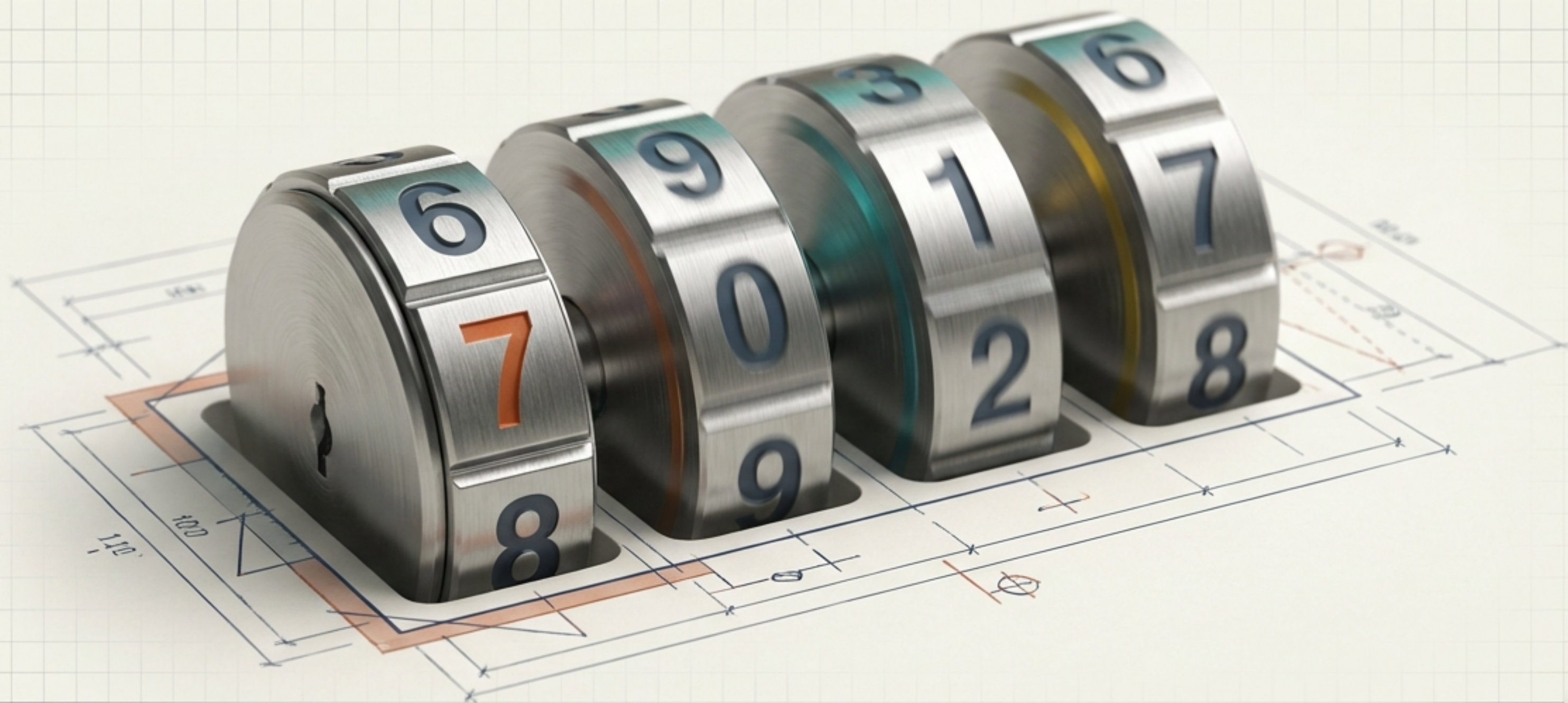


The Mathematics of Arrangement

A Visual Guide to Counting, Factorials, and Permutations



The Combinatorial Game Board

THE SETUP

You have a 4-wheel suitcase number lock with digits 0 through 9.

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THE CONSTRAINT

No digit can be repeated. You remember the first digit is 7.

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THE PROBLEM

How many 3-digit sequences are left to check?

