

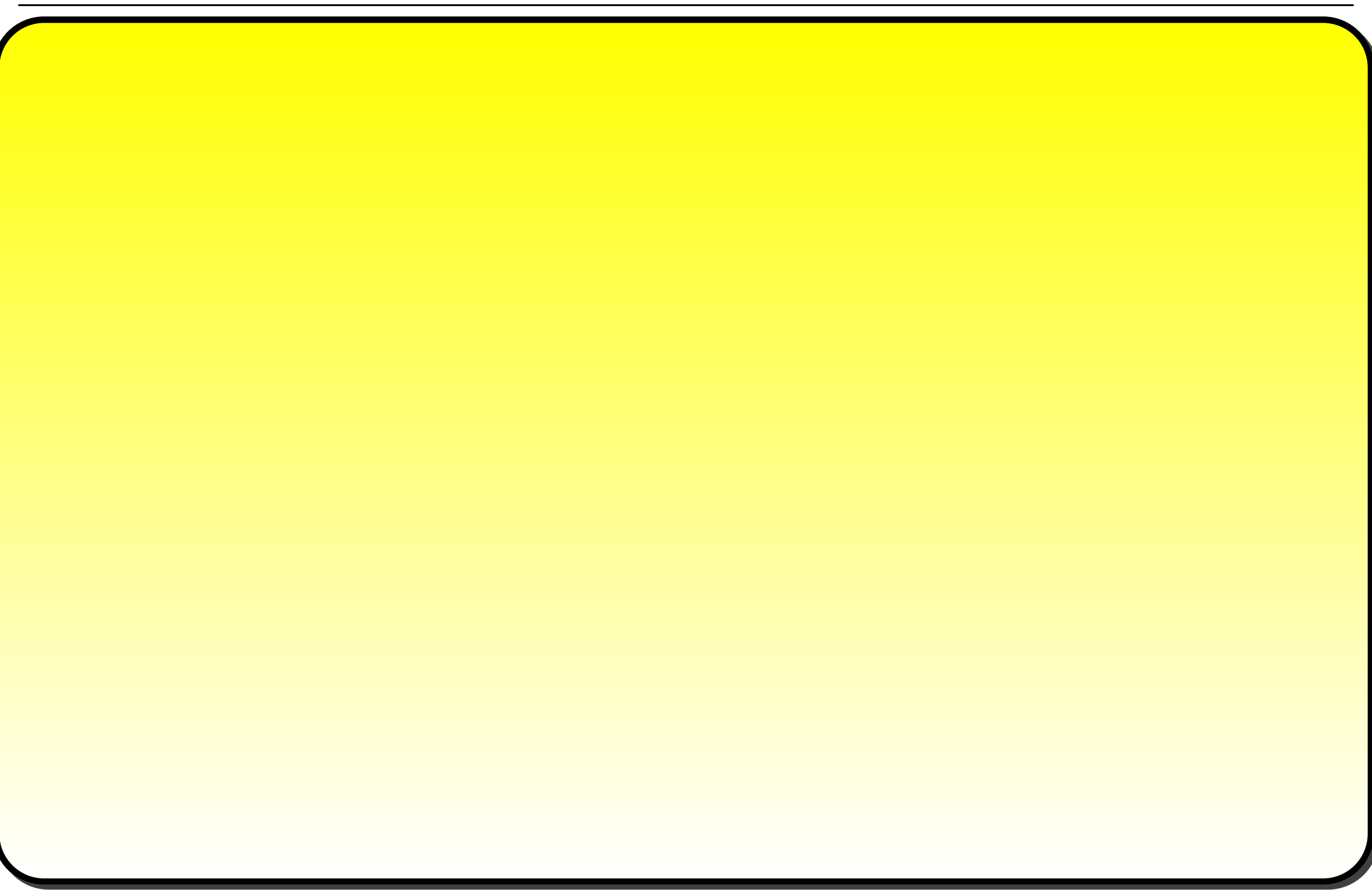
**Übungen zur Vorlesung**  
**Grundlagen der Mathemagie**

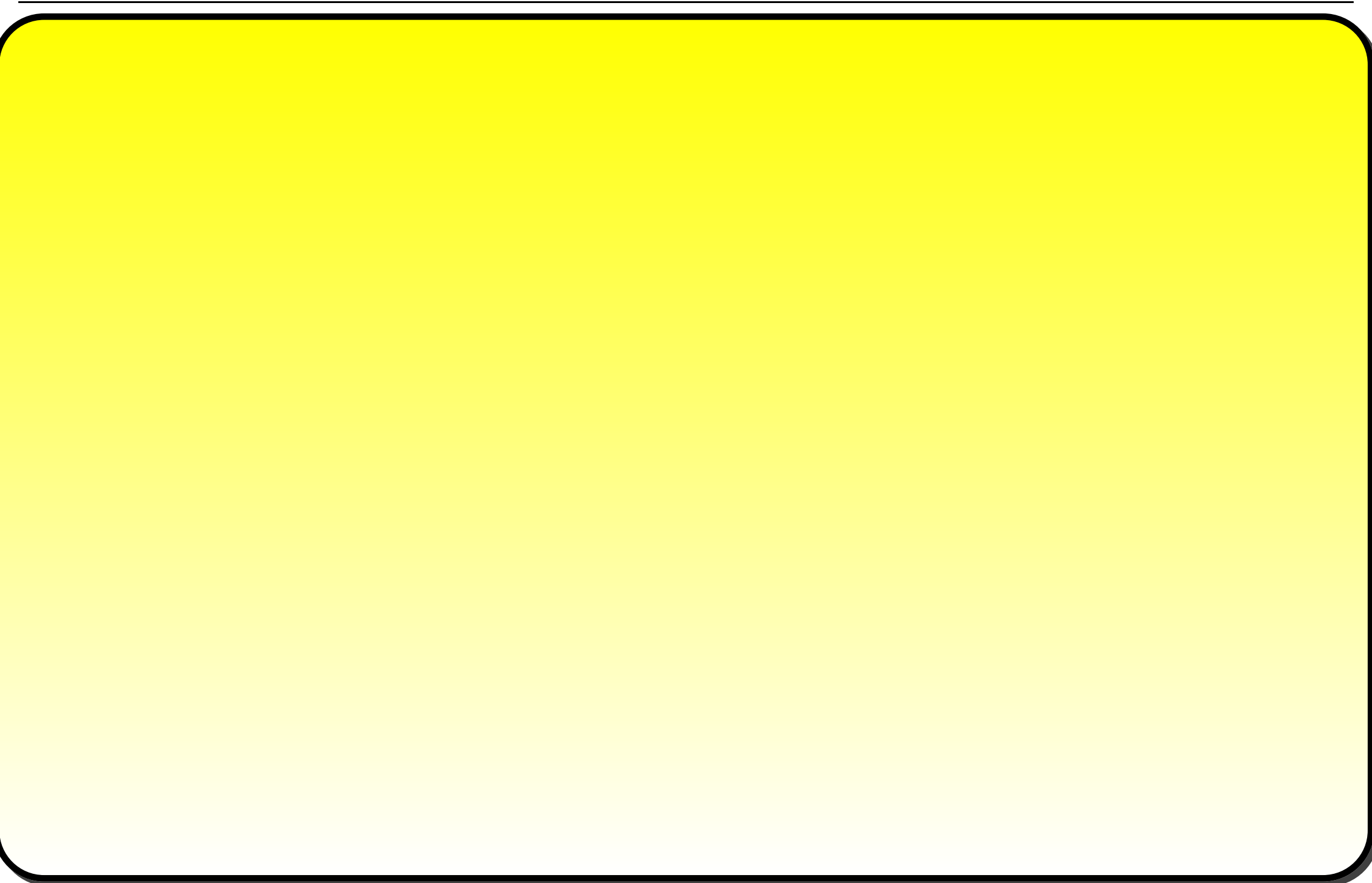
**Helmut Glas und Martin Kreuzer**

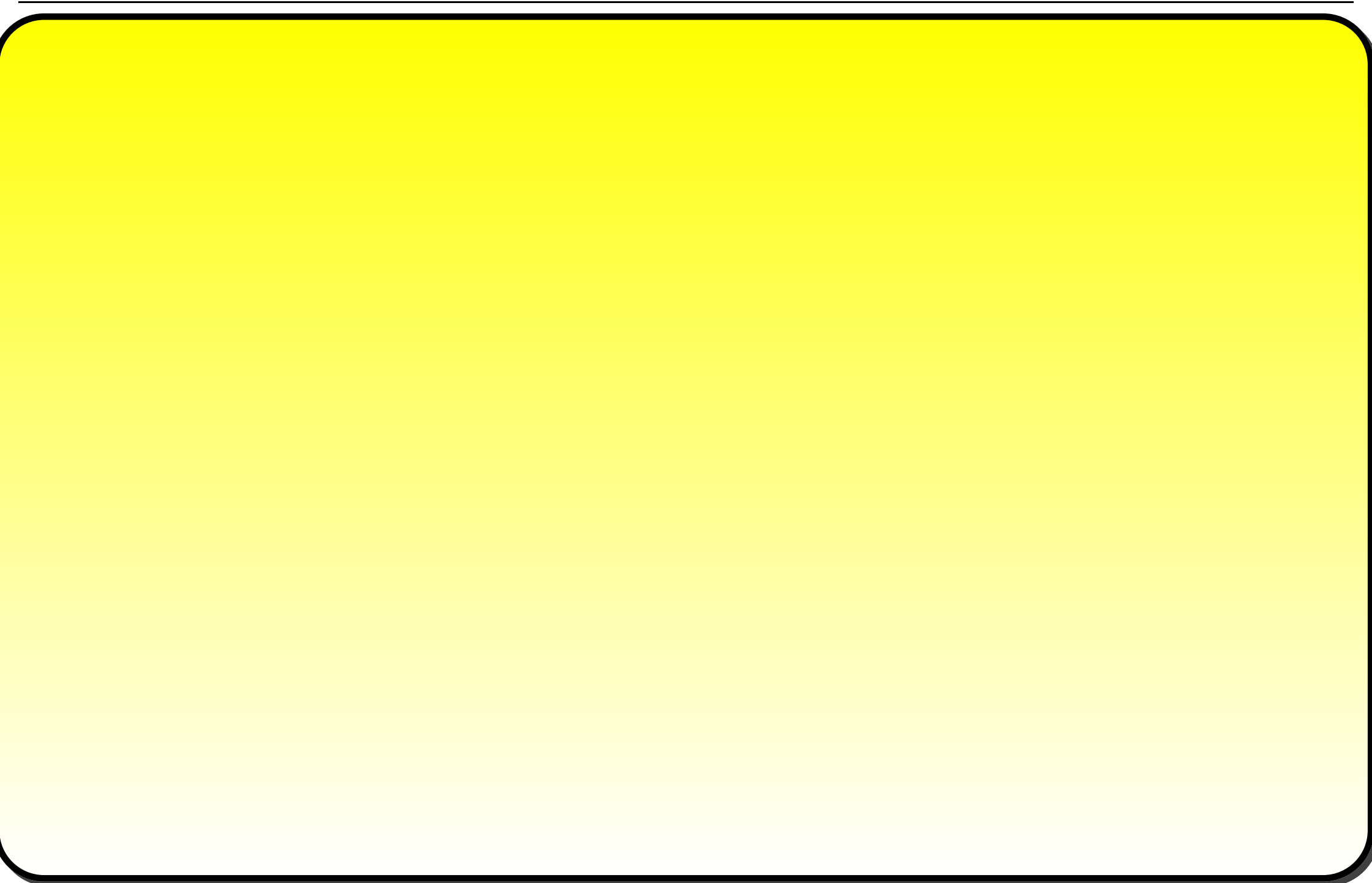
**ASG Passau und Universität Passau**

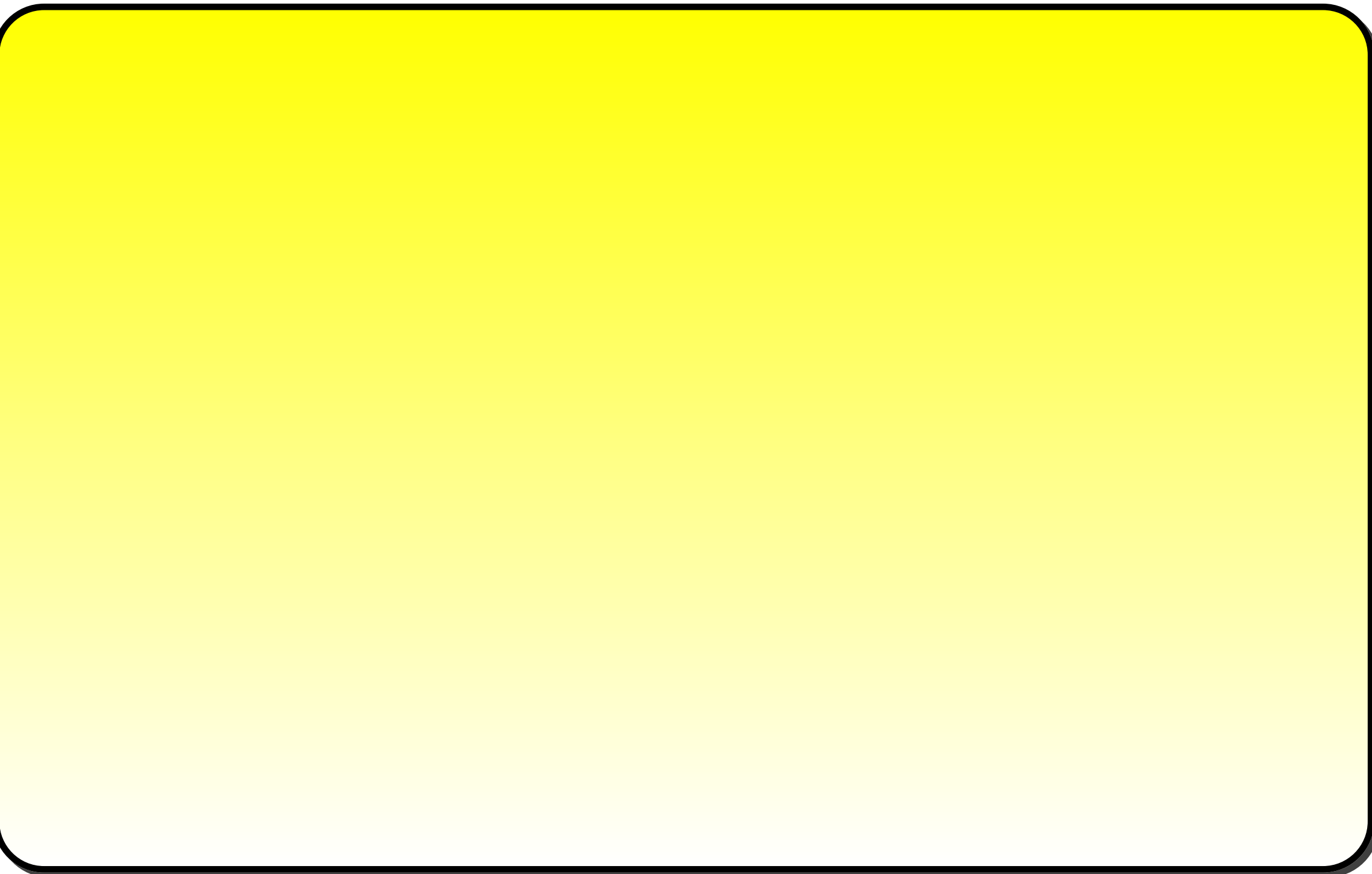
**Lehrerfortbildung “Bezaubernde Mathematik”**

