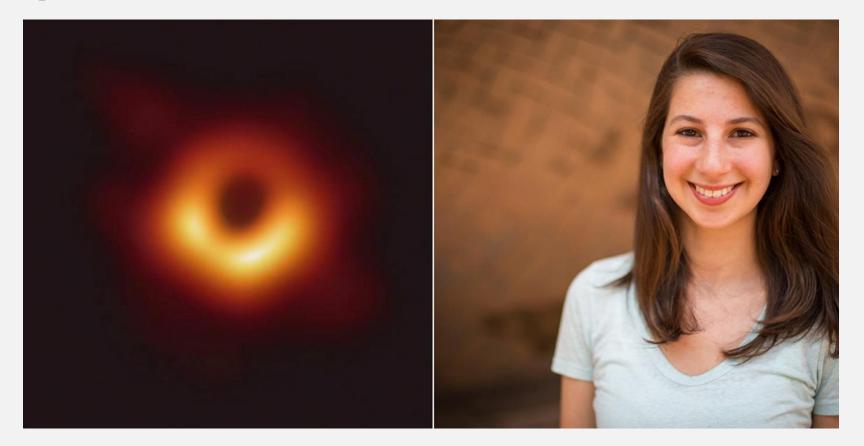
## **Computer Science in the news...**



The CHIRP (Continuous High-resolution Image Reconstruction using Patch priors) algorithm is a <u>Bayesian</u> algorithm to perform a <u>deconvolution</u> on images created in <u>radio</u> <u>astronomy</u>

## **Probability Questions**

- Suppose there is a lottery where a 4 digit number is chosen randomly. (For example: 0000, 0106, 9987,...).
  What is the size of the sample space?
- Suppose you win some money if your number matches exactly, or has the same digits in 3 out of the 4 positions. What is the probability that your number matches in 3 out of 4 positions?
- What is the probability that you don't win any money?