Seeing Things by Walking on Real Numbers

Jonathan Borwein FRSC FAAS FAA FBAS

(Joint work with Francisco Aragón, David Bailey and Peter Borwein)



School of Mathematical & Physical Sciences The University of Newcastle, Australia



http://carma.newcastle.edu.au/meetings/evims/

For 2014 Presentations

Revised 10-04-2014

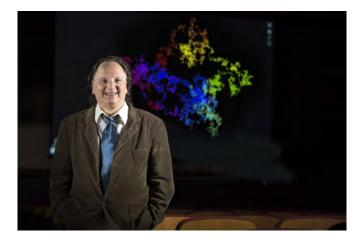
Contents:

One message is "Try drawing numbers"

- Introduction Dedications Randomness Randomness is slippery 3 Normality Normality of Pi BBP Digit Algorithms Random walks Some background Number walks base four Walks on numbers
 - The Stoneham numbers

- Features of random walks
 - Expected distance to origin
 - Number of points visited
- Other tools & representations
 - Fractal and box-dimension
 - Fractals everywhere
 - 3D drunkard's walks
 - Chaos games
 - 2-automatic numbers
- 7
- Media coverage & related stuff
- 100 billion step walk on π
- Media coverage

Me and my collaborators



MAA 3.14

http://www.carma.newcastle.edu.au/jon/pi-monthly.pdf

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Walking on real numbers

My collaborators



Outreach: images and animations led to high-level research which went viral

Spot a shape and reinvent maths

This rendering of the first 100 billion digits of pi proves they re random – unless you see a pattern

Wired UK August 2013

Spot a shape and reinvent maths

This rendering of the first 100 billion digits of pl proves they're random - unless you see a pattern

his image is a representation of the first job billion digits of the .1 was interested to access what Vd get by transing a number into firstors." says turbihensistan Jon Renvenin, from the University of Nereosatir in Australia. Aragen. -Was standed to prove, with the image Aragen. - Was wanted to prove, with the image have the structure or a specificative sound have a structure or a specificative representation. The structure of a specificative representation. The structure of a specificative representation. The structure of a specificative representative structure structure

This image is equivalent to 10,000 photos from a term mergapice famers, and it can be explored in figuras. The technique doesn't only confirm established theories – is provides insights: during, the drawing of a supportedly random sequences called the "Stoneham number". Aragon noticed a regularity occurring datape within the figure. "We were sible to show that the Stoneham number is not random in base 6." be

is not random in base 6," he explains, "We would never have known this without visualising it." MV carma, newcostle, edu, au/plavalk.shtml

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A RANDOM WALK

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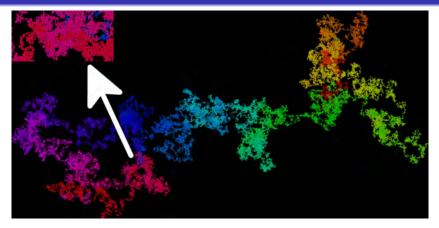


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Walking on real numbers

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- 100 billion base four digits of π on Gigapan
- Really big pictures are often better than movies

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Features of random walks

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Features of random walks Other tools & representations Introduction Randomness Normality Random walks Media coverage

Dedication: To my father and colleague David Borwein (1924 –)



- · Videos Scientific
- Permitti
- + Coast to Coast Seminar Sailes
- SFU Commanity Engagement Castles:
- · SFU Masterclass Strainer Genies
- # SFU Research Chars Seminar Series
- · Coloraiam.
- Conferences & Workshops
- CRC Seminar Series
- · BIMACS: The Interdisciplinary
- Colorgiam

Coffee Break

Opening Remarks and Welcome by Pimer Bonivin

- "Legendre Polynomials and Legendre-Silving Northers", Lance Utleysler, Baylor University 3.30 - 4:15 "Term Nichard Mahices in Fourier Biolatogenes", Genter Simanon, University of Western Ontario
- 415-500 "Manifestar recurrences related to Chebyshev polynomials", Karl Dittee, Dalhousie University
- 5:00 5:15 "The invariant of an elliptic norve associated to an imaginary conclusio Said", Joshua Navin, University of British Columbia

"Seeing things in mathematics by walking on real sumbors", Jan Bowers, University of Newcastle

515-525 Launching the online archive of David's papers

Borwein and Aragón (University of Newcastle, Australia)

130-135

135-220

230-345

215-220

Walking on real numbers

Dedication: To my friend

Richard E. Crandall (1947-2012)



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Richard E. Crandall (1947-2012)



- A remarkable man and a brilliant (physical and computational) scientist and inventor, from Reed College
 - Chief scientist for NeXT
 - Apple distinguished scientist
 - and High Performance Computing head

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- A remarkable man and a brilliant (physical and computational) scientist and inventor, from Reed College
 - Chief scientist for NeXT
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 - and High Performance Computing head
- Developer of the *Pixar* compression format
 - and the iPod shuffle

http://en.wikipedia.org/wiki/Richard_Crandall

Some early conclusions:

So I am sure they get made

Key ideas: randomness, normality of numbers, planar walks, and fractals



How not to experiment

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How not to experiment

Maths can be done experimentally (it is fun)

- using computer algebra, numerical computation and graphics: SNaG
- computations, tables and pictures are experimental data
- but you can not stop thinking

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- you do not need to know much before you start research (as we shall see)

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DHB and JMB, Exploratory Experimentation in Mathematics (2011), www.ams.org/notices/20110/rtx111001410p.pdf

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When I have clarified and exhausted a subject, then I turn away from it, in order to go into darkness again; the never-satisfied man is so strange if he has completed a structure, then it is not in order to dwell in it peacefully, but in order to begin another.

I imagine the world conqueror must feel thus, who, after one kingdom is scarcely conquered, stretches out his arms for others.



Carl Friedrich Gauss (1777-1855)

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- In an **1808** letter to his friend Farkas (father of Janos Bolyai)
- Archimedes, Euler, Gauss are the big three

Introduction Randomness Normality Features of random walks Random walks Media coverage

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MOTIVATED by the desire to visualize large mathematical data sets, especially in number theory, we offer various tools for refloating point numbers as planar (or three dimensional) walks and for quantitatively measuring their "randomness". This is ou homepage that discusses and showcases our research. Come back regularly for updates.

RESEARCH TEAM: Francisco J. Aragón Artacho, David H. Bailey, Jonathan M. Borwein, Peter B. Borwein with the assistance of Ja Fountain and Matt Skerritt.

CONTACT: Fran Aragon

Almost all I mention is at http://carma.newcastle.edu.au/walks/

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A surprising fan?

26-07-2013

He [David Attenborough] described current pop music as "hugely sexual and even lets slip that if he were not one of the world's most famous broadcasters, he would like to try his hand at academia. "I wish I was a mathematician, he said. "I know a mathematician would talk about the beauty of an equation. And you can sense that when you hear a five-part fugue by Bach, which also has a mathematical beauty.

www.independent.co.uk/arts-entertainment/tv/features/

when-bjrk-met-attenborough-the-icelandic-punk-the-national-treasure-and-a-display-of-rather-remarkable-human-

html

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We shall explore things like:

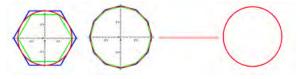
How random is Pi?

