

# Minimaten DRC 1

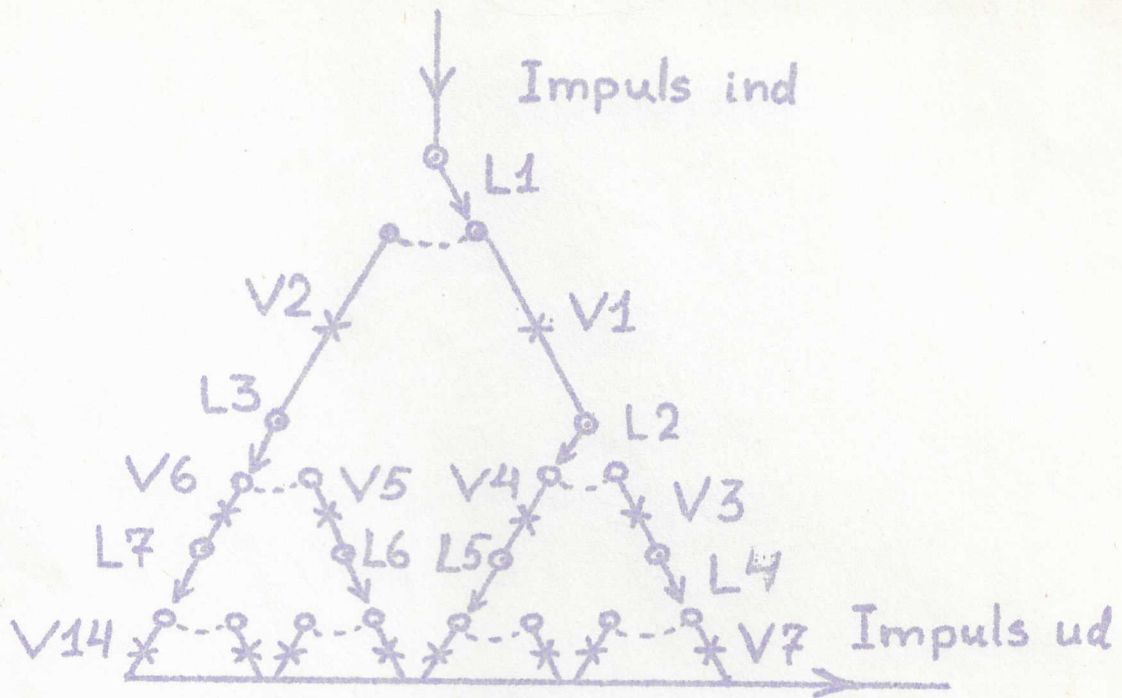


fig1 : netværket

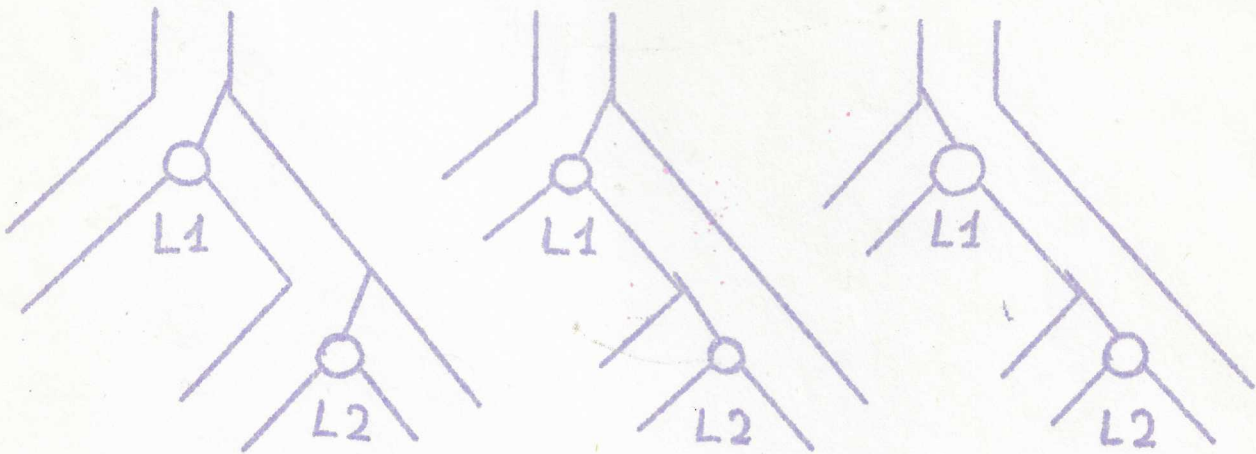


fig.2 : lagring af data

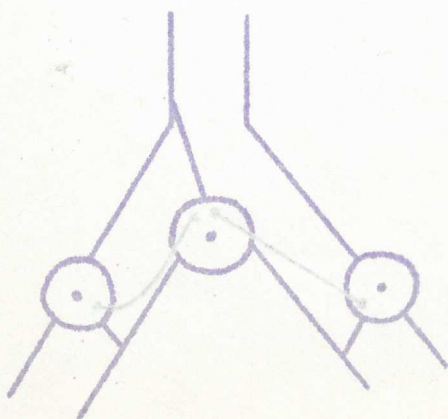


fig.3 : program : omvendning

L7	L3	L1	tal
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	5
1	1	0	6
1	1	1	7

