The barber shaves all and only people who do not shave themselves.

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- (A) Barber not Mark. Barber shaves Mark.
- (B) Mark shaves the Barber.
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Its all true.

The barber shaves all and only people who do not shave themselves.

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Self reference.

The barber shaves all and only people who do not shave themselves.

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Self reference.

Can a program refer to a program?

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Can a program refer to itself?

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Its all true. It's all a problem.

Self reference.

Can a program refer to a program?

Can a program refer to itself?

Uh oh....

Write me a program checker!

Write me a program checker! Check that the compiler works!

Write me a program checker!

Check that the compiler works!

How about.. Check that the compiler terminates on a certain input.

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HALT(P, I)P - program

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```
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P - program
I - input.
```

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Notice: Need a computer ...with the notion of a stored program!!!!

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Program is a text string.

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Notice: Need a computer ...with the notion of a stored program!!!! (not an adding machine! not a person and an adding machine.)

Program is a text string.

Text string can be an input to a program.

Write me a program checker!

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Run P on I and check!

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Run P on I and check!

How long do you wait?

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Run P on I and check!

How long do you wait?

Something about infinity here, maybe?

Halt does not exist.

Halt does not exist.

HALT(P, I)

Halt does not exist.

HALT(P, I) P - program

HALT(P, I) P - program I - input.

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Theorem: There is no program HALT.

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes!

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes! No!

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes! No! Yes!

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes! No! Yes! No!

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes! No! Yes! No! No!

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes! No! Yes! No! No! Yes!

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes! No! Yes! No! No! Yes! No!

HALT(P, I) P - program I - input.

Determines if P(I) (*P* run on *I*) halts or loops forever.

Theorem: There is no program HALT.

Proof: Yes! No! Yes! No! No! Yes! No! Yes!

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What is he talking about?

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- (A) He is confused.
- (B) Diagonalization.
- (C) Welch-Berlekamp
- (D) Professor is just strange.

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- (D) Professor is just strange.
- (B) and (D)

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- (B) and (D) maybe?

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- (A) He is confused.
- (B) Diagonalization.
- (C) Welch-Berlekamp
- (D) Professor is just strange.
- (B) and (D) maybe? and maybe (A).

Professor does me some love Welch-Berlekamp though!

Proof:

Proof: Assume there is a program $HALT(\cdot, \cdot)$.

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Turing(P)

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Assumption: there is a program HALT.

Proof: Assume there is a program $HALT(\cdot, \cdot)$.

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- 1. If HALT(P,P) = "halts", then go into an infinite loop.
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Assumption: there is a program HALT. There is text that "is" the program HALT.

Proof: Assume there is a program $HALT(\cdot, \cdot)$.

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Does Turing(Turing) halt?

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Contradiction.

Proof: Assume there is a program $HALT(\cdot, \cdot)$.

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Contradiction. Program HALT does not exist!

Proof: Assume there is a program $HALT(\cdot, \cdot)$.

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Contradiction. Program HALT does not exist! Questions?