Remember: π is area of a circle of radius one (and perimeter is 2π).

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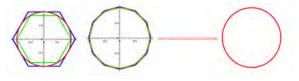
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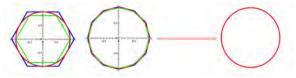


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to obtain the estimate



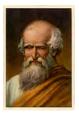


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Walking on real numbers

Where Greece was:

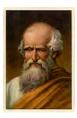




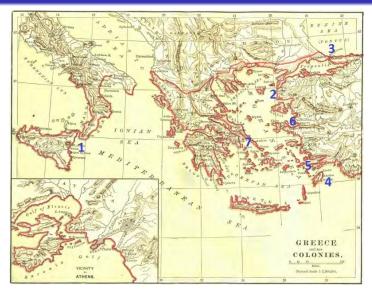
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Where Greece was:

Magna Graecia

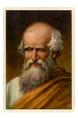


- 1. Syracuse
- 2. Troy
- 3. Byzantium Constantinople
- 4. Rhodes (Helios)
- 5. Hallicarnassus (Mausolus)
- 6. Ephesus (Artemis)
- 7. Athens (Zeus)

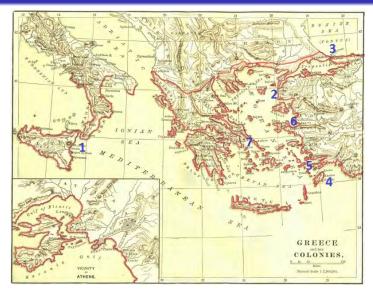


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The others of the Seven Wonders of the Ancient World: Lighthouse of Alexandria, Pyramids of Giza, Gardens of Babylon

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Walking on real numbers

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Randomness

- The digits expansions of π , e, $\sqrt{2}$ appear to be "random":
 - $\pi = 3.141592653589793238462643383279502884197169399375...$
 - $e = 2.718281828459045235360287471352662497757247093699\dots$

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Are they really?

• **1949 ENIAC** (*Electronic Numerical Integrator and Calculator*) computed of π to **2,037** decimals (in **70** hours)—proposed by polymath John von Neumann (**1903-1957**) to shed light on distribution of π (and of *e*).



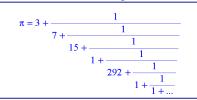


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Two continued fractions

Change representations often

Gauss map. Remove the integer, invert the fraction and repeat: for 3.1415926 and 2.7182818 to get the fractions below.



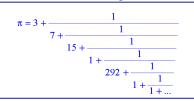


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$$e = \frac{1}{1} + \frac{1}{1} + \frac{1}{2} + \frac{1}{6} + \frac{1}{24} + \frac{1}{120} + \frac{1}{720} + \dots$$

Two continued fractions

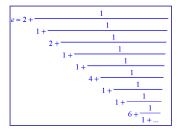
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Leonhard Euler (1707-1783) named e and π .

"Lisez Euler, lisez Euler, c'est notre maître à tous." Simon Laplace (**1749-1827**)

Are the digits of π random?

Digit	Ocurrences
0	99,993,942
1	99,997,334
2	100,002,410
3	99,986,911
4	100,011 ,958
5	99,998 ,885
6	100,010,387
7	99,996,061
8	100,001,839
9	100,000,273
Total	1,000,000,000

Table : Counts of first billion digits of π . Second half is 'right' for law of large numbers.

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Pi is Still Mysterious. We know π is not algebraic; but do not 'know' (in sense of being able to prove) whether

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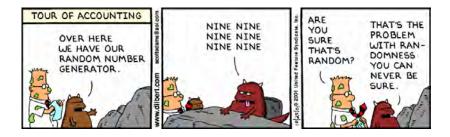
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- There are infinitely many sevens in the decimal expansion of π
- There are infinitely many ones in the ternary expansion of π
- There are equally many zeroes and ones in the binary expansion of π
- Or pretty much anything else...

What is "random"?

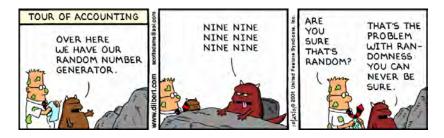
A hard question



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What is "random"?

A hard question

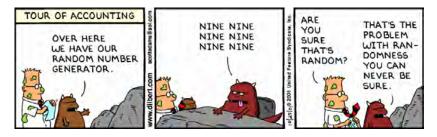


It might be:

- Unpredictable (fair dice or coin-flips)?
- Without structure (noise)?
- Algorithmically random (π is not)?
- Quantum random (radiation)?
- Incompressible ('zip' does not help)?

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Conjecture (Borel) All irrational algebraic numbers are *b*-normal

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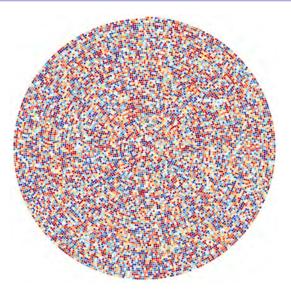
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- Incompressible ('zip' does not help)?

Conjecture (Borel) All irrational algebraic numbers are *b*-normal

Best Theorem [BBCP, 04] (Feeble but hard) Asymptotically all degree *d* algebraics have at least $n^{1/d}$ ones in binary (should be n/2)

Randomness in Pi?

http://mkweb.bcgsc.ca/pi/art/



A property random numbers must possess

Definition

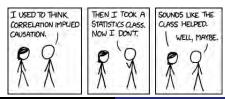
A real constant α is *b*-normal if, given the positive integer $b \ge 2$ (the base), every *m*-long string of base-*b* digits appears in the base-*b* expansion of α with precisely the expected limiting frequency $1/b^m$.

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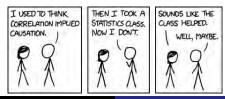
Walking on real numbers

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- Given an integer b ≥ 2, almost all real numbers, with probability one, are b-normal (Borel).
- Indeed, almost all real numbers are *b*-normal simultaneously for all positive integer bases ("absolute normality").

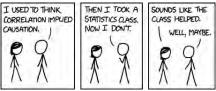


A property random numbers must possess

Definition

A real constant α is *b*-normal if, given the positive integer $b \ge 2$ (the base), every *m*-long string of base-*b* digits appears in the base-*b* expansion of α with precisely the expected limiting frequency $1/b^m$.

- Given an integer b ≥ 2, almost all real numbers, with probability one, are b-normal (Borel).
- Indeed, almost all real numbers are *b*-normal simultaneously for all positive integer bases ("absolute normality").
- Unfortunately, it has been very difficult to prove normality for any number in a given base *b*, much less all bases simultaneously.



Normal numbers

concatenation numbers

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• The first Champernowne number proven 10-normal was:

 $C_{10} := 0.123456789101112131415161718\ldots$

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- 1937 Mahler proved transcendental. 2012 not strongly normal

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- **1946** Arthur Copeland and Paul Erdős proved the same holds when one concatenates the sequence of primes:

CE(10) := 0.23571113171923293137414347...

is 10-normal (concatenation works in all bases).