fig.4 : tælling

# Minimaten DRC 1

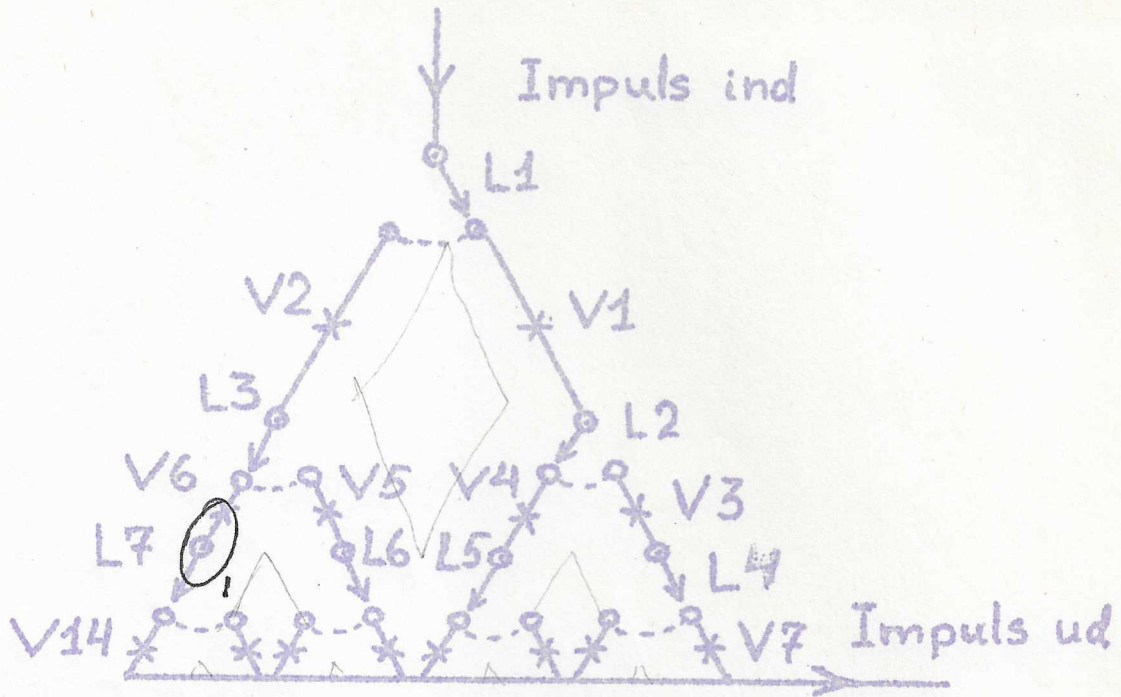


fig1 : netværket

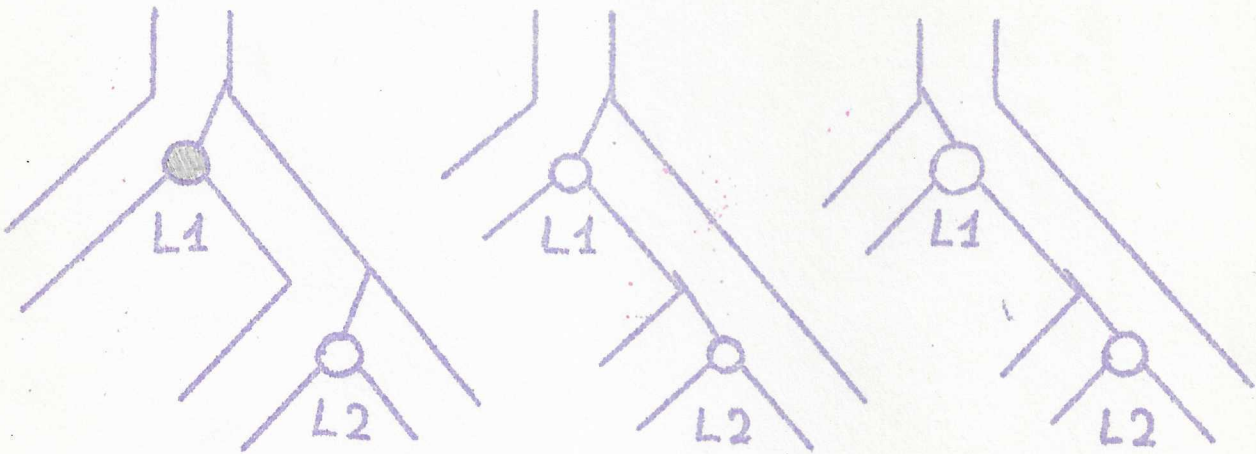


fig.2 : lagring af data

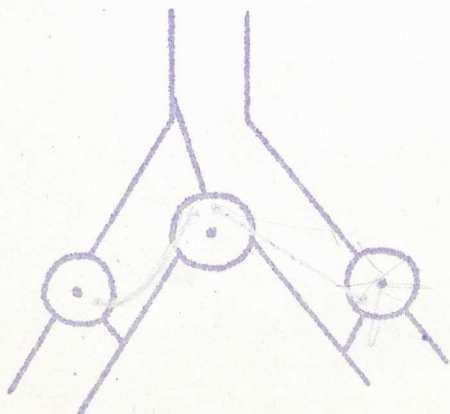


fig.3 : program : omvendning

L7	L3	L1	tal
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	5
1	1	0	6
1	1	1	7