Any program is a fixed length string.

Any program is a fixed length string. Fixed length strings are enumerable.

	<i>P</i> ₁	P_2	P_3	
P ₁ P ₂ P ₃	H L L	H L H	L H H	
÷	÷	÷	÷	·

	<i>P</i> ₁	P_2	P_3			
P_1	н	н	L			
P ₁ P ₂ P ₃	L	L	Н			
P_3	L	Н	Н			
÷	÷	÷	÷	·		
Halt - diagonal.						

	P_1	P_2	P_3			
P_1	Н	Н	L	•••		
P_2	L	L	Н			
P ₁ P ₂ P ₃	L	Н	Н			
÷	÷	÷	÷	·		
Halt - diagonal.						
Turing - is not Halt.						

	<i>P</i> ₁	P_2	P_3		
$\begin{array}{c} P_1 \\ P_2 \\ P_3 \end{array}$	H L L	H L H	L H H	···· ····	
÷		÷	÷	··.	
Halt -	diag	onal.			
Turing and is				every <i>P_i</i> on the diagonal	

	P_1	P_2	P_3		_	•	,		
P ₁ P ₂ P ₃	H L L	H L H	L H H	 					
÷	÷	÷	÷	۰.					
Halt -	diag	onal.							
Turing									
and is	s diffe	erent f	rom e	every	P_i	on	the	diago	onal.
Turing	a is n	ot on	list.						

Any program is a fixed length string. Fixed length strings are enumerable. Program halts or not on any input, which is a string.

	<i>P</i> ₁	P_2	P_3	
P ₁ P ₂ P ₃	H L L	H L H	L H H	···· ···
÷	: diaqu	:	÷	·

Halt - diagonal. Turing - is not Halt. and is different from every P_i on the diagonal. Turing is not on list. Turing is not a program.

Any program is a fixed length string. Fixed length strings are enumerable. Program halts or not on any input, which is a string.

Ũ	<i>P</i> ₁	P_2	P_3	
P ₁ P ₂ P ₃	H L L	H L H	L H H	
÷	÷	÷	÷	·

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0	<i>P</i> ₁	P_2	P_3	
P ₁ P ₂ P ₃	H L L	H L H	L H H	
÷	:	÷	:	·

Halt - diagonal.

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Turing is not on list. Turing is not a program.

Turing can be constructed from Halt.

Halt does not exist!

Any program is a fixed length string. Fixed length strings are enumerable. Program halts or not on any input, which is a string.

0	<i>P</i> ₁	P_2	P_3	
P ₁ P ₂ P ₃	H L L	H L H	L H H	
÷	:	÷	÷	·

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Halt does not exist!



What are programs?

Programs?

What are programs?

- (A) Instructions.
- (B) Text.
- (C) Binary String.
- (D) They run on computers.

Programs?

What are programs?

- (A) Instructions.
- (B) Text.
- (C) Binary String.
- (D) They run on computers.

All are correct.

Assumed HALT(*P*, *I*) existed.

Assumed HALT(P, I) existed. What is P?

Assumed HALT(P, I) existed. What is P? Text.

Assumed HALT(*P*, *I*) existed. What is *P*? Text. What is *I*?

Assumed HALT(P, I) existed. What is P? Text. What is I? Text.

Assumed HALT(P, I) existed. What is P? Text. What is I? Text.

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

What does it mean to have a program HALT(P, I).

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

What does it mean to have a program HALT(P, I). You have *Text* that is the program HALT(P, I).

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

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Assumed HALT(P, I) existed.

What is *P*? Text.

What is /? Text.

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Have _____ that is the program TURING.

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

What does it mean to have a program HALT(P, I). You have *Text* that is the program HALT(P, I).

Have <u>Text</u> that is the program TURING.

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Have <u>Text</u> that is the program TURING. Here it is!!

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

What does it mean to have a program HALT(P, I). You have *Text* that is the program HALT(P, I).

Have <u>Text</u> that is the program TURING. Here it is!!

from fancystuff import halt

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

What does it mean to have a program HALT(P, I). You have *Text* that is the program HALT(P, I).

Have <u>Text</u> that is the program TURING. Here it is!! from fancystuff import halt

Turing(P)

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

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Turing(P) 1. If HALT(P,P) ="halts", then go into an infinite loop.

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

What does it mean to have a program HALT(P, I). You have *Text* that is the program HALT(P, I).

Have <u>Text</u> that is the program TURING. Here it is!!

from fancystuff import halt

Turing(P)

- 1. If HALT(P,P) = "halts", then go into an infinite loop.
- 2. Otherwise, halt immediately.

Assumed HALT(P, I) existed.

What is *P*? Text. What is *I*? Text.

What does it mean to have a program HALT(P, I). You have *Text* that is the program HALT(P, I).

Have <u>Text</u> that is the program TURING. Here it is!!

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Turing "diagonalizes" on list of program.

