

# Maths and the making of the modern world

## The maths behind Google and the Ipod



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**BATH**

# Some common views on maths and mathematicians

Mathematics is completely useless

Mathematicians are **evil souless geeks**

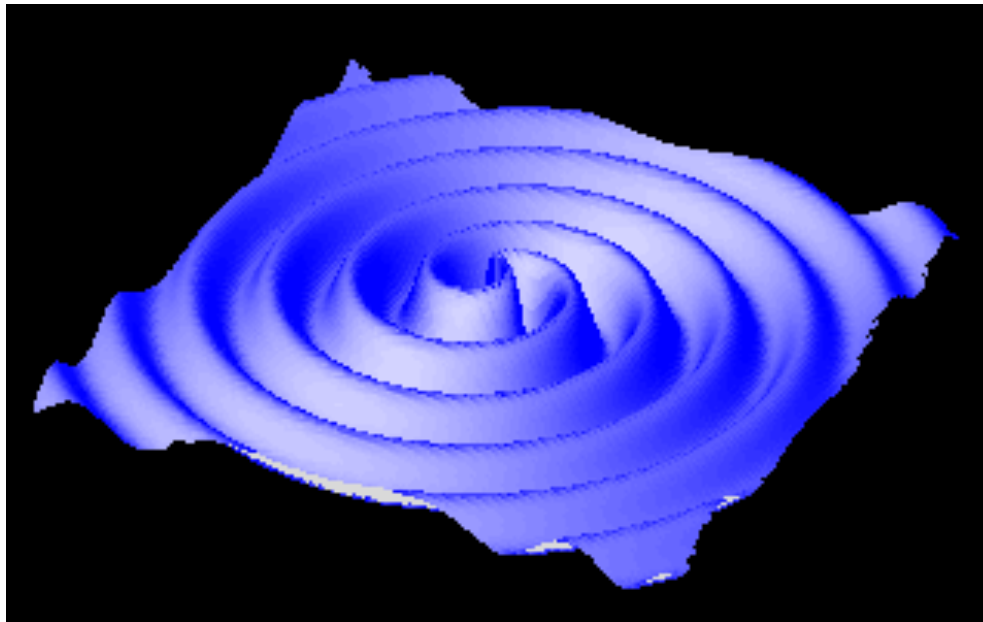
All Mathematicians **are mad!**



The truth is very different!

The modern world would not exist without maths

Maths lies at the heart of all modern technology



Spot the mathematician, and why are they important?



Maxwell and the discovery of electromagnetic waves

$$\begin{aligned}\nabla \times E &= -\frac{\partial B}{\partial t} - M, & \nabla \times H &= -\frac{\partial D}{\partial t} + J, \\ \nabla \cdot D &= \rho, & \nabla \cdot B &= 0.\end{aligned}$$

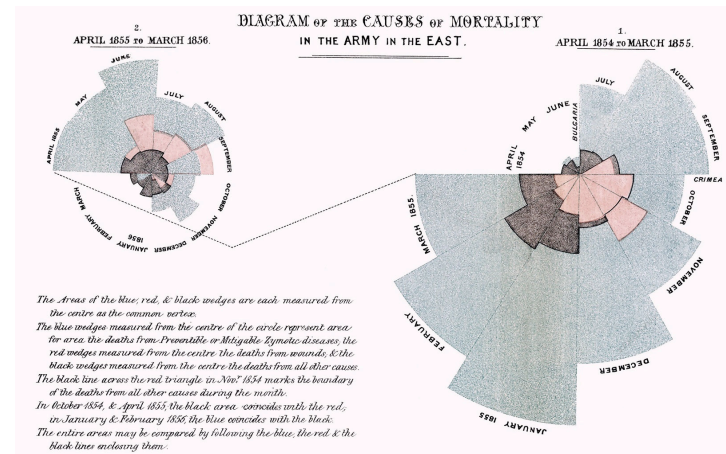
Electromagnetism, radio, WiFi, TV, radar, mobile phones, microwaves all come from the work of **Maxwell!**

