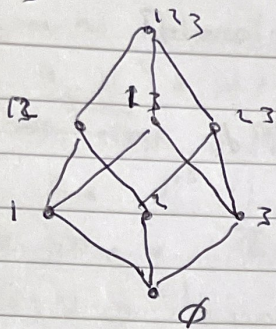
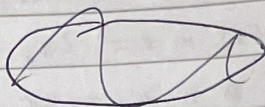


COMBINATORICS

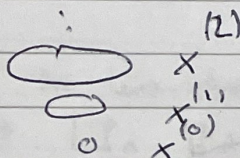
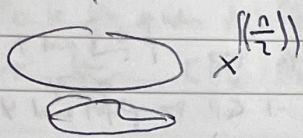
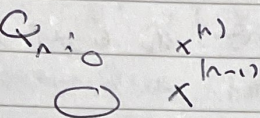
Q_3



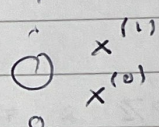
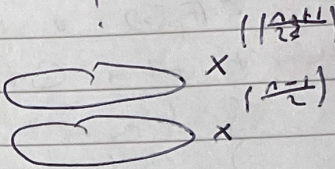
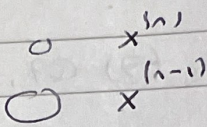
in general, Q_n :



Q_n :

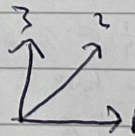
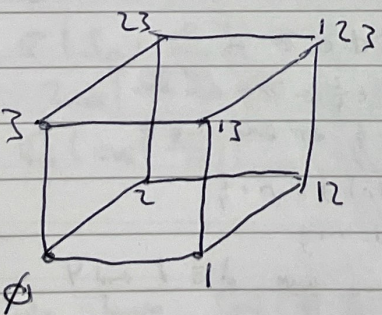


even

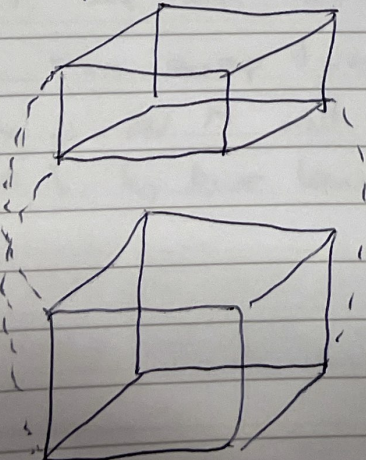


odd

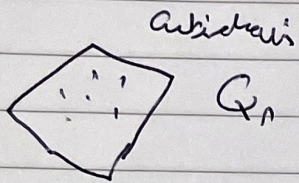
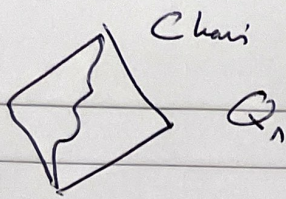
Q_3 :



Q_4 :



Q_4 is two copies of Q_3



Think about how large an antichair can be (think about paths on the Q_n - these correspond to a chair).