

math

NEWS

Volume 106, Issue 6

Friday, March 28th, 2008



She was far less impressed upon discovering he was a **ROBOT!**



917707051041004

lookAHEAD

mathNEWS

March 28	<i>mathNEWS</i> Issue #6 released
----------	-----------------------------------

MathSoc

Wednesday	Games Nights
Thursdays	Movie Nights
April 1	Pints with Profs @ McGinnis Frontrow

Math Faculty

April 7	Lectures end
April 9	WF Period Ends
April 9	ELPE in the PAC
April 10	Examinations begin
April 24	Examinations end

CECS

Now	Continuous Phase Ongoing
-----	--------------------------

Miscellaneous

March 30	Banach's Birthday
April 1	WIM's Karaoke (@ 6 in the Comfy!)
April 5	Hobbes' Birthday

Math C&D!

Great food, great prices!

Stop by the 3rd floor of the MC for great food at some of the lowest prices on campus! It's the Math Society C&D and it's right next to the comfy lounge! We now take debit!

WIMUgrad Karaoke & Bubble Tea

Come out to the WIMUgrad Karaoke & Bubble Tea event on April 1st in the Comfy Lounge!

Natalie Berfeld,
WIMUgrad Chair W08

UW Gamers Smash of the Ages

One tournament. Three games.

Monday, April 7th, 5:30pm, SLC Great Hall

Once again, UW Gamers is throwing a Super Smash Bros tournament! Last term, we said goodbye to Melee with a pair of tournaments: Hardcore and For Fun. Now that the trilogy is complete, we're doing *all three* Super Smash Bros games at once. We want to find the most versatile Smasher of them all!

Rules: • Triple Elimination Swiss Round Robin

- Optional \$5 entry fee for prizes
- Game to be played (SSB, SSBM, SSBB) will be **random** for each match, but care will be taken to prevent competitors from playing the same game every time.
- ALL items on, medium drop rate. This includes stars, hammers, and health
- ALL levels on, (no custom stages in Brawl)
- 5 stock for SSB64, 4 stock for SSBM, 3/4 stock for SSBB
- **Final 8 players:** Single elimination tree, best 2 of 3, each SSB game gets played once.

See official rules at www.uwgamers.org, and don't forget to pre-register!

UW Gamers Dude

mastHEAD

Once again, the last *mathNEWS* of the term heralds the approaching spectre of final exams. The term has flown by rather quickly. We remember the good times and the bad times, all of which was inspiration for an epic edition of *mathNEWS*! A glory of wit and rhetoric that would take days to recite. After editing out all of the swear words and incantations for summoning the spirits from Niflheim, we were left with what you hold in your hands. A little less impressive than an epic, but at least it gives you something to do in class.

As occasionally happens in the last issue of the term, we decided to unmask some of the writers who have contributed to your enjoyment (hopefully) of *mathNEWS* this term. To accompany glorious pizza, we asked our production staff to answer the question, "What's your favourite red shirt death?", and they answered, to go along with their names and programs: Dan Goc (3A CS, "What's that? I'm sorry I can't hear you over how awesome I am."), John "StaticIP" Stevenson (1B SE, "Kirk, Spock, Bones, and Ensign Ricky, any bets?"), Chester "Megaton Panda" Yang (3A Math, "Your mom?"), Robert "42" Burke (3A CS, [Looks over at Matt who is wearing a red shirt] "Still waitin'!"), Edgar Bering (1B Fluffy Bunny Man, "Kirk wore a red shirt, didn't he?"), J. "Impulse Vector" Baxter (1B SE, "No name? Goodbye."), Derek "Thor" Thurn (2A-point-M SE, "The second one in 'The Trouble with Tribbles'."), Peter Simonyi (SE, "The kind where the shirt wasn't red to begin with."), Sarah "snippet" Pidcock (2B CS, "The British are coming! The British are coming! And I don't mean Matt..."), Mark Jackson Brown "MJB" (4D CS, "I forgot to use colour guard detergent in my laundry!"), Matthew Woolman (3A CS, "The (n+1)th one.")

We thank, as always, Graphics for making the printing of *mathNEWS* possible and to all those who contributed to our content this term. Without any material, there would be no printing to be done. We'd like to thank the Imprint's Assistant Science & Technology Editor for proving that you don't need to know facts to get a technical article published in a newspaper. More thanks go out to my peeps in Narnia: thank you for killing that frosty bitch. Peace out, y'all.

