Concepts to Know #2
Math 141
3.1-3.3, 6.1-6.4, 7.1-7.3

- 3.1 - Graphing Inequalities
  Graphing Lines
  Labeling lines (EQUALITIES!)
  Shading the FALSE region
  Finding corner points
  Bounded - can enclose feasible region in a circle
  Unbounded - cannot enclose feasible region in a circle

- 3.2 - Setting-up LP Problems
  Defining variables correctly
  OBJ Function (Max or Min statement)
  Constraints (Almost always inequalities)

- 3.3 - Graphical Solutions to LP Problems
  Graph constraints to find feasible region - including corner points
  Look at the placement of the feasible region - decide if a max or min exists in that region
  Set up chart with corner points and evaluate OBJ function at each corner point
  Locate the max or min value depending on the problem
  If solving a word problem, be able to give answer in terms the problem. Be able to determine leftover resources.

- 6.1 - Sets and Set Operations
  Know how to read both roster and set-builder notation
  Know the meaning of \(\emptyset, \in, \notin, \subseteq, \subset, \cap, \cup, A^C, \text{ and } U\)
  Know DeMorgan’s Laws
  \[(A \cup B)^C = A^C \cap B^C\]
  \[(A \cap B)^C = A^C \cup B^C\]
  Be able to shade portions of Venn diagrams
  Be able to use set notation to describe regions
  Be able to read set notation to describe sets in words

- 6.2 - The Number of Elements in a Set
  \(n(A) = \) the number of elements in a set
  If disjoint, \(n(A \cup B) = n(A) + n(B)\)
  For any sets, \(n(A \cup B) = n(A) + n(B) - n(A \cap B)\)
  Be able to fill in the sections of a Venn diagram with the number of elements in each section

- 6.3 - The Multiplication Principle
  The total # of ways to perform a series of tasks is the product of the # of ways to perform each subtask
  Be able to draw a tree diagram

- 6.4 - Permutations and Combinations
  Permutations - ORDER MATTERS!
  Things in a Line or Row, Titles for Group Members, etc.
  \(n!\) ways to permute \(n\) distinct objects
  \[\frac{n!}{n_1!n_2!\ldots n_r!}\] ways to permute \(n\) non-distinct obj.
  Combinations - ORDER DOES NOT MATTER!
  Groups where people have no titles, etc.
  Know how to use calc. to find the # of perm. and comb.
  Mixed Problems - counting with both perm. and comb. in the same problem

- Counting Handouts
7.1 - Experiments, Sample Spaces, and Events

Sample Points - outcomes of an exp.

Sample Space \((S)\) - a set of all possible sample points

A common sample space is that of rolling two fair dice.

Events - subsets of \(S\)

\(\emptyset\) - impossible event

\(S\) - certain event

Simple Events - contain exactly one sample point

There are \(2^n\) total events for an exp. having \(n\) sample points.

Mutually Exclusive Events - don’t occur at the same time

\(A \cap B = \emptyset\)

\(P(A \cup B) = P(A) + P(B)\)

7.2 - Definition of Probability

\(P(E)\) denotes the prob. that event \(E\) occurs

\(P(E)\) is a NUMBER such that \(0 \leq P(E) \leq 1\)

Uniform Sample Space - all outcomes are equally likely; the prob. of each simple event is \(1/n\) where \(n=\text{the number of outcomes}\)

Probability Distribution - a TABLE giving the prob. associated with each simple event

7.3 - Rules of Probability

\(P(S) = 1\)

\(0 \leq P(E) \leq 1\) for every event \(E\)

\(P(E \cup F) = P(E) + P(F) - P(E \cap F)\)

\(P(E) + P(E^C) = 1\)