

“How is this math?”

Math Club
September 2017

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Is this math?

$$\frac{\partial^2 z}{\partial x^2} = \frac{\partial}{\partial x} \left(\frac{y}{x^2 + y^2} \right) = -\frac{2xy}{(x^2 + y^2)^2} ,$$

$$\frac{\partial^2 z}{\partial y^2} = \frac{\partial}{\partial y} \left(-\frac{x}{x^2 + y^2} \right) = \frac{2xy}{(x^2 + y^2)^2} .$$

$$\frac{\partial^2 z}{\partial x \partial y} = \frac{\partial}{\partial y} \left(\frac{y}{x^2 + y^2} \right) = \frac{1 \cdot (x^2 + y^2) - 2y \cdot y}{(x^2 + y^2)^2} = \frac{x^2 - y^2}{(x^2 + y^2)^2} .$$

And this?

$$\begin{aligned}\boxed{\sin 2A} &= \sin (A + A) = \sin A \cos A + \cos A \sin A \\ &= 2 \sin A \cos A \\ &= 2 \sin A \sqrt{1 - \sin^2 A}\end{aligned}$$

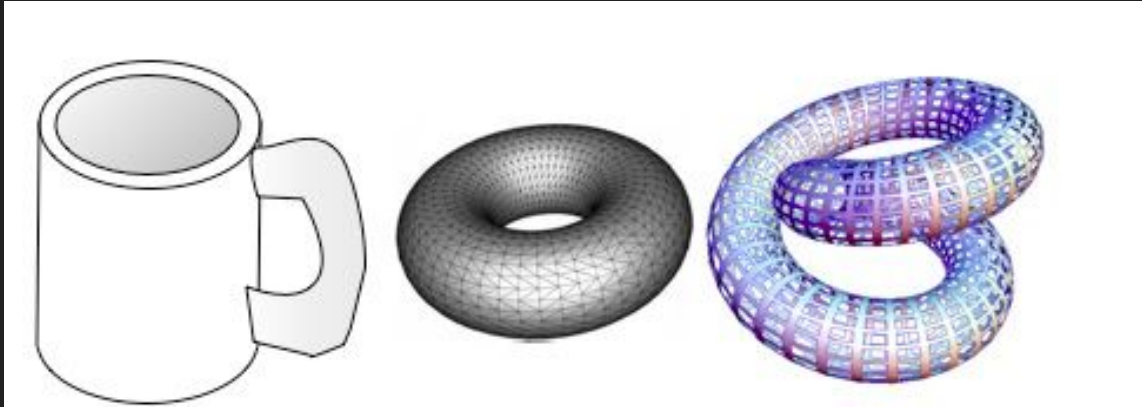
$$\begin{aligned}\boxed{\cos 2A} &= \cos (A + A) = \cos A \cos A - \sin A \sin A \\ &= \cos^2 A - \sin^2 A = \cos^2 A - (1 - \cos^2 A) \\ &= 2 \cos^2 A - 1\end{aligned}$$

