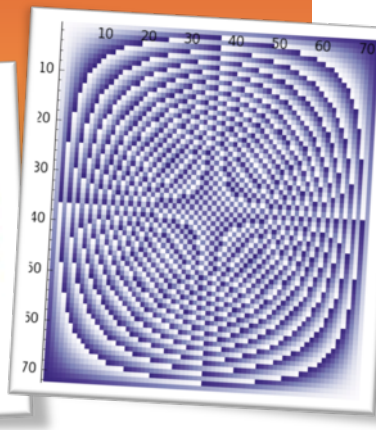
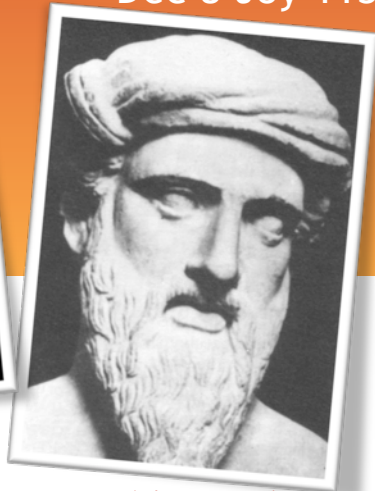
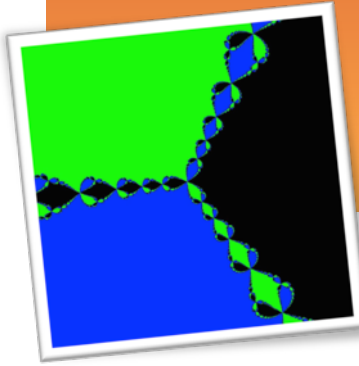


# Math (Enthusiast) Series

Dec 8 Joy 113 @ 3:10 & 3:40



Everyone interested in mathematics is welcome to attend TMath 350's presentations (almost) every Tuesday of Autumn quarter (and some Thursdays!)

12/8/16 | 3:10-3:30 "Products"

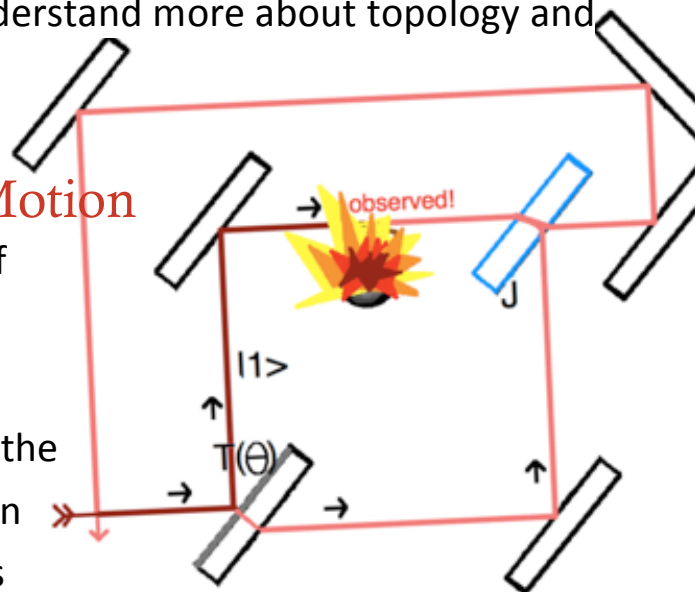
3:40-4:00 "The Normal Distribution of Brownian Motion"

## Products

In space, many shapes are the combination of two or more geometric elements that we can describe using products of manifolds. We will introduce its definition and properties through interesting shape manipulations in 1-dimensional and 2-dimensional spaces. The topic will help us understand more about topology and its significance to real world applications.

