

Site-Swap Notation

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Overview

Siteswap Notation

Averaging Theorem

Juggling demonstration

Examples:

- ▶ 2-ball shower.

Juggling demonstration

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- ▶ 2-ball shower.
- ▶ 3-ball cascade.

Juggling demonstration

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- ▶ 3-ball cascade.
- ▶ 3-ball shower.

Juggling demonstration

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- ▶ 3-ball cascade.
- ▶ 3-ball shower.
- ▶ 4-ball shower.

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Basic definitions

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Example: 52512.

| | | | | | | | | | | | |
|------|--|---|---|---|---|---|---|---|---|---|---|
| toss | | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 |
| beat | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

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| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|---|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |

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| | | | | | | | | | | |
|------|---|---|---|---|---|----|---|----|---|----|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
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- ▶ Each number represents a type of throw to be done at that time or “beat” in the sequence.
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| | | | | | | | | | | |
|------|---|---|---|---|---|----|---|----|---|----|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 3 | 7 | 4 | 6 | 10 | 8 | 12 | 9 | 11 |
| ball | A | B | C | B | B | A | B | C | B | B |

Observations

| | | | | | | | | | | | |
|------|---|---|---|---|---|----|---|----|---|----|------------|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 | |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | |
| land | 5 | 3 | 7 | 4 | 6 | 10 | 8 | 12 | 9 | 11 | |
| land | 0 | 3 | 2 | 4 | 1 | 0 | 3 | 2 | 4 | 1 | (mod n) |
| ball | A | B | C | B | B | A | B | C | B | B | |

- i is the beat, n is the digits in the pattern.

Observations

| | | | | | | | | | | | |
|------|---|---|---|---|---|----|---|----|---|----|------------|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 | |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | |
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- ▶ i is the beat, n is the digits in the pattern.
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Observations

| | | | | | | | | | | | |
|------|---|---|---|---|---|----|---|----|---|----|------------|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 | |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | |
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|------|---|---|---|---|---|----|---|----|---|----|------------|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 | |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | |
| land | 5 | 3 | 7 | 4 | 6 | 10 | 8 | 12 | 9 | 11 | |
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|------|---|---|---|---|---|----|---|----|---|----|------------|
| toss | 5 | 2 | 5 | 1 | 2 | 5 | 2 | 5 | 1 | 2 | |
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|------|---|---|---|---|---|----|---|----|---|----|------------|
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- ▶ For $i \in [0, n)$, $i \rightarrow \text{rem}(l_i, n)$ is a bijection.

Odd-even theorem

Theorem: Odd numbers represent throws that cross from one hand to the other, and even numbers represent throws that are caught by the same hand that made the throw.

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Case 1: t_i is even, so $t_i = 2k$ for some integer k . The ball thrown at beat i lands at $l_i = i + t_i = i + 2k$. Note that $i \equiv i + 2k \pmod{2}$, so the ball will be thrown with the same hand the next time it is thrown.

Case 2: t_i is odd, so $t_i = 2k + 1$ for some integer k . The ball thrown at beat i lands at $l_i = i + t_i = i + 2k + 1$. Note that $i \not\equiv i + 2k + 1 \pmod{2}$, so the ball will be thrown with the opposite hand the next time it is thrown. QED.

Throw interpretations

- ▶ 0: empty hand.

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Throw interpretations

- ▶ 0: empty hand. To clarify, the bijection mentioned earlier interprets 0 as "no throw" and therefore there is no corresponding incoming ball (catch).
- ▶ 1: quick handoff to the other side.
- ▶ 2: pause, hold the ball (or a tiny throw).
- ▶ 3: "normal" throw from one hand to the other.

Pattern 3

Consider the pattern 3.

| | | | | | | | | | | | |
|------|--|---|---|---|---|---|---|---|----|----|----|
| toss | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| beat | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ball | | A | B | C | A | B | C | A | B | C | A |

Ball A alternates hands, followed by B and C.

Pattern 3

Consider the pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|----|----|----|
| toss | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ball | A | B | C | A | B | C | A | B | C | A |

Ball A alternates hands, followed by B and C. Symmetric.

Pattern 3

Consider the pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|----|----|----|
| toss | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ball | A | B | C | A | B | C | A | B | C | A |

Ball A alternates hands, followed by B and C. Symmetric. Known as the 3-ball cascade.

