



From card tricks to the Mandelbrot set

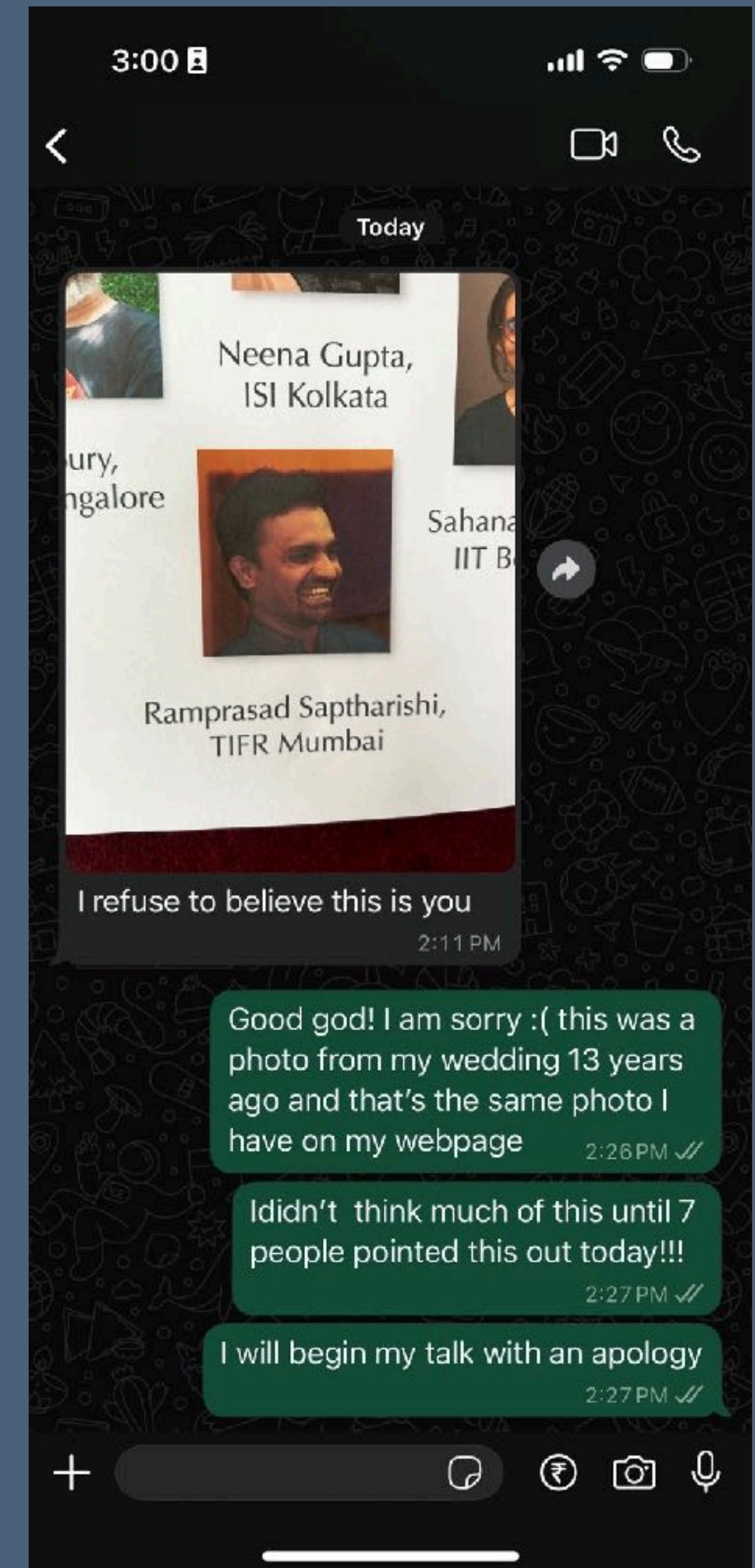
(but mostly an excuse to show card tricks)

(which is an excuse for something else...)



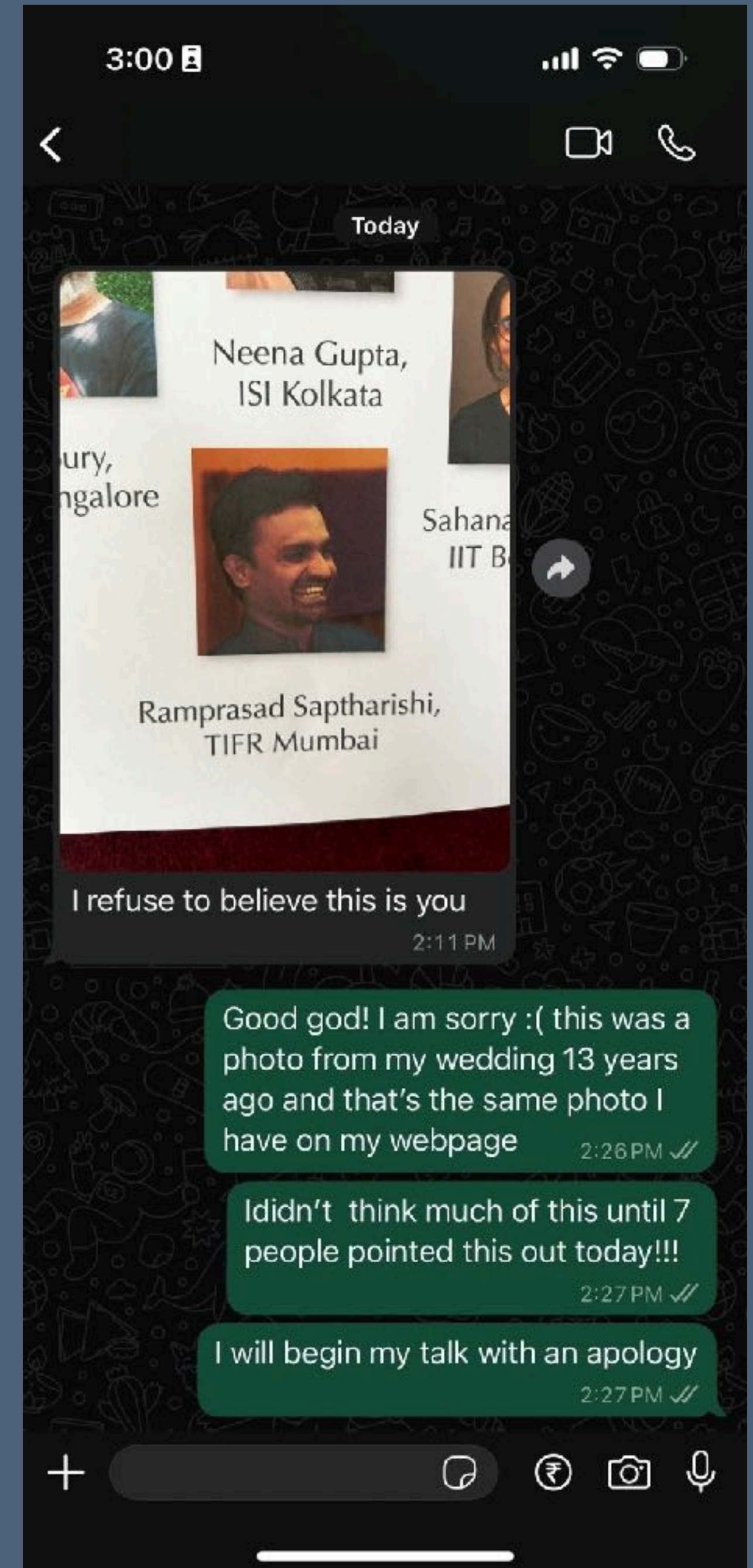
I sincerely apologise for...

I sincerely apologise for...



I sincerely apologise for...

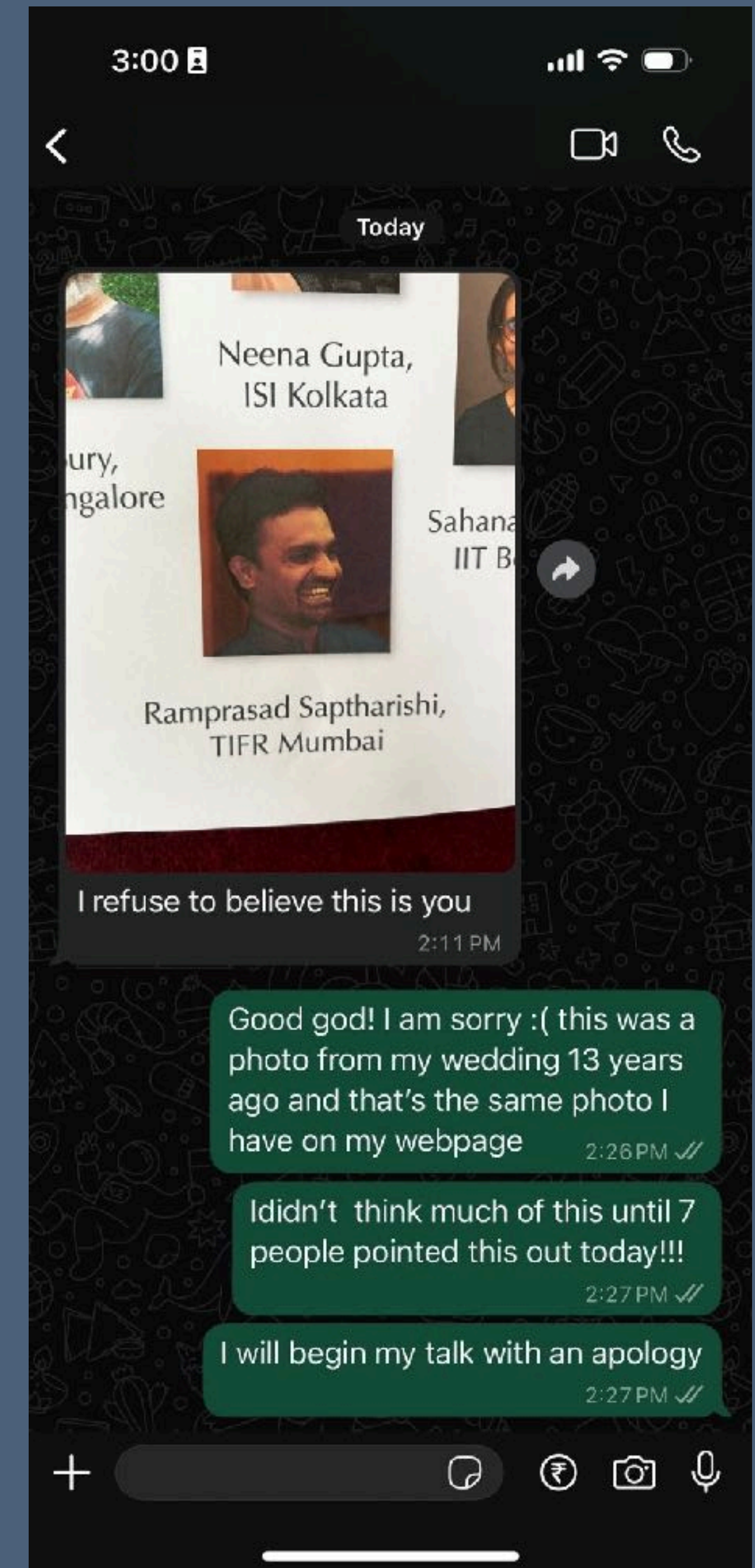
- (Replace this placeholder with some useful metaphor about 'youthful curiosity' or something.)



I sincerely apologise for...

- (Replace this placeholder with some useful metaphor about 'youthful curiosity' or something.)

Also, there will be very little mathematical content in this talk



A brief survey on hobbies



Or go to menti.com

and use the code

2854 1560

What is the Mandelbrot Set?

Bear with me for 2 minutes and we'll move to card tricks!

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0$$

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0)$$

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1)$$

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1) \longrightarrow z_3 = f(z_2) \longrightarrow z_4 = f(z_3) \longrightarrow \dots$$

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1) \longrightarrow z_3 = f(z_2) \longrightarrow z_4 = f(z_3) \longrightarrow \dots$$

This process could either shoot off

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1) \longrightarrow z_3 = f(z_2) \longrightarrow z_4 = f(z_3) \longrightarrow \dots$$

This process could either shoot off

or stay bounded

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1) \longrightarrow z_3 = f(z_2) \longrightarrow z_4 = f(z_3) \longrightarrow \dots$$

This process could either shoot off

or stay bounded

- Maybe converge
- Maybe oscillate
- ??

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1) \longrightarrow z_3 = f(z_2) \longrightarrow z_4 = f(z_3) \longrightarrow \dots$$

This process could either shoot off

or stay bounded

- Maybe converge
- Maybe oscillate
- ??

For what $c \in \mathbb{C}$ does
'this' happen?

$$f(z) = z + c$$

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1) \longrightarrow z_3 = f(z_2) \longrightarrow z_4 = f(z_3) \longrightarrow \dots$$

This process could either shoot off

or stay bounded

- Maybe converge
- Maybe oscillate
- ??

For what $c \in \mathbb{C}$ does
'this' happen?

$$f(z) = z + c$$

$$f(z) = z \cdot c$$

Some simple iterative processes

$$f: \mathbb{C} \rightarrow \mathbb{C}$$

$$z_0 = 0 \longrightarrow z_1 = f(z_0) \longrightarrow z_2 = f(z_1) \longrightarrow z_3 = f(z_2) \longrightarrow z_4 = f(z_3) \longrightarrow \dots$$

This process could either shoot off

or stay bounded

- Maybe converge
- Maybe oscillate
- ??

For what $c \in \mathbb{C}$ does
'this' happen?

$$f(z) = z + c$$

$$f(z) = z \cdot c$$

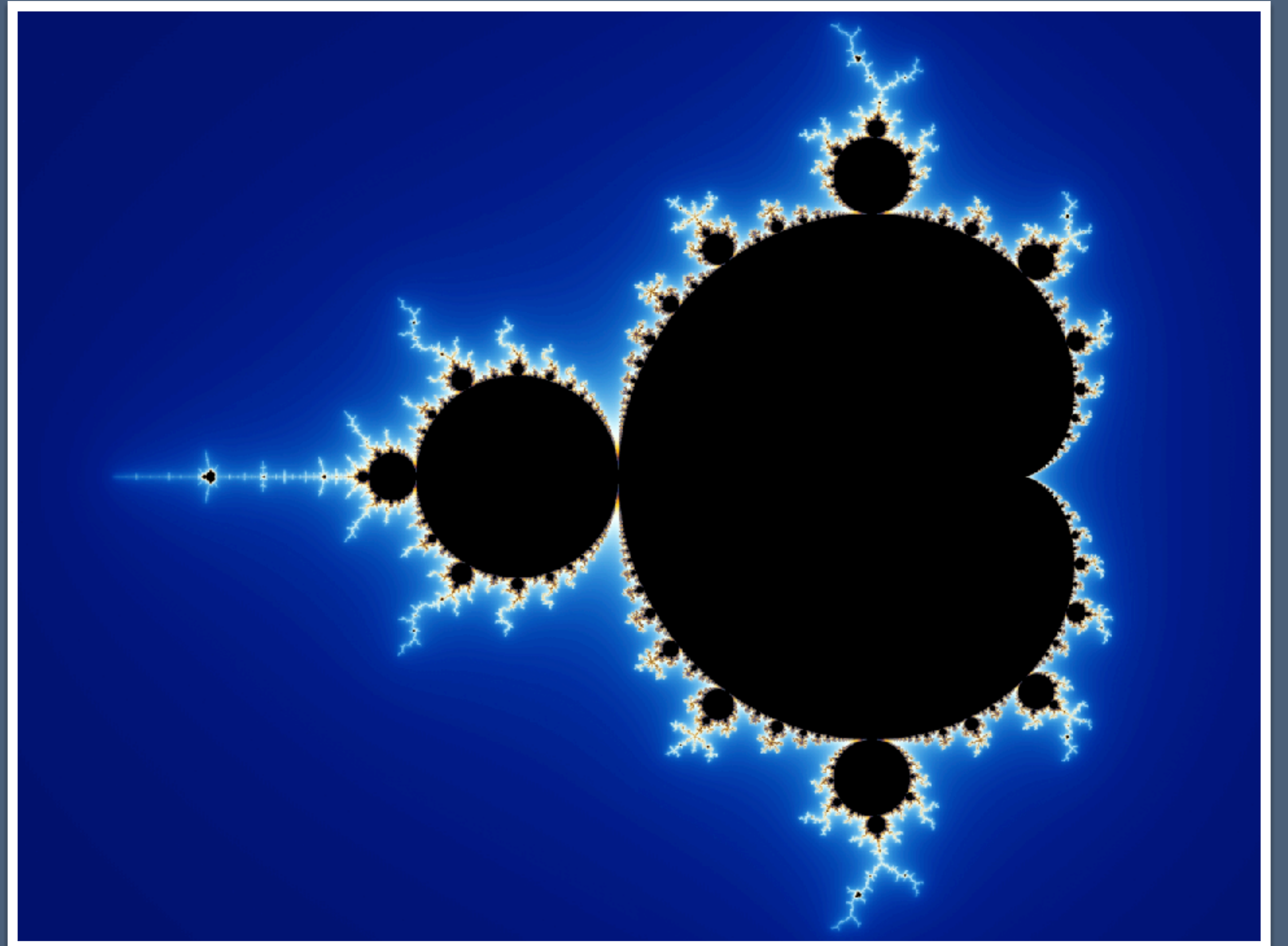
$$f(z) = z^2 + c$$

The Mandelbrot set

(perhaps the most famous "fractal")

$$f(z) = z^2 + c$$

For what c does the above process stay bounded?



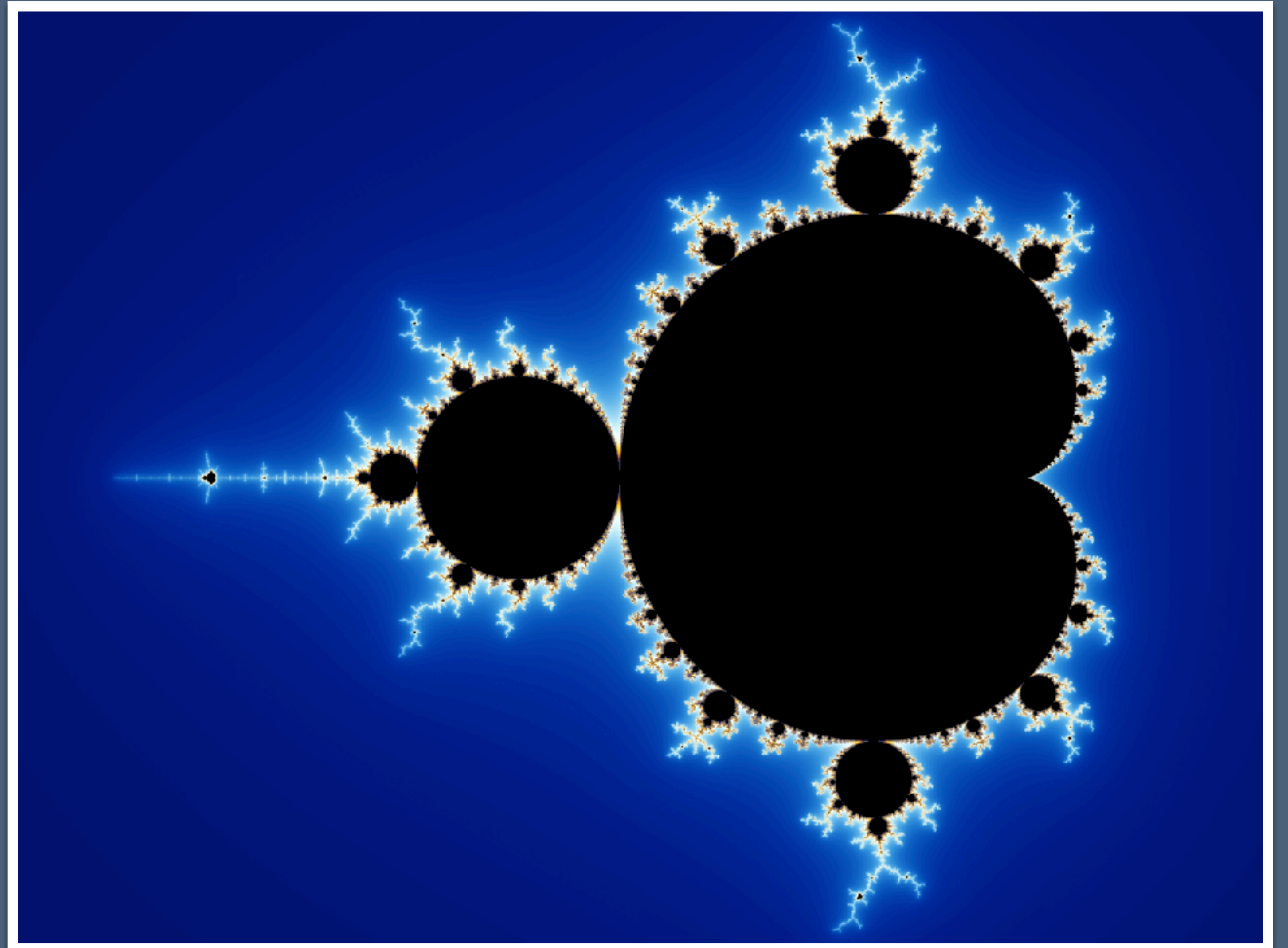
The Mandelbrot set

(perhaps the most famous "fractal")

$$f(z) = z^2 + c$$

For what c does the above process stay bounded?

An interesting question:
Which are the c that result in a
periodic sequence?



Hey, where are the card
tricks that you promised?