Michael Perkins (4B C&O, "It's all negotiable as long as I survive.")

Michaelangelo Finistauri (3B Stactsci, "The one where Scotty beamed the guy into outer space and Kirk ordered to ram him for fun.")

ISSN 0705—0410

mathNEWS is normally a fortnightly publication funded by and responsible to the undergraduate math students of the University of Waterloo, as represented by the Mathematics Society of the University of Waterloo, hereafter referred to as MathSoc. *mathNEWS* is editorially independent of MathSoc. Content is the responsibility of the *mathNEWS* editors; however, any opinions expressed herein are those of the authors and not necessarily those of MathSoc or *mathNEWS*. Current and back issues of *mathNEWS* are available electronically via the World Wide Web at <http://www.mathnews.uwaterloo.ca/>. Send your correspondence to: *mathNEWS*, MC3046, University of Waterloo, 200 University Ave. W., Waterloo, Ontario, Canada, N2L 3G1, or to userid@mathnews@student.math.uwaterloo.ca on the Internet.

This work is licensed under the Creative Commons Attribution-Noncommercial-No Derivative Works 2.5 Canada License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-nd/2.5/ca/> or send a letter to Creative Commons, 559 Nathan Abbott Way, Stanford, California 94305, USA. Terms may be renegotiated by contacting the editor(s).

Saturnus & Cronus: Michael Perkins & Michaelangelo Finistauri

CSC Flash

Greetings Humans! It is I, Chairbeing Extraordinaire here for the last flash of CSC of the term. Still pending is the Game Theory talk, see last fortnight's flash for details. Other than that we had Paper Club meet yesterday. Tea was served and all was good.

Paper Club you say?

Yes, paper club is a CSC spin-off dedicated to introducing undergraduates to research computer science. We meet weekly to discuss a research paper selected by a faculty member for accessibility and appeal to undergraduates over tea. The first meeting was yesterday and the article discussed was on continuations. Since this article is being written before the actual meeting and I am unable to travel through time with impunity at this point I can't inform you of the quality of the discussion. If you're further curious about paper club check out the website: <http://csclub.uwaterloo.ca/~paper/>

It's been a fun term

The executives this term have cleaned up the office quite well, and the talks have been informative and entertaining. The club is still around and the timelords have yet to make any significant process in taking over university student life. Hats off to Sean, Matt, Matt, and Edgar.

Chairbeing Extraordinaire
Calum T. Dalek

The Kevin Royal Award

for Having a Name Like "Kevin Royal"

After extensive scouring of university records and a few "visits" to key Registrar's Office staff... OK, I wrote a Perl script. But I tried two whole different string comparison algorithms!

This term, the *Kevin Royal Award for Having a Name Like Kevin Royal* goes to Kevin Roberts. (No, there's no prize.) We used `String::Trigram` to compare the names of every student and faculty member, and picked out the name closest to "Royal, Kevin". Note that Kevin Royal was not eligible for this award, and that I didn't bother to strip people's middle names out, so those people didn't have much of a chance. (If you have a great idea for comparing name similarity, drop me a line.)

Coming soon:

- The Kevin Royal Award for Having The Same Number of Letters in your Name as Kevin Royal
- The Kevin Royal Award for Having The Same Sum of Unicode Character Codes as Kevin Royal
- The Kevin Royal Award for Having an MD5 Hash Collision with "Royal, Kevin"

Actually, we just checked. Congratulations to Aravanan Sivaloganathan, recipient of the *Kevin Royal Award for Having the Name With the Closest MD5 Hash to Kevin Royal's*. He was off by only 3.69×10^{33} .

The Kevin Royal Awards Committee

A phishy philler

Dedicated to those who think they're clever

As I continue to receive emails asking me to log in to my bank account, I have to point out one fatal flaw...

I have yet to receive one from the correct bank.

mathNEWS_Insider@hotmail.com

OMEGATHON

UW Gamers brings the Ultimate Showdown

Coming **Tuesday, April 8th**, in the **SLC Great Hall**, the ultimate contest of gaming! A gauntlet of a dozen retro and current games designed to find the top gamer of them all! Entry will be **FREE**, and the winner gets a **PRIZE!**

Games to be featured: *(Subject to change)*

- Dr. Mario
- Killer Instinct
- Sonic the Hedgehog 2
- Mario Kart 64
- Bomberman 64
- SSX On Tour
- Katamari Damacy
- Twinkle Star Sprites
- Warioware
- Geometry Wars
- Worms
- Pop'n'Music
- FPS (tbd: UT, Q3, or Doom)

Find the full rules at www.uwgamers.org, and start training now!

