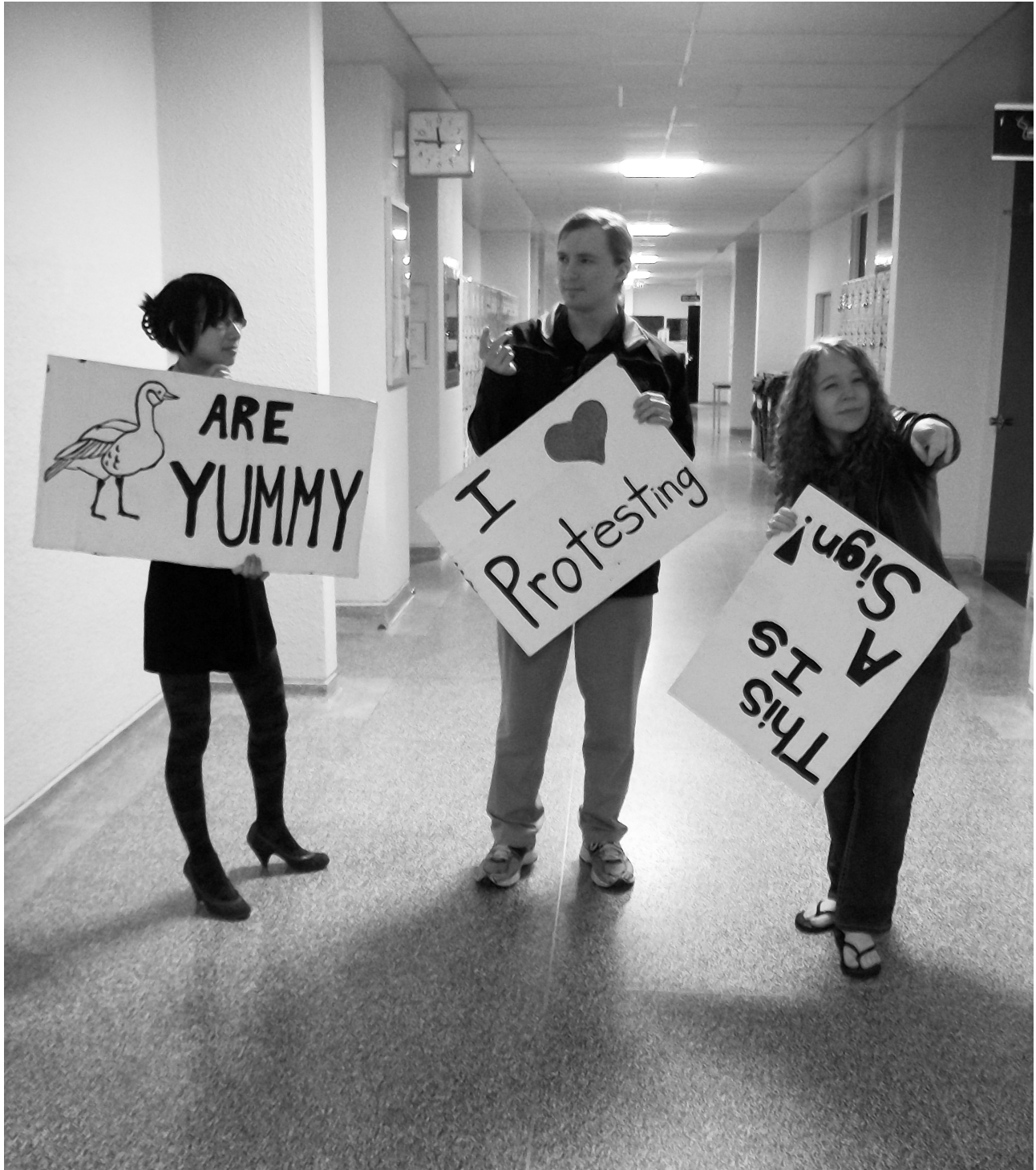


math NEWS



Lost Protesters: "There's an *Arts* Quad?!"



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Volume 122, Issue 3
Friday, June 14th, 2013

lookAHEAD**mathNEWS**

June 14	Issue 3 starts riots
June 24	Writers rally to the cause
June 28	Issue 4 ignites civil war

MathSoc

June 19	MathSoc Carnival
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CECA

June 21	First cycle Job Rankings open (Main)
June 24	First cycle Job Rankings close (Main)
June 26	Second cycle Job Postings open (Main)
June 27	Second cycle Job Postings close (Main)

Misc

June 16	Father's Day
June 21	Summer Solstice

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Memes: Julie Sturgeon (Hipster Kitty), Rachel Wiens (Philosoraptor), Murphy Berzish (Conspiracy Keanu), Lenny Morayniss (Grumpy Cat)

mastHEAD

As a result of the recent tuition increase and students deciding they actually care about something, the resulting protests have been a hot topic on campus. This lead us to philosophical musings, and we asked our writers, "What would be the slogan on your protest sign?"

GrumpyOldFart ("Anyone for Scrabble later?"), ScruffyED ("So what?" *That's a dumb thing to put on a sign.* "So what?"), Shay Blair ("Can someone tell me what I'm protesting?"), yourlocal-WHETHERgirl ("Students protesting protests about protesting"), the norm ("Meh, it's only \$80"), Soviet Canadian ("This space intentionally left blank"), wibz ("Freedom!"), moment ("You can take our money, but you can't take our sign-making materials!"), k! ("I have his sign-making materials."), 8Stubbs ("All glory to the Hypnotoad!!!"), Wolverine Panda ("Being crazy makes life fun"), unit ("Qu'est-ce qu'il faut ce maudit pancake, tabernacle?"), GingerBrED ("This is a sign"), MoGlo ("Caffeine is not a drug!"), Scythe Marshall ("All your base are belong to us!"), MuffinED ("P and NP : Equality now!"), Element118 ("Everyone deserves stability! Noble isotopes for all!"), waldo@<3.LE-GASP.ca ("I AM UPSET XC"), theSmurf ("I would be unsigned so I can protest longer before overflowing"), ObjectED ("ψ").

FedS Sez

Feds Council Passed this Resolution on Sunday at our Council Meeting:

WHEREAS a tuition increase in the middle of the term creates an additional and unplanned financial burden on students;

WHEREAS the University does not normally introduce fee changes or increases part-way through the academic term; and

WHEREAS the Federation of Students believes that the communications surrounding the recent fee increase were done poorly and ineffectively.

Be It Resolved That the Federation of Students opposes the decision of the University of Waterloo Board of Governors to increase Spring 2013 tuition at the June 4, 2013 meeting, which resulted in a recalculation of student accounts and additional monies owing for all undergraduate students in the middle of the term;

Be it further resolved that(BIFRT) the Federation of Students believes that the University should withdraw the recent mid-term fee increases;

BIFRT short of the above, the Federation of Students believes that the University should provide greater than standard accommodations for the repayment of this mid-term fee increase; and

BIFRT Students' Council recommends that the Board of Directors approves the use of staffing and financial resources to further this statement.

Stéphane Hamade, Elizabeth McFaul, Jesse McGinnis, Prashant Kumar Patel, and Febrian Sidharta

Not Representing Students is Hard Work

And You Should Too

The last week has been a bit of a blur for me. Last Tuesday, at the meeting of the Board of Governors of the University, I set aside my role as a student representative. As is the duty of every governor, I made my decision on each matter before the Board in what I believed to be the best interests of the University. Accordingly, I voted in favour of the tuition increase effective this term.

In making that vote, I did not put any consideration into the measures that the administration had taken and would take to ensure that students were properly informed about the increase. I wish I had, because although I think that my final vote would not have been changed, I could have asked the administration more about their implementation plans and maybe have changed the way they did things. As it was, the fact that the increase was happening in the middle of the term went mostly unremarked.

Since then, there's been a flurry of activity as students noticed the new fees, got upset, and started talking about it. In a hurry, I decided to do an AMA (for Ask Me Anything, a form of open Q&A period) on Reddit on Thursday evening. I spent most of Thursday morning running around the University to get more information so that I could be sure I was giving accurate answers rather than just speculation, and then I spent several hours Thursday evening doing the AMA itself.

Being a student representative, even when you're not actually representing students directly such as at the Governors meeting, is hard work. It takes a lot of energy to do a good job, and with a few exceptions—I'm not one of them—is entirely unpaid. I still have much to do: there are some follow-ups I need to make with students from the AMA, and I, along with others, need to talk to the administration about the plans going forward to prevent this sort of thing from happening again.

As a student body, it is very important that we have representatives willing to stand up and take this time to work on behalf of their fellows. But somehow, this does not often materialize. Elections for senators and for Students' Council are often not elections but acclamations, because only one candidate wanted the job. At MathSoc Council this week, Council decided to affirm the statement made by the Federation's Students' Council on tuition increases without so much as a question asked. We owe it to ourselves to stand up and have real elections, real discourse, real debate, because if we do, then what we say to the University will carry that much more weight and that much more force.

What do you do for your fellow students?

