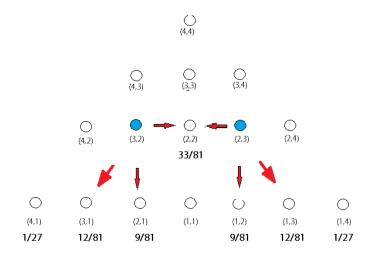


Figure: Removing probability from two outer on third level.





**Figure:** Removing probability from the (3,2) and (2,3) vertices.

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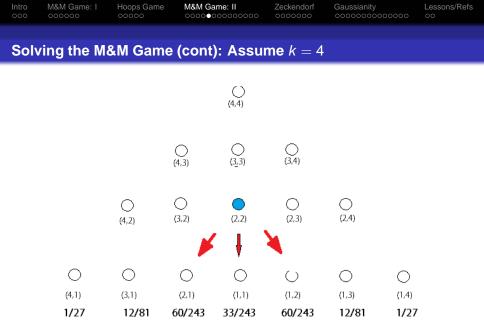
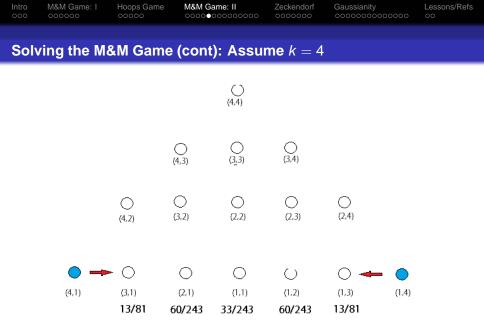


Figure: Removing probability from the (2,2) vertex.



**Figure:** Removing probability from the (4,1) and (1,4) vertices.

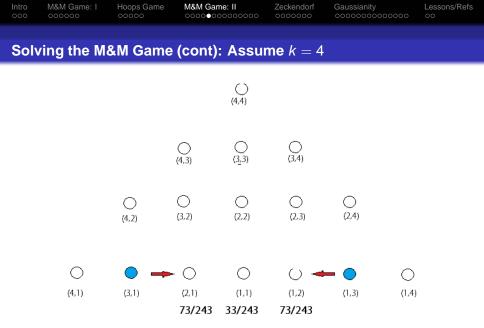
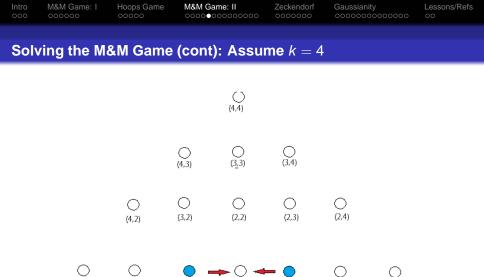


Figure: Removing probability from the (3,1) and (1,3) vertices.



**Figure:** Removing probability from (2,1) and (1,2) vertices. Answer is 1/3 of (1,1) vertex, or 245/2187 (about 11%).

(1,1)

245/729

(1, 2)

(1,3)

(1,4)

55

(4, 1)

(3,1)

(2,1)

#### Interpreting Proof: Connections to the Fibonacci Numbers!

Fibonaccis: 
$$F_{n+2} = F_{n+1} + F_n$$
 with  $F_0 = 0, F_1 = 1$ .

Starts 0, 1, 1, 2, 3, 5, 8, 13, 21, .... http://www.youtube.com/watch?v=kkGeOWYOFoA.

Binet's Formula (can prove via 'generating functions'):

$$F_n = \frac{1}{\sqrt{5}} \left(\frac{1+\sqrt{5}}{2}\right)^n - \frac{1}{\sqrt{5}} \left(\frac{1-\sqrt{5}}{2}\right)^n$$

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#### Interpreting Proof: Connections to the Fibonacci Numbers!

Fibonaccis: 
$$F_{n+2} = F_{n+1} + F_n$$
 with  $F_0 = 0, F_1 = 1$ .

Starts 0, 1, 1, 2, 3, 5, 8, 13, 21, .... http://www.youtube.com/watch?v=kkGeOWYOFoA.

Binet's Formula (can prove via 'generating functions'):

$$F_n = \frac{1}{\sqrt{5}} \left( \frac{1+\sqrt{5}}{2} \right)^n - \frac{1}{\sqrt{5}} \left( \frac{1-\sqrt{5}}{2} \right)^n.$$

M&Ms: For  $c, k \ge 1$ :  $x_{c,0} = x_{0,k} = 0$ ;  $x_{0,0} = 1$ , and if  $c, k \ge 1$ :

$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}$$

Reproduces the tree but a lot 'cleaner'.

57

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## **Interpreting Proof: Finding the Recurrence**

What if we didn't see the 'simple' recurrence?

$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}$$

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## Interpreting Proof: Finding the Recurrence

What if we didn't see the 'simple' recurrence?

$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}.$$

The following recurrence is 'natural':

$$x_{c,k} = \frac{1}{4}x_{c,k} + \frac{1}{4}x_{c-1,k-1} + \frac{1}{4}x_{c-1,k} + \frac{1}{4}x_{c,k-1}.$$

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#### Interpreting Proof: Finding the Recurrence

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$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}.$$

The following recurrence is 'natural':

$$x_{c,k} = \frac{1}{4}x_{c,k} + \frac{1}{4}x_{c-1,k-1} + \frac{1}{4}x_{c-1,k} + \frac{1}{4}x_{c,k-1}.$$

Obtain 'simple' recurrence by algebra: subtract  $\frac{1}{4}x_{c,k}$ :

$$\frac{3}{4}x_{c,k} = \frac{1}{4}x_{c-1,k-1} + \frac{1}{4}x_{c-1,k} + \frac{1}{4}x_{c,k-1}$$
  
therefore  $x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}$ .

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$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}$$

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$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}$$

• 
$$x_{0,0} = 1$$
.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}$$

• *x*<sub>0,0</sub> = 1.