UW Gamers Dude

The secret to happiness

Exclusively revealed within!

There's a part of everyone's brain that controls their link with reality while they are reading, watching a movie, or just generally living their lives. It's the part that reminds you that you're not really in Narnia, that you're not really a superhero, and that you don't really have a supermodel naked in your bed. It's the nagging voice you hear while you're watching the latest episode of Star Trek or Babylon 5 that reminds you that you haven't done your Algorithms assignment. It's what tells you that you'll never actually manage to be President of the United States or a starship captain. It's what lets you know that the world is actually a cold, dark, miserable place, that all human interaction is driven by responses to a variety of addictive chemicals sloshing around in your brain. It's that feeling you get when your rationality starts to kick in, and you start to realize that there's no Easter Bunny, no Santa Claus, and certainly no God. It's the part of your mind that is ultimately aware that your life is futile, that you'll end up rotting in the ground in less than a century, your name forgotten - that there is no happy ending, for anyone.

The secret to happiness is to find that part of your brain and destroy it.

Thor

Shortest article this term

Robo-Pope battles Dr Zoidberg this Friday. Tickets available.

Impulse Vector

gridWORD winner

The winner for last issue's grid was Nick Murdoch. In answer to last issue's gridQUESTION (How many high-school students does it takes to overrun campus?), he wrote: "Herodotus believed the initial assaul numbered roughly 10,000, though Ctesias tells us another 20,000 will soon follow."

Peter

A common affliction

With an easy solution

Ever feel that math isn't rigid enough for you? That purple is just a better colour than pink? That the tie just isn't phallic enough a symbol for your faculty? Then my friend, you are suffering from what is commonly called **Hard Hat Envy**.

Hard Hat Envy is a serious problem that afflicts Math and Science students in their early years, with higher risk to co-op students. It's characterized by a desire to wear a hard hat, drink beer and earn a degree with practical value. There are many ways a student contracts Hard Hat Envy including, but not limited to, a desire for protection, believing the tie isn't a firm enough symbol for them, thinking the Orifice is an excellent name for a Society Office, or even that a bar (POETS) is better than the ever classy Comfy lounge. There's an easy process to overcome Hard Hat Envy, but some students may experience a relapse when they see their peers in engineering do interesting 4th year design projects.

All is not lost, though. Here at *mathNEWS* we have a patented N step process to easily recover from a bout with this most dreadful affliction. Just keep performing tasks on the list until Hard Hat Envy is gone.

0. Take a good look at engineers in their element. Do they look like happy people to you? What's this? You can't find any engineers to gawk at? That's because of their immense workloads. One reason not to be envious is that while Math is hard, Engineering is a lot more work. More work equals no free time and thus Engineers don't meet people. This, overall, is a bad thing. Furthermore, if you found yourself with a mortal enemy in your cohort, there would be no recourse save causing a debilitating lab 'accident'. While this is an optimal solution, (which you wouldn't learn about in engineering,) it is a lot of work. In math you can completely avoid your nemeses, especially if they're in a different program.

1. If the first step didn't dissuade you, clearly more drastic measures are needed. We suggest that a course of therapy involving wearing the pink tie every day while reading back issues of *mathNEWS*. This will put you into the proper mindset for being in Math. Love the Pink Tie. Adore it's pinky goodness. The Rigid Tool only offers emotionless chromed iron and the hard hat doesn't protect you from the emotional battering you would receive by switching into engineering. The pink tie is soft and comforting in your times of trouble.

- ...
- i-1. In dire cases you may need to be weaned off it gradually. We suggest stealing a hard hat from an unsuspecting engineer that you've befriended in residence. With all their studying they won't notice it's absence. Wearing it may soothe your nerves.
 - i. While wearing the hard hat, have a friend beat you over the head with your heaviest text book (likely calculus, or the insurance manual or the algorithms bible). This should have a Pavlovian effect after a while. If the treatment goes awry you'll be well prepared for an Arts Degree, at least.
 - i+1. Attempt to prove that you're truly a Mathie and that engineering isn't for you. Induction apparently may work well, but don't fall into the trap of showing only 3 cases. Engineers' induction is weak and doesn't prove anything. You may have better results with diagonalization or contradiction. Even if you fail the exercise, the attempt at proof shows the character of your mathiness.