Sean Hunt

Math Senator Sez

Greetings, Mathies!

I had hoped for this article to just be a quick introduction, but in light of recent events, that will have to wait for another time. So I'll give you a short version: my name is Sacha, and I represent you on the University Senate. Of course, I share the duty of representing you with two at-large Senators, but don't worry about that for now.

I want to talk about the mid-term tuition increases which the University has charged to your accounts.

Some background info: On June 4th, the Board of Governors approved the University Operating Budget for 2013-2014 (at the recommendation of Senate), which charged increased tuition in accordance with the Government's new framework. This framework was released late, so the University had to wait to approve any increases, in order to be guaranteed funding.

In my opinion as Senator, clearer advance statements and more background information from the University could have avoided a lot of unnecessary confusion and frustration — this is the issue I plan to focus on. You deserve the reasonable expectation that, once your tuition is paid, it's actually paid! You deserve

detailed communication from the University — especially about any matters concerning your money! You should be able to trust the Management to put your best interests first — and they need your trust, in order to function.

I am working with the other Student Senators and the VP Academic and Provost of the University to address this issue directly. Ultimately, we would like to see a concrete set of guidelines in place that govern how the University communicates with you, whenever your money is involved, and a plan in place that will negate the possibility of future mid-term fee increases ever happening again.

If you want to show your concern for this issue, you can come to the next Senate meeting on Monday, June 17th, at 3:30 pm in Needles Hall 3001, which is where we are hoping to table our statement for further discussion. If you have any comments, questions, or concerns, you may contact me at sforstner@uwaterloo.ca.

Best Wishes, Mathies!

Sacha Forstner
Undergraduate Senator, Math

For more information on the fee increases, you can contact Adam Garcia, Feds VP Education (vped@feds.ca), Sean Hunt (scshunt@uwaterloo.ca), or consult UW Finance's Spring 2013 fee increase FAQ (<https://uwaterloo.ca/finance/spring-2013-fee-increase-faq>).

Rainbow Mathies 29

*Beckoned by the **BLACK BOX***

Hello Mathies! I have here for you today a very special edition of Rainbow Mathies, special because it wasn't originally going to exist! You see, I had planned to take a hiatus from the summer and try to work on some personal projects (like finding employment) and then see what I can do with the series come the Fall term. Little did I know that early on last production night one of the editors would approach me and ask me to come back for an article! As it turns out, the editors were sent a legitimate message in the **BLACK BOX**, and asked me to answer it. The following is the full text of what we received:

"How do I explain gender issues to family/friends that just don't care? How can I explain that it's not OK to always find the topic of gender issues funny? For example, I have family members who always think that transgendered people are 'out to get laughs' and that it's OK to make fun of them. Please help!"
—an anonymous student

Before I begin answering, I need to start with the obligatory disclaimers. I am not a trans* identified person, and I don't personally wrestle with any issues pertaining to my gender. With that said, I'd like to believe I have some empathy for the situation that Anon is talking about, and I have a couple of generic things that I hope will help. I will be talking with some friends of mine who have some experience in this area, and hopefully one will be able to publish a response for you as well. Unfortunately, this article was written on a very tight timeline, so that wasn't something I could get to happen for this issue. Keep your eyes out!

Onto the question. Anon, I am so sorry for the situation that you find yourself in. It sounds like you're dealing with some deep and entrenched ignorance on the part of the people you're close to and that can be a frustrating thing to slog through. It's even harder when the places they frequent and the people they are associating with are empowering their positions despite how harmful they are, while ignoring anything that challenges those viewpoints. I think the big thing to take away from all this though, Anon, is that there is only so much you can control. It's good that you're talking about gender issues in a positive light and wanting to enable positive change, and you should be proud of the level of growth you have achieved in your perspective. Maybe some members of your family have not progressed as much, and that's unfortunate, but ultimately that is out of your control. Try as hard as you might, there is no easy way to simply convince someone that their fundamental perspectives are wrong. You can't, and shouldn't, be held responsible for that, because you really only have so much influence in the matter. While your questions are good ones, and come from a place of caring and respect for those experiencing their gender on a deeper level (which may or may not include yourself, I'm not sure and am speaking generally), they are ultimately misguided. There just isn't any way to explain these kinds of things in an easy and guaranteed way to enact change. Changes of these nature tend to be more progressive, and influenced by general cultures or personal situations, and are rarely inspired by the work of an individual.

With all that said, I would like you to understand that there are still some things you can do about this situation. While you have little control over the perspectives of others, you have much more control over your own. I have a feeling that some of your struggle may be coming from how you are approaching the situation, so maybe the following can help. I have a favourite author named John Green, and as someone who consistently writes deep and compelling characters he is often asked how he can approach the human experience so clearly. According to him, one of his most revolutionary shifts in perspectives that allowed him to become the author he is today is the necessity to imagine people complexly. You see, we all have this tendency to reduce people in our minds according to their easiest or most approachable characteristics. There is some long-winded psychological explanation for this, but really the important part is that we often ignore the intricacies present in the people we interact with and that it takes considerable work to attribute a person wholly. It's clear that your family members are failing to do this about transgendered individuals, but they are not solely influenced by this phenomenon. I wonder how much work you may be putting into how complex you imagine these family members to be. For example, it's easy to understand them as bigoted and hurtful. It's more difficult to acknowledge, however, how the contexts they were raised in, the years of reinforcement they received, and the amount that their fear of the unknown and the uncanny may be affecting their perspectives. In terms of gender issues, their ignorance is a vulnerability, and crudeness is one way to defend against this. That's just one example of how many new angles get introduced when we begin to examine our relationships more complexly. Now, I'm not trying to say that your family members are justified or right in holding their beliefs, but rather that there is more to the story than just accepting or rejecting their ideas.

Sadly, I am running out of space. There is a lot more I would want to say, but I'm going to try and leave some things for my guest author next week to say. I hope that this can help in the meantime though, Anon.

If you are queer-identified, and are looking for someone to talk to or for supportive allies, there are always resources available to you. You can learn more about GLOW centre and its offerings, including phone lines at www.knowyourglow.ca. Counselling Services is always available to you; their offices are open 8:30-8MTWTh and 8:30-5F, located in Needles Hall across from Student Awards and Financial Aid. If you need support and assistance immediately, you can call the KW Distress Line at 519-745-1166. If you'd feel more comfortable speaking with someone from a queer specific service, please contact the LGBT Youthline at 1-800-268-9688. Finally, if you have any comments and concerns about this column, including ideas on topics you'd would like to see, you can contact me at dtaleman@uwaterloo.ca.

Until we meet again,

(define this (not cool))

A Preview of the 2013 Stanley Cup Finals!

Or: How to Be a Fan of Teams Which You Despise.

Disclaimer: The subtitle is (mostly) a lie. The author is a fan of unbiased refereeing and the Canucks, two things which are apparently mutually exclusive. That said...

It's that time of year again—when but two teams remain in the hunt for Lord Stanley's mug; when between four and seven games determine if the season was a career-defining success or a humiliating failure; when all eyes gaze and every spotlight shines on two rinks, in a 2-2-1-1-1 home-and-away format. That's right, it's the Stanley Cup Finals! ... And they started Wednesday. How anticlimactic. But that's the way **mathNEWS** rolls.

This year's Finals are between the Chicago Blackhawks and the Boston Bruins; it's the first time these two teams have met in the Finals, somewhat surprisingly. It is the first all-Original-Six Finals since 1979, when the Montréal Canadiens bested the New York Rangers in five games to cap a streak of four straight titles. Chicago has home-ice advantage, based on their status as winners of the President's Trophy (not like that's a guarantee of anything, is it, hm?). Television ratings are sure be high, as these are two of the most hockey-mad fanbases in the United States, for some definition of "hockey-mad". Canada, of course, will watch, because it's hockey and hey, the Blue Jays aren't doing anything worthwhile anymore. When does next season start again?

Chicago made it to the Finals on the strength of hot goaltending and contributions from up and down the lineup, and in spite of a second-round matchup against the hottest team in the league at the time, the Detroit Red Wings. The Red Wings pushed the Blackhawks to 3-1 down in the series, but could not finish the job as the Blackhawks overcame a deficit in Game Six and won Game Seven in overtime to reach the Conference Finals, where they wiped the floor with the Los Angeles Kings. Their first-round series against the Minnesota Wild led some to question the gumption of the Blackhawks before the Red Wings really brought the question to light, but it looks to be solved at the moment.

Boston overcame... the Toronto Maple Leafs (!?!!) in the first round, who had pushed them to seven games and had them down 4-1 in the third period, before the Bruins scored three unanswered goals, two in the last minute and a half, to tie the game, and shattered the hopes and dreams of Leafs fans worldwide with the series-winning goal in overtime. Leafs fans everywhere reacted in every single possible way imaginable, and vowed never to watch hockey again; that is, until a couple nights later. Better luck next season. Anyways, Boston then handled the Rangers and Penguins on their way to the Finals, with help from a balanced offense and a solid goaltending effort; that's the way it usually is, if that sounds familiar.