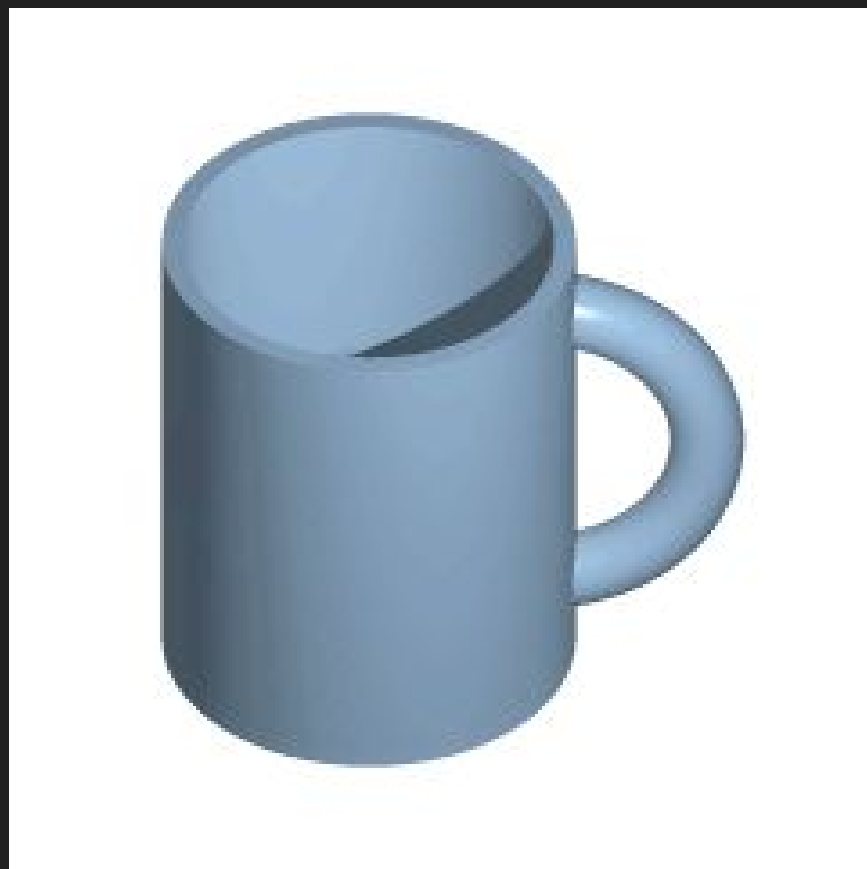
$$\boxed{\tan 2A} = \tan (A + A) = \frac{\tan A + \tan A}{1 - \tan A \tan A} = \frac{2 \tan A}{1 - \tan^2 A}$$

or

$$\begin{aligned}\boxed{\tan 2A} &= \frac{\sin 2A}{\cos 2A} = \frac{2 \sin A \cos A}{\cos^2 A - \sin^2 A} = \frac{2 \frac{\sin A \cos A}{\cos^2 A}}{\frac{\cos^2 A}{\cos^2 A} - \frac{\sin^2 A}{\cos^2 A}} \\ &= \frac{2 \tan A}{1 - \tan^2 A}\end{aligned}$$

How about this?



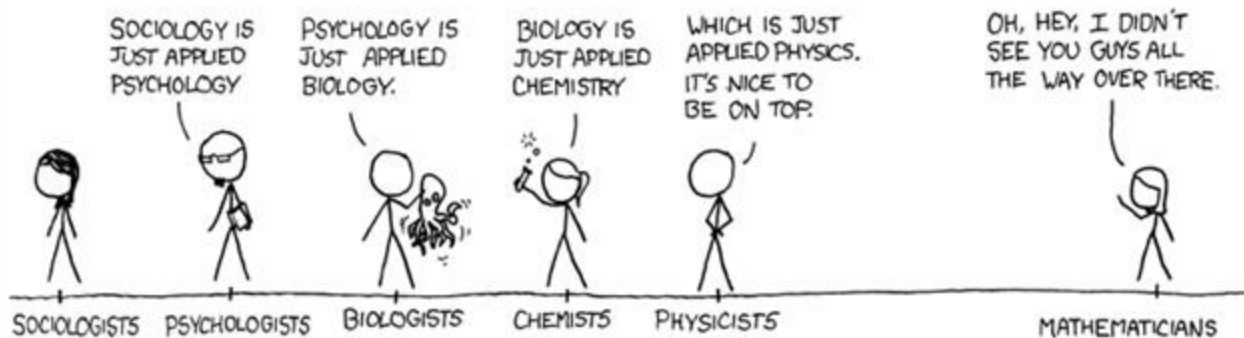


Topology & the Dark Side of Math

- What is pure mathematics?
 - “the study of the basic concepts and structures that underlie mathematics.” [1]
- How is it different from high school mathematics?
 - Proofs!
 - Creative, stimulating, fun!
 - Difficult!
 - Most importantly, beauty > application

FIELDS ARRANGED BY PURITY

→
MORE PURE



WHY AM I HERE, WHAT IS THIS CLUB ABOUT!

