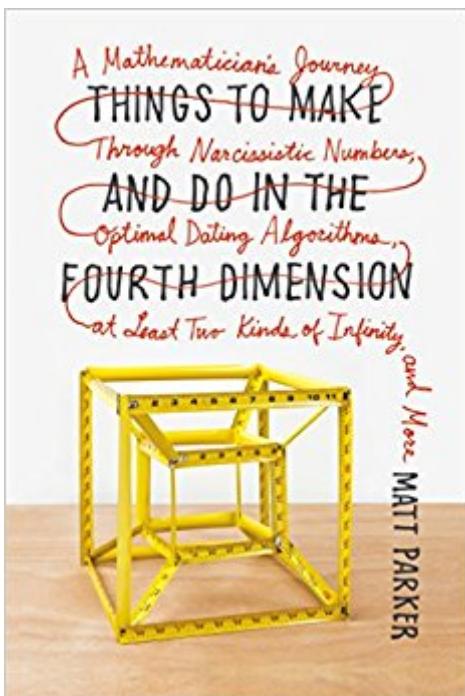


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Things To Make And Do In The Fourth Dimension: A Mathematician's Journey Through Narcissistic Numbers, Optimal Dating Algorithms, At Least Two Kinds Of Infinity, And More



Synopsis

A revolutionary book from the stand-up mathematician that makes math fun again now in paperback! Math is boring, says the mathematician and comedian Matt Parker. Part of the problem may be the way the subject is taught, but it's also true that we all, to a greater or lesser extent, find math difficult and counterintuitive. This counterintuitiveness is actually part of the point, argues Parker: the extraordinary thing about math is that it allows us to access logic and ideas beyond what our brains can instinctively do through its logical tools we are able to reach beyond our innate abilities and grasp more and more abstract concepts. In the absorbing and exhilarating "Things to Make and Do in the Fourth Dimension," Parker sets out to convince his readers to revisit the very math that put them off the subject as fourteen-year-olds. Starting with the foundations of math familiar from school (numbers, geometry, and algebra), he takes us on a grand tour, from four dimensional shapes, knot theory, the mysteries of prime numbers, optimization algorithms, and the math behind barcodes and iPhone screens to the different kinds of infinity and slightly beyond. Both playful and sophisticated, " Things to Make and Do in the Fourth Dimension" is filled with captivating games and puzzles, a buffet of optional hands-on activities that entice us to take pleasure in mathematics at all levels. Parker invites us to relearn much of what baffled us in school and, this time, to be utterly enthralled by it."

Book Information

Paperback: 480 pages

Publisher: Farrar, Straus and Giroux; Reprint edition (November 24, 2015)

Language: English

ISBN-10: 0374535639

ISBN-13: 978-0374535636

Product Dimensions: 5.6 x 1.3 x 0.3 inches

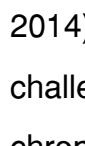
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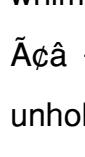
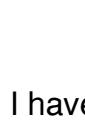
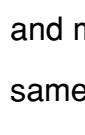
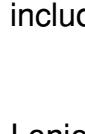
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Customer Reviews

Gr 8 Up— For readers who haven't balked at Stephen Hawking's *A Brief History of Time* (Bantam, 1988) or Robert P. Crease and Alfred Scharff Goldhaber's *The Quantum Moment* (Norton,

2014), this sustained ramble through the thickets of mathematics offers similarly lucid but challenging insights into our universe's deeper patterns and principles. Building not on a chronological but a conceptual framework outlined in the opening chapter, "Zeroth Chapter," the author explores the historical evolution of mathematical tools, conjectures, and concepts from numbers and geometrical shapes to primes, knots, algorithms, multiple dimensions, computers from the Antikythera Mechanism on, probability, "ridiculous" (i.e., negative, transcendental, surreal, and the like) numbers, and infinities of diverse flavor. He adds lots of small diagrams and photos to illustrate his topics, but appends no index or, aside from follow-up comments on scattered posers, back matter. A stand-up comedian as well as a trained mathematician, Parker lightens the intellectual load considerably with zingers ("That's the problem with binary jokes: they either work or they don't") and everyday examples from bar bets to dating algorithms. Still, even confirmed math geeks will find this pleasurable but not casual reading.  John Peters, Children's Literature Consultant, New York City --This text refers to an out of print or unavailable edition of this title.

 "Things to Make and Do in the Fourth Dimension shows off math at its most playful and multifarious, ranging from classics like knot theory and ruler-and-compass constructions to more whimsical topics like the topology of beer logos and error-correcting scarves.  Jordan Ellenberg, author of *How to Not Be Wrong*  Matt Parker is some sort of unholy fusion of a prankster, wizard and brilliant nerd--maths is rarely this clever, funny and ever so slightly naughty.  Adam Rutherford, author of *Creation*  "This is the best book on recreational mathematics since Martin Gardner's *My Best Mathematical and Logic Puzzles*.  Library Journal

I haven't able to put down "Things to Make and Do in the Fourth Dimension." Matt Parker's comedy and math combine to be an incredibly enjoyable read that is also stimulating and challenging at the same time. I was afraid that this book would be made up of his YouTube material, but much more is included and expounded upon. If you don't love math, you will by the end of this book.

I enjoy recreational maths and this author has been my favorite part of a certain YouTube series since I first saw him. If you like his videos then this book will be great for you. If you're looking to get into rec maths I think he gives a good explanation of a decent range of topics and leaves a ton of things for you to explore yourself. I have a feeling that's intentional on his part. So if you're looking for an exciting adventure, Sherlock Holmes style, following clues and learning for the sheer fun of

learning than this is the book for you. Wonderfully written and informative. I'd give it 5 n-dimensional stars.

Very interesting. Just enough humor to keep the book moving without losing interest.

I originally, like many, knew Matt Parker from Numberphile. This book was a great addition to the knowledge he shared there. Some of the experiments like cutting the Möbius strip and base conversion I just had to do for myself. He was also very good at building upon concepts already spoken about, which made understanding more complicated things like the fourth dimension and beyond much easier.

The title is what caught my interest. Seeming to suggest that you can do "things" in 4D. Even though you can't "do" anything in 4D, you can try to think in 4D, which is something I found takes a lot of work! This is definitely a must-read book for anyone who loves maths!

I laughed hysterically, while actually learning quite a bit--the writing is fluid and the content very accessible. I never thought I would enjoy a book on math so much. A complete surprise and delight from beginning to end!

An interesting book that explores math in a way that makes me feel smarter, even if I am not.

Fun book and a very interesting read. Found Matt Parker on YouTube (Numberphile). As others have said, it's a nice addition to the recreational maths books of Ian Stewart and Martin Gardner.

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