

Undergraduate Math Club

Fall 2007

2nd floor Nesbitt Common Room

November 1, 4:10-5:00pm

(free pizza and pop, as always)

The card game: Set

Ben Weiss

Abstract

In the pattern recognition game, Set, players strive to match collections of three cards with certain properties. When no cards form such a pattern, more cards are added until a pattern is found. This leads many players to the question of how many cards are necessary before a pattern must exist. We will discuss how to model this game, some mathematics to study it, and some amazing results about these bounds.