

NEWS

mouth

Friday, July 13th, 2012

Volume 119, Issue 5

mmm...
HUMANS
♡



oh dear...

Lily



WRAITH!!!
000

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lookAHEAD**mathNEWS**

July 13	Final Issue of <i>mathNEWS</i> this term
July 23	Production night 6 doesn't happen

MathSoc

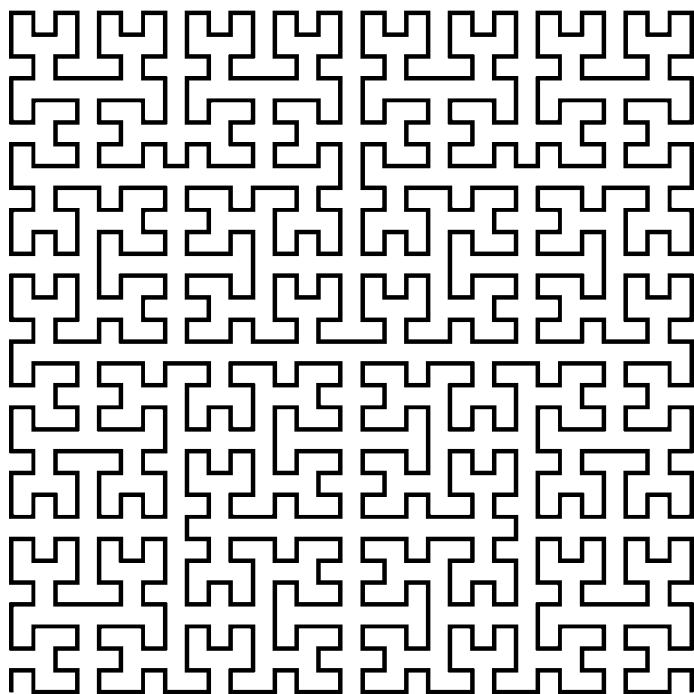
July 19	Pints with Profs
July 21-22	24 Hour Games Night

IRL

July 15	Elderly Men day
July 21, 365 BC	The Temple of Artemis in Ephesus burns
July 22	Pi Approximation day
July 25	Last Day of Classes
July 26	ObjectED's Birthday
July 30	Exams begin
August 10	Exams end

mathNEWS Filler 5th Form

Come on, only an infinite number of iterations to go!

**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.

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The editors: Holmes (Murphy Berzish), Watson (Lenny Morayniss), Lestrade (Will Morrison)

mastHEAD

As a child, I was told “Aim for the moon, even if you miss, you’ll land among the stars.” It may be sage advice for ambitions, but isn’t so great when applied to thrown objects. On the topic of ambitions, (possibly thrown objects too, depending on the opinions of the populace.) this week’s **mastHEAD** question is “If you were a European noble, what would your inheritance laws be?”

ScruffyED(“No items, Fox only, Final Destination.”) Scythe Marshall(“Log toss. [naturally]”) theSMURF(“1. The child must be substitutable in place of the parent. 2. The child must have fewer throws than the parent. 3. The child must have stronger or equal postconditions and weaker or equal preconditions.”) Concealed(“Round robin deathmatch, winner takes all”) ObjectED(“Via the Rule of Two: one to embody the power, the other to crave it.”) OptimizedSLEEP(“ $\forall p: \text{person}(\text{inherits}(p) \leftrightarrow f(p))$ ”) waldo@<3.LE-GASP.ca(“It isn’t over until the lady sings a moving sonata as a solo.”) Soviet Canadian(“It is not to be told outside the family, but let us say helicopters and lances are involved to determine the sole inheritor”) Ice Nine(“Cognatic elective republics 4ever”) Zethar(“Let us define the set of people eligible for a claim of inheritance as S, which includes but is not limited to my children, living relatives, loyal servants, etc. Upon my death a subset of S known as Q forms an Oligarchy. Admittability into Q is conditional upon a set of reasoning and nonpartisan criteria. The oligarchy holds sessions to appoint someone out of S to inherit the title provided that this person would have been eligible into Q if this person was in S.”) Big Mak (‘‘Succession goes to the one with the smallest genitals. That way, no one will fight for the throne’’)

MEF Sez

Hello Mathies,

For those who don’t know what MEF is, it is an income-generating fund that finances projects for the academic betterment of mathematics undergraduate students at the University of Waterloo. We fund numerous types of projects such as conferences, capital projects for clubs, and books amongst other things.

Now for some announcements:

The deadline to apply for Funding Council (the people who decide how funding is allocated) is Friday, July 13th 2012. (Today)

MEF Council will be meeting July 24th at 6pm. Information regarding the room will be release later on the Website and in e-mails.

The MEF Director for Winter 2013 has been acclaimed. His name is Yuxiang (Edison) Xin.

For more information visit me in my office at M3 1004 or visit mef.uwaterloo.ca

Stéphane Hamade
MEF Director Spring 2012

24 Hours Games Night is Nigh!

On the 21st of July, the termly event of staying up all night and then some to play board games shall commence, starting at noon and lasting until noon next; everyone should come out even for a portion to celebrate in the revelry which is board gaming!

If you have any board games which you think MathSoc should get, please drop by the office before the 19th and write down your suggestion; our Games Director will try and accommodate your suggestions within budget.

On behalf of the Games Director of Spring 2012, who was
trapped in real-time,
Zethar

A Message from CUMC!

We just wanted you to know that we're having a blast at the Canadian Undergraduate Mathematics Conference this week in Kelowna, BC! When we come back drowsy and stuffed with mathematics on Monday, ask us questions about stuff! We'd love to talk to you about anything and everything we learned and saw.

CUMC 2012 UW Planning Committee

HvZ Sez

The results are in and congratulations go out to the Humans as this term's winning team in the HvZ Game as hosted by WatSFic! Your valiant standoff in the battle at DC did NOT go unnoticed. Congratulations also go out to Simon Thibodeau and Brendan Lew for being (seemingly) the last surviving human members of WatSFic! At the next WatSFic meeting, there will likely be an epic Nerf duel or something to determine the winner of a prize worth \$25! As a reminder, please be sure to send in your feed-back via Facebook or email at uwhumansvszombies@gmail.com. Thanks again to Campus Police, CRT, Murphy and his awesome website, FedS Marketing, WatSFic and all the mods for helping run a great game. The Fall game is on the horizon and it's already shaping up to be another great one. Hope to see you then! Keep zombie-ing on and defending humanity, whichever side you end up on.

Lily H.
WatSFic Necromancer and HvZ Mod

Best Article Awards!

Send us e-mail or drop by the office (MC3030) to claim your prize! Prizes will be available until the end of term (at least).

Issue 1: Shay Blair for New Psychology Course Proposed

Issue 2: Scythe Marshall for Sports Reports 2

Issue 3: Zethar for *el/WHEN*

Issue 4: Lily (with a heart) for the cover

Issue 5: notasquare (retroactively). Enjoy the rest of 1991.