Problem of the Week

Is there a closed form solution for the length of the period of the Fibonacci sequence in the integers modulo n ? If so, what is it? For reference, the length of the period in Z_2 is 3, Z_3 is 8, and Z_4 is 6.

... And that's all you get in terms of civilized words from me. Both teams play a talented but dirty style of play, and get the benefit of the doubt from the league's referees in almost every circumstance. Brad Marchand of the Bruins is a menace who, while he's been suspended once for a brutally obvious clipping incident on Sami Salo, still plays the game like he can do no wrong, and manages to get away with everything. Normally, if you punch someone in the face multiple times, you face punishment, but this isn't the case. You'd think he'd learn after taking a elbow to the head and sitting out a couple games. Johnny Boychuk isn't much better, and is praised for his spine-breaking move (to do this in NHL 2K13, when you're hitting someone in the corner, hit up, up, X, triangle), famously performed on Mason Raymond. Milan Lucic's hit on Brooks Orpik in the Conference Finals was lauded by Pierre McGuire on air as clean, when it was obvious that Lucic hit him from behind, and shoved his head into the glass. I mean, perhaps Lucic was trying to clean the glass, but Orpik isn't really Mr. Clean, in any context. N-fold entendre?

There's no one on the Blackhawks who plays like Marchand, but they all do their part. Marian Hossa is suspension-bait, and thus it is impossible to hit him without risking losing more player-games than Hossa loses sitting out injured. The Blackhawks are, surprisingly enough, however, a less dirty team than the Kings, as we saw when Jeff Carter slashed down on Keith's glove as Keith was about to pick it up, which is a ridiculously dangerous play; this led directly to Keith's retaliation and subsequent suspension, but it's a black mark on the NHL that Carter got away with that. That said, the Blackhawks use the chorus of The Fratellis' song "Chelsea Dagger" for their goal celebration song, and if you actually enjoy listening to it over and over again, please donate your hearing organs to someone who might actually appreciate having them. This is almost as bad as having dirty players.

Indeed, we'll see how the refereeing goes this series. The penalty kill is a strength of both teams, and both are struggling on the power play, so it looks like barring shorthanded goals, this series will be decided at regular strength. However, for fans of any of the other 28 teams, or good hockey in general, the disgust that comes from watching these two teams may make the series completely unwatchable. All we can hope for is that the officiating is good.

Happy watching, I suppose. Go refs!
Scythe Marshall

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in front of the Comfy Lounge
(MC 3001)**

It's okay Microsoft, you still have TV, Sports, and Dog

But a BLT without the bacon is just not the same

It's kind of sad that not having bullshit is considered a plus instead of the norm. Stuff like "Made with real chicken", "No hidden fees" and now "No stupid online requirements". God fucking damnit.

If you haven't already heard, the next Xbox has some stupid requirements: it must connect to the internet once every 24 hours to play games (you can still watch TV without connecting... go figure). Trading / lending / borrowing / taking your game to play at a friend's house, or, in general, playing a game on any console that isn't yours, involves jumping through stupid hoops and dealing with massive amount of bullshit. Oh, and it seems that their focus is no longer on gaming but on TV, SPORTS and DOGS.

I have been a Microsoft customer for almost 10 years. I bought an Xbox when *Halo 2* came out, got a Xbox 360 on *Halo 3* release. I had Xbox gold for 6 years from 2004 to 2010, and only canceled it due to starting university. Even then, I moved to gaming on PC, with Windows 7 and now Windows 8. I had some of my best experiences on the Xbox and 360: *Halo 2* and *3*, *CoD4*, *Bioshock*, *Fallout 3*, *Mass Effect 2* and *3*, the first *Borderlands*, *Red Dead*

motherfucking Redemption (which was amazing, by the way) and my first playthrough of god damn *Portal*.

The purpose of that last paragraph is to give you an idea where I'm coming from: I'm what a Sony fanboy would call a Xbox fanboy. All I have to say is what the fucking fuck, Microsoft.

I currently live in a house filled with gamers. We have something like 6 consoles and a huge shelf filled with >100 games, about 50% of them being Xbox 360 games, all of which brought there from our own collection by those of us living there, including many of those I listed above. With the Xbox One, exactly 0 of those games will be Xbox games. I won't be able to pop in my buddy's copy of *Bayonetta* and play with one hand, or throw in my friend's copy of *Lollipop Chainsaw* [Same friend. Don't judge — *ObjectED*] and... play with my other hand.

Microsoft fucked us, and Sony won with 2 simple words: "No bullshit". But hey, sports! Right guys? Guys?

Okay, the dog is pretty cool. I can't stay mad at the dog.

theSMURF

Lampoonery at the Theatre

A Review of Quick Change, a play about scandalous relationships with numerous states of dress and undress.

A couple of weeks ago, I had the opportunity to see the KW Little Theatre's production of *Quick Change*. At first I thought, "Huh... this could be interesting. I wonder if I have the time for it?" Getting right to the point, the play itself was a much needed escape from a personal roller coaster of a week that left me schickering, face-palming and overall in a better mood than what I entered with although there was still a feeling of emptiness looming overhead.

The play advertised itself as being "18+", and in some sense of the phrase, it did not disappoint. Much to the chagrin of one of the characters, the play definitely had some heated moments, underwear galore, and a little shirtlessness. Admittedly for an "18+" endeavour, it was relatively tame and could've turned up the heat on more than one occasion. Just because multiple people are busily undressing each other about to engage in a heated encounter doesn't mean it should be done without some sense of passion and intimacy.

I do have to commend Wes Campaigne on his portrayal of a very flustered caterer and bystander caught up in a number of these scandalous outbursts. You couldn't help but laugh at his reactions to his ordeal. His performance was definitely a highlight of the show. Other highlights included the non-sequiturs in each act, the facial expressions of John Settle as the mayor

as he engaged in his own heated encounters, and even the face-palm-worthy predictability of certain one-liners and situations.

Props to writer and director Rob Card for bringing quite the vision to life! My major critique of this show was that it overall felt very empty. Now, this could've been heavily influenced by the fact that my roller coaster of a week was still on my mind, but that is how I'd describe it. The show had something missing. At first, I thought it was context for a number of non-sequiturs. Once they were more or less explained however, the emptiness lingered. Then again, it could've also been a combination of some dry delivery and the quiet and subdued audience of that particular show.

Nevertheless, it was well worth seeing. Some may benefit from even seeing it a second time as having the context from the previous non-sequiturs may add to the overall story. The run of this show unfortunately ends on Saturday, June 15 with the last show starting at 8 pm, but if you're able to catch that, enjoy! It may just brighten up your week a bit! With the KWLT 2012-2013 season drawing closer to the end, I may end up waiting a bit for the next KWLT production that I'm able to attend. Nevertheless, thank you *Quick Change*, for lifting me up after the week I had.

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Interactive Fiction Review: Detective by Matt Barringer

"It was the kind of morning you only get to see once in your lifetime; twice, if you're lucky. The sky was grey and turning dark black like someone kicked over an oil drum. No sooner did I roll out of bed than the Chief had a case for me. The Mayor got rubbed out by a gang of so-called vigilantes and it was up to me to find the perps before we had to deal with any bad publicity or the FBI had to get involved. I was out on the streets, finding out what there was to know. I thought of going to check out the Mayor's place. Maybe he had a few skeletons in the closet — any clue was a good one. Meanwhile the rain was coming down hard and I was running out of time.

"The rent-a-cop watching the front entrance let me in. Probably could have shown him a pack of matches instead of my badge, but hey, that was me once. I went up the stairs, creaking every step on the way up. Something caught my eye through one of the doors on the landing. Something long and knife-shaped. Okay, now we were getting somewhere. Who knows, could be the one thing that turns this whole case around. This deserved a closer look."

```
>examine knife
You can't see that here!
```

Yes, folks, the knife is right here in plain sight, but you can't see it. It's one of *those* games. Detective, by Matt Barringer, somehow manages to make its best effort and still fall far too short of its mark to even be really considered "interactive". Scenes like the one illustrated above (all embellishments mine, natch) are only too common while exploring the thirty-something rooms laid out in this game.

So why review this decades-old text adventure if it's such a stinker? Well, much like a B-movie, Detective has a certain appeal to it in its utter badness. It manages to make nearly every mistake possible in a work of interactive fiction, and this gives it a certain charm that you just don't find in merely mediocre

Boat

I should buy a boat.

I keep seeing that meme of that sophisticated cat reading the paper, having that outstanding moment of realisation that buying a boat would be a great next move. At first, I just laughed and quickly moved on with my life to more important things, like cookies. Now, I think about it. For a little longer each time, I consider what it would be like to own a boat. To be sailing on tranquil turquoise waters in the Caribbean. Or pulling into the port of a Greek island, then spending the night dancing and drinking in a taverna. To be somewhere beautiful, then with just a few days of traversing oceans, be somewhere else. I could visit remote sandy beaches and spend days in the sun, sand and cool water. I could swim with dolphins, or turtles, and dive deep to see reefs.