- ...
- N. Take a whiff of the comfy couches. Then GOTO 0.
If all else fails. Admit defeat and switch into engineering. Or if you're still wishy washy, do Applied Math or Software Engineering, but know this: The Tie will always love you, and The Tool will never care.

The Not-so-Foreign Correspondent

All the way from Dead-monton

So recently I had the misfor... er... pleasure of going on a trip to Edmonton for work. Exciting at first, but as soon as the plane started descending, that excitement quickly dwindled. From my window seat I spied white... and flat... and white... and some random roads... and some more white... and you get the picture.

The first thing I saw upon landing was a small stand of trees off the side of the runway that looked like they were being paid to keep up appearances and give some indication of being somewhere livable and not some random location of tundra to the north where the plane had skimmed down after going drastically off course. After taxiing past the end of the terminal and some planes from airlines that I've never heard of, the plane lumbered into the gate.

Upon alighting from the plane, I lamented extreme overuse of the earth-tone and puke brown colour scheme. I guess Edmontonians consider it good taste to paint the place in summer camo. I should be thankful they didn't paint it in winter camo, that would have been even more boring. Alas, the airport was in the midst of being sucked in by Starbucks sprawl, a

storefront with a sign announcing Starbucks' imminent opening glared out at me as I walked out of the airport.

Once I got used to it, Edmonton wasn't all that bad, just not all that interesting. I can only conjecture that the great hulking complex known as West Edmonton Mall was erected in a mass panic over how boring the city was to provide something to put on tourist brochures as a reason to visit the city. Aside from that, the only other thing I feel like noting is the perimeter road that wound around the southwest corner of the city. Slapped with the dubious honour of being named after someone important, Anthony Henday Drive was kind of like Ira Needles Boulevard not just in the sense that it was named after someone important, but that it wasn't considered to have enough potential to require full interchanges. Instead, once any decent speed could be reached, a super-annoying traffic light stared you down. Who would have thought Waterloo Region actually got something right in cramming those ugly roundabouts into all the intersections on Ira Needles? Until next time,

snippet, your not-so-foreign correspondent

profQUOTES

- I'm not feeling well so I'll be writing on the wall today.
Tian ACTSC372
- There's no way I can save you from this misery.
Griggio ITAL102
- I'm feeling pretty violent today so I'm going to do some more killing.
Metzger STAT340
- It jumps to a huge, huge value... or I should say one.
Boudreau STAT330
- I'm too young to be getting hot flashes and I'm also not the right gender.
Boudreau STAT330
- We're talking about pizza sales here, let's hope not Campus Pizza.
Chisholm STAT331
- Last day we were interrupted by a fire alarm, which I think was someone writing a midterm.
Chisholm STAT331
- Okay. "The" not as important as some of the other words of the sentence.
Chisholm STAT331
- It's saying "Hey line! Come here! Get close to me!" Wow, that sounds way weirder than I thought.
Chisholm STAT331
- That's how I remember it, even though it's completely wrong.
Chisholm STAT331
- X_3 is the 'screw speed' and I have no idea of what that means or what it has to do with shrinkage.
Chisholm STAT331
- If you want to hand your assignment in [early], I'll laugh at you.
Chisholm STAT331
- This is the good kind which gives you power, and not bombs.
Chisholm STAT331
- Moving at the speed of bureaucracy it takes longer with each passing year..
Chisholm STAT331
- Time is going to move on because times does that.
Chisholm STAT331
- Student: So what's the most popular site then?
Prof: I don't know, some porn site. It's certainly not mine.
Labahm CS370
- Prof: Elliptic-key-crypto is used in the Double-u-2-i...
Students: ...
Prof: The double-u-'i'-'i'?
Student: You mean the Wii?
Prof: That's the one.
Menezes CO487
- [Admiring a diagram he made on the board] That's a good picture. I'm a good artist, what am I doing in math?
Metzger STAT230
- You watch wheel of fortune?! Excellent! Bonus marks for you, 100 times \ln of 1!
Metzger STAT230
- I'm not a chocolate bar.
Radocchia MTHEL100
- I'm so bright that my mother calls me son.
Wolczuk MATH237
- I have no idea what's going on with this $\ln 2$. It's like, natural
Wolczuk MATH237
- Everything up until this point is mid-term-able.
Wolczuk MATH237
- I've never understood why the CS binary trees grow down... maybe they're Australian binary trees?
Richter MATH239
- You can lead a student to knowledge but you can't make him think.
O'Donovan PHYS122
- [Restates an idea about pendulums] I feel like I'm going over and over the same thing.
O'Donovan PHYS122
- ... Galileo of course: some Italian dead guy.
O'Donovan PHYS122
- Now I'm going to start lying to you, or at least telling you more of the truth.
Metzger STAT230
- If you give me a negative variance I'm allowed to give you negative marks. That was a joke, you seem to be serious today.
Metzger STAT230
- There's an English major in here. I didn't know they were allowed in here.
Metzger STAT230
- ... negative times a negative—back in 1922 things were different.
Metzger STAT230
- The indicator variable will save you from Flight 815.
Metzger STAT230
- Don't worry, you'll never have to answer a question like this without a calculator. Unless your calculator dies during the exam. Or you have a solar-powered calculator and there is a solar eclipse during the final exam, but for that to happen, you'd have to get an incomplete on the exam this term and rewrite it in 2040 or something.
VanderBurgh PMATH340
- Wikipedia knows a lot, Google knows everything.
Trefler SE112

