

CARMA AND ME FOR 23-10-2012 ITB-APEC WORKSHOP

Jonathan M. Borwein FRSC FAA FAAAS

Laureate Professor & Director of CARMA, University of Newcastle

URL: <http://carma.newcastle.edu.au/jon/APEC.pdf>

NEWS: <http://carma.newcastle.edu.au/carmanews.shtml>

**Priority Research Centre for
Computer Assisted Research Mathematics and its Applications**

Revised: October 21 2012



Greetings from Oz

Main Speakers:

 **Jeffery A. Waldock**
(Sheffield Hallam University, UK): Developing graduate skill (17 skills, how to achieve) case studies: Universities in UK

 **Joshua Abrams**
(Meridian Academics, MA, USA): The Importance of Mathematical Modelling in High-Schools Curriculum

 **Edy Soewono**
(ITB, Indonesia): Mathematical Modeling in ITB and its collaborators

Further information:

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 **Asia-Pacific Economic Cooperation**



Promoting best practices on Mathematical Modelling Course in higher education curriculum of APEC economies



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CARMA



Experimental Mathematics: what it is?

Experimental mathematics is the use of a computer to run computations—sometimes no more than trial-and-error tests—to look for patterns, to identify particular numbers and sequences, to gather evidence in support of specific mathematical assertions that may themselves arise by computational means, including search.

Like contemporary chemists — and before them the alchemists of old—who mix various substances together in a crucible and heat them to a high temperature to see what happens, today's experimental mathematicians put a hopefully potent mix of numbers, formulas, and algorithms into a computer in the hope that something of interest emerges. (JMB-Devlin, 2008, p. 1)

- Quoted in [International Council on Mathematical Instruction Study 19: On Proof and Proving, 2012](#)



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Experimental Mathematics: Integer Relation Methods

Secure Knowledge without Proof. Given real numbers $\beta, \alpha_1, \alpha_2, \dots, \alpha_n$ Ferguson's **integer relation method** (PSLQ), finds a nontrivial linear relation of the form

$$a_0\beta + a_1\alpha_1 + a_2\alpha_2 + \dots + a_n\alpha_n = 0, \quad (1)$$

where a_i are integers—if one exists and provides an **exclusion bound** otherwise.

- If $a_0 \neq 0$ then (1) assures β is in rational vector space generated by $\{\alpha_1, \alpha_2, \dots, \alpha_n\}$.
- $\beta = 1, \alpha_i = \alpha^i$ means α is algebraic of degree n
- **2000** *Computing in Science & Engineering*: PSLQ one of top 10 algorithms of 20th century



PROFILE: HELAMAN FERGUSON

Carving His Own Unique Niche, In Symbols and Stone

By refusing to choose between mathematics and art, a self-described "mislfit" has found the place where parallel careers meet

CMS D.Borwein Prize



Madelung constant



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Top Ten Algorithms: all but one well used in CARMA

Algorithms for the Ages

"Great algorithms are the poetry of computation," says Francis Sullivan of the Institute for Defense Analyses' Center for Computing Sciences in Bowie, Maryland. He and Jack Dongarra of the University of Tennessee and Oak Ridge National Laboratory have put together a sampling that might have made Robert Frost beam with pride--had the poet been a computer jock. Their list of 10 algorithms having "the greatest influence on the development and practice of science and engineering in the 20th century" appears in the January/February issue of *Computing in Science & Engineering*. If you use a computer, some of these algorithms are no doubt crunching your data as you read this. The drum roll, please:

1. **1946: The Metropolis Algorithm for Monte Carlo.** Through the use of random processes, this algorithm offers an efficient way to stumble toward answers to problems that are too complicated to solve exactly.
2. **1947: Simplex Method for Linear Programming.** An elegant solution to a common problem in planning and decision-making.
3. **1950: Krylov Subspace Iteration Method.** A technique for rapidly solving the linear equations that abound in scientific computation.
4. **1951: The Decompositional Approach to Matrix Computations.** A suite of techniques for numerical linear algebra.
5. **1957: The Fortran Optimizing Compiler.** Turns high-level code into efficient computer-readable code.
6. **1959: QR Algorithm for Computing Eigenvalues.** Another crucial matrix operation made swift and practical.
7. **1962: Quicksort Algorithms for Sorting.** For the efficient handling of large databases.
8. **1965: Fast Fourier Transform.** Perhaps the most ubiquitous algorithm in use today, it breaks down waveforms (like sound) into periodic components.
9. **1977: Integer Relation Detection.** A fast method for spotting simple equations satisfied by collections of seemingly unrelated numbers.
10. **1987: Fast Multipole Method.** A breakthrough in dealing with the complexity of n-body calculations, applied in problems ranging from celestial mechanics to protein folding.

From *Random Samples*, Science page 799, February 4, 2000.



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- 5. Experimental Mathematics
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Experimental Mathematics: PSLQ is core to CARMA

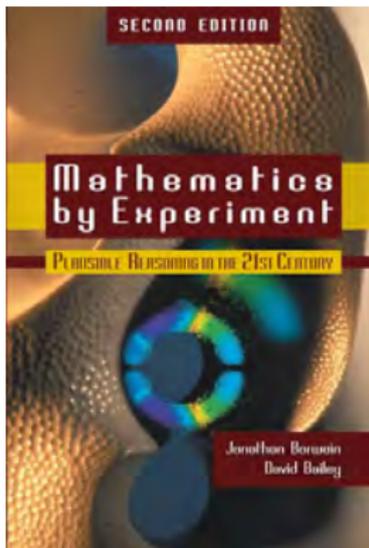
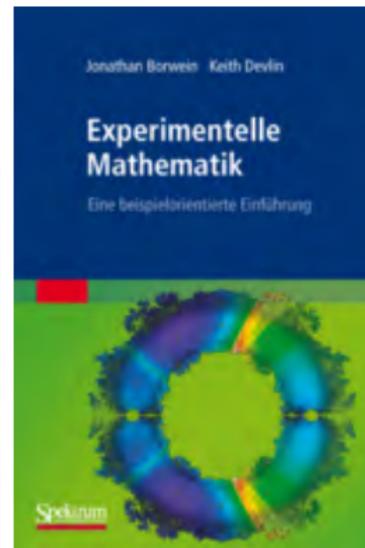
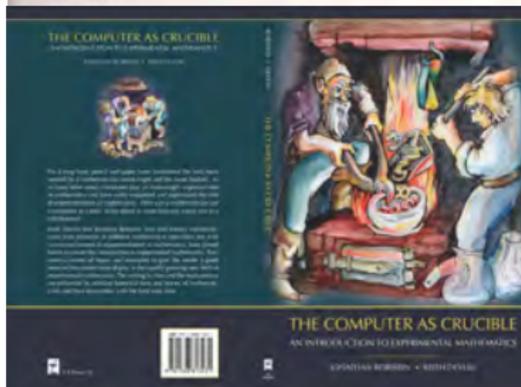


Figure 6.3. Three images quantized at quality 50 (L), 48 (C) and 75 (R). Courtesy of Mason Macklem.



Experimental Mathematics (2004-08, 2009, 2010)



Notices of AMS 2011: and hundreds of online publications

Exploratory Experimentation and Computation

David H. Bailey and Jonathan M. Borwein

The authors' thesis—once controversial, but now a commonplace—is that computers can be a useful, even essential, aid to mathematical research.

—Jeff Miller

Jeff Miller wrote this in his recent review (MR2427663) of [10]. As we hope to make clear, Miller was entirely right in that most, if not most, research mathematicians now use the computer in a variety of ways to solve problems, inspect numerical data, manipulate expressions symbolically, and run simulations. However, it seems to us that there has not yet been substantial and noticeable rigorous progress in the way mathematics is presented in research papers, textbooks, and classroom instruction or in how the mathematical discovery process is organized.

Mathematicians Are Humans
 We share with George Polya (1887–1985) the view [27], vol. 2, p. 126 (ital. *bold*), which I learned, sometime earlier in my research career and with much less outside influence than formal education.

David H. Bailey is Chief Technologist of the Computational Research Department at Lawrence Berkeley National Laboratory. His email is dbailey@lbl.gov. This work was supported by the director, Office of Computational and Technology Research, Division of Mathematical, Information, and Computational Sciences of the U.S. Department of Energy under contract number DE-AC02-07OR21400. Jonathan M. Borwein is Laureate Professor at the Centre for Computer Assisted Research Mathematics and Applications (CARMA) at the University of Newcastle, Australia. His email address is jonathan.borwein@newcastle.edu.au.

Polya went on to reflect, nonetheless, that proof should certainly be taught in school.