I should buy a boat.

games. One exit leads west, but going back east from that room takes you to a third place. Several rooms kill you upon entering them without any warning or hint. And the way you discover where the killer is hiding, as well as the game's single, solitary puzzle, have to be seen to be believed. The entire game can be won with only the commands "north", "south", "east", and "west".

You'll want to play this one (and yes, you should play this game, if only to say that you've experienced it) with an interpreter that supports undo, due to the number of rooms that kill you immediately. Frotz is a good choice that runs on Linux; Gargoyle would work but doesn't support undo.

But before you go and download this game (<http://mirror.ifarchive.org/if-archive/games/zcode/detective.z5>), let me tell you about a way to make it even more enjoyable. Long ago in 1988, there was a little show called Mystery Science Theater 3000. Its premise was as good as it gets: a guy and his two robots were trapped in space and forced to watch bad movies by mad scientists. To keep themselves sane, they would "riff" on the movies (make fun while watching them); it was this riffing that was the highlight of the show. Almost 200 episodes, along with a feature-length film, were produced between 1988 and 1999. MST3K may have ended, but the fans still keep circulating the tapes...which brings us to "Mystery Science Theater 3000 Presents 'Detective'" (<http://mirror.ifarchive.org/if-archive/games/zcode/mst3k1.z5>). It's a complete remake of the Detective you know and love, but wait, there's more: the characters from MST3K are watching the game and riffing on nearly everything that happens. The riffs are top-notch, and should be enjoyable even for people who have never watched MST3K. Everything gets a riff; some things get two (remember to "look" again in every room so you don't miss anything). I highly recommend a dramatic reading; grab your friends and turn on the noir filter for a very enjoyable time.

ScruffyED

BDPZ PZ V TGOOXM

BDPZPZVTGOOXM,NMZPYIMNZGADBDVBLVADPIMZ
AVIICBZCXFMPBCIBDMPUCRI.PBDVZLVIJZBMTZ;PXC
YKCUJCGBCYCBUDUCGYDMVADCKBDMZMFMUVXTDVZ
MZPICUNMU.BDMKPUZBPZBCNMAUJTBBDMTVUVYU-
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AVBMYCUJ.KCGU,DCLMPICIVXXBDMZMAUMBZ.JCGR-
PXXICBWMVBVGYDBDCRBCNCBDMBVZEVDMMVN;BDMU
MRPXXWMICLPAUCI,ICPCBVLUMDMXTYPFIMBDVII
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KPIVXXJ,BDMAVBMYCUJDVNBRMIBJ-KCGUTCZZPWX-
MPBMLZBCDPNM.DVFMKGI.

Perspective

You are awesome. Just letting you know. This is going to be lengthy, but if you stick with it you'll get cookies and a free puppy. If you don't, fuck you, you awesome person.

Recently I have been having fun with the graphics libraries of C++ and it has helped me gain some perspective, both literally and figuratively. To make really awesome super cool drawings look three dimensional on a screen, you apply a perspective matrix in the vertex shader. What it does is take your points in space and re-sizes them, moves them and just adds that depth that you were looking for. Do I really have to explain what 3D graphics look like on a screen? I mean come on, get out from under your rock and come into the dark cave with nothing but the glow of computer screens.

Anyway, how you create your perspective matrix is important because, believe it or not, your computer does not have infinite precision. Two things you define when creating your perspective matrix are the near and far z-plane. The z-near plane defines the closest thing that will be rendered; the z-far plane defines the furthest thing that will be rendered. But they do more than that, they also determine where the bulk of your precision lies. So, define your z-near plane too close and you lose your ability to draw depth accurately.

I'm failing at explaining this... I need an example. Think of a train track. The sleepers are equally spaced but if you stand in the middle of the track looking into the distance the tracks converge, the sleepers appear to get closer and closer until they just blur together. Of course, you can't see the the sleepers at your feet either, that's the z-near plane.

Now to why you're awesome. Life at university is a lot like having the z-near plane defined too close. Instead of standing in the middle of the track, you're lying down. You can see that first sleeper really well, but anything past it is just a blur. You need to stand up. All around you, all the time are fellow students who are almost as awesome as you are. Some are landing amazing co-op jobs, going places like Vancouver, Switzerland or Shanghai. Some are managing to pull off miraculous marks on midterms. It has put your life out of focus. Instead, think back to high school and all the people that didn't make it. Think about what they're doing this summer. Just for a second, compare and contrast your life against that one stoner who once said, "When will I ever use this?"

In other words, gain some perspective and realize how smart, funny and hot you are.

You are awesome.
Stubbs

The Argument Against the Printing Press

My Immortal by Tara Gilesbie exists in bound print format. 'Nuff said.

Married Life

A sneak peek into mornings as a married man

Morning A:

Wakeup at 5am due to kicking.

If I snuggle I can't be kicked. *Snuggle.*

Remember we were fighting when we went to bed.

Carefully unsnuggle.

Ok, I am free, now to try and fall asleep again.

Movement. Crap, was she awake? I just want to sleep, I don't wanna finish this argument now.

Well then. I am now a little spoon. Could be worse.

Wakeup at 7am due to cold.

Where the hell are my blankets?

I guess I have to get up anyways.

Fall back asleep.

Wakeup at 9:30.

Do I smell Bacon? Apology bacon is best bacon!

Morning B:

Wakeup at 10am due to intense snugglecrastination.

"Honey, I'm going to be late for class."

"No you're not."

How did I end up on the floor?

Brush teeth, shower, get bag, leave.

Bloop bloop.

Oh, a text. "Do you want me to bring you lunch?"

I bet it's that awesome barbeque chicken. "Yes :3"

Get on the bus.

MnM



University Donation Conditional on Faculty Renaming

Hasbro Studios, producers of My Little Pony: Friendship is Magic, have offered a \$50 million donation to the University of Waterloo. Hasbro is intending to capitalize on the success of the co-op program and the prestige that UW carries to further promote the fourth season of the popular TV show. The donation is conditional on the renaming of each of the faculties to reference the main characters in the show. University administrators are discussing whether or not to accept the donation, though the decision is unlikely to be made this term.

Hasbro's proposed new names for each faculty are the Rainbow Dash Faculty of Applied Health Sciences, the Rarity Faculty of Arts, the Fluttershy Faculty of Environment, the Applejack Faculty of Engineering, the Pinkie Pie Faculty of Mathematics, and the Twilight Sparkle Faculty of Science. *mathNEWS* contacted Hasbro to inquire about the reasons for the choice of names, and managed to hold a brief interview.

mathNEWS: Why did you make this particular choice of names for your proposal?

Hasbro: The names are intended to reflect both the personalities of the ponies, as well as the area of study of each faculty. For example, Fluttershy enjoys nature and animals, so we thought it was appropriate to associate that with the Environment faculty. Rarity is a designer, so we associated her with Arts. Twilight Sparkle is interested in figuring out how things work and why, so we associated that with the Science faculty.

mathNEWS: I think the name our readers would like to know about is the Pinkie Pie Faculty of Mathematics. Why was that choice made?

Hasbro: Your faculty mascot is a pink tie named Pinky. We thought it wasn't a very far cry from a pink pony named Pinkie Pie. We're not requiring that the mascot be changed either, only the name of the faculty.

mathNEWS: I suppose that makes sense. You still haven't mentioned the Engineering and Applied Health Sciences though.

Hasbro: For AHS we chose Rainbow Dash, as we thought her sporty nature would complement the health oriented faculty. For Engineering, Applejack was the natural choice, as the other ponies had already been taken, and the engineers won't notice anyway. If they do notice, they can make something up about cider and strength.

mathNEWS also contacted university administration, but were not granted an interview due to issues with Jobmine. They did inform us that repainting buildings in the colours of the associated pony for extra money were strictly a rumour, and should not be taken as fact.

GrumpyOldFart

N Things to Do on Your Birthday

Guess what! Today is my birthday! I am now approximately a fifth of a century old. I feel so ancient. On the bright side, here are some things that you can do to celebrate your special day!

- Eat cake. ALL the cake!
- Sing "Happy Birthday" to yourself.
- Tell everyone that today is your birthday so they can also sing "Happy Birthday" to you.
- Wear a princess/prince crown all day. A Burger King or newspaper crown is acceptable. (Google or "Bing" it for further instructions).
- Take X shots of your preferred beverage (for your Xth birthday).
- Get a kajillion birthday hugs and pictures.
- Go in a kitchen and put yams everywhere.
- Sleepover! ;)
- Be a fire hazard from so many candles on your birthday cake/cupcake/fruitcake/instant noodles.
- Convince a male friend to dress up like a girl (see article by Shay Blair).
- Learn X number of math theorems (it can help you find your significant other).
- Find ALL the birthday buddies!
- Go to an AWESOME party!
- Sign up for all the free offers from miscellaneous restaurants and stores so that they send you coupons for free stuff!
- Movie Marathon!
- Buy ALL the yarn! Or make your friends buy it for you since it's your birthday!
- Wheel ALL the boys at da club.
- Watch My Little Pony: Friendship is Magic.
- Since today is also Friday.... FRIDAY FRIDAY GOTTA GET DOWN ON FRIDAY.
- Write for and read *mathNEWS*!