- Peer teaching

- Why? People are interested in a lot of different things. Plus, it's fun.
- How?
 - Simply, volunteer to present a topic for the next meeting
 - Research that topic and create a small presentation
 - Provide some fun, collaborative problems to work on

- Math Competitions

- Less emphasis than previous years

- Guest Speakers

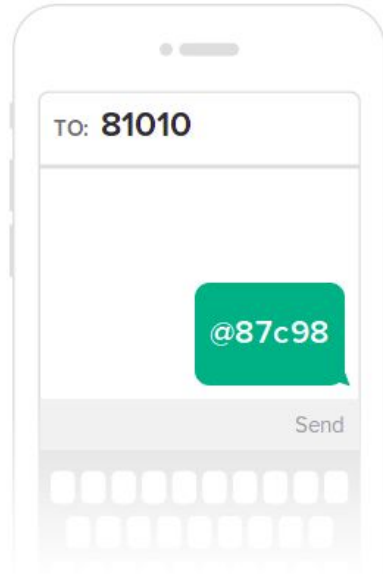
- Once a week meetings
- Each meeting should last no more than an hour and a half
- Questions??
- Suggestions??

Sign Up for Remind Notifications

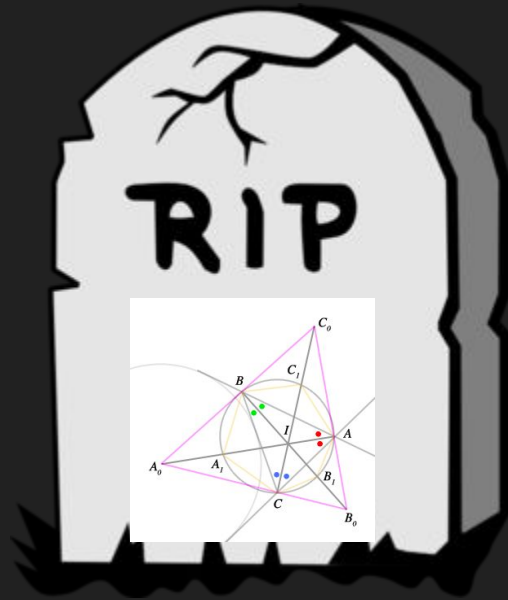
Tell people to text @87c98 to the number 81010

They'll receive a welcome text from Remind.

If anyone has trouble with 81010, they can try texting @87c98 to (559) 862-4969.

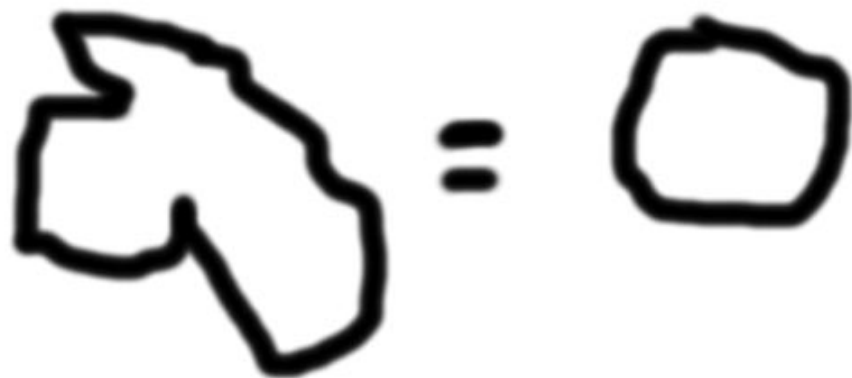
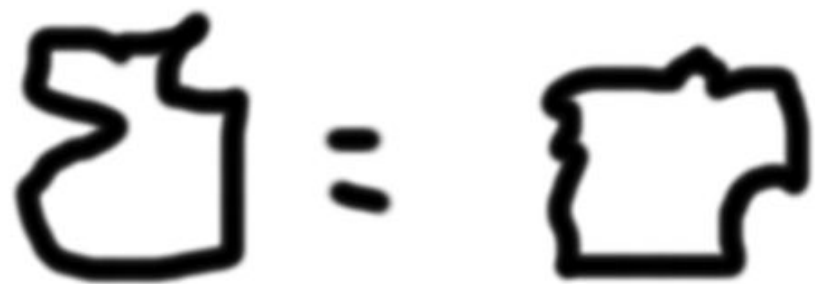