fig.4 : tælling

# Minimaten DRC 1

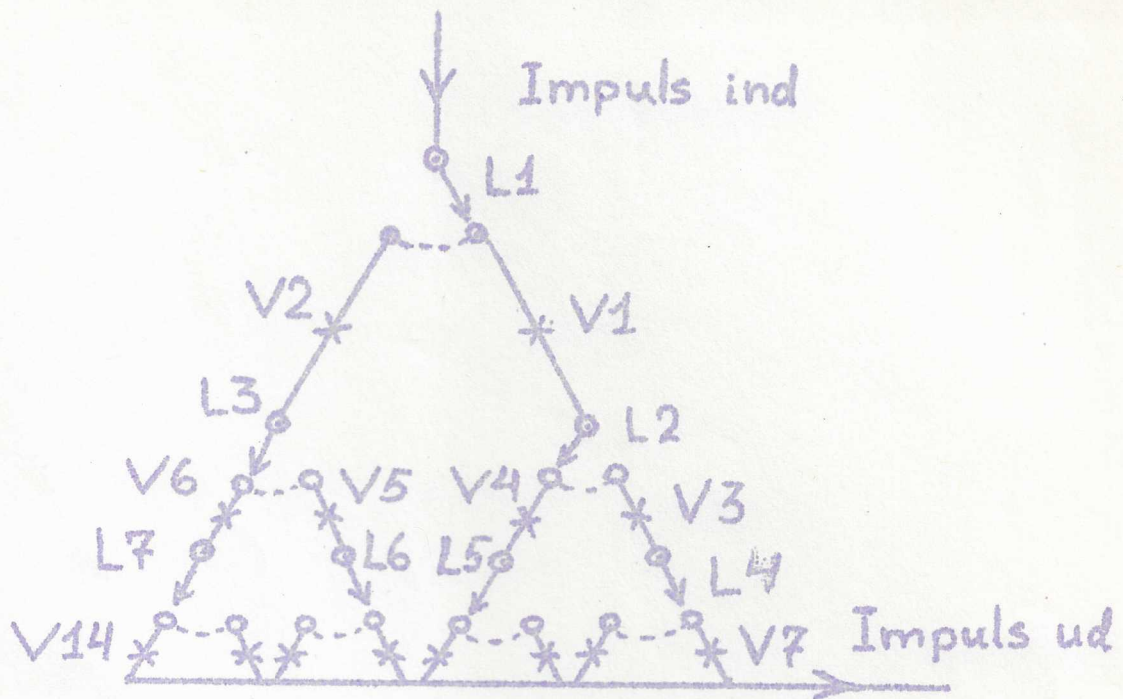


fig1 : netværket

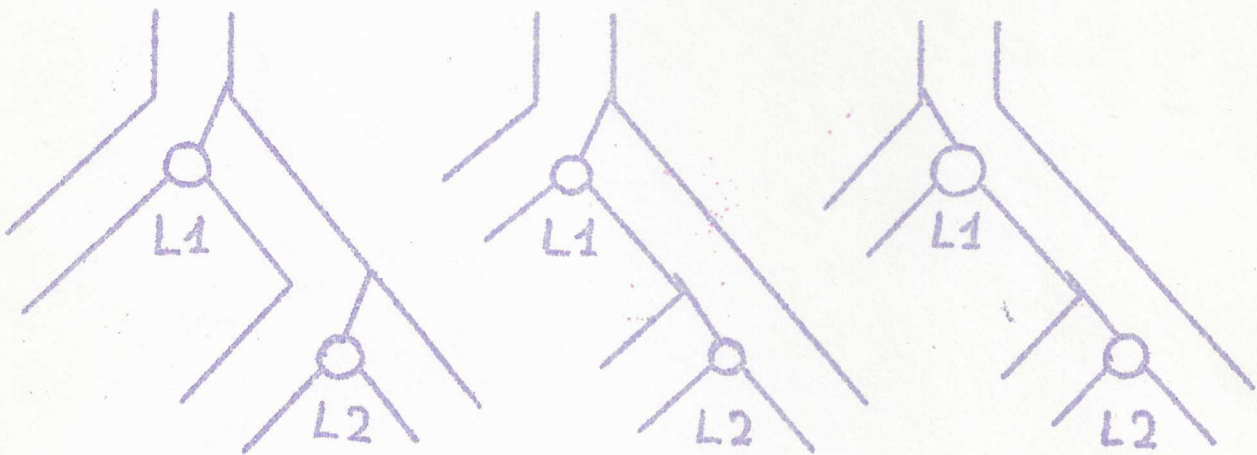
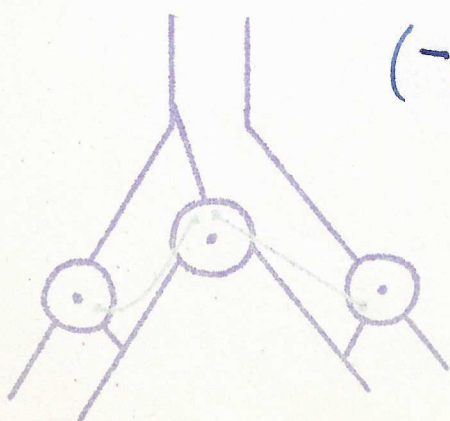


fig.2 : lagring af data



$(-1)^n$

L7	L3	L1	tal
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	5
1	1	0	6
1	1	1	7

