

# Questions from Lecture 2

## One or few

How do you handle  $60 \times 60$  and get a reasonable answer?

## Trees

I don't think I can grow a tree by myself.

What if it's a DAG rather than a tree, i.e. multiple parents?

What is the point of making a tree? And how do we know how to combine branches?

How do you break down the problem (choose the branches), like for the capacity of the audio CD?

## Other spacing methods

How would you subdivide the diffraction and laser methods?

Where did the numbers for the diffraction and laser methods come from?

## Viscosity

$\nu_{\text{air}} = \pi_{\text{air}} / \rho_{\text{air}}$ ? What was the question and how did you solve it?

Where does the equation for viscosity come from?

## General

Do some of the estimations work only because I have done them before and know how to get a good number? How do I know what choices to make?

When do you use a second-order approximation, like  $\sin \theta = \theta - \theta^3/6$ ?

How can you estimate the 'confidence interval' of your approximation?

Too much time answering questions from last time.

Where did the factors of 2 come from in both  $f_{\text{sample rate}}$  and  $n_{\text{bits/sample}}$ ?

What are good ways to memorize or learn dimensions of quantities? For example,  $L^2T^{-1}$  is not intuitive like  $LT^{-1}$ ?

Why do we estimate data/information using bits?

Let's do more problems!

This is a really awesome class. I'd like to see it added to the GIRs as they're changing. I've been looking for a class like this since I got here.