The Virtual Learning Environment for Computer Programming

## **Binomial coefficients**

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The binomial coefficient or choose function  $\binom{n}{k}$  is the number of ways to choose *k* objects from *n* objects. Its formula is well known:

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

where  $n! = n \cdot (n-1) \cdots 2 \cdot 1$ . This formula is not very useful from a computational point of view, because we have to deal with huge numbers (the factorial numbers) to obtain much smaller results. For instance,

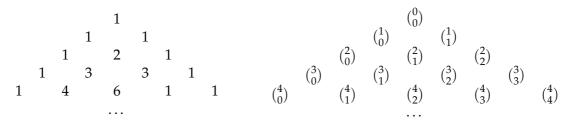
$$\binom{20}{10} = \frac{20!}{10!10!} = \frac{2432902008176640000}{1316819440000} = 184756$$

Despite the fact that the final number has only 6 digits, we need to compute 20!, which has 19 digits. This can be a problem because the type int of 32 bits cannot store numbers with more than 10 digits.

However, this is not the only way to compute  $\binom{n}{k}$ . For instance, binomial coefficients satisfy the following property:

$$\binom{n}{k} = \begin{cases} 1 & \text{if } k = 0 \text{ or } k = n \\ \binom{n-1}{k-1} + \binom{n-1}{k} & \text{if } 0 < k < n \end{cases}$$

This recursive formula allow us to compute binomial coefficients with no multiplications nor divisions, by using a procedure known nowadays as "Pascal's triangle" or "Tartaglia's triangle", although it has historical references more than 1000 years old:



To compute more binomial coefficients, you only have to fill more rows of the triangle. Use this idea to compute the value of several binomial coefficients.

## Input

Input consists of several cases, each with two natural numbers *n* and *k*, where  $0 \le n \le 30$  and  $0 \le k \le n$ .

## Output

For each case, print  $\binom{n}{k}$ .

Sample input 1	Sample output 1
0 0	1
1 0	1
1 1	1
2 0	1
2 1	2
2 2	1
Sample input 2	Sample output 2
20.10	194756

20 10 30 15 30 10 30 20 30 0 30 30

## **Problem information**

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