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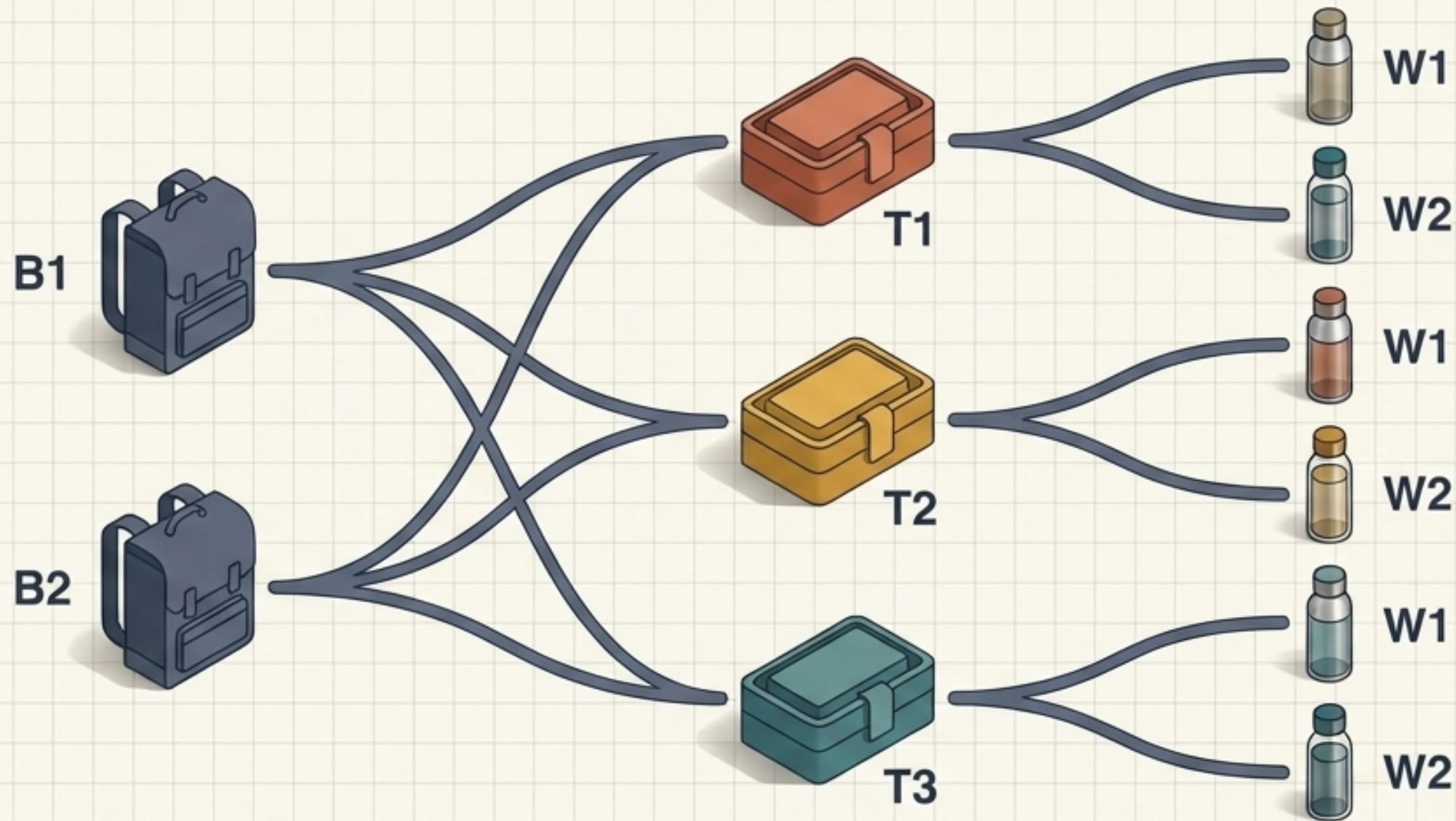
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The Fundamental Principle of Counting