We turn to observations, many of which have been bandied out in coordinated books such as *Mathematics by Experiment* [10] and *Experimental Mathematics in Action* [5] in which we have raised the changing nature of mathematical knowledge and its cross-quarter ask questions such as “How do we teach what and why to students?”, “How do we come to believe and trust pieces of mathematics?”, and “Why do we wish to prove things?” An answer to the last question is “That depends.” Sometimes we wish to prove and sometimes, especially with subsidiary results, we are more than happy with a verification. The computer here suggests new avenues to assist with both.

Small [27], p. 133: writes
 The large human brain evolved over the past 1.7 million years to allow individuals to organize the growing complexities posed by human social being.

As a result, humans find various models of argument more palatable than others and are more prone to make certain kinds of errors than others. Likewise, the well-known evolutionary psychologist Steve Pinker observes that language [24, p. 432] is founded on

the efficient solution of space, time, cost factors, precision, and gain that appear to underlie a language of thought.

This resonates to within mathematics. The computer offers scaffolding both to enhance mathematical reasoning, as with the recent computational construction of the Liu group G_5 , see <http://www.math.ubc.ca/~compuart/1115.html>, and to restrict mathematical error.

Experimental Methodology
 Justice Peter Stronach's German 1994 comment, “I know it when I see it,” is the quote with which

The Computer as Oracle [13] starts. A bit less informally, by experimental mathematics we intend [10]:

- (a) gaining insight and intuition;
- (b) visualizing math principles;
- (c) discovering new relationships;
- (d) testing and especially falsifying conjectures;
- (e) exploring a possible result to see if it merits formal proof;
- (f) suggesting approaches for formal proof;
- (g) comparing replacing lengthy hand derivations;
- (h) confirming analytically derived results.

(f) of these items, (i) through (e) play a central role, and (f) also plays a significant role for us but contains computer-assisted or computer-directed proof and thus is quite distinct from formal proof in the topic of a special issue of the *Notices* in December 2008, see, e.g., [20].

Digital Integrity. For us, (g) has become ubiquitous, and we have found (h) to be particularly effective in ensuring the integrity of published mathematics. For example, we frequently check and correct identities in mathematical manuscripts by computing particular values on the LHS and RHS to high precision and comparing results—and then if necessary use software to repair defects.

As a first example, in a current study of “character sums” we wished to use the following result derived in [14]:

$$(1) \sum_{m=1}^n \sum_{a=1}^m \frac{(-1)^{m-a}}{(2m-1)(m+a-1)^2} = \frac{1}{2} \operatorname{Li}_2\left(\frac{1}{2}\right) - \frac{51}{280} m^2 - \frac{1}{6} m^3 \log^2(2) + \frac{1}{6} \log^4(2) + \frac{2}{3} \log(2)\zeta(3).$$

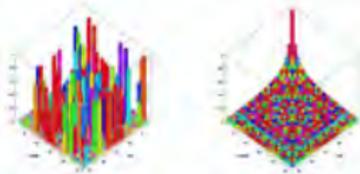
Here $\operatorname{Li}_2(1/2)$ is a polylogarithmic value. However, a subsequent computation to check results disclosed that, whereas the LHS evaluates to -0.87292920 , the RHS evaluates to 2.500330815 . Puzzled, we computed the sum, as well as each of the terms on the RHS using their coefficients, to 500-digit precision, then applied the “PAC” algorithm, which searches for integer relations among a set of constants [16]. PARI/GP quickly found the following:

$$(2) \sum_{m=1}^n \sum_{a=1}^m \frac{(-1)^{m-a}}{(2m-1)(m+a-1)^2} - 4 \operatorname{Li}_2\left(\frac{1}{2}\right) - \frac{511}{280} m^2 - \frac{1}{6} m^3 \log^2(2) + \frac{1}{6} \log^4(2) + \frac{2}{3} \log(2)\zeta(3).$$

In other words, in the process of transcribing [1] into the original manuscript, “51” had become “511.” It is quite possible that this error would have gone undetected and uncorrected had we not been

Caption for attached graphic:

Mathematicians often work with matrices, which are arrays of numbers. When written on a page, a matrix can look like a sea of numbers, so any patterns that might occur in the numbers can be difficult to discern. More and more, mathematicians are turning to graphical representations of matrices, like the two examples here. By using color and font to indicate the values of the numbers in the matrix, these graphical representations can instantly give a larger of the patterns in the matrix. The first picture is a representation of a matrix in which the numbers exhibit a clear pattern; the second picture, by contrast, is a matrix in which the numbers are random. (Graphic by David Bailey and Jonathan Borwein. Republish their permission before reproducing the graphic.)



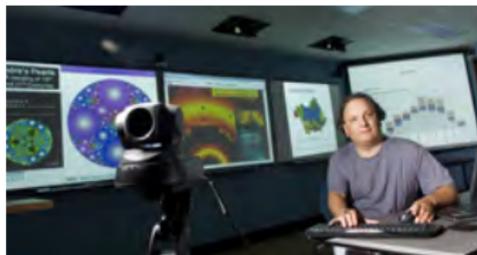
AMS Embargoed PR



CARMA's Mandate

Mathematics, as “[the language of high technology](#)” which underpins all facets of modern life and current Information and Communication Technology (ICT), is ubiquitous. No other research centre exists focussing on [the implications of developments in ICT, present and future](#), for the practice of research mathematics.

- CARMA fills this gap through exploitation and development of techniques and tools for [computer-assisted discovery](#) and [disciplined data-mining](#) including [mathematical visualization](#).



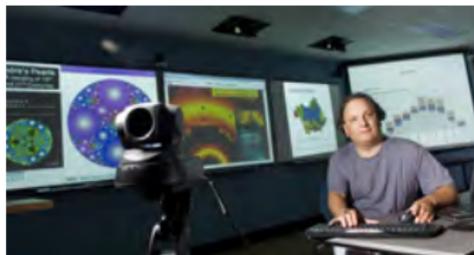
CARMA's Access Grid Room



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CARMA's Objectives:

To perform R&D relating to the informed use of computers as an adjunct to mathematical discovery (including current advances in cognitive science, in information technology, operations research and theoretical computer science).



- of mathematics underlying computer-based decision support systems, particularly in automation and optimization of scheduling, planning and design activities, and to undertake mathematical modelling of such activities. (C-OPT, NUOR and partners)
- To promote and advise on use of appropriate tools (hardware, software, databases, learning object repositories, mathematical knowledge management, collaborative technology) in academia, education and industry.
- To make University of Newcastle a world-leading institution for Computer Assisted Research Mathematics and its Applications.¹



¹2010 ERA. UofN received only '5' in Applied Maths.

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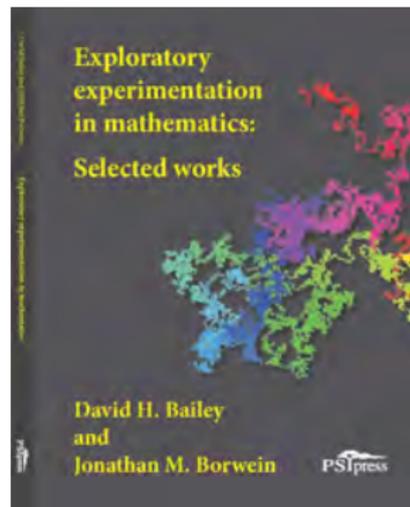
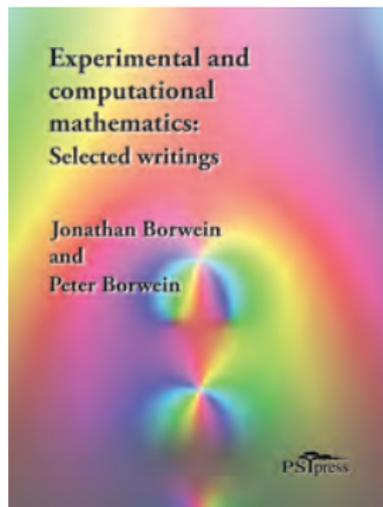
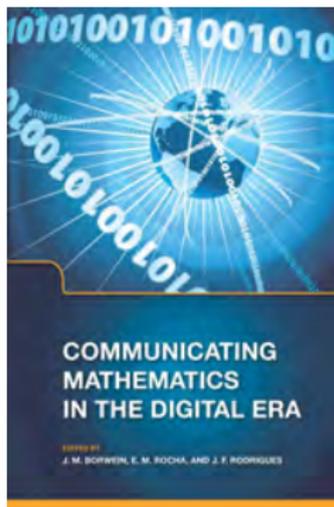
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Communication and Computation: are entangled



Communicating Mathematics (2008, 2010, 2012)

- 2012 *Science Communication* paper on AG seminars at <http://www.carma.newcastle.edu.au/jon/c2c11.pdf>

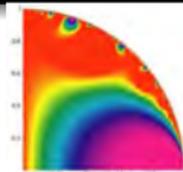


CARMA's Deep History

toc

▶ SKIP

A co-evolution of symbolic/numeric (hybrid) computation, experimental maths, collaborative technology and HPC.



