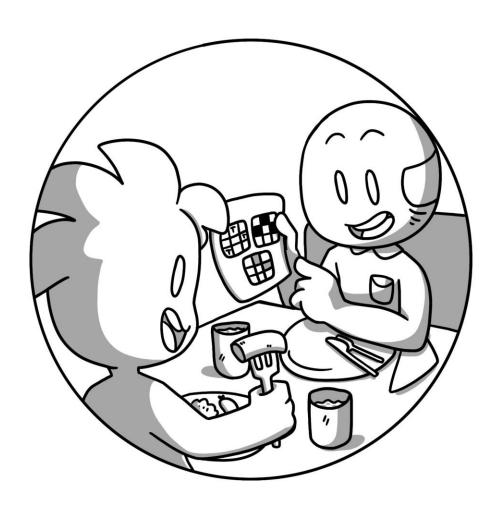
Mathematical Thinking



COMERPLAIN



This comic was created in the course of the research project Comixplain, funded by St. Pölten UAS in the course of the Innovation Call 2022.

Project Team:

Victor-Adriel De-Jesus-Oliveira Hsiang-Yun Wu Christina Stoiber Magdalena Boucher Alena Ertl

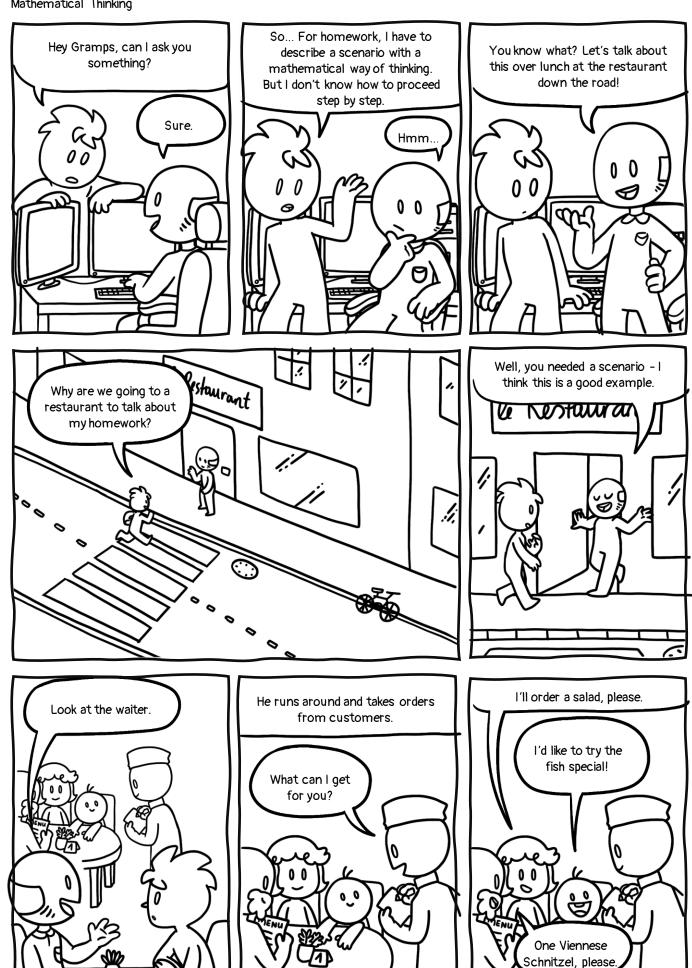
Contact:

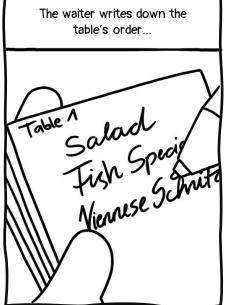
victor.oliveira@fhstp.ac.at

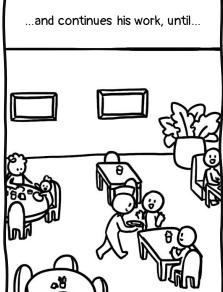
Illustrations:

Magdalena Boucher & Alena Ertl

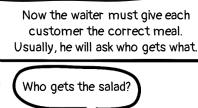


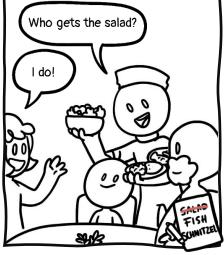












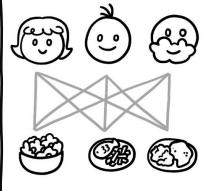




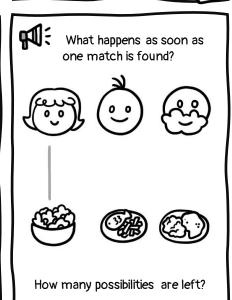
Now, we could take this scenario of getting the right meal to the right customer and try to find a mathematical approach to this "problem".