Pattern 3

Consider the pattern 3.

| | | | | | | | | | | | |
|------|--|---|---|---|---|---|---|---|----|----|----|
| toss | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| beat | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ball | | A | B | C | A | B | C | A | B | C | A |

Ball A alternates hands, followed by B and C. Symmetric. Known as the 3-ball cascade. Makes a nice figure-8 pattern.

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|---|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|---|----|----|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 2 | 7 | 4 | 9 | 6 | 11 | 8 | 13 | 10 |

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|---|----|----|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 2 | 7 | 4 | 9 | 6 | 11 | 8 | 13 | 10 |
| ball | A | B | B | C | C | A | A | B | B | C |

Hand 0 always throws a 5.

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|---|----|----|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 2 | 7 | 4 | 9 | 6 | 11 | 8 | 13 | 10 |
| ball | A | B | B | C | C | A | A | B | B | C |

Hand 0 always throws a 5. Hand 1 always throws a 1.

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|---|----|----|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 2 | 7 | 4 | 9 | 6 | 11 | 8 | 13 | 10 |
| ball | A | B | B | C | C | A | A | B | B | C |

Hand 0 always throws a 5. Hand 1 always throws a 1. Asymmetric.

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|---|----|----|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 2 | 7 | 4 | 9 | 6 | 11 | 8 | 13 | 10 |
| ball | A | B | B | C | C | A | A | B | B | C |

Hand 0 always throws a 5. Hand 1 always throws a 1. Asymmetric. A makes a high circle from 0 to 1, then zips over to 0 and does it again.

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|---|----|----|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 2 | 7 | 4 | 9 | 6 | 11 | 8 | 13 | 10 |
| ball | A | B | B | C | C | A | A | B | B | C |

Hand 0 always throws a 5. Hand 1 always throws a 1. Asymmetric. A makes a high circle from 0 to 1, then zips over to 0 and does it again. B and C follow suit.

Pattern 51

Contrast with pattern 3.

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|---|----|----|
| toss | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 | 5 | 1 |
| beat | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| hand | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| land | 5 | 2 | 7 | 4 | 9 | 6 | 11 | 8 | 13 | 10 |
| ball | A | B | B | C | C | A | A | B | B | C |

Hand 0 always throws a 5. Hand 1 always throws a 1. Asymmetric. A makes a high circle from 0 to 1, then zips over to 0 and does it again. B and C follow suit. Known as the 3-ball shower.

Pattern k

In general, what's the pattern with the form k ?

Pattern k

In general, what's the pattern with the form k ? Equivalent to $kkkk\dots$

Pattern k

In general, what's the pattern with the form k ? Equivalent to $kkkk\dots$. Throw the first ball so it lands k beats later.

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Pattern k

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Pattern k

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Theorem: The pattern k is a symmetric k -ball pattern.

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Theorem: The pattern k is a symmetric k -ball pattern.

Proof: For $k = 0$, empty hands.

Pattern k

In general, what's the pattern with the form k ? Equivalent to $kkkk\dots$. Throw the first ball so it lands k beats later. In the meantime, $k - 1$ other balls are thrown, each following the same pattern. If $k \geq 3$ is odd, it's a cascade / figure 8. If $k \geq 4$ is even, it's two columns of $k/2$ balls in a circle.

Theorem: The pattern k is a symmetric k -ball pattern.

Proof: For $k = 0$, empty hands. For $k = 1$, pass the ball back and forth.

Pattern k

In general, what's the pattern with the form k ? Equivalent to $kkkk\dots$. Throw the first ball so it lands k beats later. In the meantime, $k - 1$ other balls are thrown, each following the same pattern. If $k \geq 3$ is odd, it's a cascade / figure 8. If $k \geq 4$ is even, it's two columns of $k/2$ balls in a circle.

Theorem: The pattern k is a symmetric k -ball pattern.

Proof: For $k = 0$, empty hands. For $k = 1$, pass the ball back and forth. For $k = 2$, stand there holding the 2 objects.

Pattern k

In general, what's the pattern with the form k ? Equivalent to $kkkk\dots$. Throw the first ball so it lands k beats later. In the meantime, $k - 1$ other balls are thrown, each following the same pattern. If $k \geq 3$ is odd, it's a cascade / figure 8. If $k \geq 4$ is even, it's two columns of $k/2$ balls in a circle.

Theorem: The pattern k is a symmetric k -ball pattern.