- Copeland–Erdős constant

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• Normality proofs are not known for π , e, $\log 2$, $\sqrt{2}$ etc.

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Is π 10-normal?

String	Occurrences	String	Occurrences	String	Occurrences
0	99,993,942	00	10,004,524	000	1,000,897
1	99,997,334	01	9,998,250	001	1,000,758
2	100,002,410	02	9,999,222	002	1,000,447
3	99,986,911	03	10,000,290	003	1,001,566
4	100,011,958	04	10,000,613	004	1,000,741
5	99,998,885	05	10,002,048	005	1,002,881
6	100,010,387	06	9,995,451	006	999,294
7	99,996,061	07	9,993,703	007	998,919
8	100,001,839	08	10,000,565	008	999,962
9	100,000,273	09	9,999,276	009	999,059
		10	9,997,289	010	998,884
		11	9,997,964	011	1,001,188
		:	÷	:	÷
		99	10,003,709	099	999,201
				:	:
				999	1,000,905
TOTAL	1,000,000,000	TOTAL	1,000,000,000	TOTAL	1,000,000,000

Table : Counts for the first billion digits of π .

Is π 16-normal



\leftarrow	Counts	of first	trillion	hex	digits
--------------	--------	----------	----------	-----	--------

Total	1,000,000,000,000
F	62499937801
Е	62499875079
D	62499613666
С	62500188610
В	62499955595
А	62500266095
9	62500120671
8	62500216752
7	62499878794
6	62499925426
5	62500007205
4	62499807368
3	62500188844
2	62499924780
1	62500212206
0	62499881108

ls π 16-normal

That is, in Hex?

0	62499881108
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9	62500120671
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В	62499955595
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- ← Counts of first trillion hex digits
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Is π 16-normal

That is, in Hex?

- 0 62499881108 1 62500212206 2 62499924780 3 62500188844 4 62499807368 5 62500007205 6 62499925426 7 62499878794 8 62500216752 9 62500120671 62500266095 Α 62499955595 В 62500188610 С 62499613666 62499875079 E 62499937801 F Total 1.000.000.000.000
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- 0 62499881108 1 62500212206 2 62499924780 3 62500188844 4 62499807368 5 62500007205 6 62499925426 7 62499878794 8 62500216752 9 62500120671 62500266095 Α 62499955595 В 62500188610 С 62499613666 62499875079 E 62499937801 F Total 1.000.000.000.000
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- They are 353CB3F7F0C9ACCFA9AA215F2

See www.karrels.org/pi/index.html



Modern π Calculation Records:

and IBM Blue Gene/L at LBL

Name	Year	Correct Digits
Miyoshi and Kanada	1981	2,000,036
Kanada-Yoshino-Tamura	1982	16,777,206
Gosper	1985	17,526,200
Bailey	Jan. 1986	29,360,111
Kanada and Tamura	Sep. 1986	33,554,414
Kanada and Tamura	Oct. 1986	67,108,839
Kanada et. al	Jan. 1987	134,217,700
Kanada and Tamura	Jan. 1988	201,326,551
Chudnovskys	May 1989	480,000,000
Kanada and Tamura	Jul. 1989	536,870,898
Kanada and Tamura	Nov. 1989	1,073,741,799
Chudnovskys	Aug. 1991	2,260,000,000
Chudnovskys	May 1994	4,044,000,000
Kanada and Takahashi	Oct. 1995	6,442,450,938
Kanada and Takahashi	Jul. 1997	51,539,600,000
Kanada and Takahashi	Sep. 1999	206,158,430,000
Kanada-Ushiro-Kuroda	Dec. 2002	1,241,100,000,000
Takahashi	Jan. 2009	1,649,000,000,000
Takahashi	April 2009	2,576,980,377,524
Bellard	Dec. 2009	2,699,999,990,000
Kondo and Yee	Aug. 2010	5,000,000,000,000
Kondo and Yee	Oct. 2011	10,000,000,000,000
Kondo and Yee	Dec. 2013	12,100,000,000,000



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Prior to **1996**, most folks thought to compute the *d*-th digit of π , you had to generate the (order of) the entire first *d* digits. **This is not true**:

• at least for hex (base 16) or binary (base 2) digits of π .

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- An algorithm found by computer

What BBP Is?

Reverse Engineered Mathematics

This is based on the following then new formula for π :

$$\pi = \sum_{i=0}^{\infty} \frac{1}{16^{i}} \left(\frac{4}{8i+1} - \frac{2}{8i+4} - \frac{1}{8i+5} - \frac{1}{8i+6} \right)$$
(1)

www.carma.newcastle.edu.au/walks

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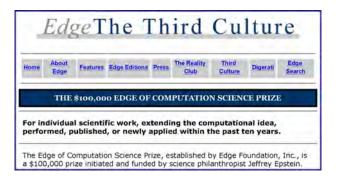
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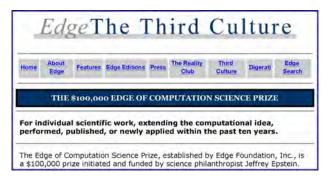
$$\pi = 4_2 F_1\left(1, \frac{1}{4}; \frac{5}{4}, -\frac{1}{4}\right) + 2\tan^{-1}\left(\frac{1}{2}\right) - \log 5$$

where $_2F_1(1,1/4;5/4,-1/4) = 0.955933837...$ is a Gaussian hypergeometric function.

Edge of Computation Prize Finalist



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 BBP was the only mathematical finalist (of about 40) for the first Edge of Computation Science Prize

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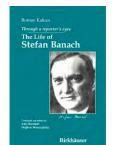


- BBP was the only mathematical finalist (of about 40) for the first Edge of Computation Science Prize
 - Along with founders of Google, Netscape, Celera and many brilliant thinkers, ...
- Won by David Deutsch discoverer of Quantum Computing.

Stefan Banach (1892-1945)

Another Nazi casuality

A mathematician is a person who can find analogies between theorems; a better mathematician is one who can see analogies between proofs and the best mathematician can notice analogies between theories. ¹





¹Only the best get stamps. Quoted in

www-history.mcs.st-andrews.ac.uk/Quotations/Banach.html.

Borwein and Aragón (University of Newcastle, Australia)

Walking on real numbers

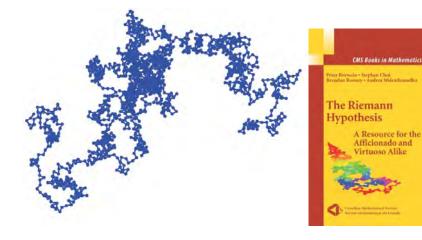
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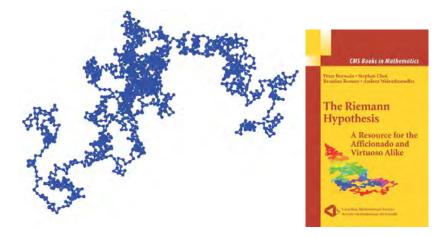
One 1500-step ramble: a familiar picture

Liouville function



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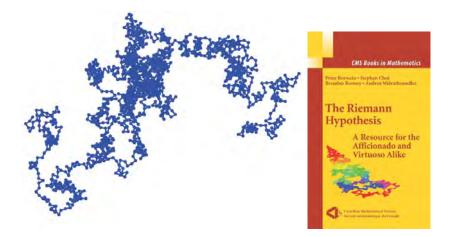
Liouville function



• 1D (and 3D) easy. Expectation of RMS distance is easy (\sqrt{n}) .