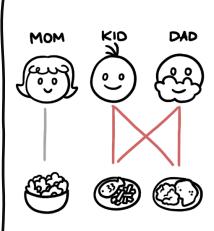


We have three customers and three meals.



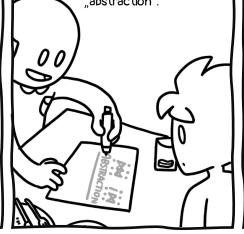
This means that there are nine possible combinations.



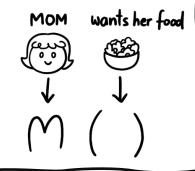


So, as soon as one combination is fixed, the problem becomes easier - there are only four possibilities left.

We can also describe this meal-tocustomer-problem with mathematical notation. This transformation process is called "abstraction".



Through the abstraction, the problem is described in a way that it can easily – mathematically – be applied to other cases. For example, the mom, who gets the salad, can be abstracted in the following way:



The food for the mom has to be put into the brackets. She gets the salad, so we'll abbreviate that with "s".



M(s) is our mathematical notation for the sentence "The salad is given to the mom".

The same can be done with the other customer-meal-relationships as well:



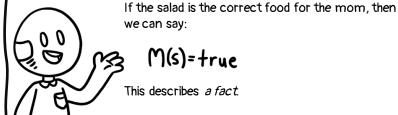
means "The salad is given to the mom".



means "The fish is given to the kid".



)(V5) means "The Schnitzel is given to the dad".



Mathematicians want to write as little letters as possible, so technically, instead of

we could also write

Or x=true. Or a=true. Anything, really; you could even use an emoji. It's just a variable that represents a value.

We can describe everything the waiter knows at first in a mathematical way.

If each customer can get one meal, the mom can get either:

salad

fish

schnitzel

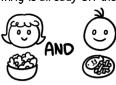


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In a mathematical notation, this would look like this:

S v f v VS this is the "math symbol" for OR After having delivered two correct meals, he knows that the dad can't get the salad or the fish, since the following is already on the table:

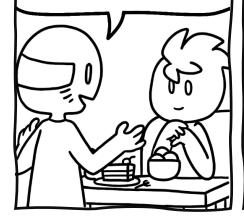


This means that the dad does NOT get the salad AND NOT the fish, which leaves only the schnitzel:

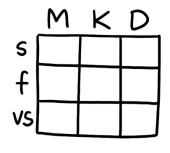
this is the "math symbol" for NOT

is
$$\uparrow$$
 = VS

As the waiter, I could evaluate my performance mathematically, too.
Basically, I want to check how many people got their food delivered correctly.



We can do this with a "matching game" of sorts. This table shows all possible combinations of customer and food:



...and we have three tags to

put in a cell. But a can only
appear in one row or column, since
every customer can only get one

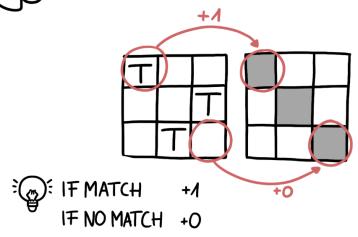
of the three meals.



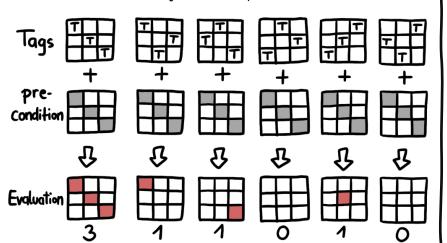
In different cases, there might even be some restrictions so-called constraints. For example, a kid can't get any alcohol. In that case, one of the cells would be "blocked".



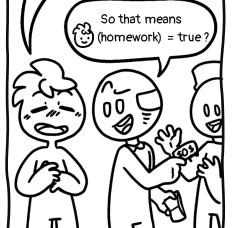
For each meal and customer, we look whether the placement of our matches the precondition. If it does, we get one point, if it doesn't, we don't. And if we get all 3 points, we win!



There could be many solutions to our "problem", but only one is correct. The correct solution would be the precondition, and we have to evaluate how our guess fits this precondition.



Oof, I'm full now... but hey, I finished my homework!



Sources:

Ben-Ari, M. (2012). Mathematical logic for computer science. Springer Science & Business Media.

Devlin, K. J. (2012). Introduction to mathematical thinking (Vol. 331). Palo Alto, CA: Keith Devlin.

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