The Editors

elseWHEN

Hello readers, one and all. Since nobody important wants to sez anything, I decided a history lesson was in order, so I opened a dread portal through time, and secured a wonderous piece of *mathNEWS* literature from Vol. 58 No. 3, printed on Valentine's Day in 1991.

ObjectED

The Non-Euclidean Geometry of Waterloo

Have you ever noticed that there are two kinds of geometry? They are *Euclidean* and *Non-Euclidean*.

"So what is this article all about then anyway?" you say to yourself as your attention changes back to what your Calc prof just said for a moment. Well it appears that most cities are built on the concept that:

1. Parellel lines don't meet
2. Lines at right angles form a grid

"This article seems to be dragging on and on, without anything funny in it as of yet, where is the joke?" you consider as you scribble some much needed Calc assignment questions into your notes, and refer back to the article in the hopes of finding something amusing that you can quote to your friends who only read *profQUOTES*. Well this is in fact the way many cities are labeled, too (like "24 Ave and 12 Street is a happening corner") since it makes navigation easier.

"'happening?' What planet is this guy from?" you think as you plod on with the hopes of a light at the end of the tunnel. Now in Waterloo, which has one of the only Math Faculties at a university, there is the Non-Euclidean version of roads

- Parellel roads meet (take King and Weber which cross 3 times)
- Roads at right angles join back together (try Carolyn Street to get away from Labatts. It takes you back to King st)
- There is more than one coordinate system used simultaneously depending on the viewer (King Street is North-South in Waterloo, and East-West in Kitchener)

"Ah, at least there is some content. Now for the punch line..." you think as you begin to get excited, but at that very moment the prof (who has memorized your name already) asks you for an appropriate theorem: 'MTV.' you state confidently, and then lose interest in the class again for a minute.

Finally, there is the path from *Euclidean* to *Non-Euclidean* mappings:

1. Follow 401 West (normal path)
2. Follow 8 West (Rotation, since they are not the same path)
3. Follow 7 East (Stream reversal, same as a mirror)
4. Follow 86 North (Rotation)

And if you experimentally apply this method, you find that all of these transformations get you progressively closer to your destination, which is the precise contradiction that is required to change geometries.

QED
notasquare

What You Can Do In Crusader Kings 2

The Chronicles of Penis Domnallsson Ua Cheinnselaig

Our story, that of Earl Penis of Dublin, begins with his grandfather and great-grandfather, Diarmait and Murchad, Earls of Leinster and Dublin respectively. Diarmait had conquered Dublin, and passed the barony on to his son, as well as granting him control of the province, making him the Earl. They continued on, seeing a bright future for their dynasty, as Murchad had three sons to pass his land onto. However, luck ran short and both of them died the same year. The counties were then passed on to Penis' father and his uncle, Domnall and Énna, for Dublin and Leinster respectively.

This is where Penis' story truly begins. Domnall had had a marriage arranged for him in the past and he did accept his betrothal, but it was a loveless marriage; Domnall had begun to fancy the same courtier named Cathán that his father had lusted after. She eventually became pregnant with his child, and through a fit of madness (it is suspected that his mother convinced him while drunk) Domnall named his bastard son Penis. It turns out she was betrothed to his cousin. Too bad for him she seemed to fancy power more than his love.

Within a few years, both his father and uncle died of consumption, which we call tuberculosis. As the plague subsided, the two counties were left with regency councils, with the leaders occasionally disappearing instead of ruling properly for Penis and his cousin Murchad. Cathán had become spymaster for Dublin, leading many to think that the whore of Dublin had also now become its master. While his father was still alive,

Penis became betrothed to a Countess Sara in Wales, ensuring that their children will become the rulers of a large demesne.

Soon it became obvious that Cathán, in her madness or perhaps genius, had great plans for both Penis and his half-sister Catríona. Penis had become a somewhat calm young man, content and temperate, though with a slight stutter, and had the stigma of being a bastard associated with him. He almost became a brave and cruel boy, but his father's wife smacked it out of him. Catríona however had the markings of a real warrior. She would soon become his marshall, being both brave and kind.

One night, after seeing his mother come back from mainland Europe, attempting to steal technological secrets from the Germans, she flew to his chamber and asked him if he wanted power, and what he thought of his cousin Murchad. Being young he didn't exactly get what she was saying, as Murchad was found dead from an accident the next day. The coffers were also strangely empty, but Penis was now the Earl of Leinster, and more importantly, a candidate for the Duchy as well, since the long coveted Duchy of Meath had been usurped by the lords of Kildare.

He eventually came of age, married his son off to the Duchess of Orleans, and passed away with many people thinking "good riddance". You can do all this and more in Crusader Kings 2, a medieval fantasy simulator. It has a Game of Thrones mod as well, for all you who prefer your history fake.

Ice Nine

mineCRAFT

For anyone who plays Minecraft, *mathNEWS* is hosting a server at 129.97.134.134. To reduce the chances of it getting destroyed like last term, there is now a whitelist. To get on the whitelist, submit your minecraft username to the **BLACK BOX**. If you played on last term's server, there's a chance you've already been whitelisted.

As requested by someone who did submit their name, here are the server rules:

- Don't be a dick

Concealed

Some Crappy Twilight Fanfic

"Bella, hey Bella..." Edward whispered.

"GTFO EDWARD!! You're a creepy sparkly vampire stalker!" Screamed Bella as she ran away from Edward as fast as she could.

"But Bella, it's your fault you're an attractive woman, clearly you should be with me." Yelled Edward as he stalked Bella.

The End.

optimizedSLEEP

Losing Weight

It seems that nowadays, nothing is exempt from weight (or rather mass) scrutiny. Due to immense societal pressure, the International Prototype Kilogram, hereafter dubbed IPK, has lost a whopping 50 micrograms from its previously curvaceous figure. Experts are concerned for its health, and fear that maintenance of this new slender figure will be nearly impossible. IPK, composed of platinum and iridium, was originally cast 118 years ago with a healthy BMI of $9.77777778 \times 10^{-1}$. However, it has decayed to an emaciated $9.77777729 \times 10^{-1}$, despite being sheltered as much as possible from harmful environmental effects. Due to its drastic mass-loss, it is being kept under close observation at the International Bureau of Weights and Measures near Paris, France. The world relies heavily (though perhaps now more lightly) on IPK, and its recovery is essential. However, physicists and mathematicians alike are crying out for a new standard of measurement; one that is much more stable and advanced. They insist that IPK's time is up, and the world is in dire need of more accurate measurements. Whether IPK will remain an integral part of measurement after the revamp is yet to be determined. We hope that you will hold IPK close to your hearts, and pray that it will be able to maintain its identity.

psychomath

Ways to Beat the Heat

The National Student Forecasting-Weather (known more commonly as NSFW) service has been directed to inform all students of the upcoming summer heat wave. The NSFW recommends that all students should follow these directives so that they do not fall victim to the oppressive heat wave that is sweeping campus, reducing students to limp, sweaty masses:

