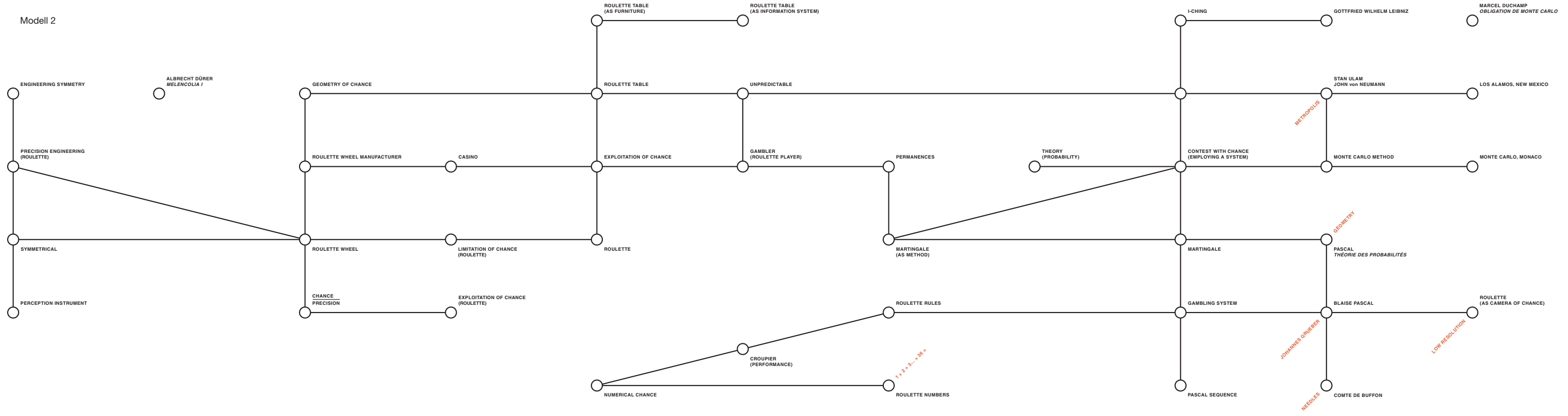


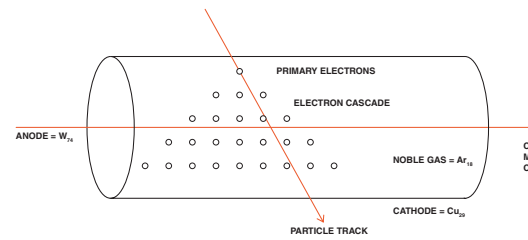
Modell 2



CHANCE



0	1	2	3	MANQUE	18	IMPAIR	12	12
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	12	12	12
PASSE	19	36	PAIR					



GEIGER MÜLLER COUNTER PRINCIPLE, 1928

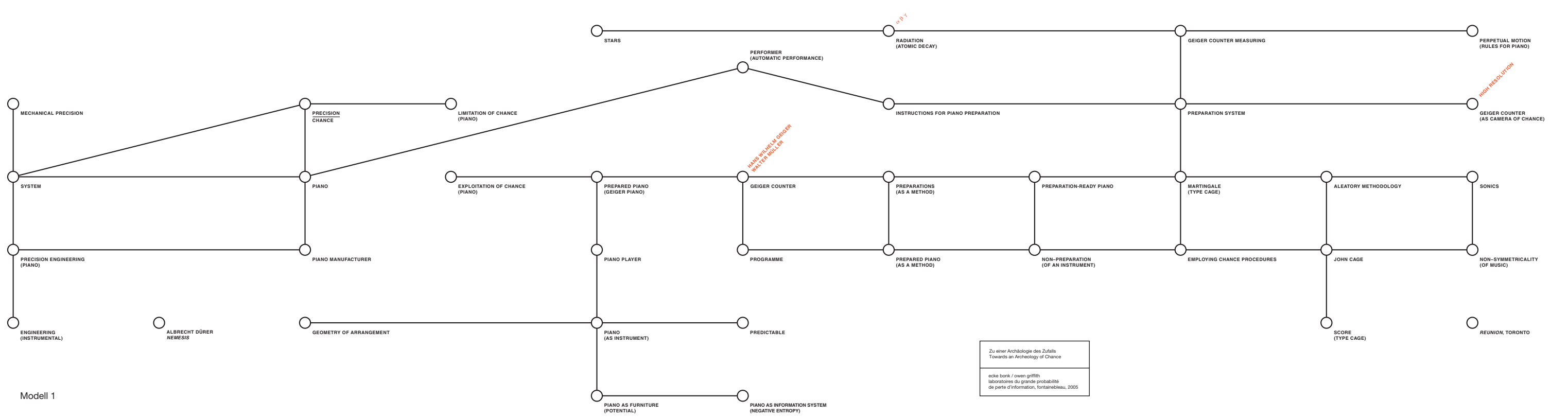
6	32	3	34	35	1
7	11	27	28	8	30
19	14	16	15	23	24
18	20	22	21	17	13
25	29	10	9	26	12
36	5	33	4	2	31

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

8	1	6
3	5	7
4	9	2

EXPERIMENT

Modell 1



Zu einer Archäologie des Zufalls
Towards an Archeology of Chance

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laboratoires du grande probabilité
de perte d'information, fontainebleau, 2005