$2 \times 3 \times 2 = 12$
distinct pathways

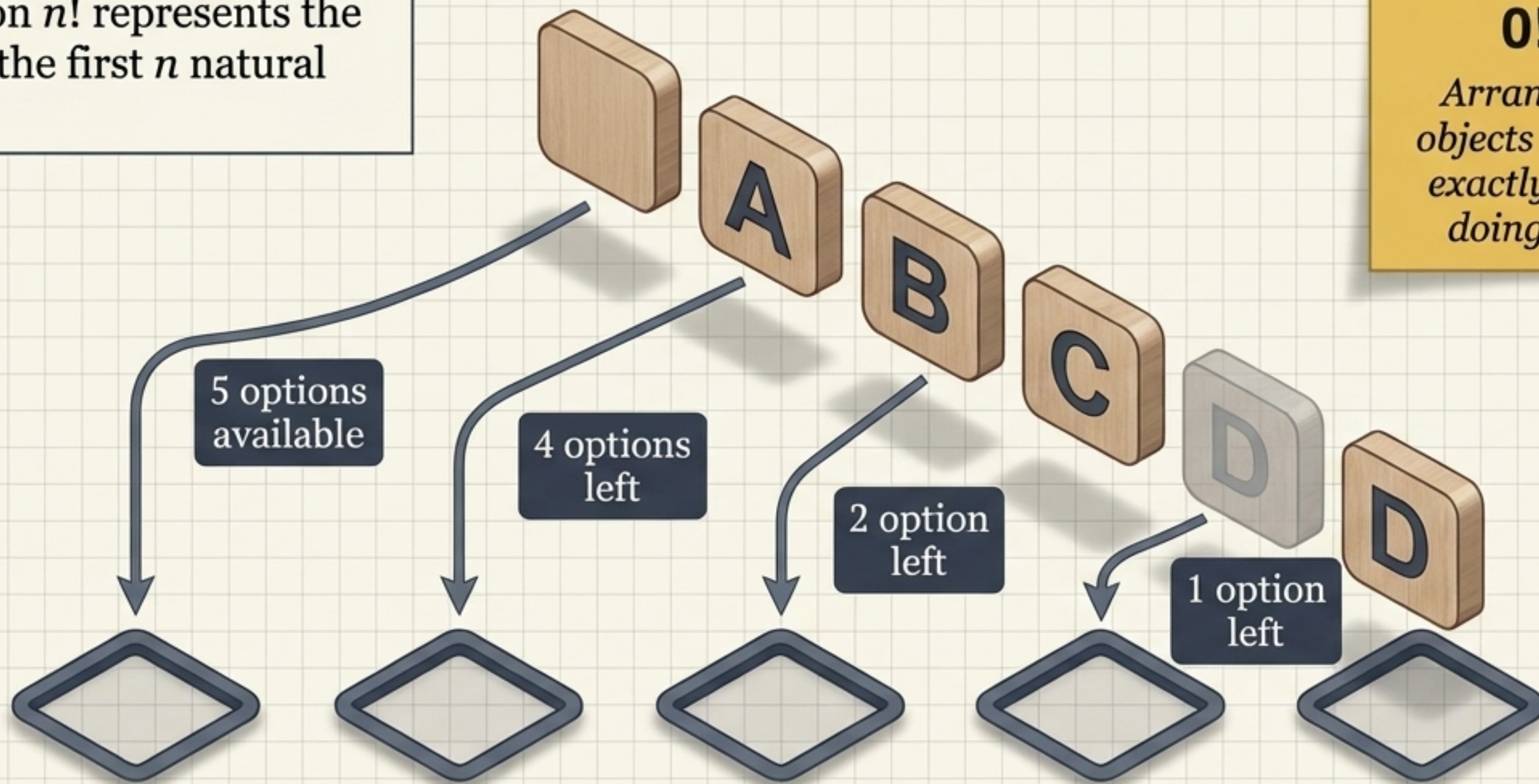
If an event can occur in m ways, and another in n ways, the total occurrences happen in $m \times n$ ways.
Every complex arrangement is just a sequence of simple choices.

The Language of Scale: Factorials (n!)

The notation $n!$ represents the product of the first n natural numbers.