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Questions?

We are so smart!

Wow, that was easy!

We are so smart!

Wow, that was easy! We should be famous!

In Turing's time.

In Turing's time. No computers.

In Turing's time.

No computers.

Adding machines.

In Turing's time.

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Adding machines.

e.g., Babbage (from table of logarithms) 1812.

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Concept of program as data wasn't really there.

A Turing machine.

- an (infinite) tape with characters

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- be in a state, and read a character

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Turing: AI, self modifying code, learning...

Just a mathematician?

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"Wrote" a chess program.

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"Wrote" a chess program.

Simulated the program by hand to play chess.

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Computing on top of computing...

Computer, assembly code, programming language, browser, html, javascript..

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We can't get enough of building more Turing machines.

Undecidable problems.

Does a program, P, print "Hello World"?

Undecidable problems.

Does a program, *P*, print "Hello World"? How?

Does a program, *P*, print "Hello World"? How? What is *P*?

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Can a set of notched tiles tile the infinite plane?

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Undecidability for Diophantine set of equations

 \implies no program can take any set of integer equations and always corectly output whether it has an integer solution.

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More about Alan Turing.

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Imitation Game.

Tragic ending...

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- British Government apologized (2009) and pardoned (2013).

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Program is text, so we can pass it to itself, or refer to self.

Computer Programs are an interesting thing.

Computer Programs are an interesting thing. Like Math.

Computer Programs are an interesting thing. Like Math. Formal Systems.

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Computer Programs cannot completely "understand" computer programs.

Summary: decidability.

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Computation is a lens for other action in the world.

What's to come?

What's to come? Probability.

What's to come? Probability.

A bag contains:

What's to come? Probability.

A bag contains:



What's to come? Probability.

A bag contains:



What is the chance that a ball taken from the bag is blue?

What's to come? Probability.

A bag contains:



What is the chance that a ball taken from the bag is blue? Count blue.

What's to come? Probability.

A bag contains:



What is the chance that a ball taken from the bag is blue? Count blue. Count total.

What's to come? Probability.

A bag contains:



What is the chance that a ball taken from the bag is blue? Count blue. Count total. Divide.

What's to come? Probability.

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For now:

What's to come? Probability.

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For now: Counting!

What's to come? Probability.

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For now: Counting!

Later: Probability.

What's to come?

What's to come? Probability.

What's to come? Probability. A bag contains:

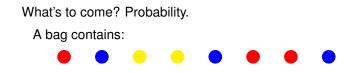
What's to come? Probability.

A bag contains:

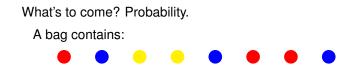


What's to come? Probability. A bag contains:

What is the chance that a ball taken from the bag is blue?



What is the chance that a ball taken from the bag is blue? Count blue.



What is the chance that a ball taken from the bag is blue? Count blue. Count total.

What's to come? Probability. A bag contains:

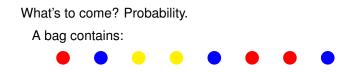
What is the chance that a ball taken from the bag is blue? Count blue. Count total. Divide. **Chances?**

What's to come? Probability. A bag contains:

What is the chance that a ball taken from the bag is blue?

Count blue. Count total. Divide. Chances?

- (A) Red Probability is 3/8
- (B) Blue probability is 3/9
- (C) Yellow Probability is 2/8
- (D) Blue probability is 3/8

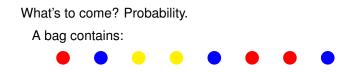


What is the chance that a ball taken from the bag is blue?

Count blue. Count total. Divide. Chances?

