

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

only or *only true*

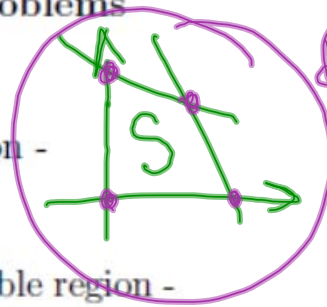
(Finding corner points)

Bounded - can enclose feasible region in a circle

Unbounded - cannot enclose feasible region in a circle

- 3.3 - Graphical Solutions to LP Problems

Graph constraints to find feasible region - including corner points



BOTH A
MAX
and
MIN

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



S

Locate the max or min value depending on the problem

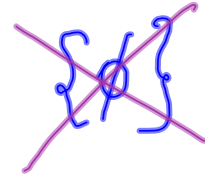
If solving a word problem, be able to give answer in terms the problem. Be able to determine leftover resources.

MIN and
NO MAX

• 6.1 - Sets and Set Operations

Know how to read both roster and set-builder notation

$\{x | x \dots\}$



Know the meaning of $\emptyset, \in, \notin, \subseteq, \subset, \cap, \cup, A^C$, and U

Handwritten notes: $\{\}$, SUBSET, intersection, union, universal set, proper subset, complement

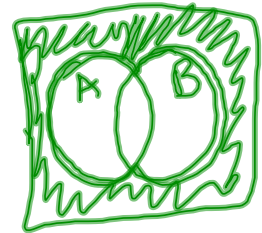
Know DeMorgan's Laws



$(A \cup B)^C = A^C \cap B^C$
 $(A \cap B)^C = A^C \cup B^C$

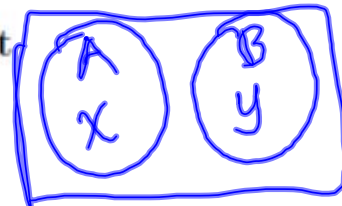
$A \subseteq A$
 $A \not\subseteq A$

- 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

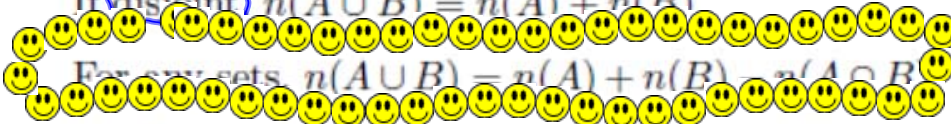


• 6.2 - The Number of Elements in a Set

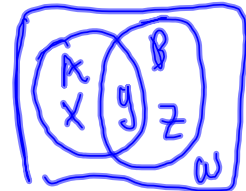
$n(A)$ = the number of elements in a set



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 ~~large~~ task 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

$\frac{n!}{n_1!n_2!\dots n_r!}$ 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

series of

M.P. from a finite set of items and no crazy restrictions

- 7.1 - Experiments, Sample Spaces, and Events

Sample Points - outcomes of an exp.

Sample Space (S) ^{SET} 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

$$A \cap B = \emptyset$$

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

1-1
1-2
1-3
...
:-)

52 cards
in a std deck

- 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 =the number of outcomes

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

counting
or
tree

- 7.3 - Rules of Probability

$$P(S) = 1$$

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

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

$$P(E) + P(E^c) = 1$$