• 
$$x_{1,0} = x_{0,1} = 0.$$
  
•  $x_{1,1} = \frac{1}{3}x_{0,0} + \frac{1}{3}x_{0,1} + \frac{1}{3}x_{1,0} = \frac{1}{3} \approx 33.3\%.$ 

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$$x_{c,k} = \frac{1}{3}x_{c-1,k-1} + \frac{1}{3}x_{c-1,k} + \frac{1}{3}x_{c,k-1}$$

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• 
$$x_{1,0} = x_{0,1} = 0.$$
  
•  $x_{1,1} = \frac{1}{3}x_{0,0} + \frac{1}{3}x_{0,1} + \frac{1}{3}x_{1,0} = \frac{1}{3} \approx 33.3\%.$ 

• 
$$x_{2,0} = x_{0,2} = 0.$$
  
•  $x_{2,1} = \frac{1}{3}x_{1,0} + \frac{1}{3}x_{1,1} + \frac{1}{3}x_{2,0} = \frac{1}{9} = x_{1,2}.$   
•  $x_{2,2} = \frac{1}{3}x_{1,1} + \frac{1}{3}x_{1,2} + \frac{1}{3}x_{2,1} = \frac{1}{9} + \frac{1}{27} + \frac{1}{27} = \frac{5}{27} \approx 18.5\%.$ 

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Walking from (0,0) to (k, k) with allowable steps (1,0), (0,1) and (1,1), hit (k, k) before hit top or right sides.



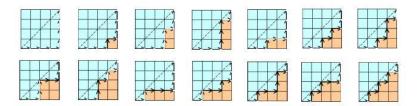
Walking from (0,0) to (k, k) with allowable steps (1,0), (0,1) and (1,1), hit (k, k) before hit top or right sides.

Generalization of the Catalan problem. There don't have (1,1) and stay on or below the main diagonal.



Walking from (0,0) to (k, k) with allowable steps (1,0), (0,1) and (1,1), hit (k, k) before hit top or right sides.

Generalization of the Catalan problem. There don't have (1,1) and stay on or below the main diagonal.



Interpretation: Catalan numbers are valid placings of ( and ).

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## Aside: Fun Riddle Related to Catalan Numbers

Young Saul, a budding mathematician and printer, is making himself a fake ID. He needs it to say he's 21. The problem is he's not using a computer, but rather he has some symbols he's bought from the store, and that's it. He has one 1, one 5, one 6, one 7, and an unlimited supply of + - \* / (the operations addition, subtraction, multiplication and division). Using each number exactly once (but you can use any number of +, any number of -, ...) how, oh how, can he get 21 from 1,5, 6,7? Note: you can't do things like 15+6 = 21. You have to use the four operations as 'binary' operations: ((1+5)\*6) + 7. Problem submitted by ohadbp@infolink.net.il, phrasing by yours truly.

Solution involves valid sentences:  $((w + x) + y) + z, w + ((x + y) + z), \dots$ 

For more riddles see my riddles page: http://mathriddles.williams.edu/.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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## **Examining Probabilities of a Tie**

When 
$$k = 1$$
, Prob(tie) = 1/3.

```
When k = 2, Prob(tie) = 5/27.
```

```
When k = 3, Prob(tie) = 11/81.
```

When k = 4, Prob(tie) = 245/2187.

When k = 5, Prob(tie) = 1921/19683.

When k = 6, Prob(tie) = 575/6561.

When k = 7, Prob(tie) = 42635/531441.

When k = 8, Prob(tie) = 355975/4782969.

# Examining Ties: Multiply by $3^{2k-1}$ to clear denominators.

When k = 1, get 1.

When k = 2, get 5.

When k = 3, get 33.

When k = 4, get 245.

When k = 5, get 1921.

When k = 6, get 15525.

When k = 7, get 127905.

When k = 8, get 1067925.

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# Get sequence of integers: 1, 5, 33, 245, 1921, 15525, ....

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### Get sequence of integers: 1, 5, 33, 245, 1921, 15525, ....