- (A) Red Probability is 3/8
- (B) Blue probability is 3/9
- (C) Yellow Probability is 2/8
- (D) Blue probability is 3/8

Today:



What is the chance that a ball taken from the bag is blue?

Count blue. Count total. Divide. Chances?

- (A) Red Probability is 3/8
- (B) Blue probability is 3/9
- (C) Yellow Probability is 2/8
- (D) Blue probability is 3/8

Today: Counting!

Outline: basics

- 1. Counting.
- 2. Tree
- 3. Rules of Counting
- 4. Sample with/without replacement where order does/doesn't matter.

Probability is soon..but first let's count.

Count?

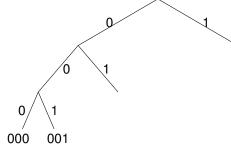
How many outcomes possible for *k* coin tosses? How many poker hands? How many handshakes for *n* people? How many diagonals in a *n* sided convex polygon? How many 10 digit numbers? How many 10 digit numbers without repetition? How many ways can I divide up 5 dollars among 3 people?

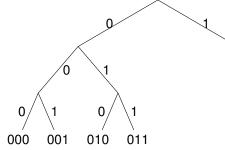
How many 3-bit strings?

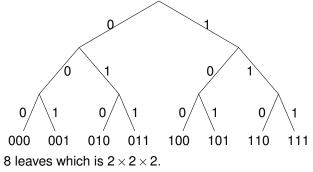
How many 3-bit strings?

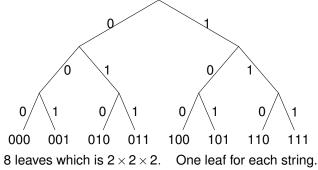
How many different sequences of three bits from $\{0,1\}$?

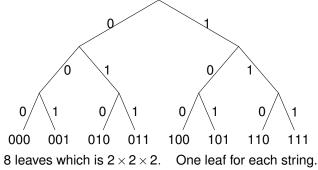
How many 3-bit strings? How many different sequences of three bits from $\{0,1\}$? How would you make one sequence?

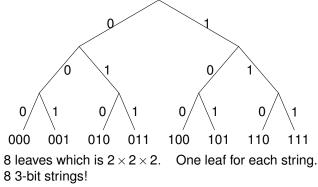


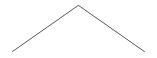




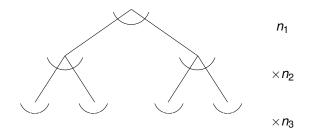


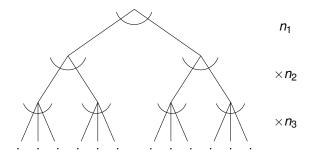




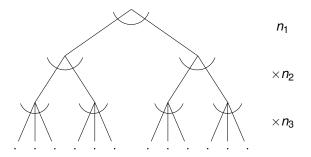


 n_1



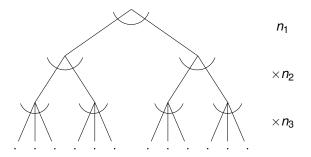


Objects made by choosing from n_1 , then n_2 , ..., then n_k the number of objects is $n_1 \times n_2 \cdots \times n_k$.



In picture, $2 \times 2 \times 3 = 12!$

Objects made by choosing from n_1 , then n_2 , ..., then n_k the number of objects is $n_1 \times n_2 \cdots \times n_k$.



In picture, $2 \times 2 \times 3 = 12!$



Mark whats corect.

Poll

Mark whats corect.

- (A) $|10 \text{ digit numbers}| = 10^{10}$ (B) $|k \text{ coin tosses}| = 2^k$
- (C) $|10 \text{ digit numbers}| = 9 * 10^9$
- (D) $|n \text{ digit base } m \text{ numbers}| = m^n$
- (E) $|n \text{ digit base } m \text{ numbers}| = (m-1)m^{n-1}$

Poll

Mark whats corect.

- (A) $|10 \text{ digit numbers}| = 10^{10}$ (B) $|k \text{ coin tosses}| = 2^k$
- (C) |10 digit numbers| = 9 * 10⁹
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(A) or (C)? (D) or (E)? (B) are correct.

How many outcomes possible for k coin tosses?

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2 ways for first choice,

How many outcomes possible for *k* coin tosses? 2 ways for first choice, 2 ways for second choice, ...

How many outcomes possible for *k* coin tosses? 2 ways for first choice, 2 ways for second choice, ... 2

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... 2×2

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots$

How many outcomes possible for *k* coin tosses? 2 ways for first choice, 2 ways for second choice, ...

 $2 \times 2 \cdots \times 2$

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice,

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ...

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ... 10

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ... 10 \times

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ... $10\times10\cdots$

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ... $10 \times 10 \cdots \times 10$

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How many 10 digit numbers?

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How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ... $10 \times 10 \cdots \times 10 = 10^k$

How many *n* digit base *m* numbers?

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ... $10 \times 10 \cdots \times 10 = 10^k$

How many *n* digit base *m* numbers?

m ways for first,

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

10 ways for first choice, 10 ways for second choice, ... $10 \times 10 \cdots \times 10 = 10^k$

How many *n* digit base *m* numbers?

m ways for first, m ways for second, ...

How many outcomes possible for k coin tosses?

2 ways for first choice, 2 ways for second choice, ... $2 \times 2 \cdots \times 2 = 2^k$

How many 10 digit numbers?

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How many *n* digit base *m* numbers?

m ways for first, m ways for second, ... m^n

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(Is 09, a two digit number?)

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How many *n* digit base *m* numbers?

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(Is 09, a two digit number?)