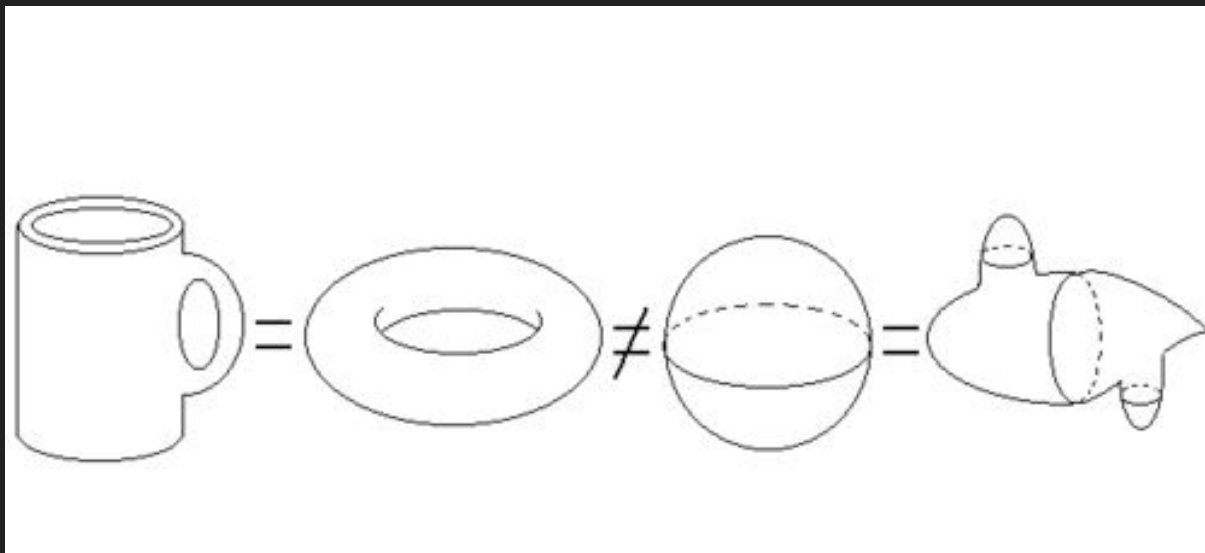
A Quick Moment of Silence for Euclidian Geometry



Topology

- What is it?
 - Topology is “the study of the properties that are preserved through deformations, twistings, and stretchings of objects. Tearing, however, is not allowed” [2]
- What does it mean to be topologically equivalent?
 - Basically, two objects are topologically equivalent if one can be deformed into the other.