# The most famous ever female mathematician?



Florence Nightingale

Medical statistics



Mathematicians really have made the modern world possible

# The key to the modern world is information!



The rate at which we receive data and store has grown incredibly

**Morse Code:** 2 Bytes per second

**Teleprinter:** 10 Bytes per second

**Modem:** 1 Kilobyte per second

**Modern data:** 1 Gigabyte per second

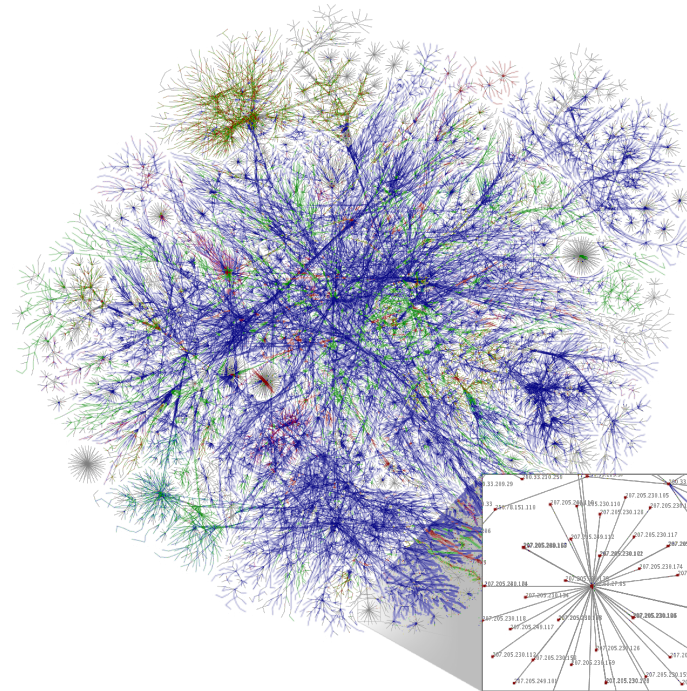
**Early computers:** 1 kilo byte of memory

Now **1 Tera Byte** of memory on a lap top



But this leads to challenging problems!!

For example, how do we control and search the internet for vaguely defined information?



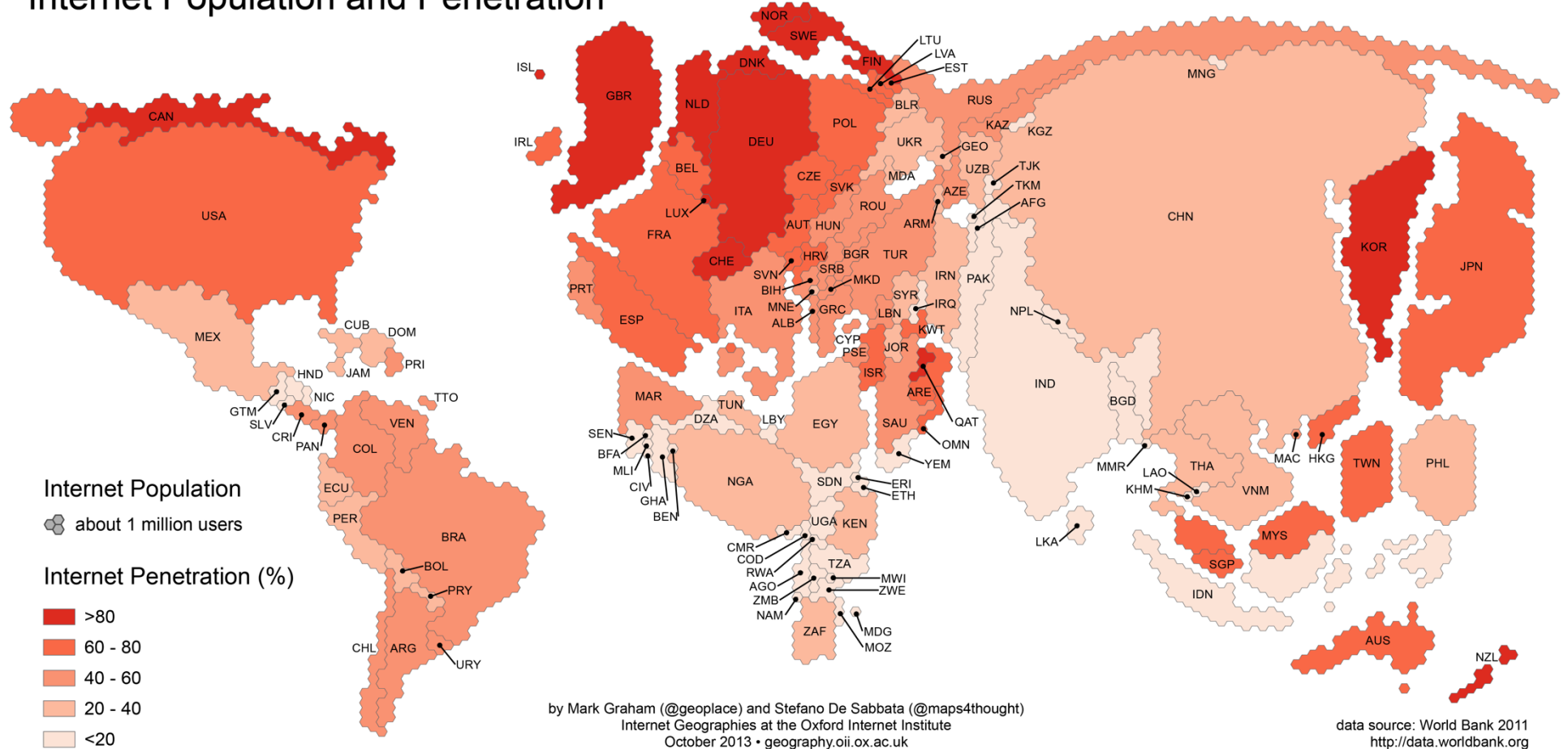
Over a **Zetta bytes** =  $10^{21}$  bytes of information and growing fast.

