
Contents

Preface	ix
Acknowledgments	ix
Introduction	xi
Read Me!	xv
The Cards	xv
How Are Cards Represented?	xvi
Shuffling 1: Cutting the Pack	xvi
Shuffling 2: The Riffle Shuffle	xvii
Some Technical Tips	xix
Chapter 1. You Can Count on It	1
§1.1. Thrice to Thine and Thrice to Mine	1
§1.2. The Magic of Prime Numbers	31
Chapter 2. Let's Mix It Up!	53
§2.1. Invariants: Rock Solid	54
§2.2. Detective Work: What Information Is Retained?	70
§2.3. Symmetry	117

Chapter 3. Optimally Packaged Information: Coding	137
§3.1. Let's Begin	140
§3.2. Well Placed	146
§3.3. Impossible!	151
§3.4. Information Postprocessing: Coding à la de Bruijn	166
Chapter 4. Chance Makes Magic	177
§4.1. What Is Probability?	178
§4.2. We Are All Friends: The Kruskal Magic Trick	183
§4.3. I Always Win!	190
Appendix	197
§A.1. The Magical Triangle	197
§A.2. Intransitivity: Probabilities	201
References	205