Up the Ante
(Martyn Smith)

Lie-detector
(Paul Curry)

Memory Opener
(Sal Piacente)

Aunt Mary's
Terrible Secret
(David Williamson
and John Bannon)

“How did you do that?!” (Assuming it went well)

“How did you do that?!” (Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannan)

“How did you do that?!” (Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannan)

Let's reconstruct what happened

“How did you do that?!” (Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannan)

Let's reconstruct what happened

- We took a deck of cards

“How did you do that?!” (Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannan)

Let's reconstruct what happened

- We took a deck of cards
- Audience member was asked to riffle shuffle it

“How did you do that?!” (Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannan)

Let's reconstruct what happened

- We took a deck of cards
- Audience member was asked to riffle shuffle it
- Somehow card i and $i+1$ always had different colours!

“How did you do that?!”

(Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannon)

Let's reconstruct what happened

- We took a deck of cards
- Audience member was asked to riffle shuffle it
- Somehow card i and $i+1$ always had different colours!

Possibly stacked



“How did you do that?!”

(Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannon)

Let's reconstruct what happened


- We took a deck of cards

Possibly stacked



- Audience member was asked to riffle shuffle it

But this was
a fair shuffle



- Somehow card i and $i+1$ always had different colours!

“How did you do that?!”

(Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannon)


Let's reconstruct what happened

- We took a deck of cards
- Audience member was asked to riffle shuffle it
- Somehow card $2i-1$ and $2i$ always had different colours!

Possibly stacked



But this was
a fair shuffle



“How did you do that?!”

(Assuming it went well)

Aunt Mary's Terrible Secret (by David Williamson and John Bannon)

Let's reconstruct what happened

- We took a deck of cards
- Audience member was asked to riffle shuffle it
- Somehow card $2i-1$ and $2i$ always had different colours!

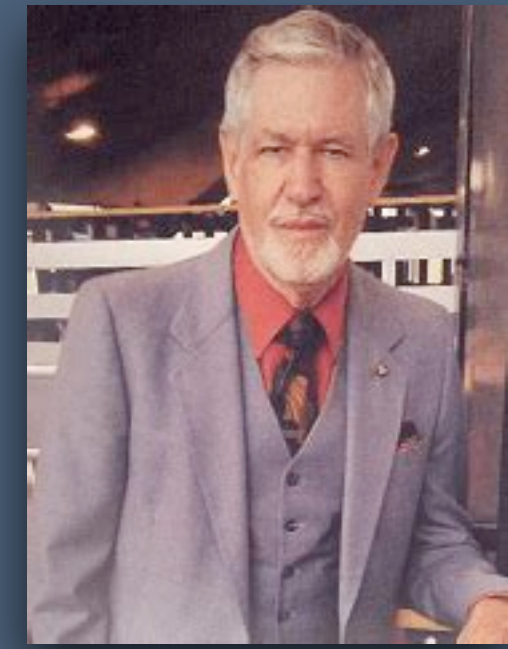
Possibly stacked

But this was
a fair shuffle

What properties are maintained
when we do a standard riffle shuffle?

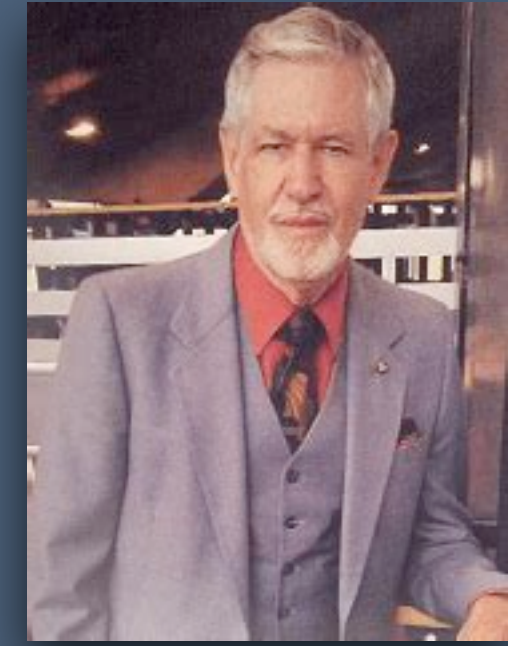
Norman Laurence Gilbreath

"A mathematician, and a life-long magician"



Norman Laurence Gilbreath

"A mathematician, and a life-long magician"

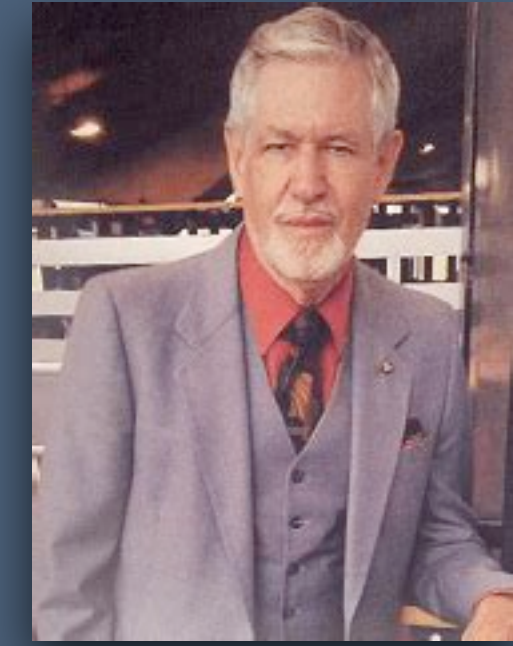


"I have been interested in magic for 10 years. I am a math major at the University of California Los Angeles (UCLA). Being a supporter of the art of magic, I have created over 150 good tricks and many other not so good. Here are a couple I hope you can use."

Linking Ring, July 1958
(official publication of IBM*)

Norman Laurence Gilbreath

"A mathematician, and a life-long magician"



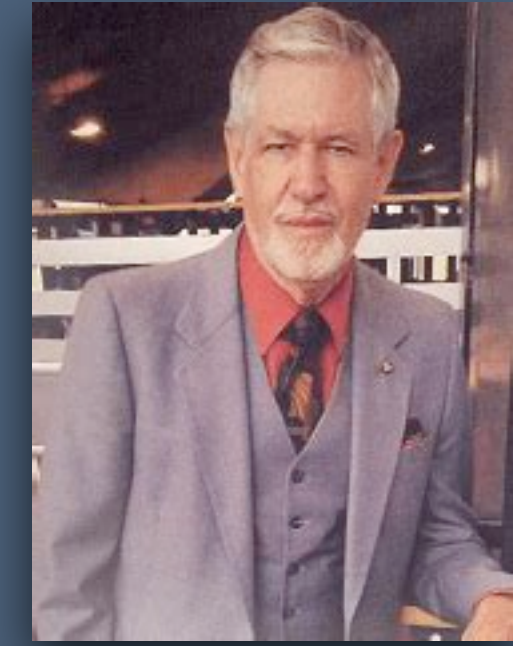
"I have been interested in magic for 10 years. I am a math major at the University of California Los Angeles (UCLA). Being a supporter of the art of magic, I have created over 150 good tricks and many other not so good. Here are a couple I hope you can use."

Linking Ring, July 1958
(official publication of IBM*)

* International Brotherhood of Magicians

Norman Laurence Gilbreath

"A mathematician, and a life-long magician"



"I have been interested in magic for 10 years. I am a math major at the University of California Los Angeles (UCLA). Being a supporter of the art of magic, I have created over 150 good tricks and many other not so good. Here are a couple I hope you can use."

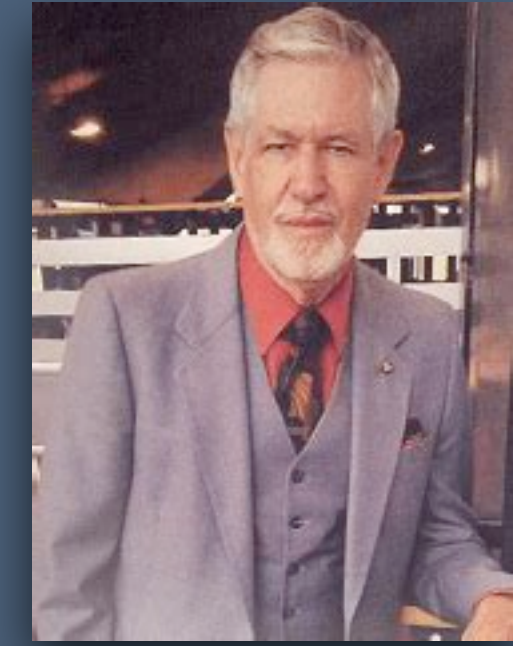
Linking Ring, July 1958
(official publication of IBM*)

The more general principle
appeared in the 1966 issue
of Linking Rings

* International Brotherhood of Magicians

Norman Laurence Gilbreath

"A mathematician, and a life-long magician"



"I have been interested in magic for 10 years. I am a math major at the University of California Los Angeles (UCLA). Being a supporter of the art of magic, I have created over 150 good tricks and many other not so good. Here are a couple I hope you can use."

Linking Ring, July 1958
(official publication of IBM*)

The more general principle
appeared in the 1966 issue
of Linking Rings

Also known for the 'Gilbreath
Conjecture' on difference
sequence of prime numbers

* International Brotherhood of Magicians

The Gilbreath Principle

(The baby version)

The Gilbreath Principle

(The baby version)

Take a deck in **alternating red-black** order.

The Gilbreath Principle

(The baby version)

Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

The Gilbreath Principle

(The baby version)

Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

Riffle shuffle the two stacks together.

The Gilbreath Principle

(The baby version)

Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

Riffle shuffle the two stacks together.

Card $2i-1$ and $2i$ will **always** be
of different colours

The Gilbreath Principle

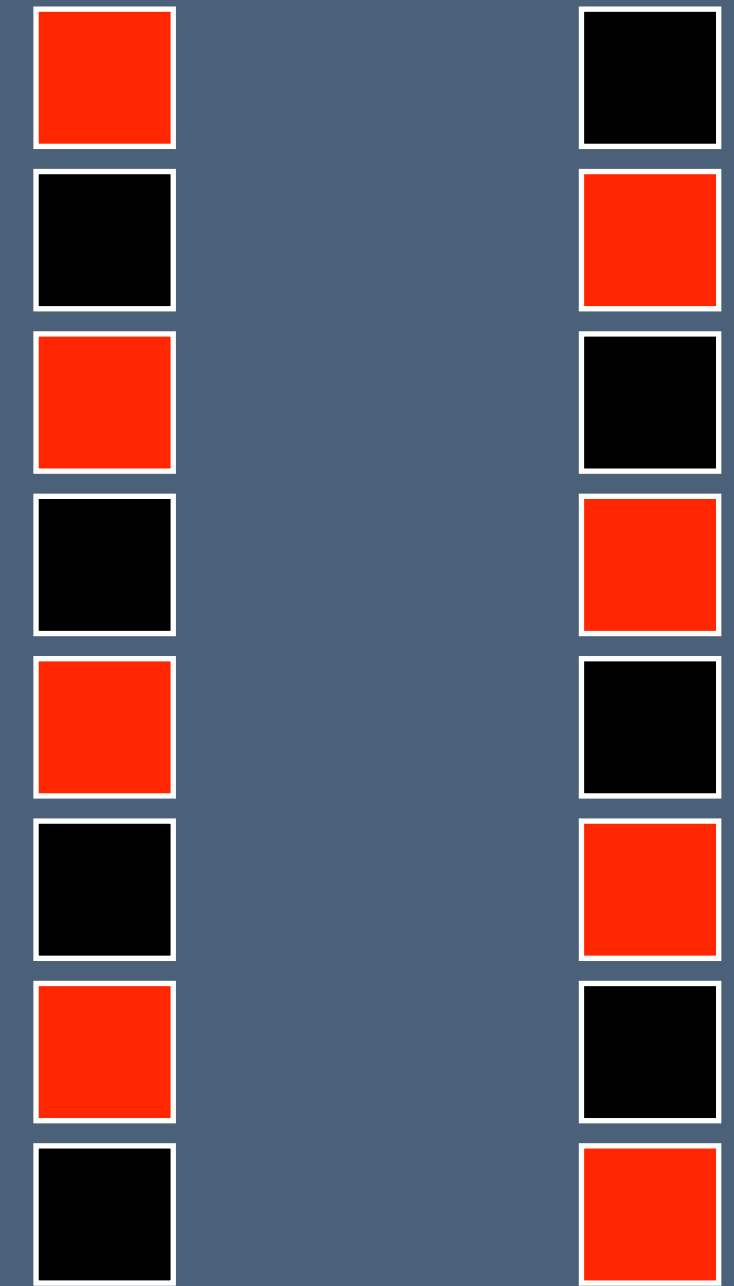
(The baby version)

Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

Riffle shuffle the two stacks together.

Card $2i-1$ and $2i$ will **always** be
of different colours



The Gilbreath Principle

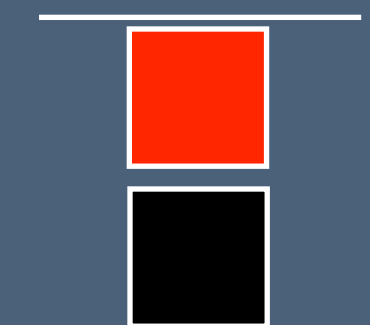
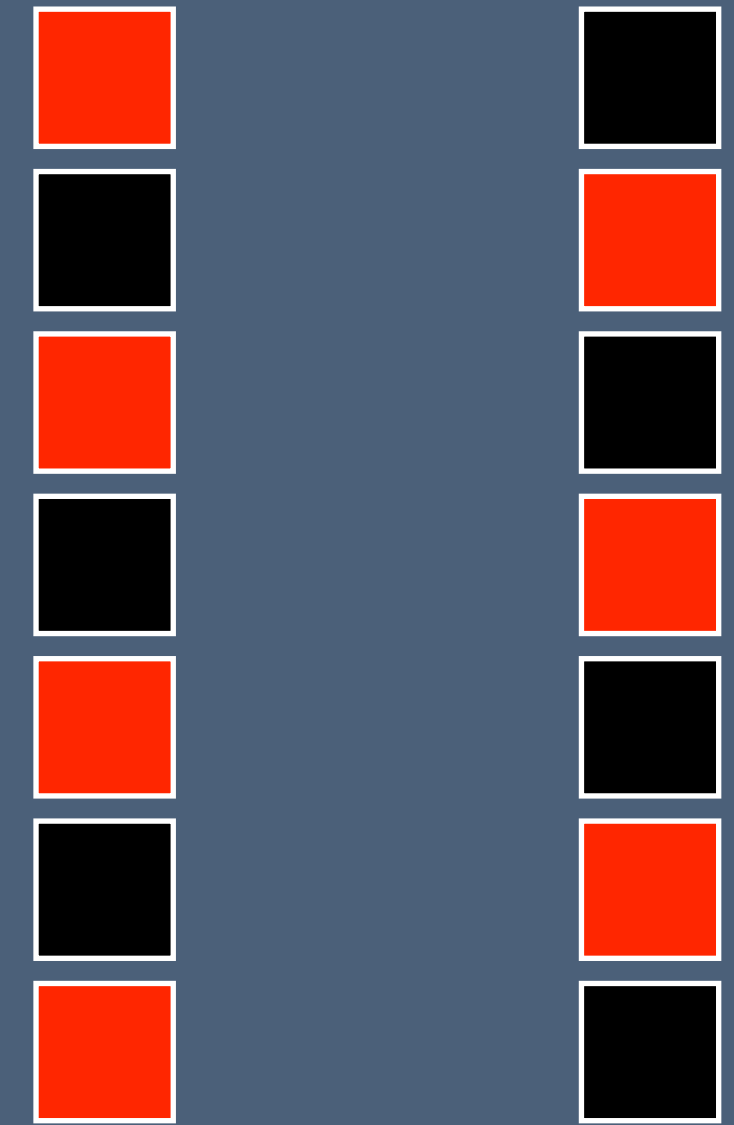
(The baby version)

Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

Riffle shuffle the two stacks together.

Card $2i-1$ and $2i$ will **always** be
of different colours



The Gilbreath Principle

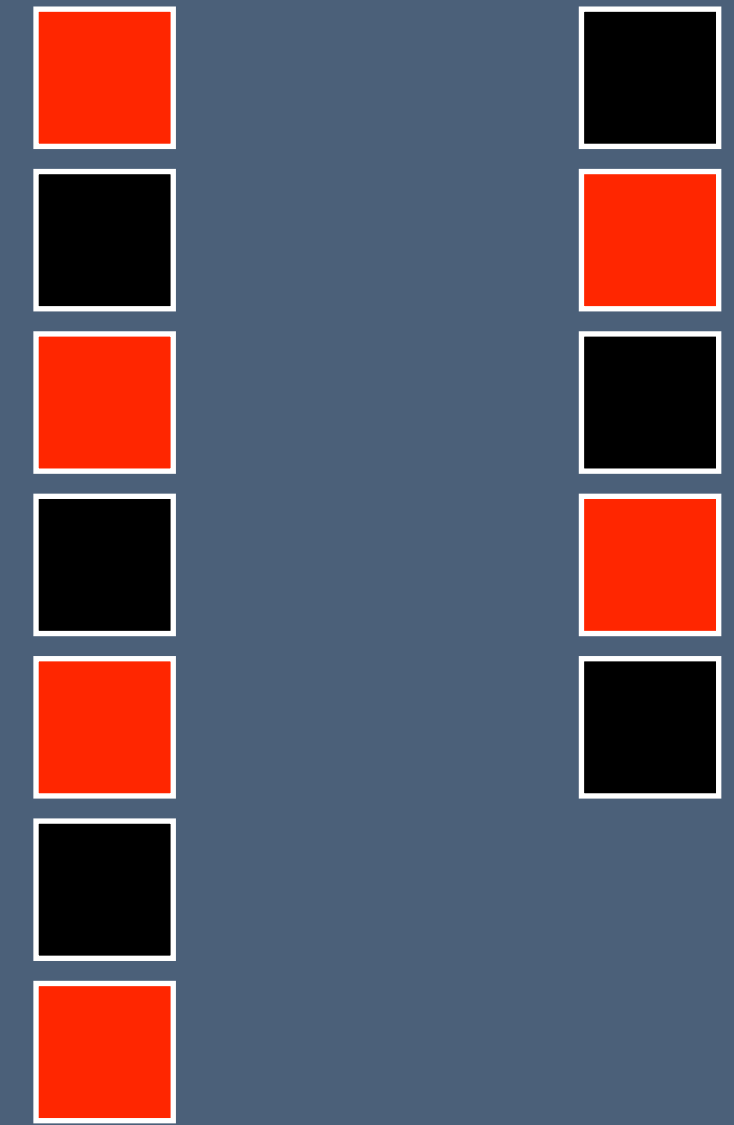
(The baby version)

Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

Riffle shuffle the two stacks together.

Card $2i-1$ and $2i$ will **always** be
of different colours



The Gilbreath Principle

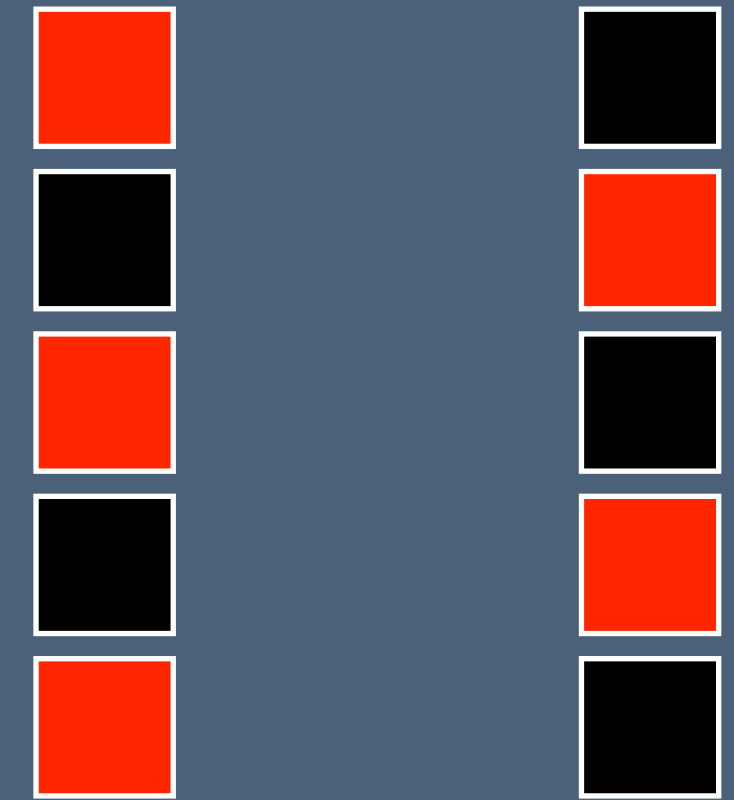
(The baby version)

Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

Riffle shuffle the two stacks together.

Card $2i-1$ and $2i$ will **always** be
of different colours



The Gilbreath Principle

(The baby version)



Take a deck in **alternating red-black** order.

Cut the deck into two stacks with
different coloured bottom cards.

Riffle shuffle the two stacks together.

Card $2i-1$ and $2i$ will **always** be
of different colours



The Gilbreath Principle

(The toddler version)

The Gilbreath Principle

(The toddler version)

Take a deck in **alternating red-black** order.

The Gilbreath Principle

(The toddler version)

Take a deck in **alternating red-black** order.

Riffle shuffle the two stacks together.

The Gilbreath Principle

(The toddler version)

Take a deck in **alternating red-black** order.

Riffle shuffle the two stacks together.

Cut the deck **between**
two cards of the **same colour**

The Gilbreath Principle

(The toddler version)

Take a deck in **alternating red-black** order.

Riffle shuffle the two stacks together.