One 1500-step ramble: a familiar picture

Liouville function

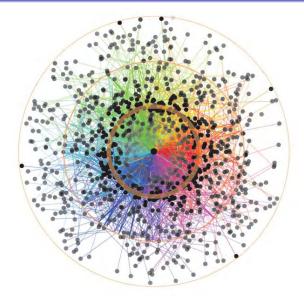


1D (and 3D) easy. Expectation of RMS distance is easy (√n).
1D or 2D *lattice*: probability one of returning to the origin.

Borwein and Aragón (University of Newcastle, Australia)

Walking on real numbers

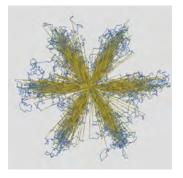
1000 three-step rambles: a less familiar picture?





Art meets science

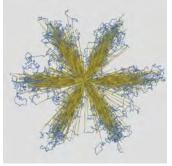
AAAS & Bridges conference



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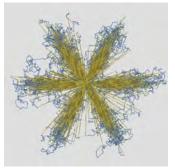


A visualization of six routes that 1000 ants took after leaving their nest in search of food. The jagged blue lines represent the breaking off of random ants in search of seeds.

(Nadia Whitehead 2014-03-25 16:15)

Art meets science

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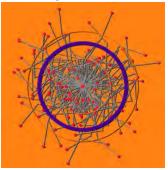


A visualization of six routes that 1000 ants took after leaving their nest in search of food. The jagged blue lines represent the breaking off of random ants in search of seeds.

(Nadia Whitehead 2014-03-25 16:15)

(JonFest 2011 Logo) Three-step random walks. The (purple) expected distance travelled is 1.57459 ...

The closed form W₃ is given below.

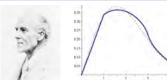


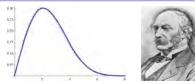
$$W_3 = \frac{16\sqrt[3]{4}\pi^2}{\Gamma(\frac{1}{3})^6} + \frac{3\Gamma(\frac{1}{3})^6}{8\sqrt[3]{4}\pi^4}$$

Borwein and Aragón (University of Newcastle, Australia)

A Little History:

From a vast literature



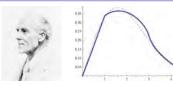


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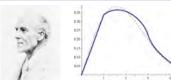
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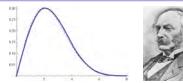
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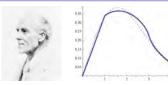
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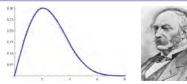
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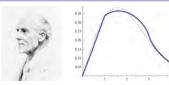
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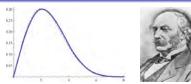
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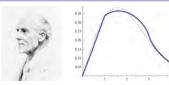
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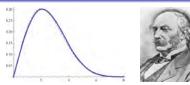
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- appear in graph theory, quantum chemistry, in quantum physics as hexagonal and diamond lattice integers, etc...

Borwein and Aragón (University of Newcastle, Australia)

Walking on real numbers

Why is the sky blue?



Borwein and Aragón (University of Newcastle, Australia)

Walking on real numbers

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What is a (base four) random walk ? Pick a random number in $\{0, 1, 2, 3\}$ and move according to $0 = \rightarrow, 1 = \uparrow, 2 = \leftarrow, 3 = \downarrow$



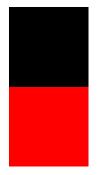
Borwein and Aragón (University of Newcastle, Australia) Walking on real numbers www.car

www.carma.newcastle.edu.au/walks

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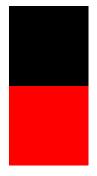


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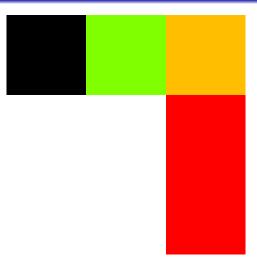
Borwein and Aragón (University of Newcastle, Australia) Walking on real numbers www.ca

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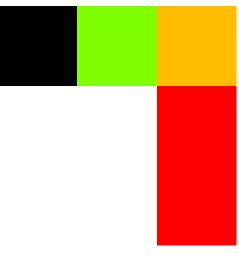




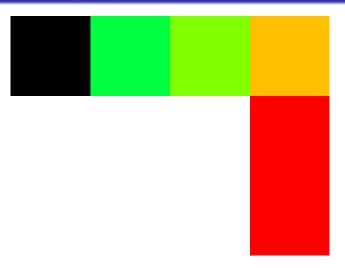
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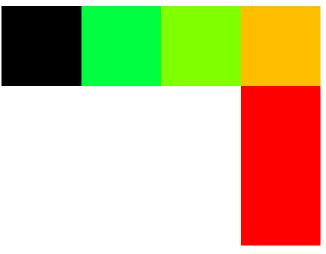
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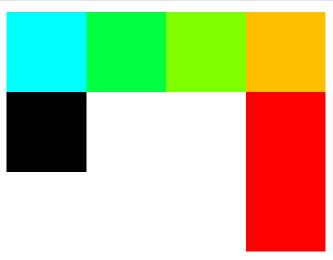
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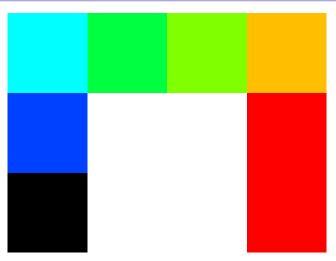


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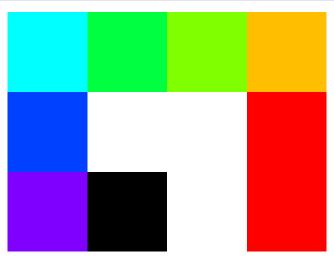
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11222330

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Walking on real numbers

What is a random walk (base 4)? Pick a random number in $\{0,1,2,3\}$ and move $0 = \rightarrow, 1 = \uparrow, 2 = \leftarrow, 3 = \downarrow$

ANIMATION



Figure : A million step base-4 pseudorandom walk. We use the spectrum to show when we visited each point (ROYGBIV and R).

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Walking on real numbers

Random walks look similarish

Chaos theory (order in disorder)

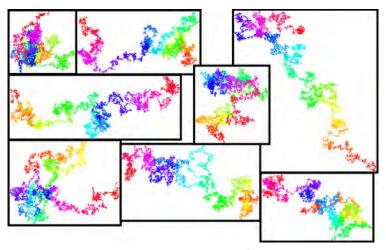


Figure : Eight different base-4 (pseudo)random² walks of one million steps.

²Python uses the *Mersenne Twister* as the core generator. It has a period of $2^{19937} - 1 \approx 10^{6002}$.

