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SECTION 4.5

Mathematical Constants

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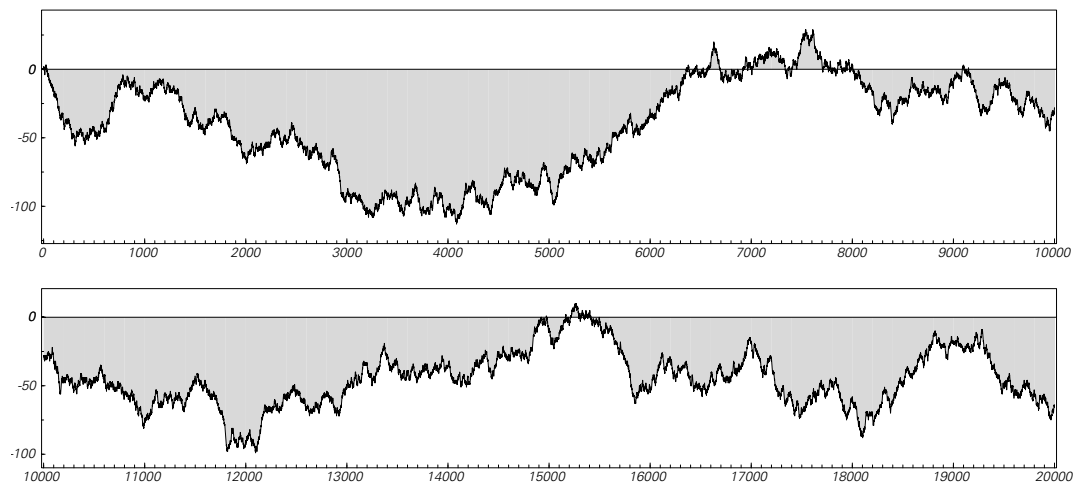
The last few sections have shown that one can set up all sorts of systems based on numbers in which great complexity can occur. But it turns out that the possibility of such complexity is already suggested by some well-known facts in elementary mathematics.

The facts in question concern the sequences of digits in numbers like π (pi). To a very rough approximation, π is 3.14. A more accurate approximation is 3.14159265358979323846264338327950288.

But how does this sequence of digits continue?

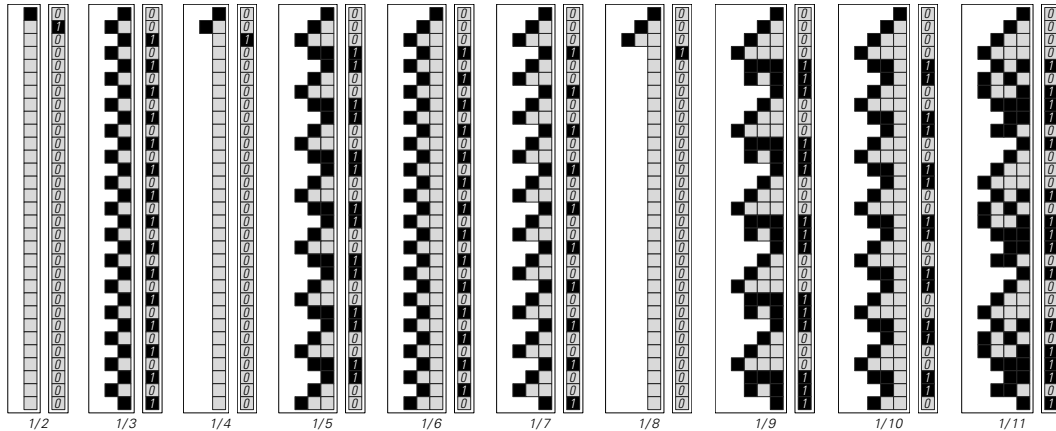
One might suppose that at some level it must be quite simple and regular. For the value of π is specified by the simple definition of being the ratio of the circumference of any circle to its diameter.

But it turns out that even though this definition is simple, the digit sequence of π is not simple at all. The facing page shows the first 4000 digits in the sequence, both in the usual case of base 10, and in base 2. And the picture below shows a pictorial representation of the first 20,000 digits in the sequence.