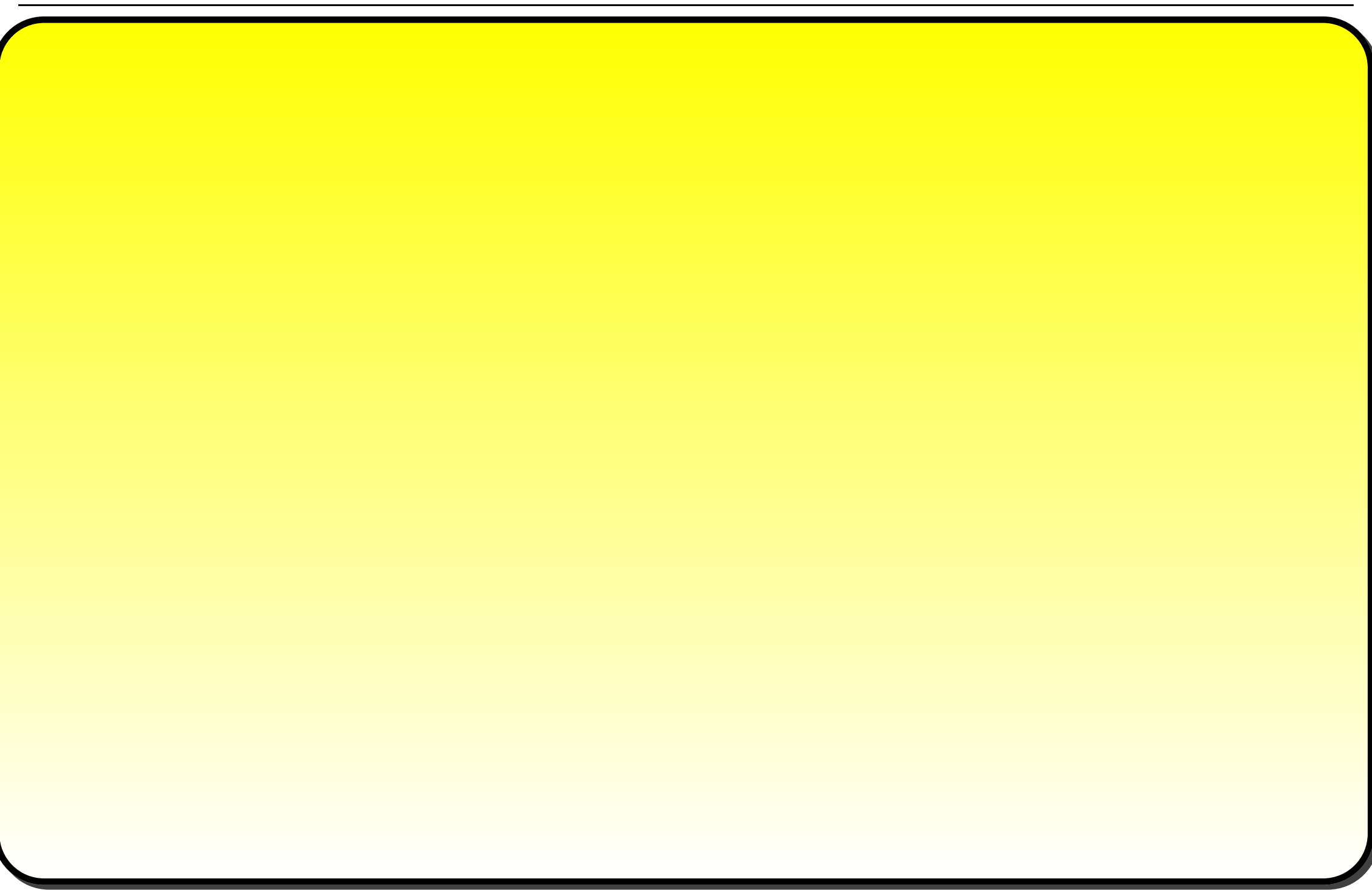
**Universität Passau, 16.12.2014**

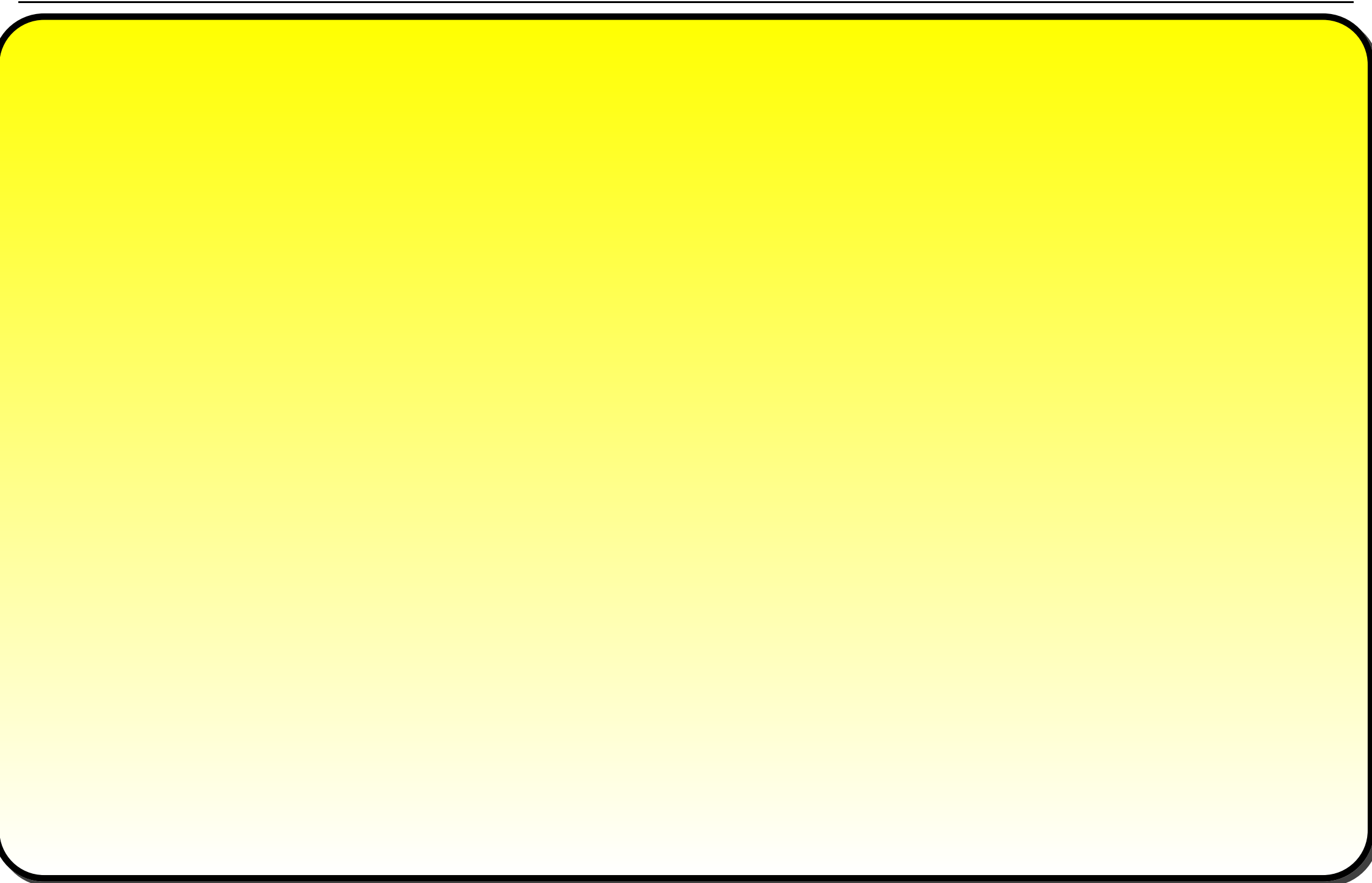


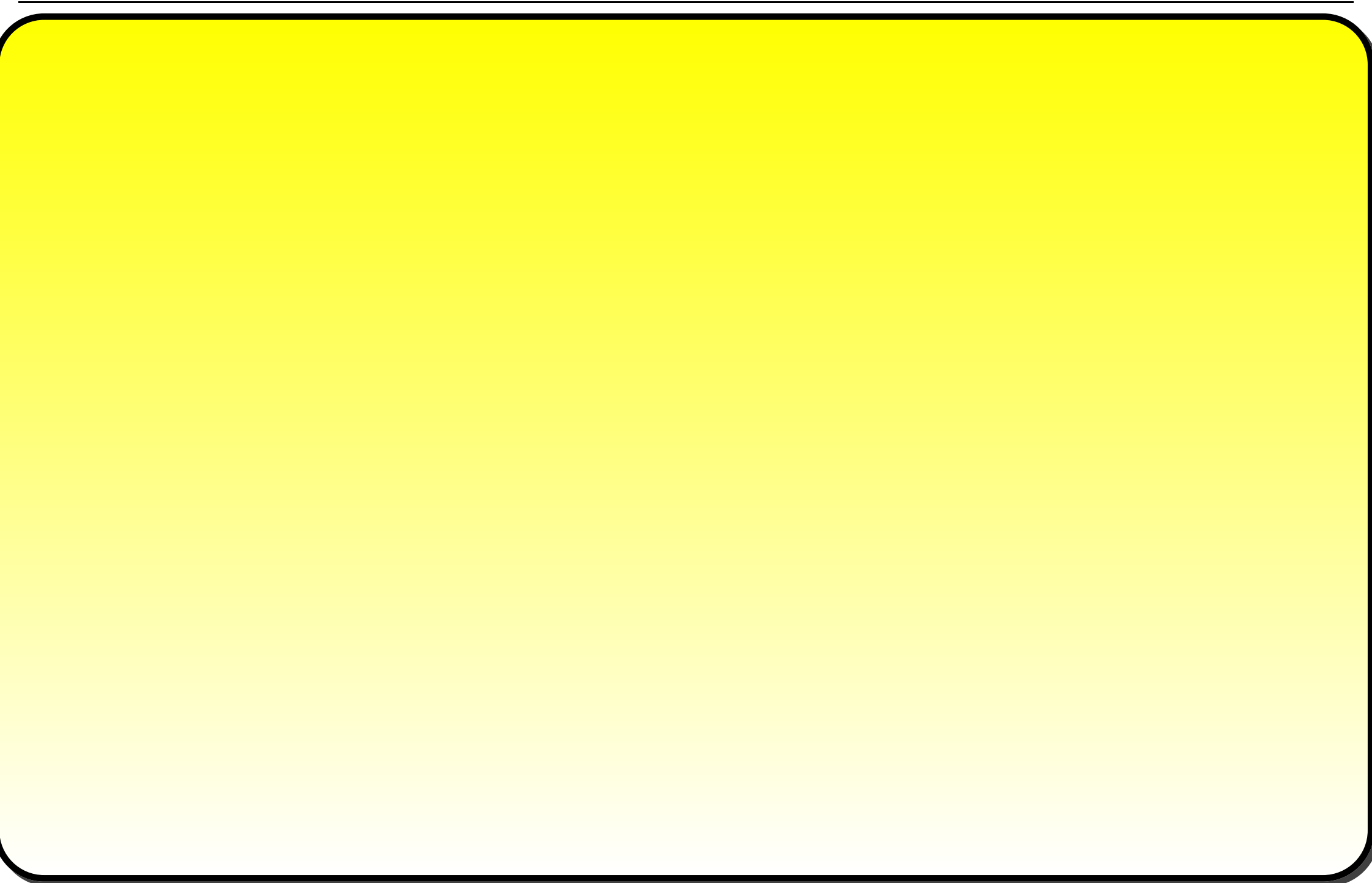


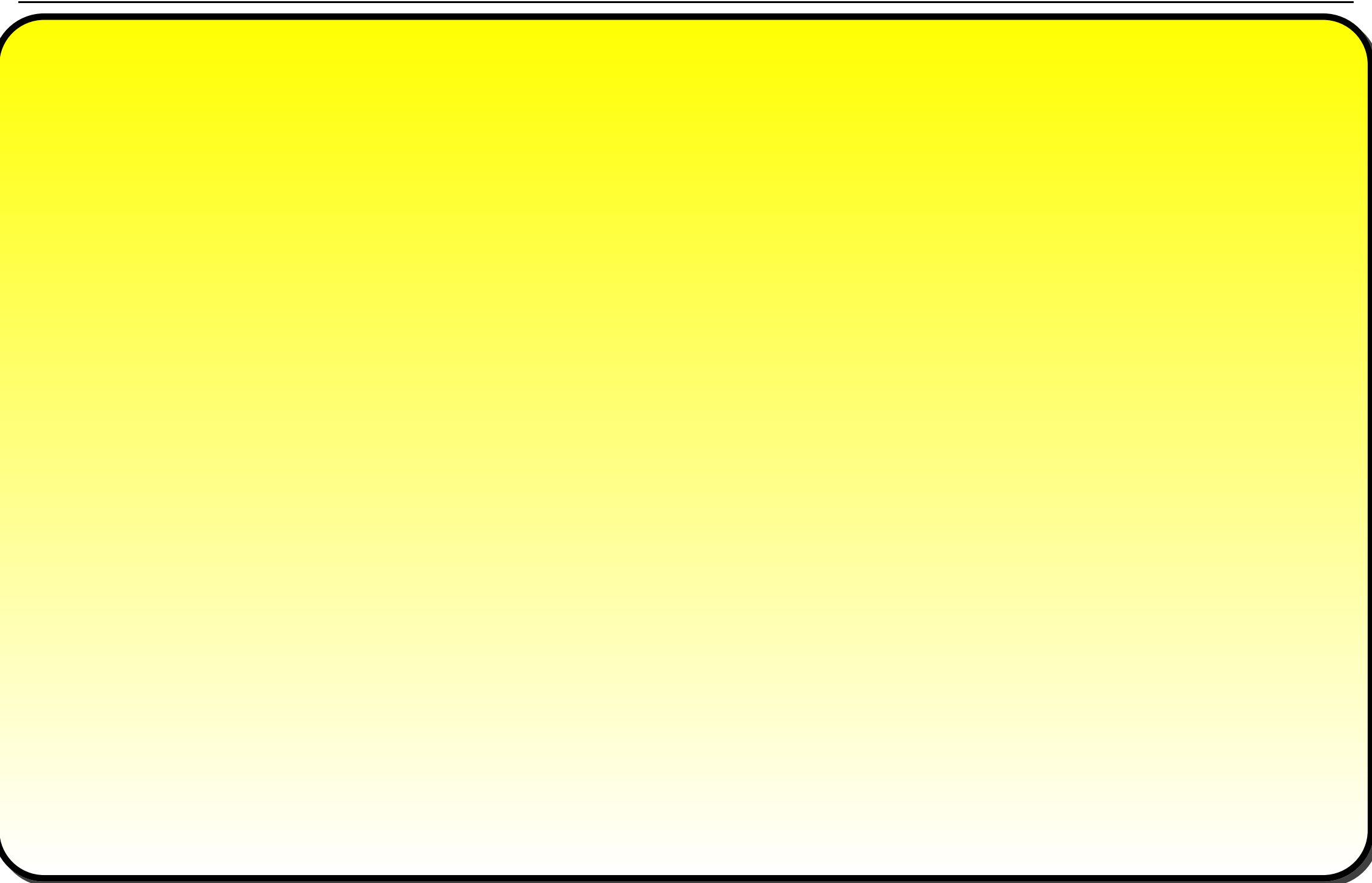


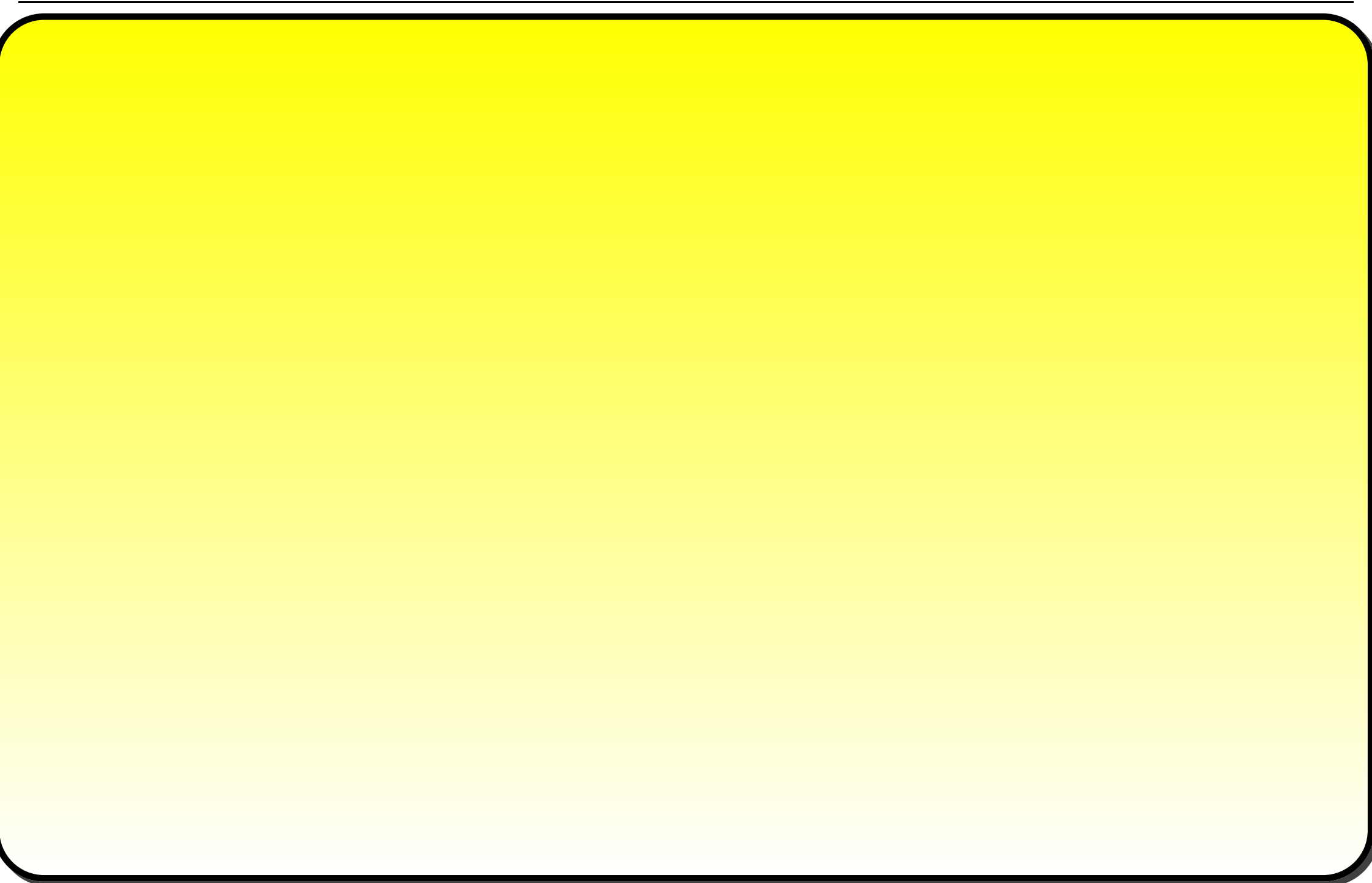


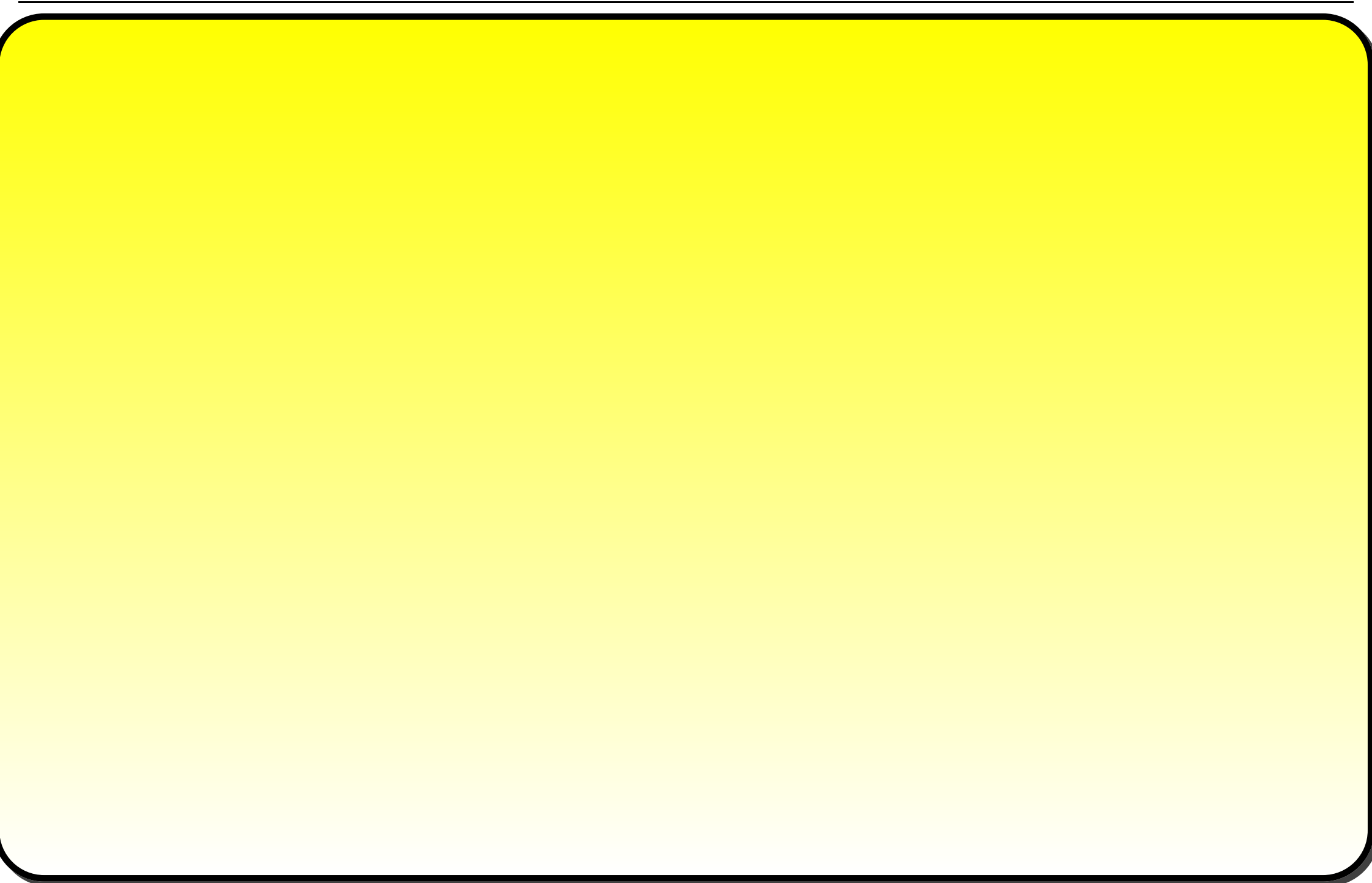


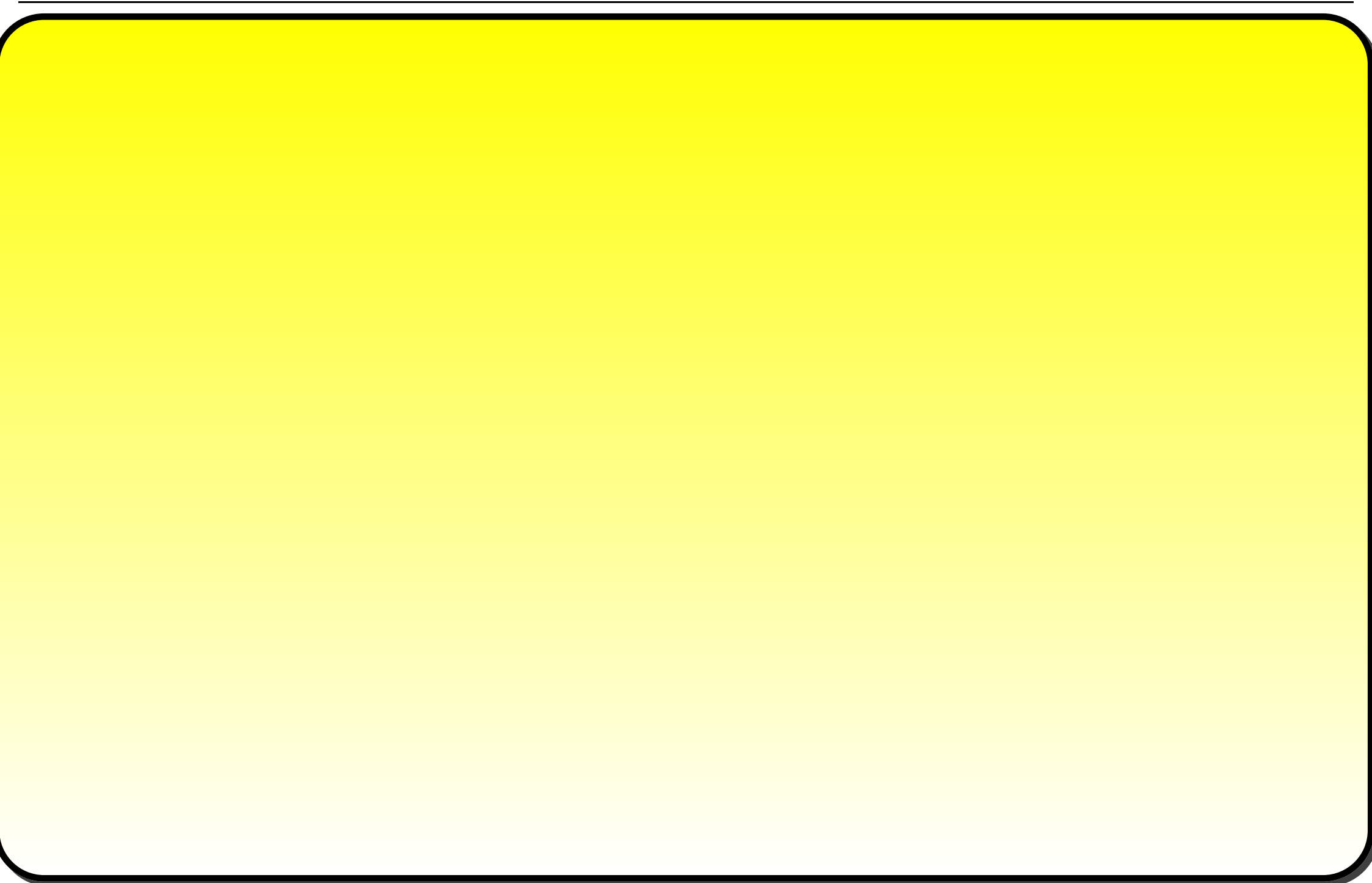


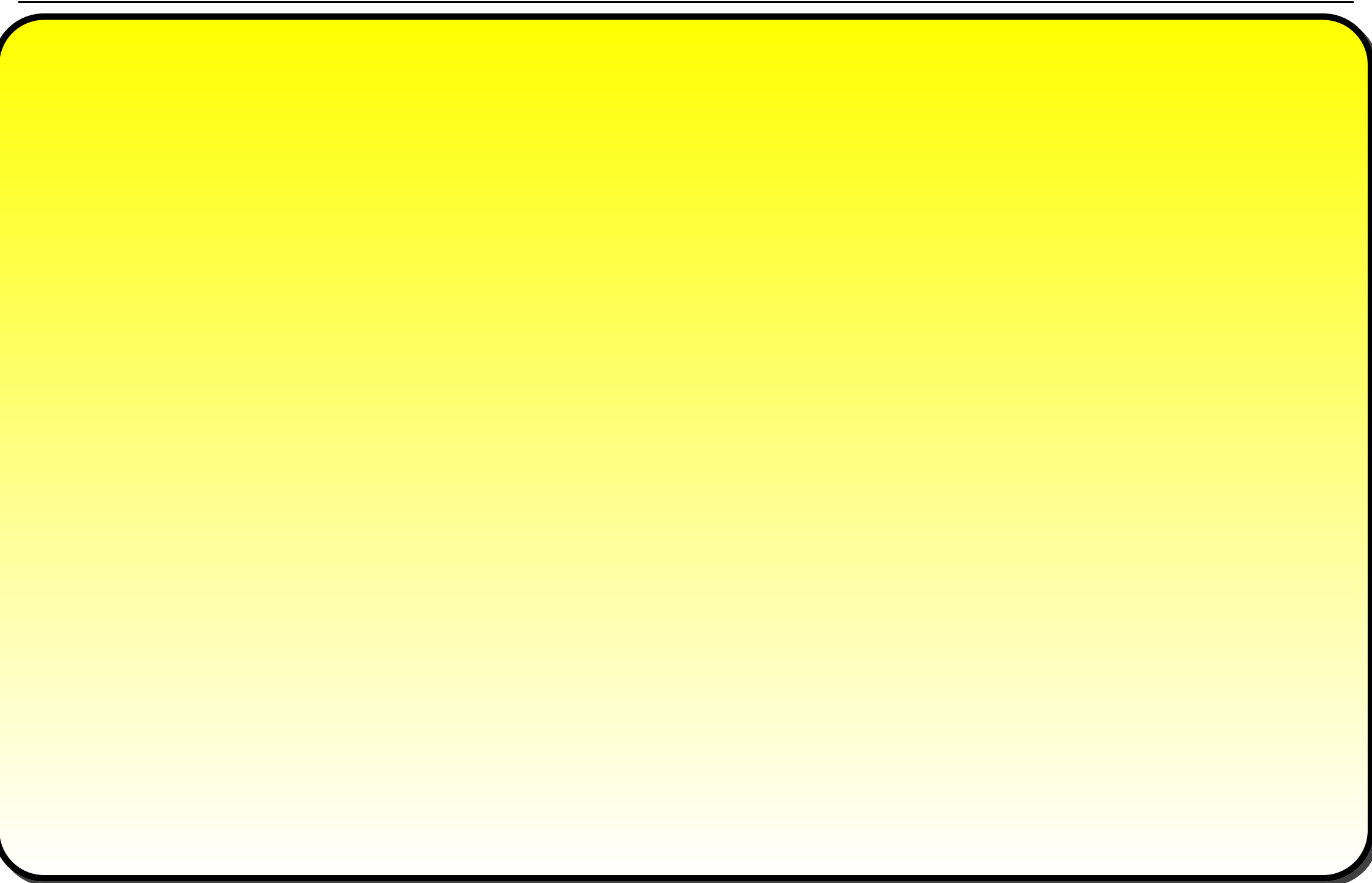