Base-*b* random walks:

Our direction choice

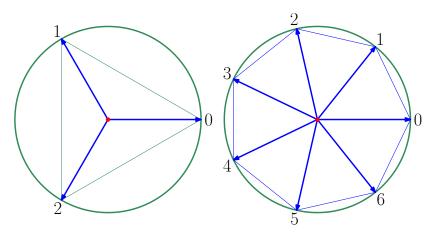


Figure : Directions for base-3 and base-7 random walks.

We are all base-four numbers (AGCT/U)

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Two rational numbers

ANIMATION

The base-4 digit expansion of Q1 and Q2:

Q1=

Q2=

Two rational numbers





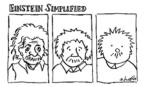


Figure : Self-referent walks on the rational numbers Q1 (top) and Q2 (bottom).

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Walking on real numbers

Two more rationals

Hard to tell from their decimal expansions

The following relatively small rational numbers [G. Marsaglia, 2010]

 $Q3 = \frac{3624360069}{7000000001}$ and $Q4 = \frac{123456789012}{100000000061}$,

have base-10 periods with huge length of **1,750,000,000** digits and **1,000,000,000,060** digits, respectively.

Two more rationals

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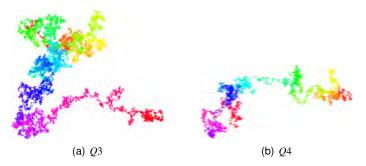


Figure : Walks on the first million base-10 digits of the rationals Q3 and Q4.

Walks on the digits of numbers

ANIMATION

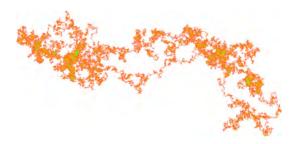


Figure : A walk on the first 10 million base-4 digits of π .

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Walking on real numbers

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Walks on the digits of numbers Coloured by hits (more pink is more hits)

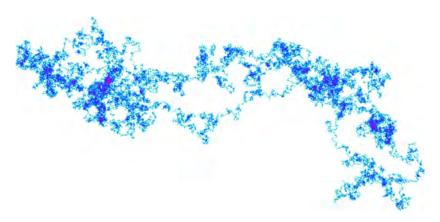


Figure : 100 million base-4 digits of π coloured by number of returns to points.

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The Stoneham numbers

$$\alpha_{b,c} = \sum_{n=1}^{\infty} \frac{1}{c^n b^{c^n}}$$

1973 Richard Stoneham proved some of the following (nearly 'natural') constants are *b*-normal for relatively prime integers *b*,*c*:

$$\alpha_{b,c} := \frac{1}{cb^c} + \frac{1}{c^2b^{c^2}} + \frac{1}{c^3b^{c^3}} + \dots$$

Such super-geometric sums are Stoneham constants. To 10 places

$$\alpha_{2,3} = \frac{1}{24} + \frac{1}{3608} + \frac{1}{3623878656} + \dots$$

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For every coprime pair of integers $b \ge 2$ and $c \ge 2$, the constant $\alpha_{b,c}$ is *b*-normal.

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• Since $3 < 2^{3-1} = 4$, $\alpha_{2,3}$ is 2-normal and 6-nonnormal !

The Stoneham numbers

 $\alpha_{b,c} = \sum_{n=1}^{\infty} \frac{1}{c^n b^{c^n}}$

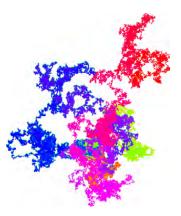


Figure : $\alpha_{2,3}$ is 2-normal (top) but 6-nonnormal (bottom). Is seeing believing?

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Walking on real numbers

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The Stoneham numbers

 $\alpha_{b,c} = \sum_{n=1}^{\infty} \frac{1}{c^n b^{c^n}}$



Figure : Is $\alpha_{2,3}$ 3-normal or not? Is it strongly 2-normal?

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Walking on real numbers

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The expected distance to the origin

Theorem

The expected distance d_N to the origin of a base-*b* random walk of *N* steps behaves like to $\sqrt{\pi N}/2$.

 $\frac{\sqrt{\pi N}}{2d} \rightarrow 1$

The expected distance to the origin



Theorem

The expected distance d_N to the origin of a base-*b* random walk of *N* steps behaves like to $\sqrt{\pi N}/2$.

Number	Base	Steps	Average normalized dist. to the origin: $\frac{1}{\text{Steps}} \sum_{N=2}^{\text{Steps}} \frac{\text{dist}_N}{\sqrt{\frac{N}{2}}}$	Normal
Mean of 10,000 random walks	4	1,000,000	1.00315	Yes
Mean of 10,000 walks on the digits of π	4	1,000,000	1.00083	?
$\alpha_{2,3}$	3	1,000,000	0.89275	?
$\alpha_{2,3}$	4	1,000,000	0.25901	Yes
$\alpha_{2,3}$	6	1,000,000	108.02218	No
π	4	1,000,000	0.84366	?
π	6	1,000,000	0.96458	?
π	10	1,000,000	0.82167	?
π	10	1,000,000,000	0.59824	?
$\sqrt{2}$	4	1,000,000	0.72260	?
Champernowne C ₁₀	10	1,000,000	59.91143	Yes

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Number of points visited

For a 2D lattice

• The expected number of distinct points visited by an *N*-step random walk on a two-dimensional lattice behaves for large *N* like $\pi N/\log(N)$ (Dvoretzky–Erdős, **1951**).

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• For example, for $N = 10^6$ these bounds are (199256.1,203059.5), while $\pi N/\log(N) = 227396$, which overestimates the expectation.

Catalan's constant

$G = 1 + 1/4 + 1/9 + 1/16 + \cdots$

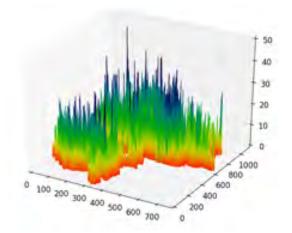


Figure : A walk on one million quad-bits of G with height showing frequency

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 Other tools & representations

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Paul Erdős (1913-1996)

"My brain is open"

Media coverage

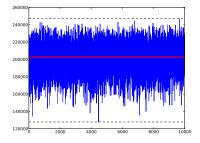


(a) Paul Erdős (Banff 1981. I was there) (b) Émile Borel (1871–1956)

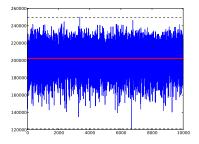
Figure : Two of my favourites. Consult MacTutor.

Number of points visited:

Again π looks random



(a) (Pseudo)random walks.



(b) Walks built by chopping up 10 billion digits of π .

Figure : Number of points visited by 10,000 million-steps base-4 walks.

Points visited by various base-4 walks

Number	Steps	Sites visited	Bounds on the expectation of sites visited by a random walk	
			Lower bound	Upper bound
Mean of 10,000 random walks	1,000,000	202,684	199,256	203,060
Mean of 10,000 walks on the digits of π	1,000,000	202,385	199,256	203,060
$\alpha_{2,3}$	1,000,000	95,817	199,256	203,060
$\alpha_{3,2}$	1,000,000	195,585	199,256	203,060
π	1,000,000	204,148	199,256	203,060
π	10,000,000	1,933,903	1,738,645	1,767,533
π	100,000,000	16,109,429	15,421,296	15,648,132
π	1,000,000,000	138,107,050	138,552,612	140,380,926
е	1,000,000	176,350	199,256	203,060
$\sqrt{2}$	1,000,000	200,733	199,256	203,060
log 2	1,000,000	214,508	199,256	203,060
Champernowne C ₄	1,000,000	548,746	199,256	203,060
Rational number Q_1	1,000,000	378	199,256	203,060
Rational number Q ₂	1,000,000	939,322	199,256	203,060

Normal numbers need not be so "random" ...

