[REVISED] Mathcamp 2016 Week 2 Schedule

Time	Room	Tuesday	Wednesday	Thursday	Friday		Saturday	
7:00 - 9:00	Dana	Breakfast						
9:10-10:00	\$342		Dynamical Systems کرفر (Jane)					
	D117		$[\mathbf{HR}]$ Problem Solving: Induction \mathfrak{PP} (Misha)					
	D201	Assembly (Keyes 105)	Neural Networks \mathcal{D} (Kevin)					
	D301	(Reyes 105)	Model Theory کرور (Steve Schweber)					
	K105		Field Extensions and Galois Theory (Week 1 of 2)					
10:10-11:00	\$342	Dynamical Systems	\$342	Multilinear Algebra 🌶 🌶 (Nic)				
	D117	PS: Induction	D117	[HR] Extending Inclusion-Exclusion))) (Jeff)				
	D201	Neural Networks	D201	$[\mathbf{HR}]$ Why Are We Learning This? $\hat{\boldsymbol{\mathcal{I}}}$ (Sam)				
	D301	Model Theory	D301	Almost Planar 🌶 (Marisa)				
	K105	Field Extensions	K102	$[\mathbf{HR}]$ The Word Problem for Groups jj (Assaf)				
11:10-12:00	D201	History of Math) (Moon Duchin)	on Duchin) K-Theory אַכָּכָל (Don)				
	K105	Linear Algebra (Week 2 of 2) لافر (Mark)						
	D301	Graph Minors فرفر (Pesto)						
	D117	$[\mathbf{HR},\mathbf{S}]$ The Banach–Tarski Paradox* לכל (Chris) $(\frac{1}{2})$						
	ML	[S] Building Mathematical Structures $\hat{\boldsymbol{j}}$ (Zach) $(\frac{1}{2})$						
11:30-2:00	Dana	Lunch						
1:10-2:00	D201	Geometric Group Theory うかう (Susan)						
	D301	Divergent Series 🌶 (Sachi)						
	K102	The Chip-Firing Game*))(Sam Payne)Group				o Actions 🌶		
	D117	$[\mathbf{HR},\mathbf{S}]$ The Banach–Tarski Paradox [*] \mathfrak{II} (Chris) $(\frac{2}{2})$						
	ML	[S] Building Mathematical Structures \mathcal{P} (Zach) $(\frac{2}{2})$						
2:00-4:00	\diamondsuit Lobby	TAU				2:00-3:45	Advisor meetings	
						3:45-4:00	$\epsilon\text{-TAU}$ in the Quad	
4:00-5:00	K105 T–R O001 Fri	Project Selection Fair	Eight Flavors of 3D Geometry (Moon Duchin)	Tropical Geometry (Sam Payne)	Oops! I Ran Out of Axioms (Steve Schweber) in Olin 001	4:00-5:30	Relays in the Quac (Bring water!)	
4:30-7:00	Dana	Dinner						
<i>r</i> ∙ [HR]-	–Hwk Reo	uired D—Davis	♦—Diamond N	IL—Main Lounge	K—Keves [S]—S	Superclass	*—Extends in	

Key: [HR]—Hwk Required D—Davis ◇—Diamond ML—Main Lounge K—Keyes [S]—Superclass *—Extends into TAU