fig.4: tælling

fig.3 : program : omvendning

# Minimaten DRC 1

$L3: X$   
 $L2: Y$   
 $L4: P(X, Y)$   
 $= X \geq Y.$

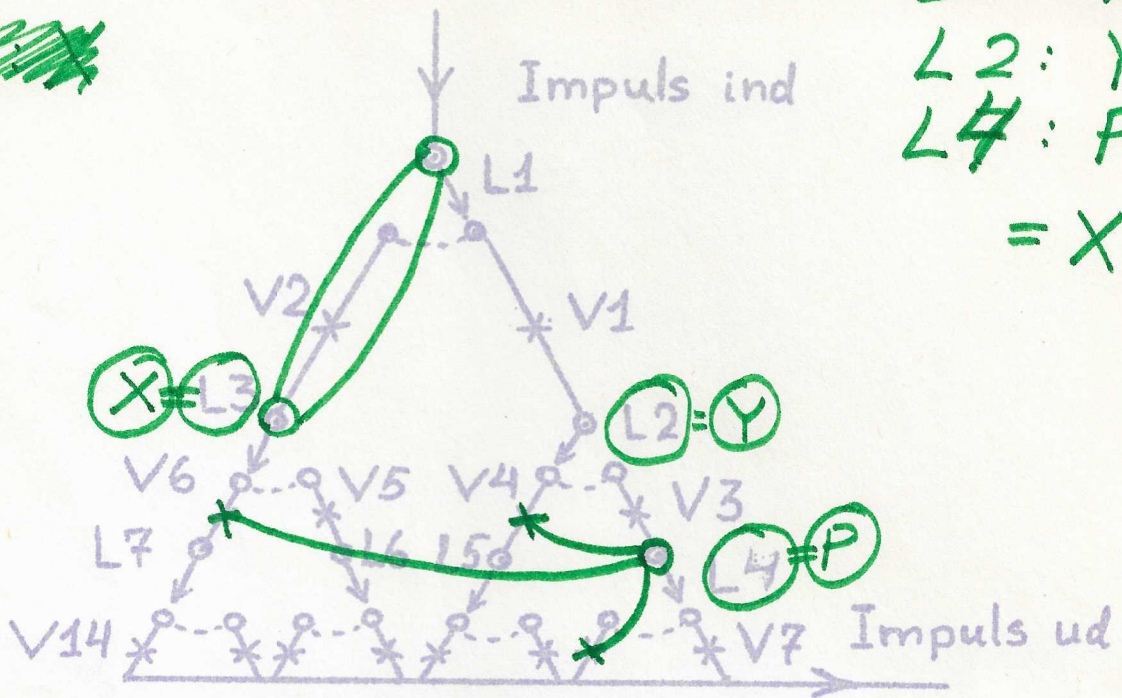


fig.1: netværket

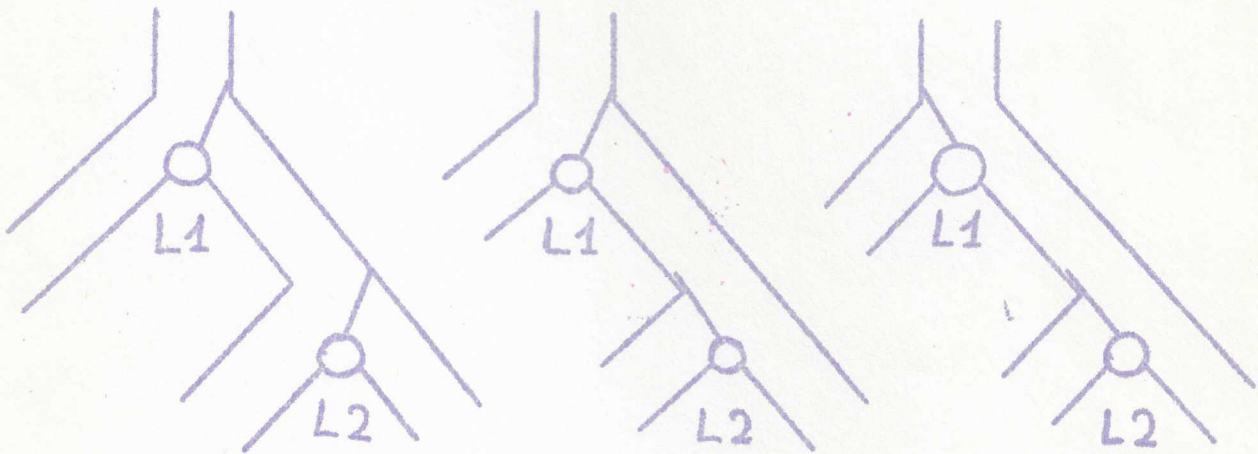


