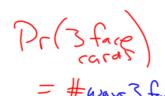
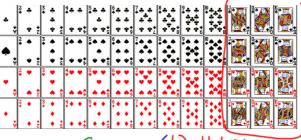
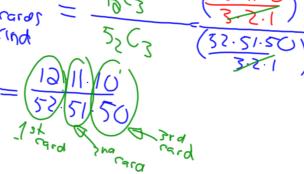
- Now consider a deck of cards. You are dealt three random cards. How many ways can it happen 1. that:
- a. (3 points) They are all face cards.(Jack, Queen or King)

(3 points) They are all the same suit.







- $3. \ Suppose \ you \ are \ dealt \ three \ cards \ from \ a \ standard \ deck \ of \ 52. \ Find \ the \ probability \ that:$
- (3 points) They are three of a kind.

b. (3 points) They are all different suits and different values.

- Suppose you flip 10 coins. 1.
- (4 points) Find the probability that you get 3 or fewer tails.

(4 points) Find the probability that you get at least two heads in a row or at least two tails in a row.) Hint: First, find the probability that that does not happen.)

- Suppose you are apportioning prize to the girl scout troop based on the Girl Scout cookie sales of each girl. You have 13 prizes to hand out to the 5 girls in the troop. Their names are Abby, Beverly, Cindy, Donna and Eve. Based on their current cook sales each girl will get the following numbers of prizes. Abby gets 5, Beverly gets 3, Cindy gets 2, Donna gets 2, and Eve gets 1.
- (2 points) Describe a situation that would be an example of the **Alabama paradox** in apportioning the prizes.

More prizes given ant, someone gets fewer

(2 points) Describe a situation that would be an example of the new states paradox.

New girlscow, w/ more prizes reapporting and someone loses a Drise

(2 points) Describe a situation that would be an example of the **populations** paradox.

One girl sells some more rooties and 10262 d bus6

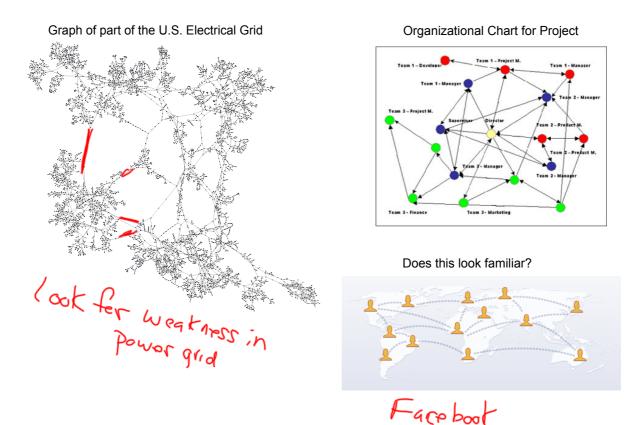
Graphs

A **graph** is a *structure that defines pairwise relationships* within a set to objects. The objects are the vertices, and the pairwise relationships are the edges: *X* is related to *Y* if and only if *XY* is an edge.

A graph is a picture consisting of:

- Vertices- dots
- Edges- lines

 The edges do not have to be straight lines. But they have to connect two vertices.
- Loop- an edge connecting a vertex back with itself



Real-World Graph

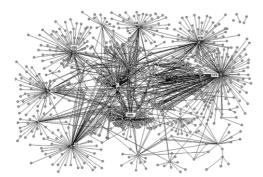
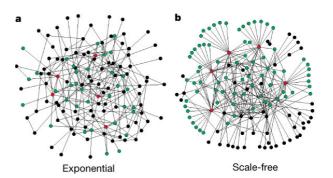


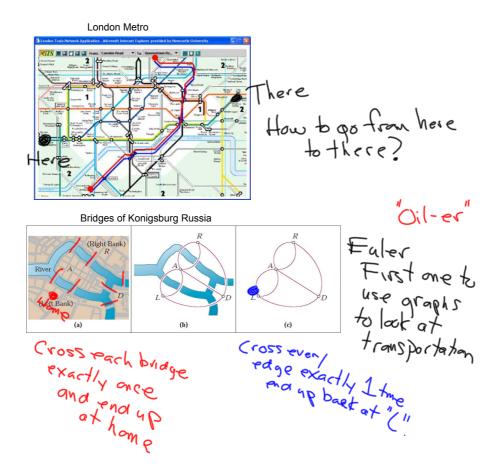
Figure 1. The graph of ownership for stocks traded in 2001 on the New York Stock Exchange.

Nodes = Companies Edge = portfolios own each others stock Two Types of Random Graphs

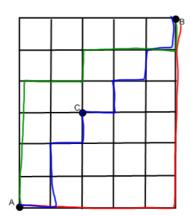


Mathematicians have found to produce random graphs that have similar structures to many real-world graphs. These allow us to analyze the structure to find ways to solve real-world problems.

Some confinios are more
"central" to network



The following graph represents roads on a city grid. How many different routes are there from A to B (Only going North or East)?



Neighborhood South of New York's Central Park



11 C5 wars to go from A & B.

11 blacks to walk, chose 5 to go east
(the other 6 are north")

What do mathematicians look for in graphs?

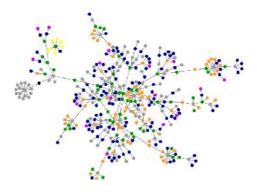
How can you get from one place to another?

How hard is it to send a message from one node to another? to all the others?

How does information (a rumour, or a disease, or a fad) spread across a network?

Are some nodes "more important" than others?

Network of "friendships"



Attachments



Web Pages as Graphs



Euler Circuit



The Houses And Utilities Crossing Problem.nbp