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Fluid mechanics is the study of flows in both liquids and gases, and is therefore enormously important in understanding many natural phenomena, as well as in industrial applications. Geophysicist **Herbert Huppert** tells us what happens when two fluids of different densities meet, for example when volcanos erupt and hot ash-laden air is poured out into the atmosphere.



On the ball

If your team scores first in a football match, how likely is it to win? And when is it worth committing a professional foul? **John Haigh** shows us how to use probability to answer these and other questions, and explains the implications for the rules of the game.



Games, Life and the Game of Life

When we finally meet the Martians, **John Conway** believes they are going to want to talk mathematics. He talks to *Plus* about his *Life* game, artificial life and what we will have in common with extraterrestrials.



Why Was The Computer Invented When It Was?

Plus Magazine

Clearly the modern electronic computer couldn't have been built before electronics existed, but it's not clear why computers powered by steam or clockwork weren't invented earlier. **Tom Körner** speculates on the historical reasons why computers were invented when they were.



Career interview: Science communicator

Science writer and exhibition researcher **Alison Boyle** tells *Plus* about her work creating up-to-the-minute news exhibits at the Science Museum in London.



Plus is part of the family of activities in the Millennium Mathematics Project, which also includes the NRICH and MOTIVATE sites.