fig.2: lagring af data

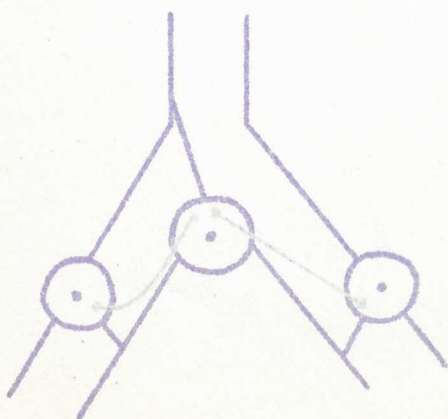


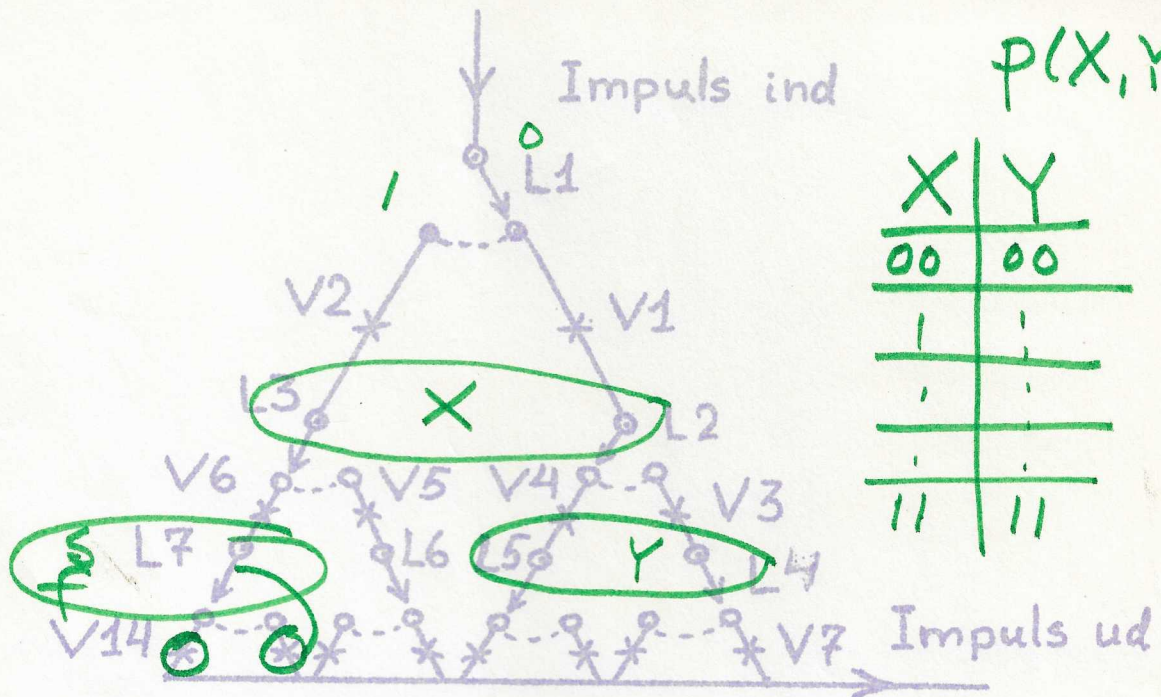
fig.3: program: omvendning

L7	L3	L1	tal
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	5
1	1	0	6
1	1	1	7