Imagine that
geometric
objects were
made out of
playdough



Knot Theory

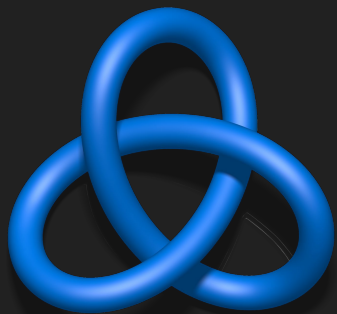
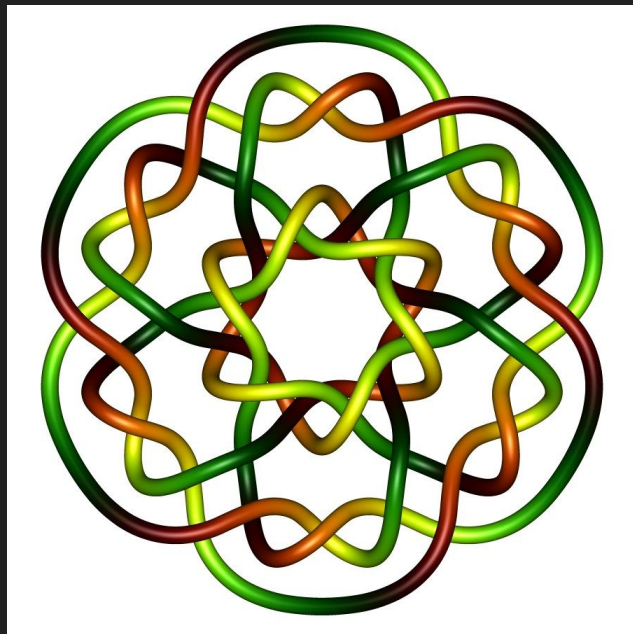
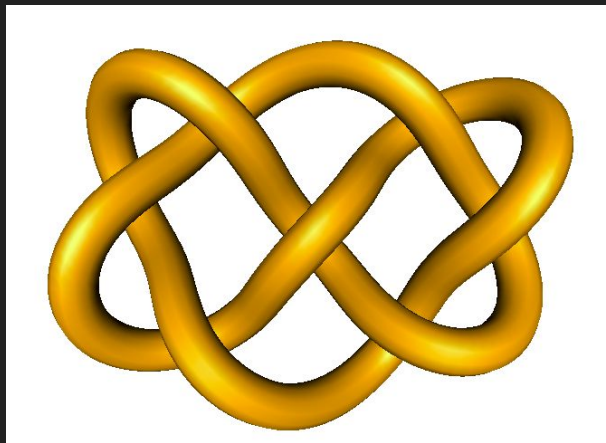
- Imagine that you took a piece of string and glued the two ends of it together.
- This forms -> A knot
 - Once the knot is constructed, however, the ends must remain “glued” together.
 - The final construction of a knot is based upon how you tie, twist, and deform the string before the two ends are glued together.
 - More formally, we say that a knot is a simple closed curve in space. A knot is, topologically, a one-dimensional object



GLUE HERE!

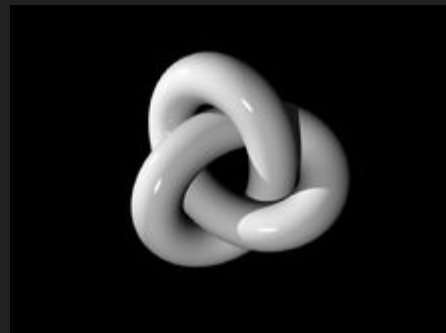


THE UNKNOT!



Let's Take a breather

Any questions so far?



Let's Build Some Knots

- Unknot
- Trefoil
- What's the craziest knot you can make?