Experimentally-found modular fractal took 3 hrs to print

1982 PBB & JMB 'minor' work on fast computation at Dalhousie; experimental mathematicians before term was current.²

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1995 Organic Mathematics Project: www.cecm.sfu.ca/organics

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2012 C-OPT founded. CARMA renewed to 2015? Then what?

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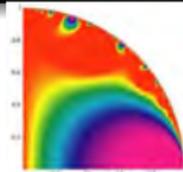


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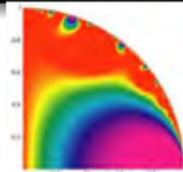
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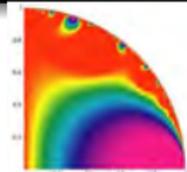
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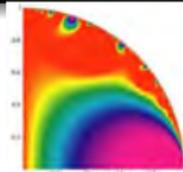
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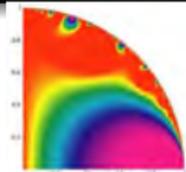
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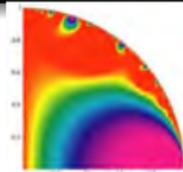
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CARMA's Deep History

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Roughly **40** current Members and Associates:

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CARMA's AMSI AGR and Inner Sanctum Rooms



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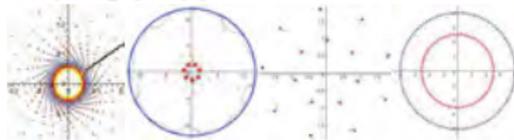
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Continuing Scientific Activities Include

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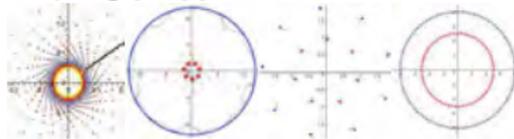
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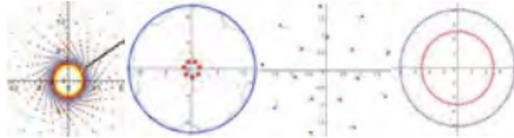


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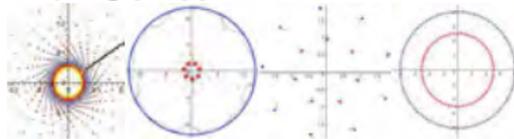
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V205 for **dis-located** collaboration;

V206 for **co-located** collaboration.

HPC 110 core **MacPro** Cluster and **x-grid** plus access to NSW and National computing services.

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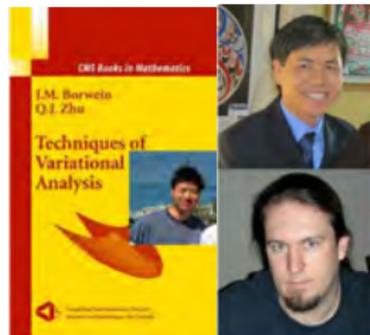
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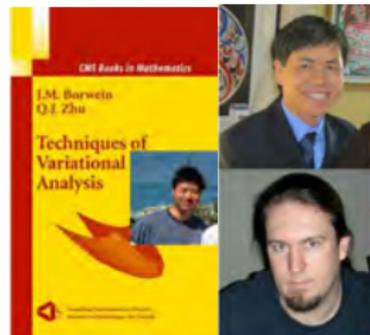
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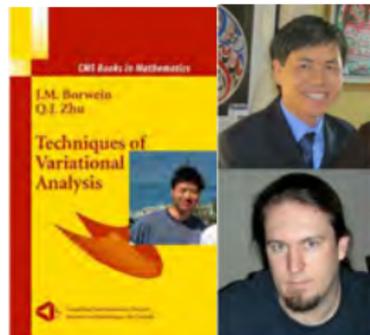
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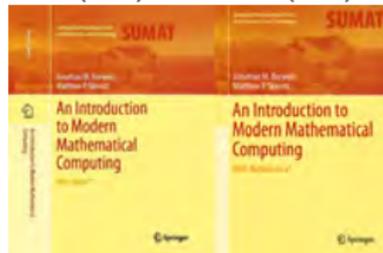
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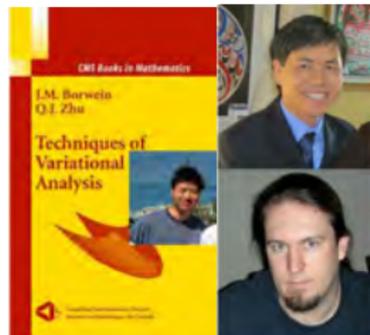
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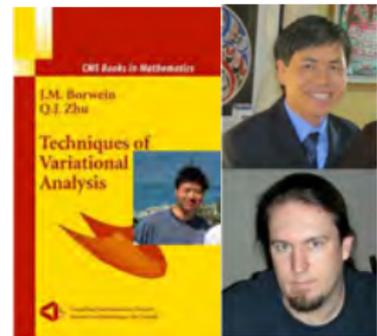
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Symbolic-Numeric-Graphic Computation: SNAG



FCRC '11

The 4th international workshop on Symbolic-Numeric Computation

SNC 2011

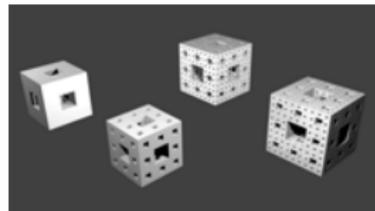
June 7-9, 2011, San Jose, California

Invited Speakers

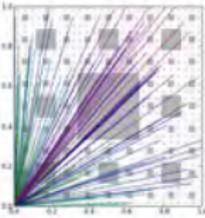
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- Professor **James Sturtevant** (Carnegie Mellon University)
- Professor **Shantanu Das** (University of Waterloo)

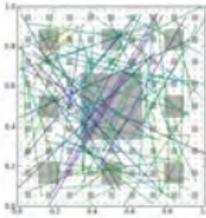
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Square distance to origin ($11/16$) and between points ($3/8$) in fractal carpet






Michael Rose: work motivated by senile rat brains
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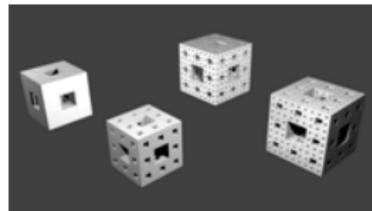
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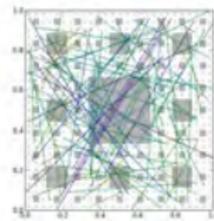
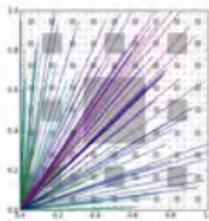
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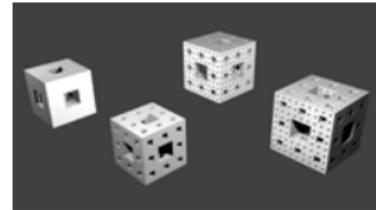
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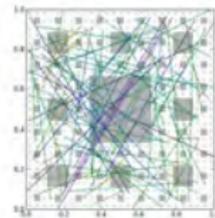
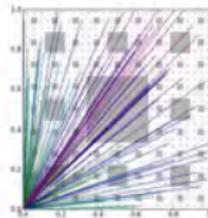
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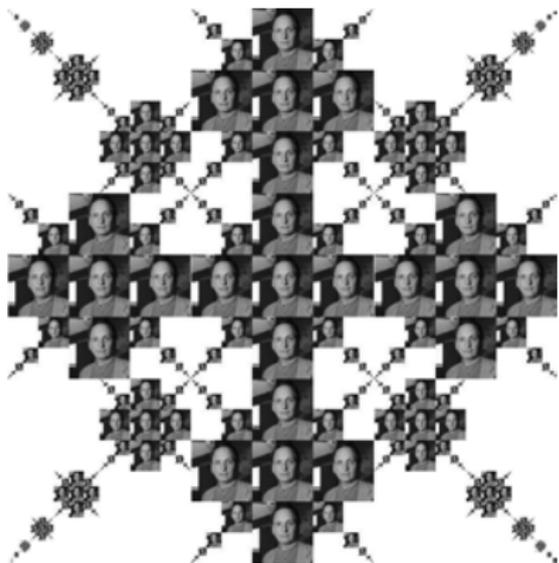