fig.4: tælling

# Minimaten DRC 1

" $X \cong Y$ " =  
 $P(X, Y)$ .



X	Y
00	00
1	1
1	1
11	11

fig 1 : netværket

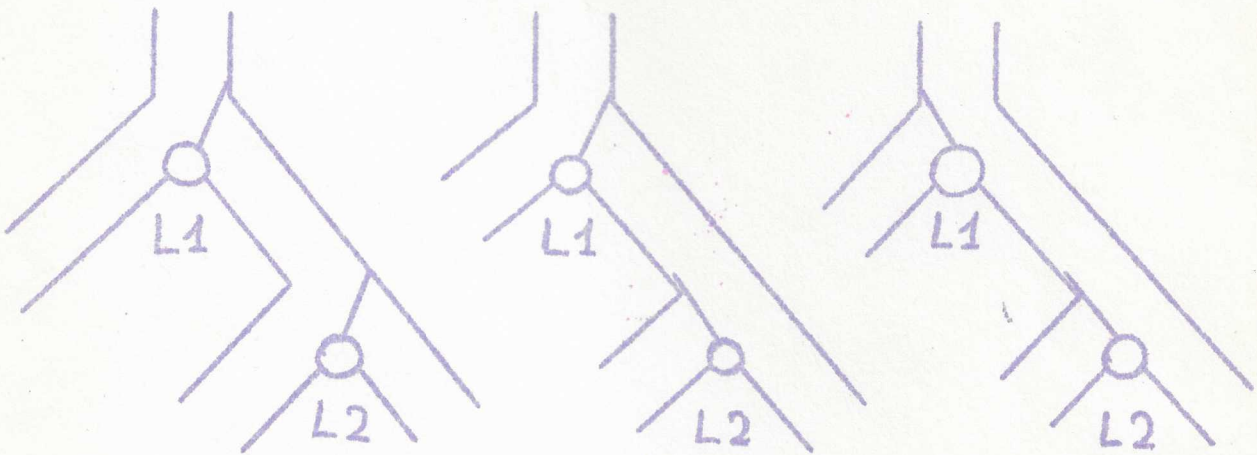


fig. 2 : lagring af data

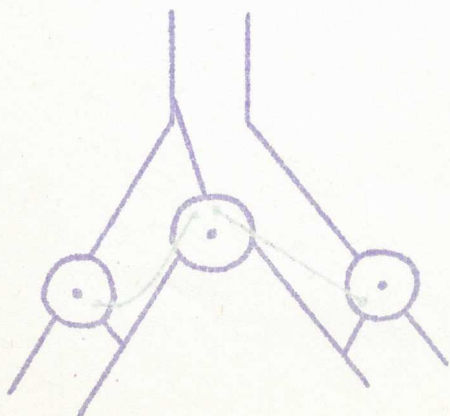


fig. 3 : program : omvendning

L7	L3	L1	tal
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	5
1	1	0	6
1	1	1	7

fig. 4 : tælling

# Placering af 2 personer om bord

Minimaten DRC 1 (3 pers.)