Axiom:
 $0! = 1$

Arranging zero objects happens in exactly one way: doing nothing.



$$5! = 5 \times 4 \times 3 \times 2 \times 1 = 120$$

Permutations: When Order Matters

Top Panel



Using all objects:

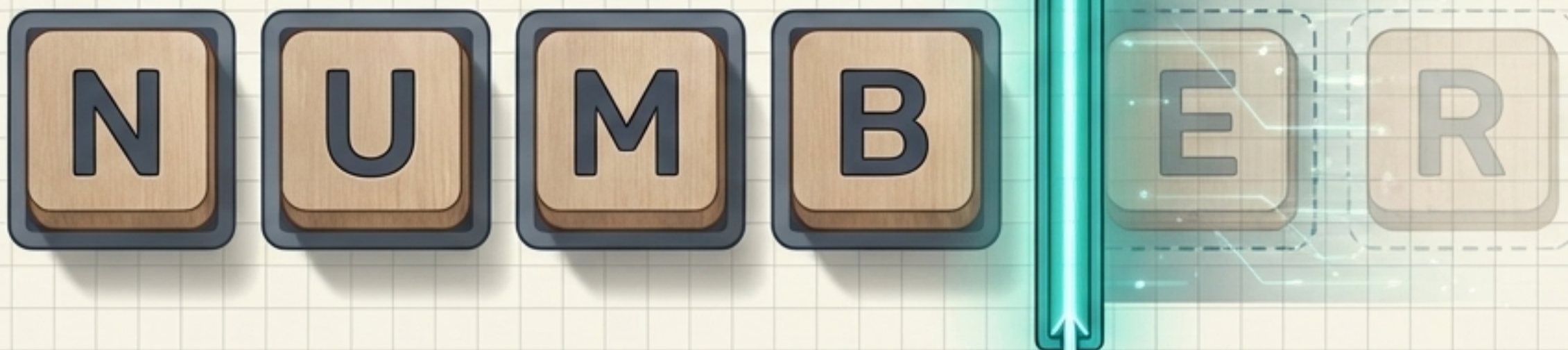
$$4! = 24$$

The Formula:

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

The denominator $(n-r)!$ simply cancels out the unused tail of the factorial.