A pictorial representation of the first 20,000 digits of π in base 2. The curve drawn goes up every time a digit is 1, and down every time it is 0. Great complexity is evident. If the curve were continued further, it would spend more time above the axis, and no aspect of what is seen provides any evidence that the digit sequence is anything but perfectly random.

below show successive steps in a particular method for computing the base 2 digit sequence for the rational numbers p/q .



Successive steps in the computation of various rational numbers. In each case, the column on the right shows the sequence of base 2 digits in the number, while the box on the left shows the remainder at each of the steps in the computation.

The method is essentially standard long division, although it is somewhat simpler in base 2 than in the usual case of base 10. The idea is to have a number r which essentially keeps track of the remainder at each step in the division. One starts by setting r equal to p . Then at each step, one compares the values of $2r$ and q . If $2r$ is less than q , the digit generated at that step is 0, and r is replaced by $2r$. Otherwise, r is replaced by $2r - q$. With this procedure, the value of r is always less than q . And as a result, the digit sequence obtained always repeats at most every $q - 1$ steps.

It turns out, however, that rational numbers are very unusual in having such simple digit sequences. And indeed, if one looks for example at square roots the story is completely different.

Perfect squares such as $4 = 2 \times 2$ and $9 = 3 \times 3$ are specifically set up to have square roots that are just whole numbers. But as the table at the top of the next page shows, other square roots have much more complicated digit sequences. In fact, so far as one can tell, all whole numbers other than perfect squares have square roots whose digit sequences appear completely random.

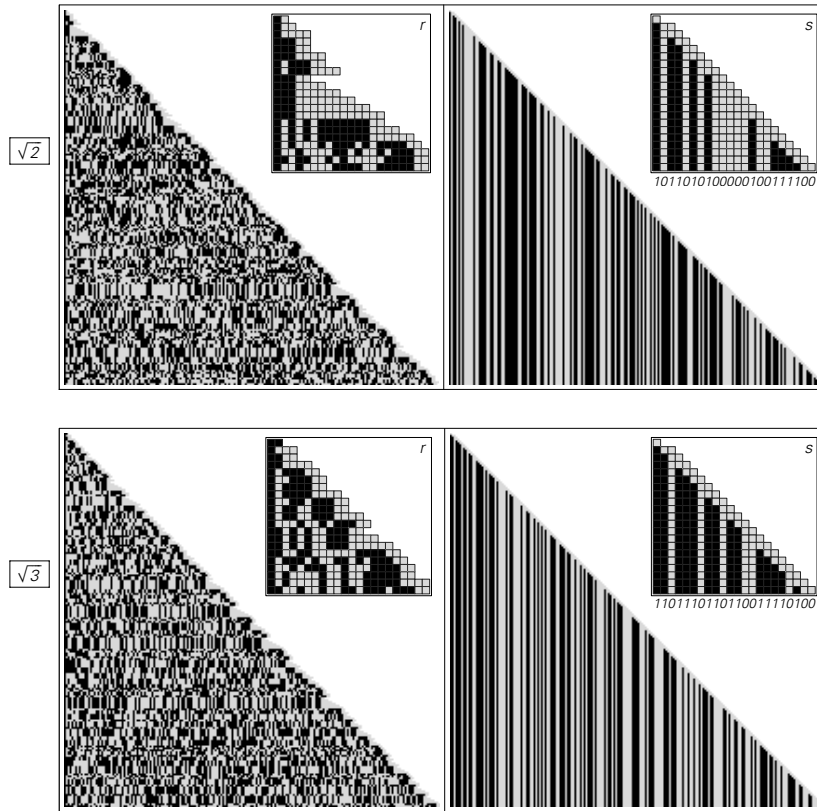
$\sqrt{2} = 1.414213562373095048801688724209698078569671875376948073176679737990732478462107039\dots$
$\sqrt{3} = 1.732050807568877293527446341505872366942805253810380628055806979451933016908800037\dots$
$\sqrt{5} = 2.236067977499789696409173668731276235440618359611525724270897245410520925637804899\dots$
$\sqrt{6} = 2.449489742783178098197284074705891391965947480656670128432692567250960377457315027\dots$
$\sqrt{7} = 2.645751311064590590501615753639260425710259183082450180368334459201068823230283628\dots$
$\sqrt{8} = 2.828427124746190097603377448419396157139343750753896146353359475981464956924214078\dots$
$\sqrt{10} = 3.162277660168379331998893544432718533719555139325216826857504852792594438639238221\dots$
$\sqrt{11} = 3.316624790355399849114932736670686683927088545589353597058682146116484642609043847\dots$
$\sqrt{2} = 1.011010100001001111001100110011111100111011110011001001000010001011001011110110\dots$
$\sqrt{3} = 1.101110110110011110101110100001011000010011001010100111001110110010010101101000\dots$
$\sqrt{5} = 10.0011110001101110111001101110010111111010010100111100000101011110011100111001\dots$
$\sqrt{6} = 10.0111001100010001110000101000001001001000010010111001111101000000110010000110010\dots$
$\sqrt{7} = 10.10100101001111111010100111010010111100011101001101011110001110011101010011\dots$
$\sqrt{8} = 10.110101000010011110011001100111111100111011110011001001000010001011001011110110\dots$
$\sqrt{10} = 11.00101001100010110000011101011011010010110110100101001001000000100101000101011\dots$
$\sqrt{11} = 11.0101000100001110010100100111111110101101111001101000001011010001110111001001001\dots$