When 10 games just aren't enough

Because people wondered where ____ was

Last week, I outlined the list of my top 10 games and there were quite a few notable exceptions that I kept hearing over and over about. To counter them, here are some of the other games that I graciously omitted:

- **Age of Empires 2: The Age of Kings**: I'm not a huge fan of sci-fi, so when it came to RTS, AOK appealed much more to me than something like Starcraft or Warcraft. The variety in the countries coupled with good old medieval warfare made this a very fun game to play.
- **Final Fantasy 7**: I admit it, I have never finished FF7. Sci-fi mixed with fantasy doesn't appeal to me much, and the game crashed during a cutscene at which point I have just saved using save states (playing via PS1 emulator), and I lost all interest in it. Magic, mecha, destruction of the world, bah.
- **Harvest Moon**: A simple idea that evolved into a long series that spanned SNES, N64, GBC, and more. This "farming sim" is strangely charming and a lot of fun to play even though the ideas sound extremely basic. Then again, isn't that true of Tetris as well? There's just something heartwarming about harvesting your first batch of tomatoes, I guess.
- **StarCraft**: Good game, well balanced, etc. etc. etc. I've heard it all before. Accolades aside, I took issue with its lack of difficulty levels (that basically made the game insanely hard until I realized what the AI is doing, then the game became... simple), since I'm really not as much an RTS competitive player as others.
- **Super Smash Brothers (Original, Melee, Brawl)**: They're all good games, and would have been on my top 15 list. However, I was somewhat disappointed by 3 different fox type clones (even with different physics) and the potential for more variety in the latest rendition of this most excellent franchise.

I know I haven't addressed all the games you wanted to know about, but that doesn't mean they don't exist! Time to go write a real article!

Megaton Panda

Things that are fun to say in a pirate voice

Simply take non-funny, everyday statements about technical subjects, and then discuss them in a funny accent. Try this after your next exam with your notes. You'd be amazed how amusing it can be after three days of studying. Here're some to start you off:

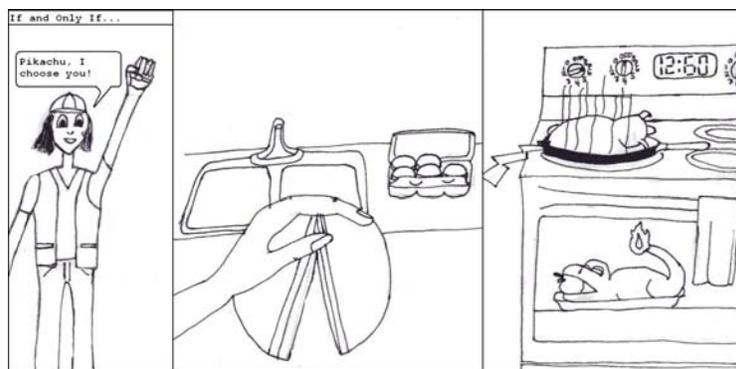
- Ye don't prove axioms, ya thrice-damned scoundrel!
- Aye, spontaneous changes ne'er be occurin' with a decrease in entropy.
- Yarr, a hash table'll blow through memory like a Scotsman through ale!
- It be a recursive algorithm, ye mangy whoreson!
- Ahoy, if $f(n)$ is a time-constructible function, then thar exists a decision problem which can ne'er be sol'ed in worst-case deterministic time $f(n)$ but can be sol'ed in worst-case deterministic time $f(n)^2$.