- Start panting.
- Forsake pants!
- Wear well-ventilated clothing that allows for proper breeze redirection.
- Become cold-blooded, and become super energized in the heat.
- Move to Canada....northern Canada.
- Go to the movies (even if it's Spider-Man).
- Eat copious amounts of chocolate mint ice cream.
- Just be cool.
- Spend all day working in the lab (for best results, take Re-altime; see: forsake pants).
- Go on vacation to somewhere cooler, like Brazil.
- Double cross Jabba the Hutt to get frozen inside carbonite. (Warning: may cause temporary blindness)
- Explore the LHC.
- Dump someone via text message (because with a heart that cold, you couldn't possibly be warm; see: Newton's laws of cooling)
- Hang around hot people, so you'll be colder in comparison.
- Take a cold shower.
- Infiltrate a super secret spy base. Crawling through the air ducts must be cool, right?
- Drive around all day with the windows down
- Shave off all of the hair on your body. Eyebrows only serve to keep the heat in (and keep sweat from your eyes; see: warnings about possible blindness).
- Take a nap in the Comfy lounge.
- Slip an ice cube down your back. Share the love, and cool your neighbour down too. This works best if they don't see it coming.
- Think of the winter, and whether or not you'd prefer the biting cold over this.
- Hide in the Tim Hortons freezer.
- Train the summer campers running about campus to follow you and wave at you with fans.
- Carry an air conditioner wherever you walk.
- Do NOT engage in hot, passionate sex that will leave you both with warm, sweaty bodies and dripping sheets. (See: tips involving showers).

Big Mak

WANTED: Friends (SF)

Looking for people willing to play Catan, Cities & Knights, Scrabble, Munchkin. In SF bay area until 8/17/12. Preference given to those who play without alcoholic beverages. 650-555-0190

On Armrests

One of the things that's really strange about our apartment is that it has a three-piece armless sofa. This isn't in and of itself notable, except that the corner piece is actually placed on one end of the sofa, as if to give the illusion that the sofa has armrests. A side table sits in the opposing corner between the two straight edges.

When guests first enter our apartment, the same scenario plays out again and again -- they'll come in, drop their bags, and proceed to sit on what appears to be a solid armrest on the sofa. And then, because the center of gravity of the corner piece has moved outside of the support polygon, the entire corner piece falls over, with the usual embarrassment and explanations and laughter.

What is it about the armrest that makes it seem like a good idea to sit on? Is this behaviour driven by the same instinctive nature that drives people to sit on desks in elementary school?

!able

How to Find a House

Looking for a house for next term? Here are 10 simple steps to follow to ensure you get that perfect house.

1. Think about finding a house.
2. Fantasize about what an awesome house you're going to get.
3. Look at your friends to try to figure out who you're going to live with.
4. Decide you can figure out the details later, you've got plenty of time.
5. Realize all your friends already made plans in regards to where they're living.
6. Ask around frantically and realize there's no room with anyone you know.
7. Resign yourself to living with strangers, but reason you can still find an awesome house.
8. Put off looking at postings.
9. Panic last minute and search everywhere.
10. End up in a small apartment with people you don't know.

It's Good to be the King

It's good to be king. As king I can do pretty much whatever I want, this includes but is not limited to:

- Being creepy and kissing babies
- Being even creepier and kissing women (and/or men) who are about to get married
- Sleep with any one, because they have to, because I'm the king
- Annihilating enemies because you have huge armies. Armies bitch!

optimizedSLEEP

Air Conditioning: a First World Problem

After nearly dying¹ in the heat and humidity last spring term, I vowed to not repeat the experience this term. My solution: obtain a portable air conditioning unit.

Now, it's really nice to have a cooled room, a refuge from the relentless death rays from the sun². Especially when I'm trying to sleep at night³.

Unfortunately, said air conditioning unit is quite loud. I can tolerate it during the day, but at night, it's too loud and keeps me awake.

Thus, I have before me a classic case of a *first world problem*. Without my air conditioning, it's too hot and humid for me to fall asleep. Yet when I finally obtain an air conditioning unit, it's too loud for me to fall asleep⁴.

Currently, my best solution is to use the unit's timer, to turn it off after a specified amount of time. If I get the timing right⁵, then I will fall asleep when the unit is off and it is also quiet enough. Unfortunately, this isn't a perfect solution, as when I wake up, it's already 30°C (before applying the humidex), and I'm lying in a puddle of sweat⁶.

In conclusion, air conditioning is a lovely thing. But it's too loud and I can't sleep with it on.

!bob

Notes:

1. OK, this is an exaggeration. I wasn't actually close to dying, but I was very miserable.
2. The sun is trying to kill you, as I've mentioned in a previous article.
3. Last spring term, sleeping involved lying sprawled on my bed, getting up every now and then to splash cold water on my face, and finally falling unconscious from sheer exhaustion. Needless to say, I did not sleep well at all.
4. It also has a tiny, illuminated LCD panel, which is far too bright and doesn't help with falling asleep.
5. This is actually difficult, as the air conditioner's timer only affords granularity by the hour. So most of the time, I don't get the timing right.
6. Not really. In case you couldn't tell, this article is supposed to exaggerate everything outrageously. At this point, even I'm not sure how much of this article is fact and how much of it is fiction.

Dissed Connection

Saw you in class reading crappy Twilight fanfics in some low grade student paper. Will be avoiding you from now on, and warning all my friends about you.

Stay away from my HP fanfic collection

Big Mak's Extra Juicy Video Game Reviews

BBQ not included

Ok, it's summer, it's stupidly hot, and we're entering the final stretch of term, so let me be frank with you: This summer's game release window sucks. If you're a 3DS owner (like me), it's been that way for a couple of months now. Kid Icarus was a disappointment, and Resident Evil was ages ago. I got so bored that I started to mindlessly browse around in the eShop. And that's where I struck gold:

Pushmo

For all of the complaints that Nintendo doesn't produce a lot of new IPs, they have created 3 for the eShop, the first of which was Pushmo. A puzzle-platformer, in Pushmo your goal is to reach the top of a statue/monument at the end of each level. You achieve this goal by sliding blocks back and forth in order to create ledges that your character can jump on. I'm not going to lie, this game takes a bit of time to get used to, since the tutorial is so long and makes you wish that your character had the ability to pick up the guy giving you the tutorial and throw him off a monument. Of course, the biggest question on everybody's mind whenever Nintendo publishes a new IP will be answered: Yes, I see the main character of Pushmo as a viable Super Smash Bros fighter. He's built like a sumo wrestler, and his hands are the size of Pikachu. Let's keep our fingers crossed and hope that Namco includes him...

\$6.99

Bird Mania 3D

Not going to lie, I only bought this game because it was dirt cheap, and the title invoked the image of an Angry Birds clone. The opportunity to get so angry at a game that I could throw my 3DS at a wall, and for less than the price of a retail game? Shut up and take my money already!