Cut the deck **between**
two cards of the **same colour**

Card $2i-1$ and $2i$ will always be
of different colours

The Gilbreath Principle

(The toddler version)

Take a deck in **alternating red-black** order.

Riffle shuffle the two stacks together.

Cut the deck **between**
two cards of the **same colour**

Card $2i-1$ and $2i$ will always be
of different colours

Exercise:

Figure out why
this works.

The Gilbreath Principle

(the general version)

The Gilbreath Principle

(the general version)

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.

The Gilbreath Principle

(the general version)

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.

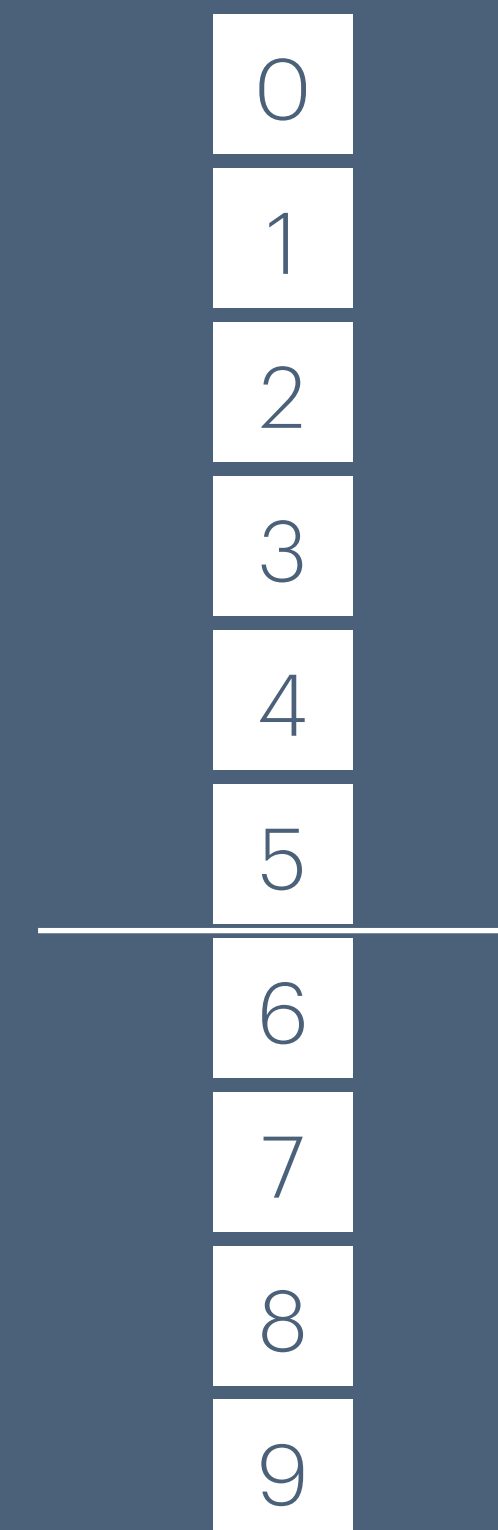
0
1
2
3
4
5
6
7
8
9

The Gilbreath Principle

(the general version)

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.

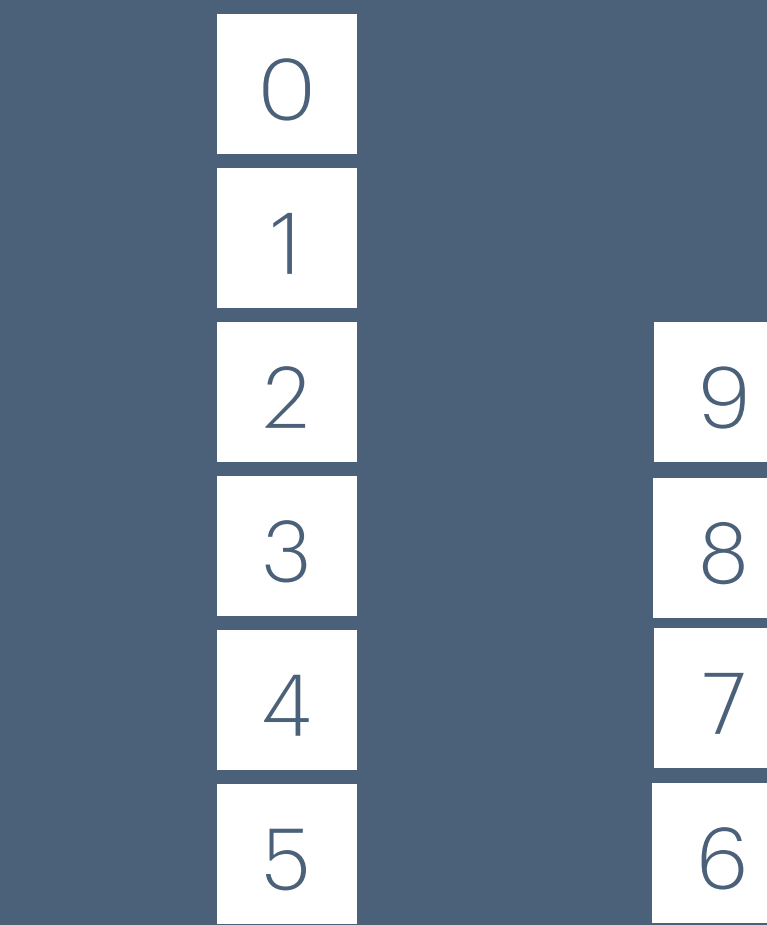


The Gilbreath Principle

(the general version)

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.

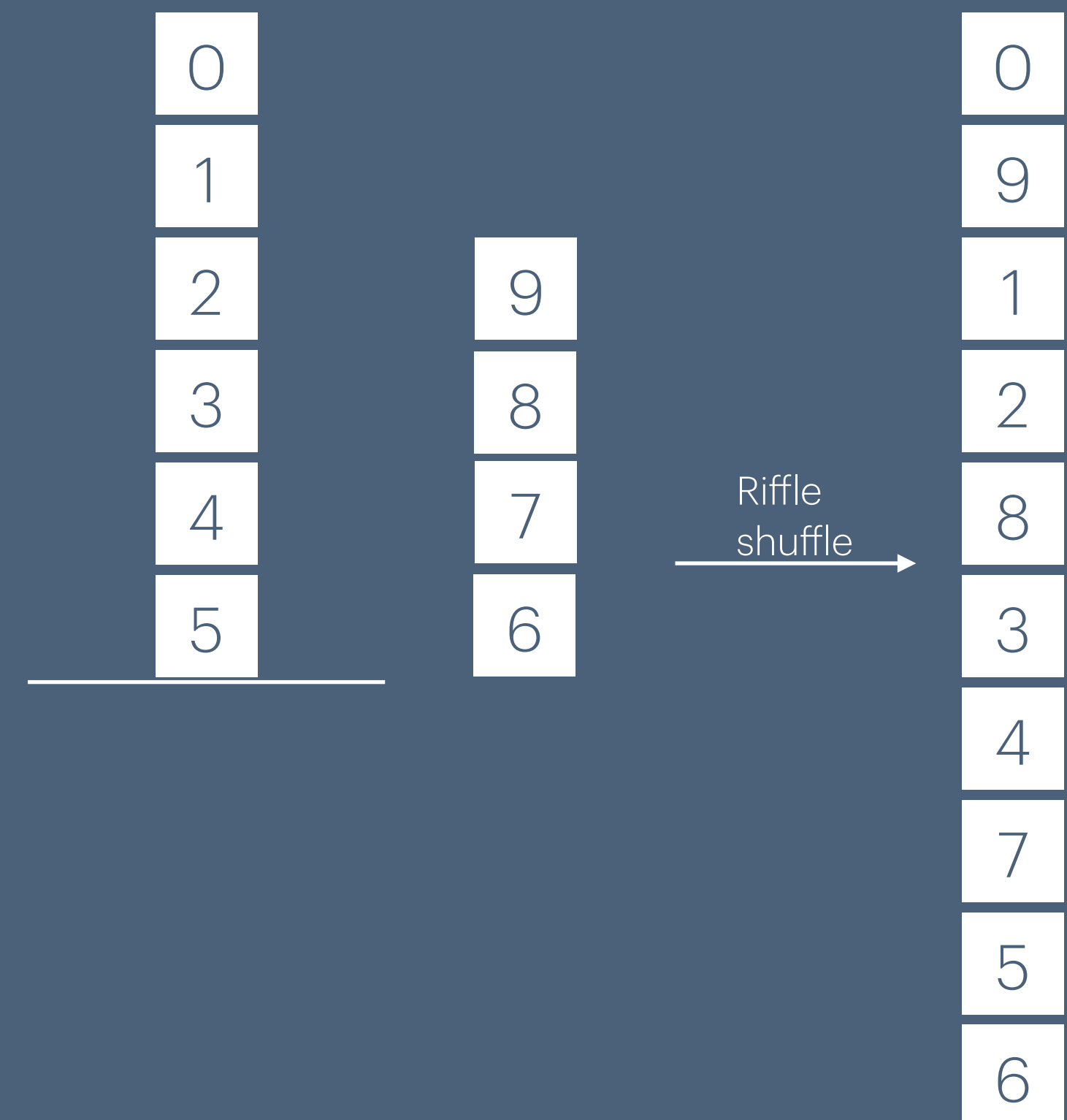


The Gilbreath Principle

(the general version)

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



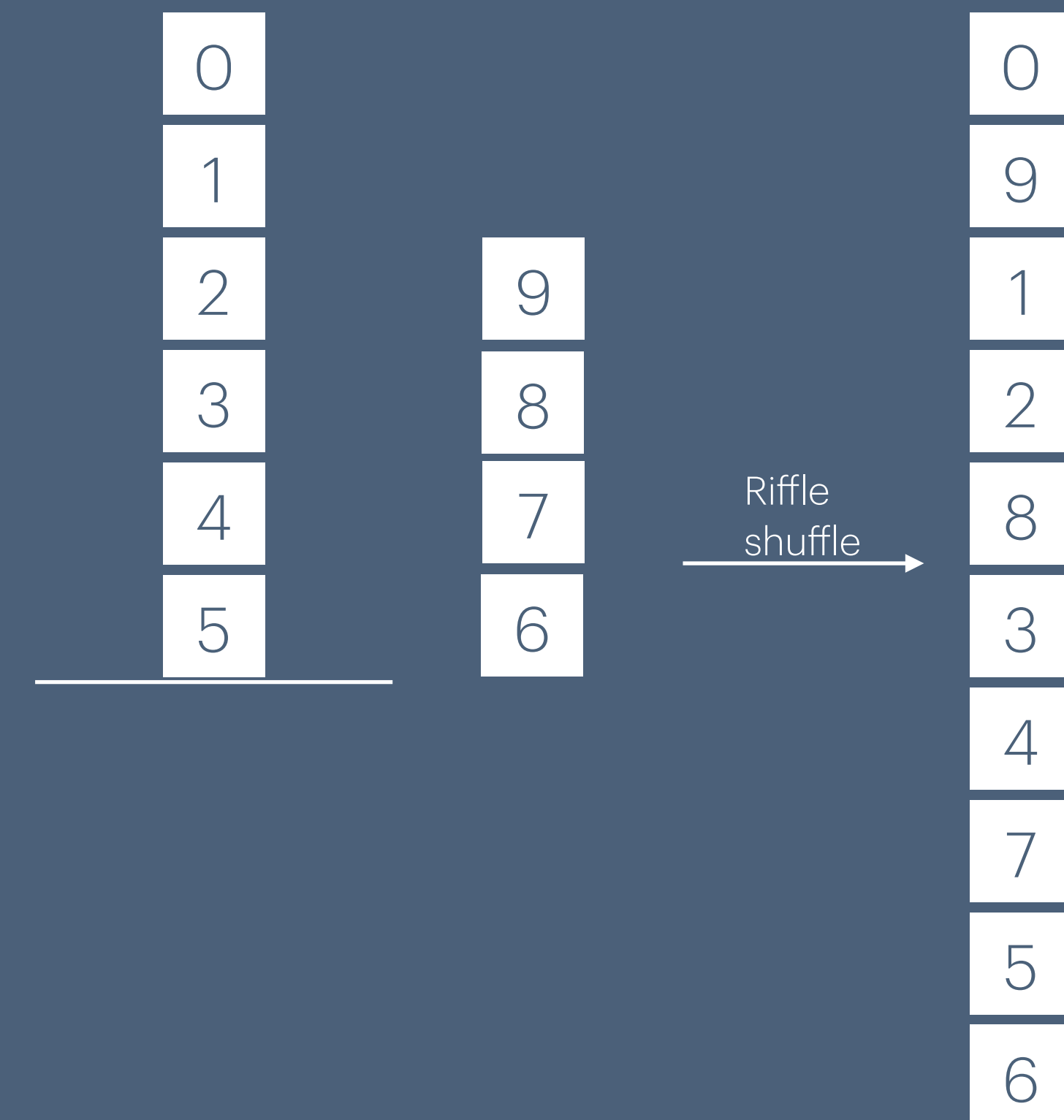
The Gilbreath Principle

(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

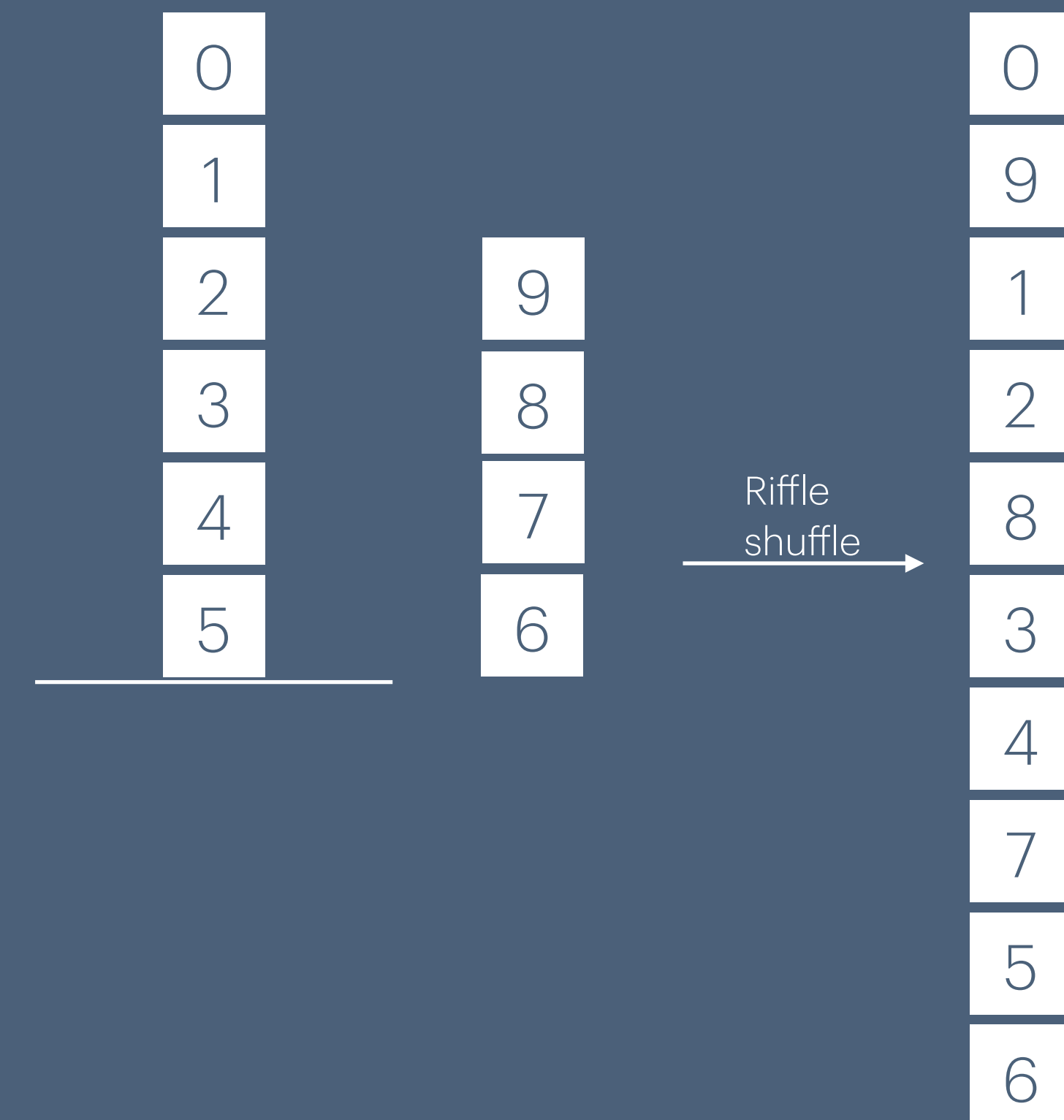
(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

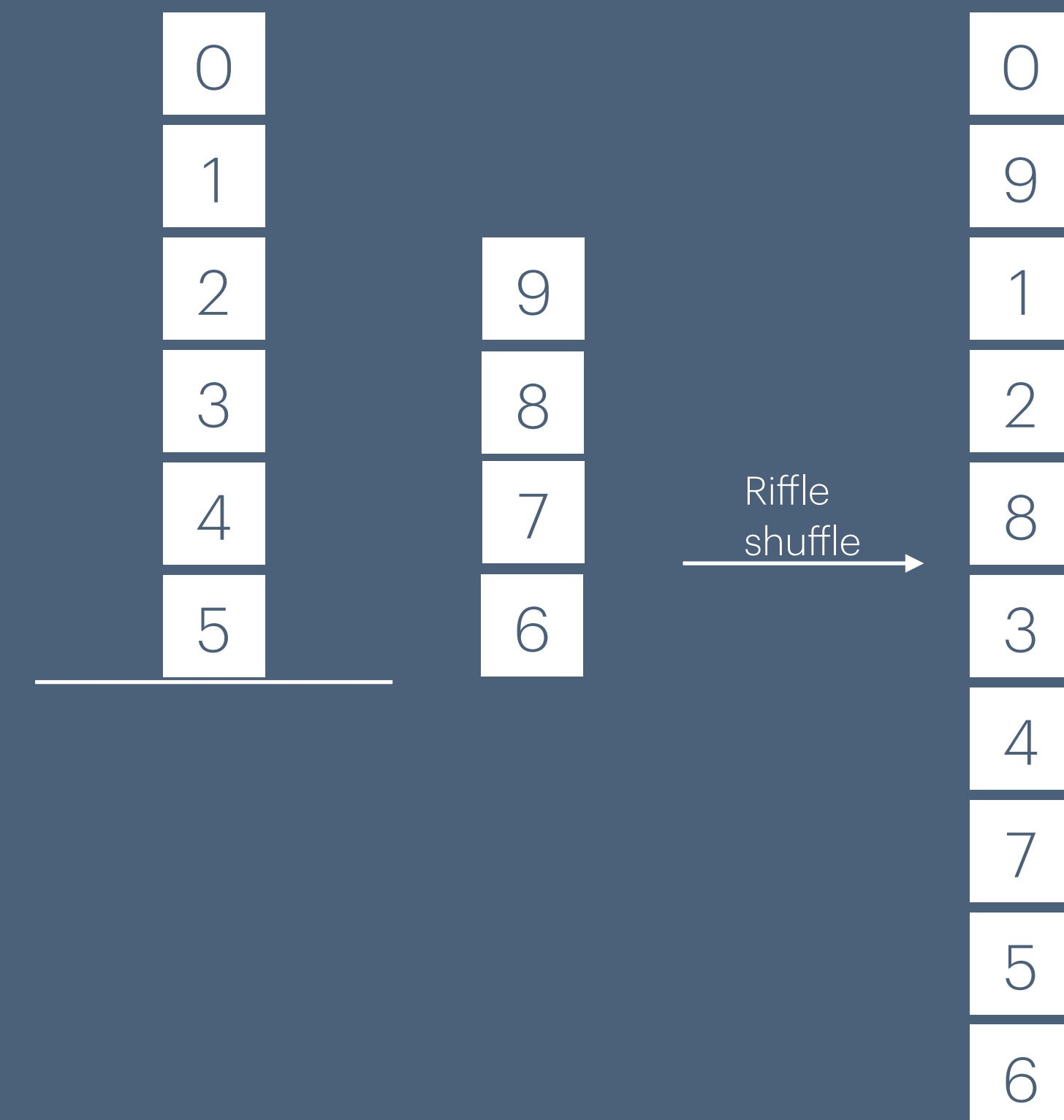
(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as
RBRBRBRBRBRBRBRBRBRBRBRBRBRBRBR