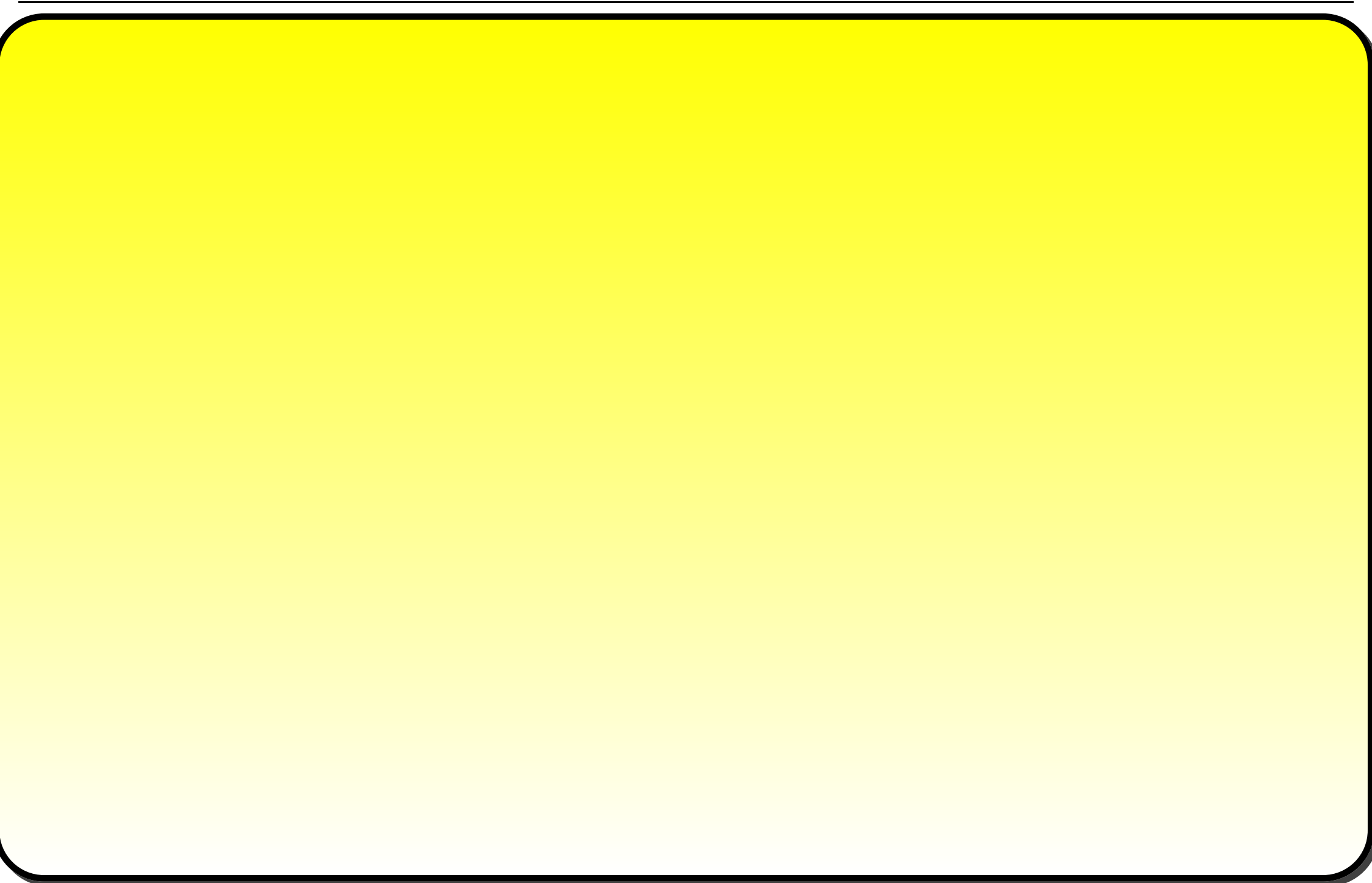


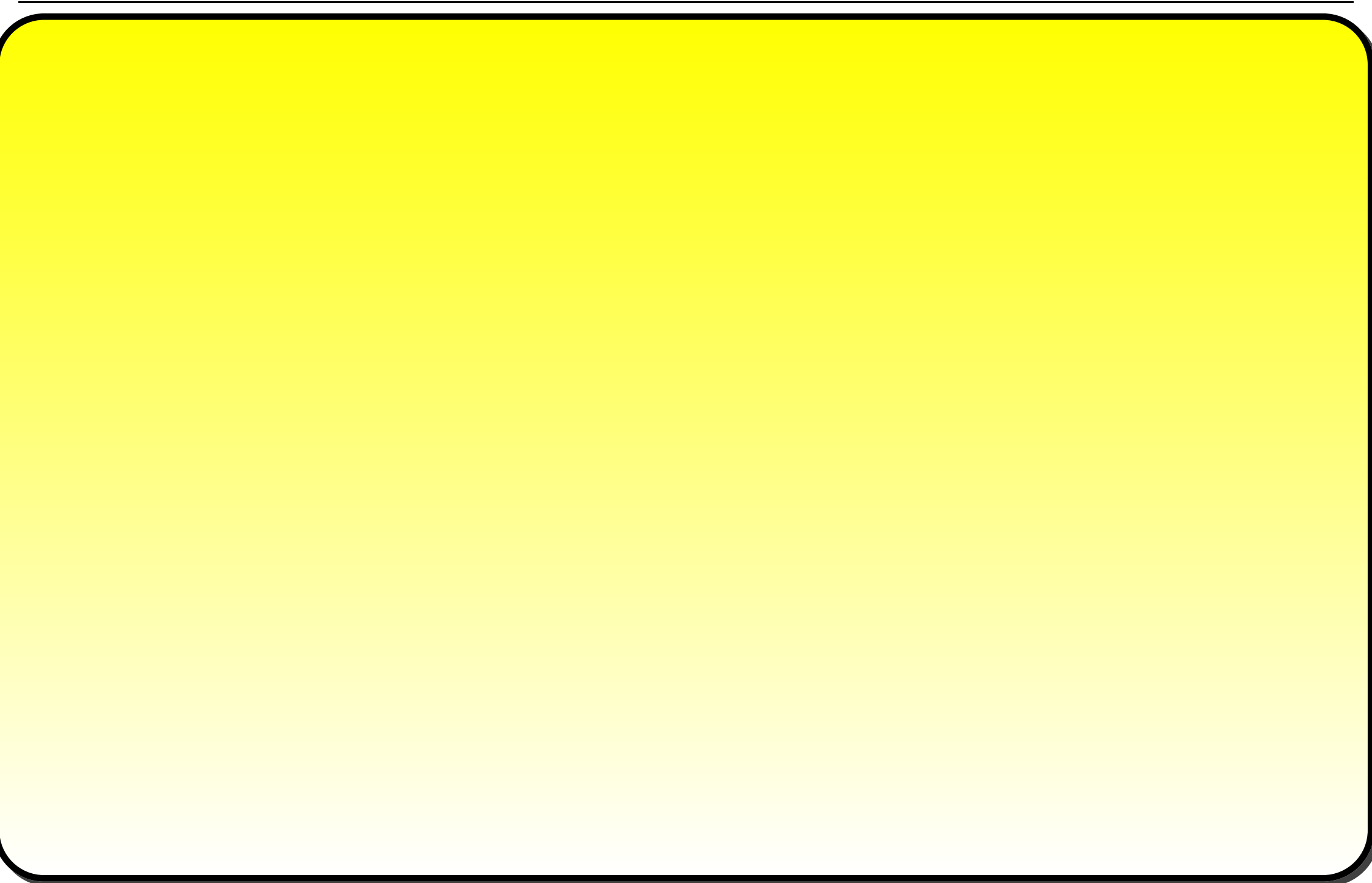


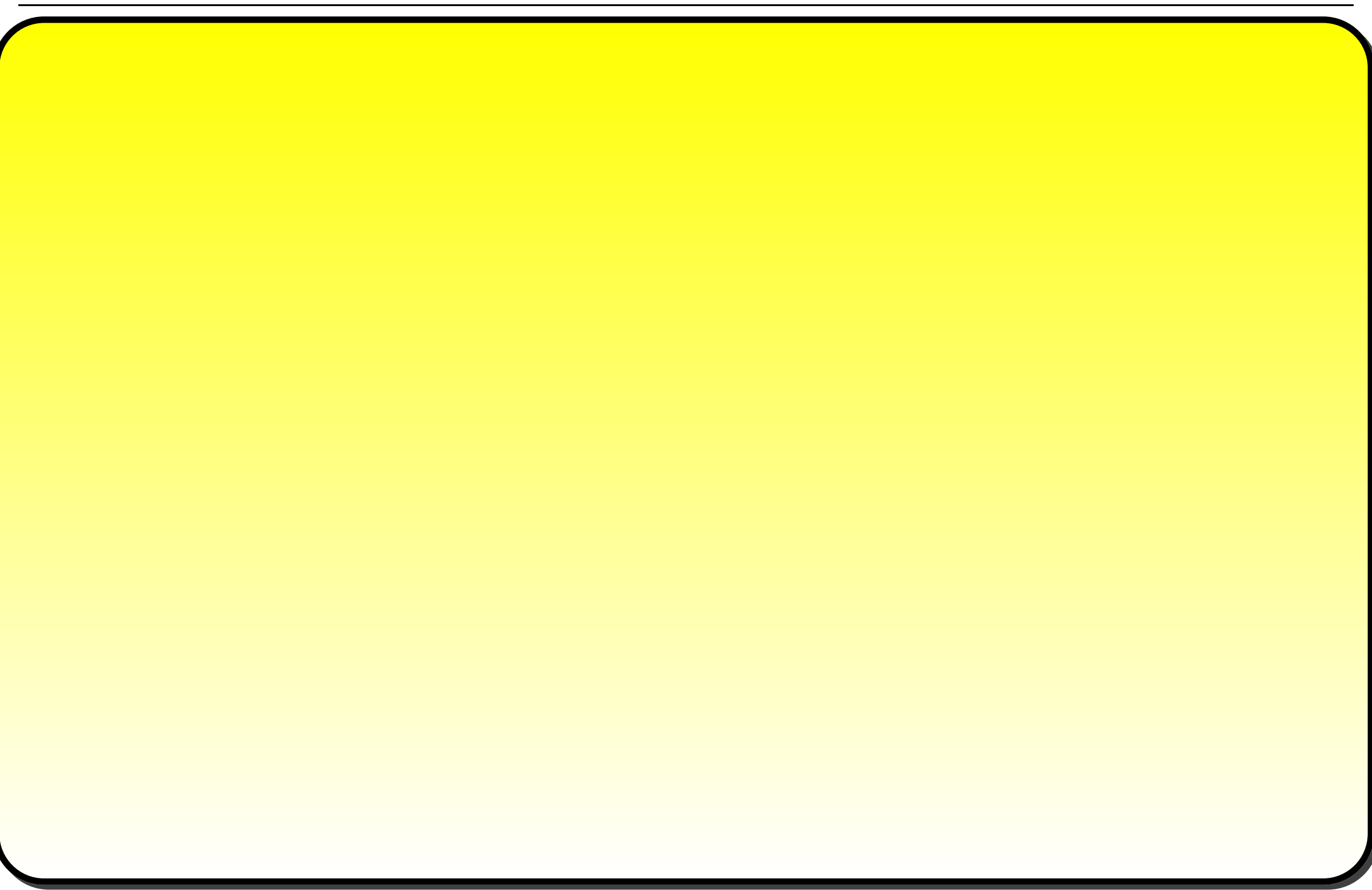


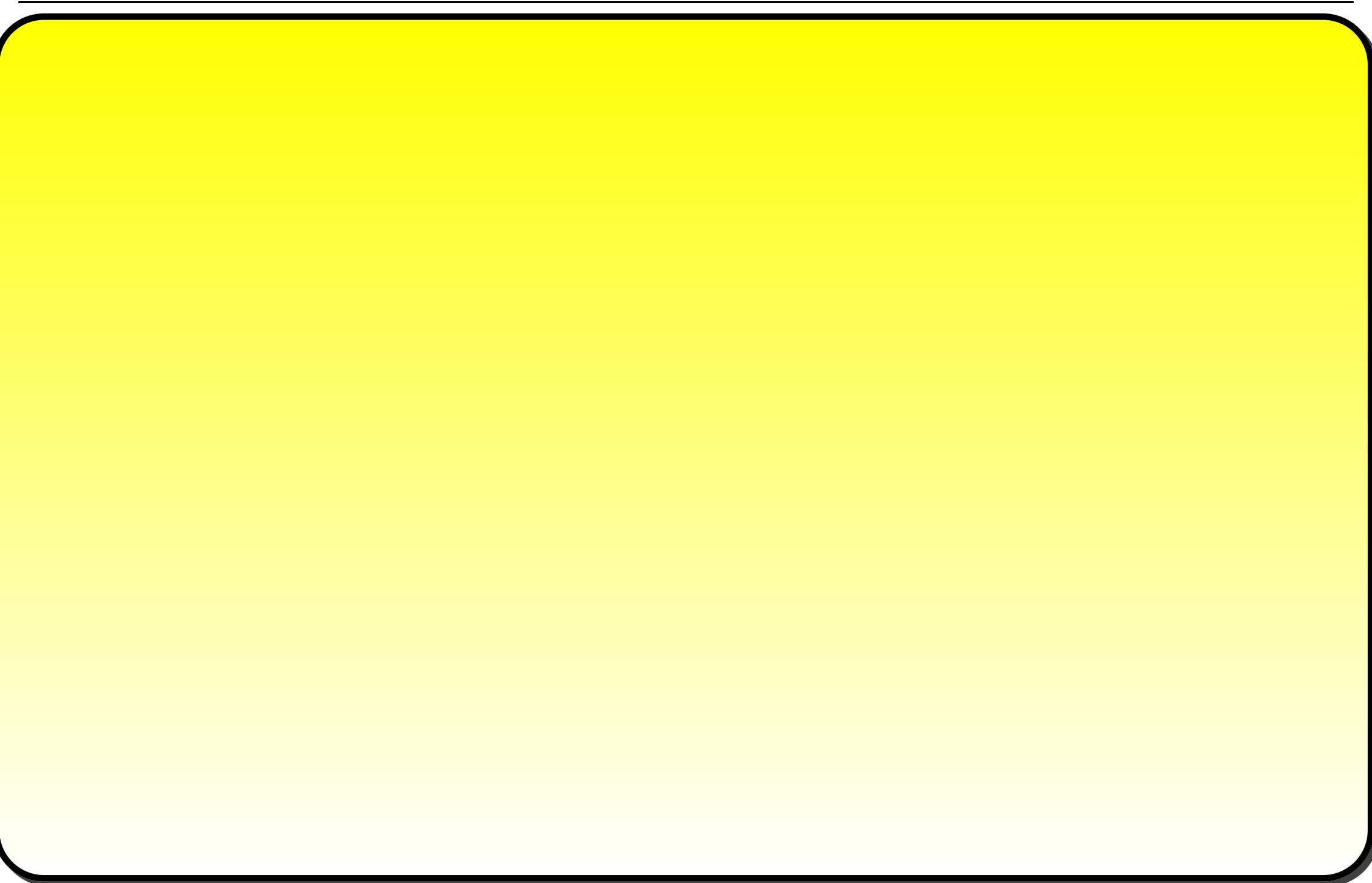


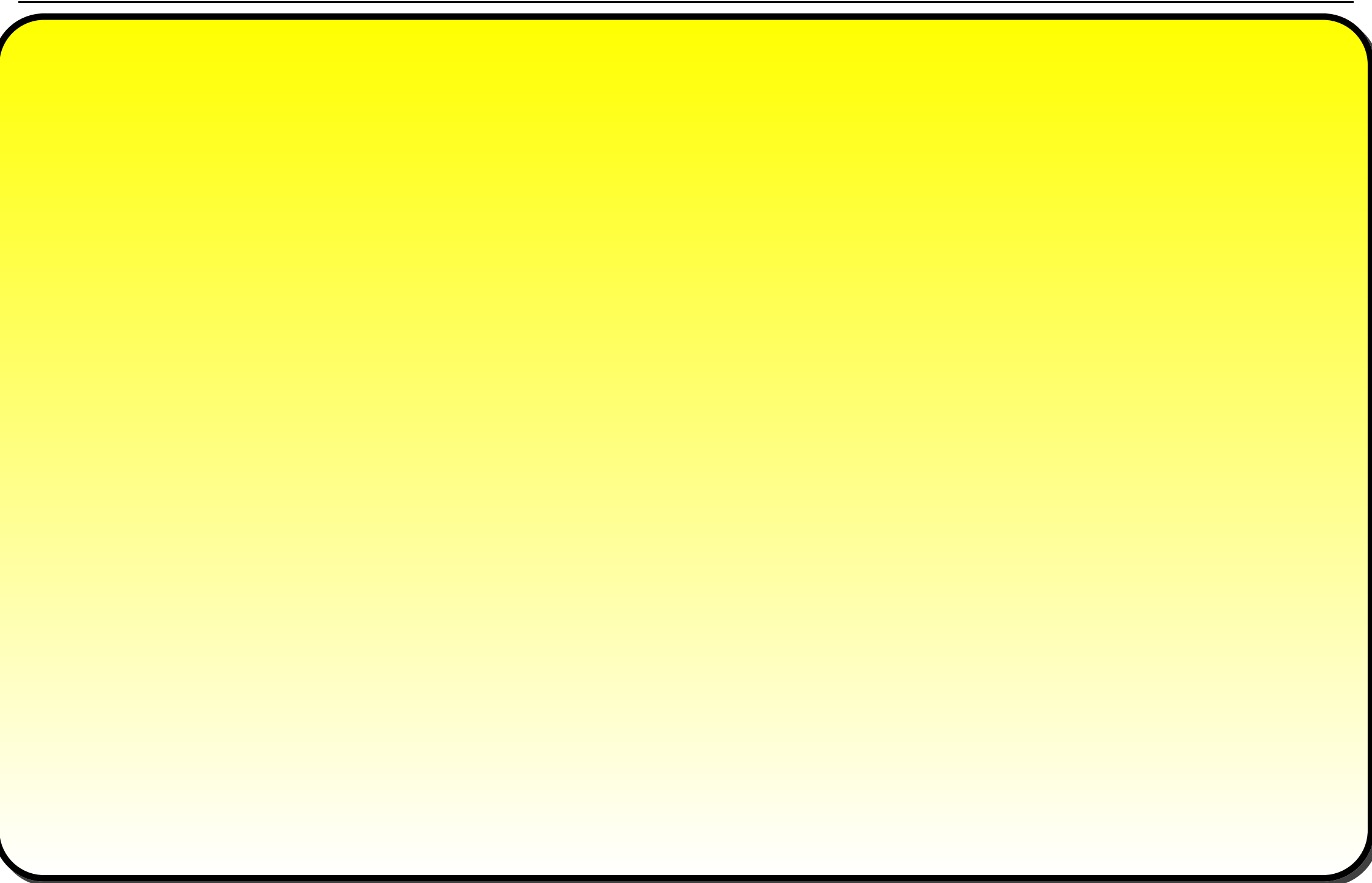


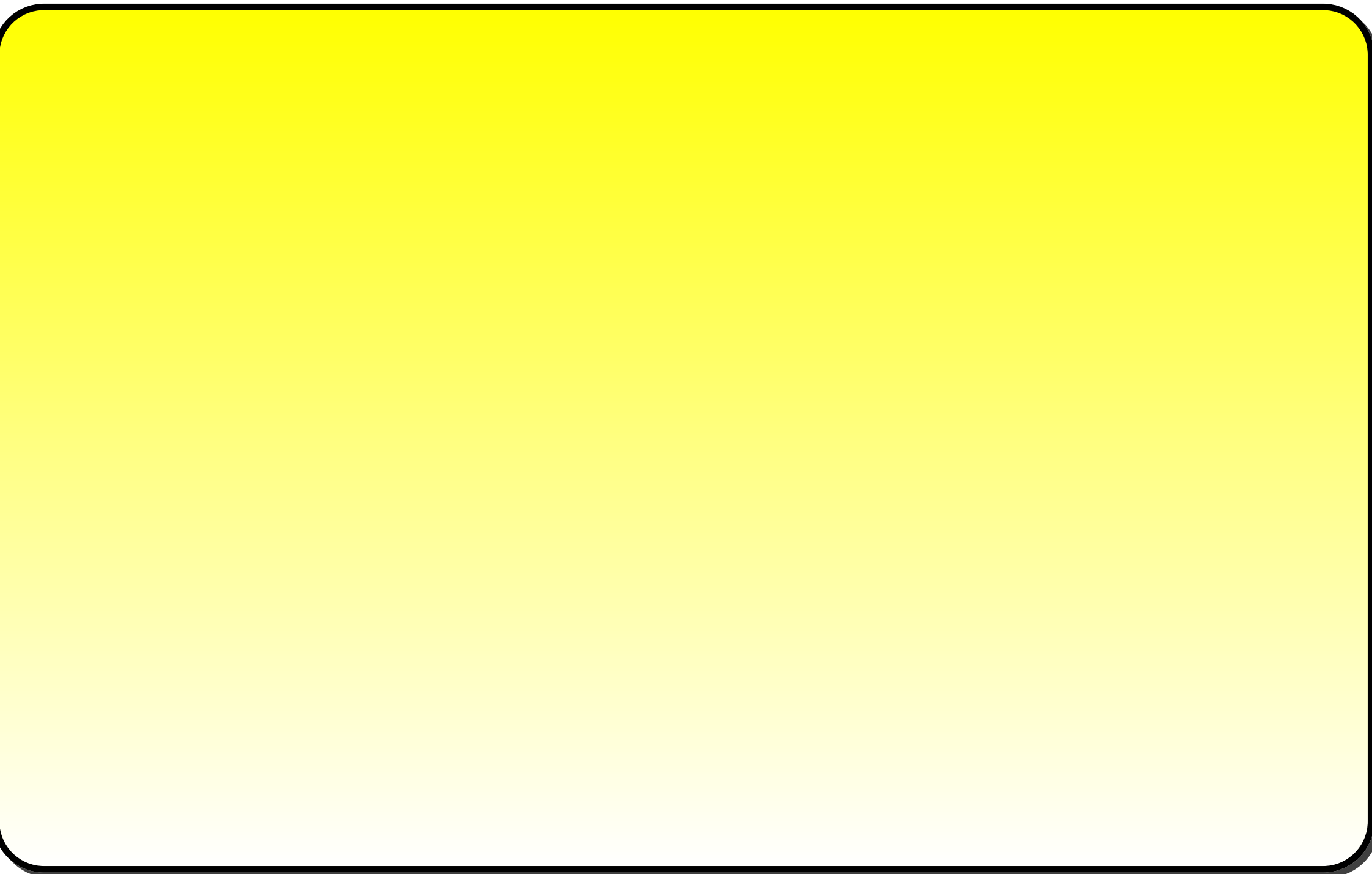


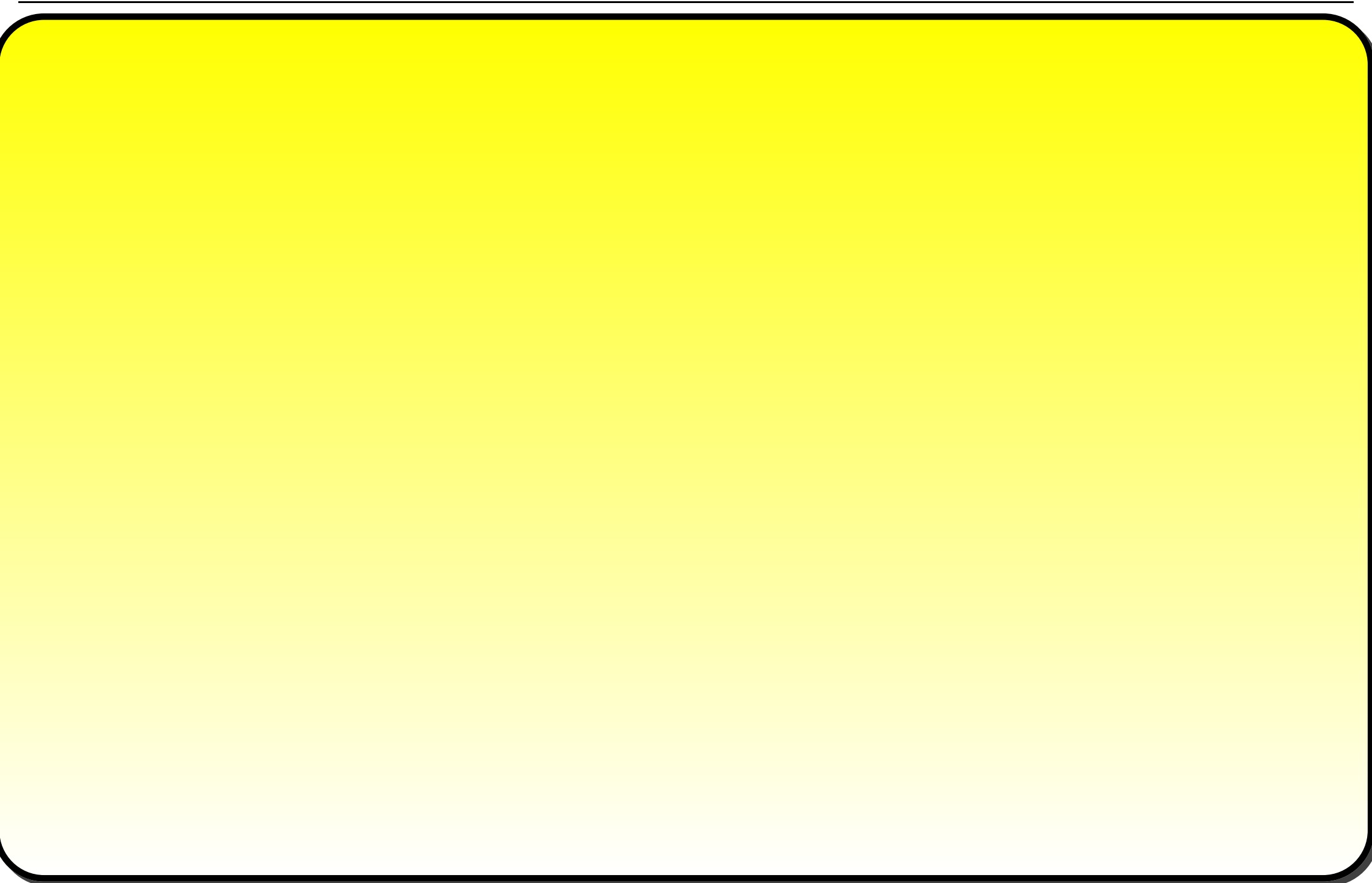


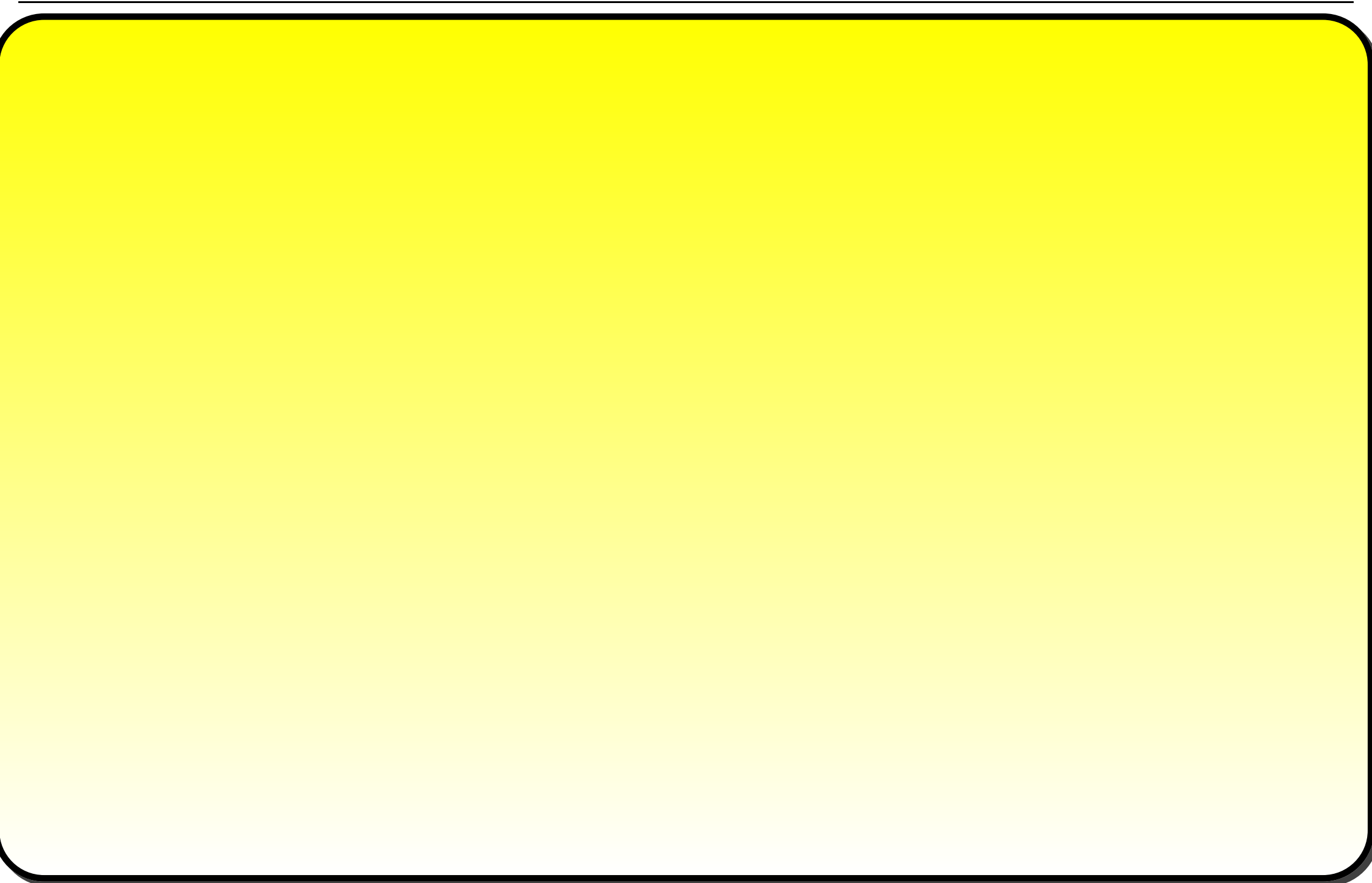


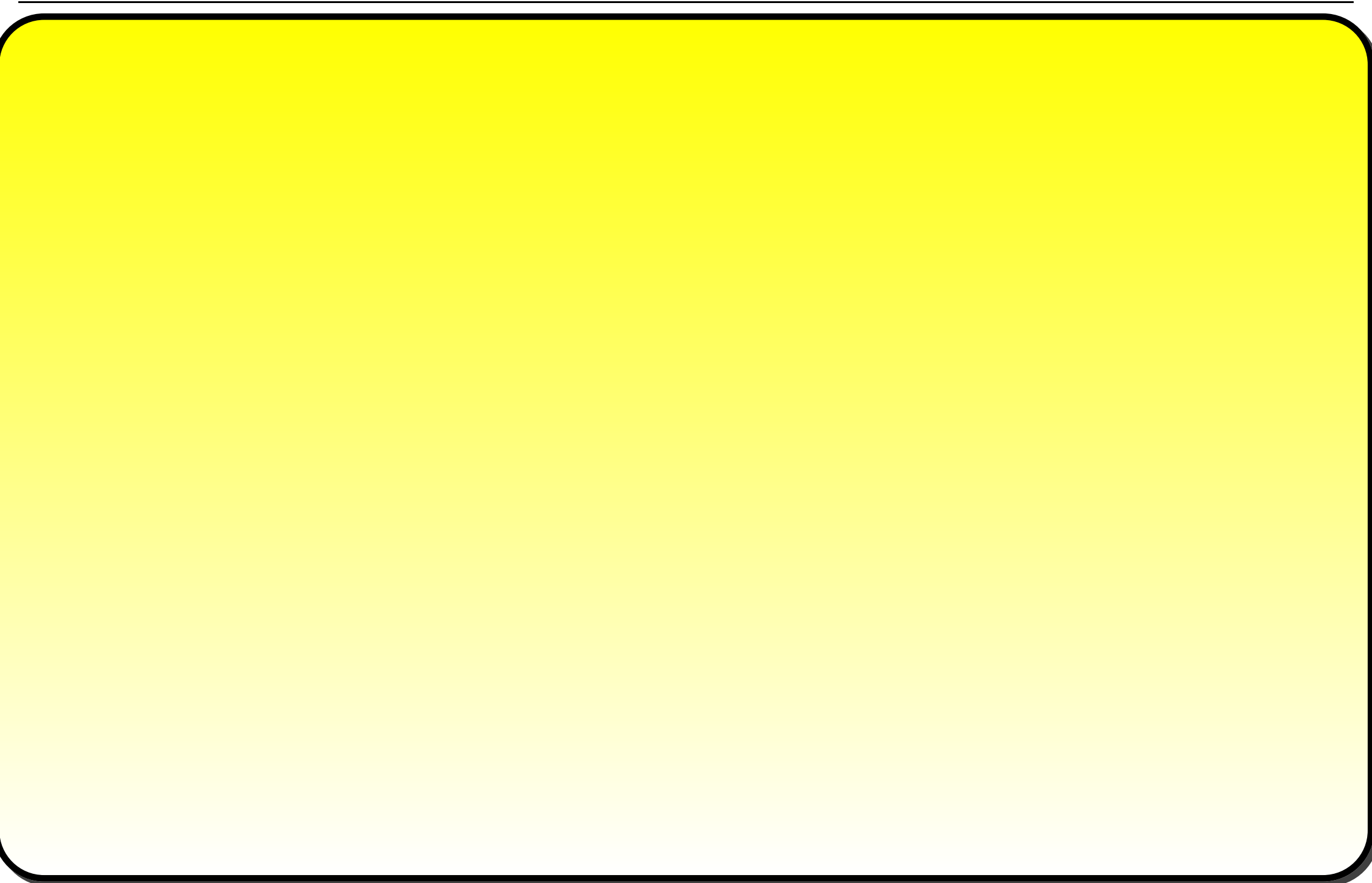