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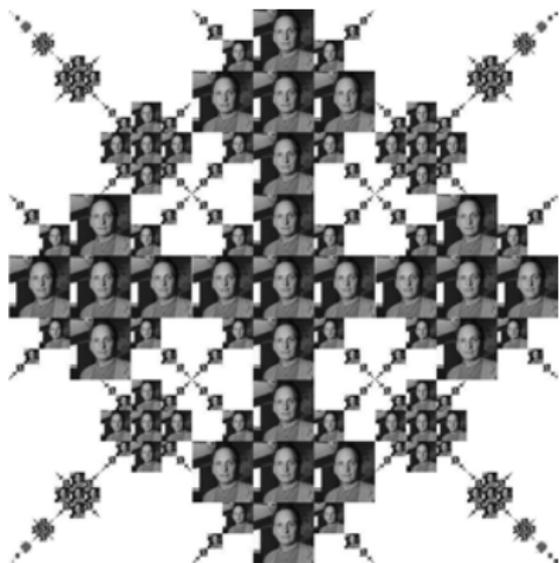
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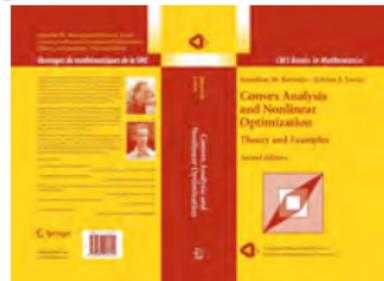
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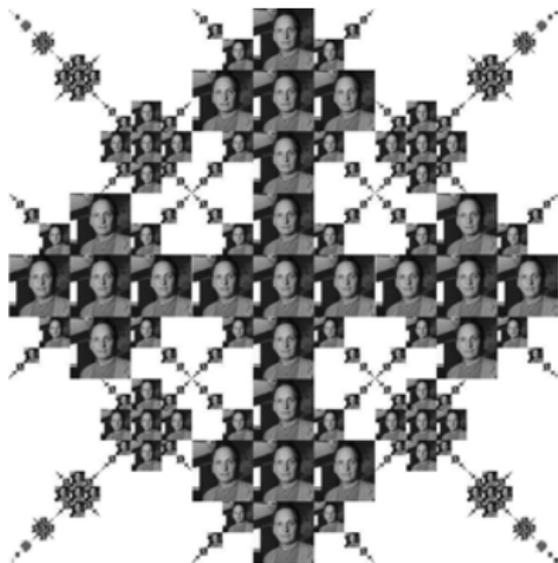
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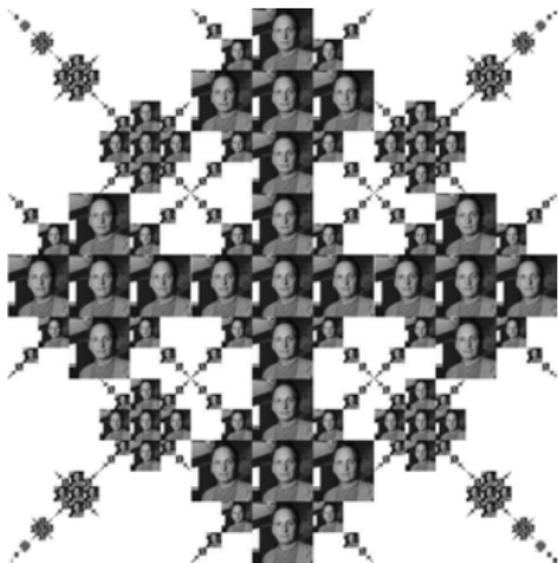
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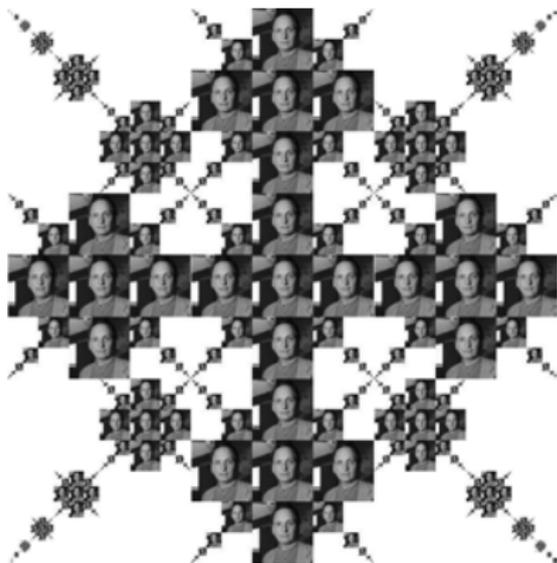
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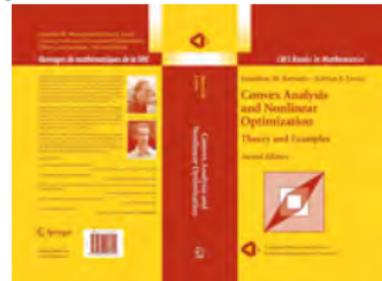
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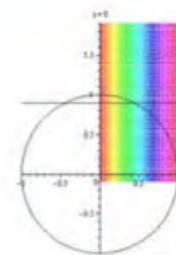
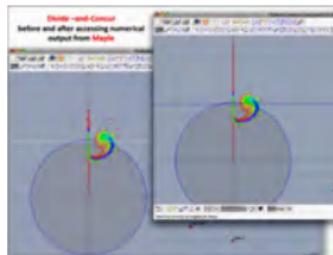
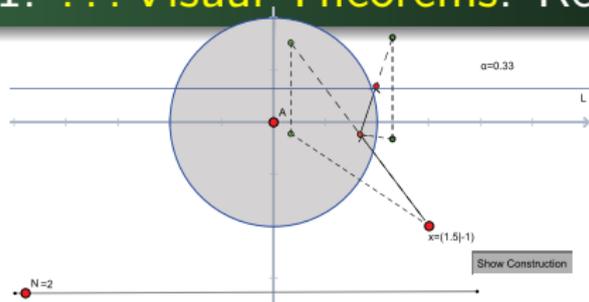
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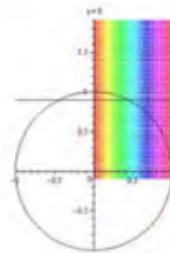
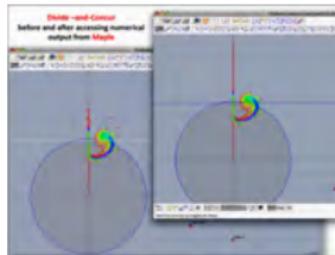
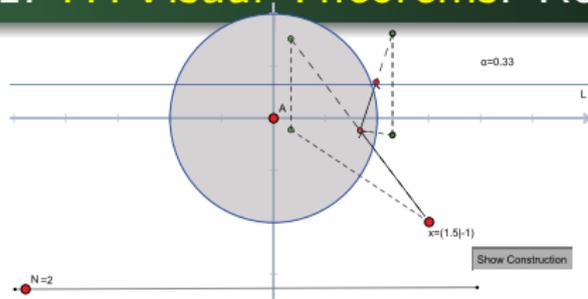


To find a point on a sphere and in an affine subspace

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28. Why Pi? Frivolity, utility and normality
32. Pi seems Random: walking on numbers

3. Three Ramblers: A. Straub, J.J. Borwein, J. Wan



2011. AS won ACM-ISSAC Best Student Paper prize
JW was B.H. Neumann prize winner



3. Moments of Random Walks (Flights):

Definition (Moments and Challenging integrals)

For complex s the n -th **moment function** is

$$\begin{aligned} W_n(s) &= \int_{[0,1]^n} \left| \sum_{k=1}^n e^{2\pi x_k i} \right|^s dx \\ &= \int_{[0,1]^{n-1}} \left| 1 + \sum_{k=1}^{n-1} e^{2\pi x_k i} \right|^s d(x_1, \dots, x_{n-1}) \end{aligned}$$

Thus, $W_n := W_n(1)$ is the *expectation*.

- So

$$W_2 = 4 \int_0^{1/4} \cos(\pi x) dx = \frac{4}{\pi}$$

and $W_2(s) = \binom{s/2}{s}$ (combinatorics).



