

Chapter 5 — Sequences & Mathematical Induction

Part 1: 5.1 Sequences

COMP 233 Discrete Mathematics | Birzeit University
Content follows Epp, Discrete Mathematics with Applications (4th ed.).

5.1 Sequences - in this lecture

1 Why we need sequences

2 Sequences and patterns

3 Summation: notation, expanding, telescoping

4 Product and factorial

5 Properties of summations and products

6 Sequences in computer loops & change of variable

Why sequences? Patterns are everywhere

A first example: counting ancestors

You have 2 parents, 4 grandparents, 8 great-grandparents, ...

2, 4, 8, 16, 32, 64, ...

position k \rightarrow value 2^k

Each number is double the one before — a pattern we can name with a formula.

The same idea shows up as:

- Patterns in nature (petals, spirals, branching)
- IQ-test “find the next figure” puzzles
- Train / bus schedules and timetables
- Loops in programs — every loop walks a sequence

5.1 Sequences - in this lecture

1 Why we need sequences

2 Sequences and patterns

3 Summation: notation, expanding, telescoping

4 Product and factorial

5 Properties of summations and products

6 Sequences in computer loops & change of variable

What is a sequence?

Definition

A sequence is a set of elements written in a row. Each element is a term.

$$a_m, a_{m+1}, a_{m+2}, \dots, a_n$$

Reading the notation

a_k is the k -th term. k is the subscript or index. m and n are the lower and upper limits.

Finding terms from an explicit formula

Compute the first terms of each sequence:

Sequence a

$$a_k = \frac{k}{k+1} \quad (k \geq 1)$$

First five terms:

$$\frac{1}{2}, \frac{2}{3}, \frac{3}{4}, \frac{4}{5}, \frac{5}{6}$$

Sequence b

$$b_i = \frac{i-1}{i} \quad (i \geq 2)$$

First four terms:

$$\frac{1}{2}, \frac{2}{3}, \frac{3}{4}, \frac{4}{5}$$

Alternating sequences

Example

Compute the first six terms of:

$$c_j = (-1)^j \quad (j \geq 0)$$

Solution

$$1, \quad -1, \quad 1, \quad -1, \quad 1, \quad -1$$

The factor (-1) raised to the index flips the sign at every step — the hallmark of an alternating sequence.

Finding a formula to fit given terms

Find an explicit formula for the sequence

$$1, -\frac{1}{4}, \frac{1}{9}, -\frac{1}{16}, \frac{1}{25}, \dots$$

Look for two patterns: the size, and the sign

Sizes are $1, 1/4, 1/9, 1/16, \dots = 1/k^2$. Signs alternate, starting +.

$$a_k = \frac{(-1)^{k+1}}{k^2} \quad (k \geq 1)$$

5.1 Sequences - in this lecture

- 1 Why we need sequences
- 2 Sequences and patterns
- 3 Summation: notation, expanding, telescoping**
- 4 Product and factorial
- 5 Properties of summations and products
- 6 Sequences in computer loops & change of variable

Summation notation

Definition (the Greek capital sigma Σ means “add”)

$$\sum_{k=m}^n a_k = a_m + a_{m+1} + a_{m+2} + \cdots + a_n$$

Three things to read off the symbol

- lower limit $k = m$ (where to start)
- upper limit n (where to stop)
- the index k steps up by 1 each term

Computing summations

Example — given specific terms

$$a_1 = -2, a_2 = -1, a_3 = 0, a_4 = 1, a_5 = 2$$

$$\sum_{k=1}^5 a_k = (-2) + (-1) + 0 + 1 + 2 = 0$$

$$\sum_{k=1}^2 a_{2k} = a_2 + a_4 = -1 + 1 = 0$$

Example — given by a formula

$$\sum_{k=1}^5 k^2 = 1 + 4 + 9 + 16 + 25 = 55$$

Useful operations on summations

Expanded form

write every term out, ending with “...”

Back to Σ

spot the pattern and fold a long sum into one Σ

Separate / add a term

peel off the last term, or absorb one in

Telescoping

consecutive terms cancel, collapsing the sum

These four moves are exactly how you reshape and optimise loops.

Expanded form \leftrightarrow summation

$\Sigma \rightarrow$ expanded form

$$\sum_{i=0}^n \frac{(-1)^i}{i+1} = \frac{1}{1} - \frac{1}{2} + \frac{1}{3} - \dots + \frac{(-1)^n}{n+1}$$

expanded form $\rightarrow \Sigma$

$$\frac{1}{n} + \frac{2}{n+1} + \frac{3}{n+2} + \dots + \frac{n+1}{2n} = \sum_{k=0}^n \frac{k+1}{n+k}$$

Separating off and adding on a final term

Separate off the last term

$$\sum_{i=1}^{n+1} \frac{1}{i^2} = \sum_{i=1}^n \frac{1}{i^2} + \frac{1}{(n+1)^2}$$