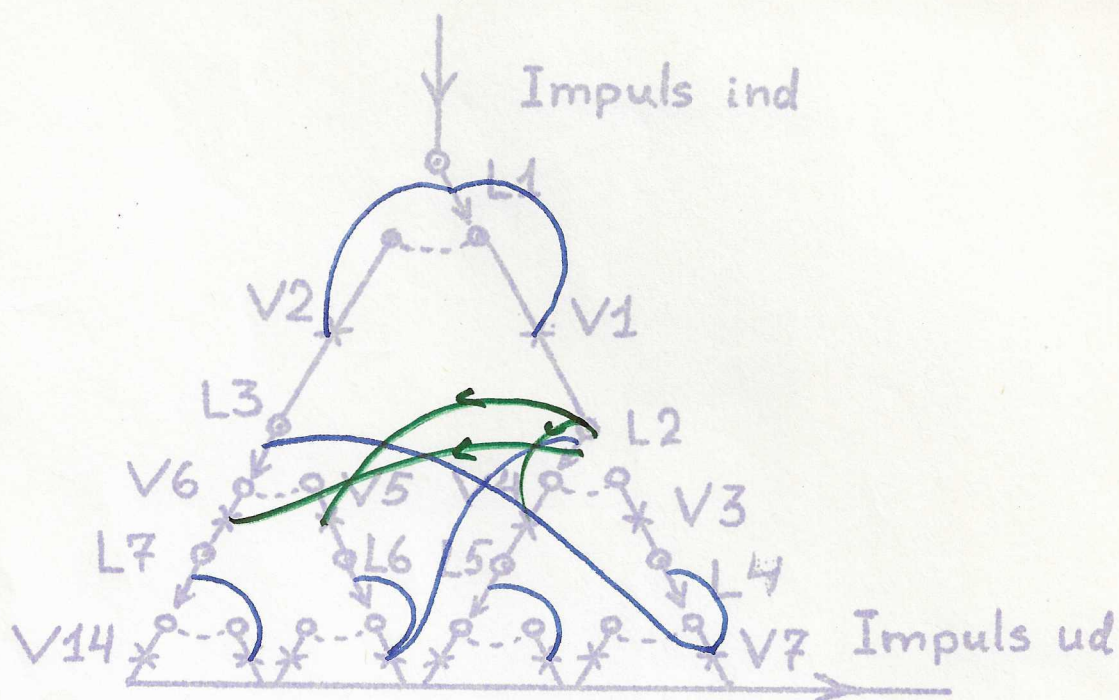


fig1 : netværket

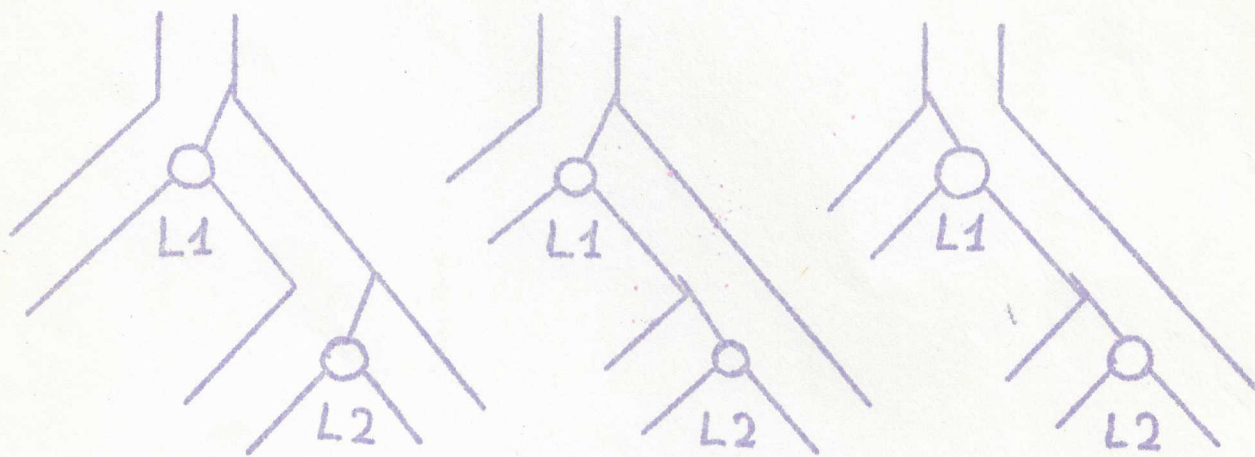


fig.2 : lagring af data

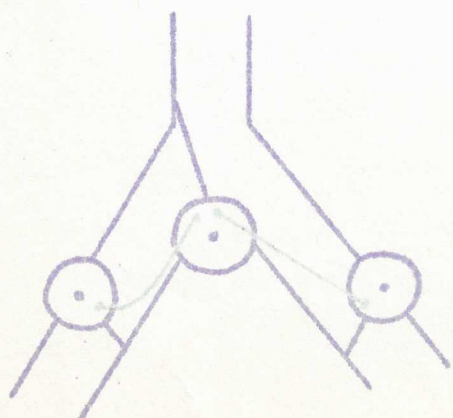


fig.3 : program : omvendning

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0	1	1	3
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1	0	1	5
1	1	0	6
1	1	1	7

fig.4 : tælling

# Minimaten DRC 1

" $X \leq Y$ " =  
 $P(X, Y)$ .