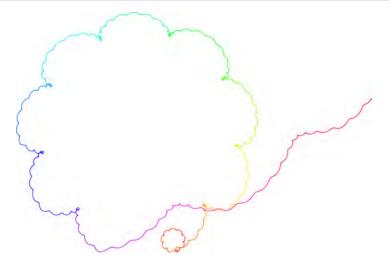


Figure : Champernowne $C_{10} = 0.123456789101112...$ (normal). Normalized distance to the origin: 15.9 (50,000 steps).

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Walking on real numbers

Normal numbers need not be so "random" ...

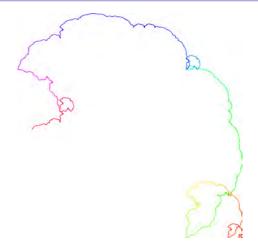


Figure : Champernowne $C_4 = 0.123101112132021...$ (normal). Normalized distance to the origin: 18.1 (100,000 steps). Points visited: 52760. Expectation: (23333, 23857).

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Normal numbers need not be so "random" ...

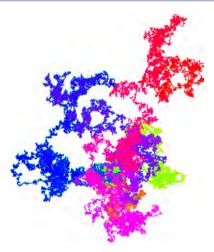


Figure : Stoneham $\alpha_{2,3} = 0.0022232032..._4$ (normal base 4). Normalized distance to the origin: 0.26 (1,000,000 steps). Points visited: 95817. Expectation: (199256, 203060).

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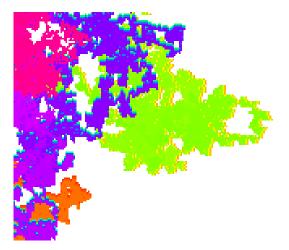


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$\alpha_{2,3}$ is 4-normal but not so "random"

ANIMATION



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Walking on real numbers

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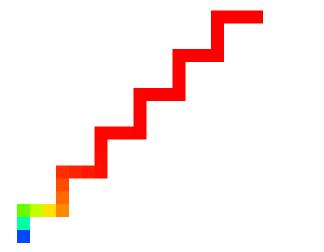


Figure : A pattern in the digits of $\alpha_{2,3}$ base 4. We show only positions of the walk after $\frac{3}{2}(3^n+1), \frac{3}{2}(3^n+1)+3^n$ and $\frac{3}{2}(3^n+1)+2\cdot 3^n$ steps, n = 0, 1, ..., 11.

Experimental conjecture

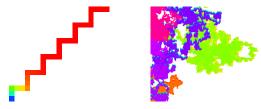
Proven 12-12-12 by Coons

Theorem (Base-4 structure of Stoneham $\alpha_{2,3}$)

Denote by a_k the k^{th} digit of $\alpha_{2,3}$ in its base 4 expansion: $\alpha_{2,3} = \sum_{k=1}^{\infty} a_k/4^k$, with $a_k \in \{0, 1, 2, 3\}$ for all k. Then, for all n = 0, 1, 2, ... one has:

(i)
$$\sum_{k=\frac{3}{2}(3^{n}+1)+3^{n}}^{\frac{3}{2}(3^{n}+1)+3^{n}} e^{a_{k}\pi i/2} = \begin{cases} -i, & \text{n odd} \\ -1, & \text{n even} \end{cases};$$

(ii) $a_{k} = a_{k+3^{n}} = a_{k+2\cdot3^{n}} \text{ if } k = \frac{3(3^{n}+1)}{2}, \frac{3(3^{n}+1)}{2} + 1, \dots, \frac{3(3^{n}+1)}{2} + 3^{n} - 1.$



Likewise, $\alpha_{3.5}$ is 3-normal ... but not very "random" ANIMATION



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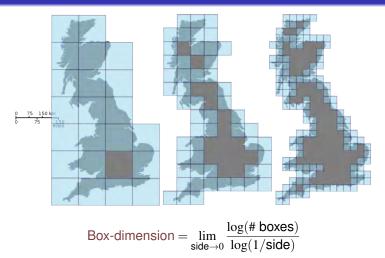
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Box-dimension:

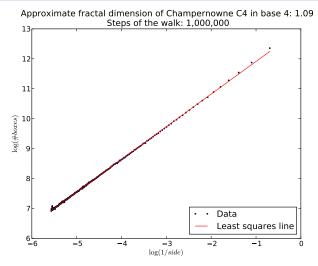
Tends to '2' for a planar random walk



Norway is "frillier" — Hitchhiker's Guide to the Galaxy

Box-dimension:

Tends to '2' for a planar random walk

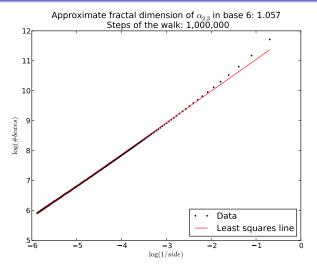


Fractals: self-similar (zoom invariant) partly space-filling shapes (clouds & ferns not buildings & cars). Curves have dimension 1, squares dimension 2

Borwein and Aragón (University of Newcastle, Australia)

Box-dimension:

Tends to '2' for a planar random walk

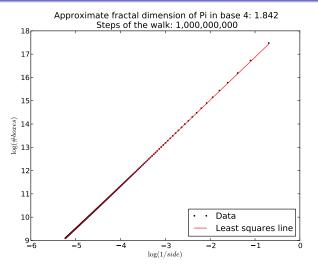


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6

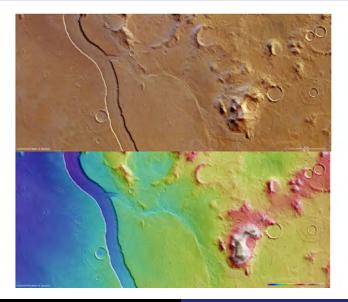
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Fractals everywhere

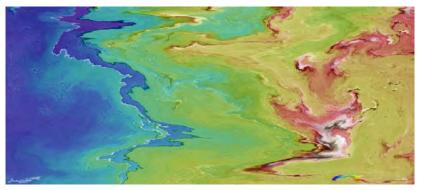
From Mars



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Fractals everywhere





The picture fractalized by the Barnsley's http://frangostudio.com/frangocamera.html

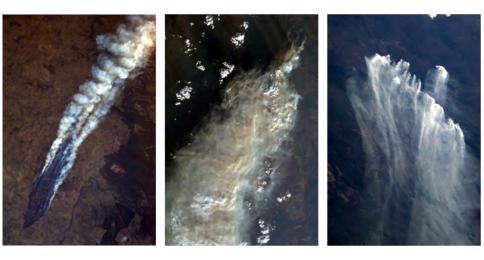
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Walking on real numbers

www.carma.newcastle.edu.au/walks

Fractals everywhere





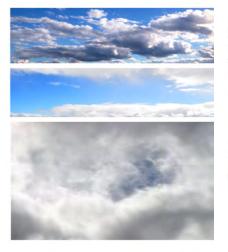
Fractals everywhere

$1 \mapsto 3 \text{ or } 1 \mapsto 8 \text{ or } \dots$



Fractals everywhere

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Fractals everywhere

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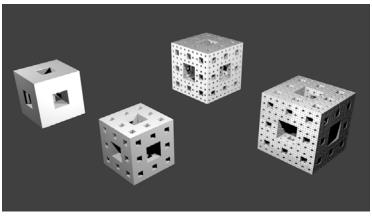


Pascal triangle modulo two [1] [1,1] [1,2,1] [1,3,3,1,] [1,4,6,4,1] [1,510,10,5,1] ...