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OEIS: http://oeis.org/.
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```
Get sequence of integers: 1, 5, 33, 245, 1921, 15525, ....
```

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OEIS: http://oeis.org/.
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Our sequence: http://oeis.org/A084771.

The web exists! Use it to build conjectures, suggest proofs....

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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# **OEIS (continued)**

A084771	Coefficients of 1/sqrt(1-10*x+9*x^2); also, a(n) is the central coefficient of (1+5*x+4*x^2)^n.
484164545	245, 1921, 15525, 127905, 1067925, 9004545, 76499525, 653808673, 5614995765, 29, 41895174855, 3634723102113, 31616937184725, 27562110202945, 1640325, 2106138725455905, 194550106298094725 (dst:rangh:refs:listen.tistory:text:internal
<u>format</u> )	1090325, 21001050/25955905, 109550106290009/25( <u>051, graph, Tets, mstory, text, methal</u>
OFFSET	0,2
COMMENTS	Also number of paths from (0,0) to (n,0) using steps U=(1,1), H=(1,0) and D=(1,-1), the U steps come in four colors and the H steps come in five colors. <u>NET_Rabsi</u> , Mar 30 2008 Number of lattice paths from (0,0) to (n,n) using steps (1,0), (0,1), and three kinds of steps (1,1). Joera Arndt. Jul 01 2011
	the f squares of steps (1,1), (0.64) And() of 0.1 0.1 1, 10. Sums of squares of coefficients of $(1+2^{2}x)^{n}$ . [Joerg Arndt, Jul 06 2011] The Hankel transform of this sequence gives <u>A103488</u> <u>Philippe DELEHAM</u> , Dec 02 2007
REFERENCES	Paul Barry and Aoife Hennessy, Generalized Narayana Folynomials, Riordan Arrays, and Lattice Paths, Journal of Integer Sequences, Vol. 15, 2012, #12.4.8 From <u>N. J. A. Sloame</u> , Oct 08 2012 Michael Z. Spivey and Laura L. Steil, The k-Binomial Transforms and the Hankel Transform, Journal of Integer Sequences, Vol. 9 (2006), Article 06.1.1.
LINKS	Table of n. a(n) for n=019. Tony D. Noe, <u>On the Divisibility of Generalized Central Trinomial</u> <u>Coefficients</u> , Journal of Integer Sequences, Vol. 9 (2006), Article 06.2.7.
FORMULA	<pre>G.f.: 1/sqrt(1-10*x+9*x^2). Binomial transform of <u>4559304</u>. G.f.: Sum_{k&gt;=0} binomial(2*k, k)* (2*x)*k/(1-x)*(k+1). E.g.f.: exp(5*x)*BesselI(0, 4*x) Vladeta Jovovic (vladeta(AT)eunet.rs), Aug 20 2003 a(n) = sum(k=0n, sum(j=0n-k, C(n,j)*C(n-j,k)*C(2*n-2*j,n-j))) Paul Barry, May 19 2006 a(n) = sum(k=0n, 4^*k*(C(n,k))^2) [From herunedollar (herunedollar(AT)gmali.com), Mar 20 2010] Asymptotic: a(n) ~ 3^(2*n+1)/(2*sqrt(2*Pi*n)). [<u>Vaclav Kotesovac</u>, Sep 11</pre>
	2012] Conjecture: n*a(n) +5*(-2*n+1)*a(n-1) +9*(n-1)*a(n-2)=0 R. J. Mathar,
	$conjecture: n^a(n) + 5^a(-2^{-n+1})^a(n-1) + 5^a(n-1)^{-a}(n-2) - 6$ <u>R. 0. Mathar</u> ,

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Introduction to Zeckendorf Decompositions



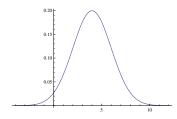
- Seek the 'right' perspective.
- Techniques: generating fns, partial fractions.
- Utility of asking questions.
- You can join in lots of other problems to study.



Joint with Olivia Beckwith, Amanda Bower, Louis Gaudet, Rachel Insoft, Shiyu Li, Philip Tosteson.



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Pre-	Pre-requisites: Probability Review								



Let X be random variable with density p(x):
◊ p(x) ≥ 0; ∫<sup>∞</sup><sub>-∞</sub> p(x)dx = 1;
◊ Prob (a ≤ X ≤ b) = ∫<sup>b</sup><sub>a</sub> p(x)dx.
Mean: μ = ∫<sup>∞</sup><sub>-∞</sub> xp(x)dx.
Variance: σ<sup>2</sup> = ∫<sup>∞</sup><sub>-∞</sub> (x - μ)<sup>2</sup>p(x)dx.

• Gaussian: Density  $(2\pi\sigma^2)^{-1/2} \exp(-(x-\mu)^2/2\sigma^2)$ .

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- *n*!: number of ways to order *n* people, order matters.
- $\frac{n!}{k!(n-k)!} = nCk = \binom{n}{k}$ : number of ways to choose *k* from *n*, order doesn't matter.
- Stirling's Formula:  $n! \approx n^n e^{-n} \sqrt{2\pi n}$ .

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# Fibonacci Numbers: $F_{n+1} = F_n + F_{n-1}$ ;

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Fibonacci Numbers:  $F_{n+1} = F_n + F_{n-1}$ ;  $F_1 = 1, F_2 = 2, F_3 = 3, F_4 = 5, \dots$ 

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Fibonacci Numbers: 
$$F_{n+1} = F_n + F_{n-1}$$
;  
 $F_1 = 1, F_2 = 2, F_3 = 3, F_4 = 5, \dots$ 

### Zeckendorf's Theorem

Every positive integer can be written uniquely as a sum of non-consecutive Fibonacci numbers.

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Fibonacci Numbers:  $F_{n+1} = F_n + F_{n-1}$ ;  $F_1 = 1, F_2 = 2, F_3 = 3, F_4 = 5, \dots$ 

#### Zeckendorf's Theorem

Every positive integer can be written uniquely as a sum of non-consecutive Fibonacci numbers.

Example:  $2014 = 1597 + 377 + 34 + 5 + 1 = F_{16} + F_{13} + F_8 + F_4 + F_1$ .

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Fibonacci Numbers:  $F_{n+1} = F_n + F_{n-1}$ ;  $F_1 = 1, F_2 = 2, F_3 = 3, F_4 = 5, \dots$ 

