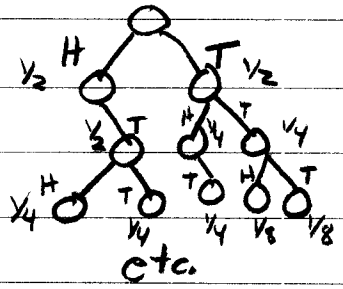
Solution
JR

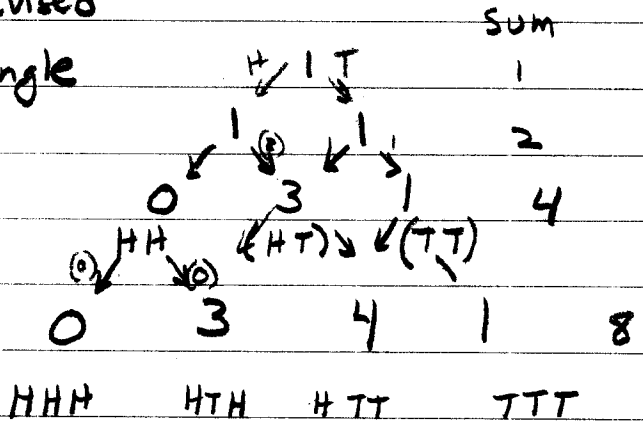
1. A Tree for the unfair coin, if H -> T
if T -> H or T

(A)



NOTE - this is a Fibbinocci tree!

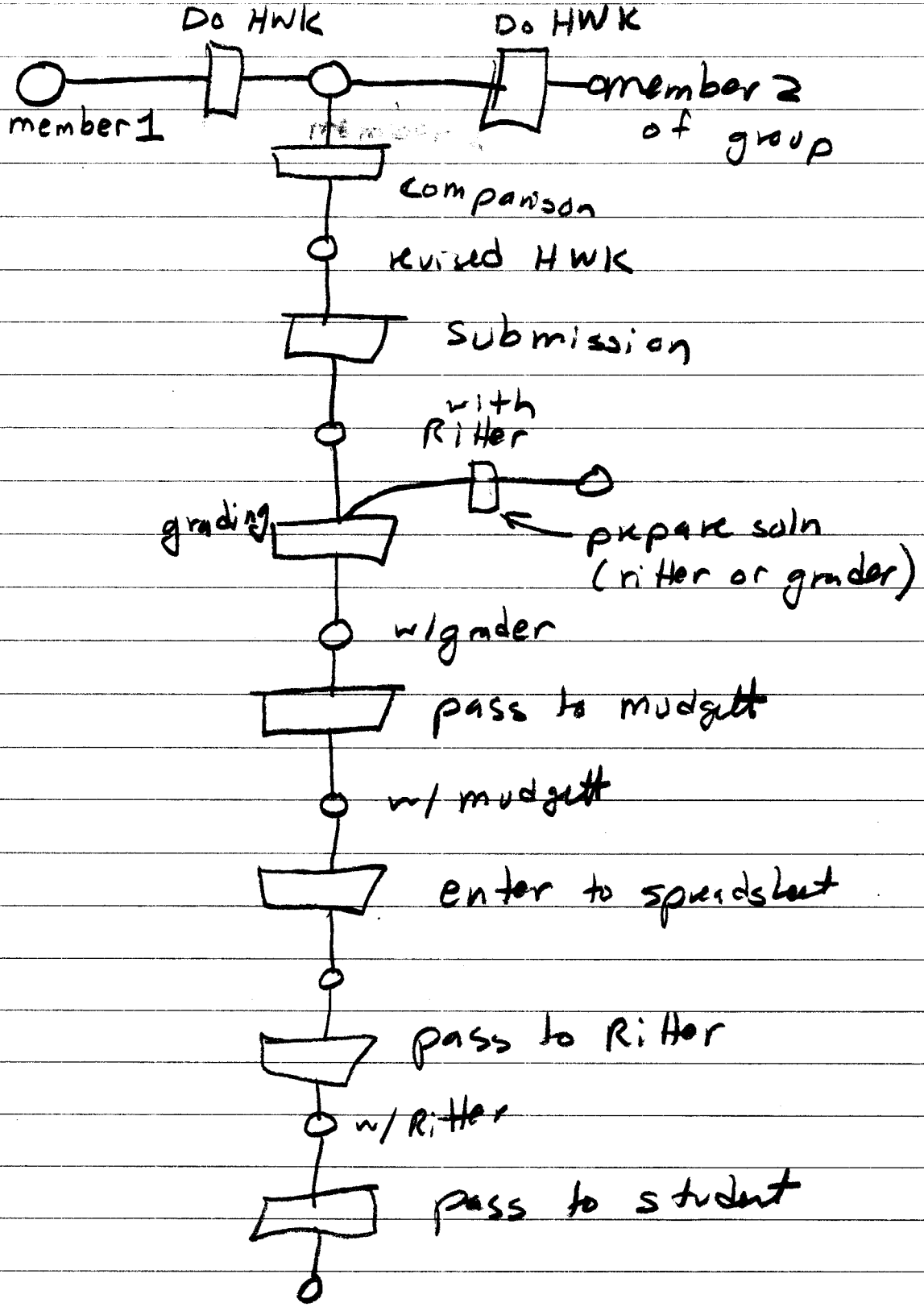
(B) The revised triangle



Note - much harder to compute, old algorithm assumed a coin w/out state, now how you got to node counts!

(C) sum of each row is 2^N
Tree sums parts of tree by putting serial flips (eg HTH, HHT) into sets (eg. HTH only)

2) Diagram a petrinet of the HWK path



(2) (cont) Petri of HWK

conclusions — this is too complex
- Exceptions add to complexity
  there include
    late HWK
    bad (ill-formed problems)
    changing HWK after posting
      (this not diagramed)
- Does not show for groups ≥ 3
  but could/should be similar
- Shows optimization of going
  direct to mudgett for entering

(3) Example final problem

will vary, see web site

should be dated, authored, and answered, eg. problem, why its important, and soln.

(4) Comparing Algorithms, will vary as ~~as~~ is varied. should note complexity of algorithms, and in many cases, choice of 'best' will vary with the domain and the problem distribution.