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Fractals everywhere

$1 \mapsto 3 \text{ or } 1 \mapsto 8 \text{ or } \dots$



Steps to construction of a Sierpinski cube

Borwein and Aragón (University of Newcastle, Australia) Walking on real numbers www.

Fractals everywhere

The Sierpinski Triangle

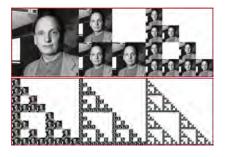
$1\mapsto 3\mapsto 9$



Fractals everywhere

The Sierpinski Triangle

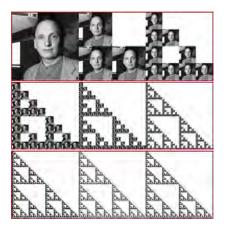
$1\mapsto 3\mapsto 9$



Fractals everywhere

The Sierpinski Triangle

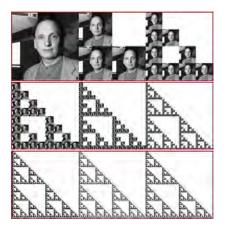
$1\mapsto 3\mapsto 9$

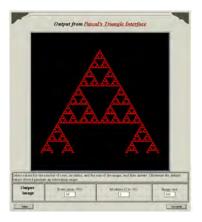


Fractals everywhere

The Sierpinski Triangle

 $1\mapsto 3\mapsto 9$





http:

//oldweb.cecm.sfu.ca/cgi-bin/organics/pascalform

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Three dimensional walks:

Using base six — soon on 3D screen

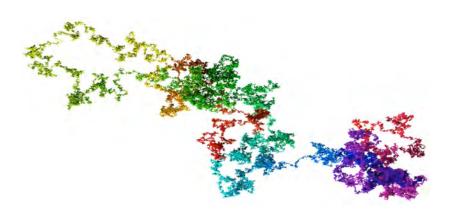


Figure : Matt Skerritt's 3D walk on π (base 6), showing one million steps. But 3D random walks are not recurrent.

Three dimensional walks:

Using base six — soon on 3D screen

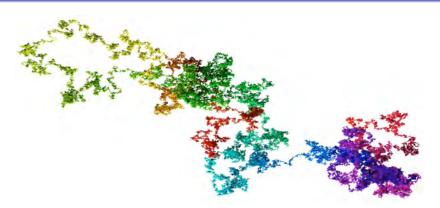


Figure : Matt Skerritt's 3D walk on π (base 6), showing one million steps. But 3D random walks are not recurrent.

"A drunken man will find his way home, a drunken bird will get lost forever." (Kakutani)

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Three dimensional printing:

3D everywhere

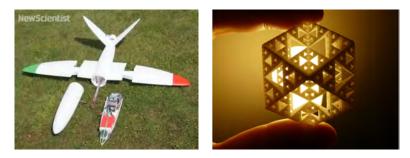


Figure : The future is here ...

www.digitaltrends.com/cool-tech/the-worlds-first-plane-created-entirely-by-3d-printing-takes-flight/

www.shapeways.com/shops/3Dfractals

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Chaos games:

Move half-way to a (random) corner

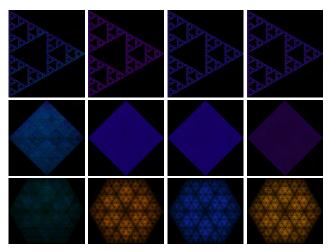


Figure : Coloured by frequency — leads to random fractals. Row 1: Champernowne C_3 , $\alpha_{3,5}$, random, $\alpha_{2,3}$. Row 2: Champernowne C_4 , π , random, $\alpha_{2,3}$. Row 3: Champernowne C_6 , $\alpha_{3,2}$, random, $\alpha_{2,3}$.

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Walking on real numbers

www.carma.newcastle.edu.au/walks

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Automatic numbers: Thue–Morse and Paper-folding

Automatic numbers are never normal. They are given by simple but fascinating rules...giving structured/boring walks:



Figure : **Paper folding**. The sequence of left and right folds along a strip of paper that is folded repeatedly in half in the same direction. Unfold and read 'right' as '1' and 'left' as '0': 1 0 1 1 0 0 1 1 1 0 0 1 0 0

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Figure : **Paper folding**. The sequence of left and right folds along a strip of paper that is folded repeatedly in half in the same direction. Unfold and read 'right' as '1' and 'left' as '0': $1 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \ 0$

Thue-Morse constant (transcendental; 2-automatic, hence nonnormal):

 $TM_2 = \sum_{n=1}^{\infty} \frac{1}{2^{t(n)}}$ where t(0) = 0, while t(2n) = t(n) and t(2n+1) = 1 - t(n)

0.01101001100101101001011001101001...

Automatic numbers: Thue–Morse and Paper-folding

Automatic numbers are never normal. They are given by simple but fascinating rules...giving structured/boring walks:

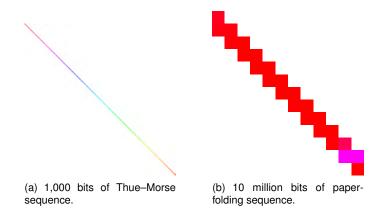


Figure : Walks on two automatic and so nonnormal numbers.

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Media coverage

Automatic numbers:

Turtle plots look great!



(a) Ten million digits of the paperfolding sequence, rotating 60°.



(c) 100,000 digits of the Thue-Morse sequence, rotating 60° (a Koch snowflake).



(b) One million digits of the paperfolding sequence, rotating 120° (a dragon curve).



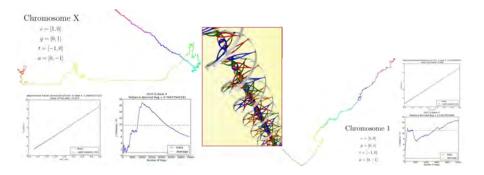
(d) One million digits of π , rotating 60°.

Figure : Turtle plots on various constants with different rotating angles in base 2—where '0' yields forward motion and '1' rotation by a fixed angle.