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

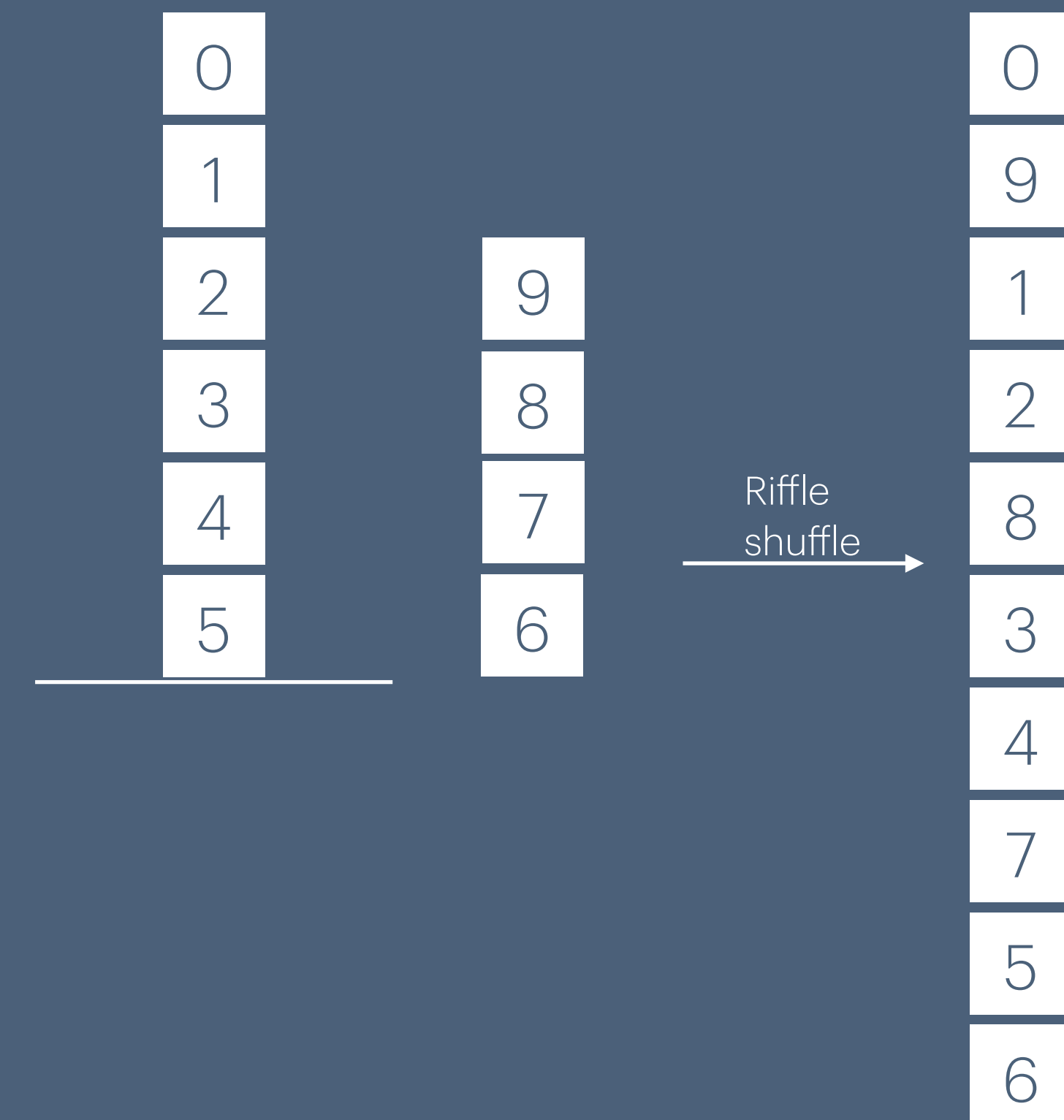
(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as
RB RB RB RB RB RB RB RB RB RB RB RB RB RB RB
every block of 2 cards starting from the top

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

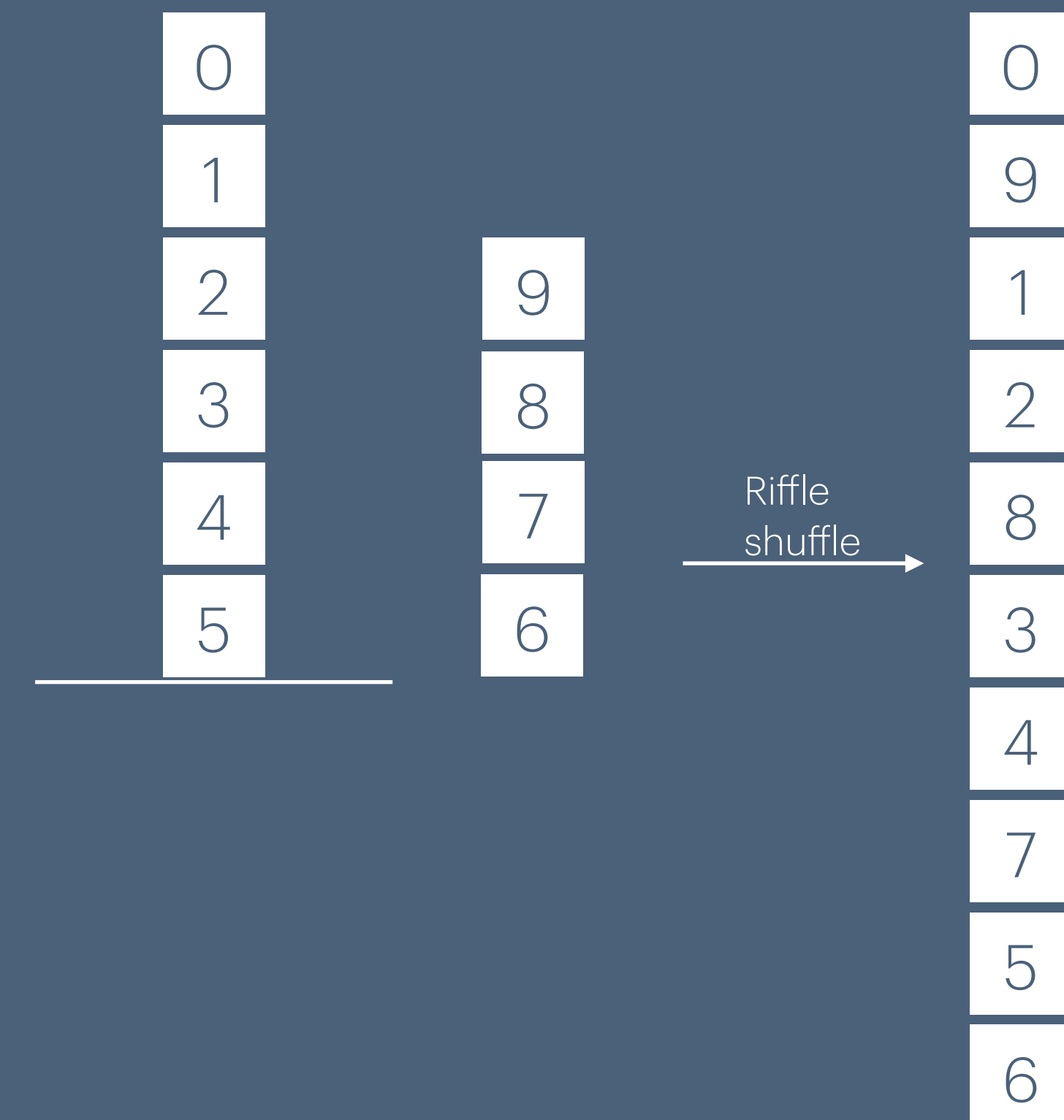
(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as **RB RB RB RB RB RB RB RB RB RB RB RB RB RB RB** every block of 2 cards starting from the top will consist of $\{R, B\}$.

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

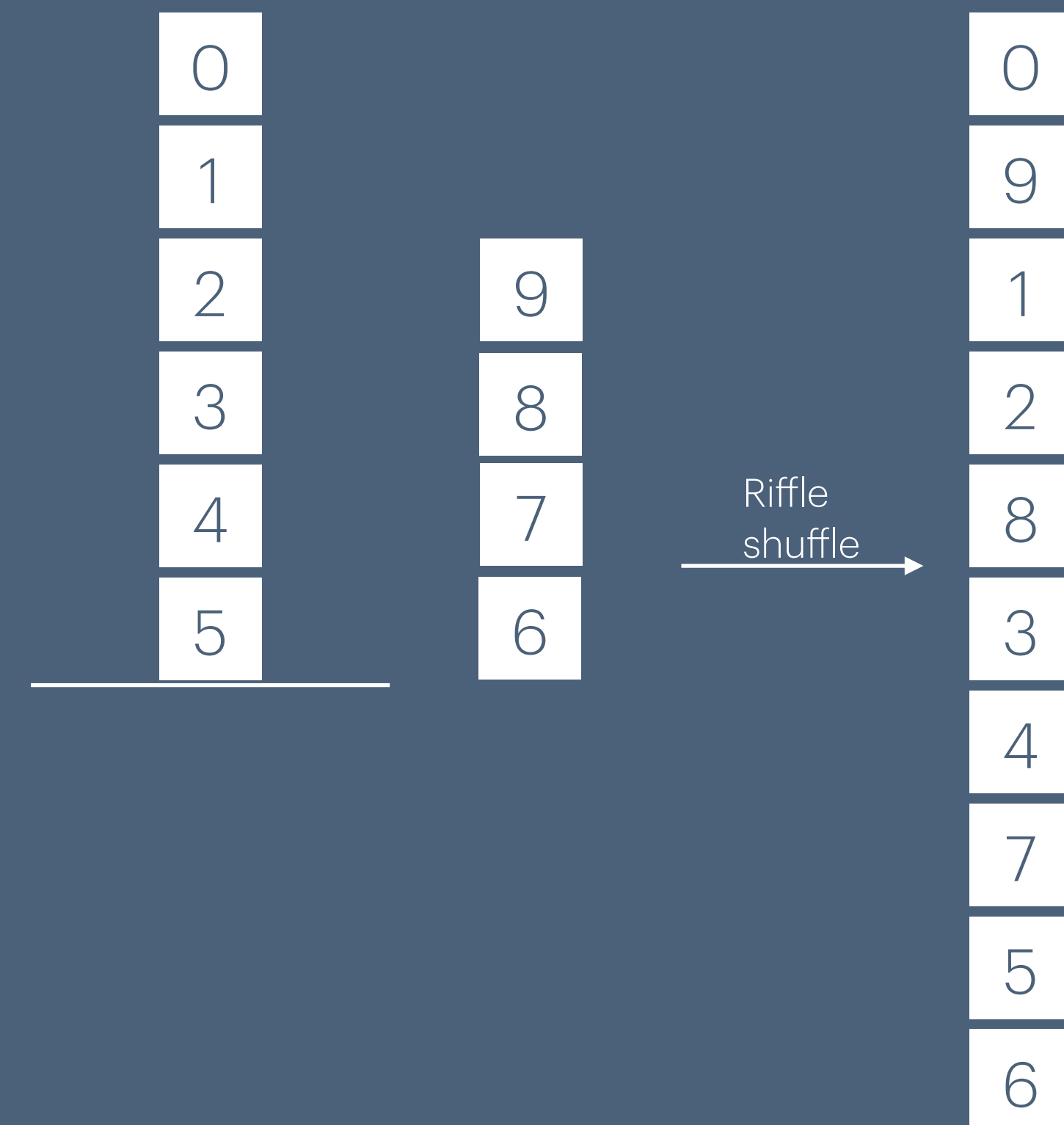
After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as
RBRBRBRBRBRBRBRBRBRBRBRBRBRBRBR
every block of 2 cards starting from the top
will consist of {R,B}.

If the cards were originally arranged as

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

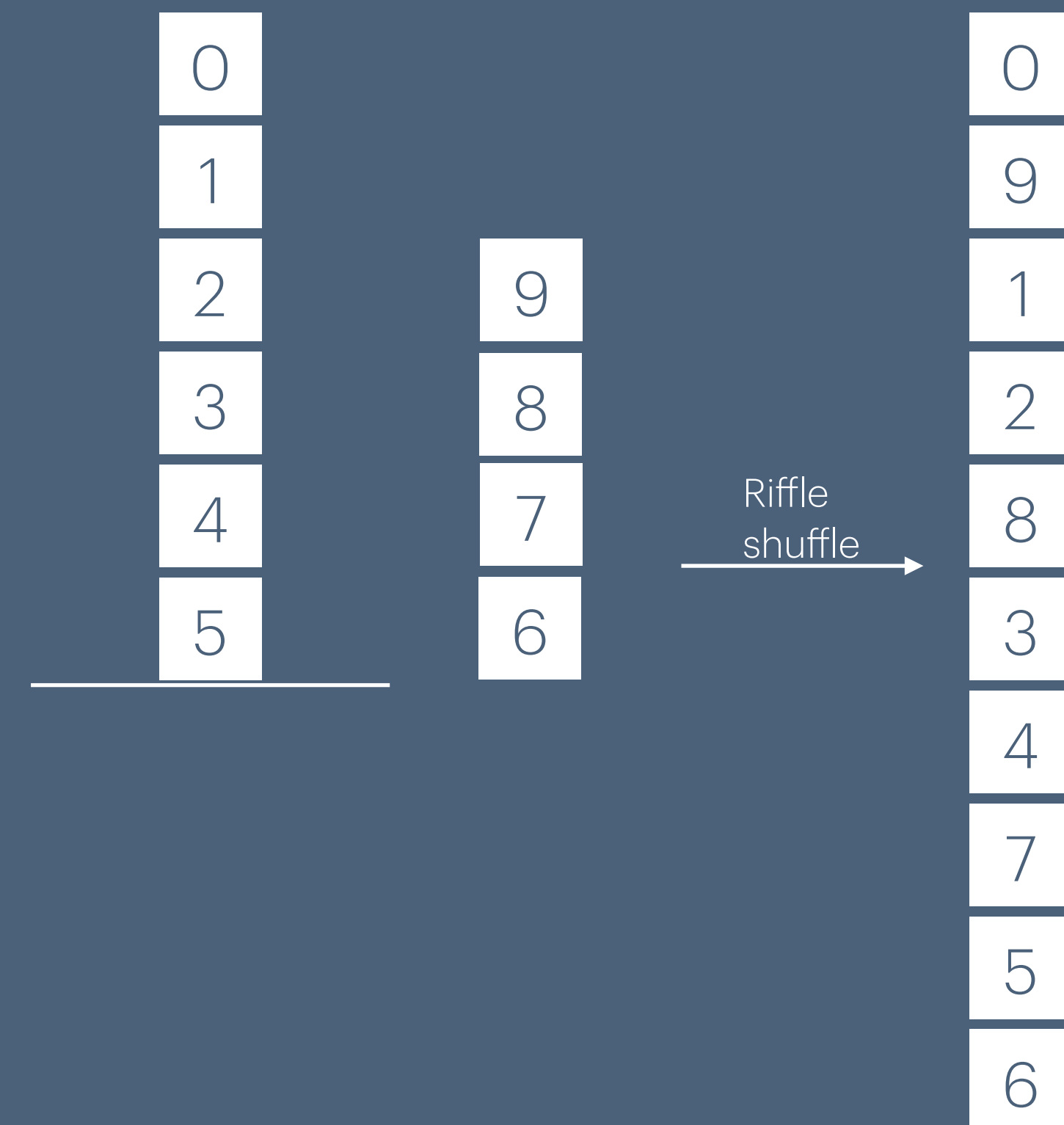
After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as
RBRBRBRBRBRBRBRBRBRBRBRBRBRBRBR
every block of 2 cards starting from the top
will consist of {R,B}.

If the cards were originally arranged as
♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

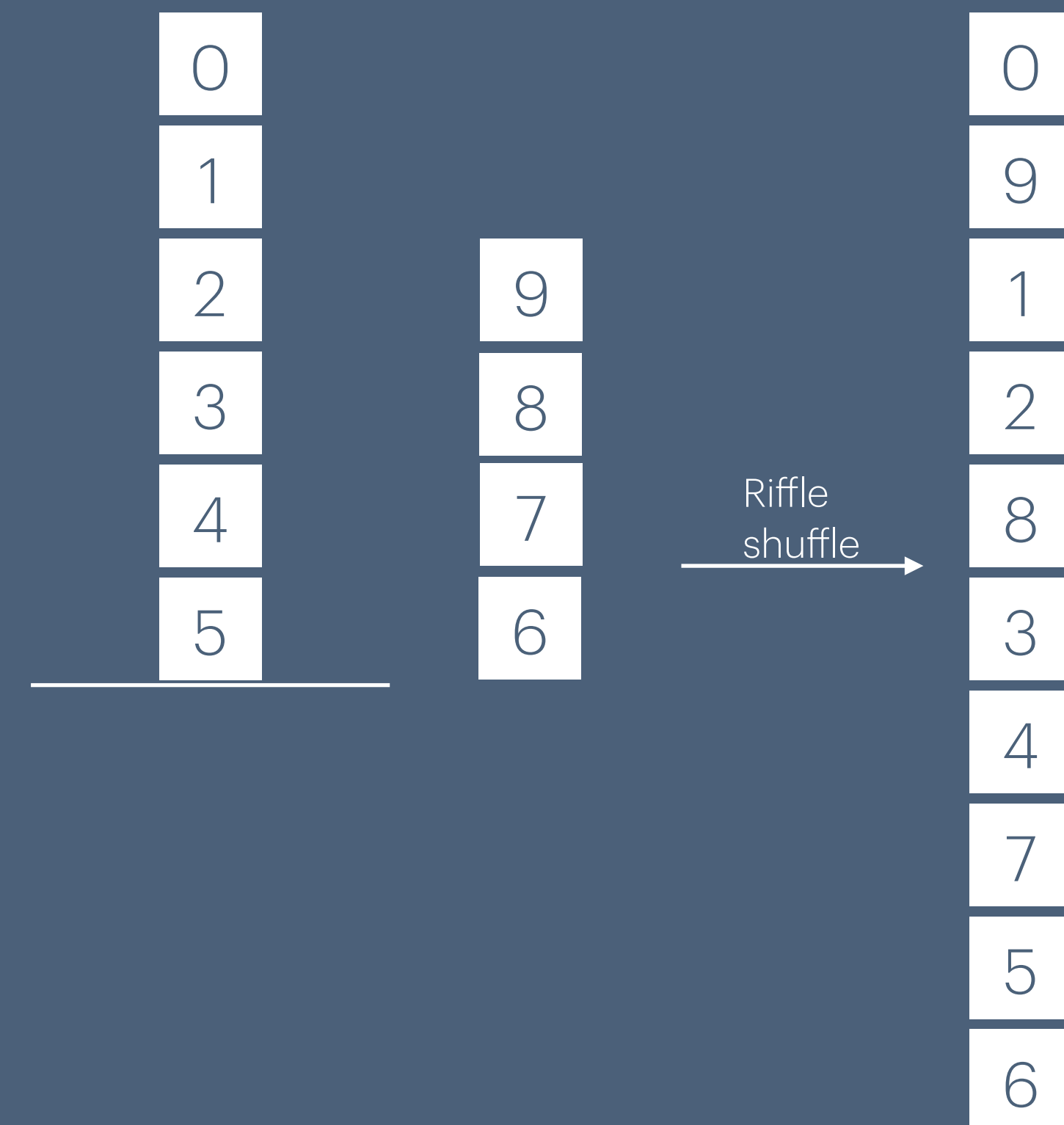
After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as
RBRBRBRBRBRBRBRBRBRBRBRBRBRBRBR
every block of 2 cards starting from the top
will consist of {R,B}.

If the cards were originally arranged as
♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦
every block of 4 cards starting from the top

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

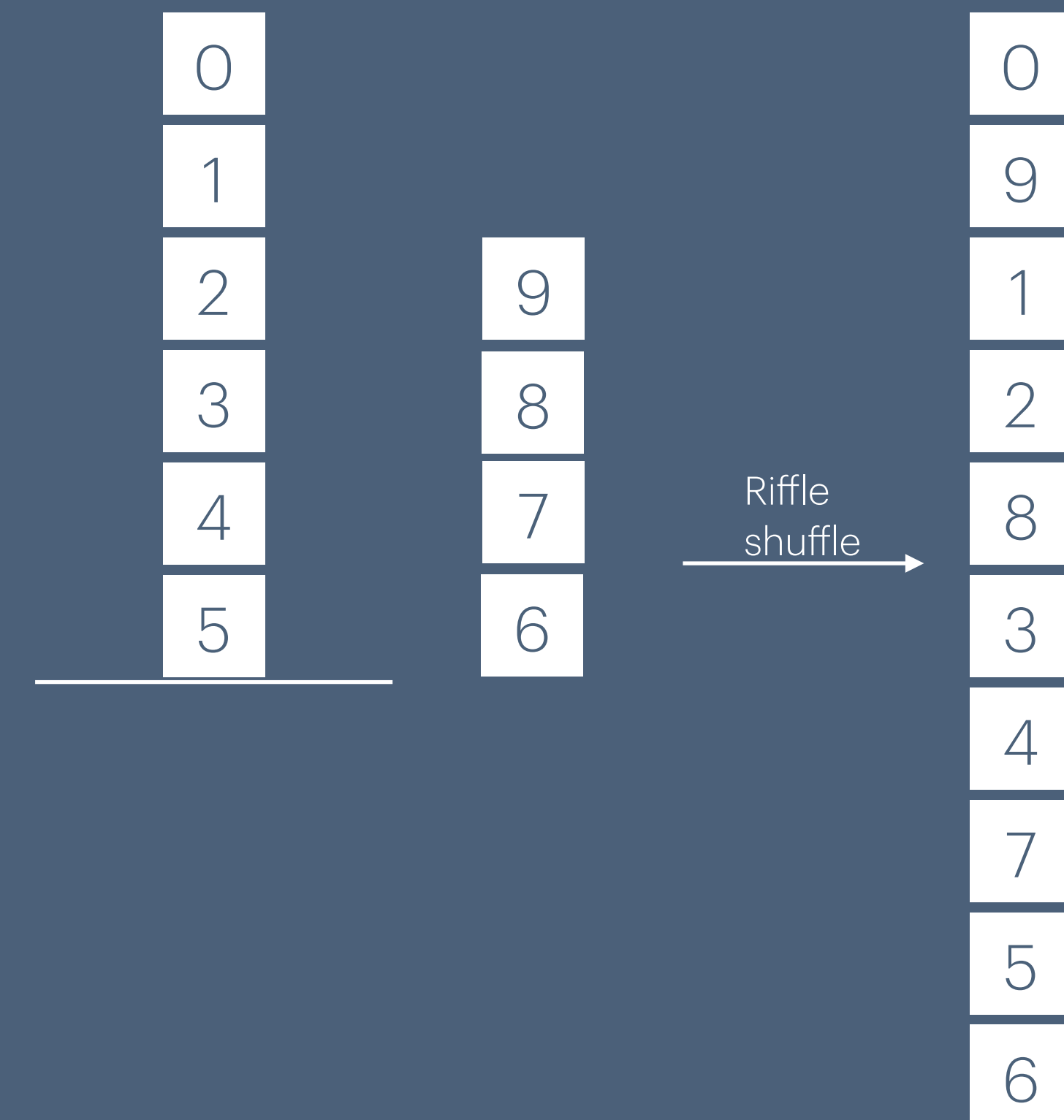
After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

If the cards were originally arranged as
RB RB RB RB RB RB RB RB RB RB RB RB
every block of 2 cards starting from the top
will consist of {R, B}.

