
Handout for MATH 036: Study Questions for “Mathematics as a Creative Art”

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Last Revised: August 18, 2017

Halmos

- (i) What is the main difference between mathology and mathophysics according to Halmos? What are their advantages and disadvantages? Find examples for both (a la Google, say).
- (ii) On pp. 376-377, Halmos declares that “[a] machine might enjoy proving that $1^3 + 5^3 + 3^3 = 153$, and it might even go on to discover that there are only five positive integers with the property that the equation indicates $(1, 370, 371, 407)$, [...]”. What is that property? (Hint: The answer has to do with narcissism.)
- (iii) What are the three celebrated Greek problems Halmos mentions?
- (iv) The phrase “ontogeny recapitulates phylogeny” Halmos cites on p. 379 belongs to the study of evolutionary biology. How is it justify to use it in a mathematical context?
- (v) Can one think of mathematics as a game, or as play? (See Huizinga’s “magic circle”, e.g. at [https://en.wikipedia.org/wiki/Magic_circle_\(virtual_worlds\)](https://en.wikipedia.org/wiki/Magic_circle_(virtual_worlds)))
- (vi) Are you a problem-solver or theory-creator (in life in general)? Which character trait is more valuable?
- (vii) Get acquainted with the tennis tournament problem on p. 382 by considering different numbers of tennis players.
- (viii) Are the following two identifications justified: problem-solver \sim mathophysicist, theory-creator \sim mathologist?
- (ix) See the note on p. 386: “the longer formulation is not only awkward, it is also incomplete”. What is the verbal formulation actually missing?
- (x) Halmos declares on p. 387 that “chess is completely deterministic”. In what sense is chess deterministic? Surely at the beginning of the game there are a very big number of possibilities on how the game might develop, which is the reason why chess is so well-regarded.
- (xi) What are the criteria for quality in mathematics, according to Halmos?