```
If no. Then (m-1)m^{n-1}.
```

How many functions f mapping S to T?

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|T| ways to choose for $f(s_1)$,

How many functions *f* mapping *S* to *T*?

|T| ways to choose for $f(s_1)$, |T| ways to choose for $f(s_2)$, ...

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How many polynomials of degree d modulo p?

p ways to choose for first coefficient,

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How many polynomials of degree *d* modulo *p*?

p ways to choose for first coefficient, p ways for second, ...

How many functions *f* mapping *S* to *T*?

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p values for first point,

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Questions?

¹By definition: 0! = 1.

How many 10 digit numbers without repeating a digit?

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How many 10 digit numbers **without repeating a digit**? 10 ways for first,

How many 10 digit numbers **without repeating a digit**? 10 ways for first, 9 ways for second,

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How many different samples of size k from n numbers without replacement.

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How many different samples of size k from n numbers without replacement.

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.

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.

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n ways for first, n-1 ways for second, n-2 ways for third, ...

...
$$n * (n-1) * (n-2) \cdot *1 = n!$$
.

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How many one-to-one functions from |S| to |S|.

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How many one-to-one functions from |S| to |S|. |S| choices for $f(s_1)$, |S| - 1 choices for $f(s_2)$, ...

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One-to-One Functions.

How many one-to-one functions from |S| to |S|. |S| choices for $f(s_1)$, |S| - 1 choices for $f(s_2)$, ... So total number is $|S| \times |S| - 1 \cdots 1 = |S|!$

One-to-One Functions.

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|S| choices for $f(s_1)$, |S| - 1 choices for $f(s_2)$, ...

So total number is $|S| \times |S| - 1 \cdots 1 = |S|!$ A one-to-one function is a permutation!

How many poker hands?

²When each unordered object corresponds equal numbers of ordered objects.

How many poker hands?

 $52\times51\times50\times49\times48$

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 $52\times51\times50\times49\times48$???

²When each unordered object corresponds equal numbers of ordered objects.

How many poker hands?

 $52 \times 51 \times 50 \times 49 \times 48$???

Are A, K, Q, 10, J of spades and 10, J, Q, K, A of spades the same?

²When each unordered object corresponds equal numbers of ordered objects.

How many poker hands?

 $52\times51\times50\times49\times48$???

Are A, K, Q, 10, J of spades and 10, J, Q, K, A of spades the same? **Second Rule of Counting:** If order doesn't matter count ordered objects and then divide by number of orderings.²

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Number of orderings for a poker hand: "5!"

 $\frac{52 \times 51 \times 50 \times 49 \times 48}{5!}$

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Can write as	$52\times51\times50\times49\times48$
	5!
	52!
	$\overline{5! \times 47!}$

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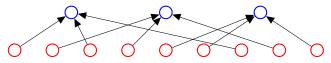
Can write as	$52 \times 51 \times 50 \times 49 \times 48$
	5!
	52!
	$\overline{5! \times 47!}$

Generic: ways to choose 5 out of 52 possibilities.

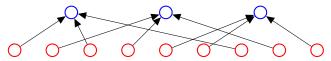
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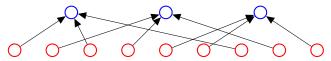


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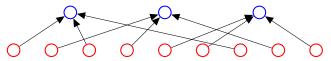
How many red nodes (ordered objects)?

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



How many red nodes (ordered objects)? 9.

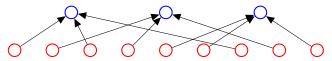
Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node?

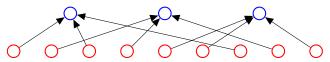
