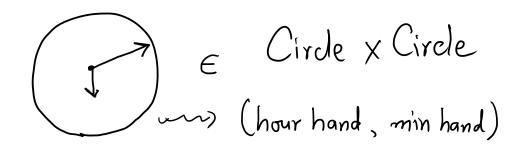
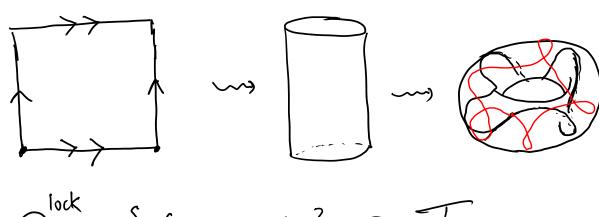
## How to count using topology

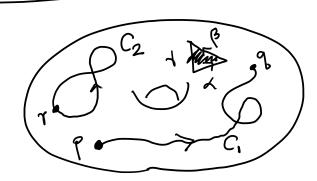
Q: How many valid clock positions remain valid when the hand positions are switched?





More generally, (quickly) find the # intersection points of two curves.

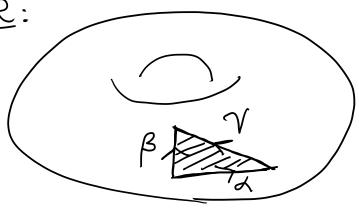
## Curves on I:



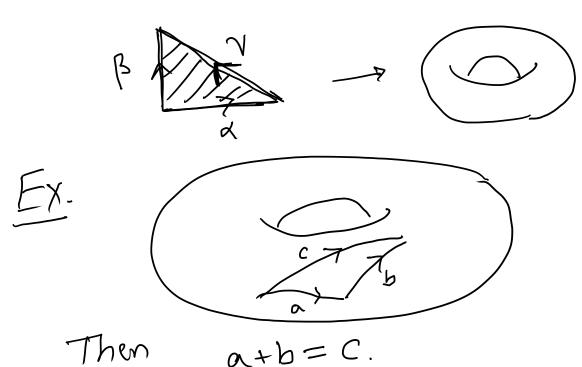
"Curve is a map

$$C_1 + C_2 = C_1 + C_2$$
,  $C_1 + C_2 + C_2 = C_1 + 2C_2$   
 $C_1 - C_2 = C_1 - C_2$   
 $C_1 - C_2 + C_2 = C_1$ 

Extra rule:

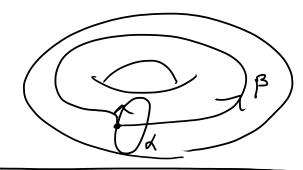


allowed to "cancel" a+7-B.



$$\left( why? \quad a+b-c=0 \right)$$

Key Result:



Let C be any closed curve on T. Then

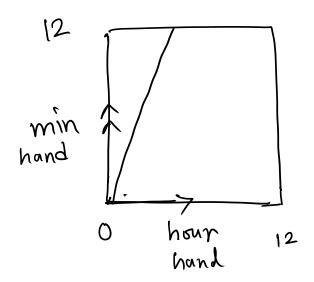
 $C = m\alpha + n\beta$ 

for some mez, nezo



C = md+nB

## Clock:



$$C = 12\beta + \alpha$$

$$A = \beta + 12\alpha$$

Intersecting