#### **Zeckendorf's Theorem**

Every positive integer can be written uniquely as a sum of non-consecutive Fibonacci numbers.

#### Example:

 $2014 = 1597 + 377 + 34 + 5 + 1 = F_{16} + F_{13} + F_8 + F_4 + F_1.$ 

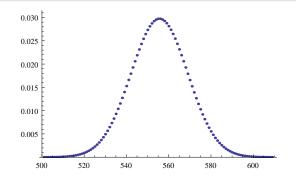
### Lekkerkerker's Theorem (1952)

The average number of summands in the Zeckendorf decomposition for integers in  $[F_n, F_{n+1})$  tends to  $\frac{n}{\varphi^2+1} \approx .276n$ , where  $\varphi = \frac{1+\sqrt{5}}{2}$  is the golden mean.

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Old	Results					

# **Central Limit Type Theorem**

As  $n \to \infty$  distribution of number of summands in Zeckendorf decomposition for  $m \in [F_n, F_{n+1})$  is Gaussian (normal).



**Figure:** Number of summands in  $[F_{2010}, F_{2011})$ ;  $F_{2010} \approx 10^{420}$ .

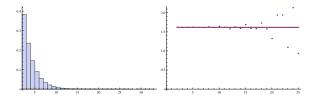


New Results: Bulk Gaps:  $m \in [F_n, F_{n+1})$  and  $\phi = rac{1+\sqrt{5}}{2}$ 

$$m = \sum_{j=1}^{k(m)=n} F_{i_j}, \quad \nu_{m;n}(x) = \frac{1}{k(m)-1} \sum_{j=2}^{k(m)} \delta\left(x - (i_j - i_{j-1})\right).$$

#### **Theorem (Zeckendorf Gap Distribution)**

Gap measures  $\nu_{m;n}$  converge almost surely to average gap measure where  $P(k) = 1/\phi^k$  for  $k \ge 2$ .



**Figure:** Distribution of gaps in  $[F_{1000}, F_{1001})$ ;  $F_{1000} \approx 10^{208}$ .

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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#### New Results: Longest Gap

#### Theorem (Longest Gap)

As  $n \to \infty$ , the probability that  $m \in [F_n, F_{n+1})$  has longest gap less than or equal to f(n) converges to

$$\operatorname{Prob}\left(L_n(m) \leq f(n)\right) \approx e^{-e^{\log n - f(n)/\log \phi}}$$

Immediate Corollary: If f(n) grows **slower** or **faster** than  $\log n / \log \phi$ , then  $\operatorname{Prob}(L_n(m) \le f(n))$  goes to **0** or **1**, respectively.

Intro	M&M Game: I	Hoops Game	M&M Game: II	Zeckendorf	Gaussianity	Lessons/Refs
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### **Preliminaries: The Cookie Problem**

# **The Cookie Problem**

The number of ways of dividing *C* identical cookies among *P* distinct people is  $\binom{C+P-1}{P-1}$ .

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# The Cookie Problem

The number of ways of dividing *C* identical cookies among *P* distinct people is  $\binom{C+P-1}{P-1}$ .

*Proof*: Consider C + P - 1 cookies in a line. **Cookie Monster** eats P - 1 cookies:  $\binom{C+P-1}{P-1}$  ways to do. Divides the cookies into P sets.

### **Preliminaries: The Cookie Problem**

### **The Cookie Problem**

The number of ways of dividing *C* identical cookies among *P* distinct people is  $\binom{C+P-1}{P-1}$ .

*Proof*: Consider C + P - 1 cookies in a line. **Cookie Monster** eats P - 1 cookies:  $\binom{C+P-1}{P-1}$  ways to do. Divides the cookies into P sets. **Example**: 8 cookies and 5 people (C = 8, P = 5):



### **Preliminaries: The Cookie Problem**

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### **Preliminaries: The Cookie Problem**

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### Preliminaries: The Cookie Problem: Reinterpretation

### **Reinterpreting the Cookie Problem**

The number of solutions to  $x_1 + \cdots + x_P = C$  with  $x_i \ge 0$  is  $\binom{C+P-1}{P-1}$ .

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For  $N \in [F_n, F_{n+1})$ , the largest summand is  $F_n$ .  $N = F_{i_1} + F_{i_2} + \dots + F_{i_{k-1}} + F_n$ ,  $1 \le i_1 < i_2 < \dots < i_{k-1} < i_k = n$ ,  $i_j - i_{j-1} \ge 2$ .

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$$N = F_{i_1} + F_{i_2} + \dots + F_{i_{k-1}} + F_n,$$
  

$$1 \le i_1 < i_2 < \dots < i_{k-1} < i_k = n, i_j - i_{j-1} \ge 2.$$
  

$$d_1 := i_1 - 1, d_j := i_j - i_{j-1} - 2 (j > 1).$$
  

$$d_1 + d_2 + \dots + d_k = n - 2k + 1, d_j \ge 0.$$

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# **Gaussian Behavior**

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#### Generalizing Lekkerkerker: Erdos-Kac type result

### Theorem (KKMW 2010)

As  $n \to \infty$ , the distribution of the number of summands in Zeckendorf's Theorem is a Gaussian.

Sketch of proof: Use Stirling's formula,

$$n! \approx n^n e^{-n} \sqrt{2\pi n}$$

to approximates binomial coefficients, after a few pages of algebra find the probabilities are approximately Gaussian.

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#### (Sketch of the) Proof of Gaussianity

The probability density for the number of Fibonacci numbers that add up to an integer in  $[F_n, F_{n+1})$  is  $f_n(k) = \binom{n-1-k}{k}/F_{n-1}$ . Consider the density for the n+1 case. Then we have, by Stirling

$$f_{n+1}(k) = \binom{n-k}{k} \frac{1}{F_n}$$
$$= \frac{(n-k)!}{(n-2k)!k!} \frac{1}{F_n} = \frac{1}{\sqrt{2\pi}} \frac{(n-k)^{n-k+\frac{1}{2}}}{k^{(k+\frac{1}{2})}(n-2k)^{n-2k+\frac{1}{2}}} \frac{1}{F_n}$$

