#### Playing with Pascal's Triangle

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**ICTS-TIFR** 

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Warm-up

Warm-up

Pascal's Triangle History

Warm-up

Pascal's Triangle History

Sierpinski Gasket

Warm-up

Pascal's Triangle History

Sierpinski Gasket

Dividing a circle into areas

#### Number of chocolates

#### **Problem**

Maya brought home chocolates for her 6 children Asha, Bindu, Chaitra, Divya, Esha, and Farah. She gave them to the youngest, Farah and asked her to distribute them among her siblings. Farah ate half of the chocolates and gave the rest to Esha and asked her to distribute them among her younger siblings. Esha did the same, ate half and gave the rest to Divya and so on. In the end, the oldest child Asha got only one chocolate. How many chocolates did Maya bring home?

#### Number of chocolates

#### **Problem**

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What if Maya had 7 children instead of 6, what would be the number of chocolates Maya would have brought home then?

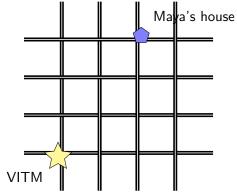
#### Sum of Numbers

#### Problem

Find the sum of 1 + 2 + 4 + 8 + ... + 1024.

#### Number of Routes

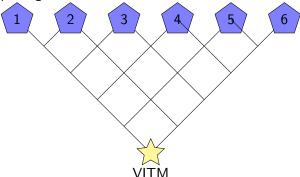
Below is the map of the city showing Maya's house and VITM. Maya visits VITM taking the shortest possible route.



Maya visits VITM taking the shortest possible route. How many such routes are there?

#### Highest number of routes

The houses of 6 students who came to VITM today are marked in pentagons.

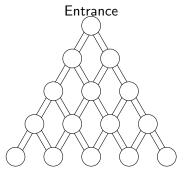


Which of these students have the highest number of routes to return home?

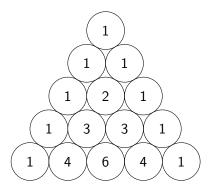
Keep in mind these students try to take the shortest possible routes.

#### Number of routes

Write in every circle the number of ways that lead to it from the entrance.



# Pascal's Triangle



Italian algebraist Nicolo Tartaglia in 1556.

Chinese mathematician Yang Hui in 1303 based on Jia Xian's description from 11th century.

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Persian mathematician Omar Khaayyam(1048-1131) citing book by Al-Karaji (953-1029).

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Italian algebraist Nicolo Tartaglia in 1556.

Meru prastara, Halayudha in 10th century based on a commentary on Pingala's Chandahsastra (2nd or 3rd centure BC).

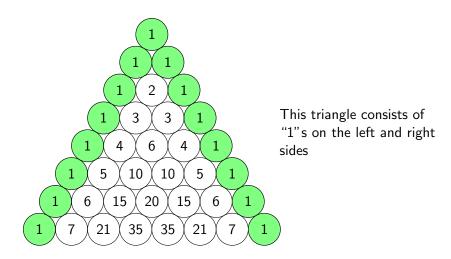
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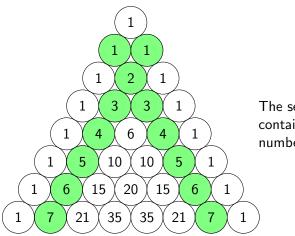
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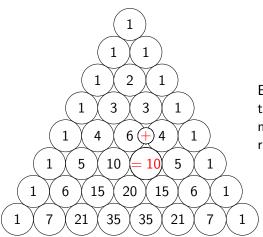
Look for patterns in your Pascal's Triangle.

Take a new sheet of paper and list all the patterns you notice.

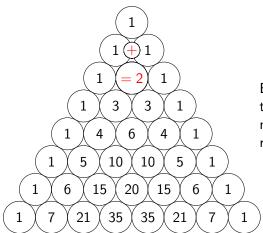




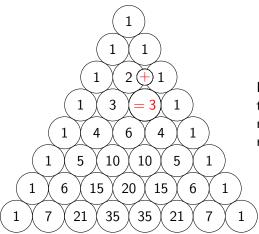
The second diagonal contains consecutive numbers



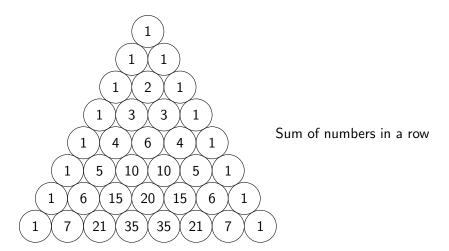
Every number in a row is the sum of the two numbers (to its' left and right) in the row above it.