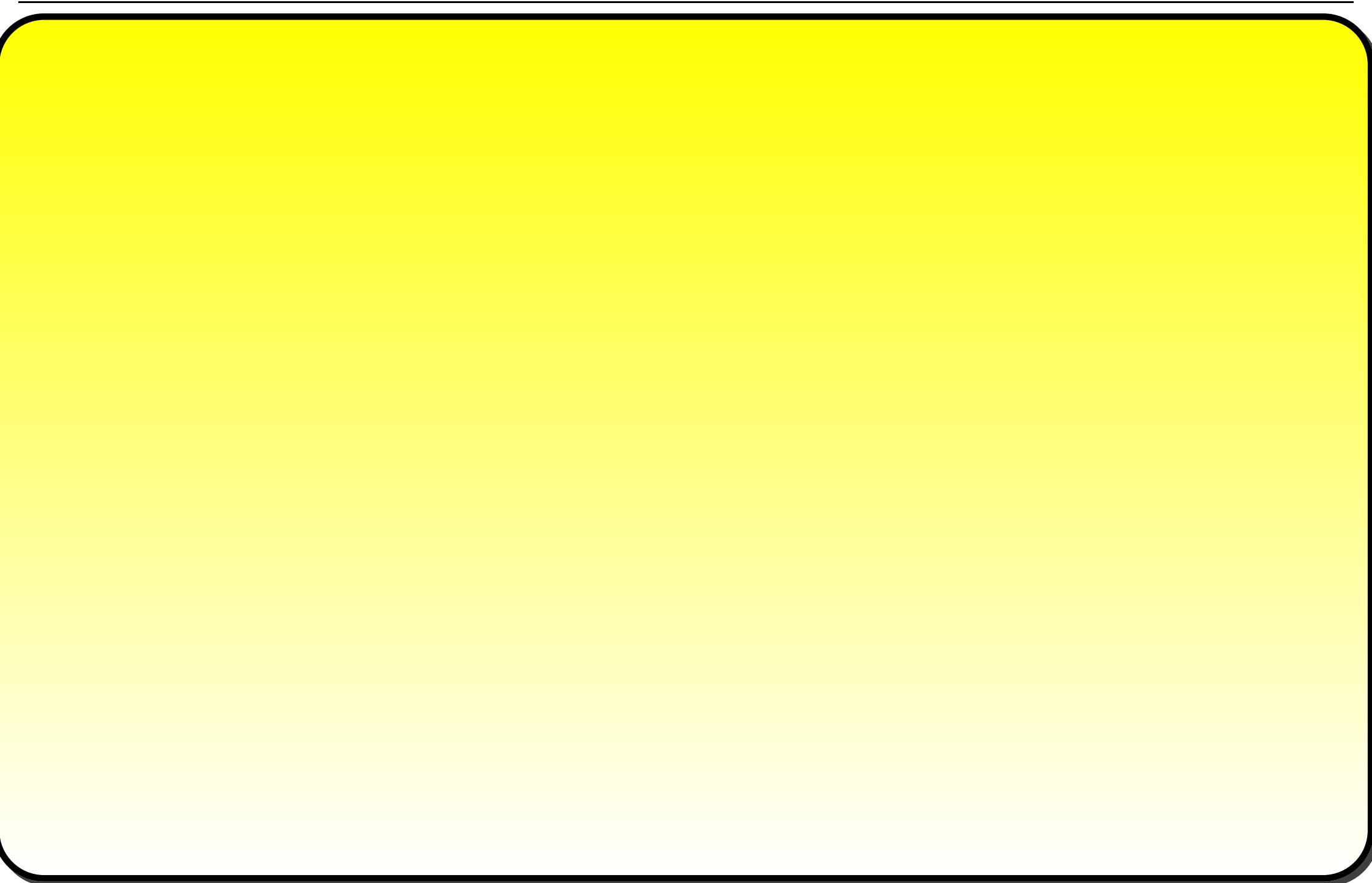


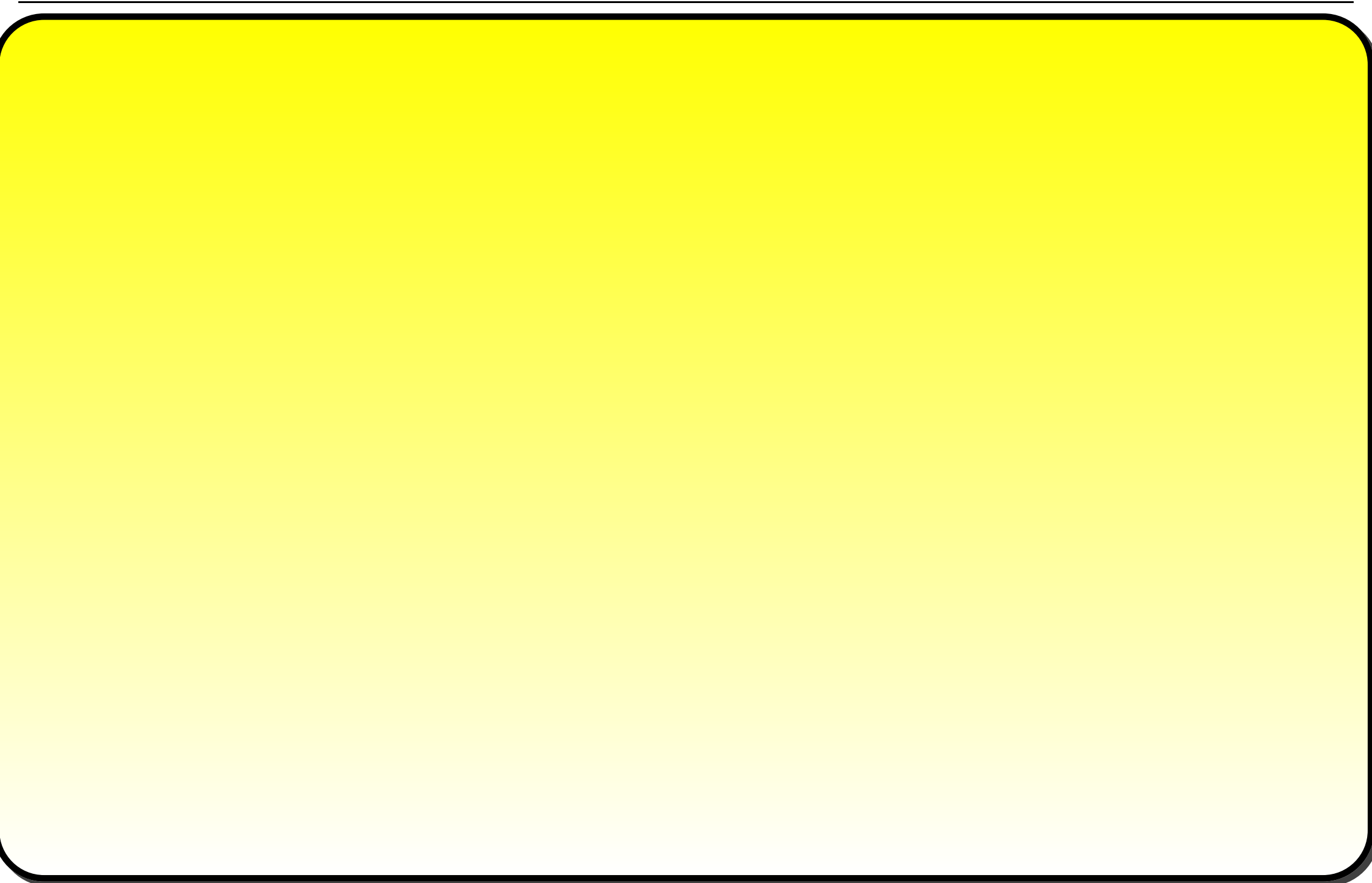


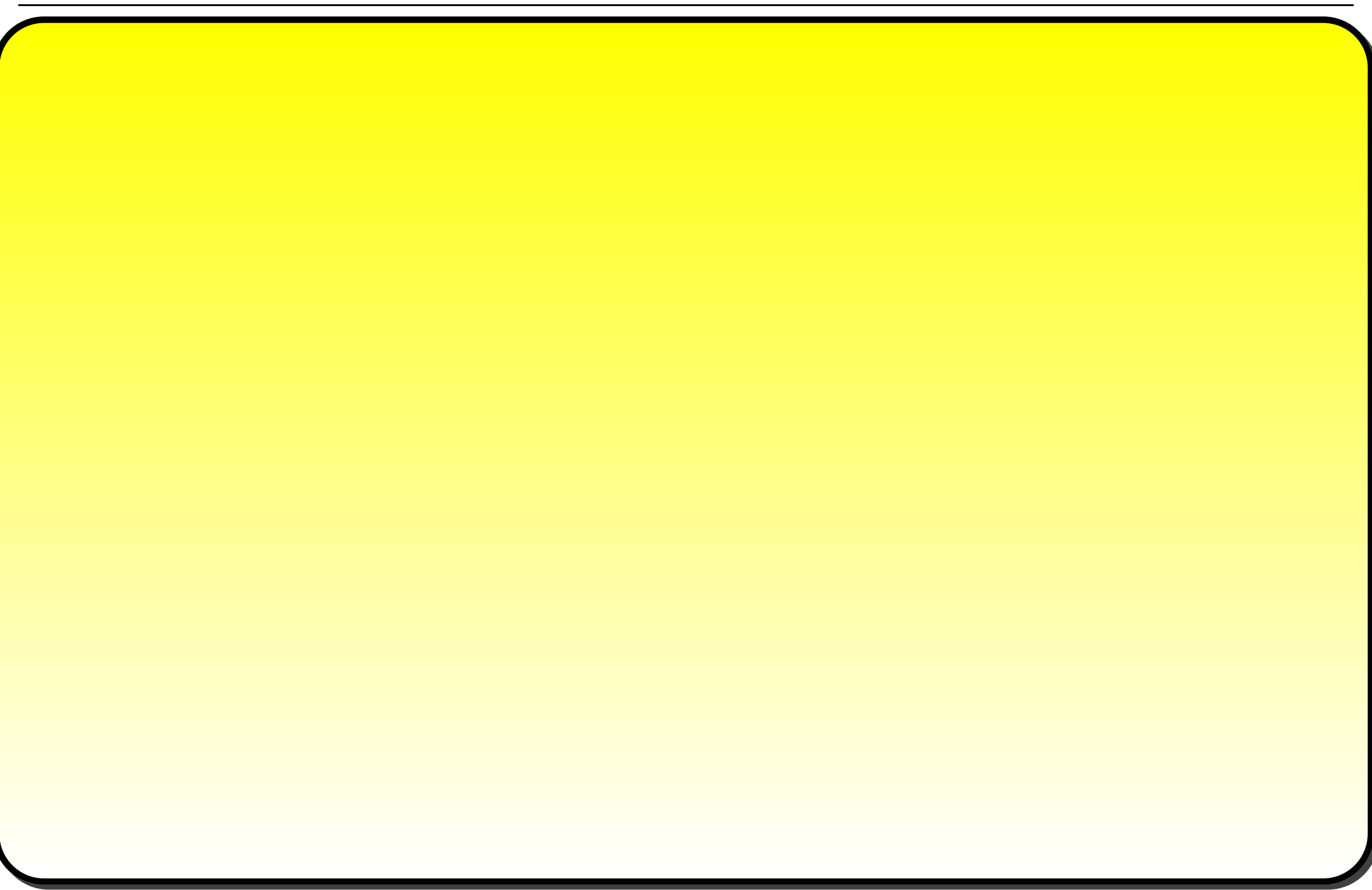


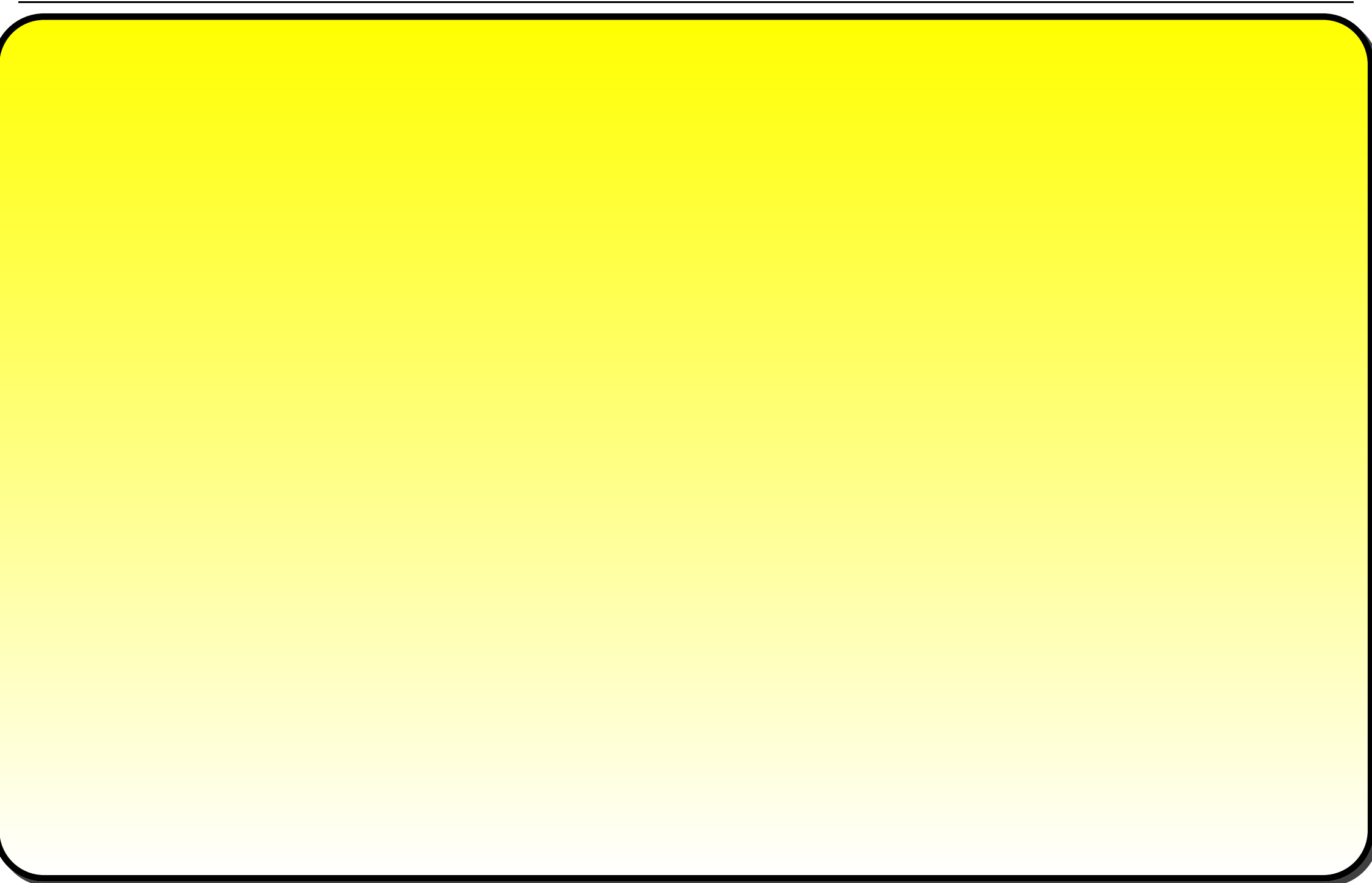


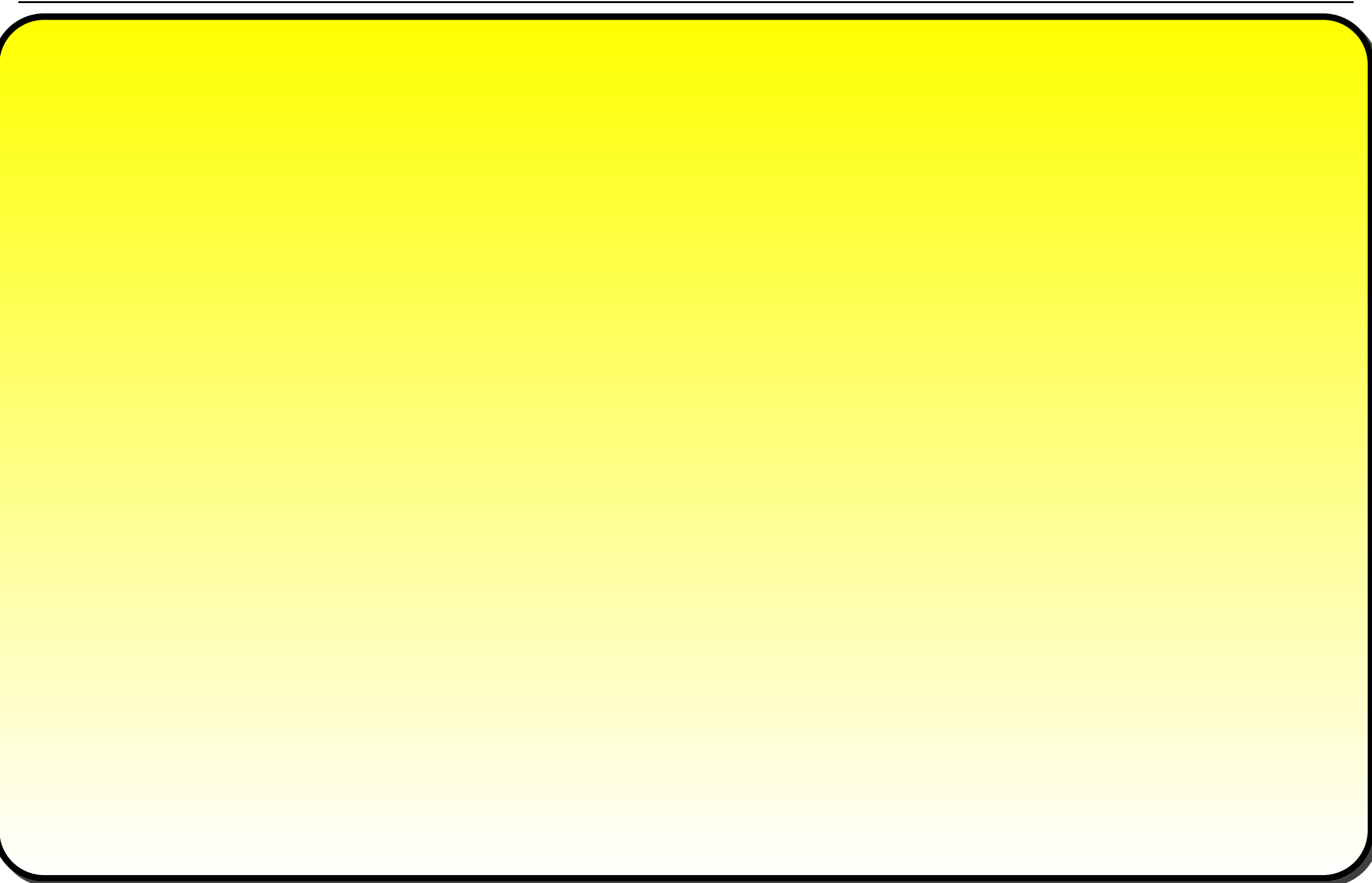


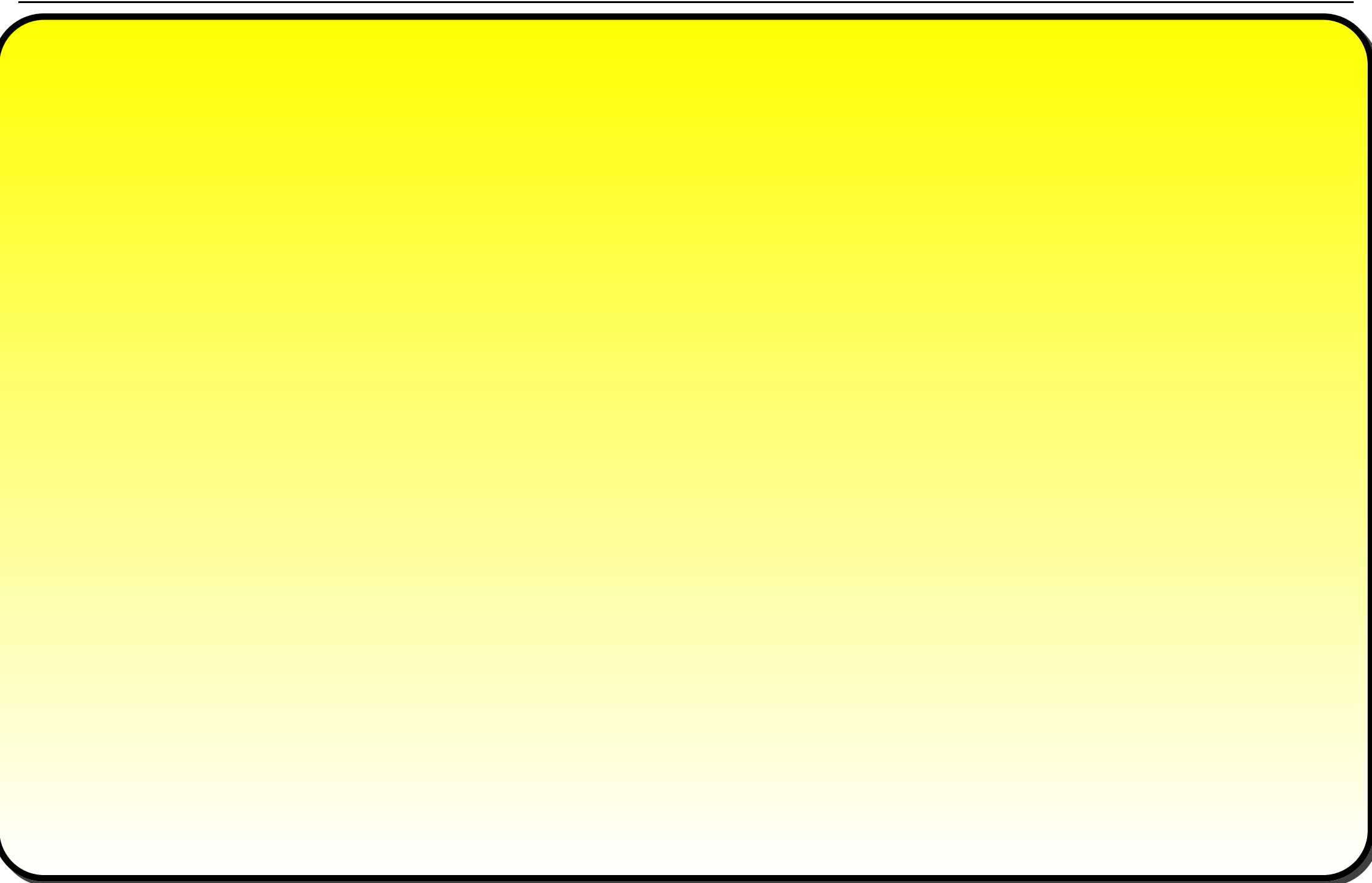


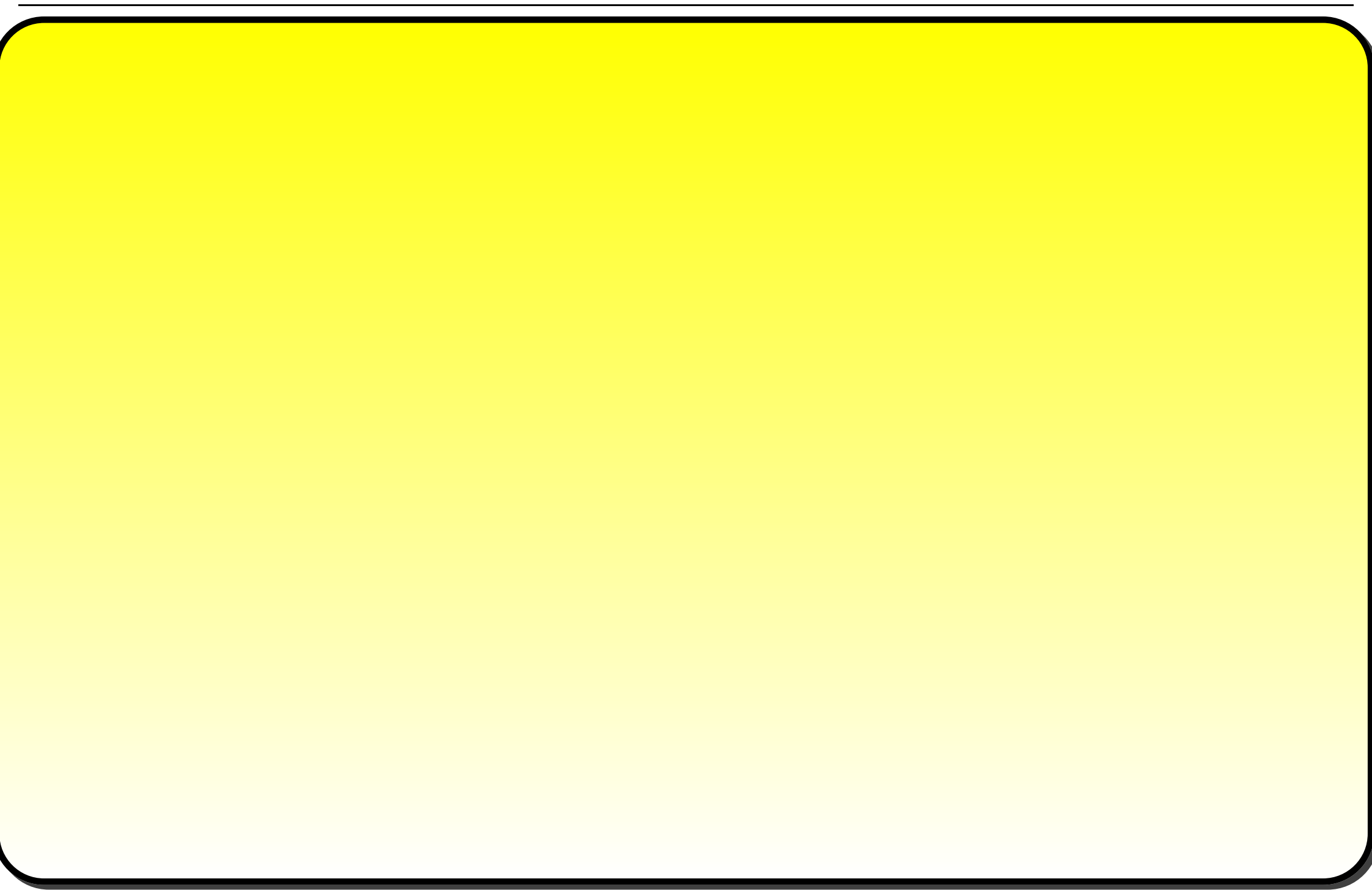


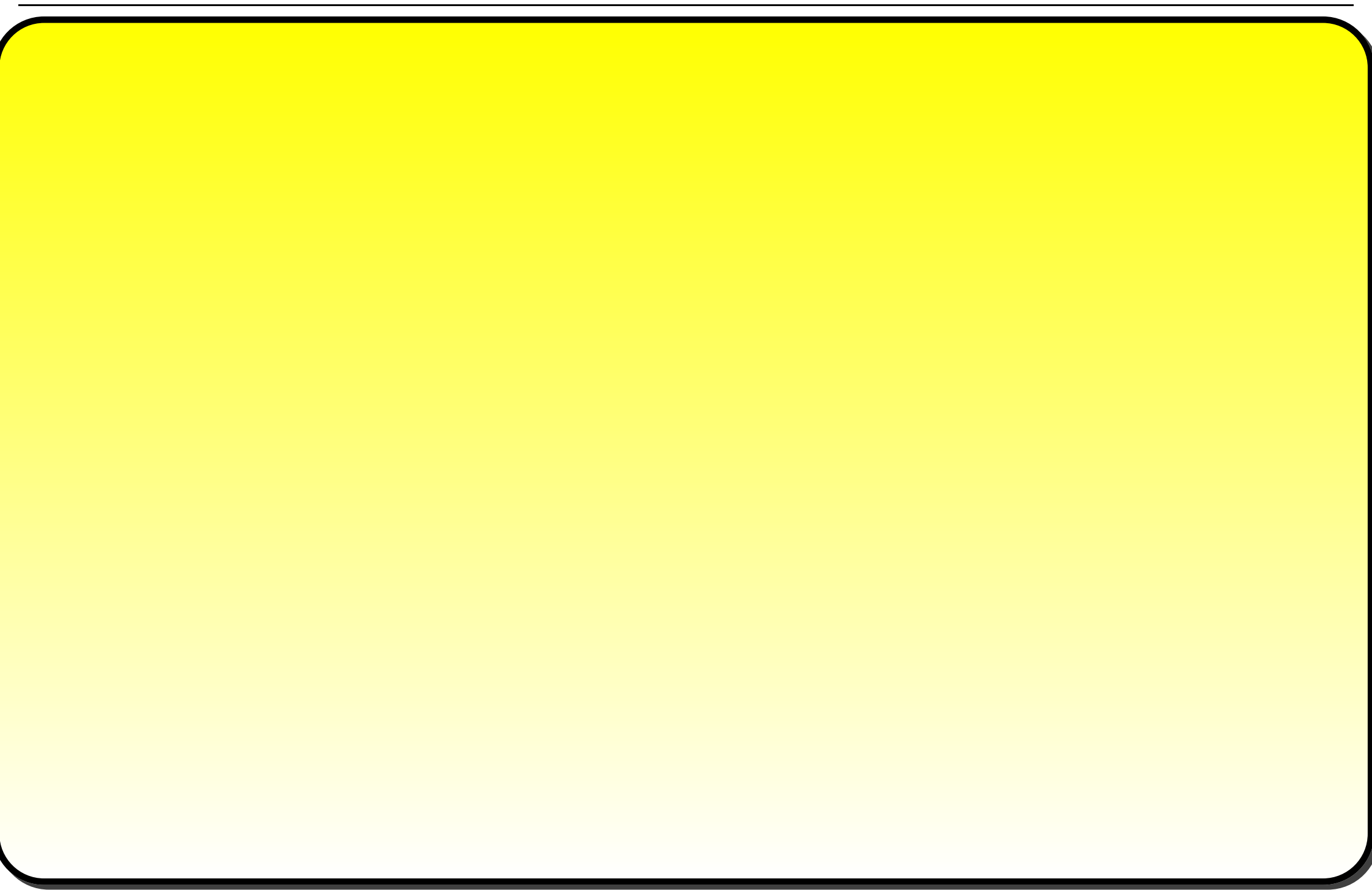


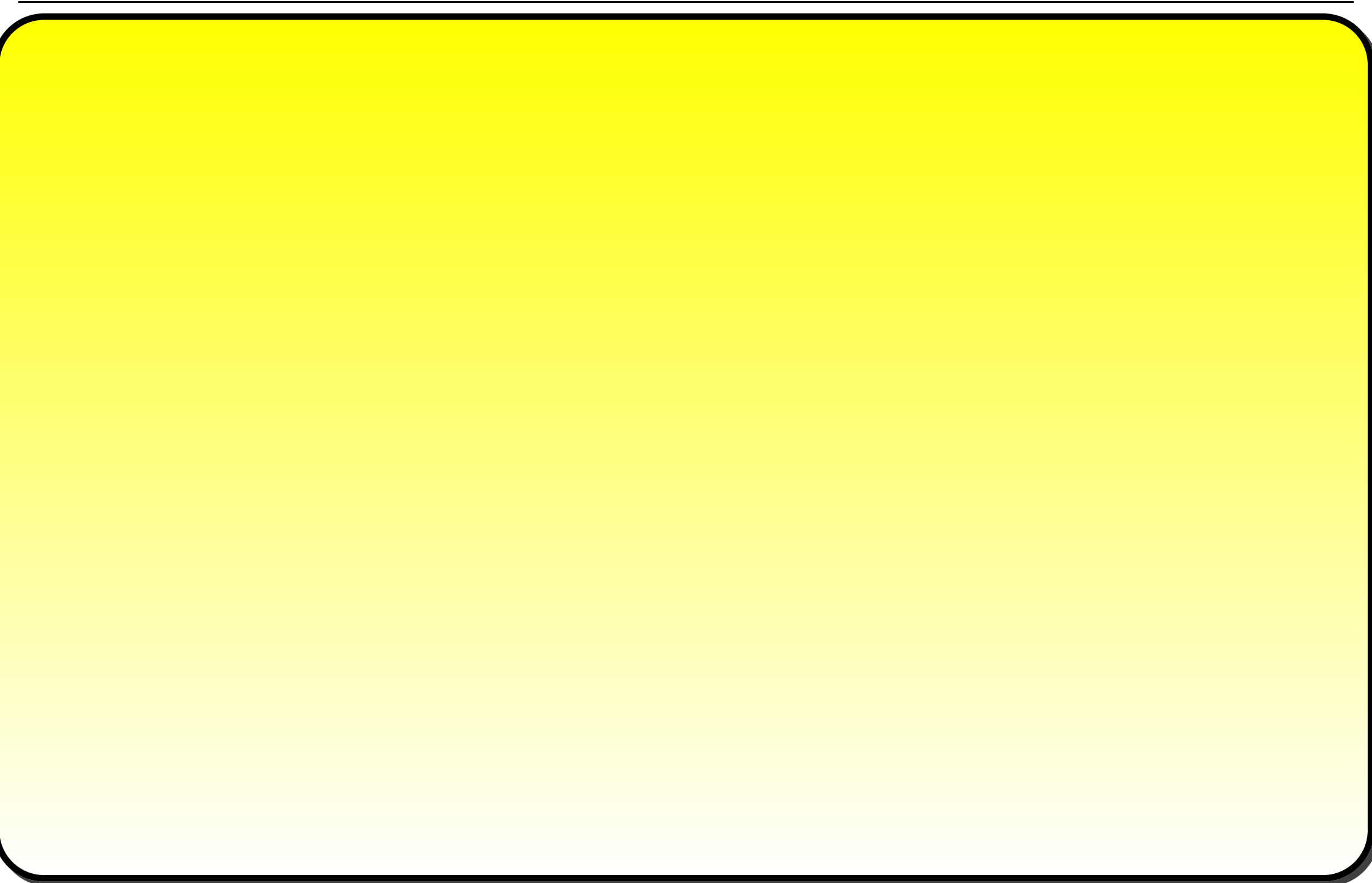