Sadly, I was to be sorely disappointed. This game is nothing like Angry Birds, and worse, it's actually playable. Even the art style was adorable! The game is an on-rails sidescroller, where you try to cross a map while collecting coins and avoiding obstacles. Perfect for playing on short bus rides, and a lot less stressful.

\$1.99

Big Mak

Things you Need More of

- Cowbells, you can never play too many cow bells
- Pylons, you always need to construct additional Pylons
- Vespene Gas, you always need more Vespene gas
- Sleep, you need more sleep. Zzzz...
- Vitamin D, you don't go outside enough, you know it.
- System Resources, Windows can't run anything otherwise
- Garden Smurfs, who else will protect your garden?
- Badges, how else will you control Charizard?
- Master Balls, Mew AND Mewtwo, like come on...

The *mathNEWS* Sports Report! #5

Hello again, and welcome to the last edition of the *mathNEWS* Sports Report for the term! (Probably.) Here's a nice summary of the things that happened in the world of sports over the last two weeks or so, so that you can talk to people and not be lost when they mention foreign words like "tennis" and "home runs":

Hockey

The offseason has been going for about two weeks now, and we've seen only a few somewhat predictable signings and moves, eg. Niklas Lidstrom becoming a scout for the Detroit Red Wings, Brodeur signing for two more years with the New Jersey Devils; many more of the moves have been of the "wait, that actually just happened?!" variety, like Ryan Suter and Zach Parise signing with the Minnesota Wild of all teams, Jaromir Jagr signing with the Dallas Stars, and Justin Schultz signing out of college with the Edmonton Oilers, for example. Other free agents still available include Shane Doan, who wishes to return to the Coyotes, but will entertain offers if the financial situation in Glendale remains uncertain (thanks to some shenanigans-seeking citizens looking to send the lease agreement to a local vote). Roberto Luongo looks to be on his way out of Vancouver after Cory Schneider signed a three-year, \$12 million deal with the Canucks, though they could turn out to be a two-headed goaltending monster like St. Louis had last year, and Shea Weber is the focus of Dan Poile's attention, as the Nashville GM looks to extend his star defenseman.

Baseball

This past week was the 2012 MLB All-Star Game and assorted festivities, held in Kansas City's recently-refurbished Kauffman Stadium! On Sunday, the US Prospects team, led by Royals minor league outfielder Wil Myers, demolished the World Prospects in the Futures Game by a score of 17-5. Myers played for all nine innings; heaven forbid anyone in the actual All-Star Game play for more than four innings or so. On Monday, the Home Run Derby took place; Prince Fielder took the title over Jose Bautista, in a fairly close race. On Tuesday, the American League probably beat the National League, probably also in a slugfest. Hopefully Bautista hit a home run. *mathNEWS* failed at predictions last week, and probably will again. Oh well!

Introducing Steam Redlight/ Greenlight

Valve introduced Steam Redlight/Greenlight, a game you can play inside the Steam Client. Now, whenever you yell "RED-LIGHT!" and look at the downloads section, all downloads will stop, or else they have to start all over again. Then, yell "GREENLIGHT" as you look away, and they'll start racing to the finish. The feature was actually added to the Steam Client a while ago, yet was only now announced. Go on, try it, it's fun!

theDweomer

Other

The 2012 CFL season started Canada Day weekend! The BC Lions are 2-0, which is pretty cool. Somehow, the Saskatchewan Roughriders are also 2-0, and the Montréal Alouettes are only 1-1, not 2-0. I'm so confused.

The Euro Cup ended after last *mathNEWS* distribution day; Italy was absolutely obliterated by Spain, 4-0. But at least they beat Germany!

Wimbledon ended this last past weekend; Roger Federer lost the first set, then stormed back to deny Andy Murray the title, 4-6, 7-5, 6-3, 6-4. In the women's final, Serena Williams beat Agnieszka Radwanska, 6-1, 5-7, 6-2. In the junior ranks, Canada had a sweep of the two finals, with Eugenie Bouchard and Filip Peliwo taking home the girl's and boy's titles, respectively.

In golf, the British Open is next week! This year, it's being held at Royal Lytham and St. Anne's. We'll see what sort of hellish conditions pop up this time around; links golf tends to lend itself well to such things.

Finally, the London Olympics begin at the end of the month! Make sure to find some time to sit down and watch some of the greatest athletes in the world participate in track and field, aquatics, cycling, canoeing, and many other summer sports. Rumour has it that Comfy might become a hang-out spot for this; watch for more details coming in the near future!

This isn't giving up, this is letting go! (of writing the article,
that is)
Scythe Marshall

Introducing Steam Redlight

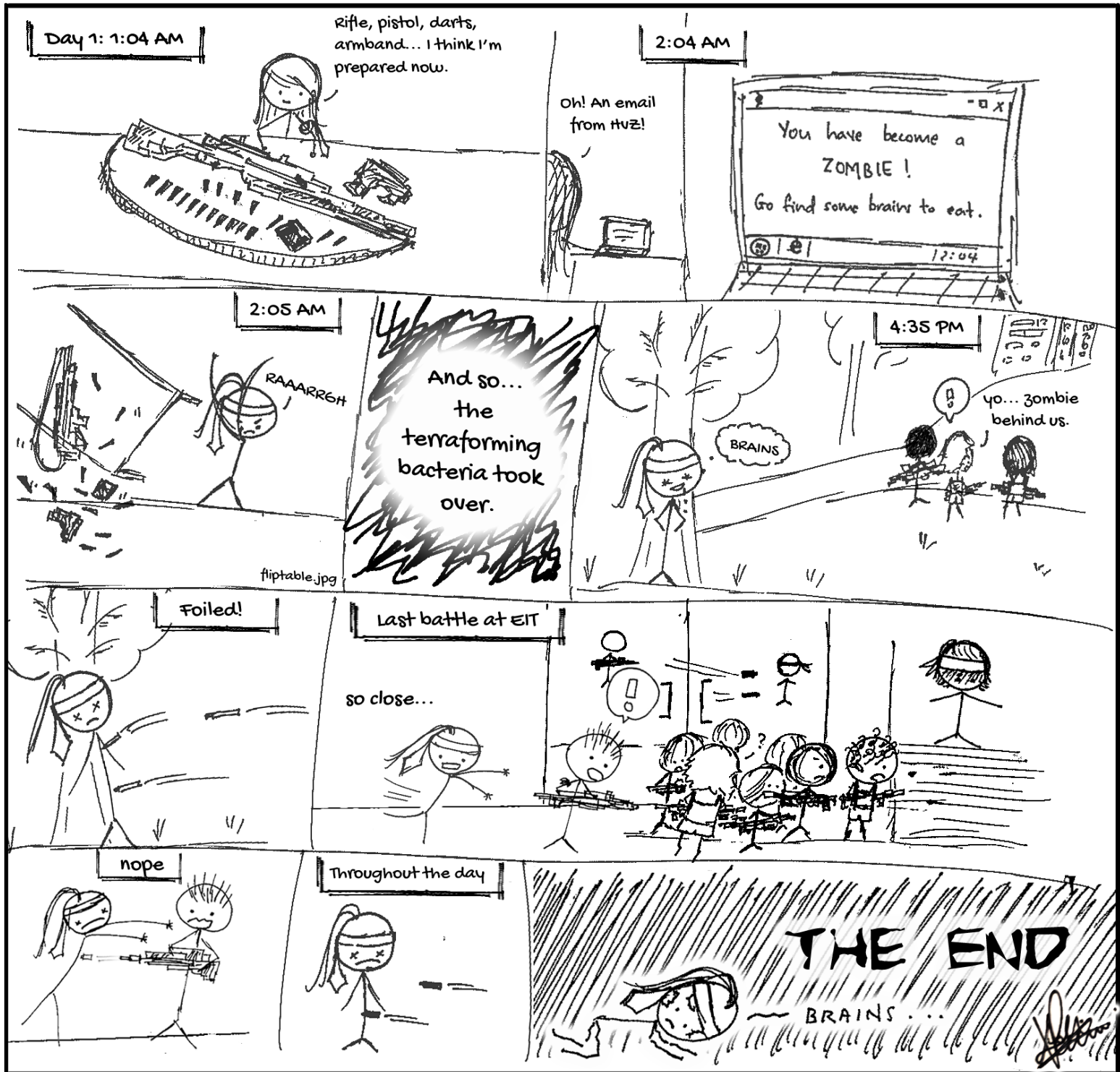
Valve announced Steam Redlight recently. They felt that you, the users and customers, weren't participating heavily enough in the creation process of new games. They felt that too often, deserving games were stagnating in their private brothel, trying to save up enough money to go to law school, or be published. So they've created a zone where the games can strut their stuff on the streets, out in public view. You can just drive up to them in this district, and solicit them for services. The more you like them, the more business you give them, and soon we can be swimming in a sea of Standard Namespaces and cheap games. Sure, they're demeaning themselves, turning tricks for your pleasure, but Steam promised they wouldn't be taking any profits.