If the cards were originally arranged as
♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦
every block of 4 cards starting from the top
will consist of {♣, ♥, ♠, ♦}.

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

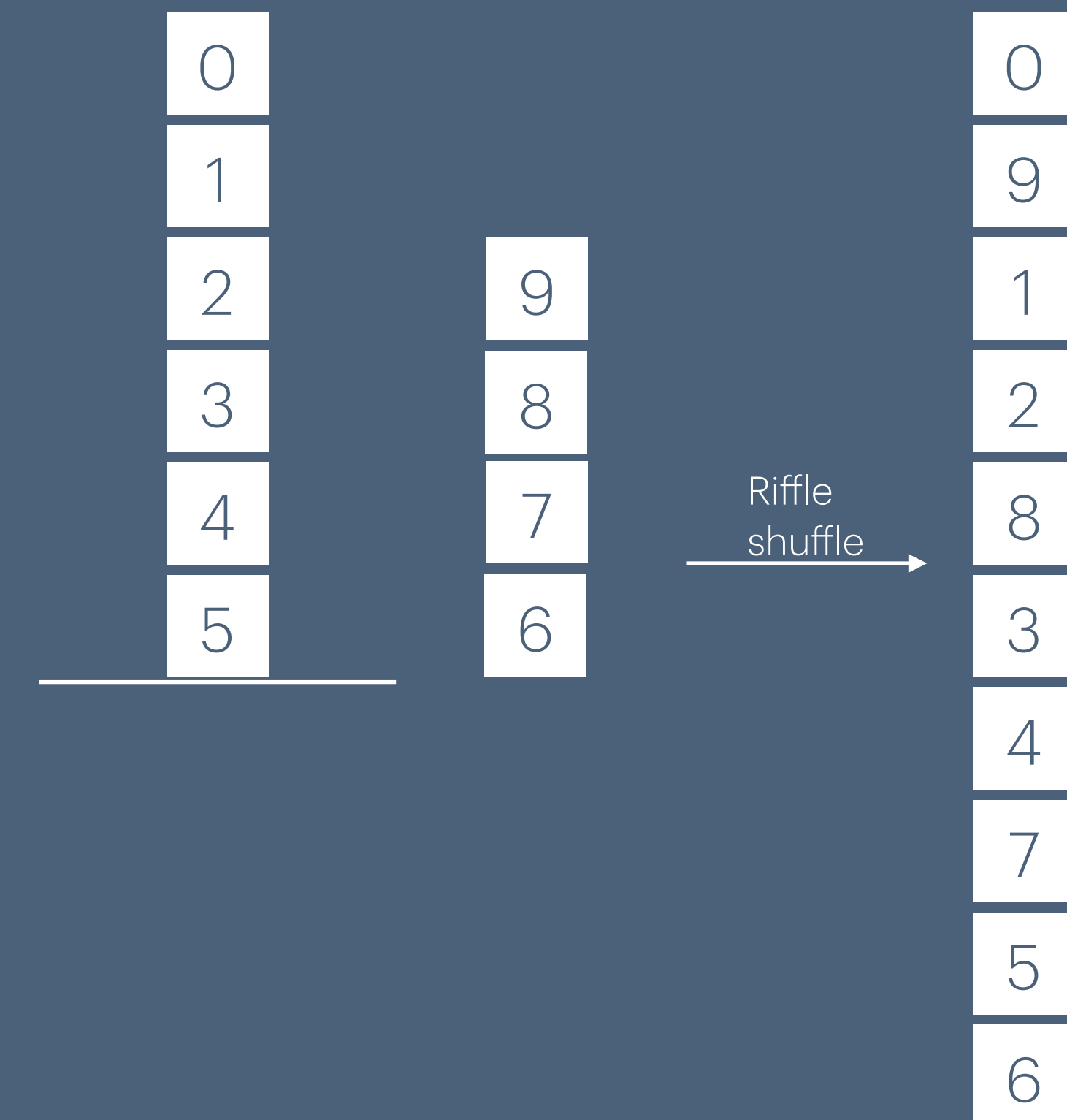
If the cards were originally arranged as
RB RB RB RB RB RB RB RB RB RB
every block of 2 cards starting from the top
will consist of {R, B}.

If the cards were originally arranged as
♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦
every block of 4 cards starting from the top
will consist of {♣, ♥, ♠, ♦}.

If the cards were originally arranged as

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

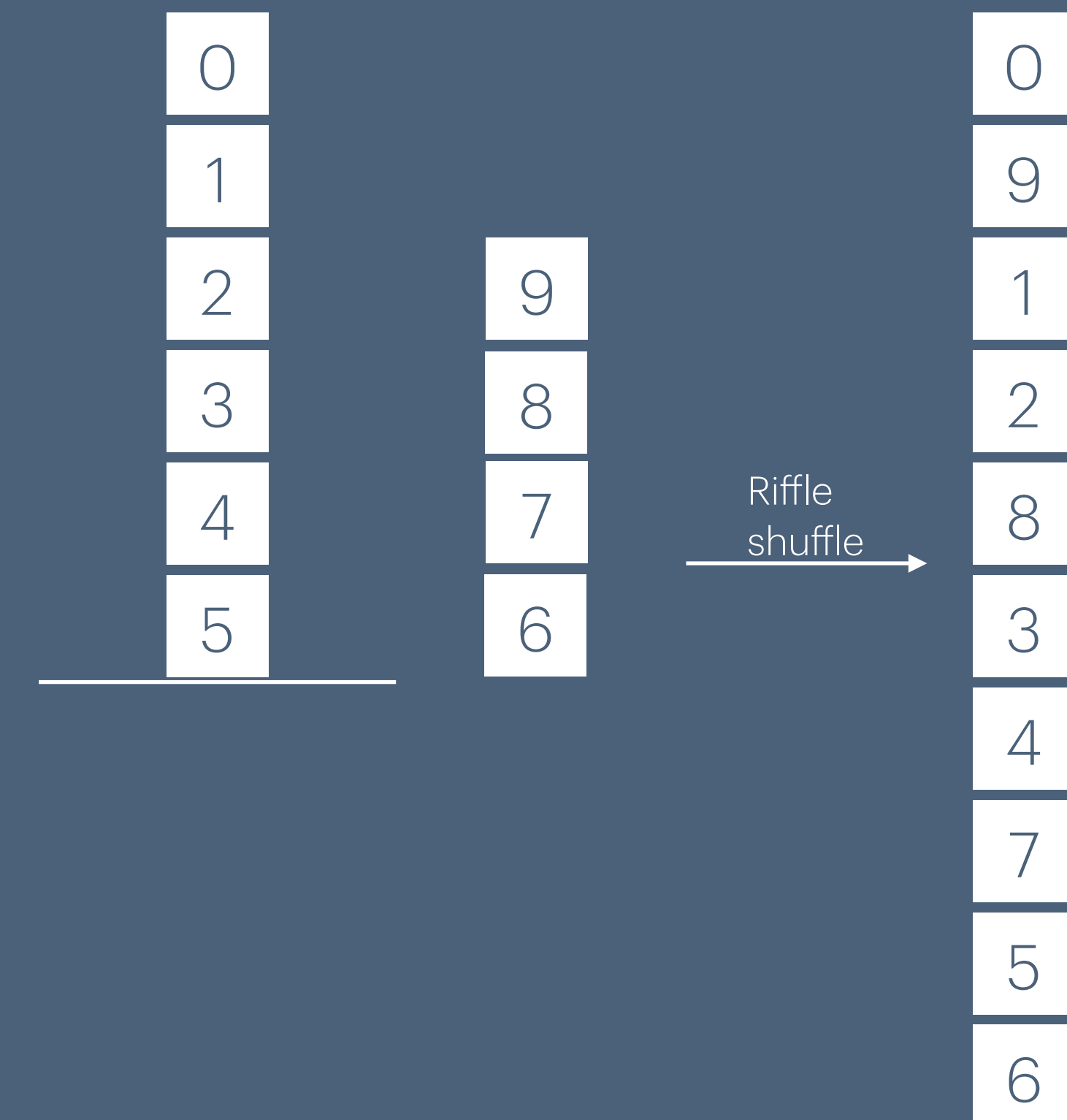
If the cards were originally arranged as
RBRBRBRBRBRBRBRBRBRBRBRBRBRBRBR
every block of 2 cards starting from the top
will consist of {R,B}.

If the cards were originally arranged as
♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦
every block of 4 cards starting from the top
will consist of {♣,♥,♠,♦}.

If the cards were originally arranged as
A23456789TJQKA23456789TJQKA23456789TJQK

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

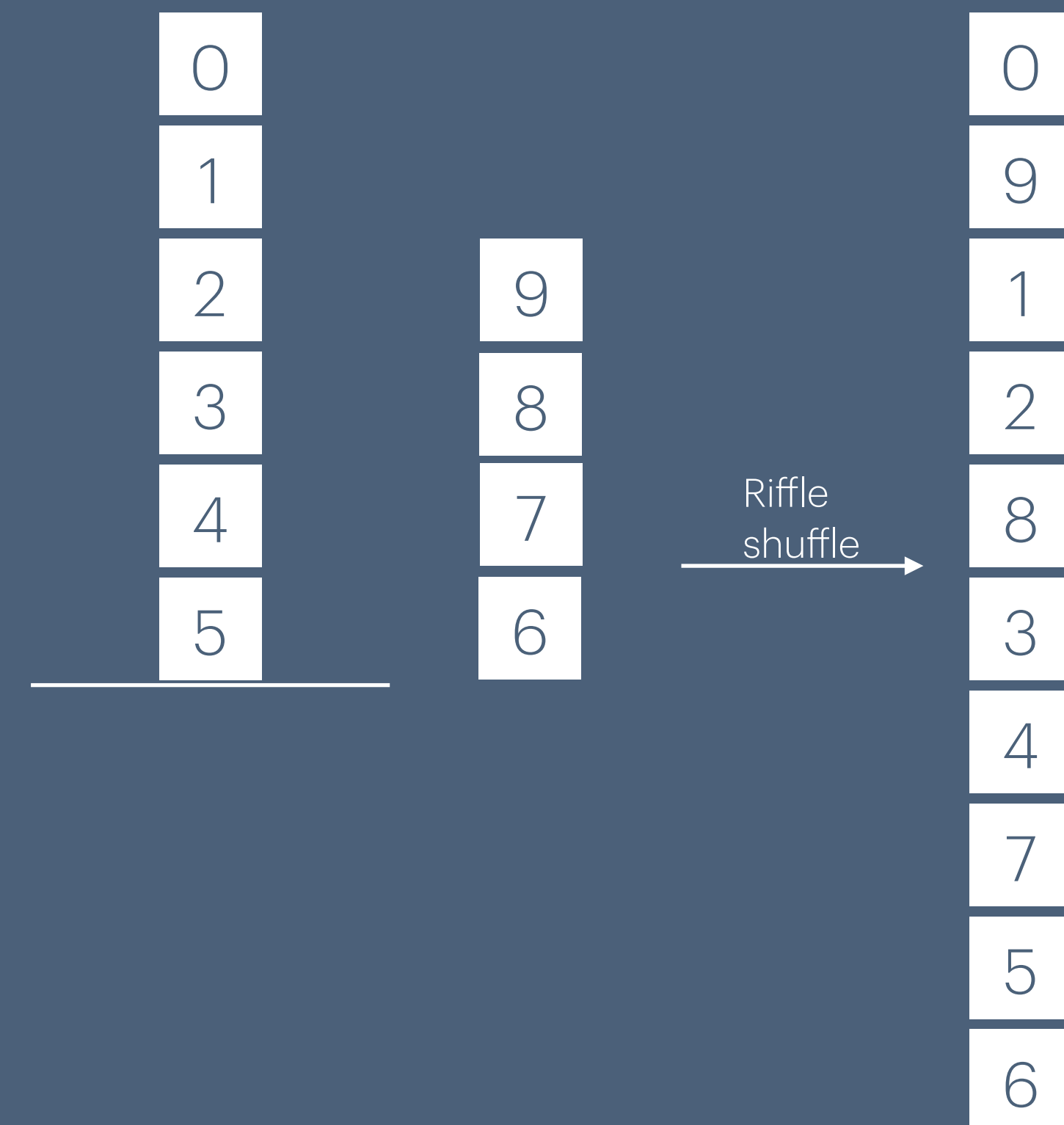
If the cards were originally arranged as
RBRBRBRBRBRBRBRBRBRBRBRBRBRBRBR
every block of 2 cards starting from the top
will consist of {R,B}.

If the cards were originally arranged as
♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦
every block of 4 cards starting from the top
will consist of {♣,♥,♠,♦}.

If the cards were originally arranged as
A23456789TJQKA23456789TJQKA23456789TJQK
every block of 13 cards starting from the top

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



The Gilbreath Principle

(the general version)

After a Gilbreath Shuffle of **kb cards**, if you take **blocks of b cards** starting from the top, **each block** consists of **exactly 1 card** of type $\{0 \bmod b, 1 \bmod b, \dots, (b-1) \bmod b\}$

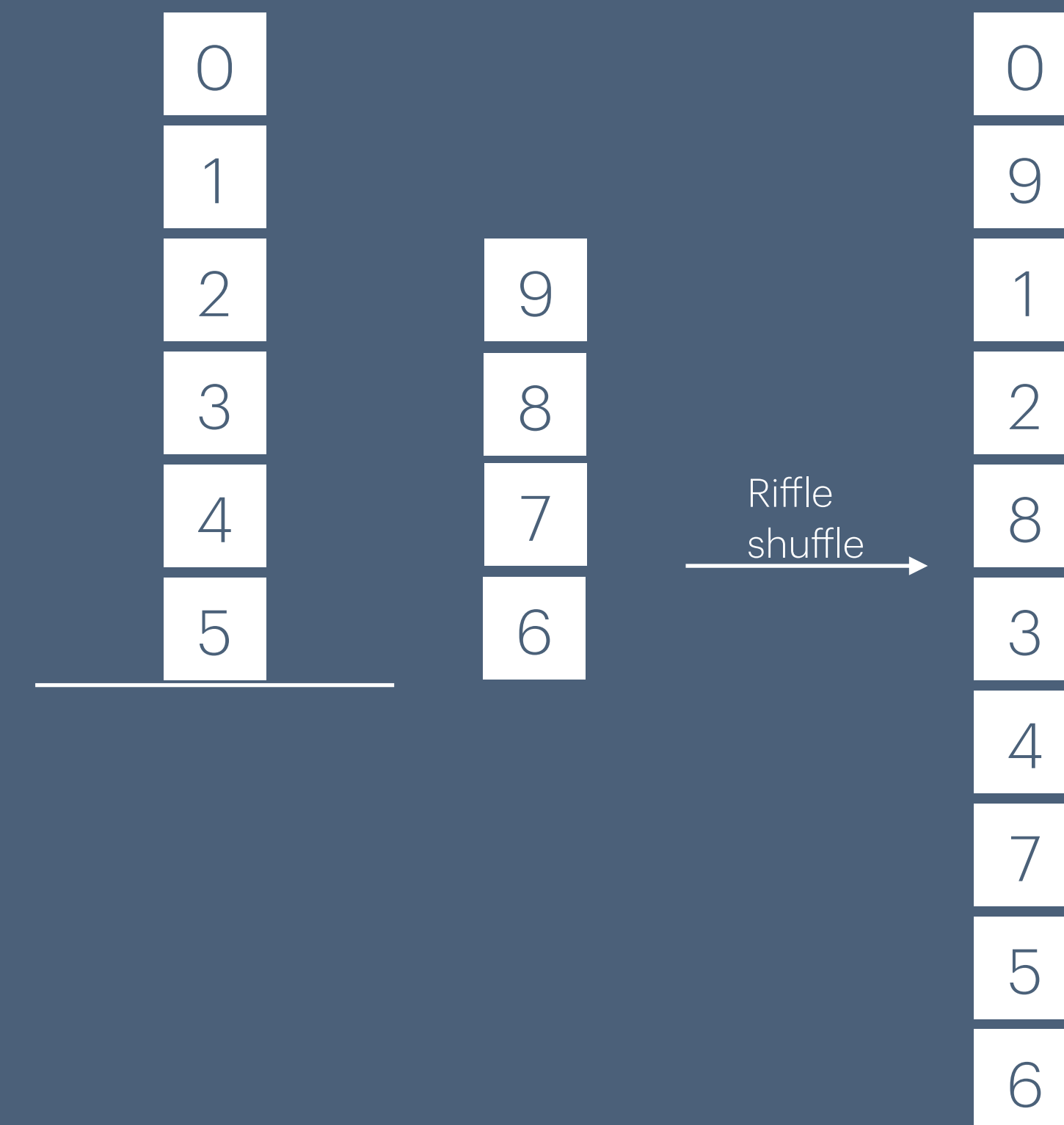
If the cards were originally arranged as
RB RB RB RB RB RB RB RB RB RB RB RB
every block of 2 cards starting from the top
will consist of {R, B}.

If the cards were originally arranged as
♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦♣♥♠♦
every block of 4 cards starting from the top
will consist of {♣, ♥, ♠, ♦}.

If the cards were originally arranged as
A23456789TJQKA23456789TJQKA23456789TJQK
every block of 13 cards starting from the top
will consist of A23456789TJQK.

Defn (Gilbreath Shuffle):

Take a sequence of cards. Cut it into two piles. Reverse one of the piles and riffle shuffle them.



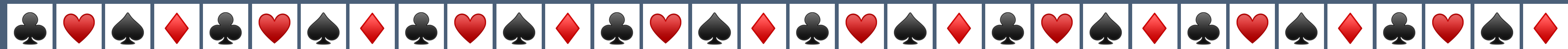
Why does this work?

Why does this work?

Same argument as last time!

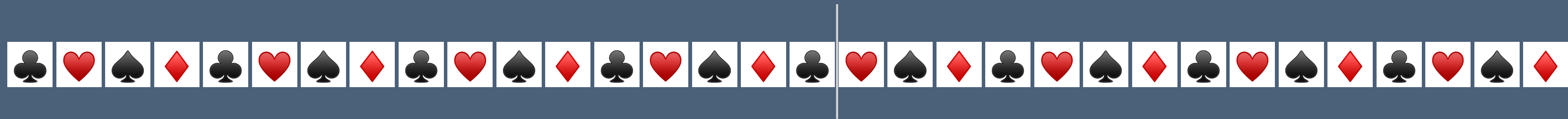
Why does this work?

Same argument as last time!



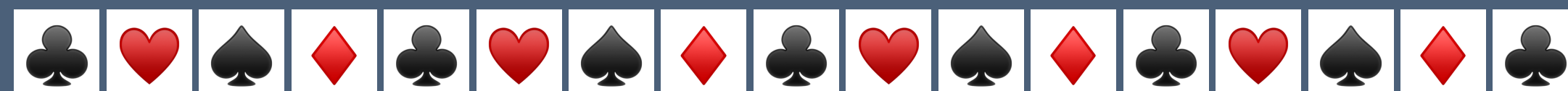
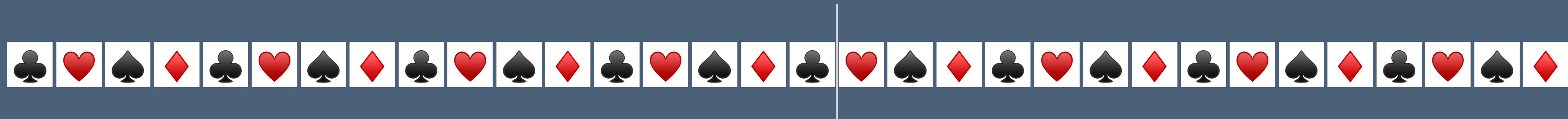
Why does this work?

Same argument as last time!



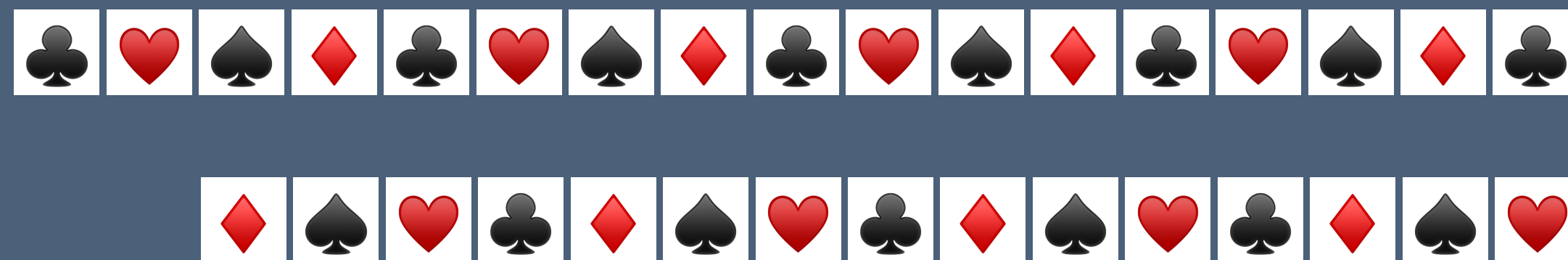
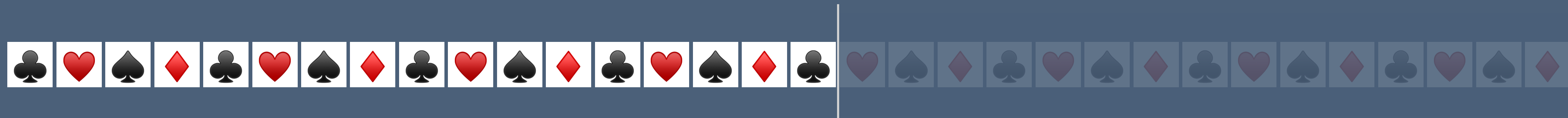
Why does this work?