plus a lower order correction term.

Also we can write  $F_n = \frac{1}{\sqrt{5}} \phi^{n+1} = \frac{\phi}{\sqrt{5}} \phi^n$  for large *n*, where  $\phi$  is the golden ratio (we are using relabeled Fibonacci numbers where  $1 = F_1$  occurs once to help dealing with uniqueness and  $F_2 = 2$ ). We can now split the terms that exponentially depend on *n*.

$$f_{n+1}(k) = \left(\frac{1}{\sqrt{2\pi}}\sqrt{\frac{(n-k)}{k(n-2k)}}\frac{\sqrt{5}}{\phi}\right) \left(\phi^{-n}\frac{(n-k)^{n-k}}{k^k(n-2k)^{n-2k}}\right).$$

Define

$$N_n = \frac{1}{\sqrt{2\pi}} \sqrt{\frac{(n-k)}{k(n-2k)}} \frac{\sqrt{5}}{\phi}, \quad S_n = \phi^{-n} \frac{(n-k)^{n-k}}{k^k (n-2k)^{n-2k}}.$$

Thus, write the density function as

$$f_{n+1}(k) = N_n S_n$$

where  $N_n$  is the first term that is of order  $n^{-1/2}$  and  $S_n$  is the second term with exponential dependence on n.

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Model the distribution as centered around the mean by the change of variable  $k = \mu + x\sigma$  where  $\mu$  and  $\sigma$  are the mean and the standard deviation, and depend on *n*. The discrete weights of  $f_n(k)$  will become continuous. This requires us to use the change of variable formula to compensate for the change of scales:

$$f_n(k)dk = f_n(\mu + \sigma x)\sigma dx$$

Using the change of variable, we can write  $N_n$  as

$$\begin{split} N_n &= \frac{1}{\sqrt{2\pi}} \sqrt{\frac{n-k}{k(n-2k)}} \frac{\phi}{\sqrt{5}} \\ &= \frac{1}{\sqrt{2\pi n}} \sqrt{\frac{1-k/n}{(k/n)(1-2k/n)}} \frac{\sqrt{5}}{\phi} \\ &= \frac{1}{\sqrt{2\pi n}} \sqrt{\frac{1-(\mu+\sigma x)/n}{((\mu+\sigma x)/n)(1-2(\mu+\sigma x)/n)}} \frac{\sqrt{5}}{\phi} \\ &= \frac{1}{\sqrt{2\pi n}} \sqrt{\frac{1-C-y}{(C+y)(1-2C-2y)}} \frac{\sqrt{5}}{\phi} \end{split}$$

where  $C = \mu/n \approx 1/(\phi + 2)$  (note that  $\phi^2 = \phi + 1$ ) and  $y = \sigma x/n$ . But for large *n*, the *y* term vanishes since  $\sigma \sim \sqrt{n}$  and thus  $y \sim n^{-1/2}$ . Thus

$$N_n \approx \frac{1}{\sqrt{2\pi n}} \sqrt{\frac{1-C}{C(1-2C)}} \frac{\sqrt{5}}{\phi} = \frac{1}{\sqrt{2\pi n}} \sqrt{\frac{(\phi+1)(\phi+2)}{\phi}} \frac{\sqrt{5}}{\phi} = \frac{1}{\sqrt{2\pi n}} \sqrt{\frac{5(\phi+2)}{\phi}} = \frac{1}{\sqrt{2\pi\sigma^2}} \sqrt{\frac{1-C}{2}} \sqrt{\frac{1-C}{2}}$$

since  $\sigma^2 = n \frac{\phi}{5(\phi+2)}$ .

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For the second term  $S_n$ , take the logarithm and once again change variables by  $k = \mu + x\sigma$ ,

$$\begin{split} \log(S_n) &= & \log\left(\phi^{-n}\frac{(n-k)^{(n-k)}}{k^k(n-2k)^{(n-2k)}}\right) \\ &= & -n\log(\phi) + (n-k)\log(n-k) - (k)\log(k) \\ &- (n-2k)\log(n-2k) \\ &= & -n\log(\phi) + (n-(\mu+x\sigma))\log(n-(\mu+x\sigma)) \\ &- (\mu+x\sigma)\log(\mu+x\sigma) \\ &- (n-2(\mu+x\sigma))\log(n-2(\mu+x\sigma)) \\ &= & -n\log(\phi) \\ &+ (n-(\mu+x\sigma))\left(\log(n-\mu) + \log\left(1-\frac{x\sigma}{n-\mu}\right)\right) \\ &- (\mu+x\sigma)\left(\log(\mu) + \log\left(1+\frac{x\sigma}{\mu}\right)\right) \\ &- (n-2(\mu+x\sigma))\left(\log(n-2\mu) + \log\left(1-\frac{x\sigma}{n-2\mu}\right)\right) \\ &= & -n\log(\phi) \\ &+ (n-(\mu+x\sigma))\left(\log\left(\frac{n}{\mu}-1\right) + \log\left(1-\frac{x\sigma}{n-\mu}\right)\right) \\ &- (\mu+x\sigma)\log\left(1+\frac{x\sigma}{\mu}\right) \\ &- (n-2(\mu+x\sigma))\left(\log\left(\frac{n}{\mu}-2\right) + \log\left(1-\frac{x\sigma}{n-2\mu}\right)\right) \end{split}$$

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Note that, since  $n/\mu = \phi + 2$  for large *n*, the constant terms vanish. We have log(S<sub>n</sub>)

$$= -n\log(\phi) + (n-k)\log\left(\frac{n}{\mu} - 1\right) - (n-2k)\log\left(\frac{n}{\mu} - 2\right) + (n-(\mu+x\sigma))\log\left(1 - \frac{x\sigma}{n-\mu}\right) \\ - (\mu+x\sigma)\log\left(1 + \frac{x\sigma}{\mu}\right) - (n-2(\mu+x\sigma))\log\left(1 - \frac{x\sigma}{n-2\mu}\right) \\ = -n\log(\phi) + (n-k)\log(\phi+1) - (n-2k)\log(\phi) + (n-(\mu+x\sigma))\log\left(1 - \frac{x\sigma}{n-\mu}\right) \\ - (\mu+x\sigma)\log\left(1 + \frac{x\sigma}{\mu}\right) - (n-2(\mu+x\sigma))\log\left(1 - \frac{x\sigma}{n-2\mu}\right) \\ = n(-\log(\phi) + \log(\phi^2) - \log(\phi)) + k(\log(\phi^2) + 2\log(\phi)) + (n-(\mu+x\sigma))\log\left(1 - \frac{x\sigma}{n-\mu}\right) \\ - (\mu+x\sigma)\log\left(1 + \frac{x\sigma}{\mu}\right) - (n-2(\mu+x\sigma))\log\left(1 - 2\frac{x\sigma}{n-2\mu}\right) \\ = (n - (\mu+x\sigma))\log\left(1 - \frac{x\sigma}{n-\mu}\right) - (\mu+x\sigma)\log\left(1 + \frac{x\sigma}{\mu}\right) \\ - (n-2(\mu+x\sigma))\log\left(1 - 2\frac{x\sigma}{n-2\mu}\right).$$

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Finally, we expand the logarithms and collect powers of  $x\sigma/n$ .