Nothing can stop GabeN from roaming his district in a purple fuzzy hat and jacket with a cane though.

theDreamer

Hv2: A Tragic Tale

There are no happy endings



...and so this zombie became a Wraith and managed to kill those who doubted her hunting and stealth skills. She and the zombies still lost anyway. The ACTUAL End

Potatoes?

I didn't know what to write about, so I asked some friends for some ideas. The most amusing idea I got was potatoes. So here's an article about potatoes.

So what can you do with potatoes? Well here's the obvious one, you can eat them. And what makes eating potatoes awesome is that there is a whole bunch of different ways you can eat them! But there are also other fun things to do with potatoes!

- You can make mashed potatoes. Or even better, you can make mashed potatoes with bacon and cheese.
- You can bake potatoes. Then use sour cream and bacon as toppings.
- You can make fried potatoes by frying potatoes in bacon grease and then eating them with a side of bacon.
- You can make French fries. And once you have French fries, you can make poutine. And once you have poutine, you can put bacon in it.
- You can make bacon flavoured potato chips.
- You can make potato soup. Make sure to add lots of bacon.
- You can make a potato cannon. Now I don't actually know what this is, but I'm going to guess that it's a cannon made out of potatoes that shoots bacon at people.
- You can make a potato clock, which apparently is a clock that runs entirely on the power of a potato. Honestly, I have no clue how that would work, but it's kind of cool. Especially if you could incorporate bacon into it somehow.
- You can throw them at people. Seriously, if you've never thrown a potato wrapped in bacon at someone, you really should do it the next time the opportunity presents itself. It's quite fun!

Actually, you know what? Skip the potatoes all together and just have the bacon, because let's face it, bacon is more amazing than potatoes can ever be.

Can you tell I love bacon?
Sylvia MacIntyre

A Letter to the Editors

Dear *mathNEWS*

As I sit in the C&D late into the night swearing at my code which refuses to compile, I'm trying to come up with a *profQUOTE* to submit...but realize that so rarely do I go to class, I don't have any good ones. Sorry about that.

Still, I wanted to thank you guys for continuing to entertain me and to promise that when I think of a **QUOTE** or get around to making the effort to solve the uber hard-looking **GRIDS**, I'll submit something actually worthwhile. Cheers!

Valerie
CS/BBA D.D. 4:09 am

*prof*QUOTES

"When I was a kid, I was told to say 'thank you' when I was blessed...something about my soul..."

Andrew Baltos, MATH 235

"I'm going to become a math rapper. pos-def pos-def pos-def"

Andrew Baltos, MATH 235

"I have been known to lick myself."

Troy Vasiga, CS 241

"We are children, we need a mama. Mama, mama, mama."

Troy Vasiga, CS 241

"The nice thing is, we don't have scope. Who is a nice guy? I am!"

Troy Vasiga, CS 241

"Recursive hackers program in scheme."

Troy Vasiga, CS 241

"[On a surprise he had for us] If you know what it is and say it, I'll kill you."

David Wang, MATH 213

"You're an innovator? I hate innovators."

David Wang, MATH 213

"I'm at the age where I am near sighted and far sighted. My body can't decide which way to deteriorate."

David Wang, MATH 213

"My eyes don't work so well, so I can't hear you."

David Wang, MATH 213

"[On drawing a complicated symbol] Everyone has their own style. I don't want to limit your artistic creativity."

David Wang, MATH 213

"I'm going to assume you guys are linear systems."

David Wang, MATH 213

"According to Learn I can fail my own course."

David Wang, MATH 213

"Are you guys done with all your exams yet? Of course not, you still have mine!"

David Wang, MATH 213

"This is cool stuff isn't it? Just nod your heads, it'll make me feel better."

David Wang, MATH 213

"The hint is... not on the board over here. The hint has been erased."

David Wang, MATH 213

Horrorscopes

The end of the world will be a sunny day

ActSci: With the death of Ernest Borgnine at 95, you look around to see which actors are next on the chopping block. Christopher Lee is getting up there, so he's a likely choice. Then you see that he released an album in 2010....of heavy metal.
Your unlucky number is: 90-year old metalhead.

AHS: Determined to show off your athletic skills, you start training for the Iron Man competition. Swimming 4km, biking 180km, and running a marathon. It should be a piece of cake. Speaking of cake, you start eating uncontrollably to build more muscle mass. Steak, ribs, chicken, cake, nothing is safe. You balloon to seal-like proportions.
Your unlucky number is: 7800 calories/day.

AMATH: You're taking PDEs and ODEs, but the homework has been piling up so high that you start mistaking one course for the other. You placed an assignment in the wrong mailbox one week, and you showed up to the other midterm on another. Amazingly, the marks on both are the same!
Your lucky number is: 23%. You can make it up during finals, right?

ARCH: The Shard has finally been erected in London. Towering over everything else, it brings literal meaning to the term skyscraper. Or does it? You team up with your physicist friend and try to build a monument that can rip a hole through space-time itself!
Your unlucky number is: 1 opened portal to the 5th dimension.