Same argument as last time!



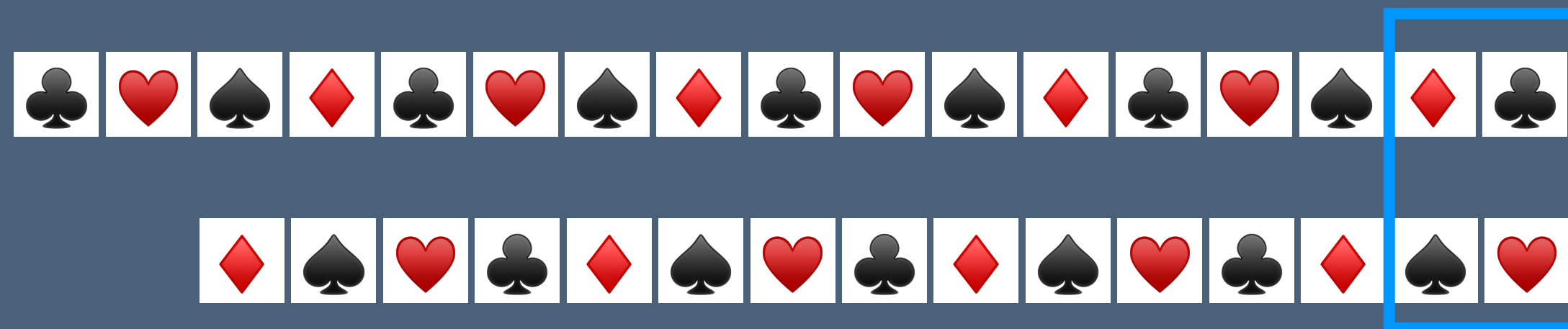
Why does this work?

Same argument as last time!



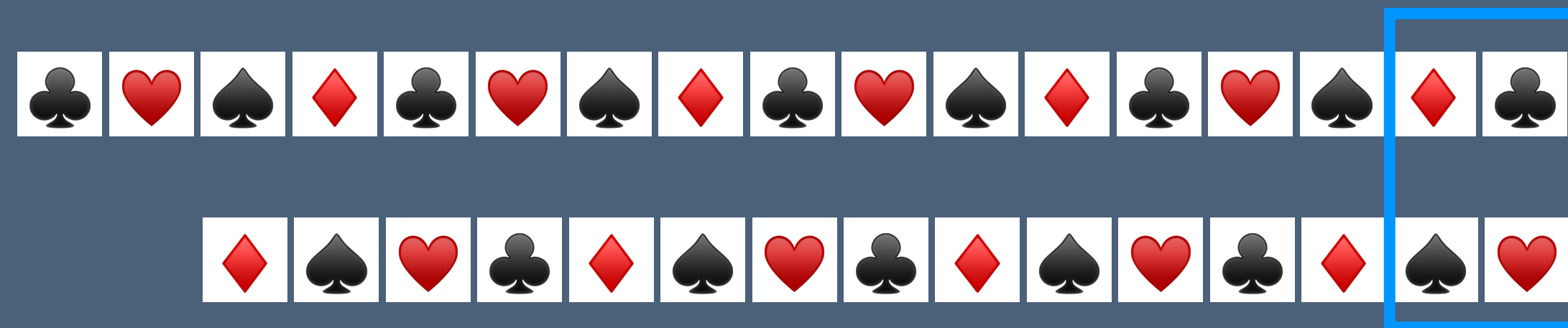
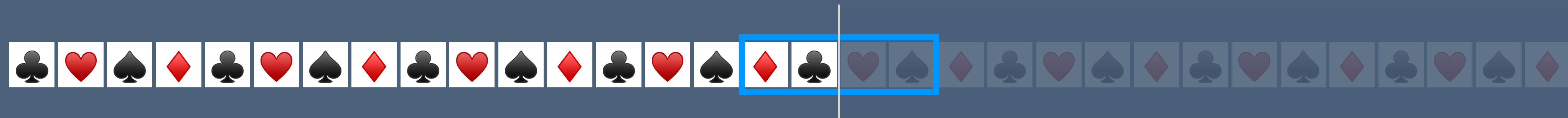
Why does this work?

Same argument as last time!



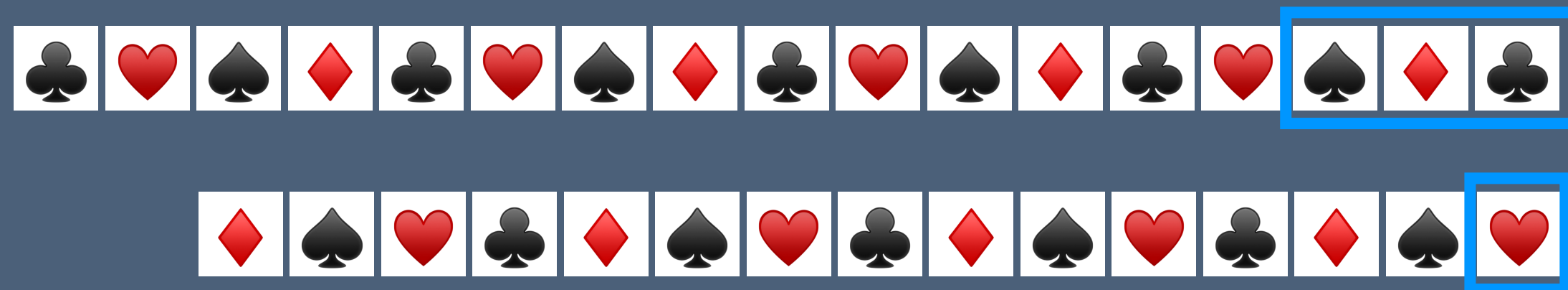
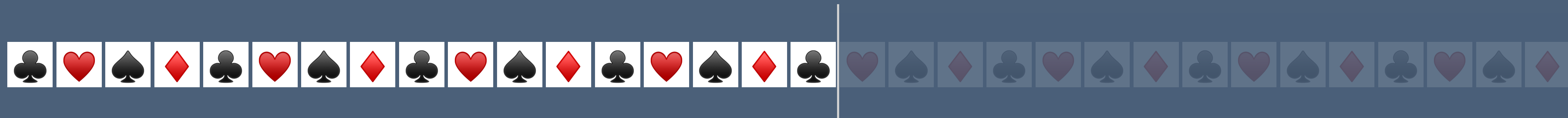
Why does this work?

Same argument as last time!



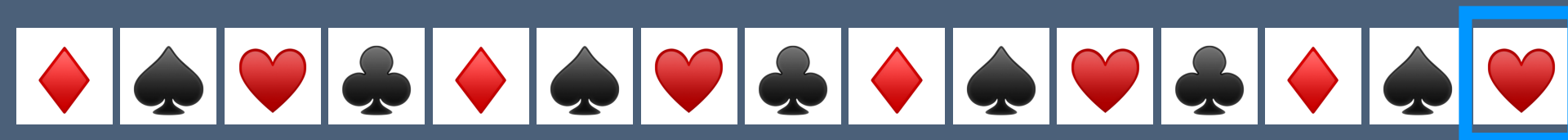
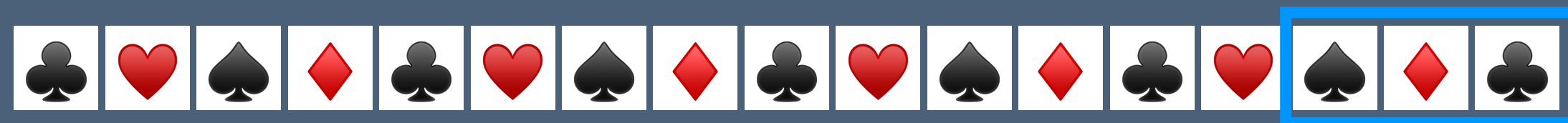
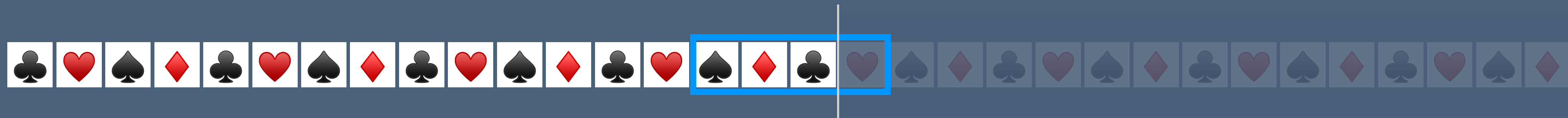
Why does this work?

Same argument as last time!



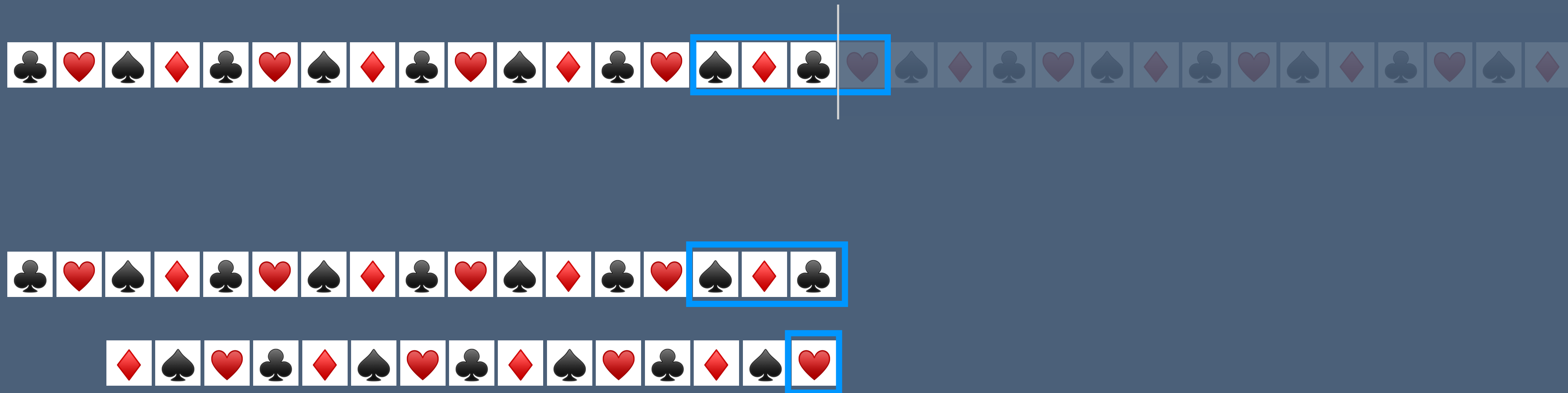
Why does this work?

Same argument as last time!



Why does this work?

Same argument as last time!



Bottom 4k cards is a 'bubble' of size 4k originally

"Up the Ante" by Martin Smith

"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

black-red x 26

"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

black-red x 26

♣♥♠♦ x 13

"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

black-red x 26

♣♥♠♦ x 13

A23456789TJQK x 4

"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

black-red x 26

♣♥♠♦ x 13

A23456789TJQK x 4

Gilbreath Shuffle



"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

black-red x 26

♣♥♠♦ x 13

A23456789TJQK x 4

Gilbreath Shuffle

Blocks of 2: {black, red}

"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

black-red x 26

♣♥♠♦ x 13

A23456789TJQK x 4

Gilbreath Shuffle

Blocks of 2: {black, red}

Blocks of 4: {♣,♥,♠,♦}

"Up the Ante" by Martin Smith

Starting order of deck

A♣ 2♥ 3♠ 4♦ 5♣ 6♥ 7♠ 8♦ 9♣ T♥ J♠ Q♦ K♣
A♥ 2♠ 3♦ 4♣ 5♥ 6♠ 7♦ 8♣ 9♥ T♠ J♦ Q♣ K♥
A♠ 2♦ 3♣ 4♥ 5♠ 6♦ 7♣ 8♥ 9♠ T♦ J♣ Q♥ K♠
A♦ 2♣ 3♥ 4♠ 5♦ 6♣ 7♥ 8♠ 9♦ T♣ J♥ Q♠ K♦

black-red x 26

♣♥♠♦ x 13

A23456789TJQK x 4

Gilbreath Shuffle

Blocks of 2: {black, red}

Blocks of 4: {♣,♥,♠,♦}

Blocks of 13: {A23456789TJQK}

"Up the Ante" by Martin Smith

What I did: (Si Stebbins Stack: CHaSeD order, +3)

A♣ 4♥ 7♠ T♦ K♣ 3♥ 6♠ 9♦ Q♣ 2♥ 5♠ 8♦ J♣

A♥ 4♠ 7♦ T♣ K♥ 3♠ 6♦ 9♣ Q♥ 2♠ 5♦ 8♣ J♥

A♠ 4♦ 7♣ T♥ K♠ 3♦ 6♣ 9♥ Q♠ 2♦ 5♣ 8♥ J♠

A♦ 4♣ 7♥ T♠ K♦ 3♣ 6♥ 9♠ Q♦ 2♣ 5♥ 8♠ J♦

black-red x 26

♣♥♠♦ x 13

A23456789TJQK x 4

Gilbreath Shuffle

Blocks of 2: {black, red}

Blocks of 4: {♣,♥,♠,♦}

Blocks of 13: {A23456789TJQK}

Does this actually have
something to do with the
Mandelbrot set?!

Gilbreath permutations of $\{1,2,3,4\}$

Gilbreath permutations of $\{1,2,3,4\}$

1234

2134

2314

2341

3214

3241

3421

4321

Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

2341

3214

3241

3421

4321

Gilbreath permutations of {1,2,3,4}

4-cycle?

1234

2134

2314

2341



3214

3241

3421



4321

Gilbreath permutations of {1,2,3,4}

4-cycle?

1234

2134

2314

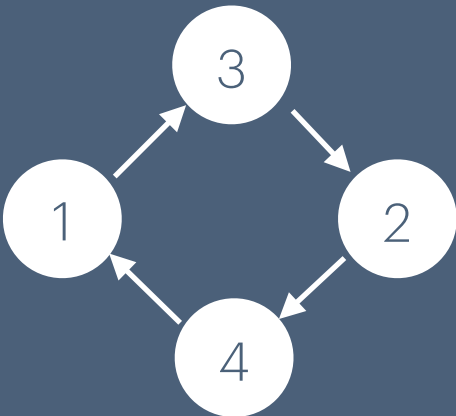
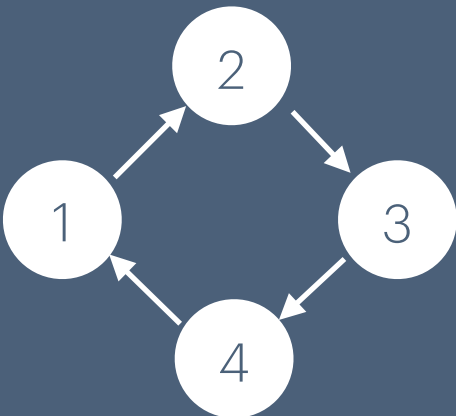
2341

3214

3241

3421

4321



Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

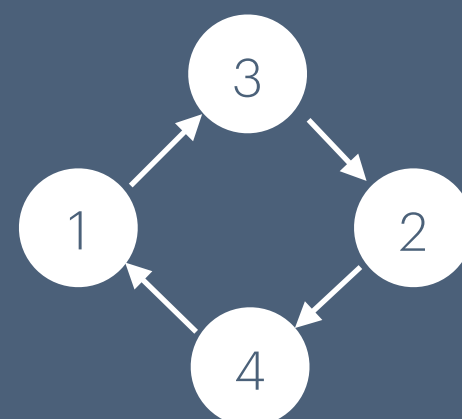
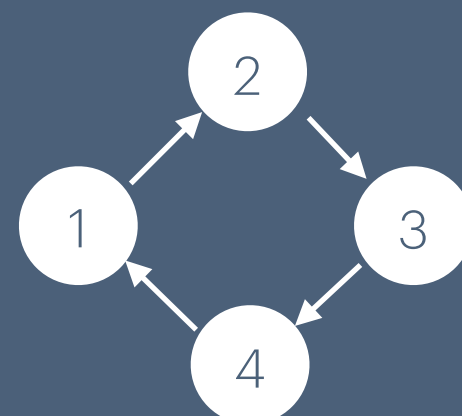
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

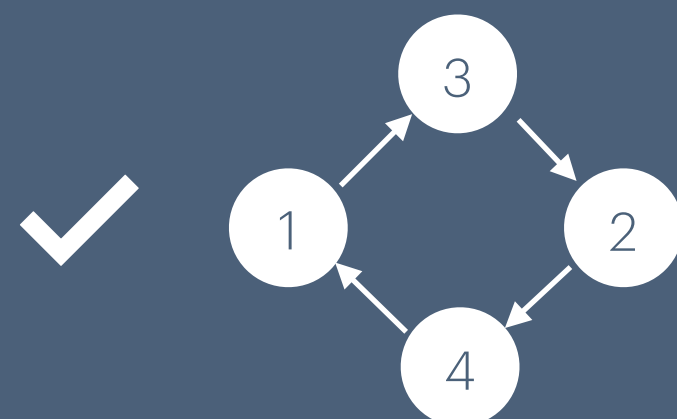
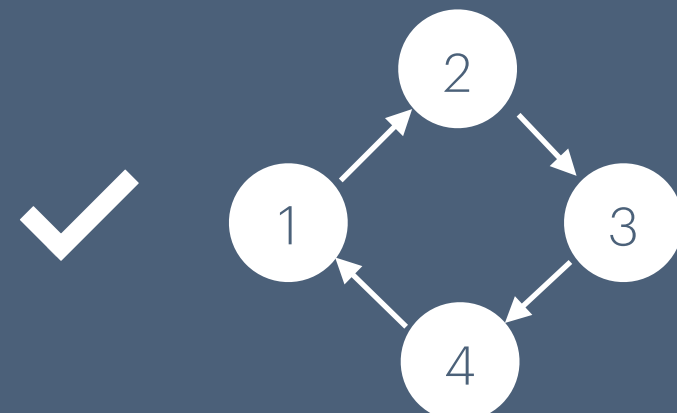
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:
0, -1, -1.9407... and -1.3107...

Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

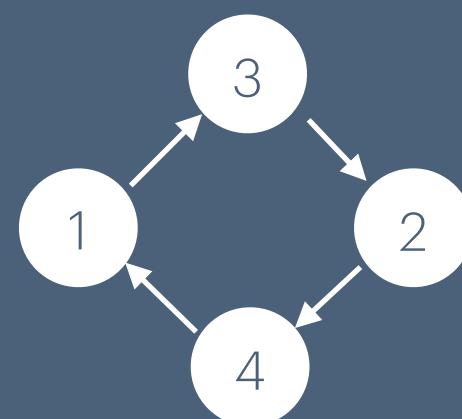
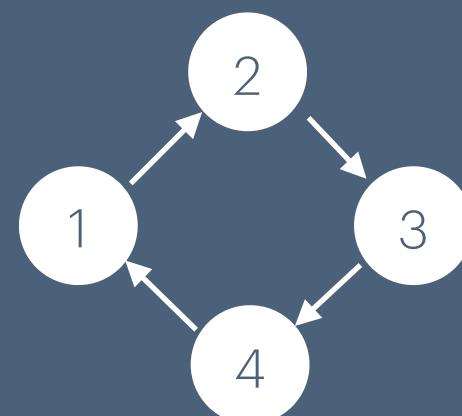
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:

0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$

Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

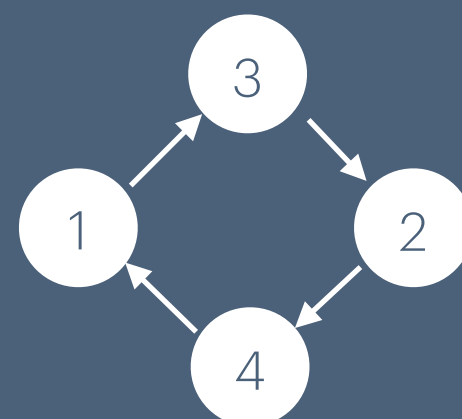
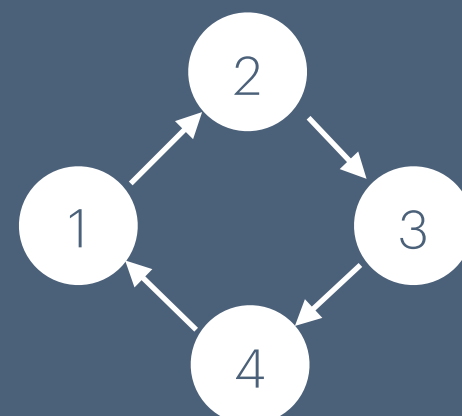
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:

0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$

$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$

Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

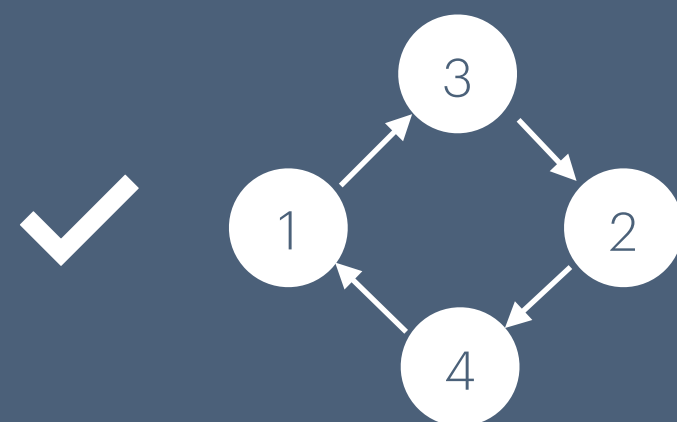
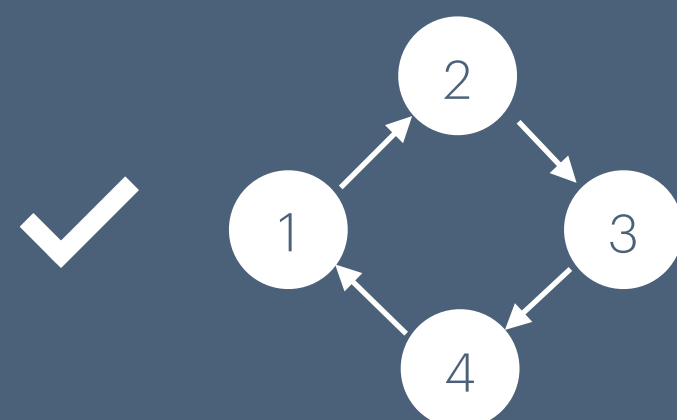
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

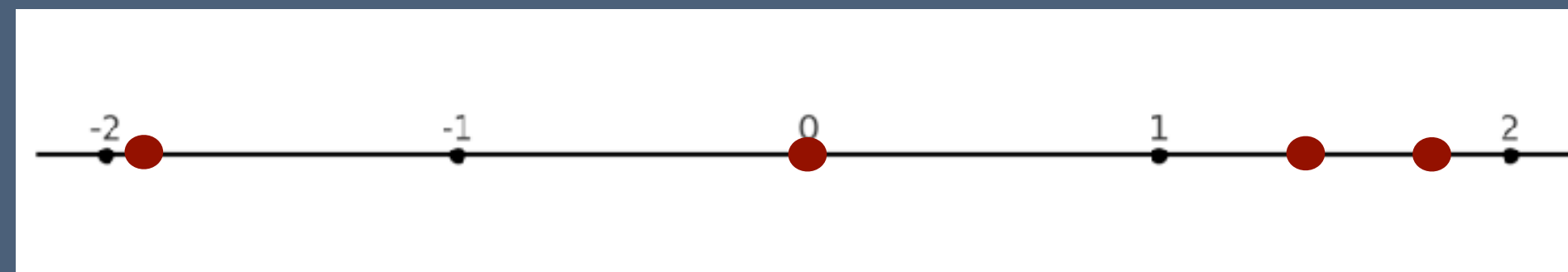
$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:
0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$



$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$

Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

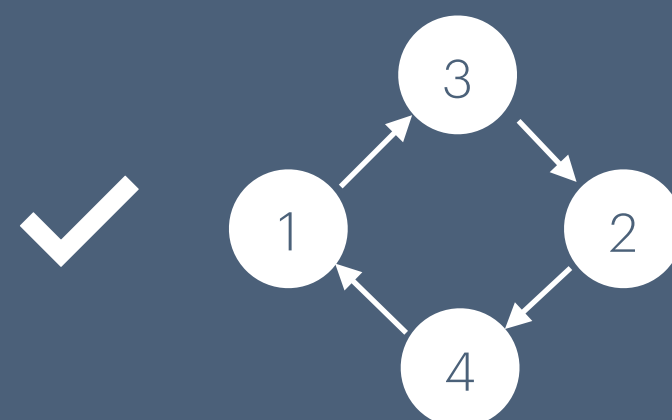
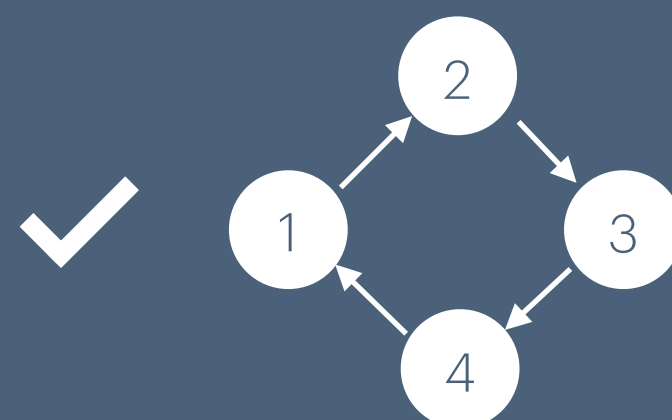
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

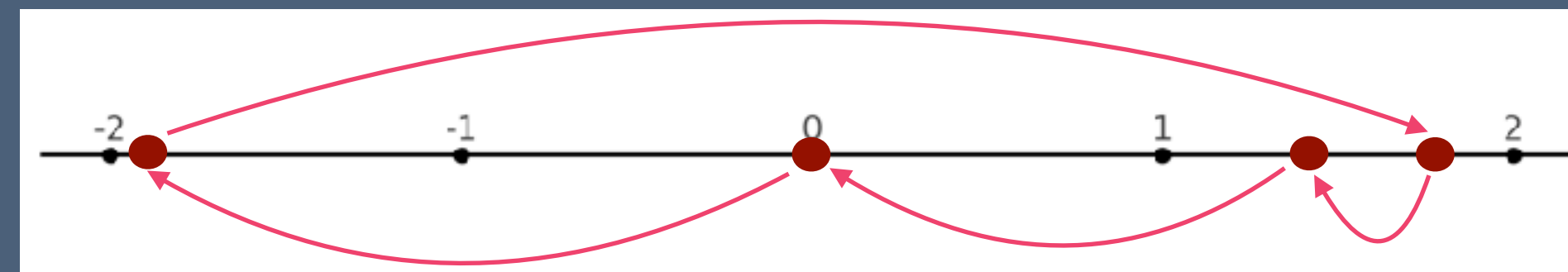
$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:
0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$



$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$

Gilbreath permutations of $\{1,2,3,4\}$

4-cycle?

1234

2134

2314

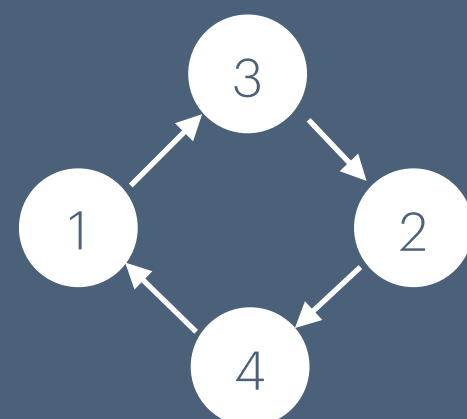
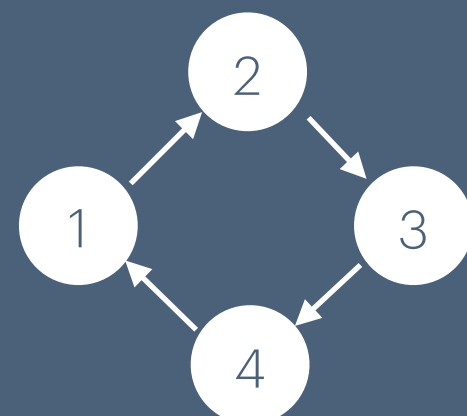
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

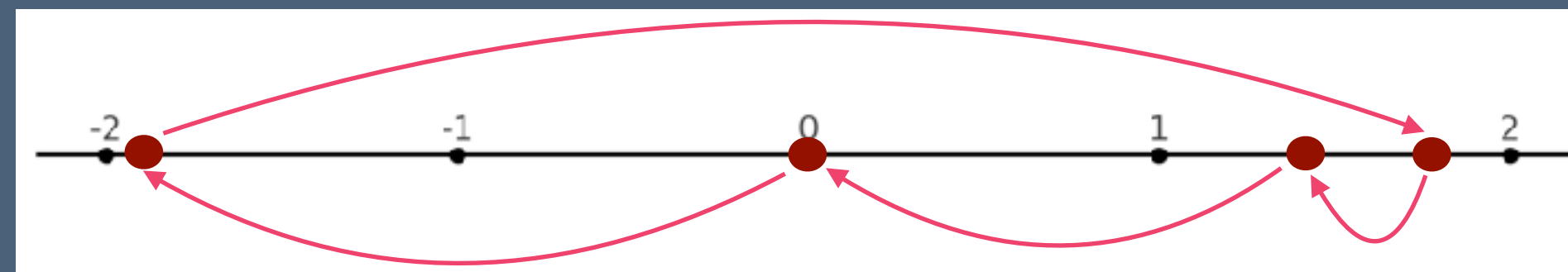
$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

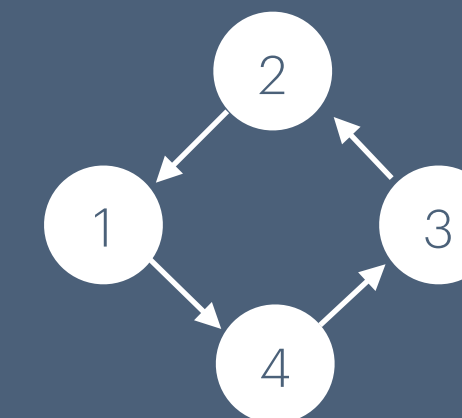
$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:
0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$



$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$



Gilbreath permutations of {1,2,3,4}

4-cycle?

1234

2134

2314

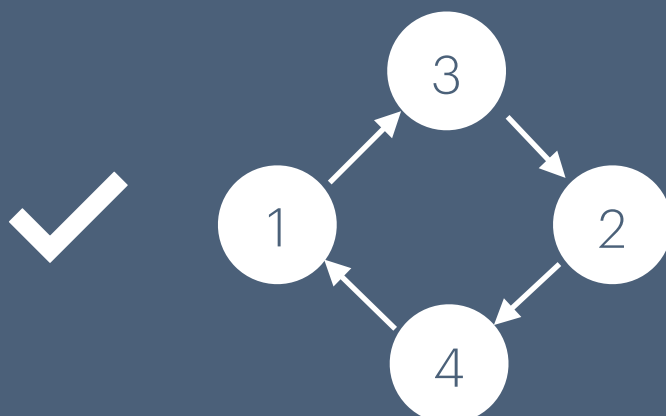
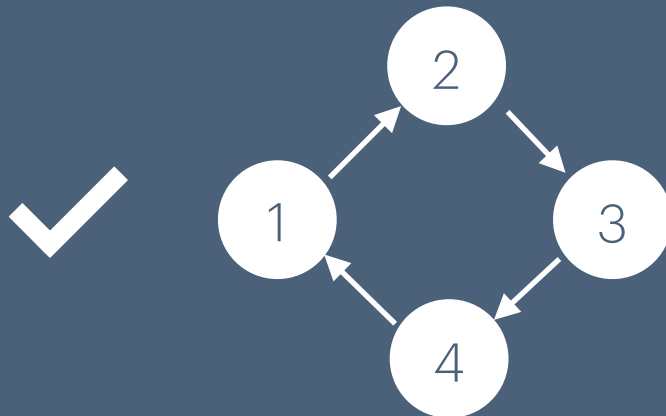
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

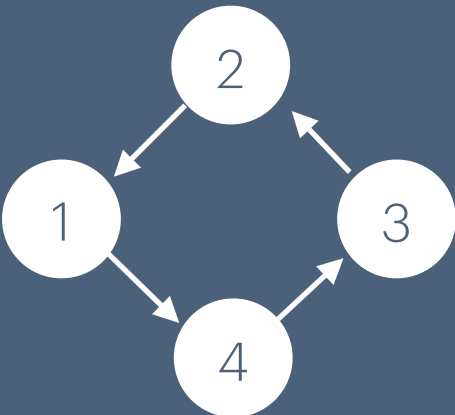
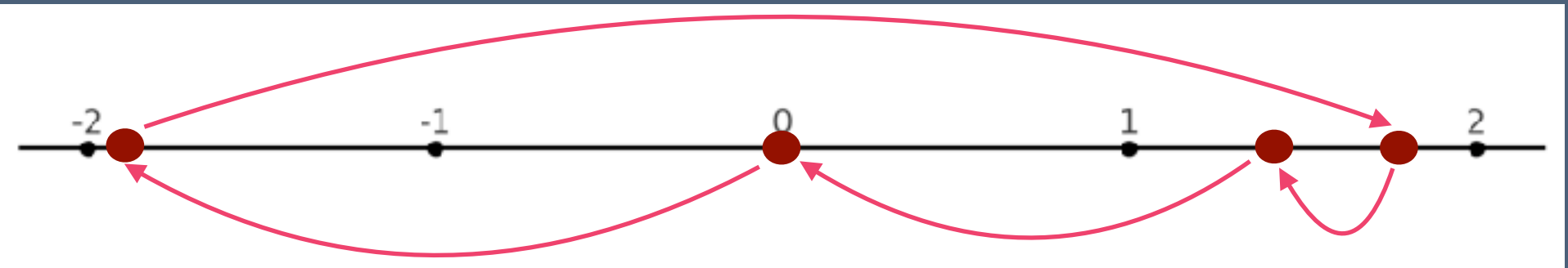
$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

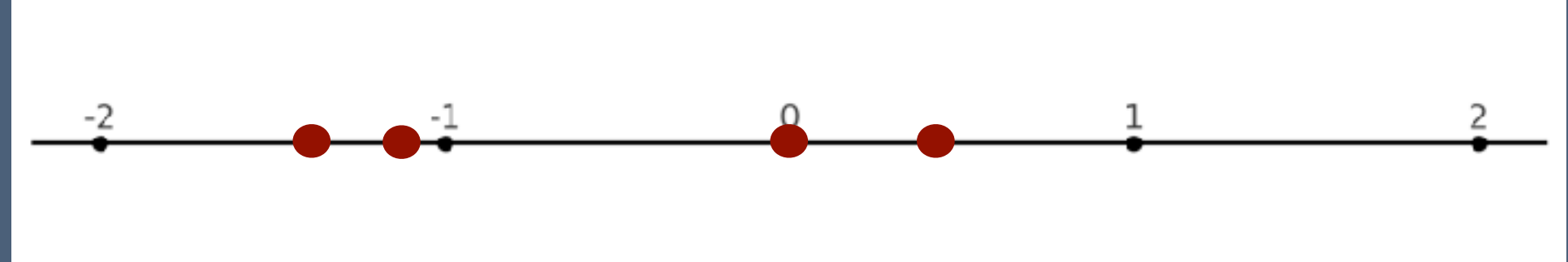
$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:
0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$



$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$



Gilbreath permutations of {1,2,3,4}

4-cycle?

1234

2134

2314

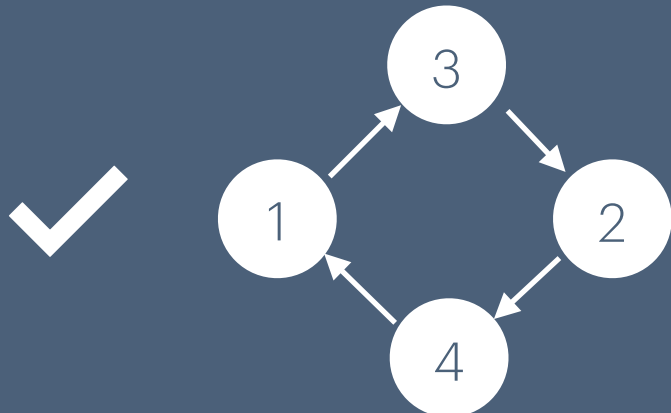
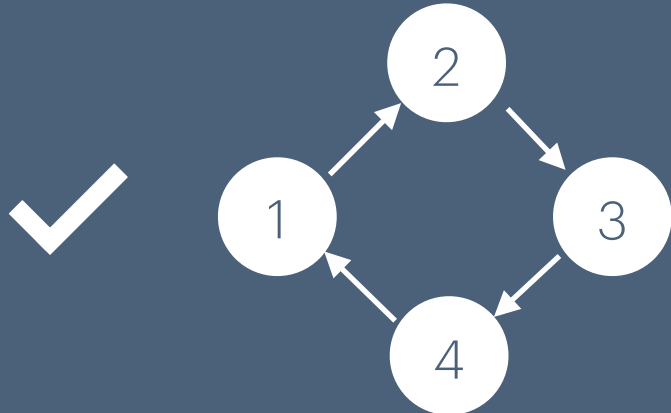
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

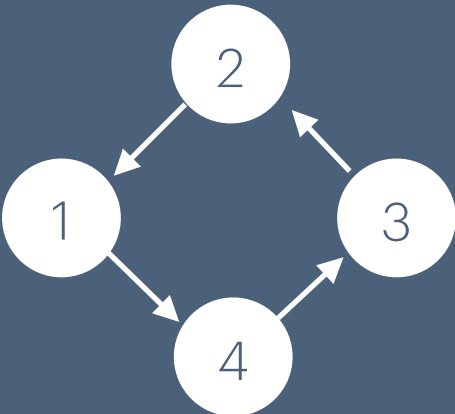
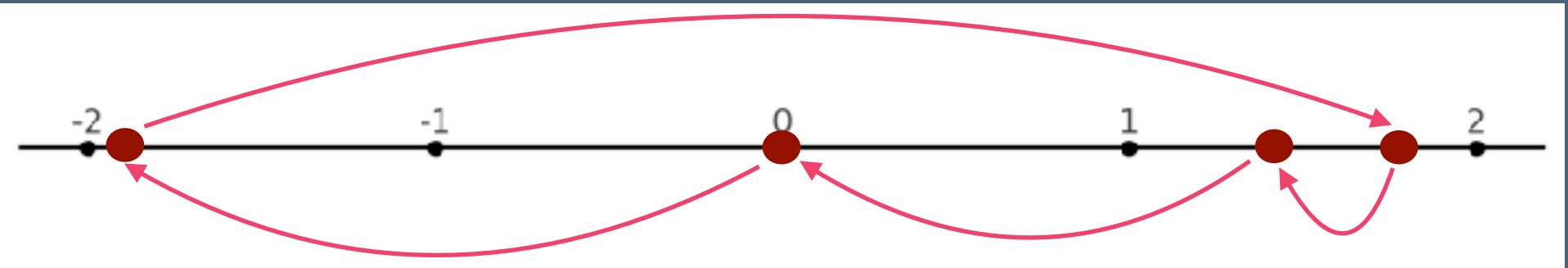
$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

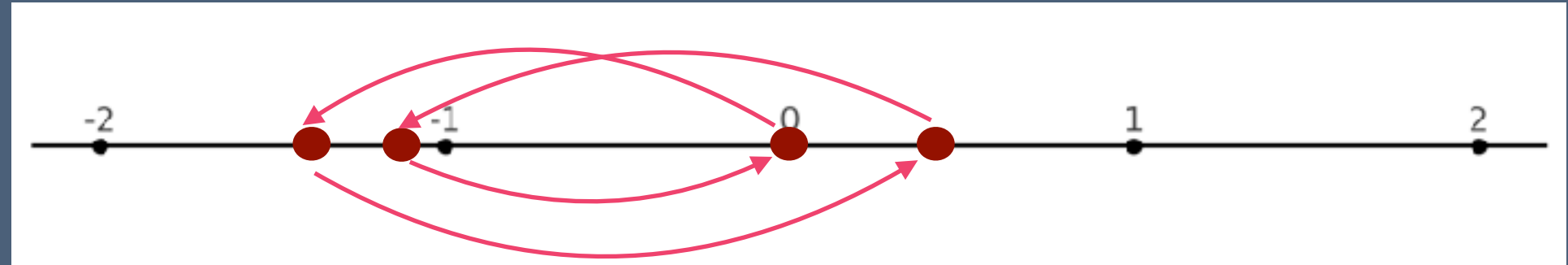
$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:
0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$



$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$



Gilbreath permutations of {1,2,3,4}

4-cycle?