$$\begin{split} \log(S_n) &= (n - (\mu + x\sigma)) \left( -\frac{x\sigma}{n - \mu} - \frac{1}{2} \left( \frac{x\sigma}{n - \mu} \right)^2 + \dots \right) \\ &- (\mu + x\sigma) \left( \frac{x\sigma}{\mu} - \frac{1}{2} \left( \frac{x\sigma}{\mu} \right)^2 + \dots \right) \\ &- (n - 2(\mu + x\sigma)) \left( -2 \frac{x\sigma}{n - 2\mu} - \frac{1}{2} \left( 2 \frac{x\sigma}{n - 2\mu} \right)^2 + \dots \right) \\ &= (n - (\mu + x\sigma)) \left( -\frac{x\sigma}{n \frac{(\phi + 1)}{(\phi + 2)}} - \frac{1}{2} \left( \frac{x\sigma}{n \frac{(\phi + 1)}{(\phi + 2)}} \right)^2 + \dots \right) \\ &- (\mu + x\sigma) \left( \frac{x\sigma}{\frac{\phi}{\phi + 2}} - \frac{1}{2} \left( \frac{x\sigma}{\frac{\phi}{\phi + 2}} \right)^2 + \dots \right) \\ &- (n - 2(\mu + x\sigma)) \left( -\frac{2x\sigma}{n \frac{\phi}{\phi + 2}} - \frac{1}{2} \left( \frac{2x\sigma}{n \frac{\phi}{\phi + 2}} \right)^2 + \dots \right) \\ &= \frac{x\sigma}{n} n \left( - \left( 1 - \frac{1}{\phi + 2} \right) \frac{(\phi + 2)}{(\phi + 1)} - 1 + 2 \left( 1 - \frac{2}{\phi + 2} \right) \frac{\phi + 2}{\phi} \right) \\ &- \frac{1}{2} \left( \frac{x\sigma}{n} \right)^2 n \left( -2 \frac{\phi + 2}{\phi + 1} + \frac{\phi + 2}{\phi + 1} + 2(\phi + 2) - (\phi + 2) + 4 \frac{\phi + 2}{\phi} \right) \\ &+ O \left( n(x\sigma/n)^3 \right) \end{split}$$

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$$\begin{split} \log(S_n) &= \frac{x\sigma}{n} n \left( -\frac{\phi+1}{\phi+2} \frac{\phi+2}{\phi+1} - 1 + 2 \frac{\phi}{\phi+2} \frac{\phi+2}{\phi} \right) \\ &- \frac{1}{2} \left( \frac{x\sigma}{n} \right)^2 n(\phi+2) \left( -\frac{1}{\phi+1} + 1 + \frac{4}{\phi} \right) \\ &+ O \left( n \left( \frac{x\sigma}{n} \right)^3 \right) \\ &= -\frac{1}{2} \frac{(x\sigma)^2}{n} (\phi+2) \left( \frac{3\phi+4}{\phi(\phi+1)} + 1 \right) + O \left( n \left( \frac{x\sigma}{n} \right)^3 \right) \\ &= -\frac{1}{2} \frac{(x\sigma)^2}{n} (\phi+2) \left( \frac{3\phi+4+2\phi+1}{\phi(\phi+1)} \right) + O \left( n \left( \frac{x\sigma}{n} \right)^3 \right) \\ &= -\frac{1}{2} x^2 \sigma^2 \left( \frac{5(\phi+2)}{\phi n} \right) + O \left( n (x\sigma/n)^3 \right). \end{split}$$

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But recall that

$$\sigma^2 = \frac{\phi n}{5(\phi+2)}.$$

Also, since  $\sigma \sim n^{-1/2}$ ,  $n\left(\frac{x\sigma}{n}\right)^3 \sim n^{-1/2}$ . So for large *n*, the  $O\left(n\left(\frac{x\sigma}{n}\right)^3\right)$  term vanishes. Thus we are left with

$$\log S_n = -\frac{1}{2}x^2$$
$$S_n = e^{-\frac{1}{2}x^2}$$

Hence, as n gets large, the density converges to the normal distribution:

$$f_n(k)dk = N_n S_n dk$$
  
=  $\frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2}x^2} \sigma dx$   
=  $\frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}x^2} dx.$ 



Generalizing from Fibonacci numbers to linearly recursive sequences with arbitrary nonnegative coefficients.

$$H_{n+1} = c_1 H_n + c_2 H_{n-1} + \cdots + c_L H_{n-L+1}, \ n \ge L$$

with  $H_1 = 1$ ,  $H_{n+1} = c_1H_n + c_2H_{n-1} + \cdots + c_nH_1 + 1$ , n < L, coefficients  $c_i \ge 0$ ;  $c_1, c_L > 0$  if  $L \ge 2$ ;  $c_1 > 1$  if L = 1.

- Zeckendorf: Every positive integer can be written uniquely as ∑ a<sub>i</sub>H<sub>i</sub> with natural constraints on the a<sub>i</sub>'s (e.g. cannot use the recurrence relation to remove any summand).
- Lekkerkerker
- Central Limit Type Theorem

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#### **Generalizing Lekkerkerker**

# Generalized Lekkerkerker's Theorem

The average number of summands in the generalized Zeckendorf decomposition for integers in  $[H_n, H_{n+1})$  tends to Cn + d as  $n \to \infty$ , where C > 0 and d are computable constants determined by the  $c_i$ 's.

$$C = -\frac{y'(1)}{y(1)} = \frac{\sum_{m=0}^{L-1} (s_m + s_{m+1} - 1)(s_{m+1} - s_m)y^m(1)}{2\sum_{m=0}^{L-1} (m+1)(s_{m+1} - s_m)y^m(1)}$$

$$s_0 = 0, s_m = c_1 + c_2 + \dots + c_m.$$

$$y(x) \text{ is the root of } 1 - \sum_{m=0}^{L-1} \sum_{j=s_m}^{s_{m+1}-1} x^j y^{m+1}.$$

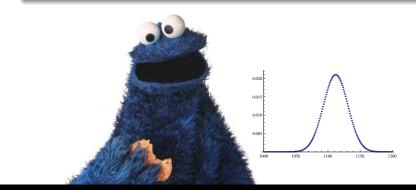
$$y(1) \text{ is the root of } 1 - c_1 y - c_2 y^2 - \dots - c_L y^L.$$

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#### **Central Limit Type Theorem**

## **Central Limit Type Theorem**

As  $n \to \infty$ , the distribution of the number of summands, i.e.,  $a_1 + a_2 + \cdots + a_m$  in the generalized Zeckendorf decomposition  $\sum_{i=1}^{m} a_i H_i$  for integers in  $[H_n, H_{n+1})$  is Gaussian.



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**Example: the Special Case of** L = 1,  $c_1 = 10$ 

$$H_{n+1} = 10H_n, H_1 = 1, H_n = 10^{n-1}.$$

• Legal decomposition is decimal expansion:  $\sum_{i=1}^{m} a_i H_i$ :

$$\mathbf{a}_i \in \{0, 1, \dots, 9\} \ (1 \leq i < m), \ \mathbf{a}_m \in \{1, \dots, 9\}.$$

- For  $N \in [H_n, H_{n+1})$ , m = n, i.e., first term is  $a_n H_n = a_n 10^{n-1}$ .
- *A<sub>i</sub>*: the corresponding random variable of *a<sub>i</sub>*. The *A<sub>i</sub>*'s are independent.
- For large *n*, the contribution of *A<sub>n</sub>* is immaterial.