ARTS: Your term paper is due in two days, but you've spent the past few months drinking yourself into a stupor. You decide to drink for a little bit longer. You hand in a blank paper for your existentialism essay.
Your unlucky number is: 93% for the most profound essay that your prof has ever seen.

C&O: Your scheduling class hasn't been living up to its name, and you've become even worse at managing your time. You do the calculations, and realize that if you invested your time in building a time-turner, you could recoup your lost hours. You miss three assignment deadlines doing the math.
Your unlucky number is: 72 turns back to get the assignments done.

CS: Spending all day in the air-conditioned labs, you are nearly bowled over by the heat when you leave the MC in the evening. Not knowing how to cope with the heat, you decide to try something that you saw online, and start panting. You keep on panting all the way home, even when you walk past the singles in line on Bomber Wednesday.
Your unlucky number is: 21ml of saliva on your shoes.

Double Degree: Creeped out by the drooling CSers you see on campus, you decide that for the next clubbing night, you'll go to Phil's. The Laurier crowd won't be nearly as bad, right?
Your unlucky number is: 4 solicitations on the way to the bar.

ENG: Phase II of your final design project is almost complete, and your armoured suit is nearly fully operational. All you need is a stable energy source. Watching the Avengers off a friend's laptop, you get a spark of inspiration: abduct Robert Downey Jr and get him to build you an arc reactor.
Your unlucky number is: 6 months for attempted kidnapping.

ENV: It's been a hot and muggy term, but you've managed to last so far without turning on the air conditioning. Good job on reducing greenhouse gasses! Then you see next week's forecast.
Your unlucky number is: 45°C. Screw mother earth, time to crank it up.

Grad: You feel that your life and soul is being sucked out of you working on a pointless project that you absolutely despise. The weekends give you some solace with the short breaks that they entail. It'll be over soon though, and you'll be able to move on to something better.
Your unlucky number is: 57 more days until freedom.

KI: Today, you learn an association exercise to see the interconnectedness of all things. You begin seeing patterns everywhere, and use this newfound ability to determine the questions on the final exams. You start selling your study notes, but are soon arrested.
Your unlucky number is: \$2000 fine for predicting everything correctly, down to the comma.

Math Bus: Stocks are down, investments are up, buy bonds, sell losses, and the economy will always start recovering by next quarter. Congratulations, you have just become a Wall Street analyst!
Your lucky number is: 120k for a term of spouting BS as an intern.

Math Phys: The Higgs boson has been found, and now you don't know what to do. The building blocks of the universe have been discovered, all that's left is to play around with them. After a few hours, you realize that you can play Minecraft with elementary particles. You accidentally spawn a creeper.
Your unlucky number is: 5 seconds of ominous hissing before a boom!

PMATH: Physics has become more and more theoretical, and you're worried that it might be encroaching on your field. You travel to Switzerland and sabotage the LHC findings. Scientists publish new findings about the Higgs boson, including a picture of a path of its impact path, which looks strangely like a middle finger.
Your unlucky number is: 1.4 TaEV of energy for the bird.

SCI: Deep in the heart of Chemistry 2, you focus on your animal mutation experiments. Soon your workspace is teeming with glowing mice, fluorescing canaries, and radioactive spiders. You get bitten.
Your unlucky number is: 12 months to live before the cancer sets in. What did you expect?

Horrorscopes

Oh God Why?

Soft Eng: This is the first time that you've taken a CS course with other CS students. You don't know how to act; should you be meek like a mathie, or rowdy like an engineer? You go for the latter, but blush when everyone else stares.

Your lucky number is: ½ mathie and 100% embarrassed.

Stats: Spending all day wrestling with MS Excel, you realize that the rest of your existence is probably going to be spent in front of Office software like this. You start re-evaluating your life path, charting it out beautifully on a 3d scatterplot.

Your unlucky number is: 45 years until retirement.

Teaching Option: Less than two months until you're off to Kingston! You've looked over the travel guides and brochures, and can't wait to visit Wolfe Island, or the Queens campus. You start showing your enthusiasm a bit too much though, and get suspicious glares from your friends, thinking that you've switched over to the inferior school.

Your unlucky number is: 7 more weeks of concealing your pride.

Undeclared: You don't know whether you should get out of bed and head to class, or just sleep in for another 10 minutes. You take the middle road, and fall asleep in the middle of the lecture.

Your unlucky number is: 50 minute nap.

!ED

A Terrible Decision

I'm interested in security. However, I've decided to play devil's advocate, and list all the reasons why this is a terrible idea and I should go into Arts or run away and join the circus.

True security is impossible

To provide true security, one would have to defend against all possible methods of attack, under all possible assumptions. Clearly, doing this would require more resources than any one person controls. As such, true security won't ever happen.

We don't know what we're doing

If you wanted to know the chances of getting run over by a bus on the way home, you could go find an ACTSCI student, and they could figure it out from their tables of historical data. If you want to know the chances of some given attack being launched against your systems, you're pretty much sunk. Historical data is very patchy in this field, and the data that does exist is likely to be terribly biased.

If we get it right, we get laid off

Managers who don't see any benefits coming from their employees are less likely to retain them if things get tight. If a security professional is doing their job right, then nothing interesting happens.

If we get it wrong, we get fired

Big security breaches don't look good, this should be fairly self explanatory.

ConcealED

Video Game High School, Season One

Speaking from the perspective of a semi-hardcore gamer, this is one sick webseries to watch. Made by the one and only "fred-diew" channel on YouTube and the people over at RocketJump, there was a lot of hype surrounding this series before it was released in May. The Kickstarter fundraiser made over \$200,000 of the \$75,000 expected, and the filming took place between October and December of 2011. The finale itself took place on July 5th, 2012 - exactly 6 months after filming, and man, what a finish! *SPOILER ALERT* The protagonist and love interest finally kiss, the main character gets back into VGHS, and the "bad guy" is defeated once and for all.

It's pretty safe to say that I'm pretty stoked for season two - but I'm even more stoked for the marriage between the two real-life people behind the main protagonist and the love interest - Josh Blaylock and Johanna Braddy. Can you actually believe that these two actors only first met on the first day of production?! They started dating after VGHS finished filming, which honestly isn't surprising; the steamiest part of this entire thing is that their first kiss was actually filmed - and it was the one used in the season finale. Holy freakin' crap, ladies and gentlemen - that's just adorable times infinity. Even better part - they have the same initials, so if they say "JB <3 JB", it means the same thing in either direction! -- don't you love palindromes and palindromic meaning?!

For those that are completely confused right now, go check it out on YouTube (which is purposely a week behind) or on RocketJump (which features behind-the-scenes footage too, which is pretty intense - I love how they explained the drift-racing scene - they got real professional drivers to do it (sponsored, obviously) in just one day!); either place is good, as long as you check everything out. I love the soundtrack, too - currently, I've been addicted to the Protomen, especially the track entitled "Light Up The Night", which is featured (free, obviously) on their own website! (Google it if you want to find it; I shouldn't have to plug it any more in this article).