MoGlo =]

Finitely Many Things to do With a Countably Infinite Set of Cats

It is a well-known fact among people who know me, that someday I'm going to become a crazy cat-lady, so I thought I'd share some of the wonderful things you can do with cats. Also, I know it's technically impossible to have a countably infinite set of cats, but hey, a girl can dream.

- Name each cat after a different natural number.
- Teach the cats about infinite cardinals, in particular how to catch and eat them without leaving a mess of red feathers everywhere.
- Use the cats to reproduce the complete works of Shakespeare by making each cat type on a different typewriter for an infinite amount of time.
- Turn the countable set of cats into an uncountable set of cats by allowing the cats to breed an infinite number of times.
- Enjoy playing with all the cats! I mean, who doesn't love playing with cats?

Sylvia MacIntyre

You should play: Path of Exile

TL;DR at bottom

Enjoy Diablo 2? Disappointed by Diablo 3? I've got your fix right here: Path of Exile, a free to play action-RPG made by Grinding Gear Games. I've played it on and off since it went open beta earlier this year, but recently started playing more frequently after getting some of my good friends, Smurf-"Where did you guys go? I was in a menu. I'm lost"-Ununoctium and Static-"Oh my God I'm dying help me [while at 85% health]"-IP to play with yours truly, Papa-"This probably won't hurt- HOLY SHIT"-Smurf255. I don't think that many people know of this awesome game, so I figure I'd share it with my four faithful readers.

Gameplay

Actual combat and movement is very much like Diablo 2: isometric camera with your character in the center, with skills and abilities bound to mouse + QWERT, and flasks (health, mana, other buffs) bound to 1-5. Click on monsters until they die, acquire experience and loot, progress, repeat.

Character, Stats, Skills

At the core of PoE is its passive skill tree (it's technically a graph, since there are cycles) of 1350 passive skills that does everything from something as simple as giving you 10% more physical damage to huge game changing keystones such as Chaos Inoculation, which reduces your health to 1 and makes you immune to Chaos damage (a damage type that penetrates Energy Shield and directly damages health).

The three main stats are Strength (Red), Dexterity (Green) and Intelligence (Blue), and each character is based off of either a single stat or a combination of 2 stats. However, this does not restrict your character to anything: it merely determines where you start on the giant tree. For example, as a Marauder (Strength), you start near a lot of strength, melee and defensive nodes, but there is absolutely nothing stopping you from deciding to build as a spell caster. You'll just be weaker at the start since your initial skills are not suited for it.

As for active skills, they are not associated with characters. Instead, each item in the game has sockets, and skills are found as skill gems like any other loot. Putting the skill gem into a piece of equipment and then wearing it will allow you to use the skill, and skills gain experience and level up independently from the character. Again, nothing restricts a character from using a particular skill other than availability and the stat requirements.

Loot, Sockets, Links, Orbs

There is, of course, the standard boot, belt, gloves, blah blah boring stuff. What's interesting is that items may have more than one socket, and sockets may link together. When sockets are linked, support gems can be placed with active skills to modify them. These gems can do anything from giving you more elemental damage to turning the skill into a trap that is sprung when an enemy walks over it.

There is no standard currency like gold or credits or bottle caps. Instead, there are a set of currency items (orbs) that are used for trading. Unlike gold, which is an artificial currency that is only valuable because we believe it is valuable (ECON 102 ho!), the orbs actually have inherent value: they allow you to modify and improve your equipment. For example, an orb of alchemy will upgrade a normal item into a rare item with 3-6 magical properties.

Fin

Our little party has been progressing slowly (mainly because someone, not to mention any names, is always in a menu) through the Hardcore league (similar to Diablo's hardcore, except on death you are moved to the standard league instead of dying permanently) and it's been pretty fun, and none of us have died (yet).

TL;DR

- Diablo-like game that went open beta earlier this year
- Completely free to play, microtransaction only for convenience (ie. more stash room) and cosmetic items
- Massive, complicated passive skill tree
- Active skills are loot, as skill gems, which are equipped by adding them to item sockets, and level independent from the player
- No restrictions on character vs. what passive or active skills they can use – the only difference is where they start in the passive tree
- No standard currency (ie. gold). Instead, there are items (orbs) that lets you buff up items. These make up the currency and are used to trade.

Add Shep_Book (the friend system is add by character name, not account name although it tracks by account name after. It's weird) in game if you want to join our fail train.

theSMURF

Misused Idioms

- A penny saved is nearly always useless now that cash payments are rounded.
- Sticks and stones may break my bones, but words cause emotional trauma.
- Actions speak louder than words. Which isn't saying much, since neither can speak at all.
- The early bird gets the worm. The early worm gets eaten.

rjmack



I <3 Spicy Cock

I was at Sobey's last weekend and to my surprise I saw my spicy cocked friend, Sriracha hot sauce. Normally I only see this stuff at Asian grocery stores but I was delighted to see that it has made its way into Canadian shelves. Also, I recently learned that Lays made Sriracha flavoured chips but sadly it's only available in Amurica, damn Amuricans always hogging the good food.... (WHEN WILL THEY BRING A WHITE CASTLE HERE?!!)

Living in residence first year, this term is the first time I've lived in my own house and have had to cook for myself. I really don't know how to cook. So, like most students, I normally put a bunch of random crap that I think might taste good together. One common trend I noticed in my concoctions is that I put Sriracha on a lot of things and 60% of the time, it didn't taste horrible.

So, here is a list of things Sriracha goes well with:

- perogies
- sausages
- Pho (vietnamese soup)
- pizza
- Kraft Dinner (down with ketchup!)
- eggs
- anything with rice
- instant noodles
- Spam
- spaghetti
- mixing it with mayonnaise to make spicy mayo
- any Asian food really

I hope this has encouraged you to twist that green cap and put this sh*t on everything. Oh wait...

the norm

Wearing a Mask

Most people wear masks
To hide, to get away
I do not intend to hide,
But wear one anyway.

It is a simple mask
Could be peeled off with ease.
Could be a monster behind
Lift it if you please.

Some say there is beauty 'neath
Yet I cannot know
For I cannot see my face,
Even if it were to show.

They may say "attention whore"
They may say I'm an ass
But instead they do not lift the mask
Instead they say, "I'll pass."

Ice Nine

Assignment Night Drinking Game

Since the beginning of time throughout the universe, drinking games have been a staple to living and survival in many cultures. This drinking game is one of many for the culture of Waterloo Mathies! The rules memorable. The place anywhere. The time: as long as you aren't at work. The goal simple. It is a multiplication drinking game.

For some reason, the "norm" in the Mathies culture, is that we tend to be better at math that isn't math anymore! Seriously, what happened to numbers?!?!?! Did profs decide they were "uncool"? Anyways, got off track, this game not only can you play with Mathies, but also with all your Non-Mathie friends. It's simple multiplication, from 0 to 11 (12 can become too much of a challenge in like 5 minutes of this game), only small multiplication (i.e. no 89788×3 , yes 7×8). Well that is about it except the rules, so here you go:

Rules of Survival

1. Get the answer right, take a drink
2. Get the answer wrong, take 2 drinks
3. Someone says they hate STAT, everyone takes a drink
4. Someone says "I quit" or "I'm out", everyone takes a drink
5. If the answer's last digit is a 7, everyone must shout out the answer. The last person to do so finishes their drink

That's all there is too it. Hope you enjoy it, have fun, be safe, and remember this game helps you become better at school and life.

Don't ever give up on what you love to do.

Wolverine Panda

Hardcore version: do it the hour before a final. It'll help you relax.

Stubbs

N Ways to Annoy Your Friends

Apparently I'm very annoying, at least so I've been told. Personally, I don't think I'm annoying, but I guess my opinion is kind of biased. Anyway, if you want to annoy your friends, here are some things you can do:

- Refuse to text them in a language that they understand and only text them in a language they've never heard before.
- Find out that they have incredibly soft hair, and pet it for over an hour, refusing to let them go anywhere, including class.
- Randomly shove them and try to push them over for no reason whatsoever except for the fact that it's fun.
- Steal their blankets when they're trying to take a nap.
- Draw all over their notes in the middle of class.
- Tell your non-math friends that they should change programs and join the math faculty. Every day.
- Act like a cat whenever you see your friends.
- Steal their phone and text awkward things to all of their contacts.

Sylvia MacIntyre

N Practical Student Uses For A Dragon

Game of Thrones spoilers!