One petabyte of storage costs about £10K/month.



# The Internet

## Internet Population and Penetration





Launched in 2004

2 Billion Registered users

1.5 Billion active

Huge amount of data stored as pictures

2.5 Billion Pieces Of Content And 500+ Terabytes Ingested Every Day



It is important that we **store**, **transmit** and **search** this information carefully and without making mistakes



Maths helps us to do this...

## Storing information by telling the truth



Pick a number  $0, 1, 2, 3, \dots, 7$

Answer the following questions truthfully

Q1. Is your number  $4, 5, 6, 7$ ?

Q2. Is your number  $2, 3, 6, 7$ ?

Q3. Is your number  $1, 3, 5, 7$ ?

## Binary numbers

0	0 0 0
1	0 0 1
2	0 1 0
3	0 1 1
4	1 0 0
5	1 0 1
6	1 1 0
7	1 1 1



3 Bit Binary Number:  $x$

$x$  represented by three digits  $a$   $b$   $c$  eg. 101

$a, b, c$  are 0 or 1

$$x = 4*a + 2*b + c$$

eg.

$$101 = 4+0+1 = 5$$

$$011 = 0+2+1 = 3$$



1, 0 are called **bits** of information

All information in a computer is made up of bits



Simplest information has **ONE BIT**

Do you like England?

**YES**

**NO**

Binary numbers 0..7 have 3 bits

Usually binary numbers have more than 3 bits

eg. **10011011** has 8 bits

10011011 = ??????????????

A symbol of 8 bits is called a **byte**.

You can have **256** such symbols

Letters A,B,C, ... are converted into **8 bit ASCII**

Other languages eg. Japanese use **32 bit Unicode**

暗黒時代



Camera takes picture made up of PIXELS



8 BITS per pixel ..... 256 range of intensity = 1 byte

1 000 000 Pixels per Picture

3 colours

Total 3 M Byte per picture



One bite memory

How does a monster count to 25?



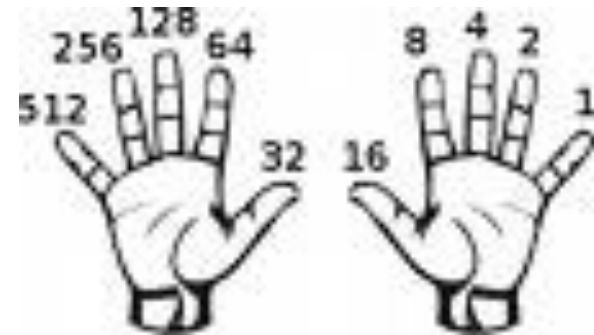
On their fingers!