Bottom Panel

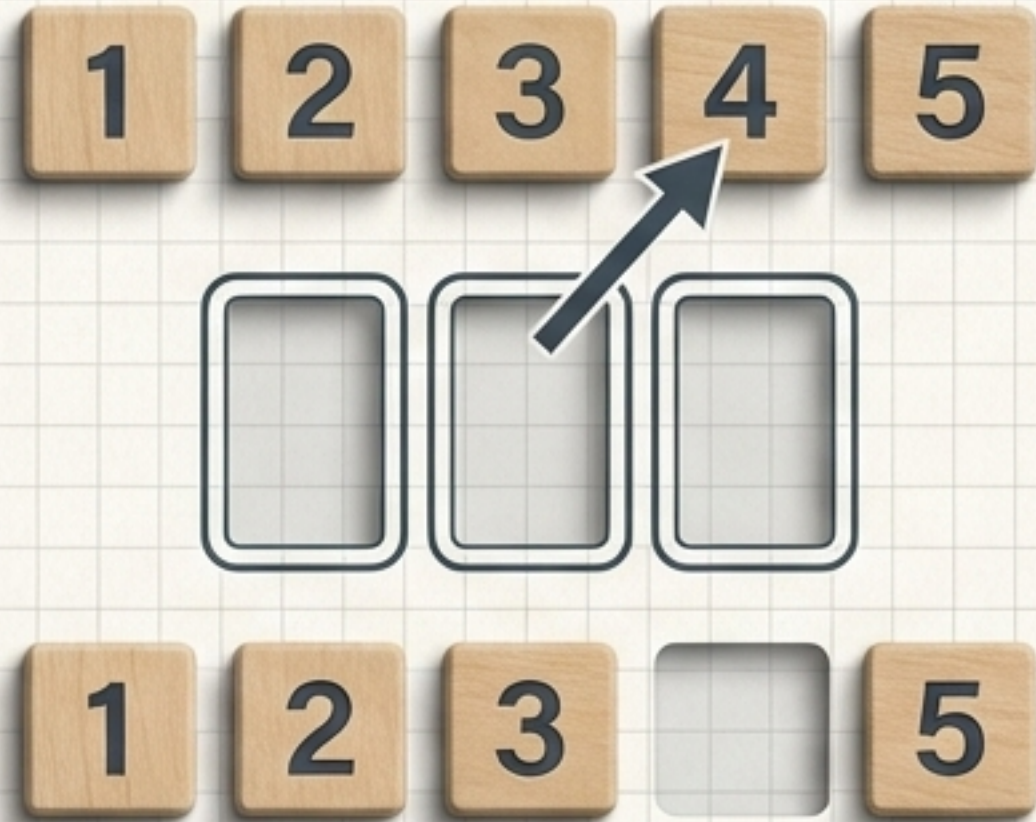


Arranging 3 letters
from a pool of 6:

$$6 \times 5 \times 4 = 120$$

The "Repetition Allowed" Rule

No Repetition

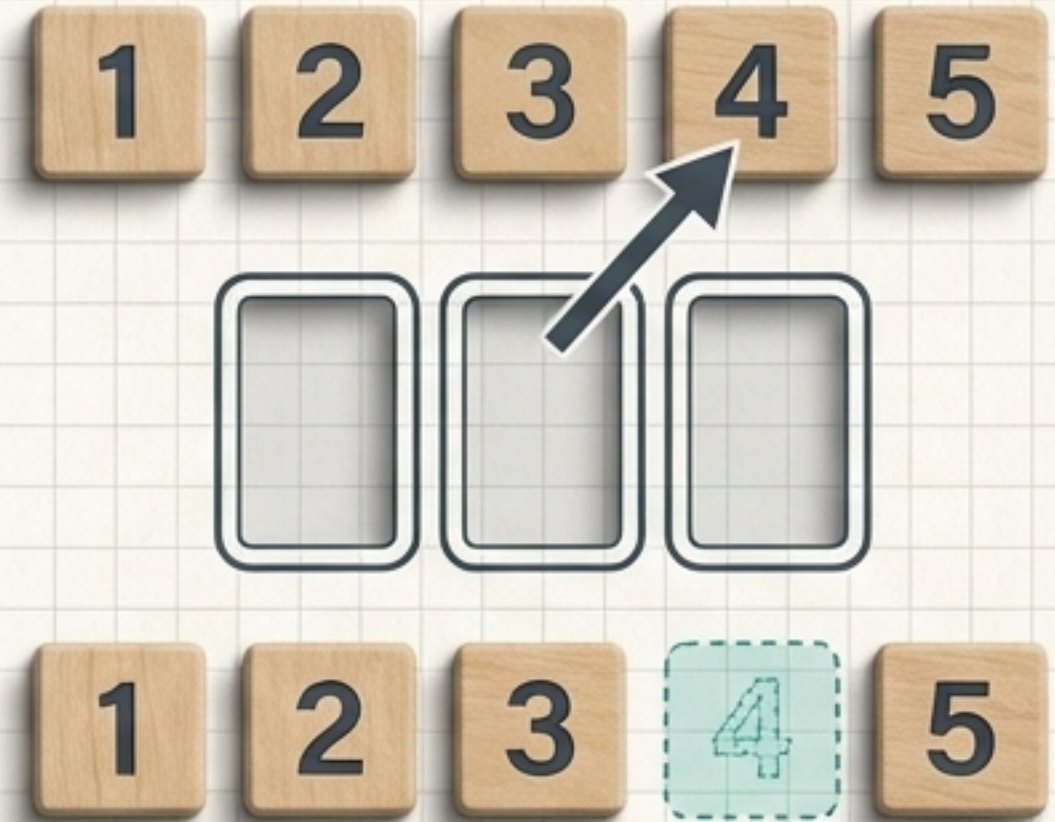


$$5 \times 4 \times 3 = 60$$

Source pool shrinks with each selection.