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3. One 1500-step Walk in the plane: a familiar picture



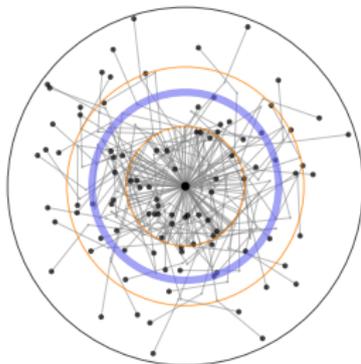
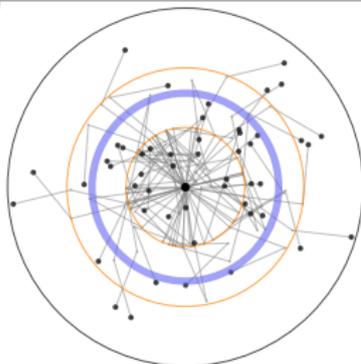
2D and 3D lattice walks are different:

*A drunk man will
find his way
home but a
drunk bird may
get lost forever.
— Shizuo
Kakutani*

3. 50, 100, 1000 3-step Walks: a less familiar picture?

toc

▶ SKIP



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



3. Moments of a Three Step Walk: in the complex plane

Theorem (Tractable hypergeometric form for W_3)

(a) For $s \neq -3, -5, -7, \dots$, we have

$$W_3(s) = \frac{3^{s+3/2}}{2\pi} \beta\left(s + \frac{1}{2}, s + \frac{1}{2}\right) {}_3F_2\left(\begin{matrix} \frac{s+2}{2}, \frac{s+2}{2}, \frac{s+2}{2} \\ 1, \frac{s+3}{2} \end{matrix} \middle| \frac{1}{4}\right). \quad (2)$$

(b) For every natural number $k = 1, 2, \dots$,

$$W_3(-2k - 1) = \frac{\sqrt{3} \binom{2k}{k}^2}{2^{4k+1} 3^{2k}} {}_3F_2\left(\begin{matrix} \frac{1}{2}, \frac{1}{2}, \frac{1}{2} \\ k+1, k+1 \end{matrix} \middle| \frac{1}{4}\right).$$

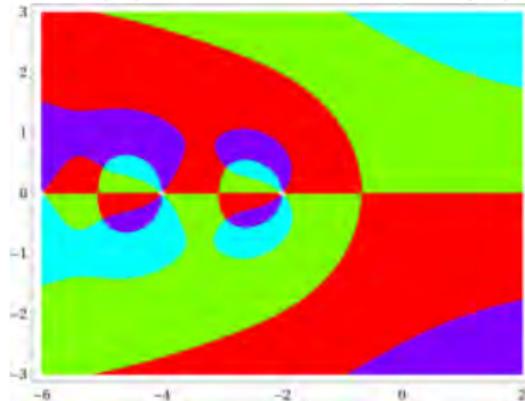
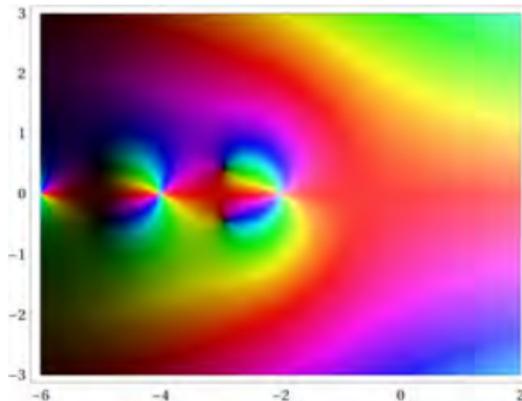
3. Moments of a Four Step Walk

Theorem (Meijer-G form for W_4)

For $\text{Re } s > -2$ and s not an odd integer

$$W_4(s) = \frac{2^s \Gamma(1 + \frac{s}{2})}{\pi \Gamma(-\frac{s}{2})} G_{44}^{22} \left(\begin{matrix} 1, \frac{1-s}{2}, 1, 1 \\ \frac{1}{2}, -\frac{s}{2}, -\frac{s}{2}, -\frac{s}{2} \end{matrix} \middle| 1 \right). \quad (3)$$

W_4 with phase colored continuously (L) and by quadrant (R)



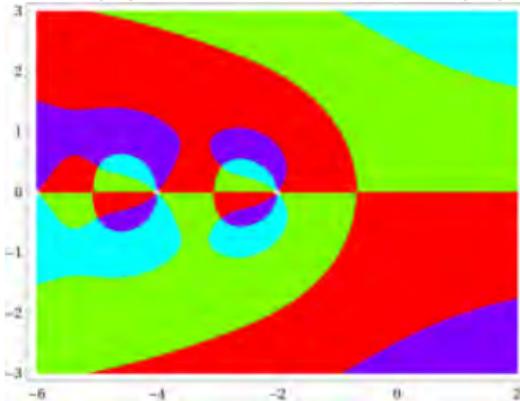
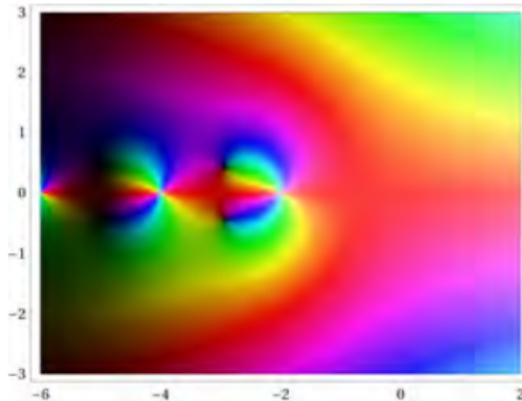
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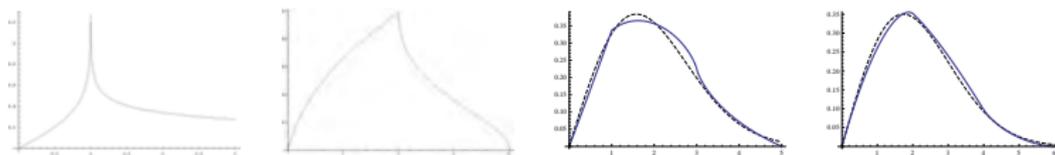
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W_4 with phase colored continuously (L) and by quadrant (R)



3. Density of a Three and Four Step Walk (BSW, 2010)

$$p_3(\alpha) = \frac{2\sqrt{3}\alpha}{\pi(3+\alpha^2)} {}_2F_1\left(\begin{matrix} \frac{1}{3}, \frac{2}{3} \\ 1 \end{matrix} \middle| \frac{\alpha^2(9-\alpha^2)^2}{(3+\alpha^2)^3}\right)$$



For $n \geq 7$ the asymptotics $p_n(x) \sim \frac{2x}{n} e^{-x^2/n}$ are good.
 (These are hard to draw.)

$$p_4(\alpha) = \frac{2}{\pi^2} \frac{\sqrt{16-\alpha^2}}{\alpha} \operatorname{Re} {}_3F_2\left(\begin{matrix} \frac{1}{2}, \frac{1}{2}, \frac{1}{2} \\ \frac{5}{6}, \frac{7}{6} \end{matrix} \middle| \frac{(16-\alpha^2)^3}{108\alpha^4}\right).$$

- 4. CARMA's Mandate
- 12. About CARMA
- 16. My Current Research
- 38. Modern Mathematical Visualization

- 17. My Current Interests : SNAG and the like
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4. Pi Photo-shopped: a 2010 Pi Day Contest



Royal Society: “Nullius in Verba” (trust not in words)



Many mathematicians: “Noli Credere Pictis”



4. Life of Pi

- At the end of his story, [Piscine \(Pi\) Molitor](#) writes



Richard Parker (L) and Pi Molitor
Ang Lee's upcoming film
[Life of Pi](#) is now shooting
with a late 2012 3D-release

I am a person who believes in form, in harmony of order. Where we can, we must give things a meaningful shape. For example — I wonder — could you tell my jumbled story in exactly one hundred chapters, not one more, not one less? [I'll tell you, that's one thing I hate about my nickname, the way that number runs on forever.](#) It's important in life to conclude things properly. Only then can you let go.

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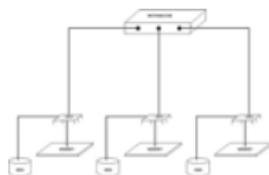
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4. Why Pi? “Pi is Mount Everest.”

What motivates modern computations of π — given that irrationality and transcendence of π were settled a century ago?

- One motivation is the raw challenge of harnessing the stupendous power of modern computer systems.



Programming is quite hard — especially on large, distributed memory computer systems: load balancing, communication needs, etc.