The series takes place in an alternate reality, where video gamers are considered the ultimate athlete. Children dream of one day becoming multi-million dollar contracted players for the best teams; VGHS is considered the best place to train in order to make it to that dream, however only the best of the best are admitted - and it's an invite-only school. The main character scores what many consider to be a "fluke kill" against the best up-and-coming varsity professional gamer in the world - "The Law", but wants to prove that he's worth the shot he's been given. I don't want to give anything else away - I'll leave the series up to you to watch; I'm just glad I was able to say that here, since I know most of the Mathies I hang around game and love gaming. To those who are gaming-inclined, who love internet phenomena and use of pun-ny language, I guarantee you will adore this series. I especially loved the "roflcopter" joke; but you'll have to check it out for yourself to understand the context. ;)

Game-fully yours,
FOC-ingAwesome

theSMURF Reviews *mathNEWS*

theSMURF reviews mathNEWS - by theSMURF

Today will be something a bit different. Instead of rambling on incoherently about something that never happened, I will review a few articles submitted to *mathNEWS* in the utmost professional manner. My productivity is, thus, dependent on my co-writers, so I have an excuse if I write something tiny.

Some Crappy Twilight Fanfic - by optimizedSLEEP

This short fanfic by our friend optimizedSLEEP started out promising but was unable to stay interesting past the first line. The character development is weak and lacking, and the cliché plot twist was so obvious that even Hellen Keller saw / heard it coming. Nevertheless, the story was an okay read for anyone looking for a shitty romance story.

Final verdict: still a better love story than Twilight.

Potatoes? - by Sylvia MacIntyre

This article, written by a writer whose pseudonym I cannot pronounce, describes (with a hint of uncertainty, as suggested by the initial ?) with great detail the many methods of consuming and weaponizing the *Solanum tuberosum*, (the potato, for those without Wikipedia), and bacon. The author follows the popular list format of *mathNEWS*, which, while accepted, does not bring anything unique to the article. The article is also preachy, encouraging the consumption of potatoes and bacon, which may suggest some ulterior motive (perhaps paid off by Potato and Bacon Inc.?).

Final verdict: The author's mentioning of the construction of a WMD out of potatoes suggests domestic terrorism, and the correct authorities have been notified of this.

An Application of Reed-Solomon Error Correcting Codes

Creeped out yet?



Aside: Now I know what you're thinking. Won't this cause a temporal paradox that results in an implosion of the universe? Well, it might. It could also order me a taco. Nevertheless, I have taken it upon myself to review my own article since no one else is finished (in reality, no one wanted me to review their stuff). Now, on to the actual review.

The author, theSMURF, starts with the arrogant assumption that people actually read his shitty articles. Then he goes on to make a preemptive excuse in the case he does not end up finishing his article. The lazy writer covers his ass well.

His first review is some shitty Twilight fanfic that was 4 lines long. He tried to make some (pathetic) assessments on the article before degrading to offensive jokes about deaf/blind people. He summed up the review with the oft over-used joke of something being a better love story than Twilight.

His next review is an article about potatoes. In this review, the reviewer attempts to sound clever by using Latin, but completely discredits any sign of intelligence by going off on a tangent about conspiracy theories. The quality of writing has degraded by this point, and the jokes have become pretty crappy.

Finally, the author does something that is completely ridiculous: he tries to review his own article. Clearly, this review will be totally biased and will not have a hint of objectivity. He starts off with an attempt at making paradox jokes, which are half decent. However, he quickly descends to making self deprecating jokes, and in the end, hit rock bottom by making self deprecating meta jokes.

Final verdict: This author should never be allowed write reviews, nor reviews of reviews, ever again.

theSMURF

Fun in the World of Total War

Where everyone is an asshole

So, playing Medieval 2: Total War as the Russians (no big surprise for me) on the hardest difficulty landed me in a war against, Poland, Hungary, Denmark, and ... England. All I did was expand into the 'rebel' states surrounding the north Russian city of Novgorod (including most of Sweden and only a few parts of Russia) when the Poles, Hungarians, and Danish decide I am encroaching on their territory/rightful conquests, and declare war. Then the English decide to send an army, as large as they can manage, towards Stockholm, to START A WAR WITH ME OVER A VILLAGE IN A NATION THEY DON'T CARE ABOUT.

tl;dr, the Total War series can be very difficult, and the AI is always an asshole.

Soviet Canadian

Russian Reviews: Wargame European Escalation

The game of supply lines and helicopters

Wargame: European Escalation takes place in the Cold War Era, in Europe, in various scenarios which lead to a quick and brutal conflict between NATO and the Warsaw Pact states. You are a commander of one side in this RTS, and have a literal list of hundreds of different units at your disposal, hailing from many countries and all serving specific roles. While managing all your troops on a map up to 60 square miles large, with possibly a hundred different units deployed at a time (anything more would be a nightmare to control), you will also have to deal with the very real problem of supply. Yes, your troops need fuel and ammo, and yes, this can mean your troops become useless as they become inert pieces of metal that get exploded. You will need to bring in supply trucks to supply your troops on the front, or retreat your troops to a supply depot to rearm if you want to keep them alive.

So, Wargame is like a wargame, it is large, requires strategy and tactics, and is rather realistic while still cutting corners to allow fun. Some examples of the realism is that your vehicles can have random mechanical failures like a broken track, they can get stuck in mud while moving through swamps, and can have systems (optics, weapons, fuel tanks, etc) damaged or broken in a fight. Repairs and refueling take a couple seconds, instead of a couple hours.

The multiplayer (1v1 – 4v4 (or 1v7)) is very similar to the game RUSE (and a lesser extent Supreme Commander), made from the same developers, but is much faster and brutal. Line of sight and careful pre-match planning of what units to bring to the fight (you can only choose 25 unit types from your massive collection), and how you maneuver them will be the difference between victory and defeat.

All in all, a fun game, with a challenging campaign (the AI is rather smart, and has surrounded and pounded away my troops on more than one occasion, not to mention flanked and sneak attacked. Oh and any troops you lose are gone forever in the campaign, so DON'T LOSE ANYONE), and intense multiplayer experience. Just be prepared to grind away in the campaign, as you only have access to the most basic of units for single- and multiplayer at the start, and only by playing the campaign can you unlock more troops.

So come, face off against other commanders who have carefully selected every one of their troops, and who wield them as a mighty weapon. You will be challenged, and you will be victorious if, and only if, you take everything into consideration, outthink your enemy, and always keep your troops at full strength.

May the supply gods be with you,
Soviet Canadian

Too Long; Didn't Play

Wargame: European Escalation

Who: Eugen Systems (developers)

What: Cold war RTS, in Europe, with many traditional wargaming influences

Where: Steam, Wargame-ee.com (\$40 + 2 free DLC as of this writing)

When: Already released (Feb 22, 2012)

Why: Dealing with large maps, many units, and supplies without having a base or resource gathering is challenging and rewarding. The AI is also rather effective.