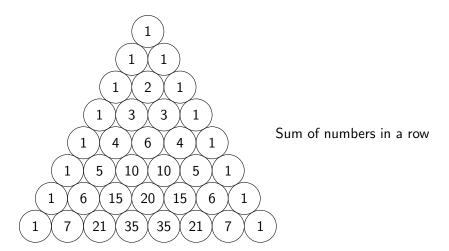


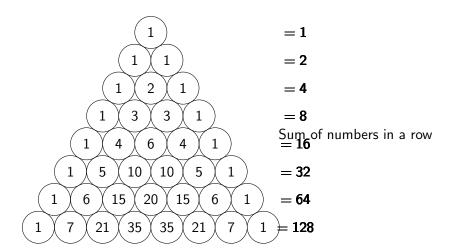
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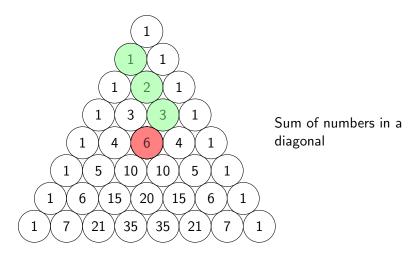


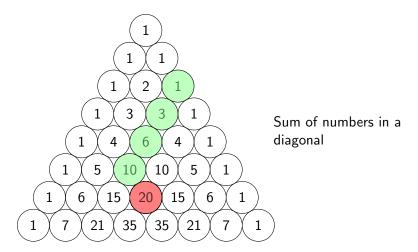
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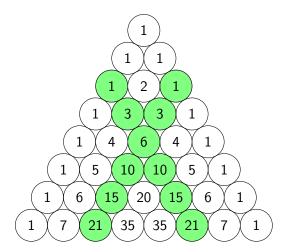


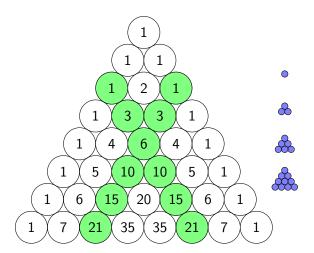


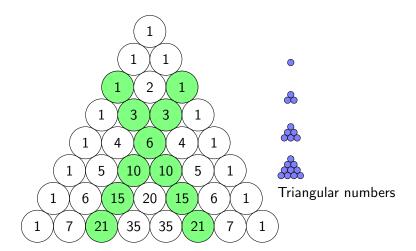


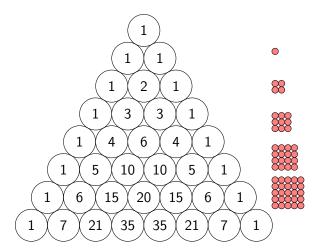


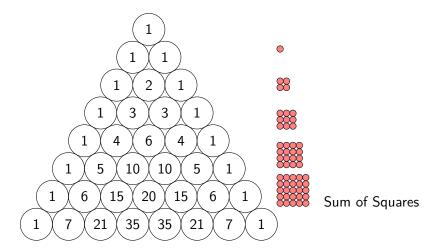


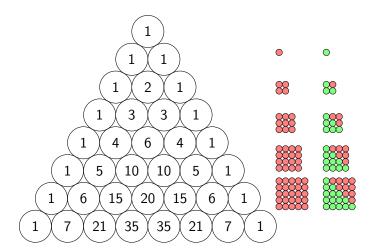






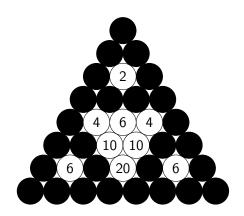






Color all the odd numbers in Pascal's triangle.

# Sierpinski Gasket



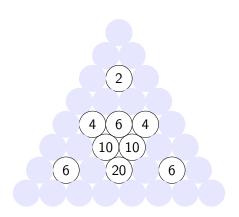
#### Sierpinski Gasket

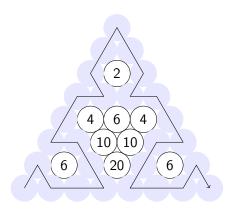


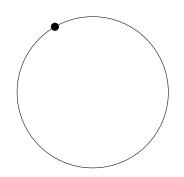
How will the triangle look if you color mod 3?

The object of the game is to move all the disks over to Tower 3. You cannot place a larger disk onto a smaller disk.

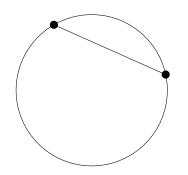
List all the legal configurations.



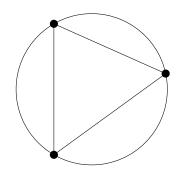




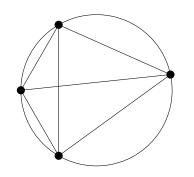
# points	# lines	# regions
1	0	1



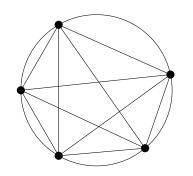
# points	# lines	# regions
1	0	1
2	1	2



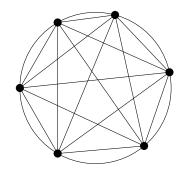
# points	# lines	# regions
1	0	1
2	1	2
3	3	4



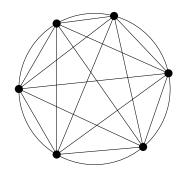
# points	# lines	# regions
1	0	1
2	1	2
3	3	4
4	6	8



# points	# lines	# regions
1	0	1
2	1	2
3	3	4
4	6	8
5	10	16
3	6	4 8



# points	# lines	# regions
1	0	1
2	1	2
3	3	4
4	6	8
5	10	16
6	15	?



# points	# lines	# regions
1	0	1
2	1	2
3	3	4
4	6	8
5	10	16
6	15	31



# points	# lines	# regions	# inte
1	0	1	0
2	1	2	0
3	3	4	0
4	6	8	1
5	10	16	5
6	15	31	15