Substantial practical spin-offs accrue:

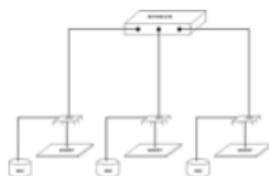
- Accelerating computations of π sped up the fast Fourier transform (FFT) — heavily used in science and engineering.
- Also to bench-marking and proofing computers, since brittle algorithms make better tests.



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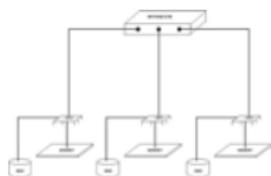
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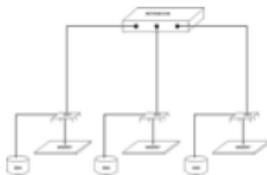
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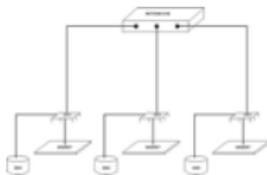
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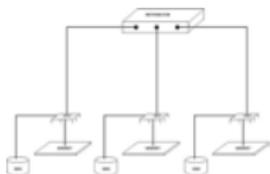


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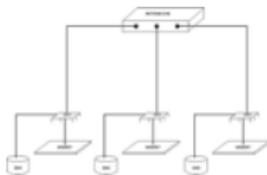
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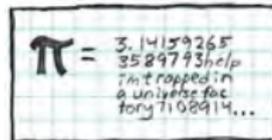
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John von Neumann so prompted ENIAC computation of π and e — and e showed anomalies.



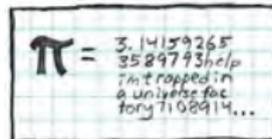
- Kanada, e.g., made detailed statistical analysis — **without success** — hoping some test suggests π is **not** normal.
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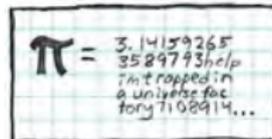
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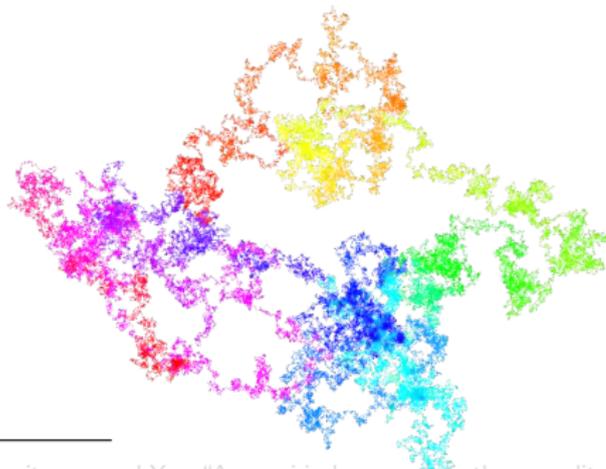
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Fran Aragon's 2.873 GB walk on a 200 billion binary digits of Pi

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- A Poisson inter-arrival time model applied to 15.925 trillion bits gives: probability Pi is not normal less than one part in is 10^{3600} ³



At work Haifa, May 2012



³Bailey, Borwein, Calude, Dinneen, Dumitrescu, and Yee, "An empirical approach to the normality of pi

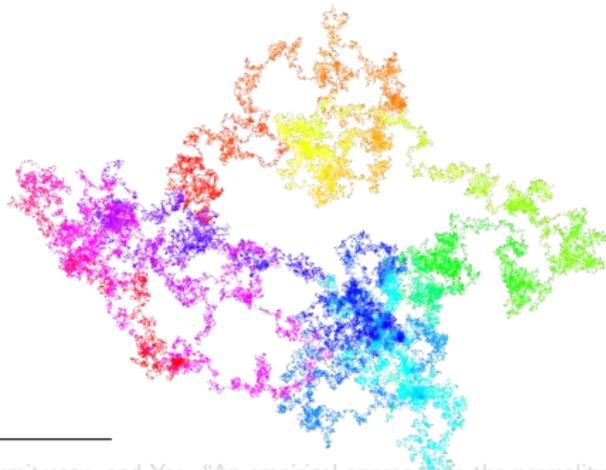
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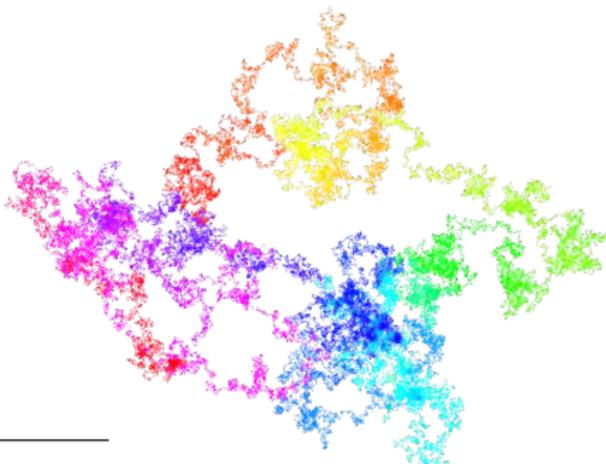
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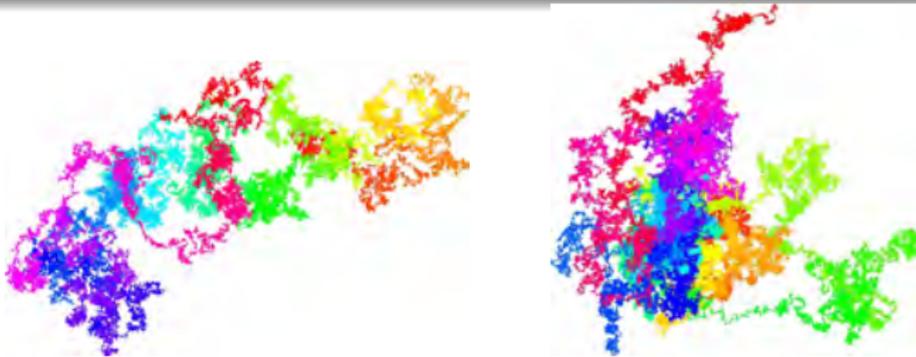


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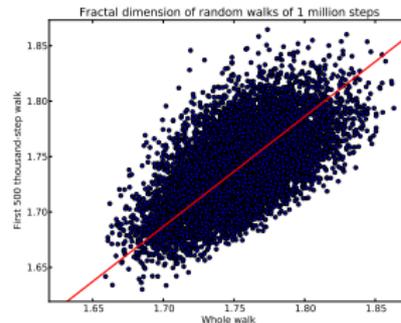
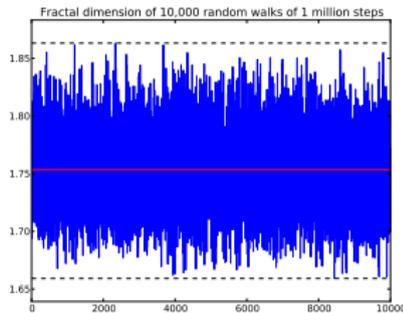
4. Pi seems Random: Some million step **bit** walks

toc

▶ SKIP

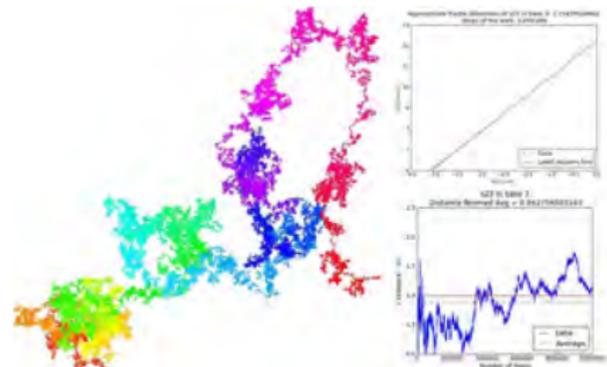
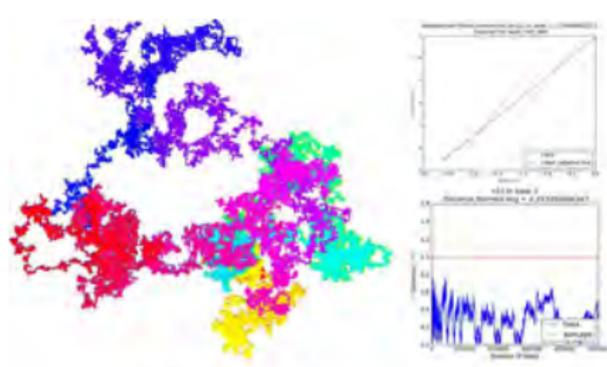


