MAT 331: Mathematical Problem Solving with Computers  Stony Brook,  Spring 2013

General Information: This course serves as an introduction to computing for the math student. After a general introduction to the use of the computers, we will turn to more mathematical problems. The emphasis of this course is on the “problem solving” portion of the title: we will take a series of problems and try to find solutions (or approximate solutions), keeping in mind that we have access to computers. We will discuss the problems and development of necessary mathematics, and then we will turn to the computers to explore and work out the solutions.

Computers: We will rely heavily on Maple (a program that can do algebra, calculus, graphics, etc.), although if other tools are better suited to the task, we may make use of them. No previous experience with computers is needed. Maple is available for most platforms (Windows, Macintosh, Linux, . . .); Stony Brook students can download a copy for Windows or Mac from SoftWeb at http://softweb.cc.sunysb.edu, in the “University Licensed Applications” section. In addition, you can use any of the campus SINC sites, or you can access the Virtual SINC site.

Text: The text for this course is a set of notes written by Professor Sutherland (with Santiago Simanca). These are available on the class web page; they may be revised somewhat as the semester progresses. You might find it useful to obtain a book about Maple. Most of what you need will be covered in class, but it is often useful to have a reference at hand.

Projects and Exercises: There will be a number of “exercises” assigned, as well as three or 4 projects. An “exercise” is like a homework assignment—something that you should be able to do in at most a few hours. Every week or two, there will be a set of exercises posted, from which you can choose which ones to do. You must complete at least 25 of these exercises over the course of the semester. They all count for the same amount of points, whether they are easy or difficult. Part of the purpose of the problem is to help you learn to determine what is “easy” and what is “hard”.

A “project” is more like a term paper— you will be expected to devote a significant amount of time to doing it, as well as taking care with the presentation.

Working together on the projects is encouraged, although, each student will be responsible for turning in his or her own write-up of the problem and solution. This should contain a detailed description of the problem or topic, what means were used in solve it, and the solution. These write-ups should be produced by each student individually, and should be detailed enough so that someone who has not taken the class can read and understand them, and will believe the solution is correct. These write-ups are often acceptable for the mathematics writing requirement.

Grading: Your grade will be based on the projects, the exercises, and in-class participation. In total, the exercises count as a project. There will be no exams. Both the expository and computational aspects of the project write-ups will be graded and count equally.

Instructor:

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