Using binary you can count from 0 to 31 on one hand with

5 bit binary numbers

eg.  $10110 = 16 + 4 + 2 = 22$

$11001 = 16 + 8 + 1 = 25$



## How to avoid errors.

Sometimes we make mistakes

Mean to send 11100011



Make a mistake on one bit and send

11101011

Can we tell if we have made a mistake?



Answer the following questions.

Either **tell the truth** or **lie at most once**

Pick a number between 0 and 7

Q1 Is it **4,5,6,7?**

Q2 Is it **2,3,6,7?**


Q3 Is it **1,3,5,7?**

Q4 Is it **1,2,4,7?**



Can we find the liar?

0	0	0	0	0	
1	0	0	1	1	
2	0	1	0	1	
3	0	1	1	0	answer to last question
4	1	0	0	1	
5	1	0	1	0	
6	1	1	0	0	
7	1	1	1	1	



If all true there are an: even number of 1s

If one lie there is an: odd number of 1s

Last digit/question is called a parity bit and tells us if we have made a mistake

Barcodes use a parity bit



Once we spot an error we can either

**Panic!!!!**

**WINDOWS**

**A fatal exception 0E has occurred at 0028:C0011E36 in VxD VMM(01) + 00010E36. The current application will be terminated.**

- \* Press any key to terminate the current application.**
- \* Press CTRL+ALT+DEL to restart your computer. You will lose any unsaved information in all applications.**

**Press any key to continue. \_**

.... OR ....

**REPEAT YOUR  
MESSAGE  
FOR SUCCESS**



Ask for the information to be sent again

.... OR ....

We can try to correct it





## Error correcting codes.

Used to store the numbers 0,1,2,3,4,5,6,7 and other data in such a way that any errors can not only be detected but corrected.



They work by asking **extra questions** to make the **answers** as different as possible so we can still tell the right answer even if it has mistakes in it

They are widely used in

- CDs
- Digital TV and Radio
- Mobile phones
- Satellites



Invented in the 1940s by Hamming in the Bell Labs  
Using **very fancy maths** (Galois theory)

Answer the following questions .. You can either **tell the truth** or **lie at most once**

Choose a number **0,1,2,3,4,5,6,7**



**Q1** Is the number **4,5,6,7?**

**Q2** Is the number **2,3,6,7?**

**Q3** Is the number **1,3,5,7?**

**Q4** Is the number **1,3,4,6?**

**Q5** Is the number **1,2,5,6?**

**Q6** Is the number **2,3,4,5?**

0	000 000
1	001 110
2	010 011
3	011 101
4	100 101
5	101 011
6	110 110
7	111 000



Binary number

Correcting number

Start with a binary number

110110

Telling the truth doesn't change the number

110110

Lying once changes the number by one digit

100110

Hamming Distance:

Take two binary numbers. How many digits do we have to change to turn one into the other?



0 000 000  
1 001 110  
2 010 011  
3 011 101  
4 100 101  
5 101 011  
6 110 110  
7 111 000

All are a Hamming distance of 3 apart

Choose the closest number to the one you are sent. This must be correct.



Binary number

Correcting number



They are used a lot in iPods  
iPods also **compress** the information.