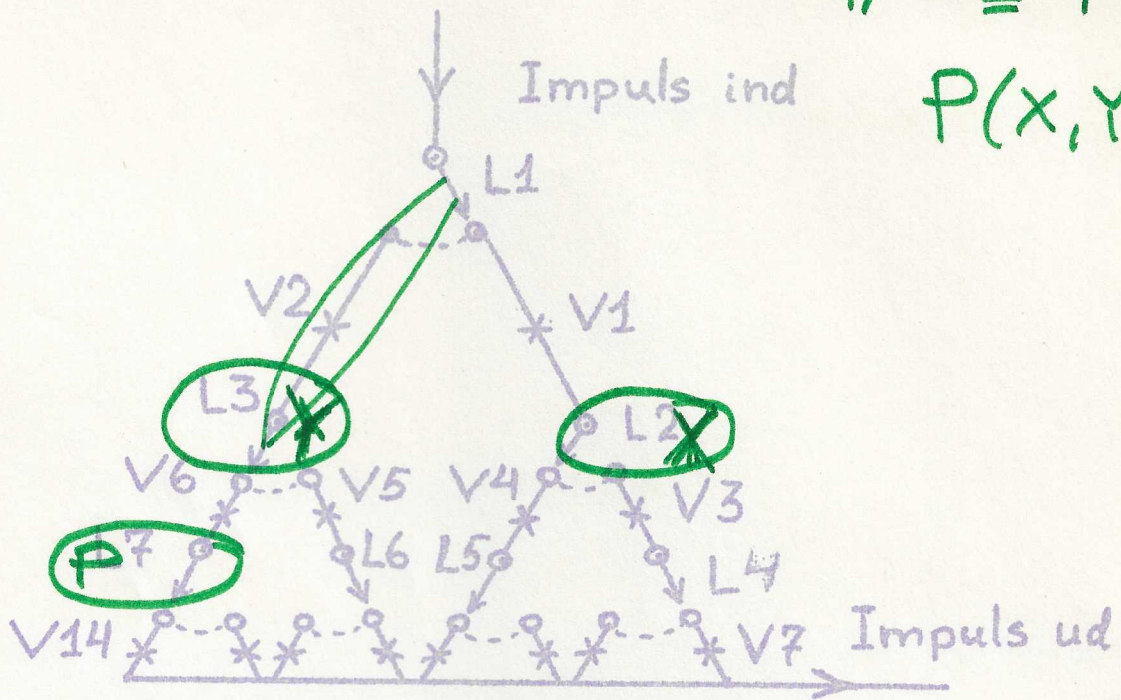


fig1 : netværket

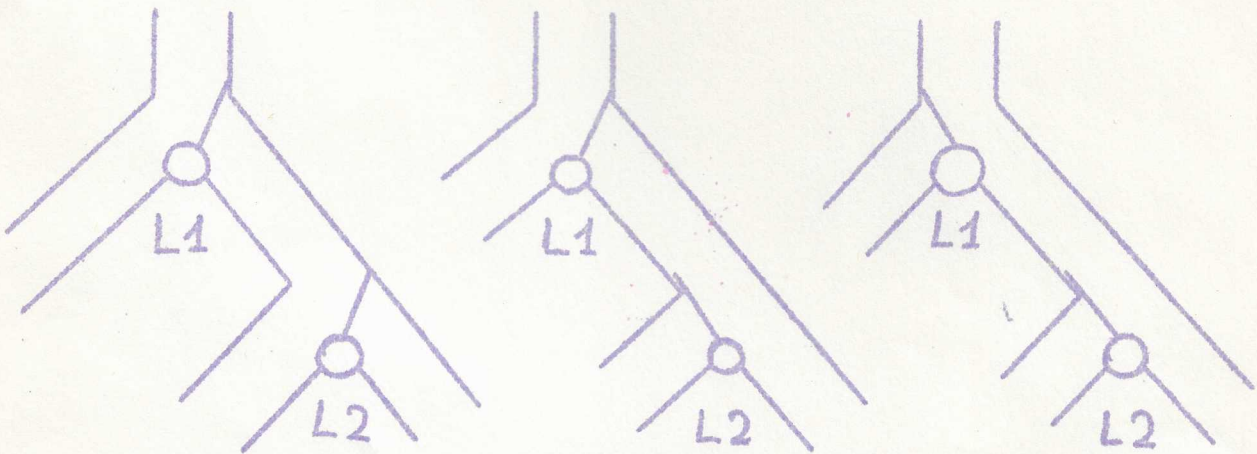


fig.2 : lagring af data

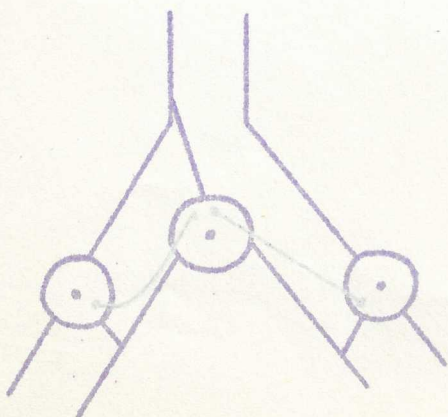


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