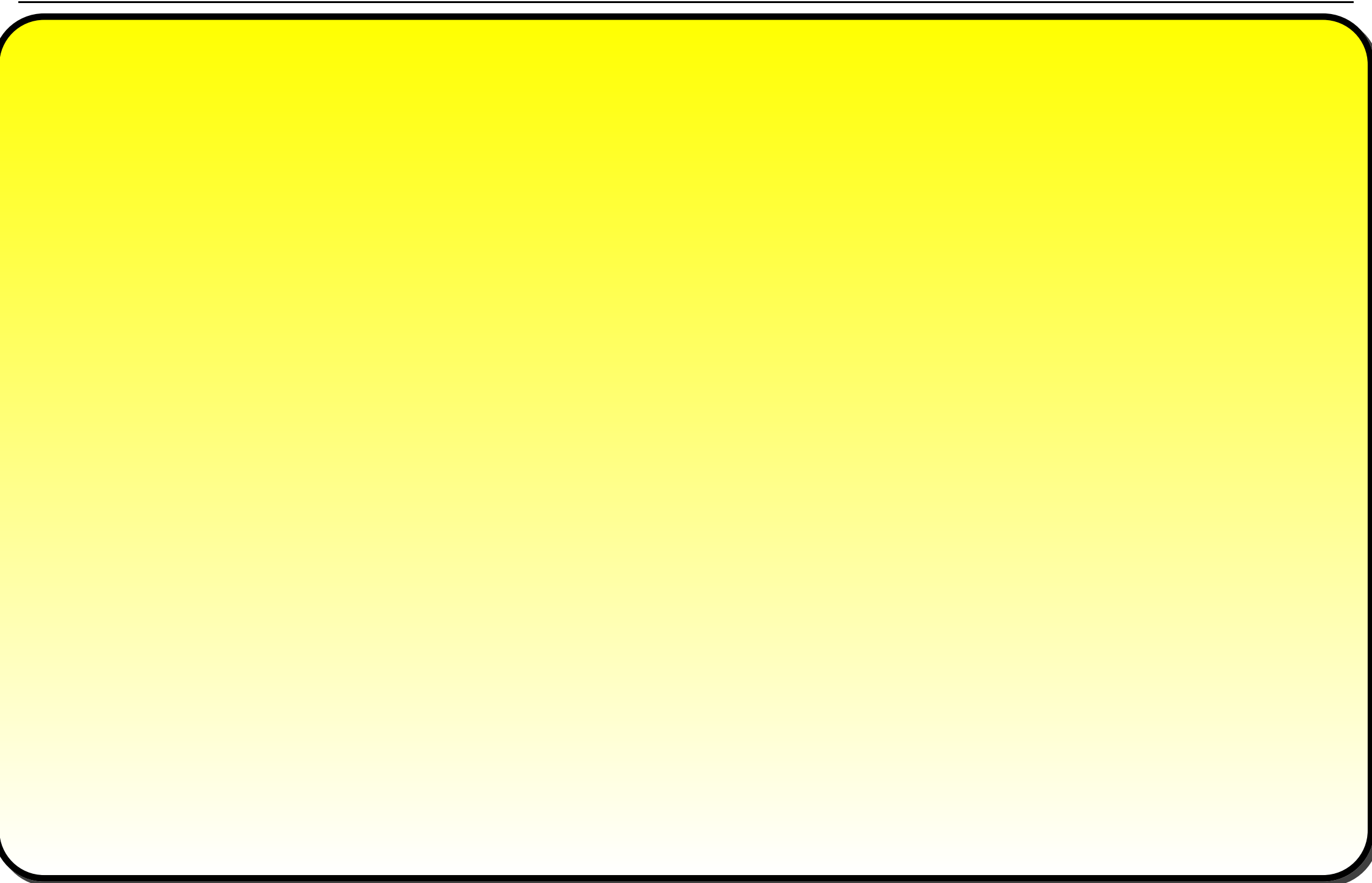






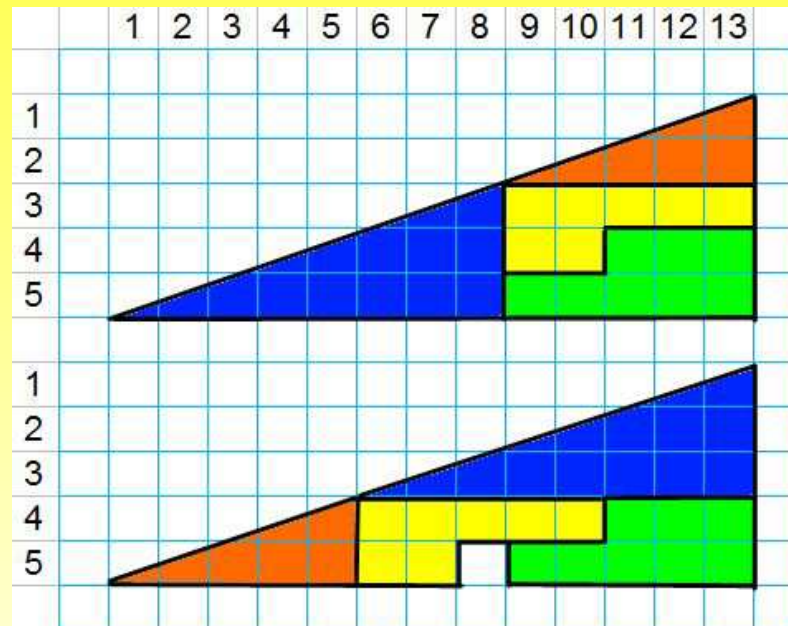


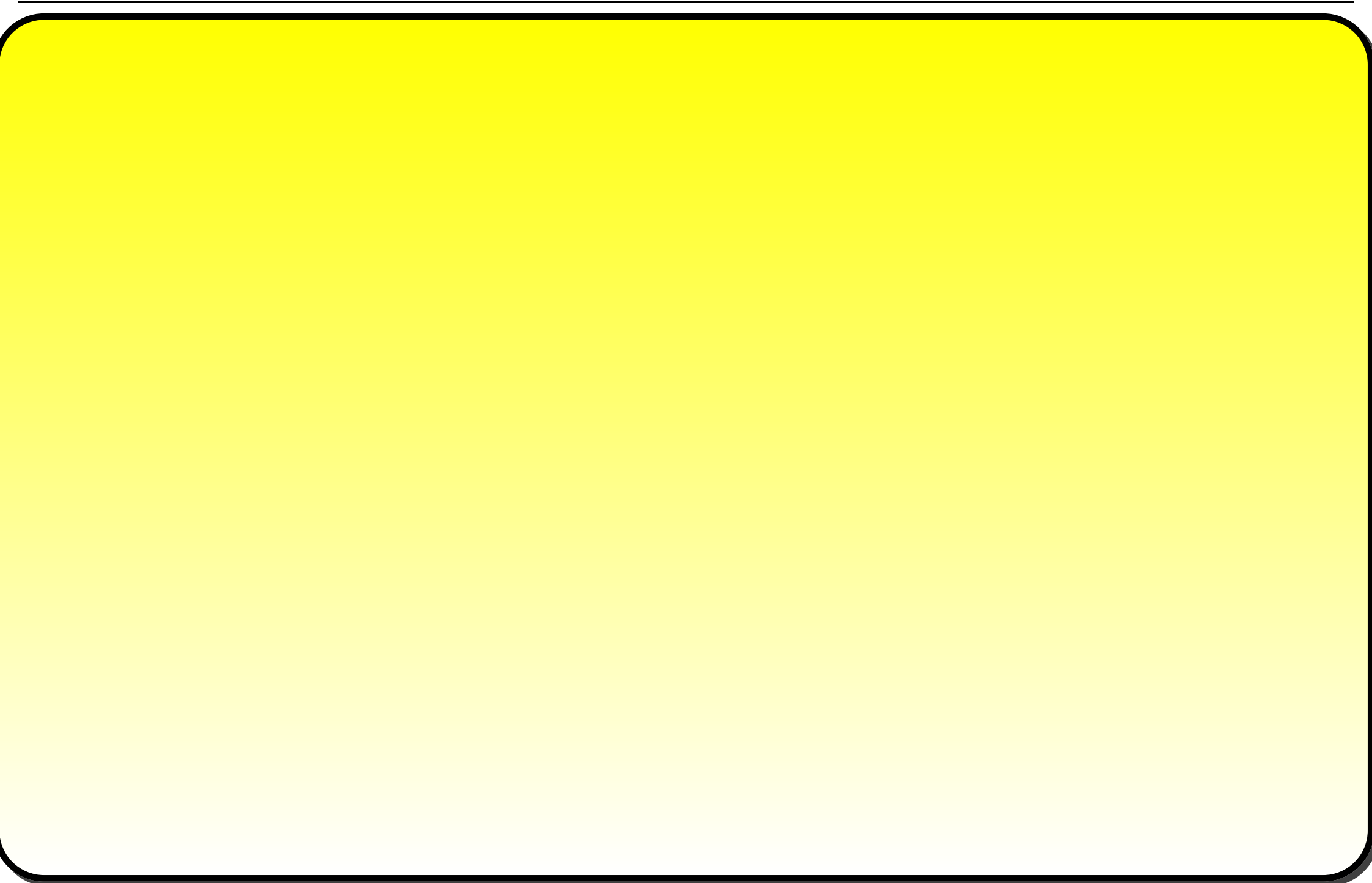


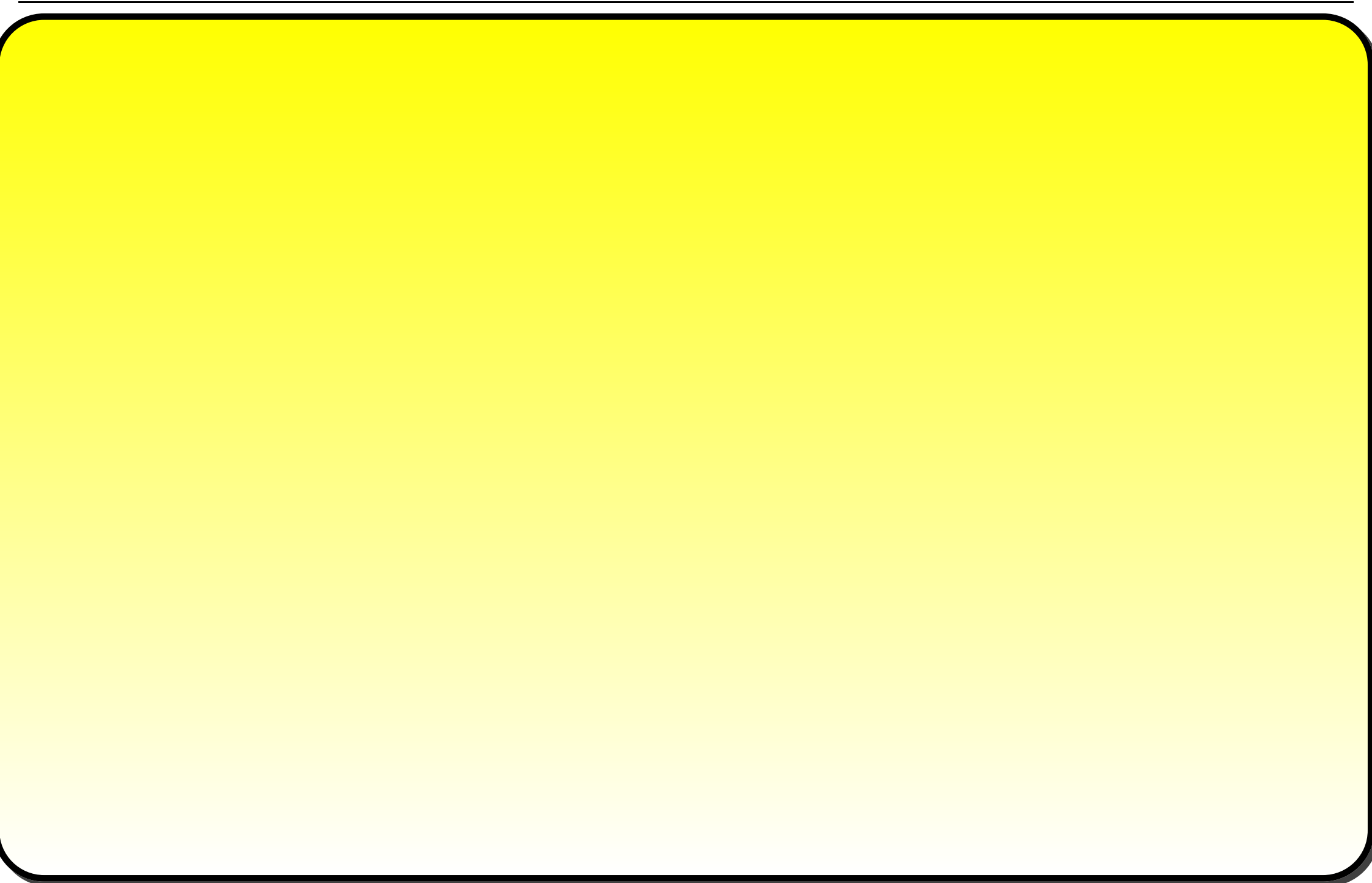


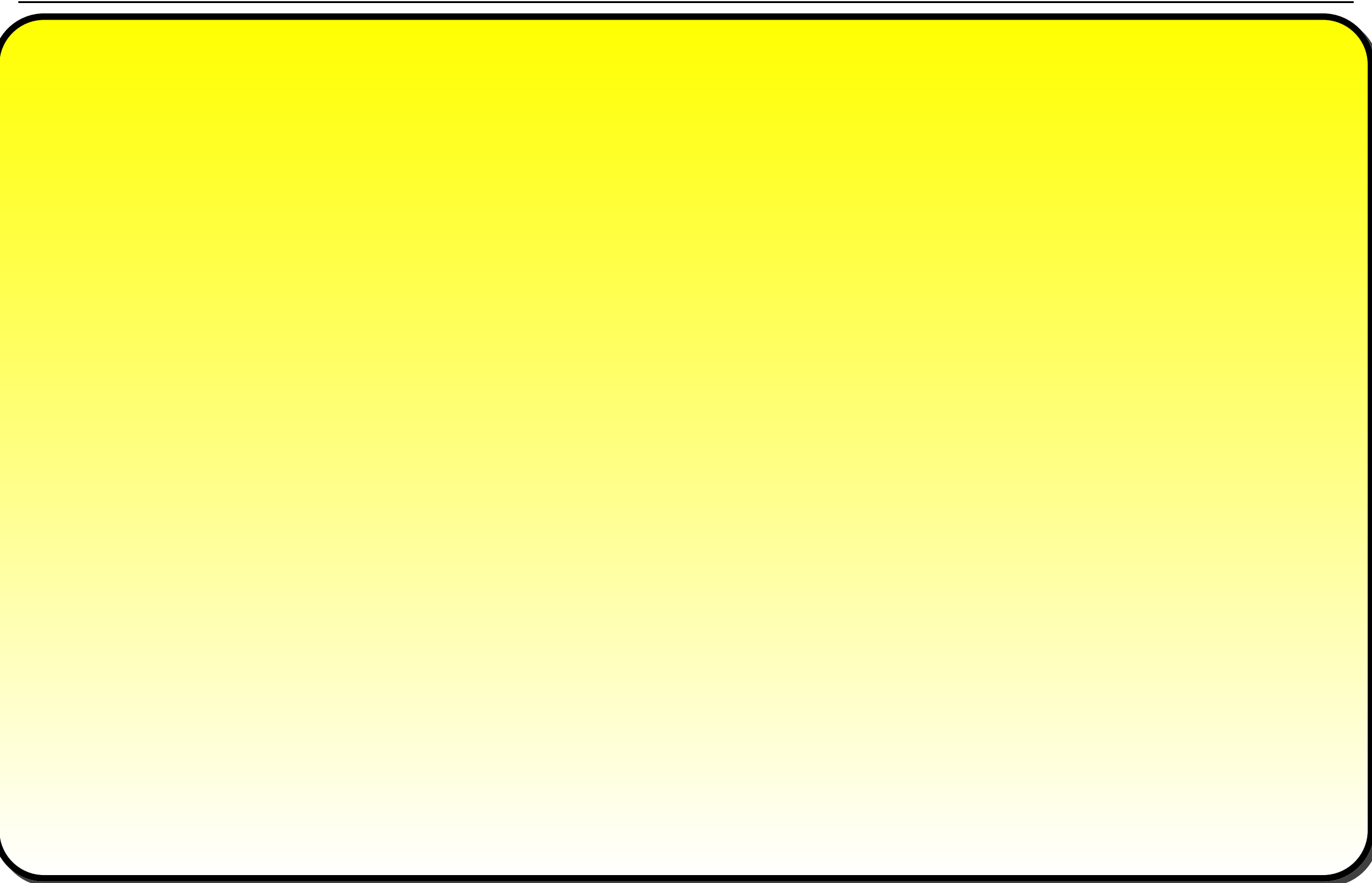
## Noch mehr Quadrate verschwinden

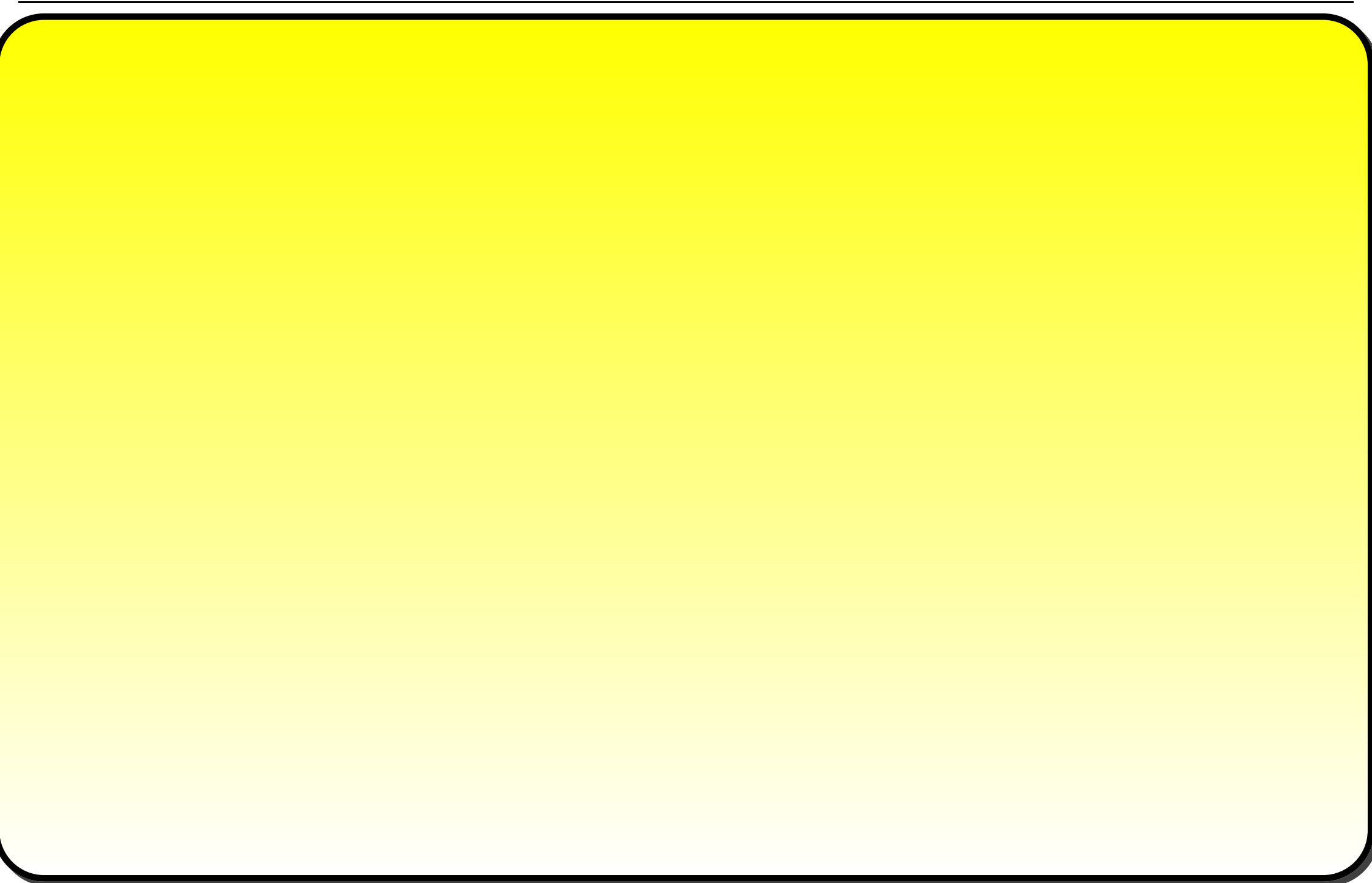
Das folgende Beispiel ist ein berühmter Fall eines **verschwindenden Quadrats**:

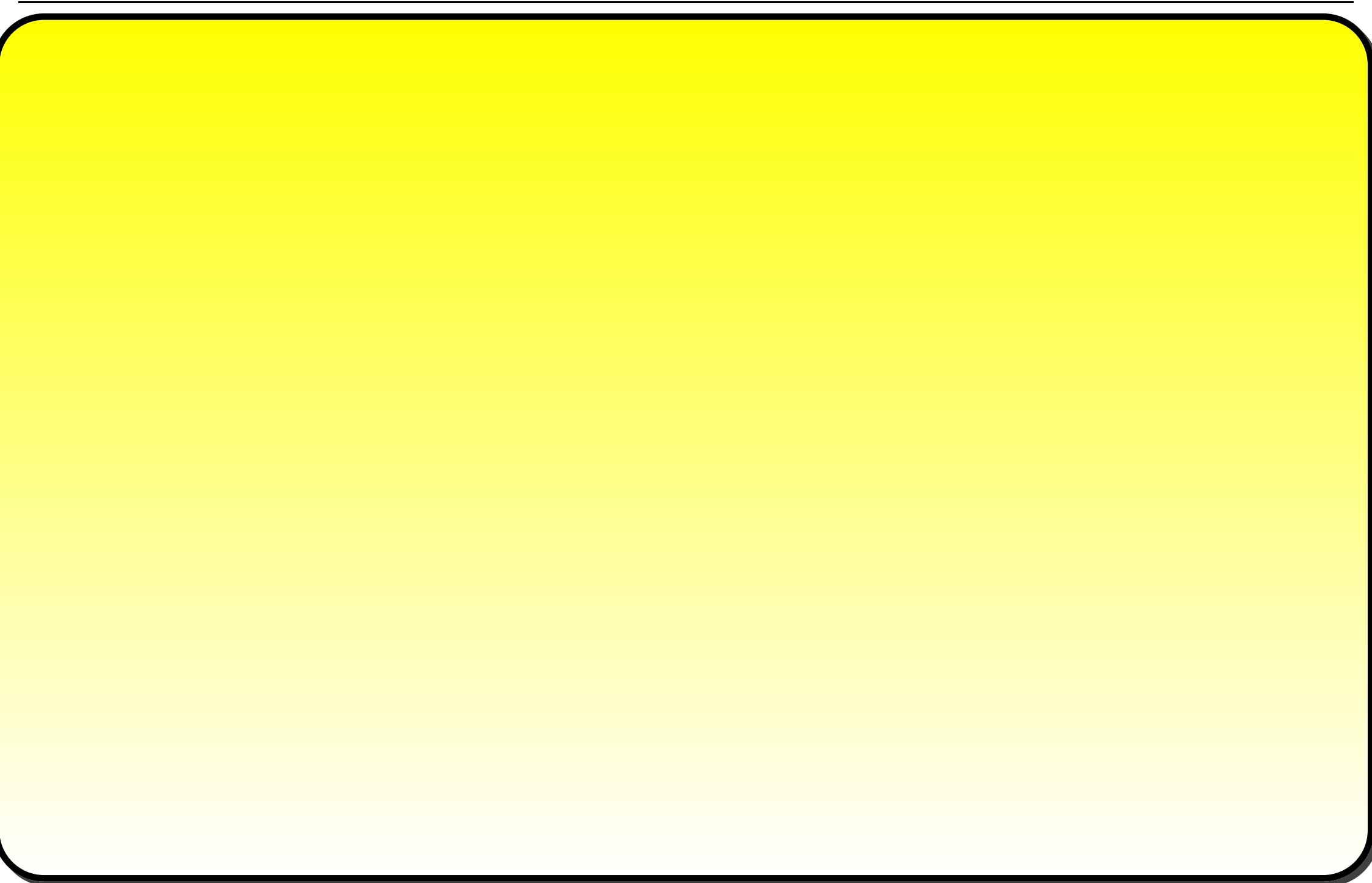


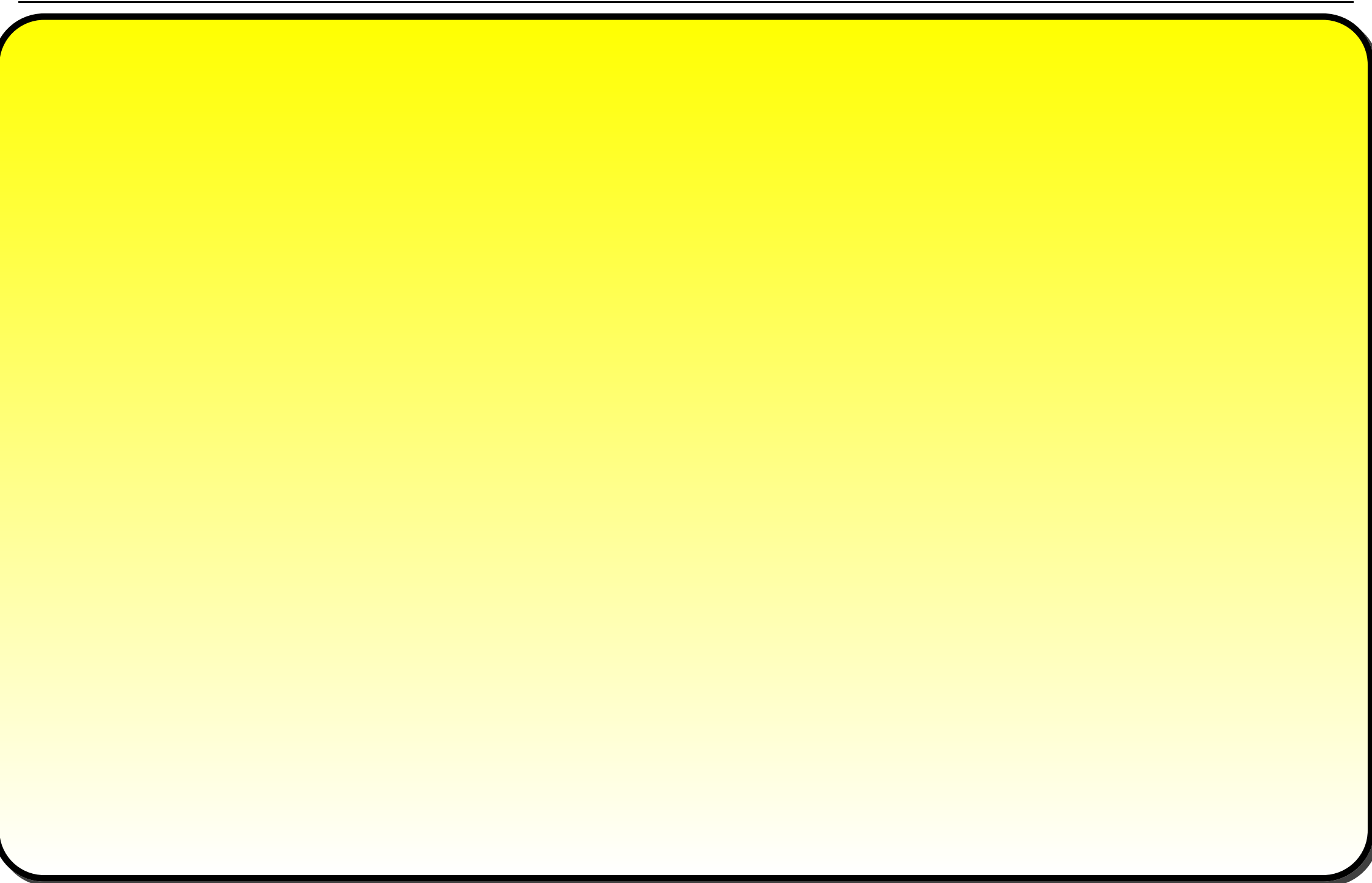


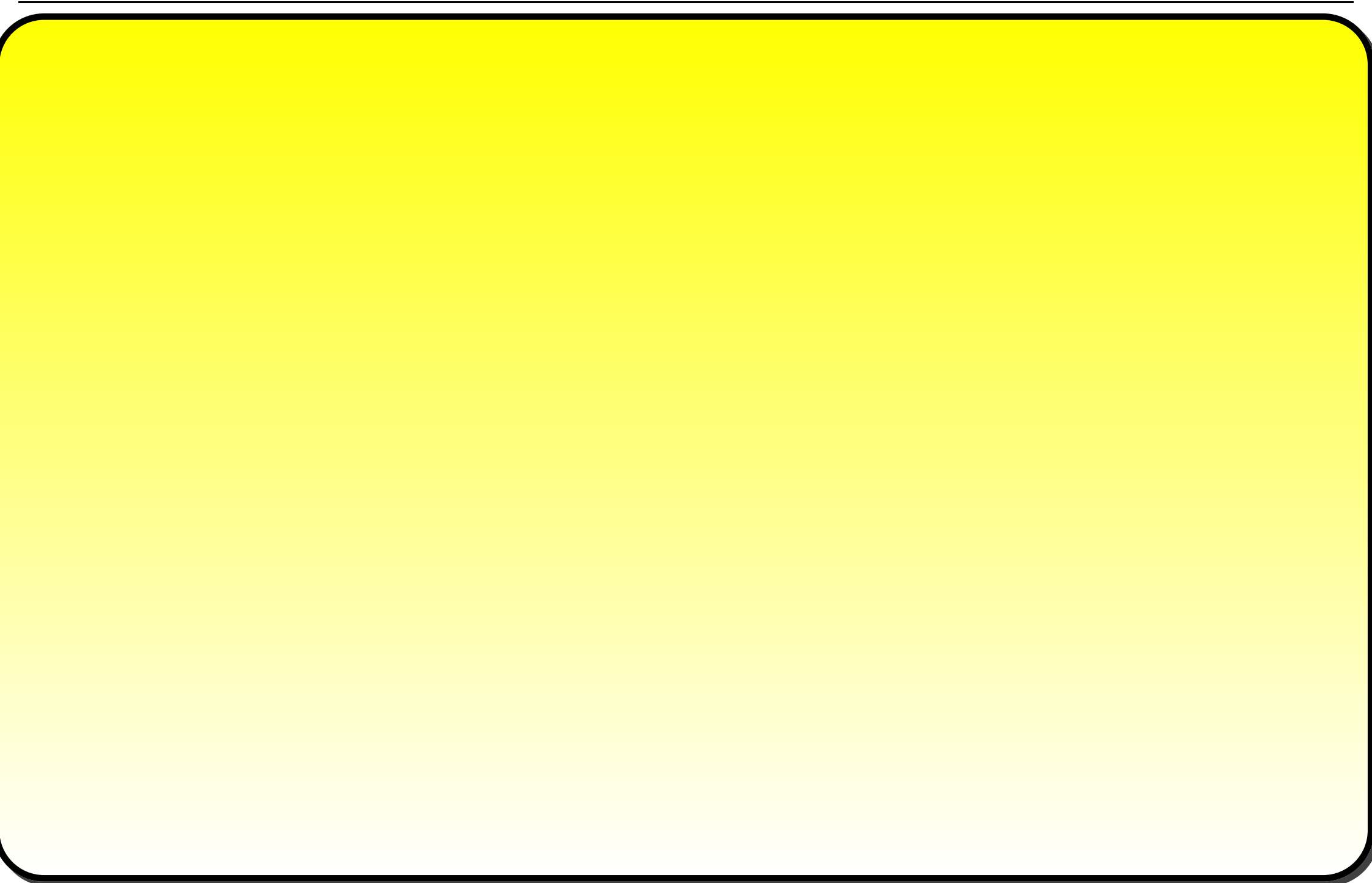


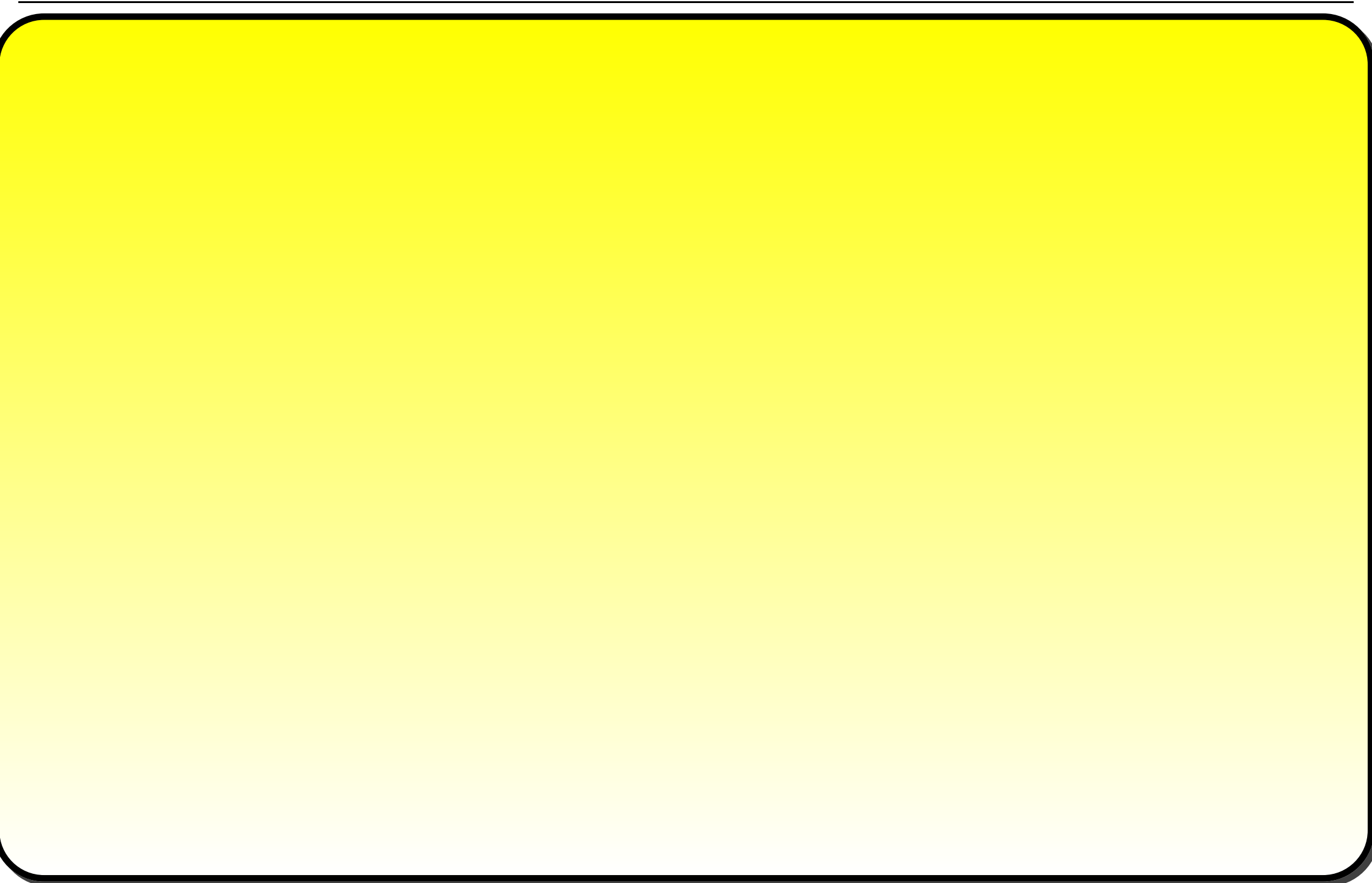


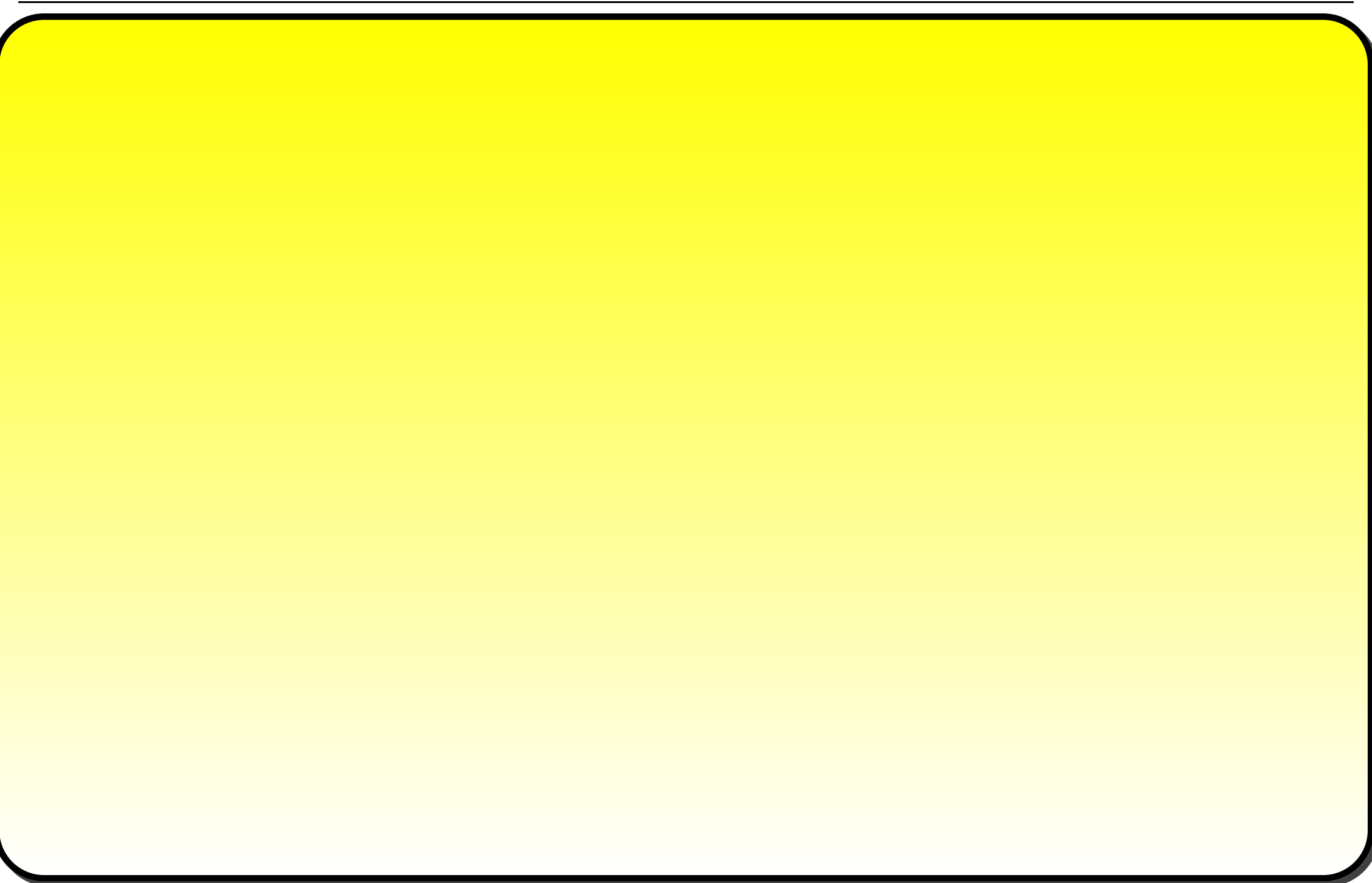


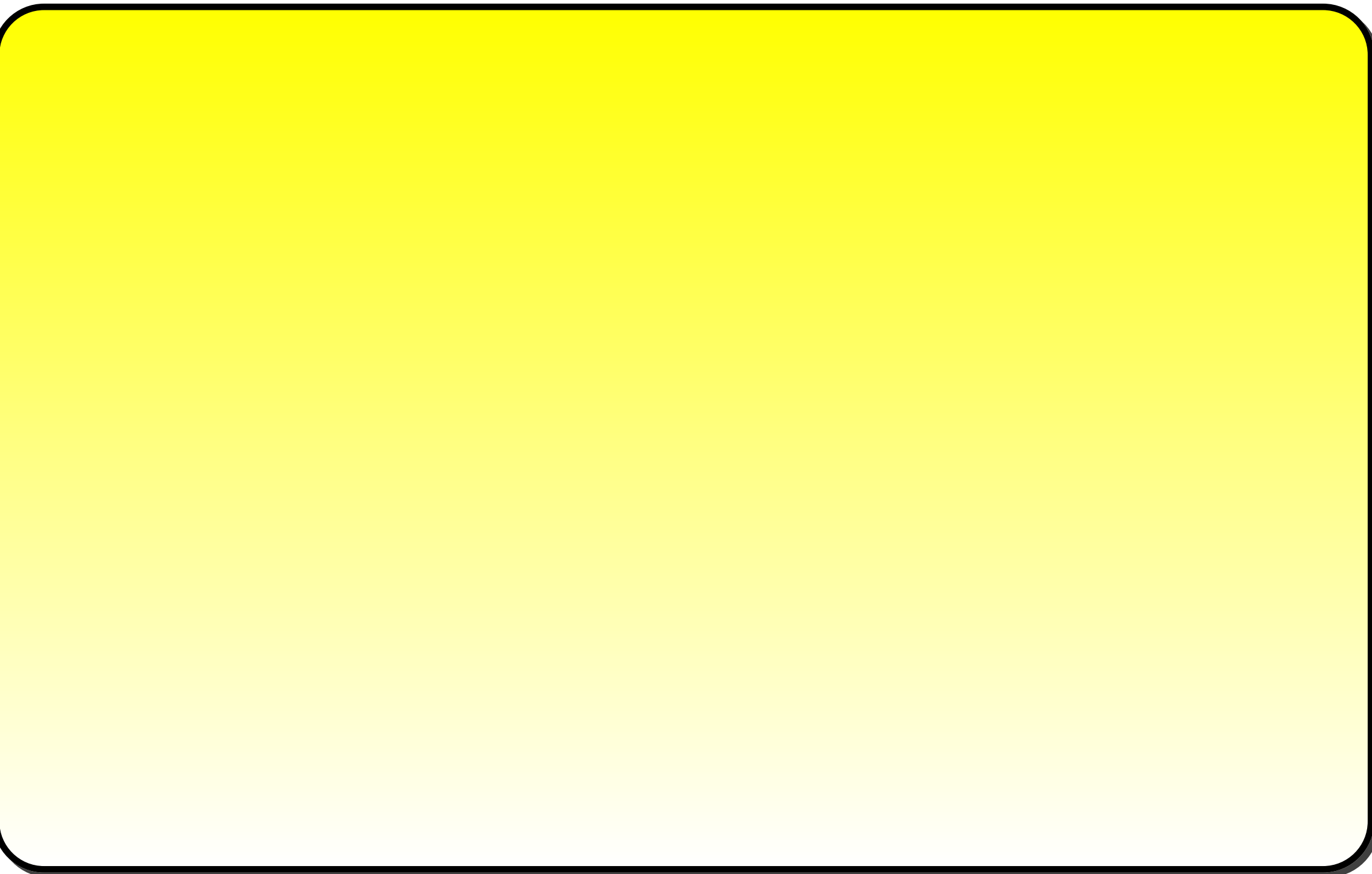


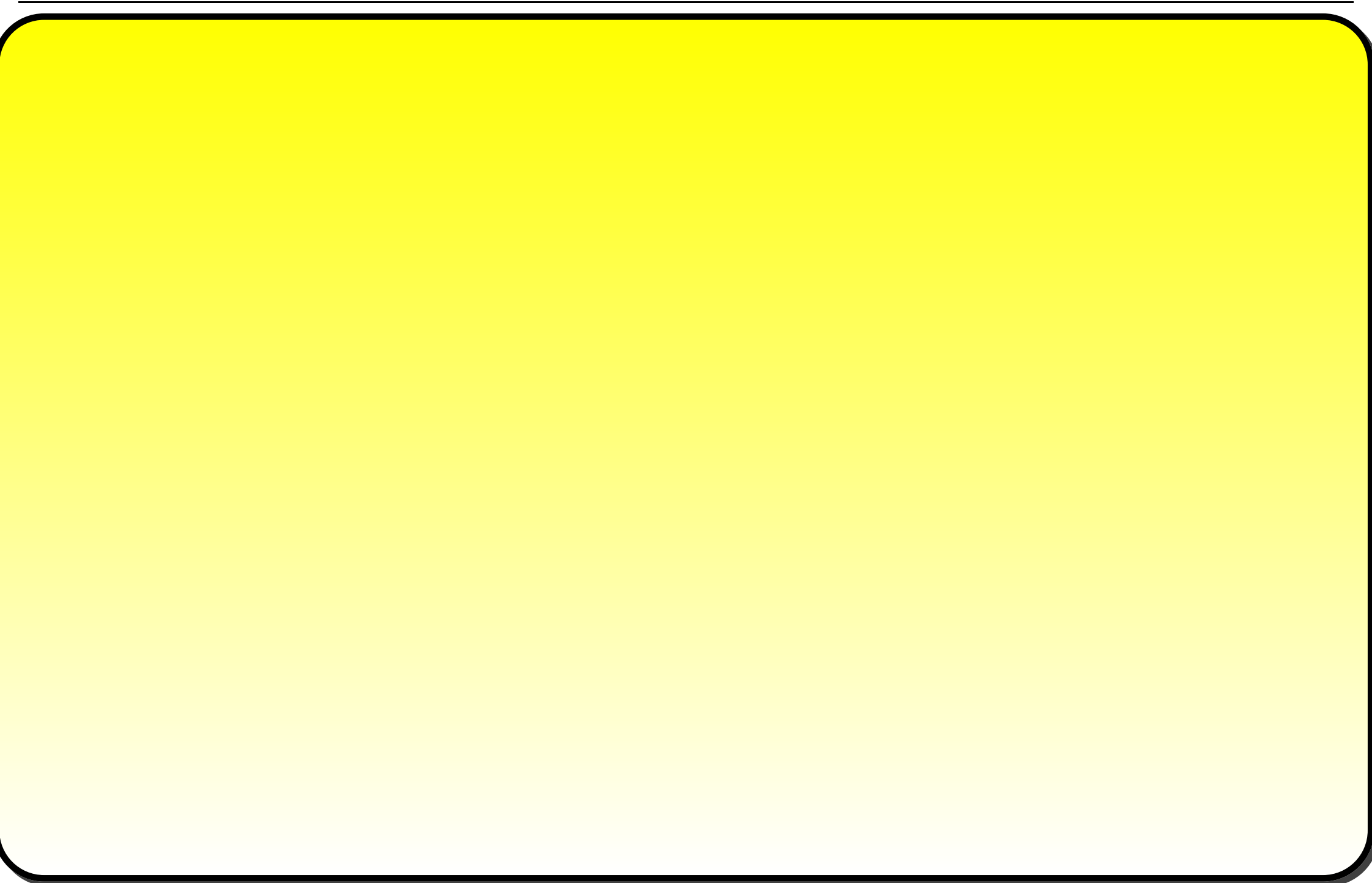


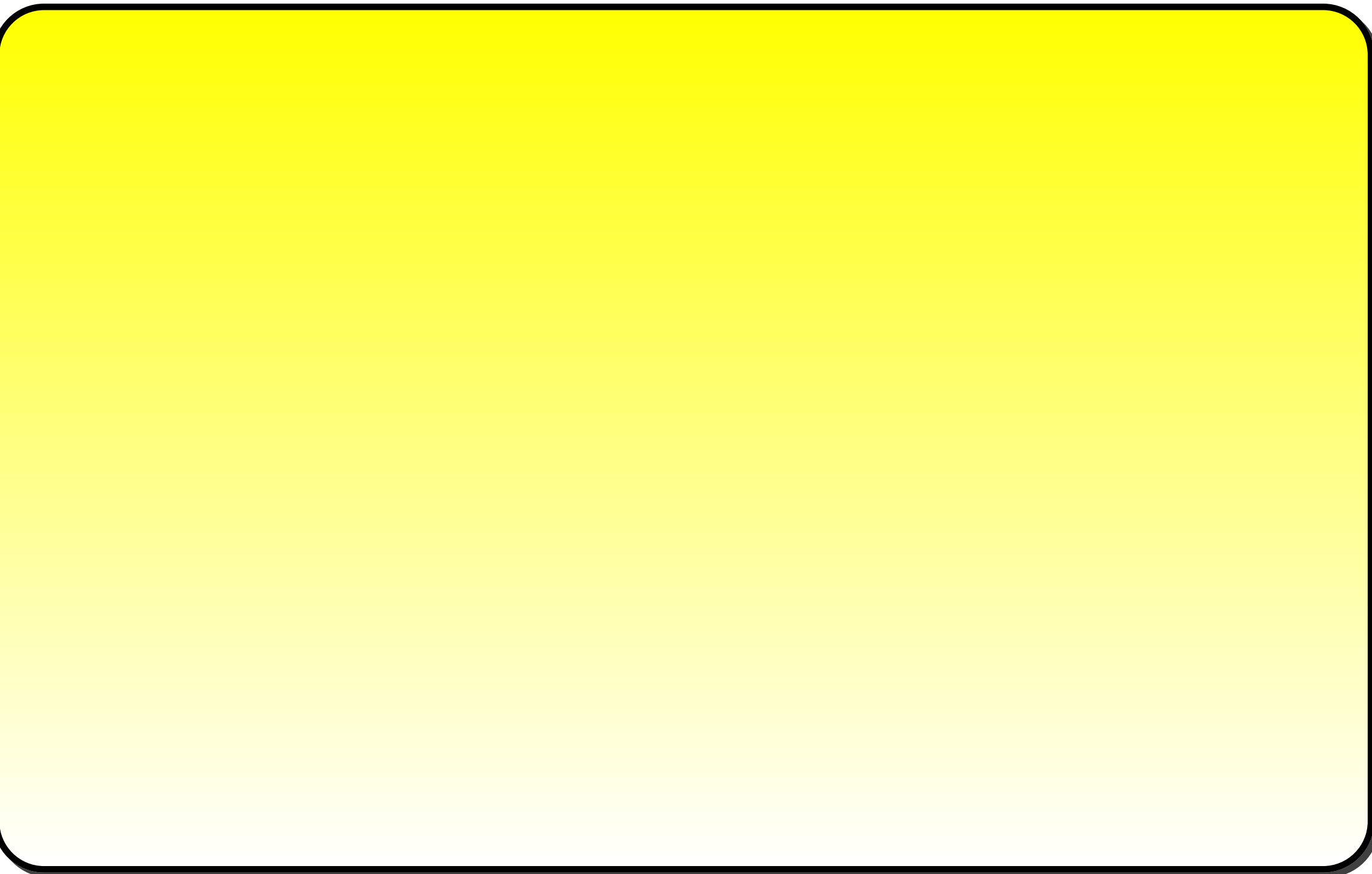


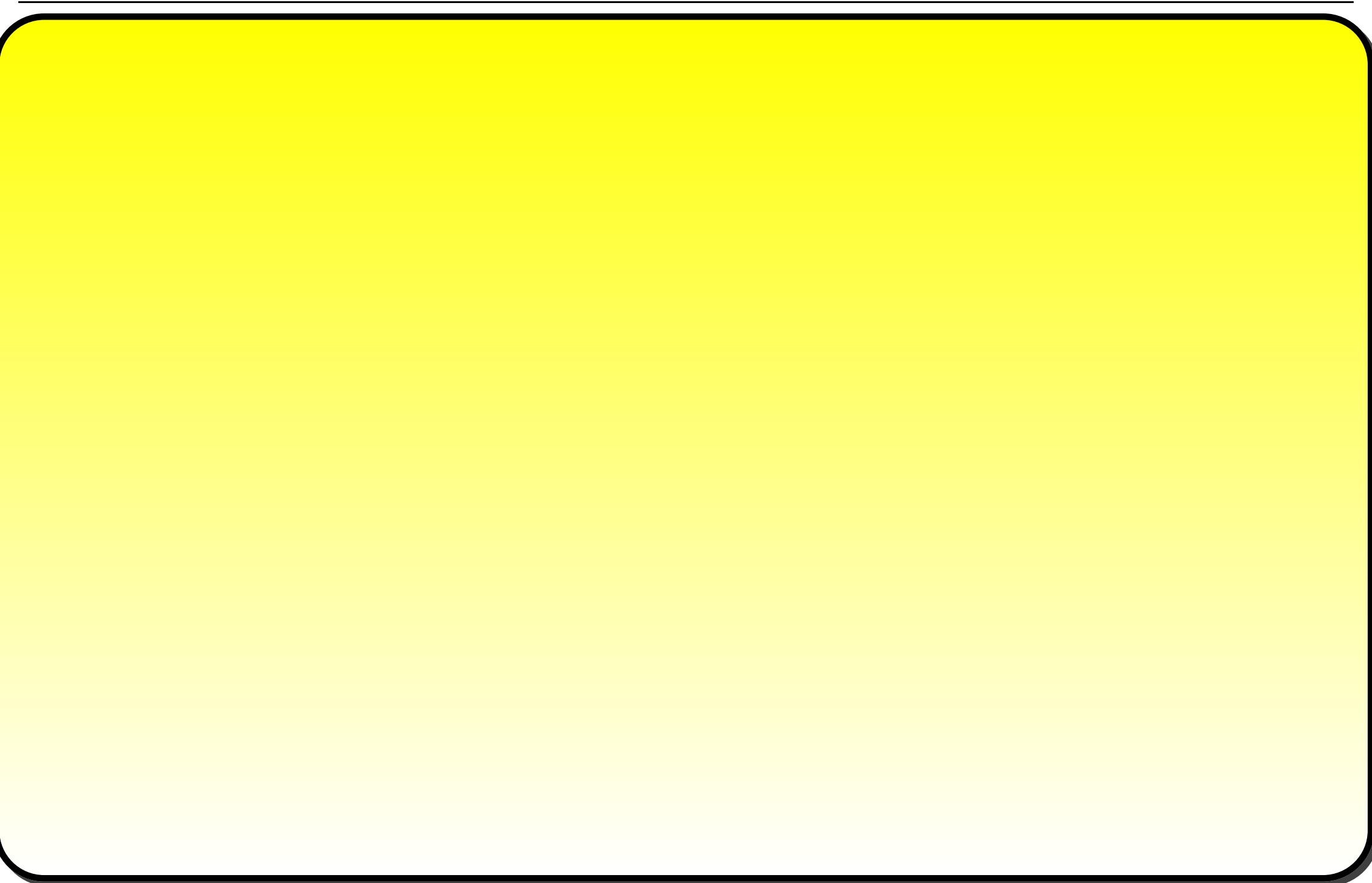


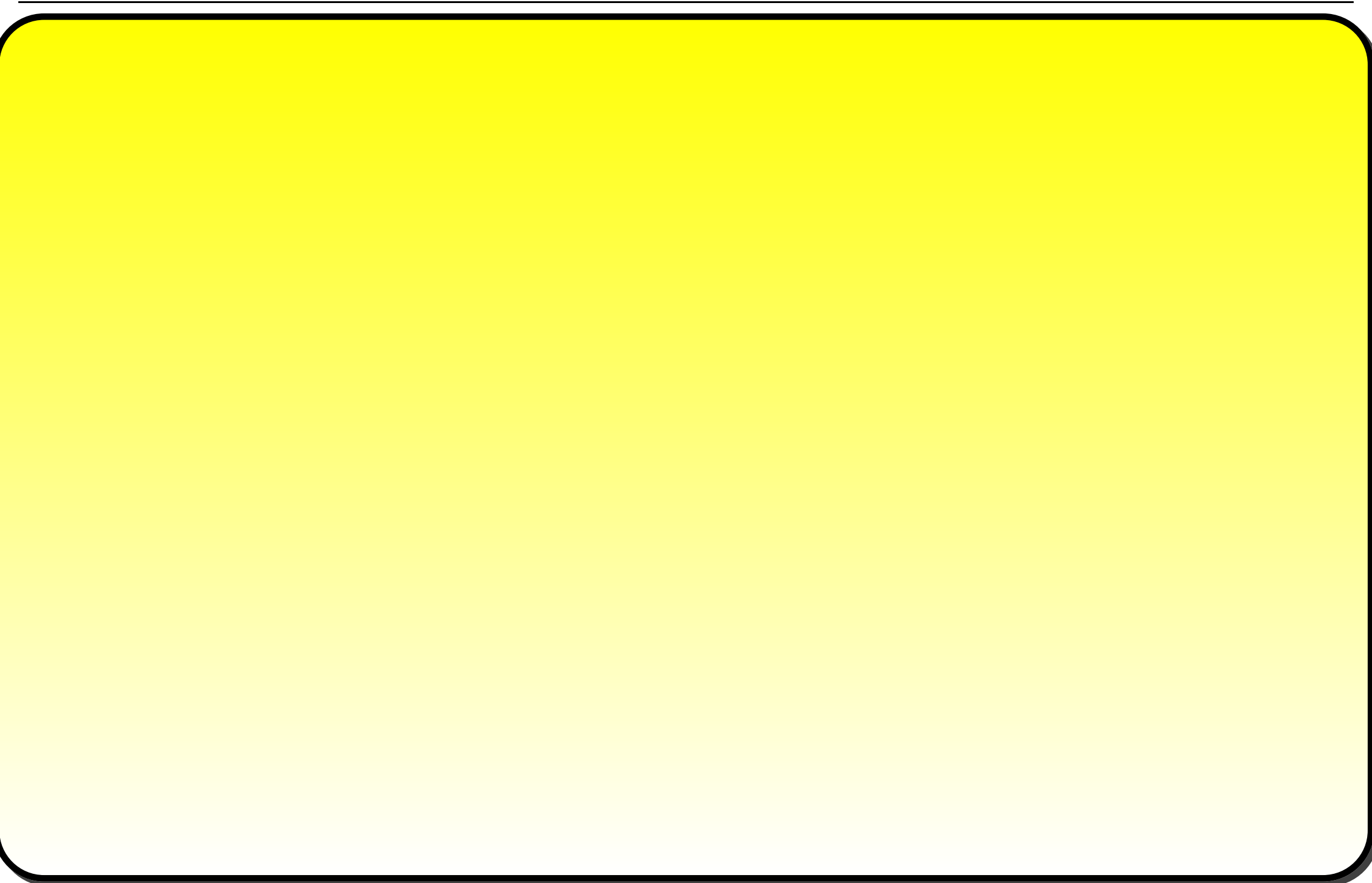


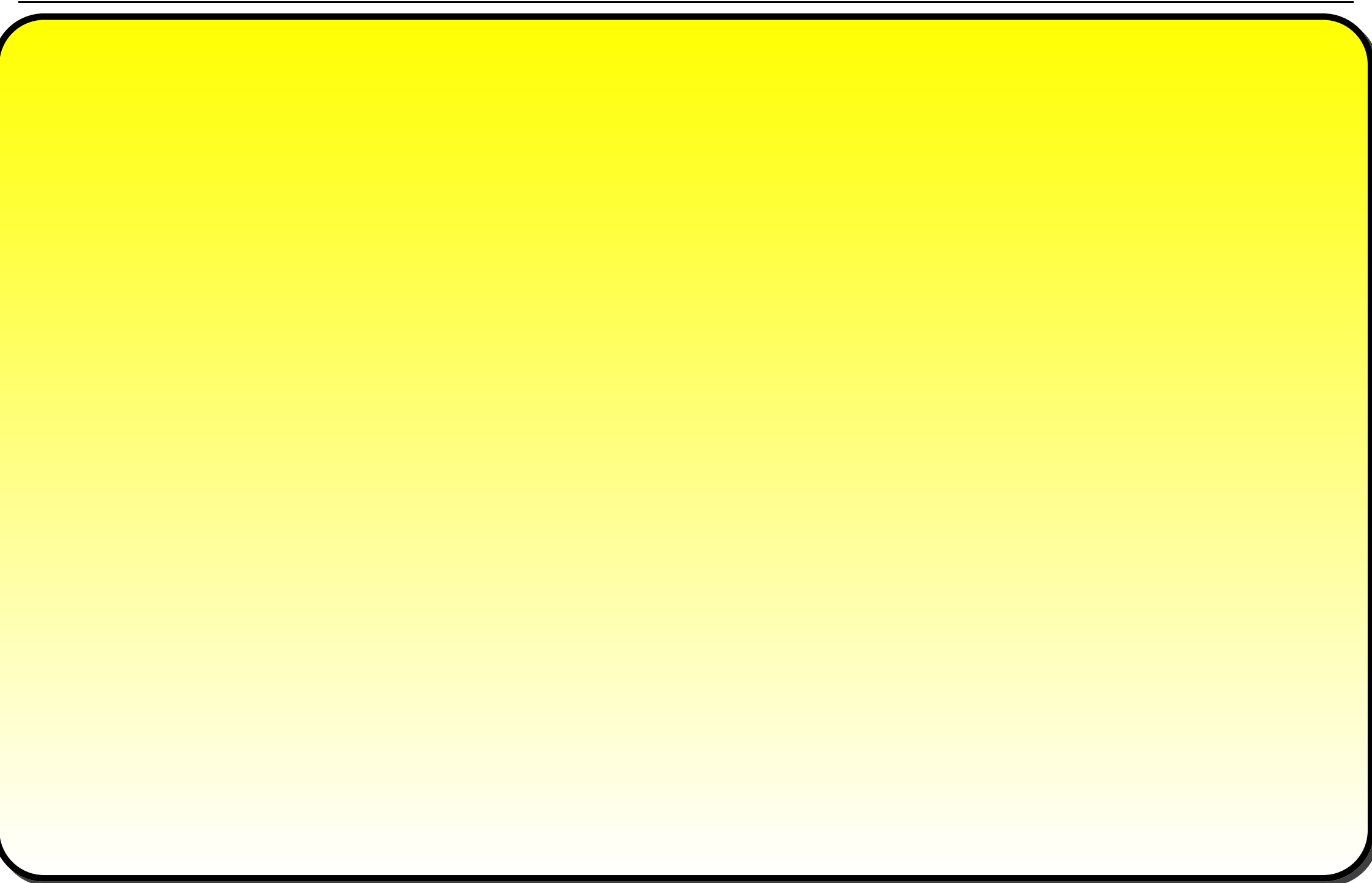


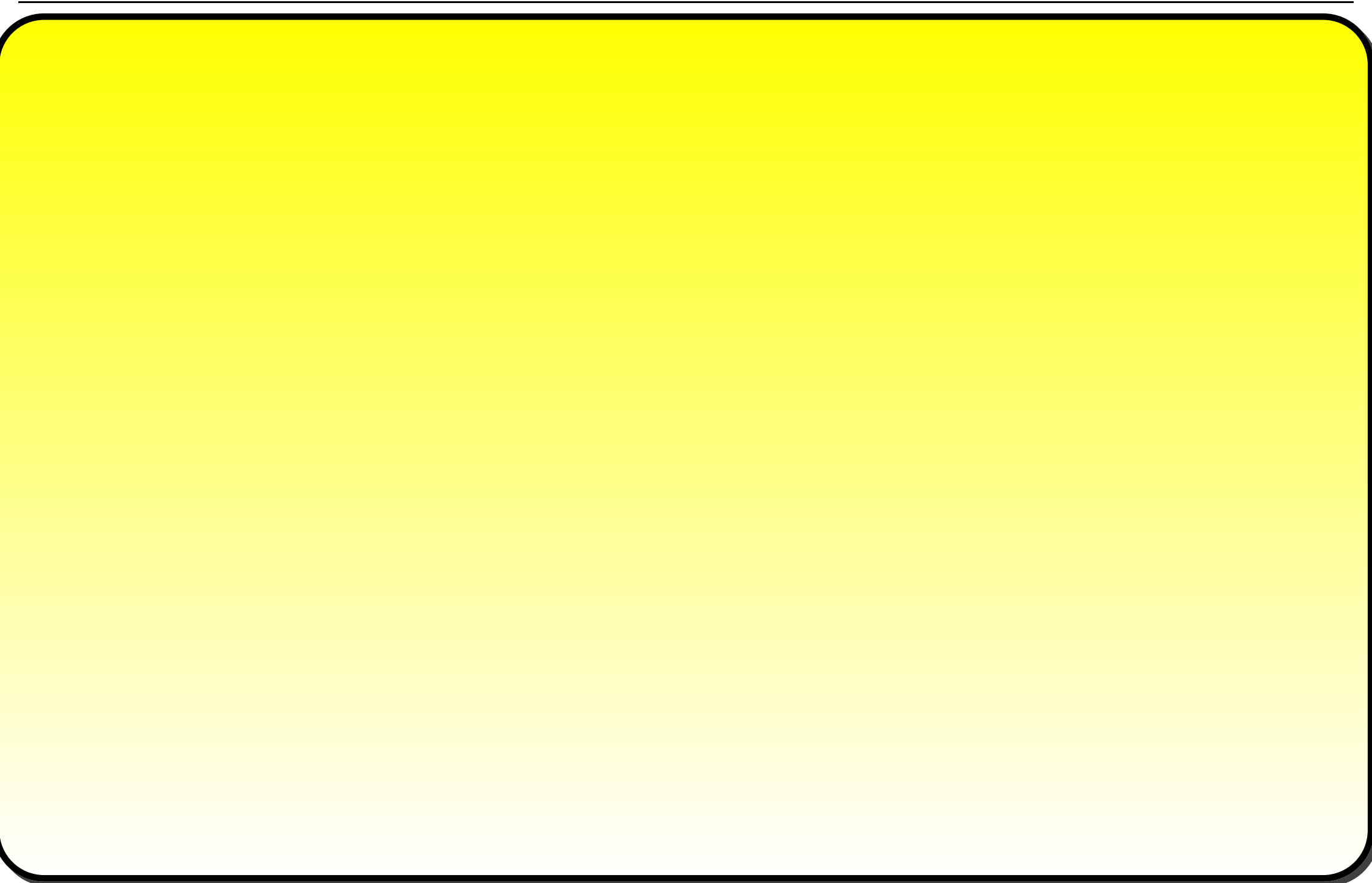


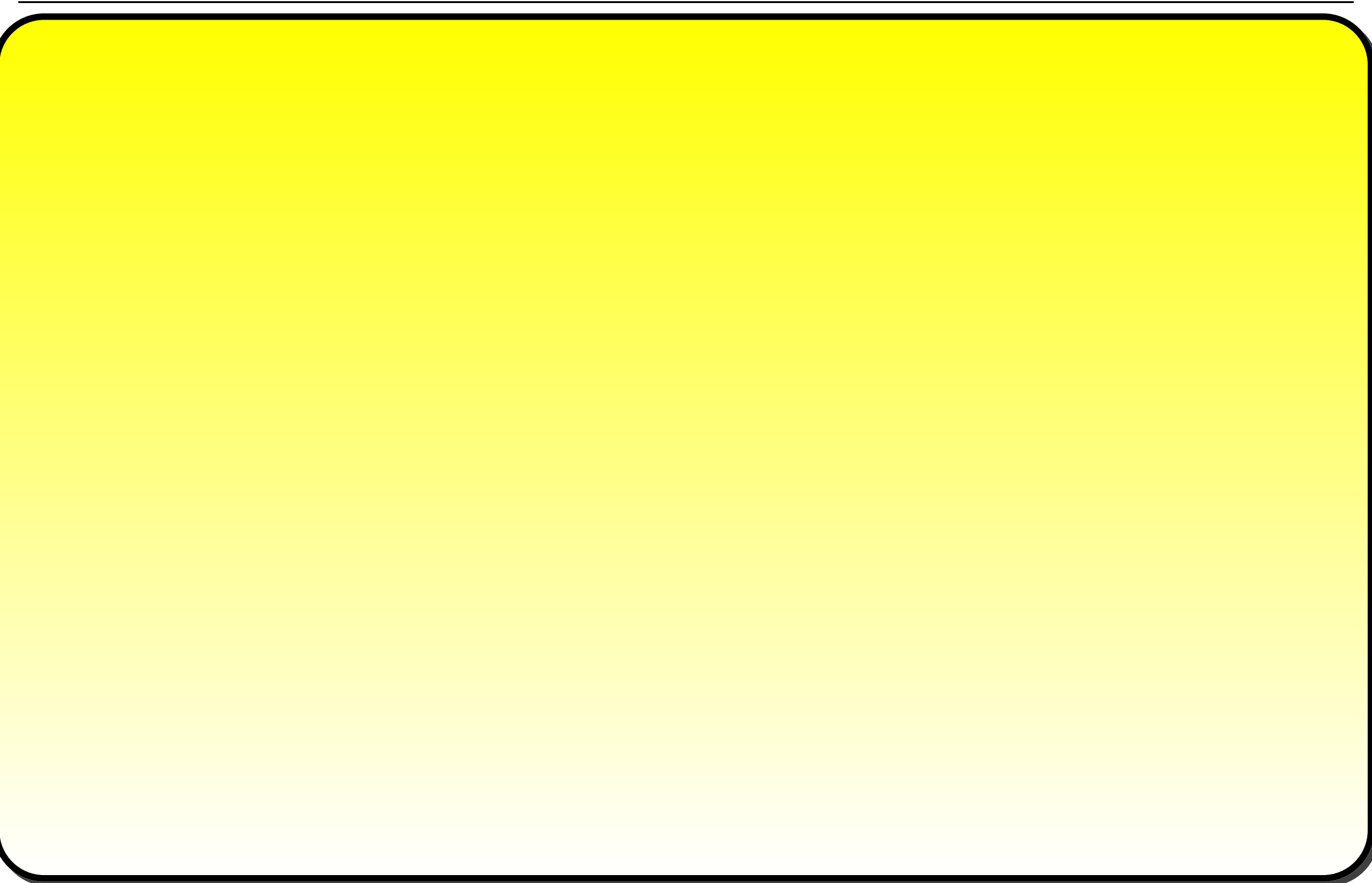


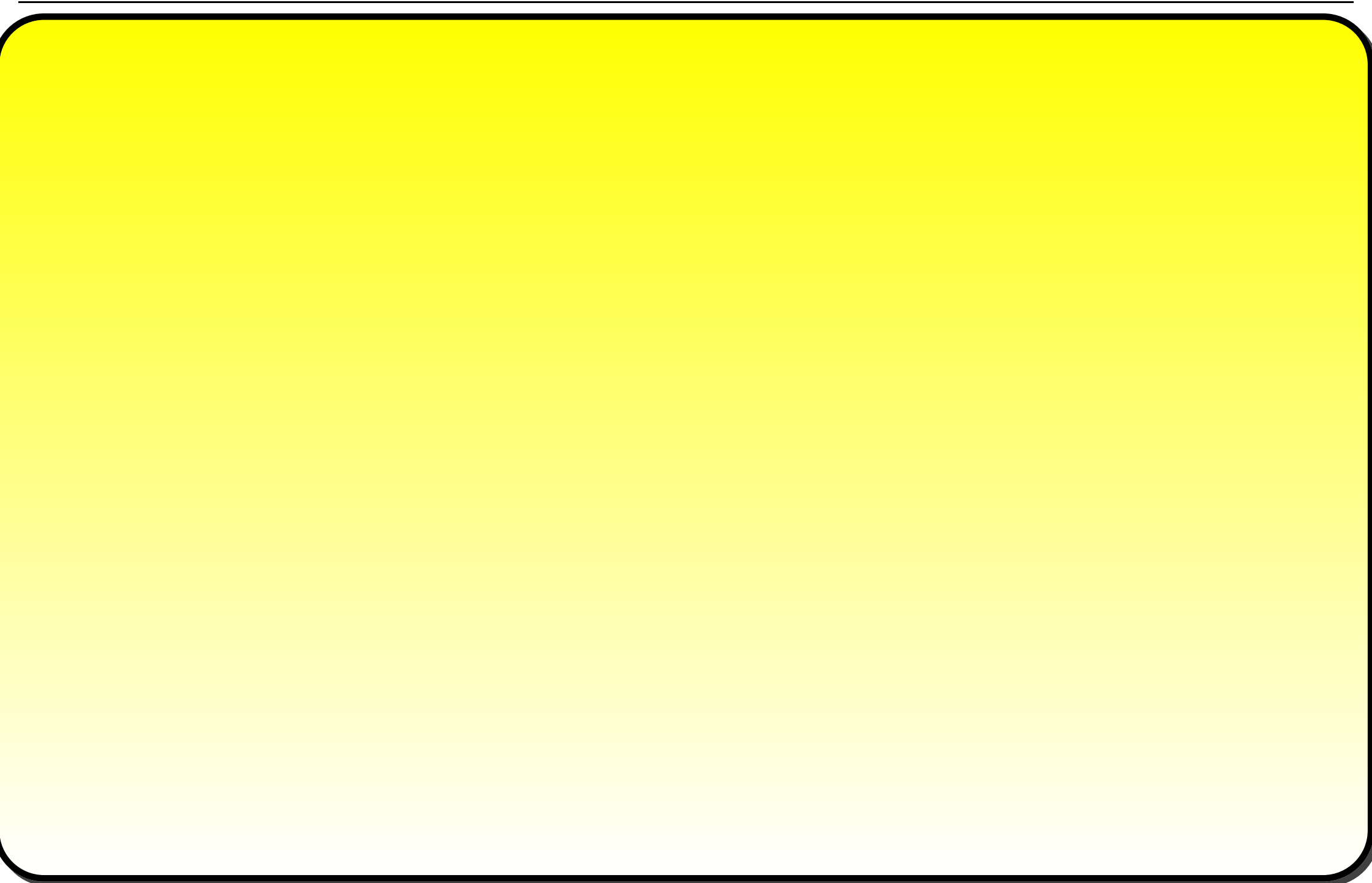


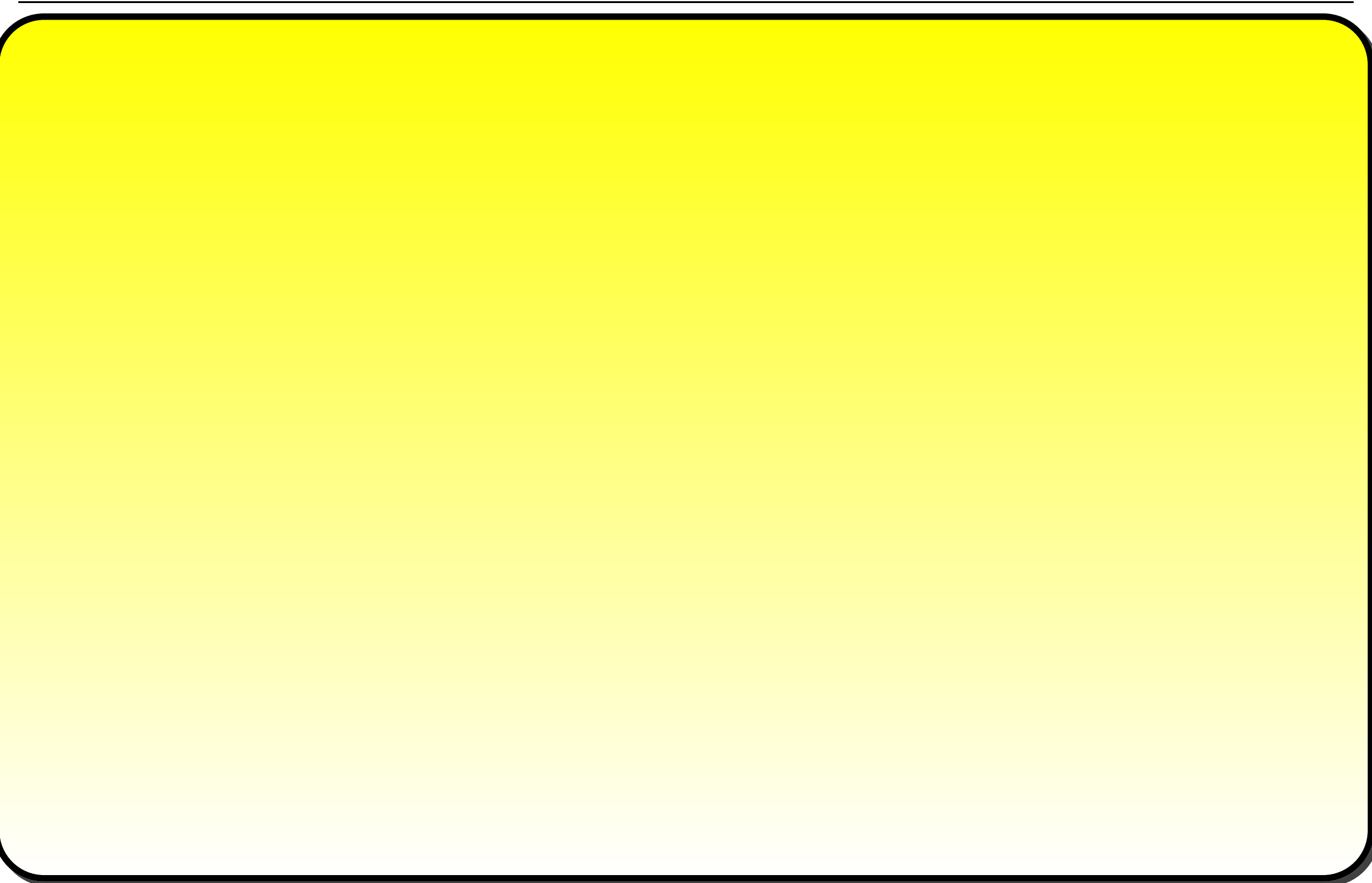


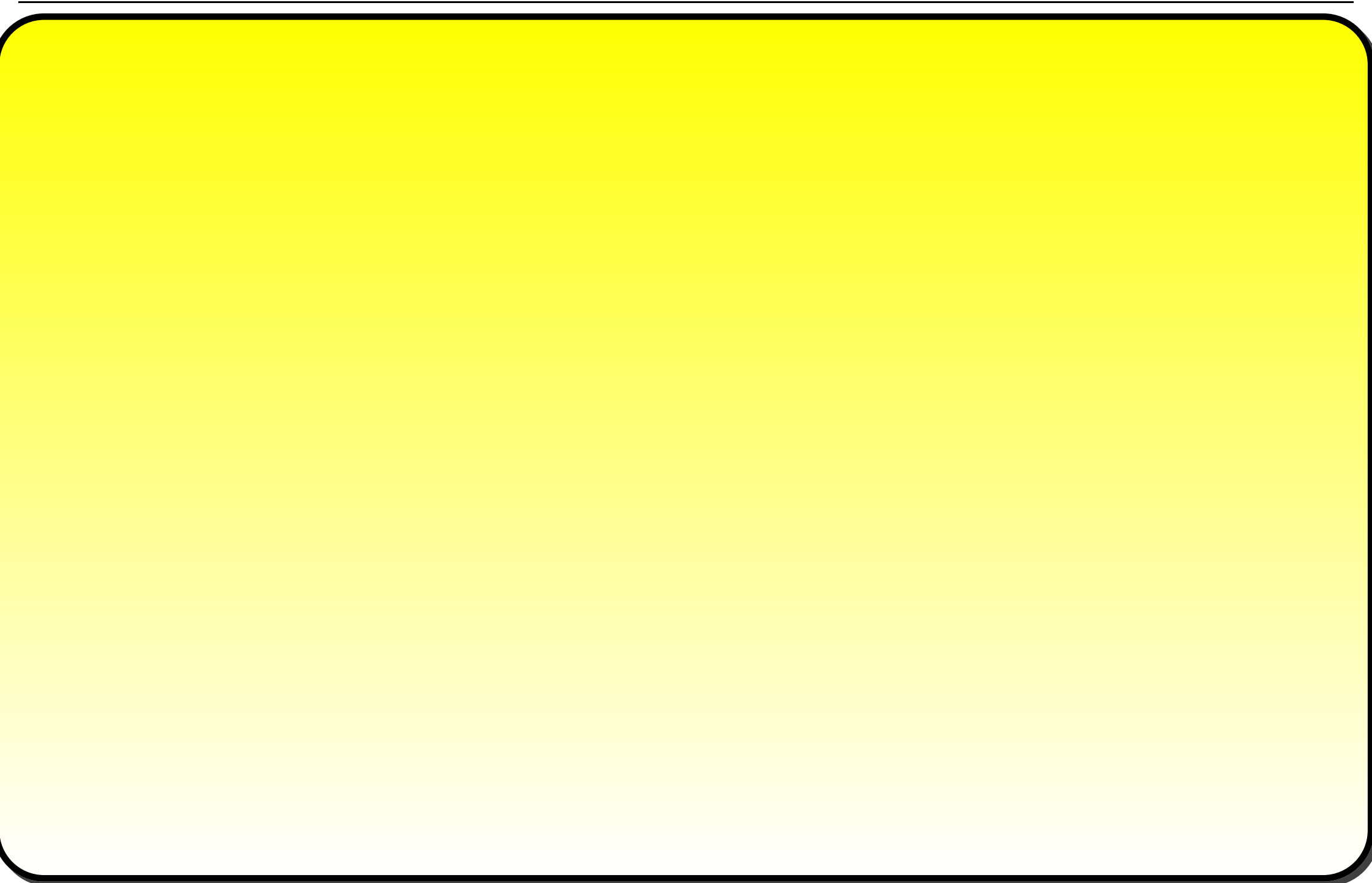










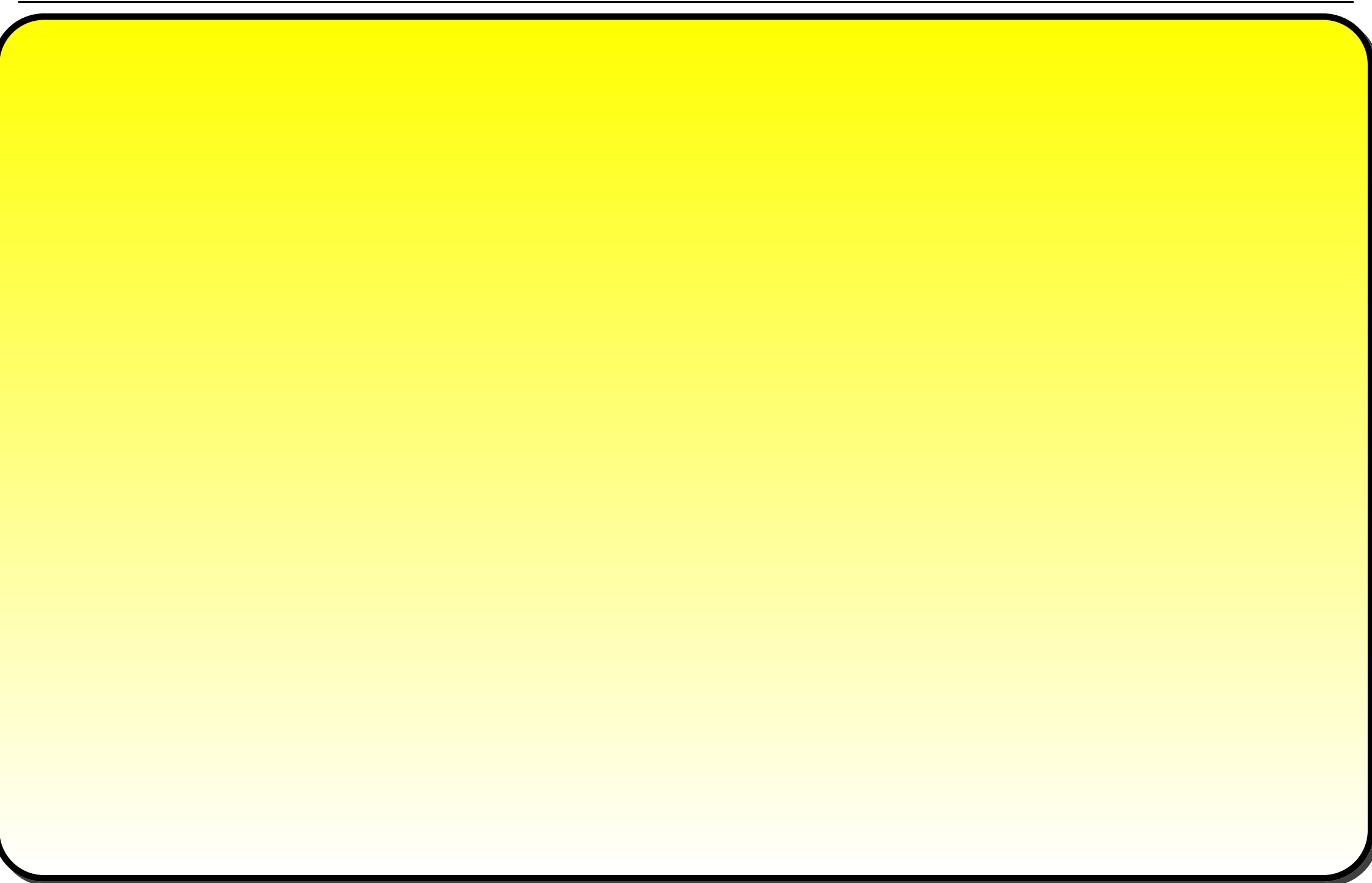