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How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.

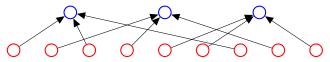


How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)?

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.

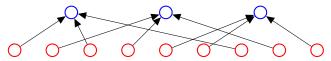


How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3}$

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.

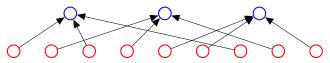


How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



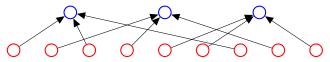
How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals?

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



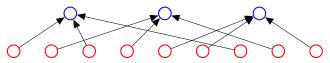
How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals? $52 \cdot 51 \cdot 50 \cdot 49 \cdot 48$.

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



How many red nodes (ordered objects)? 9.

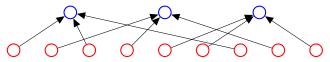
How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals? $52 \cdot 51 \cdot 50 \cdot 49 \cdot 48$.

How many poker deals per hand?

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



How many red nodes (ordered objects)? 9.

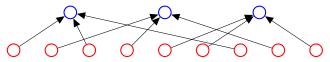
How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals? $52 \cdot 51 \cdot 50 \cdot 49 \cdot 48$.

How many poker deals per hand? Map each deal to ordered deal:

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



How many red nodes (ordered objects)? 9.

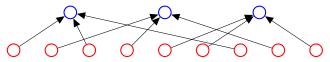
How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals? $52 \cdot 51 \cdot 50 \cdot 49 \cdot 48$.

How many poker deals per hand? Map each deal to ordered deal: 5!

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

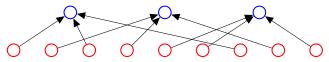
How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals? $52 \cdot 51 \cdot 50 \cdot 49 \cdot 48$.

How many poker deals per hand? Map each deal to ordered deal: 5!

How many poker hands?

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



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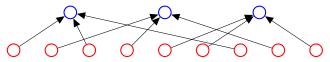
How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals? $52 \cdot 51 \cdot 50 \cdot 49 \cdot 48$.

How many poker deals per hand? Map each deal to ordered deal: 5!

How many poker hands? $\frac{52 \cdot 51 \cdot 50 \cdot 49 \cdot 49}{5!}$

Second Rule of Counting: If order doesn't matter count ordered objects and then divide by number of orderings.



How many red nodes (ordered objects)? 9.

How many red nodes mapped to one blue node? 3.

How many blue nodes (unordered objects)? $\frac{9}{3} = 3$.

How many poker deals? $52 \cdot 51 \cdot 50 \cdot 49 \cdot 48$.

How many poker deals per hand? Map each deal to ordered deal: 5! How many poker hands? $\frac{52 \cdot 51 \cdot 50 \cdot 49 \cdot 48}{5!}$ Questions?

$$n \times (n-1)$$

$$\frac{n \times (n-1)}{2}$$

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

Choose 2 out of n?

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$$n \times (n-1) \times (n-2)$$

Choose 2 out of n?

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

Choose 3 out of n?

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

Choose 2 out of n?

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Choose k out of n?

 $\frac{n!}{(n-k)!}$

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Choose k out of n?

 $\frac{n!}{(n-k)! \times k!}$

Notation: $\binom{n}{k}$ and pronounced "*n* choose *k*."

Choose 2 out of n?

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

Choose 3 out of n?

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

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Notation: $\binom{n}{k}$ and pronounced "*n* choose *k*." Familiar?

Choose 2 out of n?

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

Choose 3 out of n?

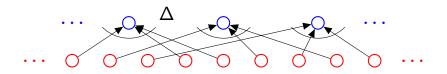
$$\frac{n \times (n-1) \times (n-2)}{3!} = \frac{n!}{(n-3)! \times 3!}$$

Choose k out of n?

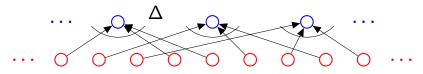
 $\frac{n!}{(n-k)! \times k!}$

Notation: $\binom{n}{k}$ and pronounced "*n* choose *k*." Familiar? Questions?