Thor

A subjective list of the worst games ever

10. **Final Fantasy Tactics Advanced** — they go out of their way to make playing the game hard. The law system can make actions such as winning the battle illegal. This game serves better as a door stop; although, doing so is against the law in the game, there's nothing that they can do to you in real life as a repurcusion.
9. **Breath of Fire V: Dragon Quarter** — the game actually has a system called the "SOL" system, which they claim stands for "Scenario Overlay", but we all know it means "Shit out of Luck". The game punishes you for playing it.
8. **Killzone** — The game itself isn't inherently bad; however, your ally A.I. is terrible. Terrible to the point that they will stand in front of enemy suppressive fire shouting "HELP ME! HELP ME!" over and over and never die. Furthermore, you can't kill the people in your team.
7. **Motor Storm** — It looks very pretty, but much like riding an irate bull on speed, you have no control over your bearing and run into everything.
6. **Dino Crisis 3** — It's dinosaurs! In space! That can teleport! And shoot lasers! WTF factor of 12.
5. **Shadow the Hedgehog** — the only thing worse than taking the Sonic series out of a 2-D scrolling environment was giving the main character a gun. It's also very hard to travel in 3-Space in a game where you are going at ridiculous velocities. Try fighting with guns at the same time.
4. **DOA Xtreme Beach Volleyball** — The jiggling... doesn't stop... Even when they are standing still. WTF.
3. **Tekken... any of them** — a certain balance issue exists in this game when you can tap someone's ankle with your finger and it renders them unconscious.
2. **Final Fantasy X-2** — the only game to give me a headache, a feat that no previous game had pulled off. Furthermore, any game that involves women taking off their clothes while trying to fight deserves to be classified as porn.
1. **Ephemeral Fantasia** — not only is the gameplay terrible, but the first character that you get in your party is named "Rummy", which describes the mindset that you have to be in to play the game. Furthermore, the first battle that I fought I was killed by a small rat because I had no idea what was going on. Anyone that gets killed by a small rat deserves to die.

AngeLED



Pen? Paper? Pulse?

You can write for mathNEWS

Ever wanted to write for a top-of-the-line magazine? Well, that's just not going to happen. Instead, try writing for *mathNEWS*, a paper with low standards and pizza to boot.

Here is a step-by-step guide for the humble *mathNEWS* reader aspiring to write for his favourite waste of paper and ink. Firstly, you will need a few items key to producing an excellent article:

- Pen or Pencil
- Paper
- Experience with at least one low level programming language or hardware description language
- Shopping cart
- An undeniable hatred for one of the following: arts students, the Imprint, the human race, Microsoft or Thor

Step One: Get rid of the pen and paper and say hello to the digital age. Maybe Pythagorus threw down ideas in a non-digital format, but we don't. You may use the pen and paper to jot down ideas about your article, but if you can do that, you're probably overqualified.

Step Two: Get an idea. Ideas are a rare breed of animal that are sometimes found in bizarre locations, such as the computers of other, better *mathNEWS* writers. If you can't find an idea, don't worry too much about it. You could always just write a crappy filler article about how to write for *mathNEWS*.

Step Three: Find the secret headquarters of *mathNEWS*. It's actually a lot easier than it sounds, especially since over half the people in the math faculty know.

Step Four: Write like there's no tomorrow. With the large amount of inappropriate controversy in *mathNEWS* and the hoards of angry readers, tomorrow isn't always guaranteed.

Step Five: Appease the editors. The easiest way to do this is to provide a small animal sacrifice, preferably burnt. This is where the shopping cart comes in handy. *[I like two scoops of puppies in a package of Kellogg's Puppy Bran! — AngeLED]*

Step Six: Prove your writing prowess by challenging an arts student to a duel. Note that drunk artsies are easier to beat and a lot easier to find than sober ones. They normally travel in packs around the Bomber during the night.

Step Seven: Eat pizza. This is your long awaited reward and after the last six steps, you might even deserve it. Don't forget to write your last inappropriate statement of the day in the *mastHEAD*.

