

Kapitel I.3 Mengen, Relationen, Abbildungen

Mengen

Angabe von endlichen Mengen durch Aufzählen der Elemente

Spezialfall der leeren Menge

> *restart*;

> $M0 := \{ \};$

$M1 := \{a, b, c, d\};$

$M2 := \{Klaus, Bello, Patscherkofel\};$

$M3 := \{1, \text{Pi}\};$

$M0 := \emptyset$

$M1 := \{a, b, c, d\}$

$M2 := \{Bello, Klaus, Patscherkofel\}$

$M3 := \{1, \pi\}$

(1)

Überprüfen der Elementeigenschaft

Vorsicht in MAPLE!

Klein- und Großschreibung (Buchstabe pi versus mathematische Konstante Pi)

> *evalf*(pi);

evalf(Pi);

π

3.141592654

(2)

> *evalb*(Bello **in** M1);

evalb(Bello **in** M2);

evalb(pi **in** M3);

evalb(Pi **in** M3);

false

true

false

true

(3)

Geänderte Reihenfolge oder Wiederholung spielen keine Rolle

> *restart*;

> $M := \{a, b, c\};$

$N := \{c, b, a\};$

evalb(M = N);

$N := \{a, a, b, c\};$

evalb(M = N);

$M := \{a, b, c\}$

$N := \{a, b, c\}$

true

$N := \{a, b, c\}$

true

(4)

Teilmengen

> *restart*;

```

> M := {a, b, c};
  N1 := {a, b};
  evalb(N1 subset M);
  N2 := {a, d};
  evalb(N2 subset M);

```

```

M := {a, b, c}
N1 := {a, b}
      true
N2 := {a, d}
      false

```

(5)

Vereinigung von Mengen (Zusammenhang mit "oder")

```

> restart;
> M1 := {1, 3, 5};
  M2 := {2, 4, 6};
  M := M1 union M2;

```

```

M1 := {1, 3, 5}
M2 := {2, 4, 6}
M := {1, 2, 3, 4, 5, 6}

```

(6)

Durchschnitt von Mengen (Zusammenhang mit "und")

```

> restart;
> M := {1, 2, 3, 4, 5, 6};
  N := M intersect {1, 3, 5};
  N := M intersect {1, 3, 5, 7};

```

```

M := {1, 2, 3, 4, 5, 6}
N := {1, 3, 5}
N := {1, 3, 5}

```

(7)

Mengendifferenz (Zusammenhang mit "und" sowie "Verneinung")

```

> restart;
> M := {1, 2, 3, 4, 5, 6};
  N := M minus {2, 4, 6};
  N := M minus {2, 4, 6, 8};

```

```

M := {1, 2, 3, 4, 5, 6}
N := {1, 3, 5}
N := {1, 3, 5}

```

(8)

Kartesisches Produkt von Mengen

Reihenfolge wesentlich

Vorsicht in MAPLE!

Schreibweise für Paare (Operationen ausführbar, jedoch mit Klammerung leichter lesbar)

```

> restart;
> A := (a, 1);
  A[1];
  A + A;
  A - (1, a);

```

```

A - [1, a];
A := [a, 1];
A[1];
A + A;
A - [1, a];

```

```

A := a, 1
a
2 a, 2
a - 1, 1 - a
(a, 1) + [-1, -a]
A := [a, 1]
a
[2 a, 2]
[a - 1, 1 - a]

```

(9)

```

> M1 := {a, b};
M1[1];
M1[2];
m1 := numelems(M1);
M2 := {1, 2, 3};
m2 := numelems(M2);

```

```

M1 := {a, b}
a
b
m1 := 2
M2 := {1, 2, 3}
m2 := 3

```

(10)

```

> M := {[a, 1], [b, 1], [a, 2], [b, 2], [a, 3], [b, 3]};
evalb([a, 1] in M);
evalb([1, a] in M);
m1 · m2 = numelems(M);

```

```

M := {[a, 1], [a, 2], [a, 3], [b, 1], [b, 2], [b, 3]}
true
false
6 = 6

```

(11)