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...

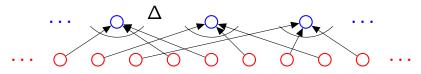


First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



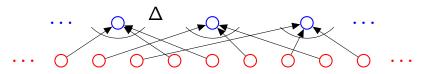
3 card Poker deals: 52

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



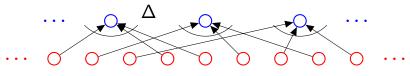
3 card Poker deals: 52×51

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



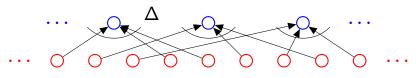
3 card Poker deals: $52\times51\times50$

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



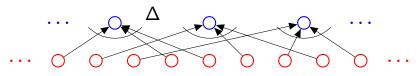
3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



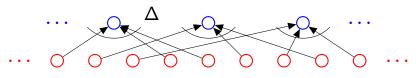
3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



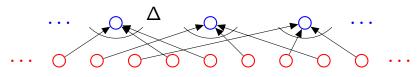
3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



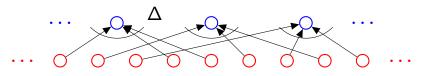
3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ? Hand: Q, K, A.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



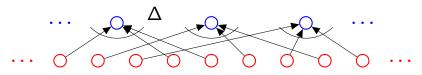
3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ? Hand: Q, K, A. Deals: Q, K, A:

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



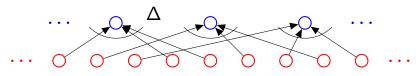
3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ? Hand: Q, K, A. Deals: Q, K, A : Q, A, K:

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



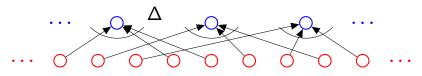
3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ? Hand: Q, K, A. Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ? Hand: Q, K, A. Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K. $\Delta = 3 \times 2 \times 1$

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...

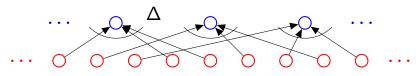


3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ? Hand: Q, K, A.

Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K.

 $\Delta = 3 \times 2 \times 1$ First rule again.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...

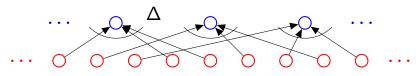


3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: Q, K, A. Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K. $\Delta = 3 \times 2 \times 1$ First rule again.

Total:

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...

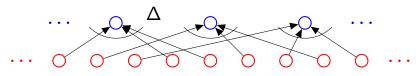


3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: Q, K, A. Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K.

 $\Delta = 3 \times 2 \times 1$ First rule again. Total: $\frac{52!}{49!3!}$

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

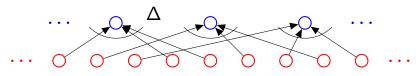
Hand: *Q*,*K*,*A*.

Deals: *Q*,*K*,*A* : *Q*,*A*,*K* : *K*,*A*,*Q* : *K*,*A*,*Q* : *A*,*K*,*Q* : *A*,*Q*,*K*.

 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: $\frac{52!}{49!3!}$ Second Rule!

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...

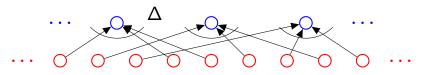


3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: Q, K, A. Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K. $\Delta = 3 \times 2 \times 1$ First rule again. Total: $\frac{52!}{40!3!}$ Second Rule!

Choose k out of n.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: *Q*,*K*,*A*.

Deals: *Q*,*K*,*A* : *Q*,*A*,*K* : *K*,*A*,*Q* : *K*,*A*,*Q* : *A*,*K*,*Q* : *A*,*Q*,*K*.

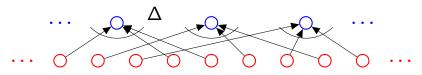
 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: $\frac{52!}{49|3|}$ Second Rule!

Choose k out of n.

Ordered set: $\frac{n!}{(n-k)!}$

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: *Q*,*K*,*A*.

Deals: *Q*, *K*, *A* : *Q*, *A*, *K* : *K*, *A*, *Q* : *K*, *A*, *Q* : *A*, *K*, *Q* : *A*, *Q*, *K*.

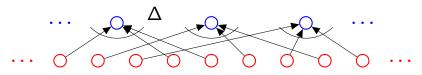
 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: $\frac{52!}{49!3!}$ Second Rule!

Choose k out of n.

Ordered set: $\frac{n!}{(n-k)!}$ Orderings of one hand?

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: *Q*,*K*,*A*.

Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K.

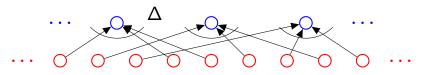
 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: $\frac{52!}{49!3!}$ Second Rule!

Choose k out of n.

Ordered set: $\frac{n!}{(n-k)!}$ Orderings of one hand? k!

