

MSCS



Mess

Department of Mathematics, Statistics and Computer Science
St. Olaf College
Northfield, MN 55057

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This Week's Colloquium

Title:	Financial Mathematics at UMN
Speaker:	Scot Adams Director of Graduate Studies in Mathematics and Director of MFM (Master of Financial Mathematics) and Professor of Mathematics
Time:	1:30 pm (Treats at 1:15) Tuesday, February 20
Place:	SC 170

Abstract: Are you interested in mathematics with an eye toward starting a career in quantitative finance? Are you pursuing a career in finance and the capital markets, with an interest in learning more of the underlying mathematics? The Mathematics Department at the University of Minnesota (Twin Cities campus) has a new professional Master's program, and it may be for you! Scot Adams will briefly describe, at an undergraduate level, how mathematics is used in finance and talk about the program at the University of Minnesota. He will leave plenty of time for questions at the end.

About the Presenter: Scot is the Director of Graduate Studies (DGS) in Mathematics at the University of Minnesota – Twin Cities. He is the

Director of the Master of Financial Mathematics program as well. Scot did some undergraduate work at the U of M and finished college at Cornell. He then spent two years as an actuarial student at Lutheran Brotherhood (now Thrivent). He went on to receive a PhD from the University of Chicago, then a postdoc at Stanford, and another postdoc back at Chicago, before arriving back at the University of Minnesota again in 1992.

Scot is married with two boys, 9 and 5 years old. He also spent a wild year traveling in South America as a member of a rock and roll band before going on to found the Internet and global warming with Al Gore. Some things are just too fun to mention.

Attention CS Students

Do you like Computer Science? St. Olaf students are now forming a new organization, a student chapter of the ACM (one of the two main professional societies in computing). It's just starting up: seven students met last Tuesday to talk about what it takes to create a chapter, what such a group could do, etc. You can help make it happen -- be part of history in the making! The first official meeting will take place this **Tuesday, February 20th, at 7:30 pm in SC 186**. Hope you can come! Send questions to Will Voorhees at voorhees@stolaf.edu; Professor Dick Brown

would also be glad to chat with anyone about the new student ACM chapter.

Robotics and Programming Contests Coming Up!

Several students gathered last Tuesday to hear about two computing contests that will come up in April at the MICS conference in North Dakota and to see a demo of two robots built by Elizabeth Jensen.

In the upcoming **programming contest**, teams of three students solve as many computational problems as they can in a three-hour period using their choice of programming language.

The **robotics contest** involves building a robot that can push a competing team's robot out of a circular region before the other robot pushes your robot out.

In both contests, people can help with contest preparations whether or not they can attend the conference. Ever wanted to try your hand at building a robot, or wonder what a programming contest is like? This is your chance! Just send an email to Elizabeth (jensen@stolaf.edu) or Ben Landstiener (landstei@stolaf.edu) for more information.

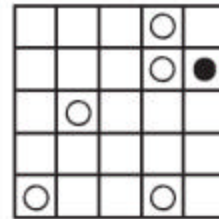
Joke for Geeks

The ark lands after The Flood. Noah lets all the animals out and says, "Go forth and multiply." Several months pass. Noah decides to check up on the animals. All are doing fine except a pair of snakes. "What's the problem?" says Noah. "Cut down some trees and let us live there," say the snakes. Noah follows their advice. Several more weeks pass. Noah checks on the snakes

again. There are lots of little snakes; everybody is happy. Noah asks, "Want to tell me how the trees helped?" "Certainly," say the snakes. "We're adders, and we need logs to multiply."

Problem of the Week (POW)

Jumping Mad. On the 5x5 board below, any of the 6 white or black pieces can jump over one or more adjacent pieces and land on the next open space. (Jumped pieces are not removed from the board, and diagonal jumps are not allowed.) Find a sequence of moves that ends with the black piece on the lower right-hand square.



Submit all solutions before the appearance of the next problem to Josh Laison in person, by e-mail (laison@stolaf.edu), or by candygram. The first correct solution gets a prize; all correct solutions get fame and glory. Preference for the prize goes to problem-solvers who haven't won one yet.

If you would like to submit an article or math event to be published in the Math Mess, e-mail meyerm@stolaf.edu or dolank@stolaf.edu.

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