Proof: For $k = 0$, empty hands. For $k = 1$, pass the ball back and forth. For $k = 2$, stand there holding the 2 objects. For $k \geq 3$, see above.

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns.

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We already know they are both 3-ball patterns. But, can we connect the two?

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

toss | 5 1 5 1 5 1

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | | |
|------|--|----------|----------|----------|---|---|----------|
| toss | | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |

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We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | | |
|------|--|----------|----------|----------|---|---|----------|
| toss | | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | | |
|------|--|----------|----------|----------|----------|---|----------|
| toss | | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | | |
|------|--|----------|----------|----------|----------|---|----------|
| toss | | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|---|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|---|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|----------|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |
| toss | 2 | 3 | 3 | 4 | <u>5</u> | <u>1</u> |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|----------|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |
| toss | 2 | 3 | 3 | 4 | <u>5</u> | <u>1</u> |
| toss | 2 | 3 | 3 | 4 | <u>2</u> | <u>4</u> |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|----------|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |
| toss | 2 | 3 | 3 | 4 | <u>5</u> | <u>1</u> |
| toss | 2 | 3 | 3 | 4 | <u>2</u> | <u>4</u> |
| toss | <u>2</u> | 3 | 3 | 4 | 2 | <u>4</u> |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|----------|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |
| toss | 2 | 3 | 3 | 4 | <u>5</u> | <u>1</u> |
| toss | 2 | 3 | 3 | 4 | <u>2</u> | <u>4</u> |
| toss | <u>2</u> | 3 | 3 | 4 | 2 | <u>4</u> |
| toss | 3 | 3 | 3 | <u>4</u> | <u>2</u> | 3 |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|----------|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |
| toss | 2 | 3 | 3 | 4 | <u>5</u> | <u>1</u> |
| toss | 2 | 3 | 3 | 4 | <u>2</u> | <u>4</u> |
| toss | <u>2</u> | 3 | 3 | 4 | 2 | <u>4</u> |
| toss | 3 | 3 | 3 | <u>4</u> | <u>2</u> | 3 |
| toss | 3 | 3 | 3 | <u>3</u> | <u>3</u> | 3 |

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|----------|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |
| toss | 2 | 3 | 3 | 4 | <u>5</u> | <u>1</u> |
| toss | 2 | 3 | 3 | 4 | <u>2</u> | <u>4</u> |
| toss | <u>2</u> | 3 | 3 | 4 | 2 | <u>4</u> |
| toss | 3 | 3 | 3 | <u>4</u> | <u>2</u> | 3 |
| toss | 3 | 3 | 3 | <u>3</u> | <u>3</u> | 3 |

From 51 to 3 keeping numbers of balls constant.

Pattern 51 has the same number of objects as pattern 3

We already know they are both 3-ball patterns. But, can we connect the two?

| | | | | | | |
|------|----------|----------|----------|----------|----------|----------|
| toss | 5 | 1 | 5 | 1 | 5 | 1 |
| toss | <u>5</u> | <u>1</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | <u>2</u> | <u>4</u> | <u>5</u> | 1 | 5 | <u>1</u> |
| toss | 2 | 4 | <u>5</u> | <u>1</u> | 5 | 1 |
| toss | 2 | 4 | <u>2</u> | <u>4</u> | 5 | 1 |
| toss | 2 | <u>4</u> | <u>2</u> | 4 | 5 | 1 |
| toss | 2 | <u>3</u> | <u>3</u> | 4 | 5 | 1 |
| toss | 2 | 3 | 3 | 4 | <u>5</u> | <u>1</u> |
| toss | 2 | 3 | 3 | 4 | <u>2</u> | <u>4</u> |
| toss | <u>2</u> | 3 | 3 | 4 | 2 | <u>4</u> |
| toss | 3 | 3 | 3 | <u>4</u> | <u>2</u> | 3 |
| toss | 3 | 3 | 3 | <u>3</u> | <u>3</u> | 3 |

From 51 to 3 keeping numbers of balls constant. So, both 3.

Averaging theorem

Theorem: The average of the digits in a pattern equals the number of balls in the pattern.

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Proof sketch: Can use an induction argument to show we can reduce any pattern to a k pattern using *site swaps*.

Averaging theorem

Theorem: The average of the digits in a pattern equals the number of balls in the pattern.

Proof sketch: Can use an induction argument to show we can reduce any pattern to a k pattern using *site swaps*. A site swap doesn't change the average because replaces a and b with $b - 1$ and $a + 1$.