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: Q,K,A.

Deals: Q, K, A : Q, A, K : K, A, Q : K, A, Q : A, K, Q : A, Q, K.

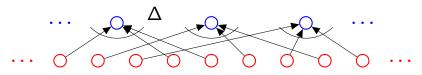
 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: $\frac{52!}{49!3!}$ Second Rule!

Choose k out of n.

Ordered set: $\frac{n!}{(n-k)!}$ Orderings of one hand? k! (By first rule!)

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: *Q*,*K*,*A*.

Deals: *Q*, *K*, *A* : *Q*, *A*, *K* : *K*, *A*, *Q* : *K*, *A*, *Q* : *A*, *K*, *Q* : *A*, *Q*, *K*.

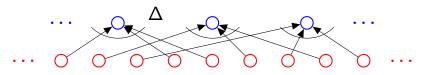
 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: ^{52!}/_{49!3!} Second Rule!

Choose k out of n.

Ordered set: $\frac{n!}{(n-k)!}$ Orderings of one hand? *k*! (By first rule!) \implies Total: $\frac{n!}{(n-k)!k!}$

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: *Q*,*K*,*A*.

Deals: *Q*, *K*, *A* : *Q*, *A*, *K* : *K*, *A*, *Q* : *K*, *A*, *Q* : *A*, *K*, *Q* : *A*, *Q*, *K*.

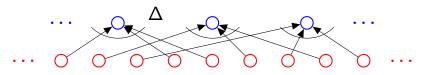
 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: ^{52!}/_{49!3!} Second Rule!

Choose k out of n.

Ordered set: $\frac{n!}{(n-k)!}$ Orderings of one hand? *k*! (By first rule!) \implies Total: $\frac{n!}{(n-k)!k!}$ Second rule.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



3 card Poker deals: $52 \times 51 \times 50 = \frac{52!}{49!}$. First rule. Poker hands: Δ ?

Hand: *Q*,*K*,*A*.

Deals: *Q*, *K*, *A* : *Q*, *A*, *K* : *K*, *A*, *Q* : *K*, *A*, *Q* : *A*, *K*, *Q* : *A*, *Q*, *K*.

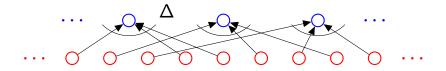
 $\Delta = 3 \times 2 \times 1$ First rule again.

Total: ^{52!}/_{49!3!} Second Rule!

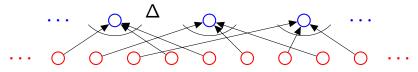
Choose k out of n.

Ordered set: $\frac{n!}{(n-k)!}$ Orderings of one hand? *k*! (By first rule!) \implies Total: $\frac{n!}{(n-k)!k!}$ Second rule.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...

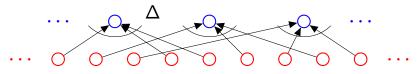


First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



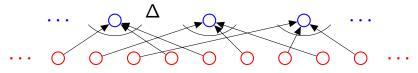
Orderings of ANAGRAM?

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



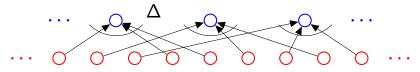
Orderings of ANAGRAM? Ordered Set: 7!

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



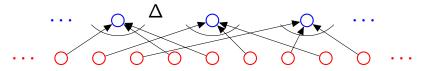
Orderings of ANAGRAM? Ordered Set: 7! First rule.

First rule: $n_1 \times n_2 \cdots \times n_3$. Product Rule. Second rule: when order doesn't matter divide...



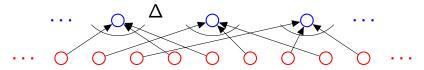
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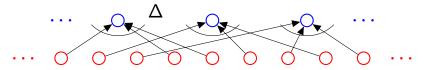
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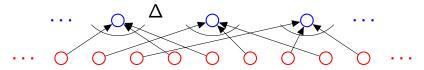
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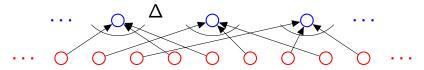
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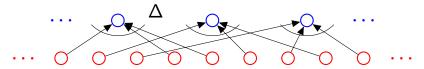
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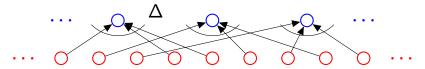
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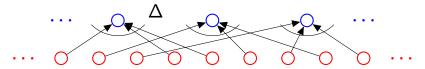
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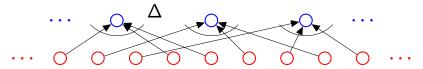
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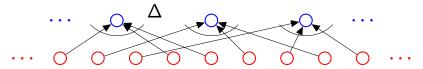
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Mark what's correct.

Poll

Mark what's correct.

(A) |Poker hands| = $\binom{52}{5}$

- (B) Orderings of ANAGRAM = 7!/3!
- (C) Orderings of "CAT". = 3!
- (D) Orders of MISSISSIPPI = 11!/4!4!2!
- (E) Orderings of ANAGRAM = 7!/4!
- (F) Orders of MISSISSIPPI = 11!/10!

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(A)-(E) are correct.

How many orderings of letters of CAT?

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Ordered, except for A!

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Second rule: when order doesn't matter (sometimes) can divide...

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Sample without replacement and order doesn't matter: $\binom{n}{k} = \frac{n!}{(n-k)!k!}$. "*n* choose *k*"

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Sample *k* times from *n* objects with replacement and order doesn't matter: $\binom{k+n-1}{n-1}$.