Euler's constant and a pseudo-random number



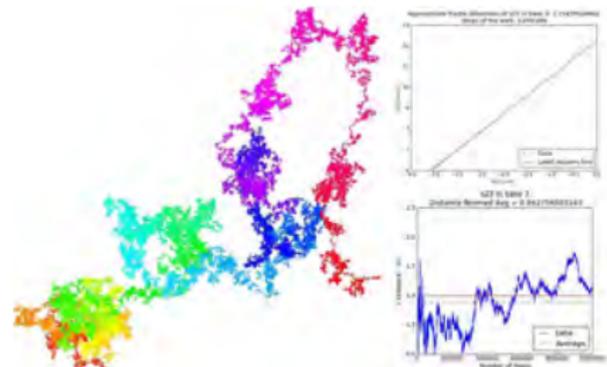
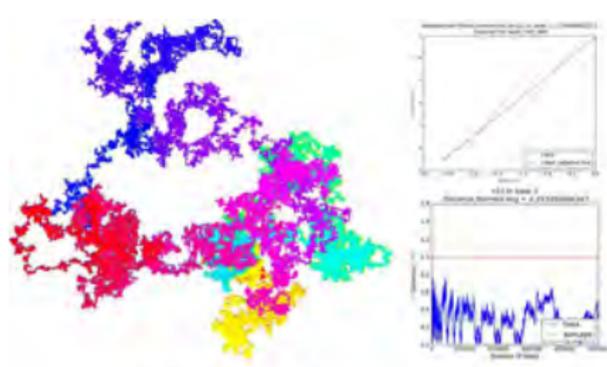
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- In base 2 Stoneham's number is provably normal (Left)
- It may be normal base 3 (Right)



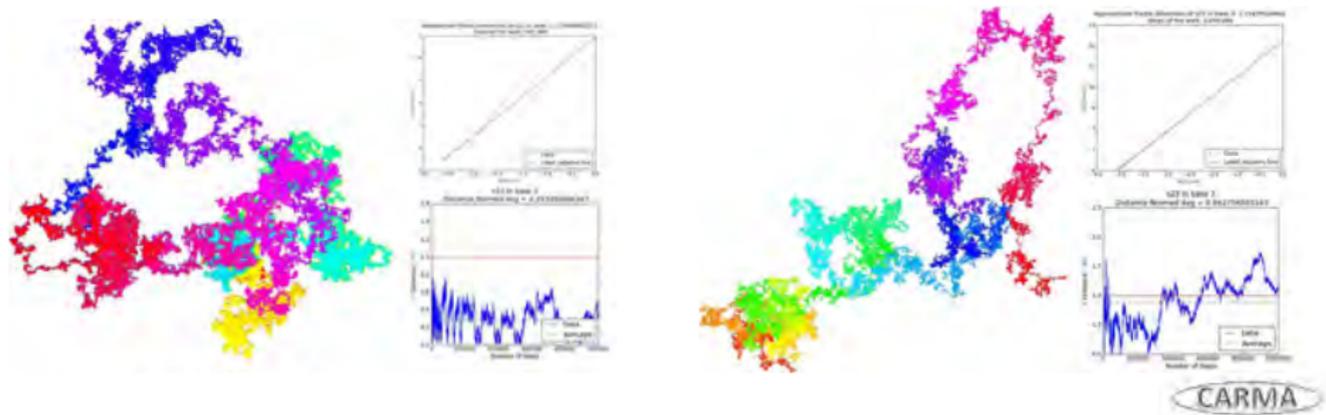
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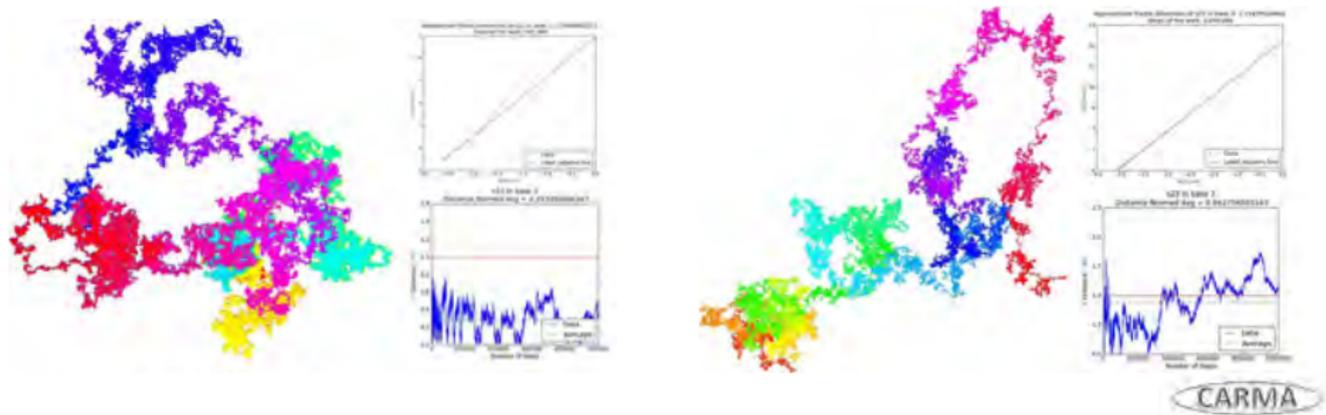
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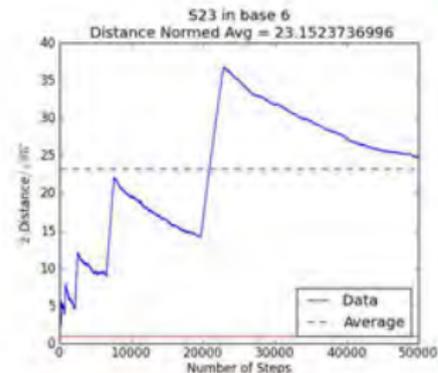
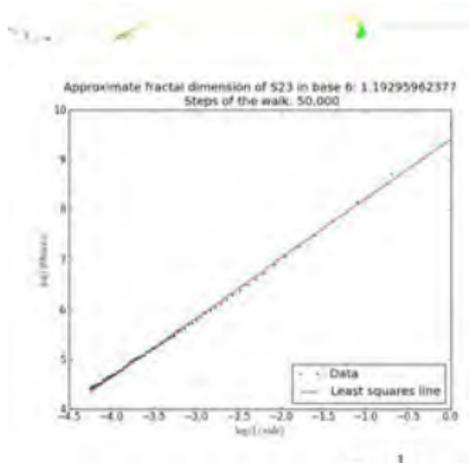
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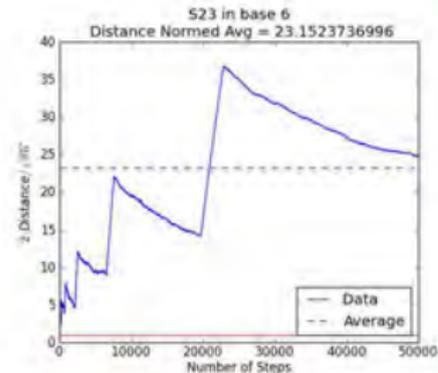
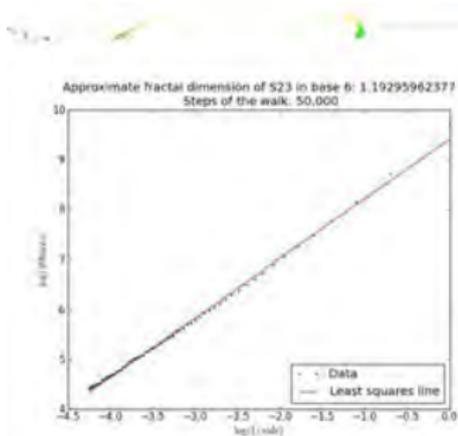
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- And in many other bases. We should have drawn pictures earlier!



