• *Fingerprinting*: To check if two objects *A* and *B* are equal, first choose another object *r* at random, and compare the combined objects $\langle A, r \rangle$ and $\langle B, r \rangle$ some how, so that if $\langle A, r \rangle = \langle B, r \rangle$ then A = B with good probability.

Choosing the right random object to combine with is where the creativity lies!

- 1. Let *A* and *B* be two *sets*, each of size *n*. Verify whether A = B by comparing at most $O(\log n)$ bits with good probability.
- 2. Let *A* and *B* be two *multisets*, each of size *n*. Verify whether *A* = *B* in polynomial time with good probability.
- 3. Let *A* and *B* be two *multisets*, each of size *n*. Verify whether *A* = *B* by comparing at most *O*(log *n*) bits with good probability.
- 4. Let *A* and *B* be two *binary trees*, each of size *n*. Verify whether *A* = *B* in polynomial time with good probability.