0_1



3_1



4_1



5_1



5_2



6_1



6_2



6_3



7_1



7_2



7_3



7_4



7_5



7_6



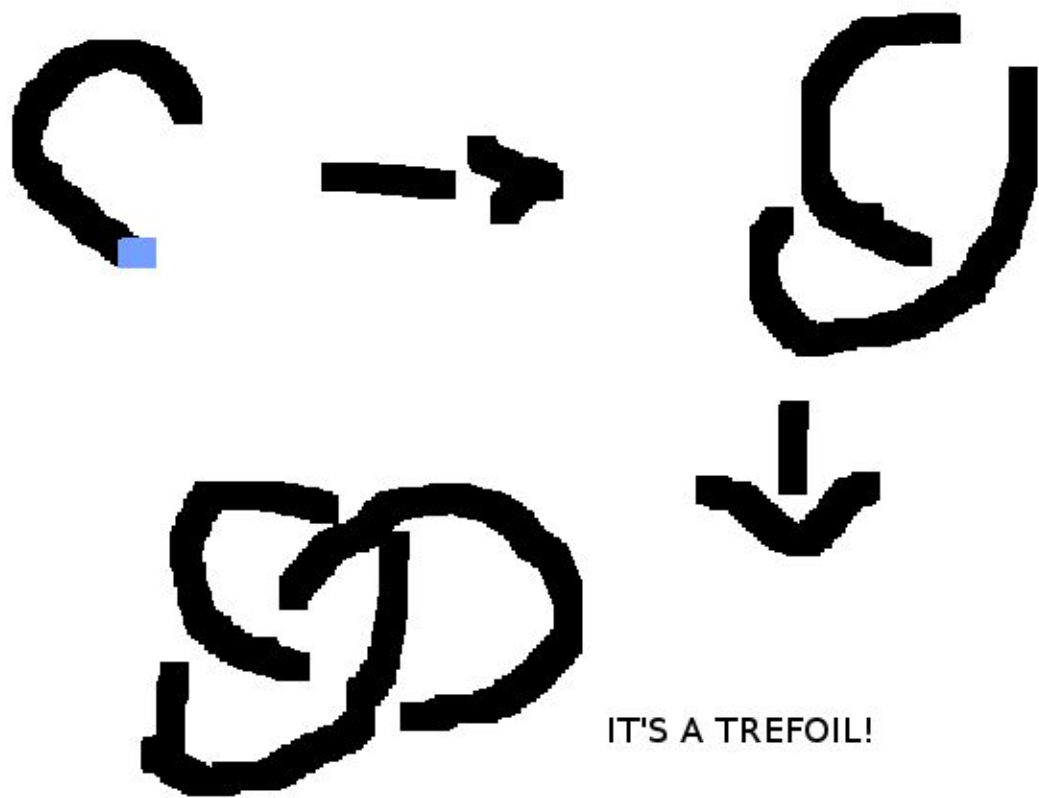
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Knot Projections

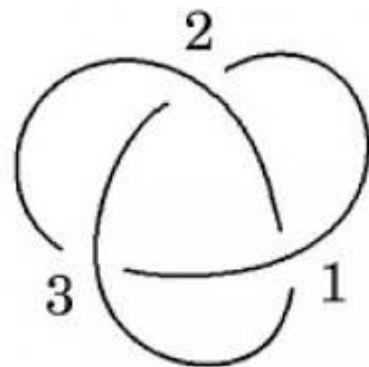
- How do you illustrate a knot on a flat, 2D surface such as paper?
 - Projections!!
 - Imagine you held up a piece of paper at some angle relative to the knot, then outlined the shape of knot, from that angle, onto the paper. That is called a projection.
 - Projections are commonly used to visualize higher dimensions (ex. 4D -> 3D).
 - Projections are also used in video games to display 3D Graphics on a 2D computer screen.

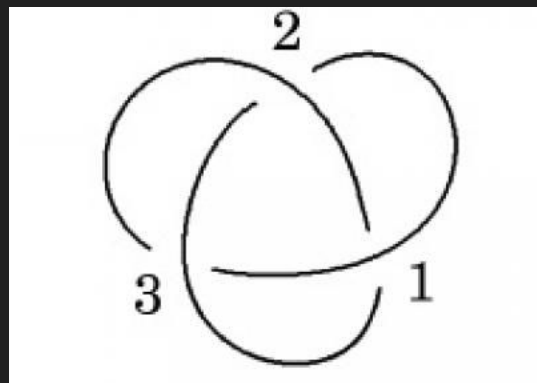
How do you draw a knot?

- First, pick a point on the knot to start from.
- Outline the shape of the knot until you reach a crossing (where two sections of the knot meet)
 - If the the strand you are drawing goes under the other put a break in your line and continue onwards.
 - This creates the appearance that one strand is crossing over the other
- If you drew the knot correctly your pencil should return to the point it started from.