1. Transportation. It's hard to wake for class, but in the event that you do wake up in time, how convenient would it be to just hop on your dragon and fly to class? No more catering your schedule to bus times or even worrying about carrying your Watcard! Now there just needs to be somewhere to park them on campus...
2. Warmth. Instead of paying ridiculous heating bills in cold Canadian winters, hang out with your dragon and stay toasty.
3. Cooking. For those of us who can't stand the hassle and time commitment of cooking, go get yourself a dragon. Instant barbeques.
4. Cutting things. For those of us who have trouble cutting things without hurting ourselves, dragons could be integral in staying uninjured. Just watch out for those claws the rest of the time.
5. Boil water in an instant. For making your morning coffee so you can be civil to people that day.
6. Finding damsels in distress. This can be pretty handy especially when just damsels seem scarce. Now you just have to somehow save them from their distress.
7. End of term textbook burnings. What could be more satisfying than seeing a hated school book burst into dragon flame?
8. Intimidation purposes. Collecting band fees would be so much easier with dragon at your back.
9. If you're a member of House Targaryen, use your dragons to melt both your chains and your captor if you're ever drugged and held against your will in a house of warlocks.
10. And if you ever come across a slave city and are in need of an army of warriors eunuchs, pretend to trade your army for the dragon but instead sic the dragon on the slaver and then use your dragon to end slavery. Abraham Lincoln could really have used a dragon and/or 8000 fearless, ruthless, castrated soldiers.

Oh, PD8... I don't even know where to begin

For a PD program designed around intercultural skills, PD8 certainly hasn't done much good. Here are some really silly details about the first three weeks:

Assignments are due at 11:55 PM EST each Tuesday. Suppose I'm on co-op somewhere international, outside of Canada, in a different time zone. Oh wait, I actually am. The submission time is now at some incredibly inconvenient time for me, and I have to either do the assignment a day earlier or rush through it in the hour I have between when I get home from work and when it is due.

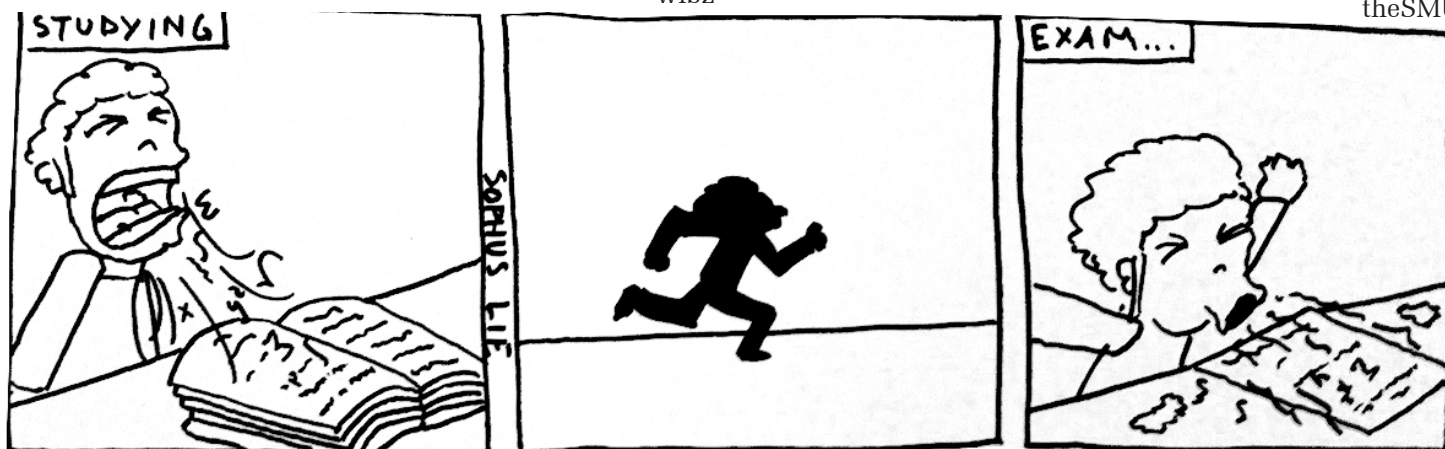
Speaking of deadlines, one of the points made in these lessons is that some cultures value deadlines less, and it is okay to be late. Suppose I am doing my co-op term in one of these countries, trying to integrate with their culture. All is going well, except every Tuesday, I'm reminded of my own monochronic culture, and for the rest of the week it's "Jesus jumping-jack Christ Diego, could you please for the love of God show up to team meetings on time."

There's also the notion of "direct" and "indirect" communication styles, which is exactly what they sound like. We have a direct communication style here in North America, which means when Tom asks me, "Did you think this is a good plan for our project?" I will reply with "Yes" or "No". Indirect communication styles are, well, indirect, and avoid absolute answers to avoid "hurting peoples' feelings"... so instead they'll say to Tom: "Maybe". Yes, Tom, have some uncertainty thrown in. Are you beginning to doubt yourself yet? Good. The idea of having an indirect communication style, to me, as a software engineer, is absolutely hilarious. "Hey Jim, will this call from your API ever return null?" "Perhaps."

Well, I'm mostly out of juice, and if I write too much ObjectED will bitch at me for overflowing his pretty columns, so hopefully I wrote enough to leave a tiny margin at the end, which isn't quite enough to fit a filler. I'll leave you guys with my favourite quote about PD8 I've ever heard, from someone who is totally not ObjectED: "I read the transcript. I can't understand her Ukrainian accent."

wibz

theSMURF



Anime North was fun

Costumes, food, shows, and music!

Last issue I was disappointed that there were no articles written about Anime North, which took place the weekend before the issue was released. Although, I shouldn't grumble too much as I was one of the few who said they would write something.

Getting right to it, Anime North was a blast yet again, filled with enough panels, show/movie viewings, raves, demonstrations and whatnot to keep anyone entertained all weekend. Highlights for me included (as usual) Totally Lame Anime (where the it's-so-bad-it's-funny anime gets shown), the 404's (comedy improv group that was formed at AN and returns to AN every year), seeing some anime I've never seen including *Is this a Zombie?*, the dealers' room (I wished to buy so many things... but alas, I am poor), and a few costumes that were really cool.

Coming back, I think of the issues I had: transportation to and from Toronto was not fun, getting kicked out of my hotel a few days before the con and scrambling to find a new place was definitely not fun, and being without co-op money was definitely a hindrance. Despite all that, Anime North was a great time and I would definitely suggest you go to it next year for the games (table/board/video), anime/cartoons, comics/manga, and the amazing sense of being in the midst of so many people who share your interests.

Soviet Canadian

How to Transform Your Male Friend into a Beautiful Woman

1. Locate a dress that will fit. Make sure it's lovely, pink, and includes a few flowers.
2. Take his shirt off and put on the dress. [*Sexy —GingerbrED*]
3. Take off his pants. [*Sexier —GingerbrED*]
4. Locate heels. They must be at least 3 inches tall, brightly coloured, strappy, and preferably sparkly.
5. Locate the biggest bra you can. Put it on him.
6. Stuff socks into it to fill it.
7. Locate bright red lipstick, black eyeliner, foundation, blush, and blue eyeshadow. Apply expertly.
8. Locate a shoulder-length, curly blonde wig. Put it on him.
9. Locate a flower. Put it in his hair.
10. Make him stand up and pose!
11. Oh, and I suppose at some point get his permission. But that's incidental.

Any allegations that this technique was discovered over the previous weekend by a certain male friend can neither be confirmed nor denied.

Disclaimer: We do not take any responsibility for injury to you or your associates while trying to carry out these steps or any injury to the aforementioned male while trying to walk in heels.

Yours in magic,
Shay Blair.

Cyclists

Don't get me wrong, I like the idea of cycling. It's good for you and the environment and all that crap. Heck, if I lived closer to school, I would probably bike instead of driving or taking the bus. However, there are some things that some cyclists do that both irritate and concern me, both as a driver and a straight-up human being. I'm not speaking to all cyclists with this article, but if you do or know someone who does any of these things, get your shit together.

- **When you're on the road, you are a vehicle.** And as such, you can't just disobey traffic laws when it suits you. Your lane is not a portal to a magical kingdom where the rules are different. For instance, when the light is red, stop until the light is green, even if you think you're able to proceed. If you don't feel like obeying the rules anymore, go on the sidewalk. Hell, I don't care if you switch from the sidewalk to the road as it suits you, but when you're on the road, obey the road rules.
- **Wear your freaking helmet.** Especially when you are riding on the road. Or with kids (set a good example folks). Your noggin is very important; you should protect it as much as you can. Plus, it's the law. You wear a seatbelt in a car, you wear a helmet riding a bike.
- **Do up your freaking helmet.** If something hits you, your helmet is probably going to fly off and not do you any good anyway. You took the effort to put it on your head, take another five seconds to do it up.
- **Use your lane properly.** In Canada, we drive on the right. You should too. It's terrifying to see a cyclist coming right at you while driving. Also, if you have a lane, use it. I know, I know, my lane is smoother than the bike lane. The bike lane is also smoother than the sidewalk (this is the excuse a lot of joggers give for jogging in the bike lane, which is also scary). I understand that you need to ride in my lane if there is no bike lane. Even so, could you stay to the right? Passing you terrifies me, especially if you're not wearing a helmet.

El Jengibre



fig 2. three-colourable bunnies.