## The Normal Distribution of Brownian Motion

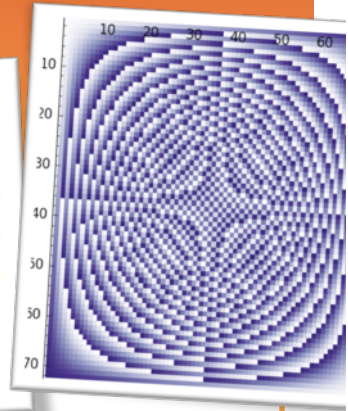
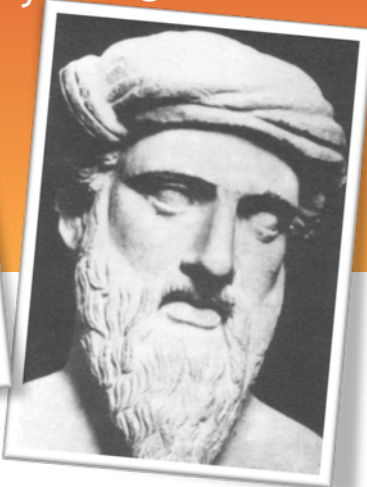
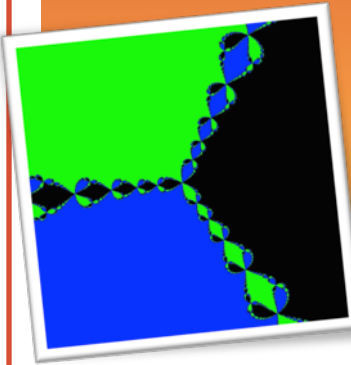
Brownian motion is the physical phenomenon of particles moving in random directions. This random movement can be modeled by the probabilistic Normal distribution, also known as the Bell Curve, and analyzed using calculus. Brownian motion has many real world applications such as biology, market analysis, and physics.



*Detecting live bombs with quantum physics and math!*

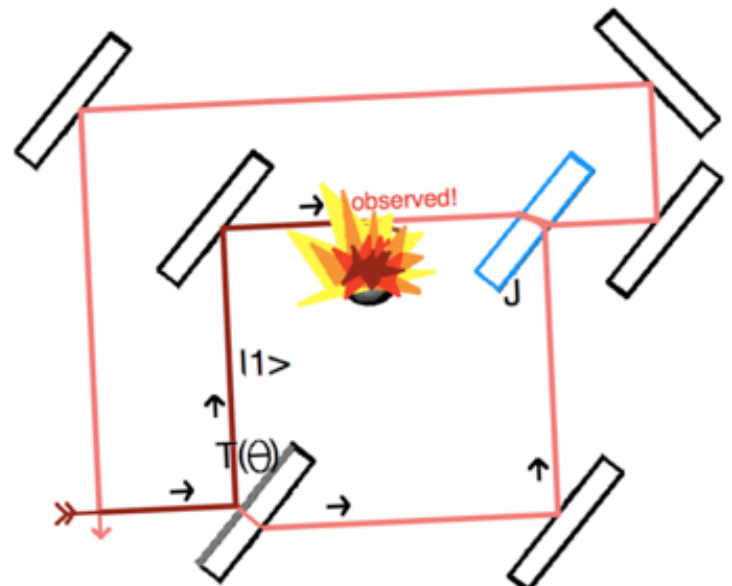
# Math (Enthusiast) Series

Joy 113 @ 3:05 unless otherwise indicated



Everyone interested in mathematics is welcome to attend TMath 350's presentations every Tuesday of Autumn quarter (and some Thursdays!)

10/4/16	Dr. Ryan Card (UWT, probabalist)
10/11/16	Dr. Julia Aguirre (UWT, math education)
10/18/16	Dr. Julie Eaton (UWT, analyst)
10/25/16	Dr. Erik Tou (UWT, math historian & number theorist)
11/1/16	Calvin Yee (Mattson Middle School, teacher) at <b>4:05pm</b>
11/8/16	Kirsten Grace (Microsoft, software engineer & UWT alumn)
11/15/16	Career Panel (Actuary, Educators, Industry) at <b>4:05pm</b>
11/29/16	Student Presentations
12/1/16	Student Presentations
12/6/16	Student Presentations
12/8/16	Student Presentations
12/15/16	Student Presentations



Detecting live bombs with quantum physics and math!