1234

2134

2314

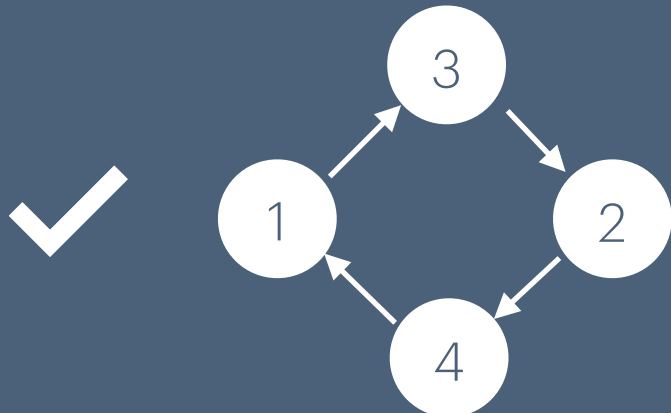
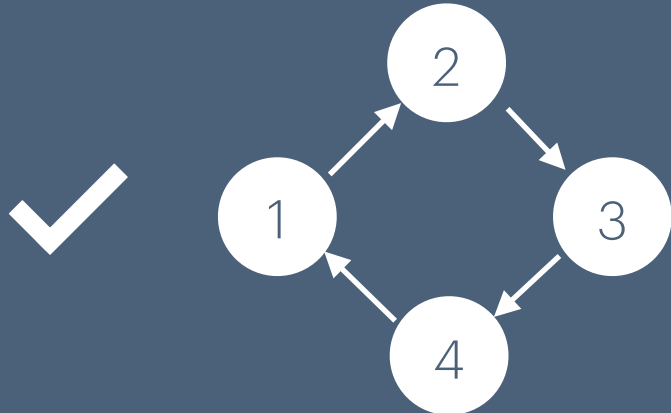
2341

3214

3241

3421

4321



$$z_0(c) = 0$$

$$z_1(c) = c$$

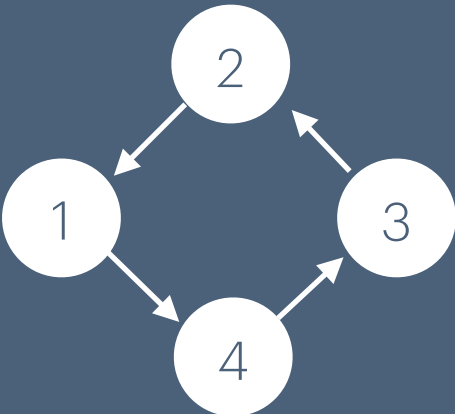
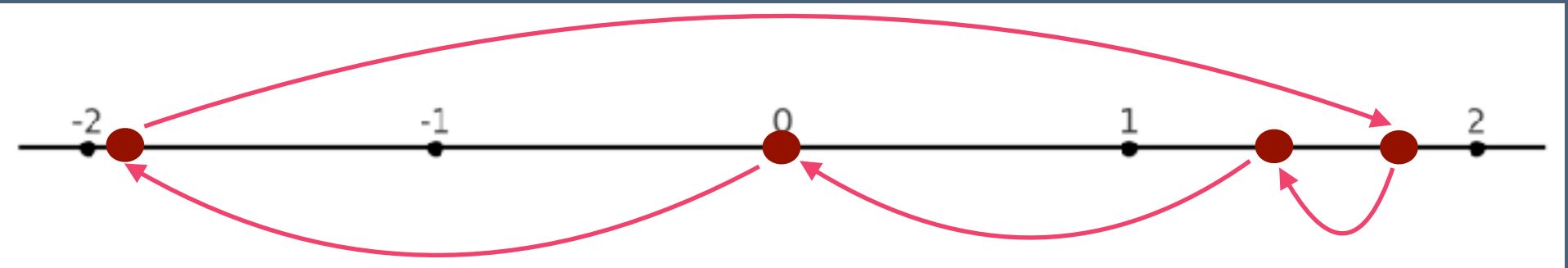
$$z_2(c) = z_1(c)^2 + c = c^2 + c$$

$$z_3(c) = z_2(c)^2 + c = c^4 + 2c^3 + c^2 + c$$

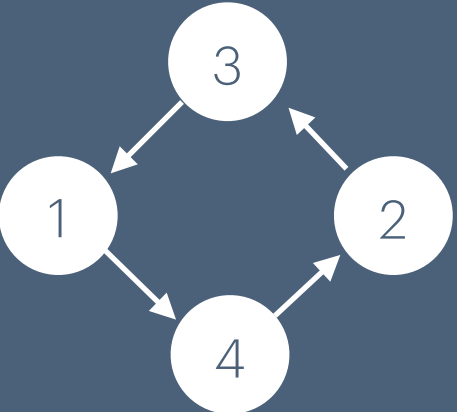
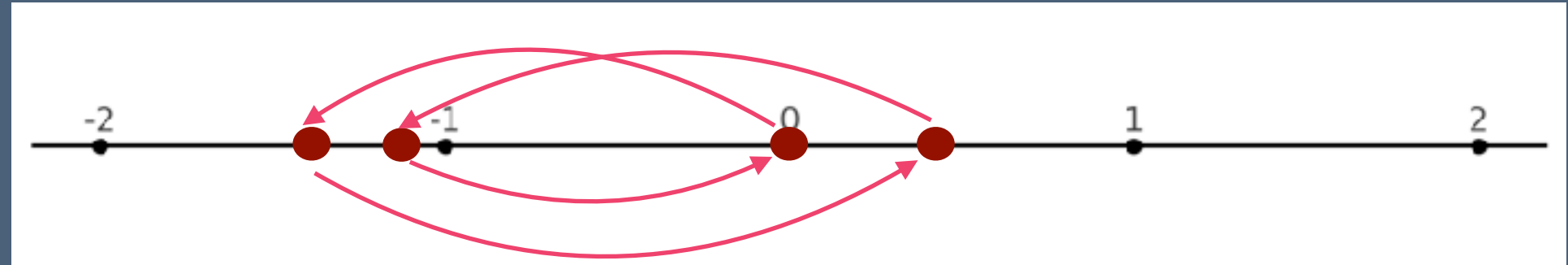
$$z_4(c) = z_3(c)^2 + c = (\text{something})$$

Real roots of $z_4(c)$:
0, -1, -1.9407... and -1.3107...

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$



$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$



Gilbreath permutations of {1,2,3,4}

4-cycle?

1234

2134

2314

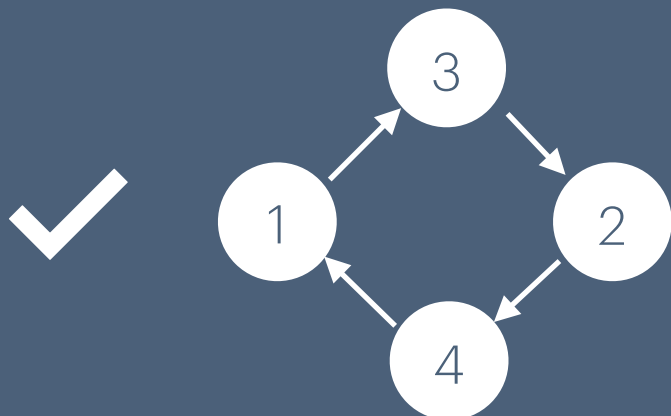
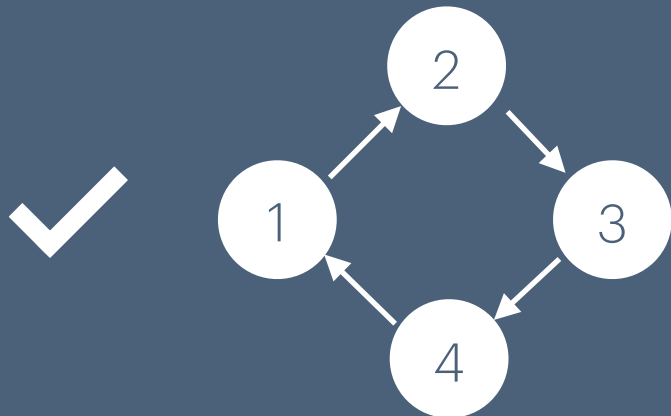
2341

3214

3241

3421

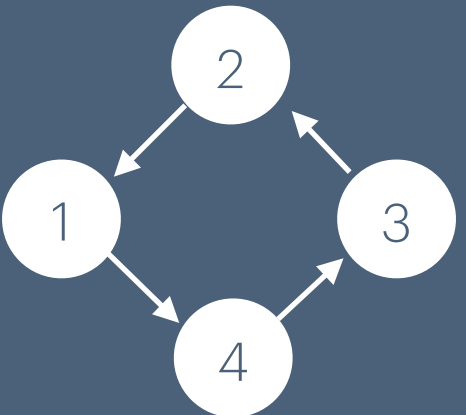
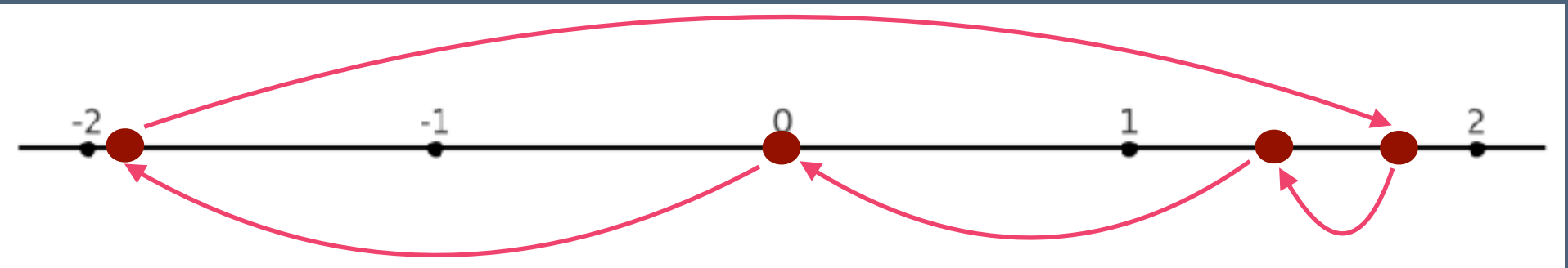
4321



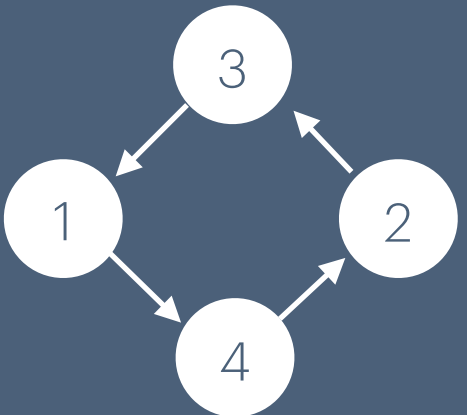
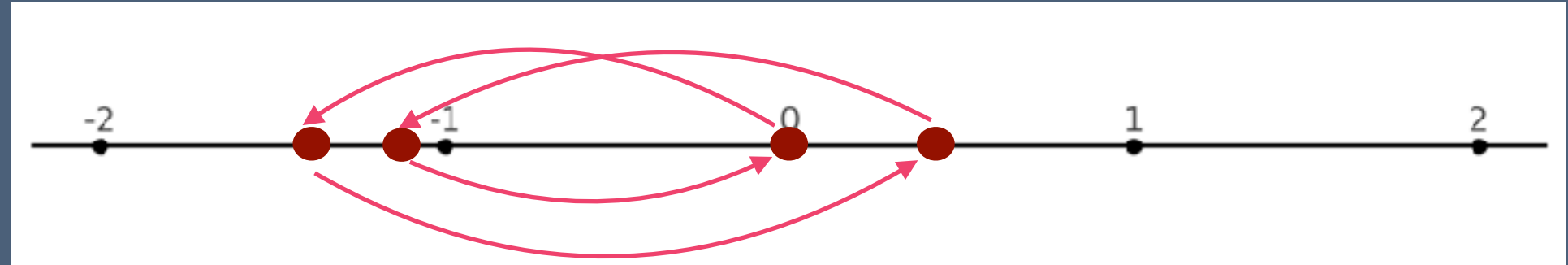
Theorem [Milnor-Thurston]:

Cyclic Gilbreath permutations of size n are in one-to-one correspondence with **real periodic Mandelbrot sequences** with period n .

$$0 \rightarrow -1.9407... \rightarrow 1.8259... \rightarrow 1.3931... \rightarrow 0 \rightarrow \dots$$



$$0 \rightarrow -1.3107... \rightarrow 0.4072... \rightarrow -1.1448... \rightarrow 0 \rightarrow \dots$$



Going back to hobbies

“Serious” hobbies
(not a rigorous definition)

“Serious” hobbies

(not a rigorous definition)



“Serious” hobbies

(not a rigorous definition)

- Intrinsic motivation



“Serious” hobbies

(not a rigorous definition)

- Intrinsic motivation
- I'm actually not very good at any of it, but I seem to 'waste' hours on it anyway...



“Serious” hobbies

(not a rigorous definition)

- Intrinsic motivation
- I'm actually not very good at any of it, but I seem to 'waste' hours on it anyway...
- Maybe there are some "practical uses" but, honestly, I couldn't care less



“Serious” hobbies

(not a rigorous definition)

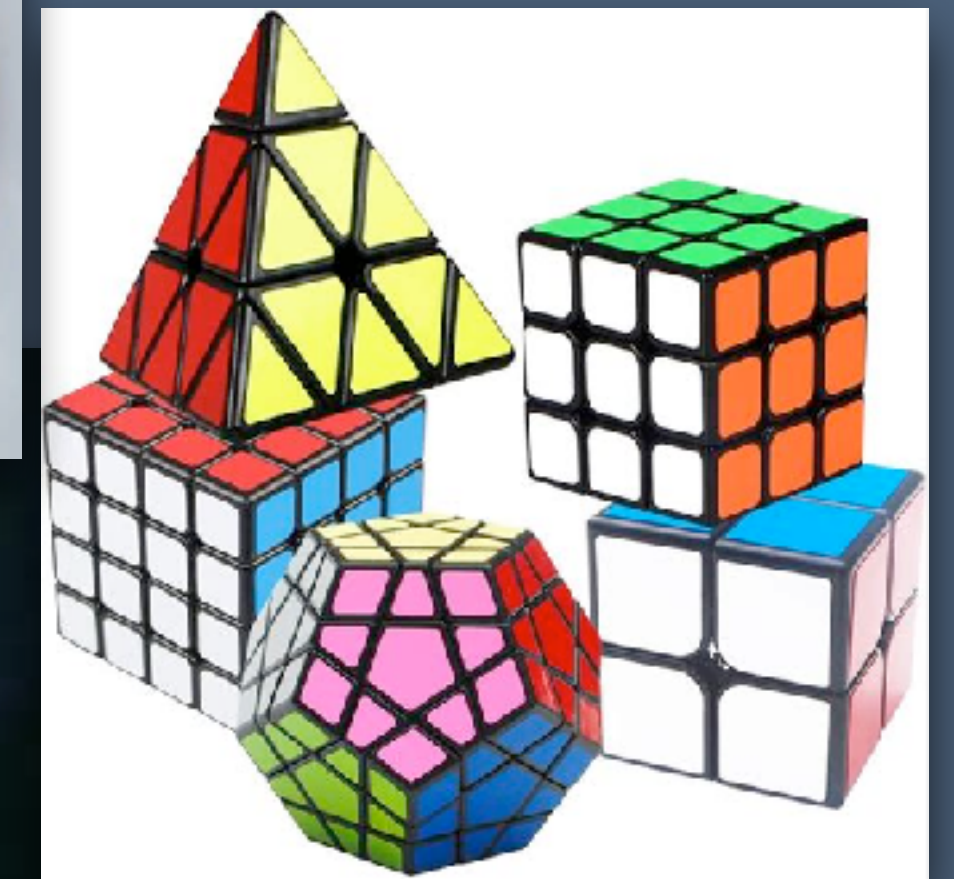
- Intrinsic motivation
- I'm actually not very good at any of it, but I seem to 'waste' hours on it anyway...
- Maybe there are some "practical uses" but, honestly, I couldn't care less
- ‘Mastery’ is often not the goal... I just want to improve



“Serious” hobbies

(not a rigorous definition)

- Intrinsic motivation
- I'm actually not very good at any of it, but I seem to 'waste' hours on it anyway...
- Maybe there are some "practical uses" but, honestly, I couldn't care less
- ‘Mastery’ is often not the goal... I just want to improve
- The process of improvement is not glamorous at all



“Serious” hobbies (not a rigorous definition)

- Intrinsic motivation
- I'm actually not very good at any of it, but I seem to 'waste' hours on it anyway...
- Maybe there are some "practical uses" but, honestly, I couldn't care less
- ‘Mastery’ is often not the goal... I just want to improve
- The process of improvement is not glamorous at all

... research feels similar
(in some respects)



A beautiful area of mathematics

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} =$$

$$e^{\pi\sqrt{67}} =$$

$$e^{\pi\sqrt{163}} =$$

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} =$$

$$e^{\pi\sqrt{163}} =$$

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} =$$

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

Group theory

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

Complex analysis

Group theory

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

"Modular functions"

Complex analysis

Group theory

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

"Modular functions"

Complex analysis

Group theory

functions satisfying
 $F(\tau + 1) = F(\tau) = F(-1/\tau)$

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.999999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

"Modular functions"

Complex analysis

Group theory

functions satisfying
 $F(\tau + 1) = F(\tau) = F(-1/\tau)$

$$j(\tau) = \frac{(1 + 240 \sum_{m,n>0} m^3 q^{mn})^3}{q \cdot \prod_{n>1} (1 - q^n)^{24}}$$

where $q = e^{2\pi i\tau}$

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

"Modular functions"

Complex analysis

Group theory

functions satisfying
 $F(\tau + 1) = F(\tau) = F(-1/\tau)$

$$j(\tau) = \frac{(1 + 240 \sum_{m,n>0} m^3 q^{mn})^3}{q \cdot \prod_{n>1} (1 - q^n)^{24}} = q^{-1} + 744 + 196884q + 21493760q^2 + \dots$$

where $q = e^{2\pi i\tau}$

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

"Modular functions"

Complex analysis

Group theory

functions satisfying
 $F(\tau + 1) = F(\tau) = F(-1/\tau)$

$$j(\tau) = \frac{(1 + 240 \sum_{m,n>0} m^3 q^{mn})^3}{q \cdot \prod_{n>1} (1 - q^n)^{24}} = q^{-1} + 744 + 196884q + 21493760q^2 + \dots$$

where $q = e^{2\pi i\tau}$

Is this related to the
'Monster Group'?!
↓ ↓ ↓

A beautiful area of mathematics

$$e^{\pi\sqrt{43}} = 884736743.9997774660349\dots$$

$$e^{\pi\sqrt{67}} = 147197952743.9999986624542\dots$$

$$e^{\pi\sqrt{163}} = 262537412640768743.99999999999992\dots$$

Why the hell are these
almost integers?

Why 744?

"Modular functions"

Complex analysis

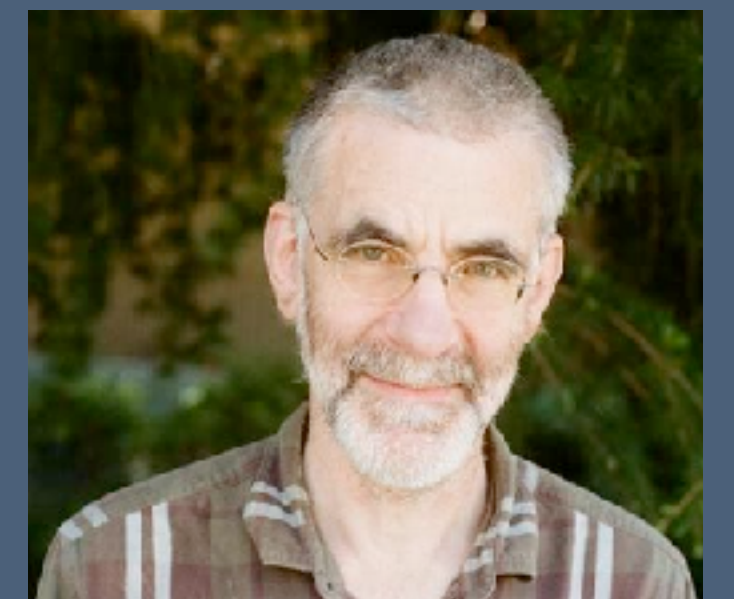
Group theory

functions satisfying
 $F(\tau + 1) = F(\tau) = F(-1/\tau)$

$$j(\tau) = \frac{(1 + 240 \sum_{m,n>0} m^3 q^{mn})^3}{q \cdot \prod_{n>1} (1 - q^n)^{24}} = q^{-1} + 744 + 196884q + 21493760q^2 + \dots$$

where $q = e^{2\pi i\tau}$

Is this related to the
'Monster Group'?!
↙ ↘ ↗



Richard Borcherds proved the
'Monstrous Moonshine Conjecture'

Some commonalities between
research and “serious” hobbies

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience
- Never-ending learning curve

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience
- Never-ending learning curve
- Lots of trial and error (and mostly failure)

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience
- Never-ending learning curve
- Lots of trial and error (and mostly failure)
- Often frustrating or tedious

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience
- Never-ending learning curve
- Lots of trial and error (and mostly failure)
- Often frustrating or tedious
- The joy of process over product

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience
- Never-ending learning curve
- Lots of trial and error (and mostly failure)
- Often frustrating or tedious
- The joy of process over product
- It is less about ‘talent’ and more about persistence

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience
- Never-ending learning curve
- Lots of trial and error (and mostly failure)
- Often frustrating or tedious
- The joy of process over product
- It is less about ‘talent’ and more about persistence
- The community is very welcoming

Some commonalities between research and “serious” hobbies

- Requires constant effort, deliberate practice, and LOADS of patience
- Never-ending learning curve
- Lots of trial and error (and mostly failure)
- Often frustrating or tedious
- The joy of process over product
- It is less about ‘talent’ and more about persistence
- The community is very welcoming
- Deeply rewarding, with the right expectations

A must-read for students

"Margins of my dissertation: Life lessons that my PhD taught me"
by Chhavi Yadav

Do I Recommend doing a PhD?

Only if you know it's going to break you—and rebuild you—in ways you didn't expect. If you come in with a romantic and rozy idea of research, it will shatter extremely quickly. But if you're curious, willing to unlearn, and open to being reshaped by failure and growth—it can be profound.

Just don't go in expecting only answers. You'll come out with better questions.

Link to the blogpost



What this talk was NOT about?

- Chaos theory and complex dynamics
- Mandelbrot set
- A theorem of Milnor and Thurston

What this talk was about?

Some mathematical card tricks!

Serious* hobbies

What to expect (and not expect)
from a career in research

What this talk was NOT about?

- Chaos theory and complex dynamics
- Mandelbrot set
- A theorem of Milnor and Thurston

What this talk was about?

Some mathematical card tricks!

Serious* hobbies

What to expect (and not expect)
from a career in research

Thank you for your time!