You Bastard

You bastards. You fucking bastards. Yes you! You suck. You know why?!?! You don't adequately comment your code. Yes, it's tedious. Yes it's annoying. I understand that you were up all night trying to get the damn thing to work and that you now know the code by heart and that you don't want to look at the fucking thing for another second. But fucking do it. It takes all of fifteen fucking minutes to do it properly for a medium sized program. But it really isn't for that program that you're doing the comments for. You're practicing for the monsters.

If you get a CS job, you will deal with a monster. A giant piece of coding grotesqueness that was left by the previous co-ops who didn't fucking leave any comments about what the hell things are supposed to do. Nothing but thousands upon thousands of lines of code that you have to sift through in order to understand how to fix that one problem that won't fucking go away no matter what you do. Functions within functions within fucking functions. Layer upon layer into pathetically poorly designed monsters. All without a single syllable to explain what "temp" is supposed to be or do. Bastards.

Finally, you figure out what some of it is supposed to do and you yourself are feeding the beast with your own crappy code that will make absolute no sense to anyone but you. You had to name your variables "tmp" because "temp" was taken. You named that one function that did the thingy "foo." Then the next one "fooo." All you had to do was take the five fucking seconds to name it properly and the next person to sit in your chair might be able to have a hope in hell of not breaking down in tears at *mathNEWS*. Mathies don't know how to handle their crying comrades. It's not pretty.

You fucking bastard.

Stubbs

Fads That Will Die Soon

Sometimes I think the world is going crazy. Styles come and go, something that was popular yesterday is now thrown in the trash. It's so hard to keep up, so I've compiled a handy article about which fads I think will die soon.

Soon everyone who says "YOLO" will have died off from their stunts and no one will be left to continue repeating the mantra. I think I speak for most people when I say this will not be missed.

The whole "going outside" thing is so last season. Honestly, I think 10 minutes of sun per year is all you need. You're much better off being productive inside.

I think "x" and "y" have had their turn in the spotlight by now when it comes to their use in mathematics. I really think that this year "o" and "e" are going to get their chance to shine.

Follow us on Facebook (MathNEWS), on Twitter (@UWmathnews), or in person (MC 3030)!

Regarding *prof*QUOTES

Reminder to people who do submit *prof*QUOTES that some professors are not okay with funny things they say being written down, put in a publication, and then later put on the internet. How do you know whether your professor is okay with being famously funny? Ask them! For example, you could say, "Hey, you said [this], are you down with it being submitted to *mathNEWS*?" Or it could be as elegant as, "Dear sir/madam/person, thou hath spoke a passage of most beautiful comedy and I would be most thankful if thou wouldst permit me to retell this tale in the bastion of erudite thought known as *mathNEWS*." Or not. Just save your prof the trouble and ask them! :)

yourlocalWHETHERgirl

*A Note From GingerbrED: We (the editors) neither expect nor require our contributors to ask permission before submitting *prof*QUOTES. As editors, we are responsible for anything published in *mathNEWS*. If a professor has a problem with being *prof*QUOTEd, they can approach us directly, or they can approach the Dean of Mathematics if they express greater concern. That being said, never EVER submit fake quotes or use *prof*QUOTES to make your professor look bad. *prof*QUOTES are meant to be funny, even when taken out of context (lol forking). It shows that we appreciate the humour of our professors and that we actually attend their lectures.*

*In my experience, when professors ask not to be quoted, it is because they are saying things that are inappropriate to begin with. Professors are held accountable for everything they say in class. If they have a problem with it being published in *mathNEWS*, they probably shouldn't have said it in the first place.*

*So keep the *prof*QUOTES coming people! You can submit them to the **BLACK BOX** (outside the Comfy) or email them to us (mathnews@gmail.ca).*

Food. I never really got into food. I know everyone says it's essential to life, but I just don't see the appeal. Each to their own, right?

I don't see the Internet lasting much longer either. Sure, it's been used a lot since its creation, but I don't think it's going anywhere. I mean, what else is left in terms of advancement?

Dihydrogen monoxide. Seriously, just wtf? I don't think I need to explain that much.

Batman. Oh who am I kidding? Batman is forever.

Yours in temporary status,
Shay Blair.

profQUOTES

“Right hand rule: the world is ruled by right handed people and we control everything... are there are lefties in the room? Sorry, maybe in the Southern hemisphere they use the left-hand rule.”

Teertstra, NE 217

“I know that’s not how it’s spelled. I’ll just underline it because that’s what Word does.”

Hare, Math 239

“If only everything can be proved by example, you’d be engineers! Oh wait, you are engineers!”

Pei, Math 239

“What can we do with geometric series?... Stare at it blankly! That’s what I do every day!”

Pei, Math 239

“As always, you should never trust me.”

Pei, Math 239

“It’s a party of 1... which is the story of my life.”

Pei, Math 239

“String Things? String things.”

Pei, MATH 239

“It’s like one of those infomercials, ‘but there’s more!’”

Stastna, AMATH/PMATH 332

“You can prove this. And by that, I mean that YOU can.”

Pei, MATH 239

“Everyone OK? I just changed the name, come on!”

Yu Ying Li, CS 370

“And if you don’t know why this is the case, you’ll figure it out?”

Yu Ying Li, CS 370

Student: “So what if we fork again?”

Prof: “Oh yeah, right after you fork you wanna fork again.”

Tompkins, CS 350

“I’ll do that again, you obviously didn’t think it was as cool as I did.”

Tompkins, CS 350

Prof: “Rhymes with ‘fallick’.”

Student: “Phallic?”

Prof: “Malloc.”

Tompkins, CS 350

Student: “What if we quote you on that?”

Prof: “You better quote me saying ‘don’t quote me on that’.”

Tompkins, CS 350

“I’ll work on my Pacman sound effects. Wokka wokka wokka wokka wokka.”

Tompkins, CS 350

“Like you guys beat lizards? I don’t know what you do.”

Tompkins, CS 350

“When they said ‘don’t divide by zero’, they never told you ‘or else I’ll kill you!’.”

Tompkins, CS 350

“Are you allowed to kill your child? Are you allowed to kill your parent? You decide.”

Tompkins, CS 350

“Cuz I’m old. That’s pretty much the reason.”

Tompkins, CS 350

“There are political implications. Yes, really.”

Brown, CS 360

“Do kids these days still do Mad Libs?”

Brown, CS 360

“You’d think people would design classrooms so that people could track with multimedia.”

Brown, CS 360

“It’s a Friday, I’m allowed to rant a little.”

Brown, CS 360

“The first time you meet your girlfriend’s parents, they give The Test. I failed the wine test.”

Furino, CO 480

“When more people recognize Michelangelo as a turtle, that’s when I doubt my vocation.”

Furino, CO 480

“When you read your calculus textbook, there are no emotions. No laughter, no crying, no depression... Well, there might be depression.”

Furino, CO 480

“You might say: why can I do this? To which I reply: because that’s what mathematicians do. If something doesn’t make sense, mathematicians cheat, and make things up until it works.”

Furino, CO 480

“This is an ugly picture. Mathematicians like pretty pictures.”

Furino, CO 480

“Tomorrow is Friday. What else would you rather be doing than a math assignment?”

Furino, CO 480

“We don’t want rinky-dink fields. If you choose things too small, nothing works.”

Furino, CO 480

“I can sense that everyone needs a rest, so I’m going to tell stories.”

Furino, CO 480

horrorSCOPES

ActSci: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: \$457 increase a month in insurance for attending a 'Dangerous Protest.'

AHS: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 2 torn ligaments from holding up a picket sign.

AMath: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: -23 slope on your bank account/time.

ARTS: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: Only a \$30 increase. You don't get the fuss.

BioInformatics: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 2562 lines of Perl code, but no money.

C&O: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 30 minutes spent on the shortest walk from the bank to Needles Hall.

CM: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 5 hours convincing the school you're a real degree and deserve equal treatment.

CS: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 67 down votes for your unoriginal Star Wars meme.

Double Degree: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 1 school that isn't trying to bleed you dry.

ENG: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 16 less kegs you can afford.

ENV: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 32 goslings kicked in frustration.

Grad: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 64 failed attempts at writing a thesis. What, did you think something as trivial as money can occupy your time?

Math Bus: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 300 penny stocks that you had to short.

Math Phys: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: $V=40$ m/s for the tomato you threw at Needles Hall.

PMath: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: \$1,000,000 in potential cash, if only you could solve the Beal Conjecture.

SCI: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: Several 500ml flasks to sell on the meth-making black market.

Soft Eng: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 0 fucks given, since you're on co-op.

Stats: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 98% chance of bitching on OMGUW.

Teaching Option: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 12 hours a day tutoring to cover costs.

Undeclared: The University increases your tuition mid-semester. After much bemoaning, you reluctantly pay the increase anyways. Anything to graduate, right?
Your unlucky number is: 15 days till you pay it. Maybe.

gridCOMMENTS

The accent of turning away

I'd've put in "fo'c's'le", "tops'l", "cap'n", 'n' "bos'n", if they'd've fit. The downside of a nice grid (only 40 black squares!) is the large number of clues I have to write. Thanks to Charles Mackay for 21D.