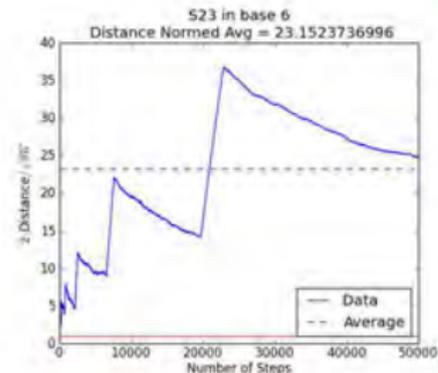
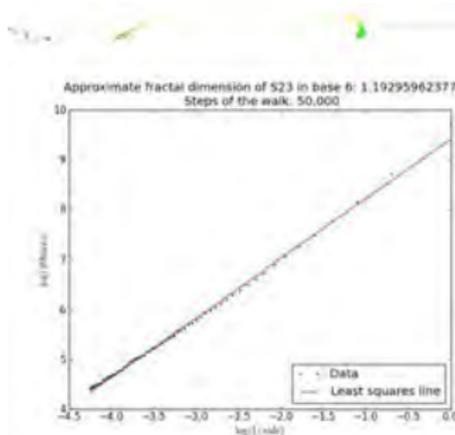
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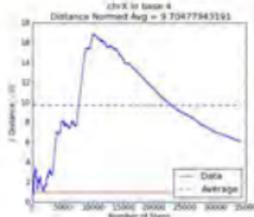
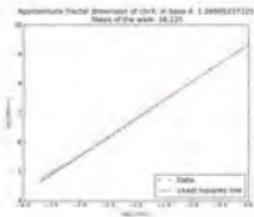
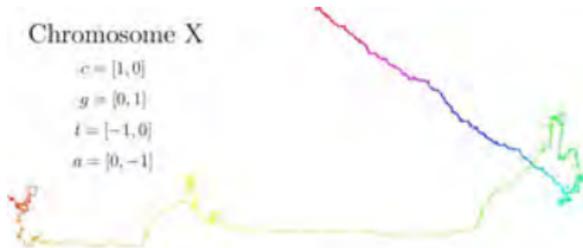


4. Pi seems Random and Normal: Compared to Human Genomes

Genomes are 'just' base four numbers.

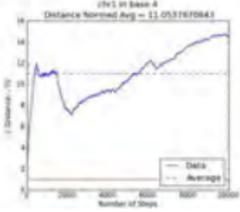
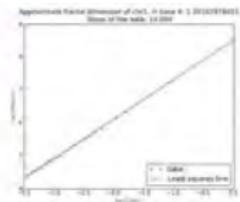
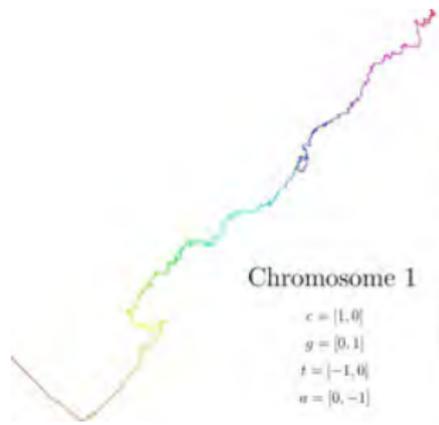
Chromosome X

- $c = [1, 0]$
- $g = [0, 1]$
- $t = [-1, 0]$
- $a = [0, -1]$



Chromosome 1

- $c = [1, 0]$
- $g = [0, 1]$
- $t = [-1, 0]$
- $a = [0, -1]$



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

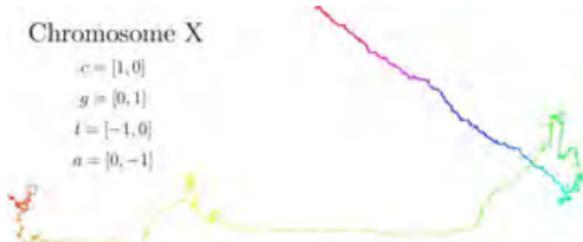


4. Pi seems Random and Normal: Compared to Human Genomes

Genomes are 'just' base four numbers.

Chromosome X

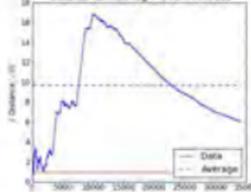
$c = [1, 0]$
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 $a = [0, -1]$



Approximate fractal dimension of chrX, at base 4: 1.84995157125
 Mass of the walk: 48.121

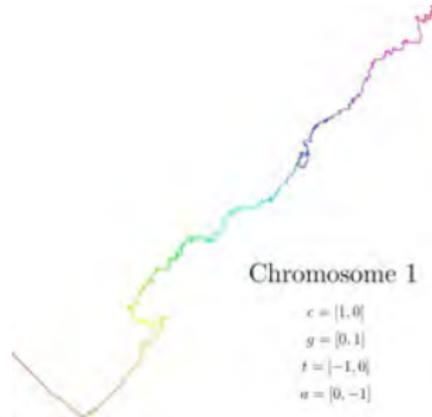


chrX at base 4
 Distance Normalized Avg = 9.70477943191

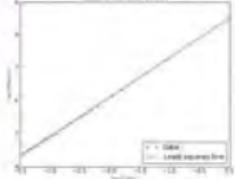


Chromosome 1

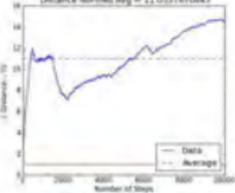
$c = [1, 0]$
 $g = [0, 1]$
 $t = [-1, 0]$
 $a = [0, -1]$



Approximate fractal dimension of chr1, at base 4: 1.85000000000
 Mass of the walk: 11.000



chr1 at base 4
 Distance Normalized Avg = 11.0537670845



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



4. Pi Seems Normal: Comparisons to other provably normal numbers



Erdős-Copeland number (concatenated primes, base 2) and Champernowne number (concatenated integers, base 4).

- All pictures and details of CARMA's visualization of numbers project at carma.newcastle.edu.au/walks/.
- "Walking on Numbers" to appear November 2012 in the *Mathematical Intelligencer*.

4. Pi Seems Normal: Comparisons to other provably normal numbers

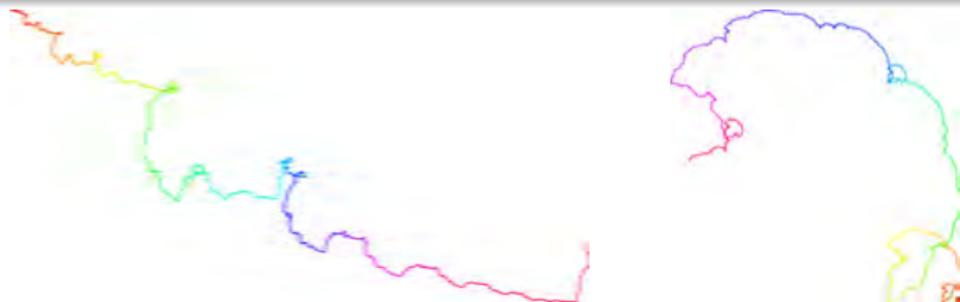


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4. Pi is Still Mysterious: Things we don't know about Pi

We do not 'know' (in the sense of being able to **prove**) whether

- The **simple continued fraction** for Pi is **unbounded**.
 – Euler found the **292**.
- There are infinitely many **sevens** in the **decimal** expansion of Pi.
- There are infinitely many **ones** in the **ternary** expansion of Pi.
- There are **equally many zeroes and ones** in the **binary** expansion of Pi.
- Or **pretty much anything** I have not told you.

$$\pi = 3 + \frac{1}{7 + \frac{1}{15 + \frac{1}{1 + \frac{1}{292 + \frac{1}{1 + \frac{1}{1 + \dots}}}}}}$$

$$e = 2 + \frac{1}{1 + \frac{1}{2 + \frac{1}{1 + \frac{1}{1 + \frac{1}{4 + \frac{1}{1 + \frac{1}{1 + \frac{1}{6 + \frac{1}{1 + \dots}}}}}}}}}}$$



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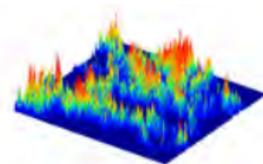
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4. Animation, Simulation and Stereo . . .

*The latest developments in computer and video technology have provided a multiplicity of computational and symbolic tools that have rejuvenated mathematics and mathematics education. Two important examples of this revitalization are [experimental mathematics](#) and [visual theorems](#) — ICMI Study **19** (2012)*

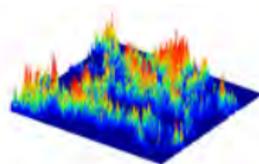


Cinderella, 3.14 min of Pi, Catalan's constant and Passive Three D



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Cinderella, 3.14 min of Pi, Catalan's constant and Passive Three D



Thank You to All

RELATED MATERIAL (IN PRESS):

- 1 DIVIDE AND CONCUR:
<http://www.carma.newcastle.edu.au/jon/dr-fields11.pptx>
- 2 WALKS AND MEASURES:
<http://www.carma.newcastle.edu.au/jon/wmi-paper.pdf>
- 3 PI DAY 2012:
<http://carma.newcastle.edu.au/jon/piday.pdf>
- 4 NORMALITY OF PI:
<http://www.carma.newcastle.edu.au/jon/normality.pdf>

2010: Communication is not yet always perfect



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