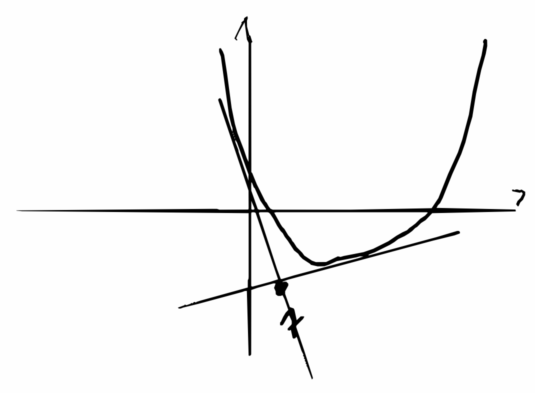
1 Intro



Scene 1.1

Initial problem

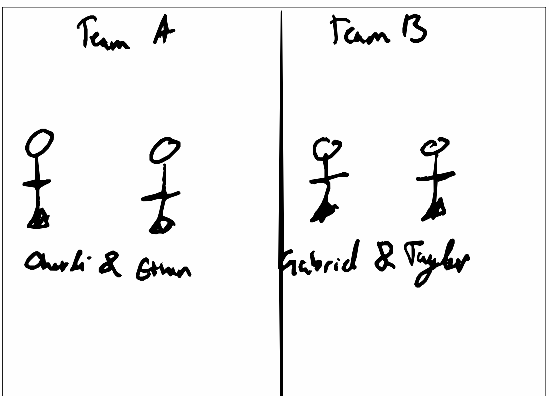
$y = x^2 - 4x + 3$, $A(2, -2)$

What about other points?

- Initial quadratic
- polynomial?
- trig?
- closed curve?
- Arbitrary differential curve?

Scene 1.2

Problem progression



Scene 1.3

Introducing our teams

Competition and example

Geometry/generalisation and Topology

Scene 1.4

Clear goal?

$E \subset \mathbb{R}^2$ such that there are tangent passes through a point $P \in E$.

$\frac{d}{dx}(P(x))$ is easy!

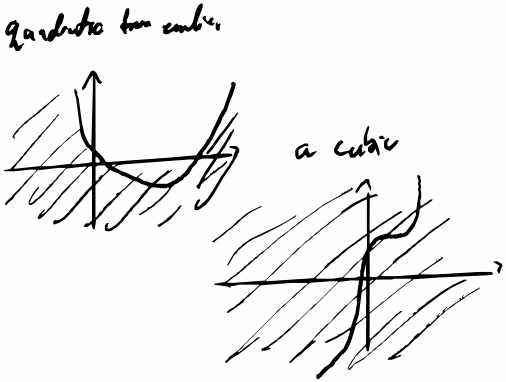
Scene 2.1

Why polynomials?

$(x_\alpha - x_A)f'(x_\alpha) - f(x_\alpha) + y_A = 0$

Scene 2.2.

Finding the Roots



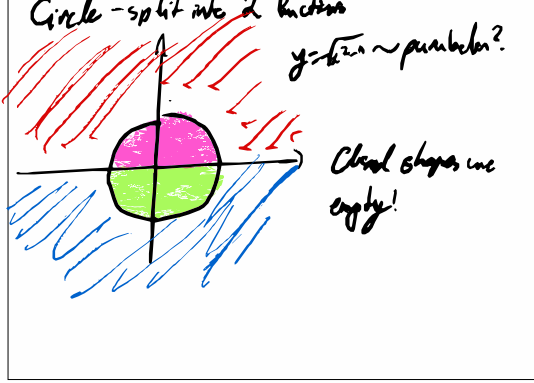
Scene 2.3

Graphs for which x,y solutions exist

Odd parity - $\mathbb{R}^2$

Even parity - Not "inside"?