Six of seven submissions were perfect—Snape is not a decagon—so we had to deliberate a little. Alas, sex, God, Metapod, and chaos theory are not the most poetic answers to last week's gridQUESTION, which was "Who puts the wind in a butterfly's wings?" (sorry Summer, Glenys, Chelsea, and Rhodry). The remaining two answers were equally cute and musical: Erin Lounsbury said "those fluffy little white things, way up there" (i.e. clouds) from "Little Known Facts" from *You're a Good Man, Charlie Brown*, and Katherine Tseng said "If a butterfly were to sing the song 'Wind Beneath My Wings' [by Bette Midler], the answer would be you"—the chorus goes, "I can fly higher than an eagle, 'cause you are the wind beneath my wings". A coin toss decided the winner; congratulations, Erin! You may pick up your prize at MathSoc.

Submit complete (or incomplete!) grids to the **BLACK BOX** (by the Comfy Lounge on floor 3 of MC) by 18:30 on Monday June 24th. Include your name and your answer to this issue's gridQUESTION—the funniest answer decides the winner (of a \$5 C&D gift card) in the event of a tie: "Who is the fairest of them all?"

unit

Solutions from Issue 2:

A		D	E	G	A	T	F	U	O	M	A	C		N
S	U	S		N		I	I	E		T		S	S	O
O	D			I	S	A	V	I	D	V			A	L
P		H	E	R	E	S		T	E	P	E	R		L
I		C	I	A	T		S		D	A	C	O		I
R		R	O	O	D		S		D	N	I	R		P
A	K	A			O	I	E	I	E			E	P	A
M		N	E	X	O		N		T	N	E	P		P
	M	O	L	V		I	T	E		O	E	M	O	
	A	M	A	R	D		U		A	O	N	E	G	
	J			O	O	M	F	T	A	C			E	
H			I	H	P		N		U	O	Y			K
T	O	R	A	T		T	A	E		C	A	T	I	T
O			H		H	P	M	Y	N		T			I
M	R	O	T	S		A		E		E	P	A	H	S

Special thanks to "The Bruce Dickinson" for your hat mail. mathNEWS DOES need more cowbell!

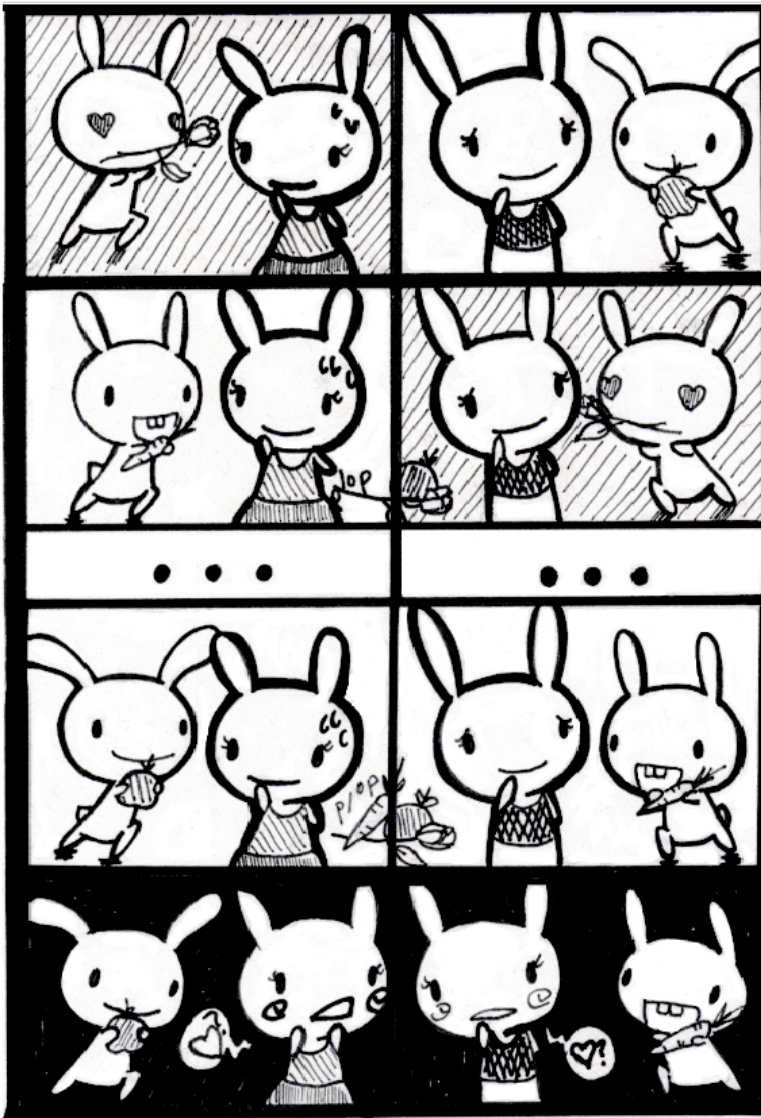


fig 3. Stable Marriage Problem.

Russian Addendum: World of Tanks

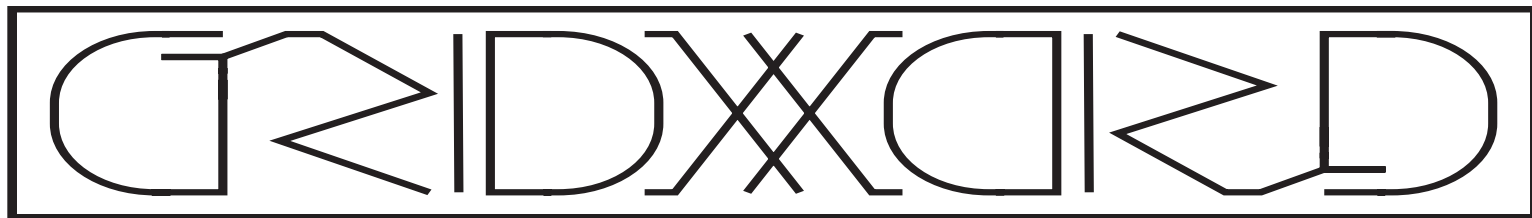
Now with more falling off cliffs

So 'recently' (late last year) World of Tanks finally put in the physics that they stated would be included from well over a year ago. Now there are no more invisible walls (except at the edges of the map) which is still catching some people by surprise, leading to many a tanker falling off a cliff into sharp rocks or water below.

Hilarious as this is, it also has allowed people to slide down steep hillsides to gain speed, or climb over rather steep rises to avoid expected pathways. This plus a slew of blance tweaks and new tanks (plus UK and China) has made the game significantly more fun.

Soviet Canadian

Submit your grids to the **BLACK BOX** (outside of the Comfy Lounge). Don't forget to answer the gridQUESTION on page 12



gridWORD Clues

ACROSS

1. *My lord
6. Kazooie's sidekick
11. *Is it?
14. Sky light
15. Flatbread
16. Cat coo
17. Vex
18. Beat off-beat
20. Animal aliment
22. Chinese cooking-vessel
23. LIGATURE without vowels
24. Fifty states 'n' one district
27. Perching bird
29. Stall again
30. Dry side
31. Tie and wheel go-with
32. Biblical figure
33. Lenient
36. Makes a choice
37. Your skin is one
38. A Batman adversary
40. Chief Technical Officer
41. Residential Tenancies Act
43. Cookie-jar cover
45. ___! Humbug!
46. Assertion of truth
48. Furnace nozzle
50. Parallax of an arcsecond
51. Hoar-housed
52. Charm and chase
54. Smelting scum
57. Cuts
59. Perceived aurally
60. Bug-catcher's aide
61. Je vois
62. Diviner's drug
63. *It is
64. Shooting or shopping go-with
65. *My lady

DOWN

1. *Madame
2. This word rhymes with what it means
3. Trill and mordent
4. Fixed like a fir
5. 55D
7. Nevertheless
8. The N in QNC
9. *Doomed to wander with ember eternal for having twice tricked the devil infernal

This Week's Grid:

1	2	3	4	5		6	7	8	9	10		11	12	13
14							15					16		
17						18					19			
20					21		22				23			
		24		25		26			27	28				
	29								30					
31				32				33				34		35
36					37					38		39		
				40				41		42		43		
	44		45				46				47			
48		49					50							
51					52	53					54		55	56
57					58					59				
60					61					62				
63					64					65				

10. Mrs. Lennon
11. Butterfly, to a caterpillar
12. Catan player's goal
13. *It were
19. Ballet bend
21. **"I shine all night in the swampy hollows; wailing and woe to the fool who follows!"
25. Rough, wild
26. Egyptian capital
28. Dei Gratia ___
29. Rive
31. *Upon
33. Caterpillar, to a butterfly
34. A mask and a Crimean city
35. *He would
39. Nix
40. Current chariot
42. ___ Poetica
44. Atom hearts
45. Graves, to the guillotined
46. Anti-perigee
47. Vend again
48. *It is not
49. Irish poet
53. A single shot
55. 5D
56. *Good day
58. Not hers
59. Hog meat