Soviet Canadian

How to Tell if You're Addicted to __.

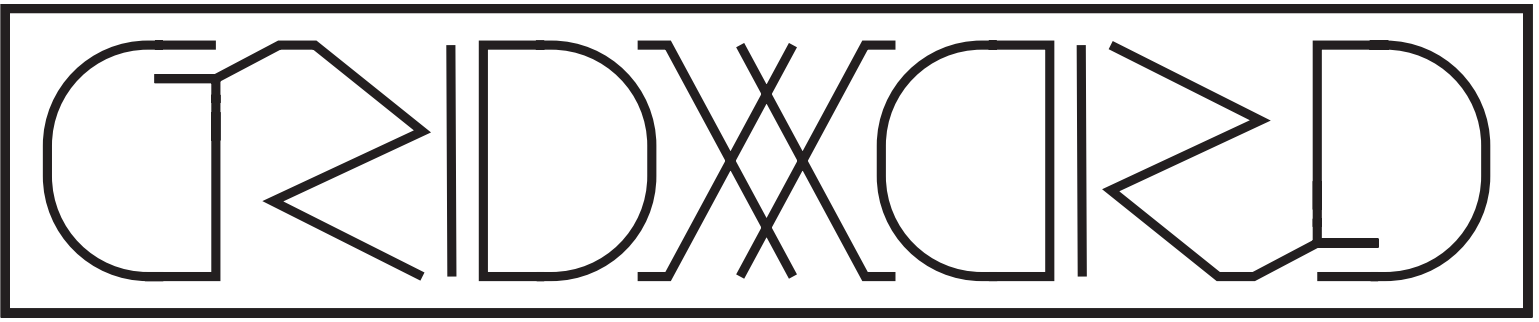
You should probably seek help if you have any or all of these symptoms.

Everyone knows and hates addiction—especially when it's to something unhealthy, like gambling or smoking. The real issue lies in denial, or in refusing to acknowledge that a problem exists in such addictions. I don't just mean to drugs, or anything else unhealthy—anything that can be considered a “healthy dose” can always somehow find its way into unhealthiness if one gets addicted to said “healthy” doses over extended periods of time. That's why I compiled this list of addictive symptoms for people to compare to! Note that I refer to the “variable” __ as “a” in the following.

- If you know you have an early morning class (9:30am or earlier), it's midnight, and you have the choice between sleeping or “a”, you choose “a” instead.
- When deciding between finishing work early or “a”, you choose “a”.
- When deciding between making food or “a”, you still choose “a”, but you find a small snack and attempt to eat while doing “a”.
- Instead of hanging out with friends, exercising, or doing something generally considered social, you stay at home and instead do “a” alone, without anyone around and without anyone knowing.
- All of your everyday activities become some subset of the activities you do in “a”.
- Your dreams become infected with “a”, such that the addiction worsens and you spend your days dreaming of “a”.
- When you can't partake in “a” for some length of time (say an hour), you begin to shake uncontrollably in anxious fear that you may never be able to partake in “a” ever again.
- Whatever you're currently doing becomes some alternate form of “a” that you can't figure out how to stop.

Just remember, there's always a way to stop addiction. The first step is to recognize it and acknowledge that said addiction exists. Be sure to do that soon, if you have one, mathies. The end of term looms, and your exam season will be riddled with addiction if you don't stop now.

FOC-ingAwesome



gridCOMMENTS

In the absence of our glorious *grid***MASTER** moment, who I last saw drinking straight whisky out of the bottle, bemoaning the lack of submissions I've decided to fill in. Luckily, I roused him from his stupor enough to show him the two submissions we got for the latest *grid***WORD** .

One was from Kousu, handing in an empty *grid* with his Minecraft name for our Minecraft server. Sadly, he failed to win due to having an actual submission (omgnowai!) from a Danielle Haynes, with a perfect submission, and perfect answer. She replied to “Allowing for time travel, who REALLY ran the Ottoman Empire?” with “Zaphod Beeblebrox. He’s just this guy, y’know.”

Angry, drunken moment was able to cheer up briefly at her incredible wit and literature referencing skill, and declared Danielle the “ultimate winner, of this and next issue, because I’m still not writing a new *grid*.”

So go Danielle, you get two prizes! Stop by MathSoc to claim your double prize.

Looking for a new *grid*MASTER

ObjectED

WANTED: New *grid*MASTER

The terrible loss of moment has left *mathNEWS* reeling without someone to suffer the terrible job of coming up with new *grids* for your enjoyment. We're looking for someone who likes crosswords, and likes making them. A thick skin is necessary to deal with lack of anyone caring, though in return you get the pleasure of seeing people actually submit sometimes, and feel like you've actually contributed to the world. You only have to make 6 a term, as well as **COMMENTS**, which nobody reads.

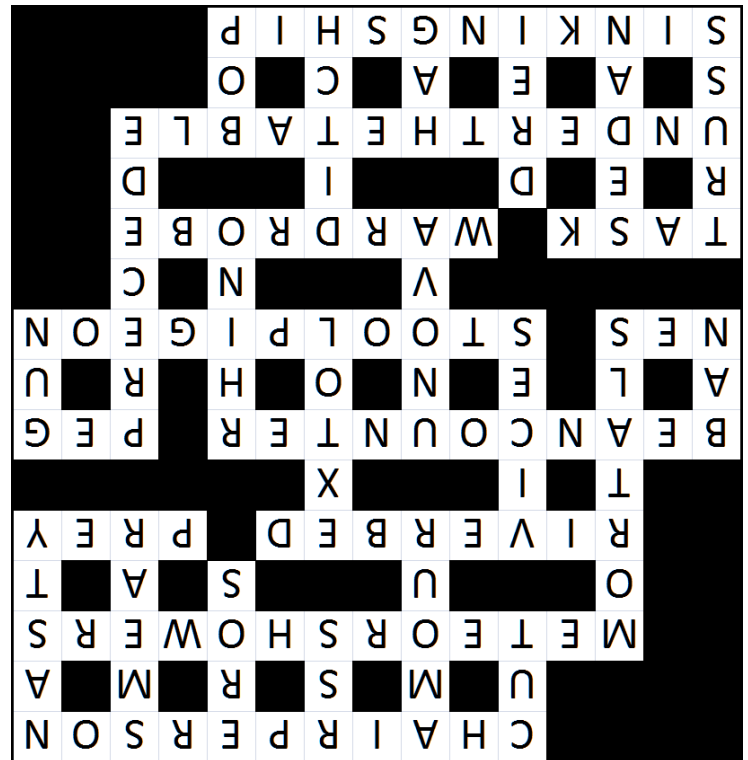
You will have the undying love of the editors, at the price of eternal hatred for yourself. This seems fair to us. Pay is zero dollars an hour, but pizza and cookies will be supplied twice a month.

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The power is yours!

ObjectED

Last Week's Grid



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