Takeaway: When objects can be reused, the total number of arrangements of n objects in r slots is simply n^r

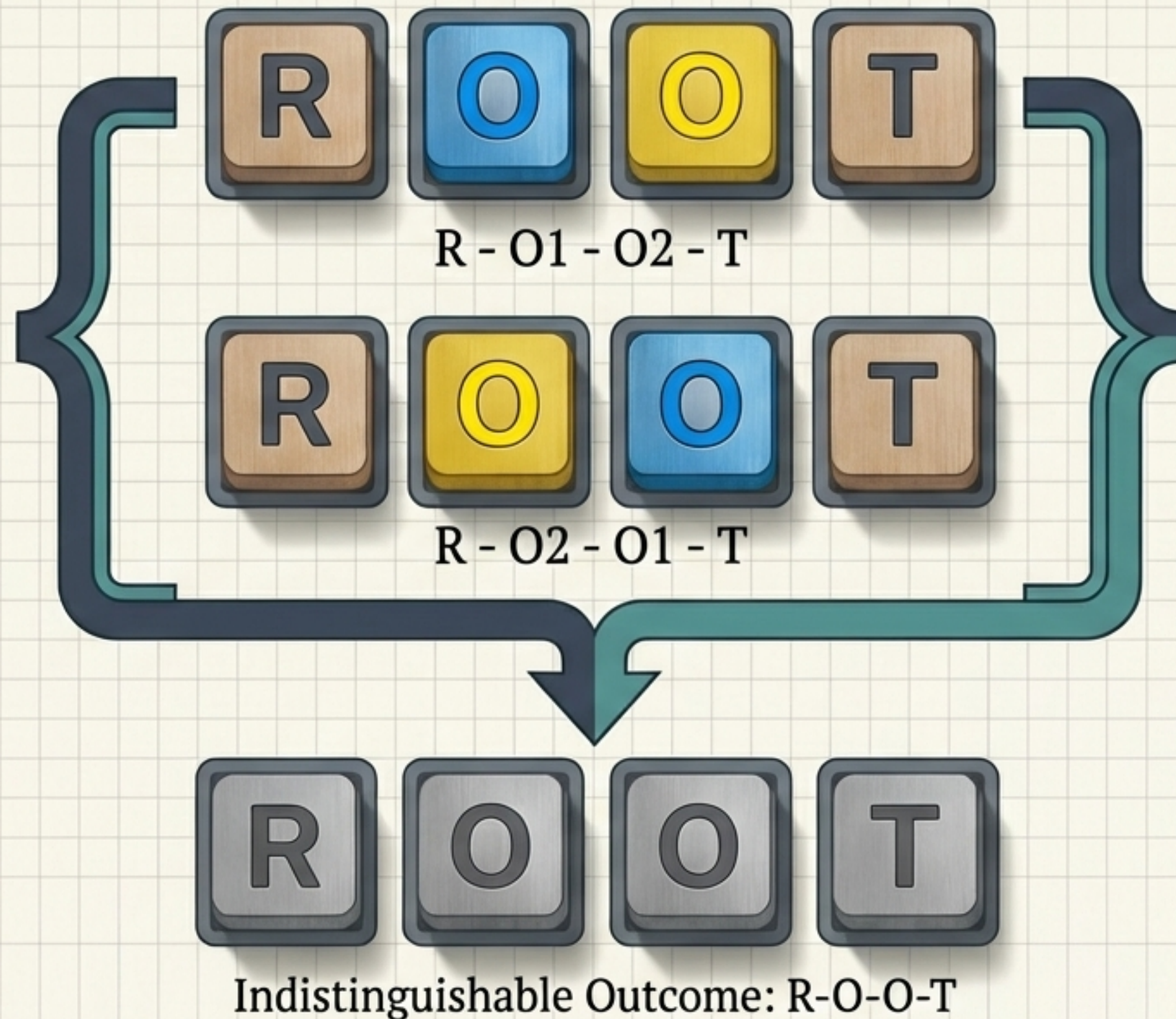
Repetition Allowed



$$5 \times 5 \times 5 = 125$$

A new copy replaces the selected item.

The Duplicate Dilemma



- Raw permutations treating O's as distinct:
 $4! = 24$
- Because the two identical O's can swap places in $2!$ ways without changing the word, we must divide to remove the ghost duplicates.
- True permutations:
 $4! / 2! = 12$

Scaling the Master Formula for Duplicates



Total Tiles

9!