   *A<sub>i</sub>* (1 ≤ *i* < *n*) are identically distributed random variables
   with mean 4.5 and variance 8.25.
- Central Limit Theorem:  $A_2 + A_3 + \cdots + A_n \rightarrow$  Gaussian with mean 4.5n + O(1) and variance 8.25n + O(1).



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#### **Far-difference Representation**

# Theorem (Alpert, 2009) (Analogue to Zeckendorf)

Every integer can be written uniquely as a sum of the  $\pm F_n$ 's, such that every two terms of the same (opposite) sign differ in index by at least 4 (3).

Example: 
$$1900 = F_{17} - F_{14} - F_{10} + F_6 + F_2$$
.

K: # of positive terms, L: # of negative terms.

Generalized Lekkerkerker's Theorem

As 
$$n \to \infty$$
,  $E[K]$  and  $E[L] \to n/10$ .  
 $E[K] - E[L] = \varphi/2 \approx .809$ .

### **Central Limit Type Theorem**

As  $n \to \infty$ , *K* and *L* converges to a bivariate Gaussian.

• corr(*K*, *L*) = 
$$-(21 - 2\varphi)/(29 + 2\varphi) \approx -.551$$
,

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### **Generating Function (Example: Binet's Formula)**

$$F_1 = F_2 = 1; \ F_n = \frac{1}{\sqrt{5}} \left[ \left( \frac{1+\sqrt{5}}{2} \right)^n - \left( \frac{-1+\sqrt{5}}{2} \right)^n \right].$$

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### Binet's Formula

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(1)

• Recurrence relation:  $\boldsymbol{F}_{n+1} = \boldsymbol{F}_n + \boldsymbol{F}_{n-1}$ 

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(1) 
$$\Rightarrow \sum_{n\geq 2} \boldsymbol{F}_{n+1} \boldsymbol{x}^{n+1} = \sum_{n\geq 2} \boldsymbol{F}_n \boldsymbol{x}^{n+1} + \sum_{n\geq 2} \boldsymbol{F}_{n-1} \boldsymbol{x}^{n+1}$$

### **Generating Function (Example: Binet's Formula)**

### **Binet's Formula**

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- Recurrence relation:  $F_{n+1} = F_n + F_{n-1}$
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(1) 
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$$\Rightarrow \sum_{n\geq 3} \boldsymbol{F}_n \boldsymbol{x}^n = \sum_{n\geq 2} \boldsymbol{F}_n \boldsymbol{x}^{n+1} + \sum_{n\geq 1} \boldsymbol{F}_n \boldsymbol{x}^{n+2}$$

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### **Generating Function (Example: Binet's Formula)**

$$F_1 = F_2 = 1; \ F_n = \frac{1}{\sqrt{5}} \left[ \left( \frac{1+\sqrt{5}}{2} \right)^n - \left( \frac{-1+\sqrt{5}}{2} \right)^n \right].$$

- Recurrence relation:  $\boldsymbol{F}_{n+1} = \boldsymbol{F}_n + \boldsymbol{F}_{n-1}$
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$$(1) \Rightarrow \sum_{n\geq 2} \mathbf{F}_{n+1} \mathbf{x}^{n+1} = \sum_{n\geq 2} \mathbf{F}_n \mathbf{x}^{n+1} + \sum_{n\geq 2} \mathbf{F}_{n-1} \mathbf{x}^{n+1}$$
$$\Rightarrow \sum_{n\geq 3} \mathbf{F}_n \mathbf{x}^n = \sum_{n\geq 2} \mathbf{F}_n \mathbf{x}^{n+1} + \sum_{n\geq 1} \mathbf{F}_n \mathbf{x}^{n+2}$$
$$\Rightarrow \sum_{n\geq 3} \mathbf{F}_n \mathbf{x}^n = \mathbf{x} \sum_{n\geq 2} \mathbf{F}_n \mathbf{x}^n + \mathbf{x}^2 \sum_{n\geq 1} \mathbf{F}_n \mathbf{x}^n$$

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### **Generating Function (Example: Binet's Formula)**

$$F_1 = F_2 = 1; \ F_n = \frac{1}{\sqrt{5}} \left[ \left( \frac{1+\sqrt{5}}{2} \right)^n - \left( \frac{-1+\sqrt{5}}{2} \right)^n \right].$$

- Recurrence relation:  $\boldsymbol{F}_{n+1} = \boldsymbol{F}_n + \boldsymbol{F}_{n-1}$
- Generating function:  $g(x) = \sum_{n>0} F_n x^n$ .

$$(1) \Rightarrow \sum_{n\geq 2} \mathbf{F}_{n+1} x^{n+1} = \sum_{n\geq 2} \mathbf{F}_n x^{n+1} + \sum_{n\geq 2} \mathbf{F}_{n-1} x^{n+1}$$
$$\Rightarrow \sum_{n\geq 3} \mathbf{F}_n x^n = \sum_{n\geq 2} \mathbf{F}_n x^{n+1} + \sum_{n\geq 1} \mathbf{F}_n x^{n+2}$$
$$\Rightarrow \sum_{n\geq 3} \mathbf{F}_n x^n = x \sum_{n\geq 2} \mathbf{F}_n x^n + x^2 \sum_{n\geq 1} \mathbf{F}_n x^n$$
$$\Rightarrow g(x) - \mathbf{F}_1 x - \mathbf{F}_2 x^2 = x(g(x) - \mathbf{F}_1 x) + x^2 g(x)$$

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$$\Rightarrow g(x) - \mathbf{F}_1 x - \mathbf{F}_2 x^2 = x(g(x) - \mathbf{F}_1 x) + x^2 g(x)$$
$$\Rightarrow g(x) = x/(1 - x - x^2).$$

### Partial Fraction Expansion (Example: Binet's Formula)

• Generating function: 
$$g(x) = \sum_{n>0} F_n x^n = \frac{x}{1-x-x^2}$$

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#### Partial Fraction Expansion (Example: Binet's Formula)

- Generating function:  $g(x) = \sum_{n>0} F_n x^n = \frac{x}{1-x-x^2}$ .
- Partial fraction expansion:

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Partial Fraction Expansion (Example: Binet's Formula)

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.

• Partial fraction expansion:

$$\Rightarrow g(x) = \frac{x}{1-x-x^2} = \frac{1}{\sqrt{5}} \left( \frac{\frac{1+\sqrt{5}}{2}x}{1-\frac{1+\sqrt{5}}{2}x} - \frac{\frac{-1+\sqrt{5}}{2}x}{1-\frac{-1+\sqrt{5}}{2}x} \right)$$

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Partial Fraction Expansion (Example: Binet's Formula)

