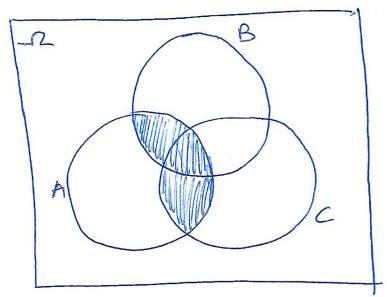
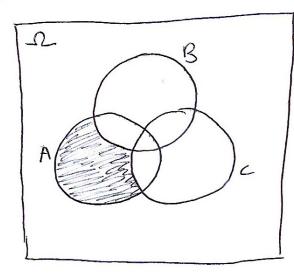
## WEEK 1 - EXAMPLE EXCERCISES

## 1) Shade in (ANB) U (Anc).



Note that this is the same as An (BUC), due to the distributive law.

## 2) What set is shaded in?



An (BUC)

Or An(BnZ)

Note that these are the Same due to de Morgan's laws.

- 3) In the Museo del Prado in Madrid there are 7600 paintings, 5000 are by Spanish artists, and 3800 have Spanish Subjects.
  - · give upper and lower bounds for the number of "truely Spanish" paintings (both artist and Subject ar Spanish).

Let A =the set of paintings with Spanish orbists let B =the set of paintings with Spanish subjects Now |A| =5000, |B| =3800, |D| =7600.

Consider ANS, the set of "truely Spanish" paintings,

• Worst case is when A and S "overlap" (intersect) by as little as possible, so  $AUS = \Omega$ .

|AnS| = |A| + |B| - |AUS|= |A| + |B| + |B| - |AUS|= |A| + |B| + |B| + |A|= |A| + |B| + |B| + |A|= |A| + |B| + |B|= |A| + |B| + |B|= |A| + |A|= |A| + |B|= |A| + |B|

- Best case is when A and Scompletely overlap, e.g. SCA, so ANS=S. |ANS|=|S|=3800,
- 1200 S | ANS | 53800

· give upper and lower bounds For the number of "truely foreign" paintings (neither artist nor Subject is Spanish).

Now consider AUS, the set of "truely Foreign" paintings.

Worst case is when A and S take up as Much of  $\Omega$  as possible. As  $|A|+|s| \ge |\Omega|$ , we can have that  $AUS = \Omega$ :

· Best case when A and S take up as little of 12 as possible, e.g. SCA.

$$|\overline{AUS}| = |\Omega| - |AUS|$$
  
=  $|\Omega| - (AI + IS) - |ANSI|$   
=  $|\Omega| - |A|$   
=  $7600 - 500$   
=  $2600$ .

0 \ | AUS | \ 2600

- 4) State and show whether the following are true or false:
  - · AUB = BUA

False: Can be shown with a counter-example: Let A = set of even numbers Let B = set of prime numbers  $AUB = \{2,4,6,8,9,10,12,14,15,....3\}$   $BUA = \{1,2,3,5,7,9,....3\}$ 1. They are not equal:

• If  $B \in P(A)$ , the power set of A, then  $B \subseteq A$ .

True by definition, P(A) is defined as the set of all possible subsets of A.