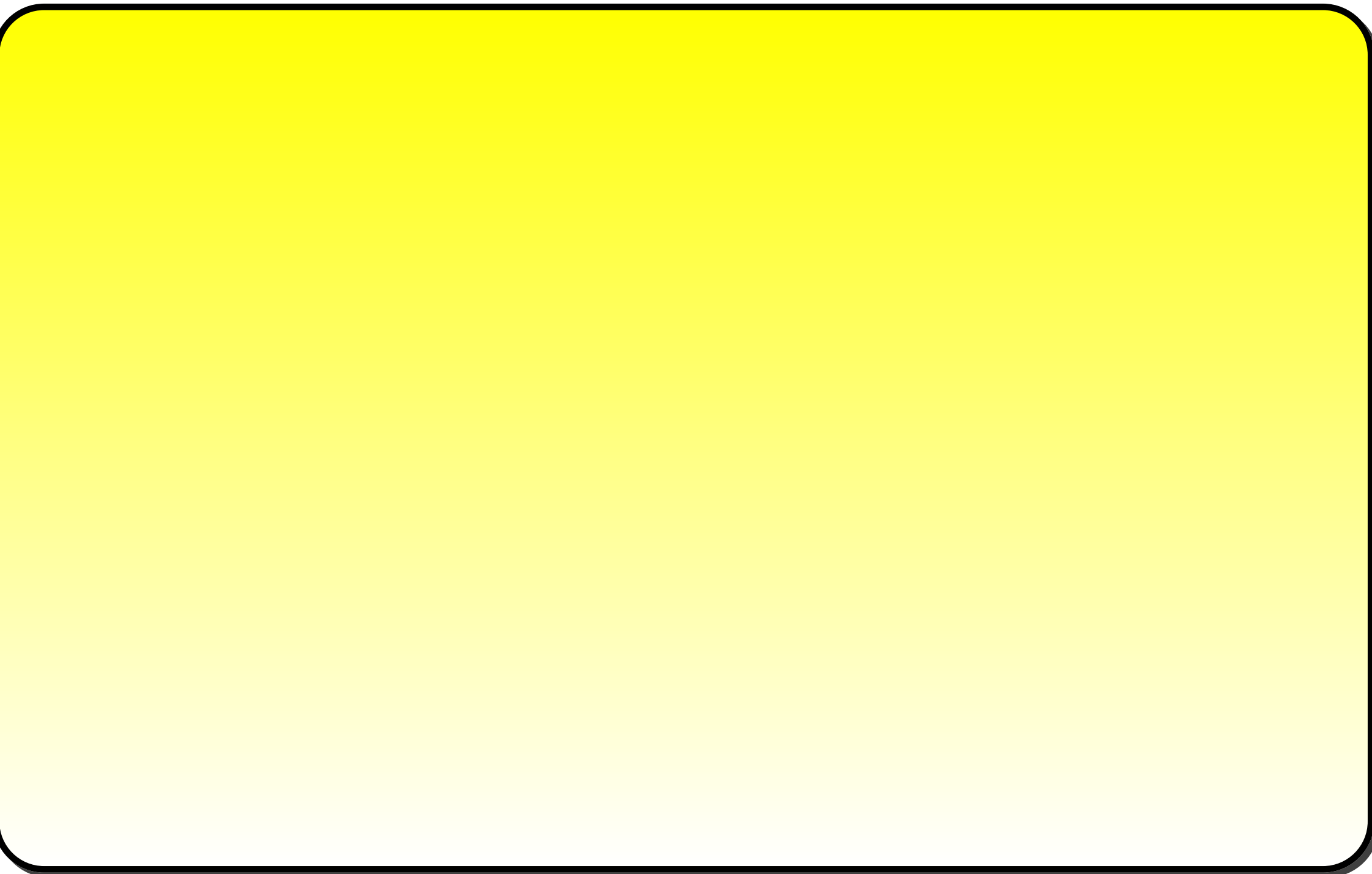
1	3	5	7
9	11	13	15
17	19	21	23
25	27	29	31
33	35	37	39
41	43	45	47
49	51	53	55
57	59	61	63

2	3	6	7
10	11	14	15
18	19	22	23
26	27	30	31
34	35	38	39
42	43	46	47
50	51	54	55
58	59	62	63

4	5	6	7
12	13	14	15
20	21	22	23
28	29	30	31
36	37	38	39
44	45	46	47
52	53	54	55
60	61	62	63

Zahlen mit 1 und der Einer-, Zweier und Viererstelle in der Darstellung im Binärsystem





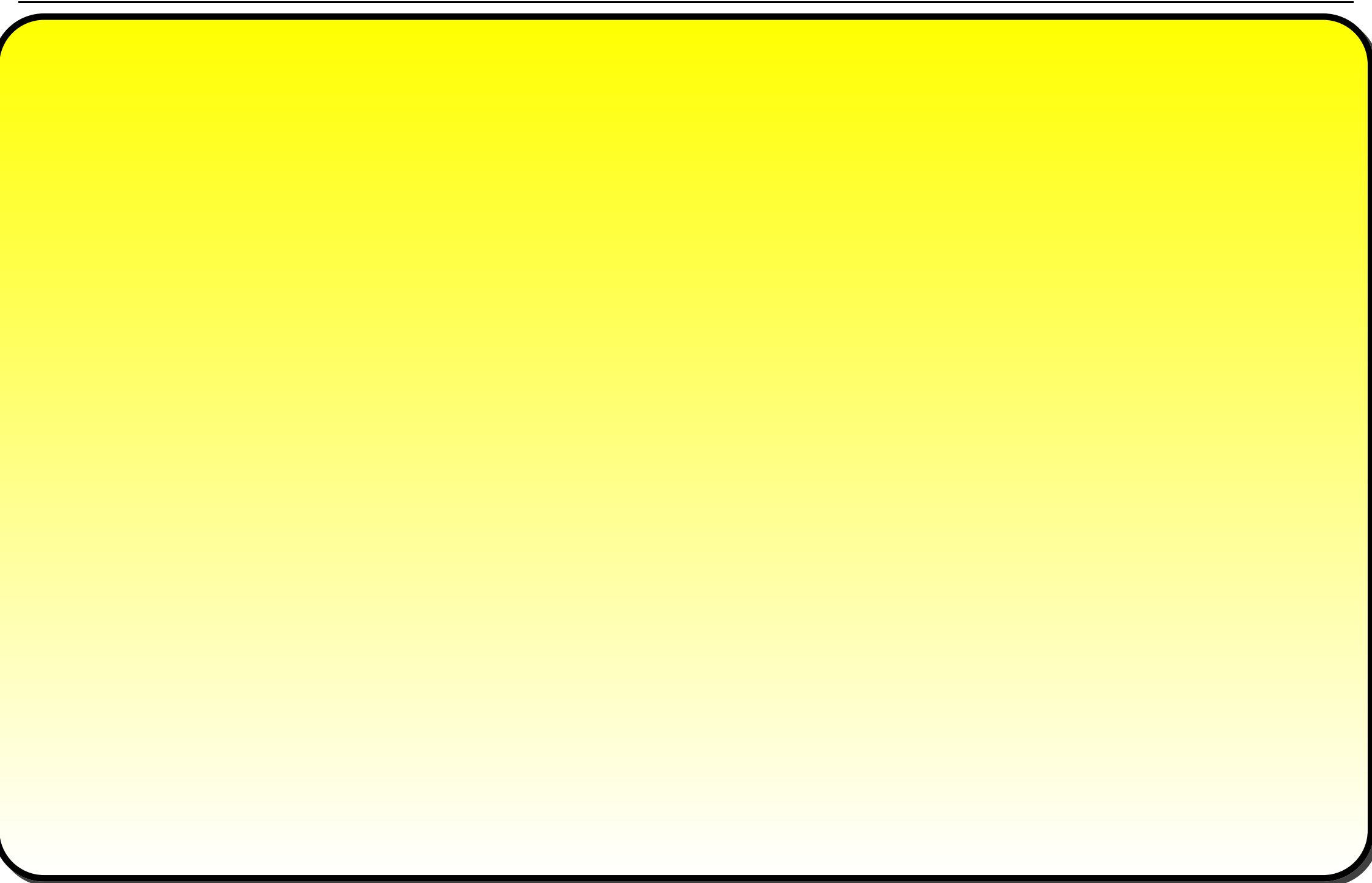
## Der Kruskal Count

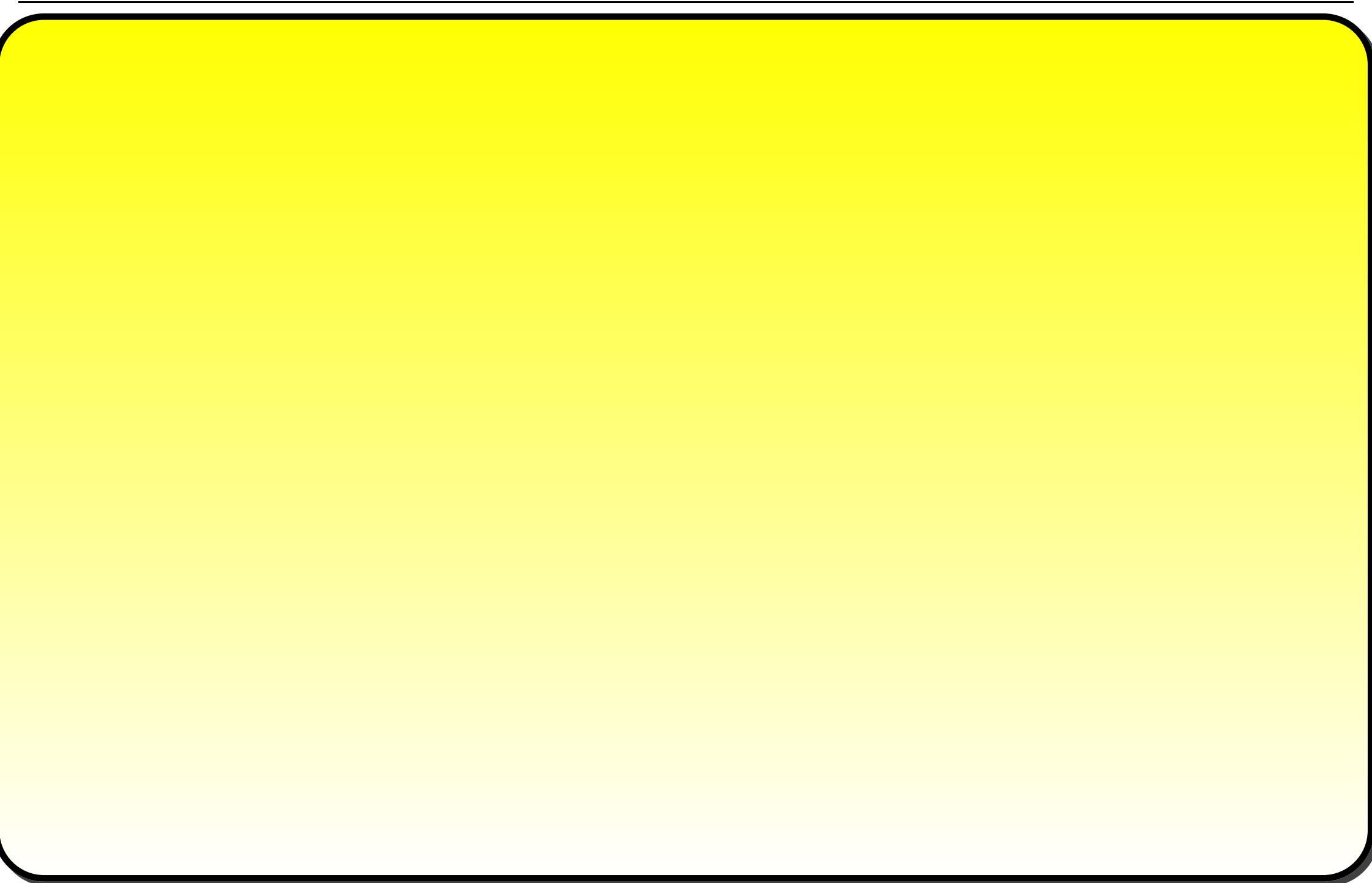
Beim Kartentrick “**Kruskal Count**” soll die Wahrscheinlichkeit bestimmt werden, dass er fehlschlägt.

**Annahme:** Die Wahrscheinlichkeit dafür, dass im Rahmen des Weiterzählens zur nächsten Karte weitergezählt wird, sei ungefähr geometrisch verteilt zur Wahrscheinlichkeit  $p$ .

**Aufgabe 1:** Zeigen Sie, dass die Wahrscheinlichkeit dafür, dass man  $n$  Karten weiterzählt dann gleich  $P(X = n) = p^{n-1} (1 - p)$  ist und dass  $E(X) = 1/(1 - p)$  gilt.

**Aufgabe 2:** Beweisen Sie, dass die geometrische Verteilung **gedächtnislos** ist, d.h. dass  $P(X = n + k \mid X \geq n) = P(X = k)$  gilt.





Wegen der Gedächtnislosigkeit der geometrischen Verteilung sind die ersten Faktoren in jedem der drei Produkte gleich  $P(Y > n - 1)$ . Zusammen mit der Induktionsvoraussetzung folgt dann

$$\begin{aligned} P(Y > n) &= P(Y > n - 1) \cdot P(\max(X_1^{(1)}, X_2^{(1)}) \geq 2) \\ &= P(Y > n - 1) \cdot p(2 - p) = p^n \cdot (2 - p)^n \end{aligned}$$

**q.e.d**