For example

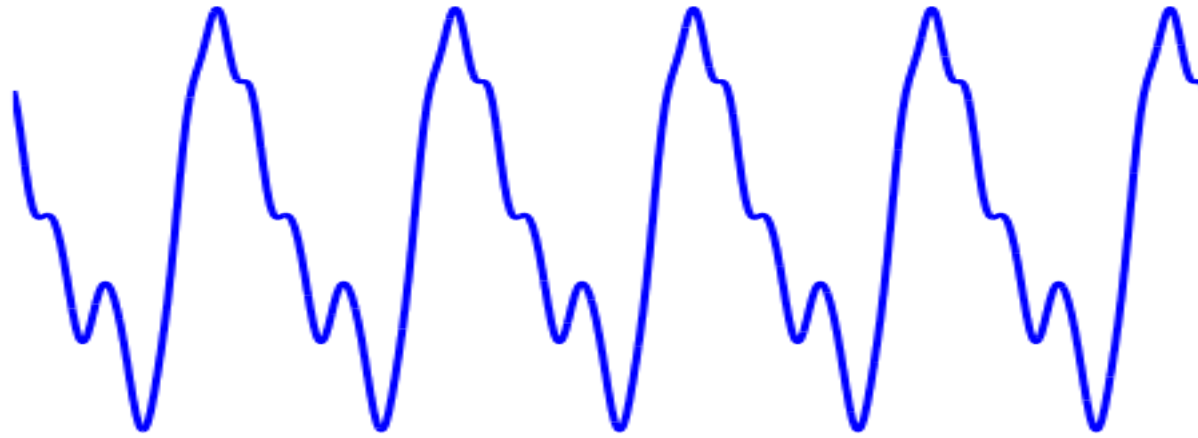
Instead of sending this message  
which has lots of vowels in it which  
we don't really need