Absorb a loose term into the sum

$$\sum_{k=0}^n 2^k + 2^{n+1} = \sum_{k=0}^{n+1} 2^k$$

Telescoping sums

Step 1 - split each term into a difference of two pieces

$$\frac{1}{k(k+1)} = \frac{1}{k} - \frac{1}{k+1}$$

Step 2 - consecutive pieces cancel, leaving only the two ends

$$\left(\frac{1}{1} - \frac{1}{2}\right) + \left(\frac{1}{2} - \frac{1}{3}\right) + \cdots + \left(\frac{1}{n} - \frac{1}{n+1}\right)$$

first piece - last piece

$$\sum_{k=1}^n \frac{1}{k(k+1)} = 1 - \frac{1}{n+1}$$

5.1 Sequences - in this lecture

- 1 Why we need sequences
- 2 Sequences and patterns
- 3 Summation: notation, expanding, telescoping
- 4 Product and factorial**
- 5 Properties of summations and products
- 6 Sequences in computer loops & change of variable

Product notation

Definition (the Greek capital pi Π means “multiply”)

$$\prod_{k=m}^n a_k = a_m \cdot a_{m+1} \cdot a_{m+2} \cdots a_n$$

Example

$$\prod_{k=1}^5 k = 1 \cdot 2 \cdot 3 \cdot 4 \cdot 5 = 120$$

Recursive definition

$$\prod_{k=m}^m a_k = a_m, \quad \prod_{k=m}^n a_k = \left(\prod_{k=m}^{n-1} a_k \right) \cdot a_n$$

Factorial notation

Definition — $n!$ is the product of all integers from 1 to n

$$n! = n \cdot (n - 1) \cdots 3 \cdot 2 \cdot 1, \quad 0! = 1$$

Recursive definition

$$n! = 1 \quad \text{if } n = 0$$

$$n! = n \cdot (n - 1)! \quad \text{if } n \geq 1$$

Why $0! = 1$?

The recursive rule needs a base case, and $0! = 1$ keeps formulas (like counting and the binomial theorem) working cleanly.

Computing with factorials

The trick is always to cancel: write the larger factorial in terms of the smaller.

Numeric

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

$$\frac{5!}{2! 3!} = \frac{5 \cdot 4 \cdot 3!}{2! 3!} = \frac{20}{2} = 10$$

With a variable n

$$\frac{(n+1)!}{n!} = \frac{(n+1) n!}{n!} = n+1$$

$$\frac{n!}{(n-3)!} = n(n-1)(n-2)$$

5.1 Sequences - in this lecture

1 Why we need sequences

2 Sequences and patterns

3 Summation: notation, expanding, telescoping

4 Product and factorial

5 Properties of summations and products

6 Sequences in computer loops & change of variable

Properties of summations and products

Theorem 5.1.1 (for sequences and any constant c)

$$\sum_{k=m}^n a_k + \sum_{k=m}^n b_k = \sum_{k=m}^n (a_k + b_k)$$

$$c \cdot \sum_{k=m}^n a_k = \sum_{k=m}^n c a_k$$

$$\left(\prod_{k=m}^n a_k \right) \left(\prod_{k=m}^n b_k \right) = \prod_{k=m}^n (a_k b_k)$$

split / combine pull out a constant multiply termwise

Example — combine into a single summation

$$\sum_{k=m}^n a_k + 2 \sum_{k=m}^n b_k = \sum_{k=m}^n (3k - 1)$$

5.1 Sequences - in this lecture

- 1 Why we need sequences
- 2 Sequences and patterns
- 3 Summation: notation, expanding, telescoping
- 4 Product and factorial
- 5 Properties of summations and products
- 6 Sequences in computer loops & change of variable**

Change of variable (dummy variable)

The index name carries no meaning — it is a dummy variable

$$\sum_{k=1}^3 k^2 = \sum_{i=1}^3 i^2 = 1 + 4 + 9 = 14$$

Shifting the index: substitute, then fix the limits

$$\sum_{k=0}^6 \frac{1}{k+1} = \sum_{j=1}^7 \frac{1}{j}$$

Sequences in computer loops

A summation is a loop

\sum from $k=1$ to n of a_k \equiv `s = 0; for (k = 1; k ≤ n; k++) s = s + a[k];`

Why this section matters for programming

- The index = the loop counter; limits m , n = the loop bounds.
- Separating a term / changing variable = adjusting loop bounds (off-by-one).
- Telescoping = a loop whose work cancels to a one-line closed form.
- Recursive definitions (product, factorial) = accumulator loops.

Recommended exercises (Epp, 4th ed.)

| | |
|---|-------------------|
| Write the first terms (explicit formula) | 5.1: 1-6 |
| Find a formula to fit given terms | 5.1: 10-16 |
| Compute summations & products | 5.1: 18-28 |
| Expand / write in Σ - Π notation | 5.1: 29-32, 43-52 |
| Separate off the final term | 5.1: 37-39 |
| Combine into a single summation | 5.1: 40-42, 59-61 |
| Change of variable; factorials | 5.1: 53-58, 62-70 |

Summary

- A sequence is an ordered list of terms; the index k marks each term's position.
- An explicit formula gives the k -th term directly; fitting terms to a formula is a conjecture (prove by induction).
- Σ adds terms, Π multiplies them — read the lower limit, upper limit, and index.
- Reshape sums by expanding, separating/adding a term, and telescoping.
- Factorial $n!$ is the key product; use cancellation to simplify, and $0! = 1$.
- Every summation, product, and recursive definition is a loop — the bridge to programming.