$(y-a)$ as x_a main term



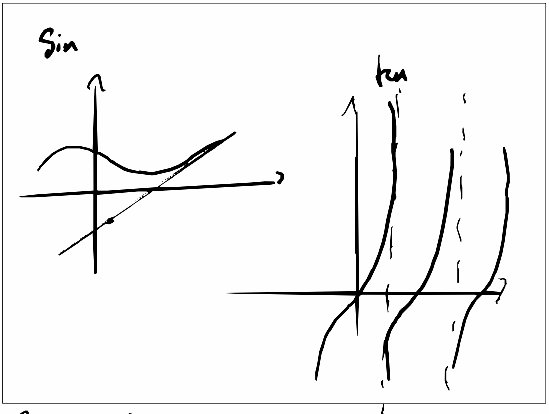
Scene 2.4

Circle works as a parabola?

Inside/outside

Where do the solutions originate (which equation)

2 Team A - tang and non convex

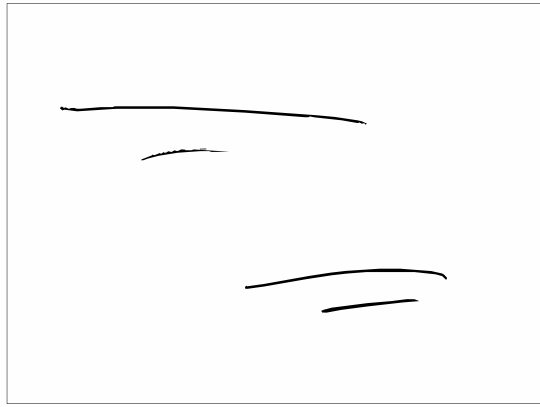


Scene 2.5

Trig

Sin, Cos -> always infinite solutions (taylor series allusion)

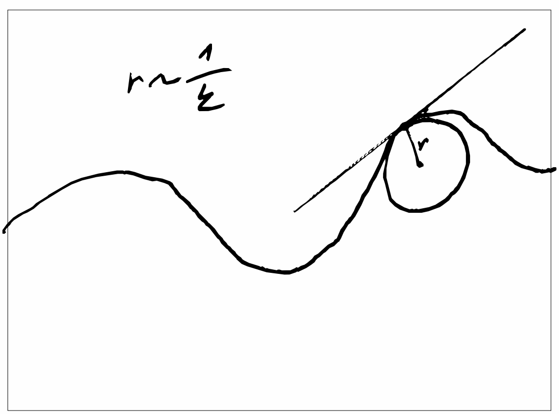
tan -> good question, needs a different method



Scene 2.6

Any function without it's interior has a tangent! Are we missing something?