When all is said and done (a lot more said than done, really), you can finally go home and try to forget the trials of the day. That and finish your long neglected homework due the next morning. Remember the *mathNEWS* is just a by-product of the gathering of *mathNEWS* writers.

Note: having a life or sense of moral decency automatically disqualifies you from writing for *mathNEWS*. Sorry, but we have to be exclusive sometimes.

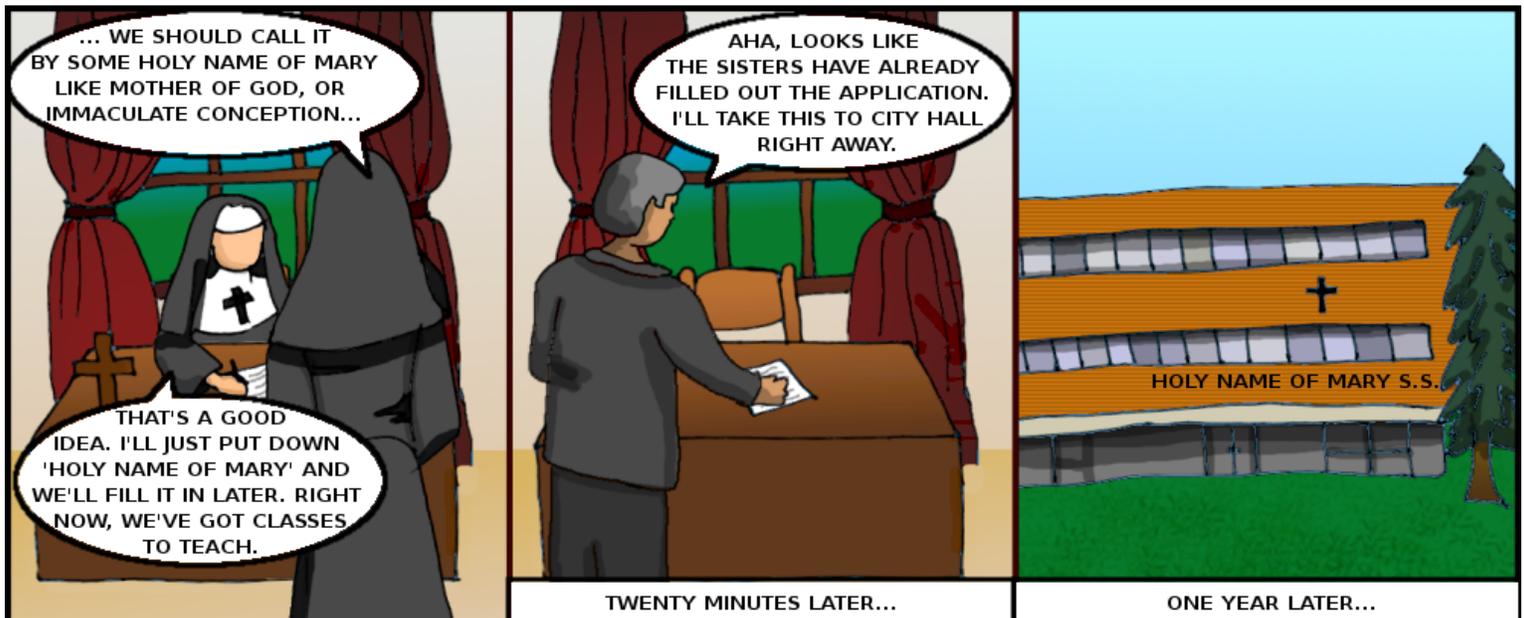
Static IP
Impulse Vector

Mathematics Society Office gets new photocopiers! And holy shit, they actually work!

*Although, they will be broken in a matter of days.
It's inevitable...*

Time to Waste Time

IMMACULATE CONCEPTION



Conversations with Idiots

Malcontent?

I have been called a malcontent for the better portion of my life. I admit, to some extent that I am harder to please than other people, but I must ask: is that a bad thing? Well, someone said yes. I'm reluctant to give the person a cruel nickname this time, mostly because they were very intelligent in how they presented themselves. So, I wasn't exactly talking to someone who was an idiot, just someone with idiotic ideas. Ah, fuck it, I was talking to Sergeant Assley.

So Sergeant Assley had commented on how I look at the worst side of things, and do not really give the "good side" consideration (anyone who knows me, will know that this accusation is false); whereas, I argued that my perspective was realistic over all else. The Sergeant made a few statements that need to be considered with both logic and cruel sarcasm.