W cn snd ths mssg nstd whch ds nt  
hv ny vwls t ll

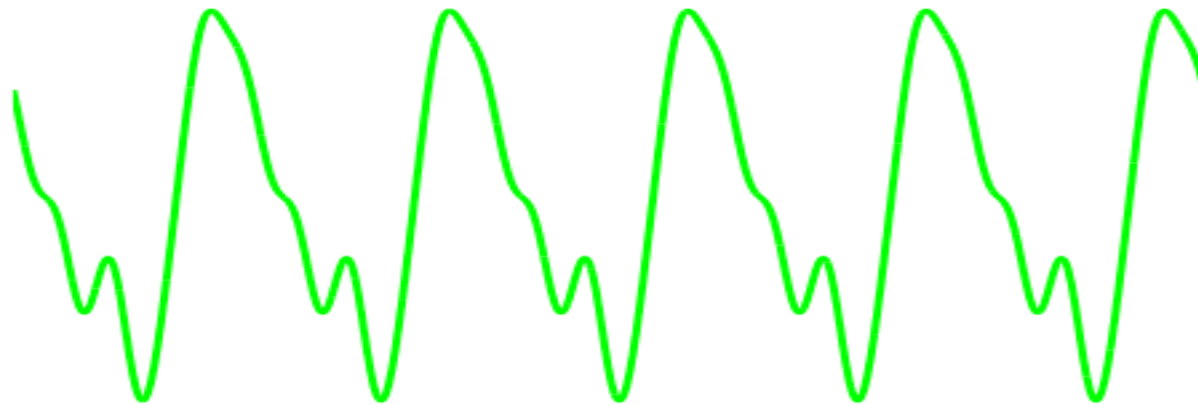
Nw try ths fr yrslf



MPEG file also compresses sound waveforms



Decompose into a sum of harmonics. Only store the first few of these

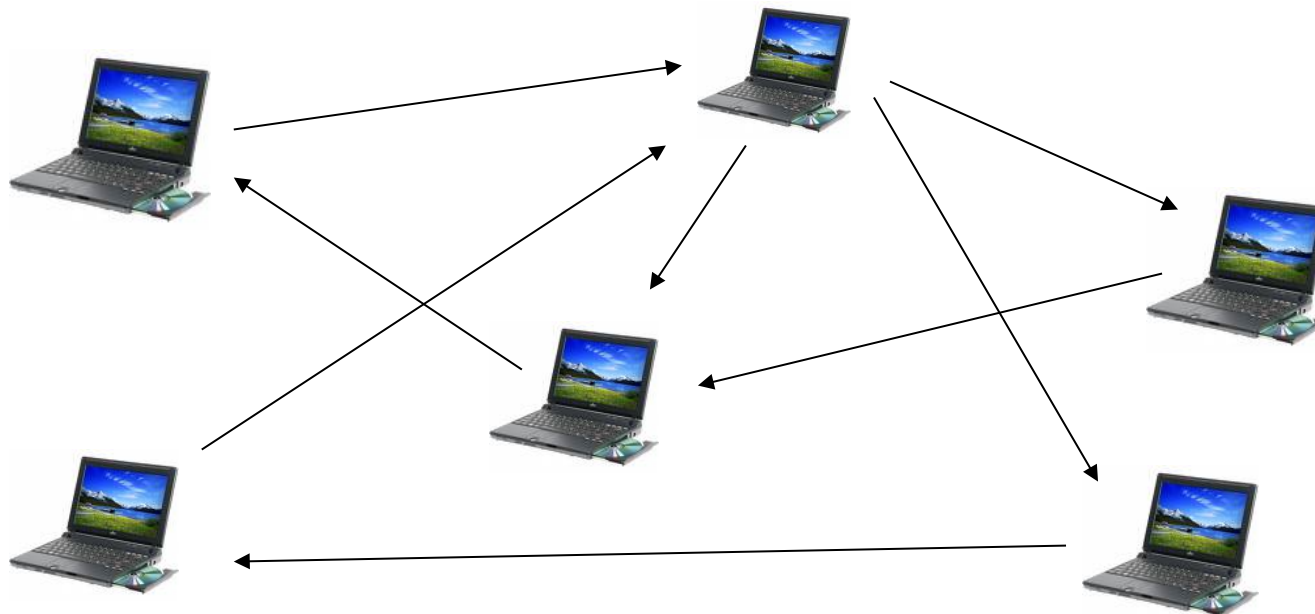


## The Maths Behind Google



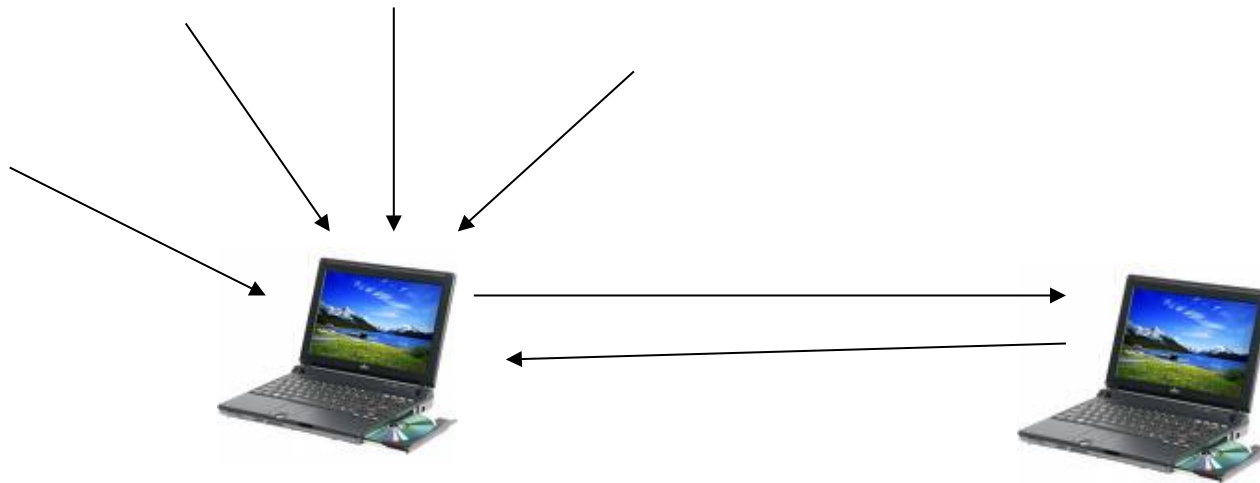
Google searches for **information** stored on many **web-sites**.

Web-sites are linked together by a **network** showing which web-site points to which other web-site



It **RANKS** web-sites in order of the importance of the information that they contain.

**IDEA.** A website is important if **lots of other** websites link to it.



A website is **even more important** if it is linked to by lots of **important web-sites**.

## PAGE RANK



Each Web-site has a rank  $R$

Divide  $R$  by the number  $N$  of web-sites that this web-site links, to get  $S=R/N$

For each web-site, calculate  $R$  by adding up the values of  $S$  for every web-site that connects to it.