Alternative

```

> N := {};
counter := 0;
for i from 1 to m1 do
  for j from 1 to m2 do
    counter := counter + 1;
    N := N union {[MI[i], M2[j] ]};
  od;
od;

```

```

od;
counter = numelems(N);
N;
M;

                                     6 = 6

                                     {[a, 1], [a, 2], [a, 3], [b, 1], [b, 2], [b, 3]}
                                     {[a, 1], [a, 2], [a, 3], [b, 1], [b, 2], [b, 3]}
                                                                                                     (12)

```

Mögliche Ergebnisse beim Wurf zweier Münzen bzw. Würfel

```

> restart;
> M := {Kopf, Zahl};
N := { } :
counter := 0 :
for i from 1 to numelems(M) do
  for j from 1 to numelems(M) do
    counter := counter + 1;
    N := N union {[M[i], M[j]]};
  od;
od;
counter = numelems(N);
N;

                                     M := {Kopf, Zahl}
                                     4 = 4

                                     {[Kopf, Kopf], [Kopf, Zahl], [Zahl, Kopf], [Zahl, Zahl]}
                                                                                                     (13)

```

```

> restart;
> M := {1, 2, 3, 4, 5, 6};
N := { } :
counter := 0 :
for i from 1 to numelems(M) do
  for j from 1 to numelems(M) do
    counter := counter + 1;
    N := N union {[M[i], M[j]]};
  od;
od;
counter = numelems(N);
N;

                                     M := {1, 2, 3, 4, 5, 6}
                                     36 = 36

{[1, 1], [1, 2], [1, 3], [1, 4], [1, 5], [1, 6], [2, 1], [2, 2], [2, 3], [2, 4], [2, 5], [2, 6], [3, 1],
 [3, 2], [3, 3], [3, 4], [3, 5], [3, 6], [4, 1], [4, 2], [4, 3], [4, 4], [4, 5], [4, 6], [5, 1], [5,
 2], [5, 3], [5, 4], [5, 5], [5, 6], [6, 1], [6, 2], [6, 3], [6, 4], [6, 5], [6, 6]}
                                                                                                     (14)

```

```

> M := {1, 2, 3, 4};
N := { } :
counter := 0 :
for i from 1 to numelems(M) do

```

```

for  $j$  from 1 to  $\text{numelems}(M)$  do
  for  $k$  from 1 to  $\text{numelems}(M)$  do
     $\text{counter} := \text{counter} + 1;$ 
     $N := N \text{ union } \{M[i], M[j], M[k]\};$ 
  od;
od;
 $\text{counter} = \text{numelems}(N);$ 
 $N;$ 

```

$M := \{1, 2, 3, 4\}$

$64 = 64$

{[1, 1, 1], [1, 1, 2], [1, 1, 3], [1, 1, 4], [1, 2, 1], [1, 2, 2], [1, 2, 3], [1, 2, 4], [1, 3, 1], [1, 3, 2], [1, 3, 3], [1, 3, 4], [1, 4, 1], [1, 4, 2], [1, 4, 3], [1, 4, 4], [2, 1, 1], [2, 1, 2], [2, 1, 3], [2, 1, 4], [2, 2, 1], [2, 2, 2], [2, 2, 3], [2, 2, 4], [2, 3, 1], [2, 3, 2], [2, 3, 3], [2, 3, 4], [2, 4, 1], [2, 4, 2], [2, 4, 3], [2, 4, 4], [3, 1, 1], [3, 1, 2], [3, 1, 3], [3, 1, 4], [3, 2, 1], [3, 2, 2], [3, 2, 3], [3, 2, 4], [3, 3, 1], [3, 3, 2], [3, 3, 3], [3, 3, 4], [3, 4, 1], [3, 4, 2], [3, 4, 3], [3, 4, 4], [4, 1, 1], [4, 1, 2], [4, 1, 3], [4, 1, 4], [4, 2, 1], [4, 2, 2], [4, 2, 3], [4, 2, 4], [4, 3, 1], [4, 3, 2], [4, 3, 3], [4, 3, 4], [4, 4, 1], [4, 4, 2], [4, 4, 3], [4, 4, 4]}

(15)

>