# Celebrating $\pi$-day with a $\pi$ athlon 

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JMM Boston, MA
January 5, 2012

## $\pi$-day

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- The name came first.....we then had to figure out exactly what a $\pi$ athlon was

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- Well....in a biathlon the goal is to complete exactly 2 events.....
- in a triathlon the goal is to complete exactly 3 events....so...
- pseudo-inductively it follows that in a $\pi$ athlon the goal would be to complete exactly* $\pi$ events....?
* The SLU Mathematics department recognizes the impossibility of completing precisely $\pi$ events.


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- Now that we have a definition, what does it mean to complete exactly $\pi$ events?
- Clearly it means you complete 3 full events and then $0.14159265 \ldots$. of a remaining event.


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- Students would then try to earn 314 points to approximate $\pi$ by intentionally not completing some events


## A stupid idea gone too far?

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- It was decided that we would create a bunch of events, each worth 100 points total
- 100 points represents one full event
- Students would then try to earn 314 points to approximate $\pi$ by intentionally not completing some events
- Luckily, before this went "live" we realized that it would not be that difficult to change the rules allowing enterprising teams to earn partial points.....then making it a race to approximate $\pi$ to the highest number of decimal places


## Overview

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- Teams are comprised of 1-4 members
- Each event has its own point system
- 100 points represents a complete event, even if those points were earned via multiple events
- Each team attempts to complete as close to $\pi$ events as possible. So the team to score closest to $100 \pi$ points is the winner


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For example, your team has 320 points. If you earn 6 points you can subtract 6 from 320 giving you 314

## Sample Events and Scoring

## Basic Math Problems

- Team receives a sheet containing 100 basic math problems


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- Team receives a sheet containing 100 basic math problems
- 1 point awarded for each correct answer


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## Minesweeper

- Teams set the number of bombs to be diffused; no fewer than 20 bombs may be selected


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## Minesweeper

- Teams set the number of bombs to be diffused; no fewer than 20 bombs may be selected
- 100 points awarded for diffusing all bombs
- For incomplete games, points equal to the proportion of bombs (as percent or decimal) diffused are awarded


## Sample Events and Scoring

## $\pi$ Recitation

- 1 point awarded for each digit of $\pi$ recited


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## $\pi$ Recitation

- 1 point awarded for each digit of $\pi$ recited
- A special prize given to any team capable of reciting 314 digits of $\pi$
- A very special prize if they recite all of the digits


## Sample Events and Scoring

## Sudoku

- 100 points for a full (error-free) puzzle


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- If the puzzle is not complete (or there are mistakes), points are earned based on the proportion of the puzzle completed (empty boxes at the start divided by correctly filled-in boxes at the end)


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## Sudoku

- 100 points for a full (error-free) puzzle
- If the puzzle is not complete (or there are mistakes), points are earned based on the proportion of the puzzle completed (empty boxes at the start divided by correctly filled-in boxes at the end)
- This value can be taken as a percent or a decimal


## Sample Events and Scoring

## TV

- 100 points for watching the complete math episode of Look Around You (roughly 10 minutes)


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## TV

- 100 points for watching the complete math episode of Look Around You (roughly 10 minutes)
- Any partial viewing earns points determined by the portion of the episode watched (in percent or decimal)


## Sample Events and Scoring

Just Dance on the Wii

- Any number of team members may participate


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## Just Dance on the Wii

- Any number of team members may participate
- At the end of the song, each member has a percent score. Any number of these scores can be added or subtracted in any manner to obtain the points earned, and the scores can be taken as a full percent or a decimal value. Teams will want to figure out which scores they want to use and how they wish to combine them carefully


## Sample Events and Scoring

## Just Dance on the Wii

- Any number of team members may participate
- At the end of the song, each member has a percent score. Any number of these scores can be added or subtracted in any manner to obtain the points earned, and the scores can be taken as a full percent or a decimal value. Teams will want to figure out which scores they want to use and how they wish to combine them carefully
- Example: My team scores $15 \%, 56 \%, 72 \%$ and $21 \%$. We choose to use the $15 \%, 56 \%$, and $21 \%$. We take as our score $56-15-0.21=40.79$ points


## And, of course, you need pies



## .....lots of pies



## Getting Ready



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## Strategy is very important



## Sudoko



## Just Dance





## Announcing the winners



## Prizes include book store gift certificates and Möbius Band sashes



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## Of course, half the fun is making posters....



Monkey Knife Fighting will *not* be an event at the $\pi$ athlon.

To find out what is, visit the announcements section of the homepage for the Department of Mathematics, Computer Science, and Statistics.

## mathlon: Be there or Don't!