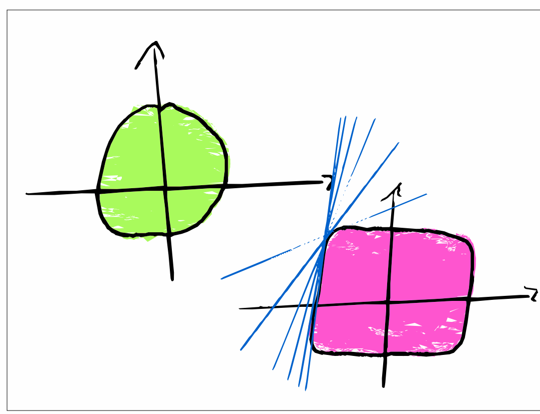
3 Team B



Scene 3.1

Oscaleting circles and curvature

Find from "where" we can draw tangents to those circle

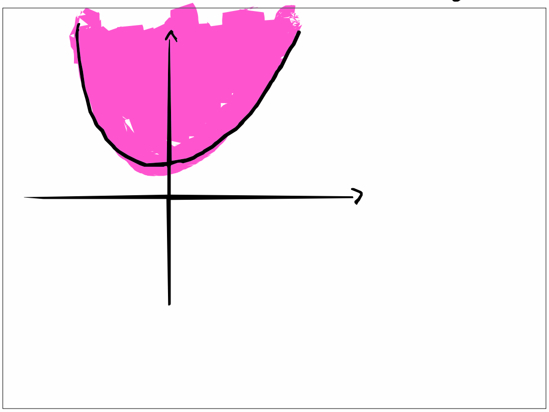


Scene 3.2

Circle - simplest form   360° spin

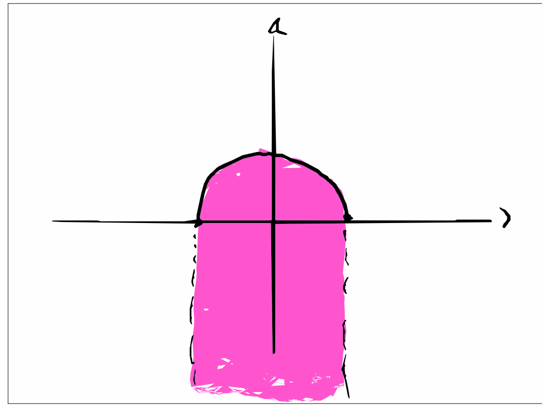
- tangent can't come from inside   IMT!
- can be drawn anywhere close
- rolling tangent -> convex

3 Team B



Scene 3.3

Solutions everywhere outside!



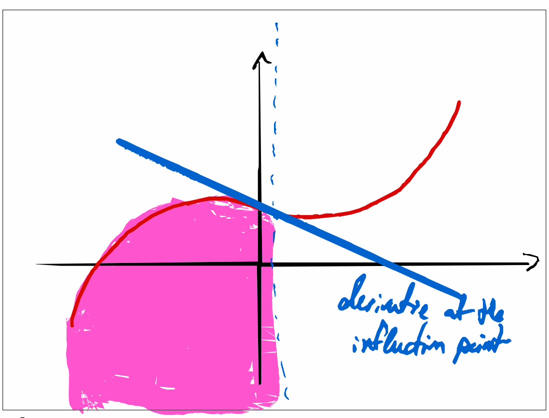
Scene 3.4

Convexity revisited?

180° spins around „inner shadow"

Solutions outside exist always

^ inner shadow revisit parabola



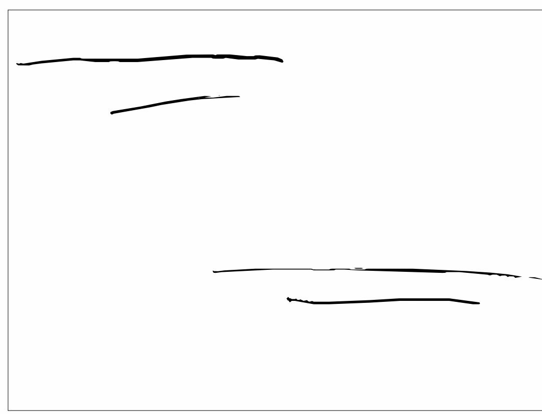
Scene 3.5

Complicated curves

Inflection point shows complete chance

and at least 1 solution for any point

Arcus sin, hm....

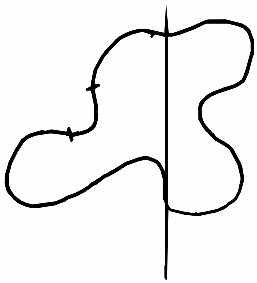


Scene 3.6

I think that's everything covered

And without numbers!

3 Team B



Scene 3.7

Revisiting any curve done above

*guarantees solution exists

Minimises shadow area idk

Split the function to inflection points, just find our area without a solution, again rolling tangents (not necessary)

4 conclusion

3/5 tasks proven computationally good/hard

- Doesn't mean there isn't a computational solution, just that any D^1 curve is incredibly hard to write down with sympy (or closed form)
- $(x_2 - x_A) f'(x_A) - f(x_A)$ ... $= 0$
- easy for initial task

Scene 4.1

Team A recap

5/5 tasks proven

- way quicker than using the equation and checking for solution (Team A)
- Requires a D^2 curve. D^1 curve idk
- rolling tangents and inner shadows
- really overdoing it.

Scene 4.2

Team B recap

① Initial quadratic
   ↳ HS back, equation from A

② Any polynomial
   ↳ Quadratic, add point at HS back A

③ Trig
   ↳ sin HS, root is which, A

④ Closed curve and any D1
   ↳ uni, B

Scene 4.3

Level of question in my opinion