= 7,560 unique
arrangements

4!

Gold A's

2!

Teal L's

Rule: Divide the total factorial by the factorial of each set of identical items.

Constraint Bundling: The 'Together' Tactic

Solving for specific grouping restrictions.

1. Identify and Group



2. Treat as a Single Super-Tile



Arrange 6 outer
objects:
 $6!$ ways

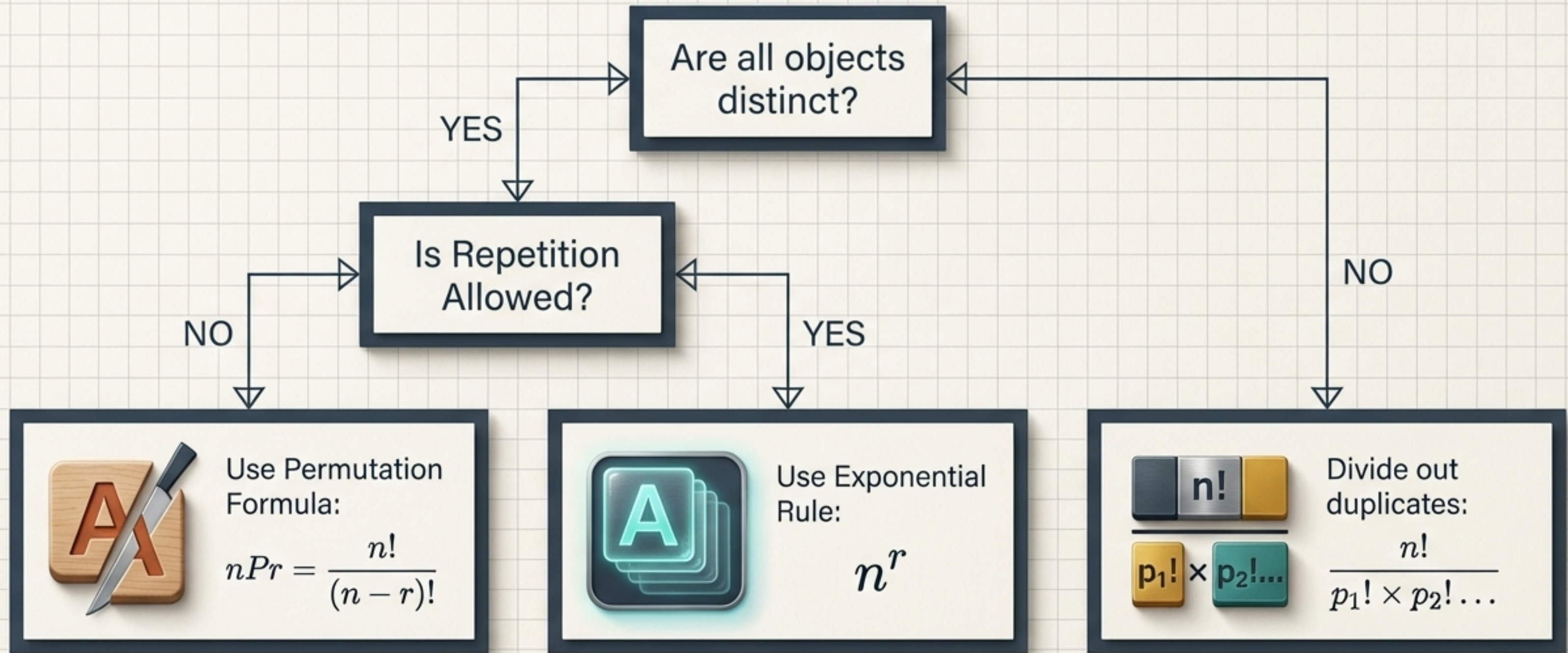
3. Account for
Internal Shuffling



Internal
arrangement:
 $3!$ ways

Calculation: $6! \times 3! = 720 \times 6 = 4,320$

The Permutation Diagnostic Matrix



Master the constraints, and you master the arrangement.