- **You can no longer appreciate the good in life** — Let's assume that I am a negative person (referring to someone who mostly concentrates on the bad parts of life) then I will have a different overall outlook on life. This means, that I'll have different highs and different lows, more specifically different things to which I respond to both positively and negatively. Now it is possible to be "content with discontentment", more over, you can be a giant douche. Some people are happy when they are complaining. Granted, no one else is happy with them, but they themselves are (to some extent) happy with this. It's also safe to assume that most reasonable people will do something that will grant them some form of marginal gain (like entertainment, joy, merriment, mead, etc.,) and not many people will directly seek out to hurt themselves (for example attend stats classes, drag nails across a chalkboard or play Final Fantasy X-2). So it's also safe to assume that if someone dislikes something a lot then they will tend to avoid it. So, to the malcontent, or raging douche if you prefer, they must be doing something that they enjoy on some level. Hence appreciate something.
- **You just like to complain even if nothing is wrong** — Complaining can be fun. Wallowing is bad. Huge difference between the two. Next: I can find fault in things where someone else may not. You may perceive something as good but it does not mean that everyone else will agree. It is also conceivable that someone disagrees with most of what you agree with. Furthermore, just because you don't perceive something to be wrong or need improvement, doesn't mean that someone else doesn't. Stating that something is wrong isn't necessarily a bad thing. Constructive criticism, right?
- **It's fine as is** — well, apparently not because someone is complaining about it. If it wasn't for the "malcontents" who complained we wouldn't have equality of the sexes and ethnicities. Changes which we can see, in retrospect, were for the good. If no one complained then broken or inefficient things would not be fixed or optimized.

So Sergeant Assley; albeit, intelligent and well spoken seemed to think that those traits would make her/him right (which does work when you're dealing with a dumbass). What Assley didn't realize that there are many ways that you can look at the same thing depending on your perspective. And that includes, seeing from out of your ass.

AngeLED

Subscriptions!

It's mathNEWS, the home game

Yes, really, we have subscriptions. If you aren't going to be around campus to get issues of *mathNEWS*, then why not have them delivered to you? You can take them to work and read them during meetings. Or you can read them during those long commutes. Or during meetings!

Of course there is the webpage, but there's a lot less glare off bond paper, and you get to see our wacky filler! And *mathNEWS* can travel almost everywhere, unlike those clunky computers with their cables and such. Unless you have a laptop, but what are the odds of that? One in fifteen?

And, let's not forget, they're pretty cheap too! In Canada, it's \$7.50 a term, twenty bucks for three terms. For the States, it's \$10 a term, and twenty-five for three. The rest of the world pays \$15 a term or \$35 for three.

A term's subscription gets you all six exciting issues, plus any bonus issues that happen to come out. But what are the odds of that? Two out of three?

The three-term option means you can get *mathNEWS* every summer you're away, or, for those co-ops out there, you can have your subscriptions every time you go off to a faraway job. Any three terms are do-able.

To subscribe, just drop by the *mathNEWS* Office (MC 3041) with your requested term(s) and some cash, or drop it in our mail slot in the MathSoc Office (MC 3038), or put it in the **BLACK BOX**, or email mathnews@student.math.uwaterloo.ca, or give your money to a mathie in the hopes he or she is an editor. But what are the odds of that? Two in one thousand five hundred?

Here's a handy-dandy form to make your requesting process even easier:

***mathNEWS* Subscription Form**

Name: _____

Mailing Address: _____

Terms Requested:

1. F W S 20__ 2. F W S 20__ 3. F W S 20__
 Canada: \$7.50/term, \$20/year
 USA: \$10/term, \$25/year
 Overseas: \$15/term, \$35/year

Winners!

The following people won \$25 HMV gift certificates for amusing us with their articles!

- Issue 1 — StaticIP and Impulse Vector for showing us a glimpse of the life of Zorg the Destroyer.
- Issue 2 — O'Blade for rekindling our love of fairytales and fear of the 6th floor MC.
- Issue 3 — Daniel Goc for accurately describing timelines for CS350.
- Issue 4 — 42 for assisting in the arrest of the Big Three.
- Issue 5 — Megaton Panda for not mentioning Daikatana.
- Issue 6 — Thor for making life seem as beautiful as sticking your face in a blender.

AngeLED & perkiED,
mathNEWS editors W08