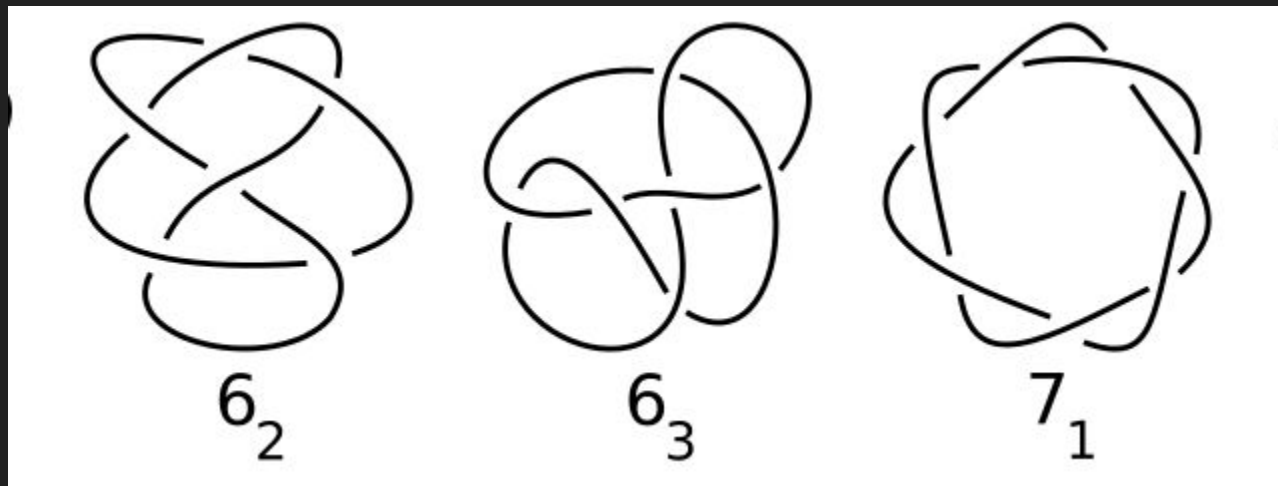
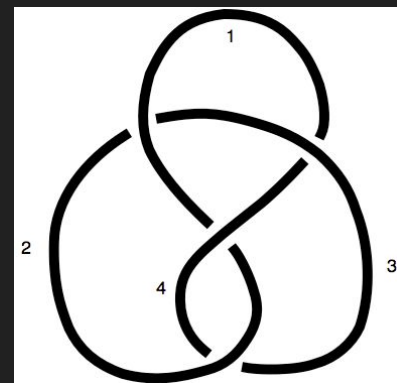


IT'S A TREFOIL!



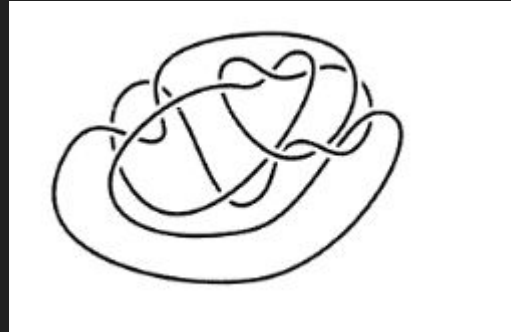


Practice
Drawing
These
Knots



Knot Equivalence

- How do we determine whether two knots are equivalent to one another?
 - Crossing Number?
 - Observation?
- Is this the unknot?

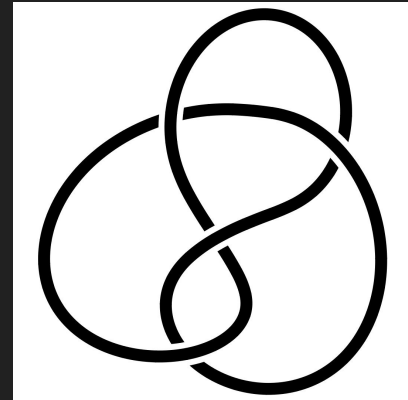


Yes!

But the answer is out of the scope of this lecture.

About Crossings...

- Crossings are the most important part of the knot
- Alternating knot
 - In the projection of the knot crossings alternate between over and under when traveling in a fixed direction



Why?

- Fun
- Chemistry
- Biology
 - DNA Molecules

Have Fun Knotting!

Sources

1. <http://math.mit.edu/academics/undergrad/major/course18/pure.php>
2. <http://mathworld.wolfram.com/Topology.html>
- 3.