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Genomes as walks:

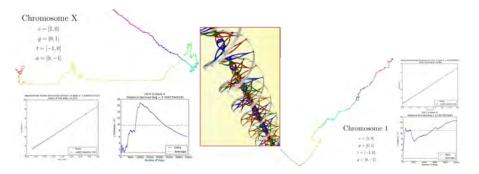
we are all base 4 numbers (ACGT/U)



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Genomes as walks:

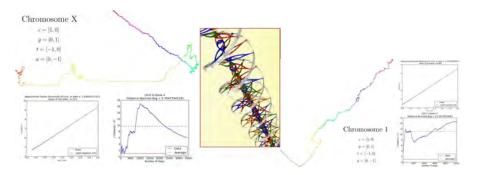
we are all base 4 numbers (ACGT/U)



The X Chromosome (34K) and Chromosome One (10K).

Genomes as walks:

we are all base 4 numbers (ACGT/U)



The X Chromosome (34K) and Chromosome One (10K).

R Chromosomes look less like π and more like concatenation numbers?

DNA for Storage:

we are all base 4 numbers (ACGT/U)

News Science Biochemistry and molecular biology

Shakespeare and Martin Luther King demonstrate potential of DNA storage

All 154 Shakespeare sonnets have been spelled out in DNA to demonstrate the vast potential of genetic data storage

Ian Sample, science correspondent The Guardian, Thursday 24 January 2013 Jump to comments (...)



When written in DNA, one of Shakespeare's sonnets weighs 0.3 millionths of a millionth of a gram. Photograph: Oli Scarff/Getty

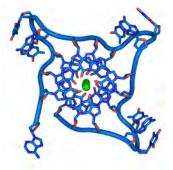


Figure : The potential for DNA storage (L) and the quadruple helix (R)

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2012 walk on π (went *viral*)

Biggest mathematics picture ever?

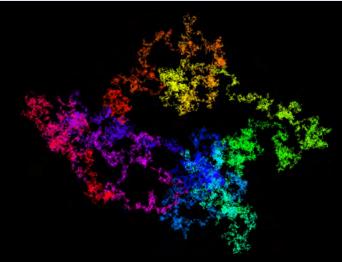


Figure : Walk on first 100 billion base-4 digits of π (normal?).

Borwein and Aragón (University of Newcastle, Australia)

2012 walk on π (went *viral*)

Resolution: 372,224×290,218 pixels (108 gigapixels)

Biggest mathematics picture ever?

Computation: took roughly a month where several parts of the algorithm were run in parallel with 20 threads on CARMA's MacPro cluster.

Figure : Walk on first 100 billion base-4 digits of π (normal?).

http://gigapan.org/gigapans/106803

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Share some maths

About the Aperiodical

Carnival of Mathematics Seen some go

Seen some good new research?

WLTM real number. Must be normal and enjoy long walks on the plane

By Christian Perfect On June 7 2012 1 Comment: In News, Uncategorized

Something that whipped round Twitter over the weekend is an early version of a paper by Francisco Aragón Artacho, David Bailey, Jonathan Borvein and Peter Borvein, investigating the usefulness of planar walks on the digits of real numbers as a way of measuring their randomness.

A problem with real numbers is to decide whether their digits (in whatever bass) are "random" or not. As always, a stnct definition of randomness is up to either the individual or the enlightened metaphysics, but one definition of randomness is normality – every finite string of digits occurs with uniform asymptotic frequency in the decimal (or octal or whatever) representation of the number. Not many results on this subject exist, so people try visual tools to see what randomness locks like, comparing potentially normal numbers like π with pseudorandom numbers. In fact, the (very old) question of whether π is normal was one of the main motivators for this study.



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The Aperiodical

Q

Features Interesting Esoterica Summation.





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News Subscribe by RSS 0

http://aperiodical.com/2012/06/wltm-real-number-must-be-normal-and-enjoy-long-walks-on-the-plane/



Figure : Is Grandma's letter normal?



http://www.wired.com/wiredscience/2012/06/a-random-walk-with-pi/

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Especially in Japan



Figure : Decisions, decisions



http://wired.jp/2012/06/15/a-random-walk-with-pi/

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HOTTEST TOPIC





5 「新MacBook Pro(ま 種の進化だ」

HOTTEST TOPIC

1 276 RT

Random walk in the Pi visualization

2 186 RT

<u>The new MacBook Pro is "almost impossible to repair"</u>

3 90 RT

Apple and Google are, kill a dedicated terminal at GPS

1 85 RT

Google Maps and separation, or Apple can run on the road to success

5 85 RT

Video: Robots learn the language like a baby

RANKING

- Random walk in the Pi visualization
- 2 The new MacBook Pro is "almost
- impossible to repair"
- 3 Apple and Google are, kill a dedicated
- terminal at GPS
- △ Google Maps and separation, or Apple
- can run on the road to success
- 5 "The evolution of species' s new

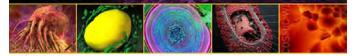
MacBook Pro"



National Science Foundation WHERE DISCOVERIES BEGIN

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Public Voting ended on Nov 12, 2012 11:59 PM



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Learn about Pi at http://www.carma.newcastle.edu.au/jon/pi-2012.pdf

October 25 2012: Music and Maths Concert http://carma.newcastle.edu.au/pdf/music_maths.pdf Hear Pi at http://carma.newcastle.edu.au/walks/

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December 2012: Normality of Pi and Stoneham numbers

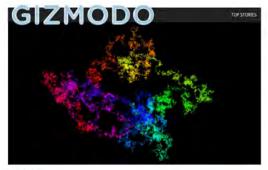




Our analysis of 5 trillion hex-digits suggests π is very probably normal!

http://www.pourlascience.fr/ewb_pages/f/fiche-article-etre-normal-pas-si-facile-30713.php

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What Is This?

Jamie Condliffe 🖨

This ragged cloud of color looks messy and

unstructured—but in fact it's a rare and unusual view of one of the most fundamental things in science. Can you work out what it is?

Sadly for you, we're going to let you puzzle over the answer for a little while. To stop you all going round in eircles, though, here are a couple of clues: it was generated by a computer and the thing it depicts is used in every branch of science, from mathematics to engineering.

We'll post the solution here in an hour or so. Until then, try and work out exactly what it is amongst yourselves in the comments—without cheating and resorting to Google Images.

Update: You can find the answer here.

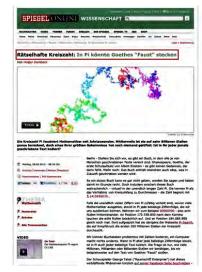
January 10, 2013 http://gizmodo.com/5974779/what-is-this

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Share Q 11 11 Law 152

21 THE # 1 KUP

• Spiegel. The mysterious circular number: Pi contains Goethe (not Shakespeare)



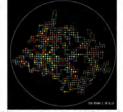
April 29, 2013 www.spiegel.de/wissenschaft/mensch/mathematik-ist-die-kreiszahl-pi-normal-a-895876.html

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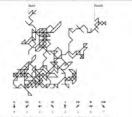
• Guardian.

3.14.14

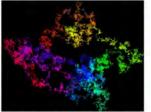




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March 14, 2014 www.theguardian.com/science/alexs-adventures-in-numberland/gallery/2014/mar/14/

pi-day-pi-transformed-into-incredible-art-in-pictures

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