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**Coefficient of** *x*<sup>*n*</sup> (power series expansion):

$$\boldsymbol{F}_n = \frac{1}{\sqrt{5}} \left[ \left( \frac{1+\sqrt{5}}{2} \right)^n - \left( \frac{-1+\sqrt{5}}{2} \right)^n \right] \text{ - Binet's Formula!}$$
(using geometric series:  $\frac{1}{1-r} = 1 + r + r^2 + r^3 + \cdots$ ).

### **Differentiating Identities and Method of Moments**

Differentiating identities

Example: Given a random variable X such that

 $Pr(X = 1) = \frac{1}{2}, Pr(X = 2) = \frac{1}{4}, Pr(X = 3) = \frac{1}{8}, \dots$ then what's the mean of X (i.e., E[X])? Solution: Let  $f(x) = \frac{1}{2}x + \frac{1}{4}x^2 + \frac{1}{8}x^3 + \dots = \frac{1}{1-x/2} - 1$ .  $f'(x) = 1 \cdot \frac{1}{2} + 2 \cdot \frac{1}{4}x + 3 \cdot \frac{1}{8}x^2 + \dots$ .  $f'(1) = 1 \cdot \frac{1}{2} + 2 \cdot \frac{1}{4} + 3 \cdot \frac{1}{8} + \dots = E[X]$ .

Method of moments: Random variables X<sub>1</sub>, X<sub>2</sub>, ....
 If l<sup>th</sup> moments E[X<sub>n</sub><sup>l</sup>] converges those of standard normal then X<sub>n</sub> converges to a Gaussian.

# Standard normal distribution:

 $2m^{\text{th}}$  moment:  $(2m - 1)!! = (2m - 1)(2m - 3) \cdots 1$ ,  $(2m - 1)^{\text{th}}$  moment: 0.

### New Approach: Case of Fibonacci Numbers

 $p_{n,k} = \# \{ N \in [F_n, F_{n+1}) :$  the Zeckendorf decomposition of N has exactly k summands $\}$ .

• Recurrence relation:

$$N \in [F_{n+1}, F_{n+2})$$
:  $N = F_{n+1} + F_t + \cdots, t \le n-1$ .  
 $p_{n+1,k+1} = p_{n-1,k} + p_{n-2,k} + \cdots$ 

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$$p_{n,k+1} = p_{n-2,k} + p_{n-3,k} + \cdots$$

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$$\Rightarrow p_{n+1,k+1} = p_{n,k+1} + p_{n-1,k}.$$

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$$p_{n,k+1} = p_{n-2,k} + p_{n-3,k} + \cdots$$

$$\Rightarrow p_{n+1,k+1} = p_{n,k+1} + p_{n-1,k}.$$

• Generating function:  $\sum_{n,k>0} p_{n,k} x^k y^n = \frac{y}{1-y-xy^2}$ . • Partial fraction expansion:

$$\frac{y}{1 - y - xy^2} = -\frac{y}{y_1(x) - y_2(x)} \left(\frac{1}{y - y_1(x)} - \frac{1}{y - y_2(x)}\right)$$
  
where  $y_1(x)$  and  $y_2(x)$  are the roots of  $1 - y - xy^2 = 0$ .

Coefficient of  $y^n$ :  $g(x) = \sum_{k>0} p_{n,k} x^k$ .

### New Approach: Case of Fibonacci Numbers (Continued)

 $K_n$ : the corresponding random variable associated with k.  $g(x) = \sum_{k>0} p_{n,k} x^k$ .

• Differentiating identities:

$$\begin{split} g(1) &= \sum_{k>0} p_{n,k} = F_{n+1} - F_n, \\ g'(x) &= \sum_{k>0} k p_{n,k} x^{k-1}, \ g'(1) = g(1) E[K_n] \\ (xg'(x))' &= \sum_{k>0} k^2 p_{n,k} x^{k-1}, \\ (xg'(x))' &|_{x=1} = g(1) E[K_n^2], \\ (x (xg'(x))')' &|_{x=1} = g(1) E[K_n^3], \dots \end{split}$$

Similar results hold for the centralized  $K_n$ :  $K'_n = K_n - E[K_n].$ 

• Method of moments (for normalized  $K'_n$ ):  $E[(K'_n)^{2m}]/(SD(K'_n))^{2m} \rightarrow (2m-1)!!,$  $E[(K'_n)^{2m-1}]/(SD(K'_n))^{2m-1} \rightarrow 0. \Rightarrow K_n \rightarrow \text{Gaussian}.$ 



#### New Approach: General Case

Let  $p_{n,k} = \# \{ N \in [H_n, H_{n+1}) \}$ : the generalized Zeckendorf decomposition of *N* has exactly *k* summands  $\}$ .

• Recurrence relation:

Fibonacci:  $p_{n+1,k+1} = p_{n,k+1} + p_{n,k}$ . General:  $p_{n+1,k} = \sum_{m=0}^{L-1} \sum_{j=s_m}^{s_{m+1}-1} p_{n-m,k-j}$ . where  $s_0 = 0$ ,  $s_m = c_1 + c_2 + \dots + c_m$ .

• Generating function:

Fibonacci: 
$$\frac{y}{1-y-xy^2}$$
.  
General:  

$$\frac{\sum_{n \le L} p_{n,k} x^k y^n - \sum_{m=0}^{L-1} \sum_{j=s_m}^{s_{m+1}-1} x^j y^{m+1} \sum_{n < L-m} p_{n,k} x^k y^n}{1 - \sum_{m=0}^{L-1} \sum_{j=s_m}^{s_{m+1}-1} x^j y^{m+1}}$$

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### New Approach: General Case (Continued)

• Partial fraction expansion:

Fibonacci: 
$$-\frac{y}{y_1(x)-y_2(x)} \left(\frac{1}{y-y_1(x)} - \frac{1}{y-y_2(x)}\right)$$
.  
General:  
 $-\frac{1}{\sum_{j=s_{L-1}}^{s_{L}-1} x^j} \sum_{i=1}^{L} \frac{B(x, y)}{(y - y_i(x)) \prod_{j \neq i} (y_j(x) - y_i(x))}$ .  
 $B(x, y) = \sum_{n \leq L} p_{n,k} x^k y^n - \sum_{m=0}^{L-1} \sum_{j=s_m}^{s_{m+1}-1} x^j y^{m+1} \sum_{n < L-m} p_{n,k} x^k y^n$ ,  
 $y_i(x)$ : root of  $1 - \sum_{m=0}^{L-1} \sum_{j=s_m}^{s_{m+1}-1} x^j y^{m+1} = 0$ .

Coefficient of  $y^n$ :  $g(x) = \sum_{n,k>0} p_{n,k} x^k$ .

- Differentiating identities
- Method of moments: implies  $K_n \rightarrow$  Gaussian.

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# Takeaways

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- Always ask questions.
- Many ways to solve a problem.
- Experience is useful and a great guide.
- Need to look at the data the right way.
- Often don't know where the math will take you.
- Value of continuing education: more math is better.

Connections: My favorite quote: If all you have is a hammer, pretty soon every problem looks like a nail.

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