Digit sequences for various square roots, given at the top in base 10 and at the bottom in base 2. Despite their simple definition, all these sequences seem for practical purposes random.

But how is such randomness produced? The picture at the top of the facing page shows an example of a procedure for generating the base 2 digit sequence for the square root of a given number n .

The procedure is only slightly more complicated than the one for division discussed above. It involves two numbers r and s , which are initially set to be n and 0, respectively. At each step it compares the values of r and s , and if r is larger than s it replaces r and s by $4(r - s - 1)$ and $2(s + 2)$ respectively; otherwise it replaces them just by $4r$ and $2s$. And it then turns out that the base 2 digits of s correspond exactly to the base 2 digits of \sqrt{n} —with one new digit being generated at each step.

As the picture shows, the results of the procedure exhibit considerable complexity. And indeed, it seems that just like so many other examples that we have discussed in this book, the procedure for generating square roots is based on simple rules but nevertheless yields behavior of great complexity.



A procedure for generating the digit sequences of square roots. Two numbers, r and s , are involved. To find \sqrt{n} one starts by setting $r=n$ and $s=0$. Then at each step one applies the rule $\{r, s\} \rightarrow \text{If } \{r > s, \{4(r-s-1), 2(s+2)\}, \{4r, 2s\}\}$. The result is that the digits of s in base 2 turn out to correspond exactly to the digits of \sqrt{n} . Note that if n is not between 1 and 4, it must be multiplied or divided by an appropriate power of 4 before starting this procedure.

It turns out that square roots are certainly not alone in having apparently random digit sequences. As an example, the table on the next page gives the digit sequences for some cube roots and fourth roots, as well as for some logarithms and exponentials. And so far as one can tell, almost all these kinds of numbers also have apparently random digit sequences.

In fact, rational numbers turn out to be the only kinds of numbers that have repetitive digit sequences. And at least in square roots, cube roots, and so on, it is known that no nested digit sequences

$\sqrt[3]{2} = 1.2599210498948731647672106072782283505702514647015079800819751121552996765139594837293965624362550941543102560 \dots$
$\sqrt[3]{3} = 1.4422495703074083823216383107801095883918692534993505775464161945416875968299973398547554797056452566686350808 \dots$
$\sqrt[4]{2} = 1.1892071150027210667174999705604759152929720924638174130190022247194666682269171598707813445381376737160373947 \dots$
$\sqrt[4]{3} = 1.3160740129524924608192189017969990551600685902058221767319226585958667951973021330507431502466019315200477423 \dots$
$\text{Log}[2] = 0.6931471805599453094172321214581765680755001343602552541206800094933936219696947156058633269964186875420014810 \dots$
$\text{Log}[3] = 1.0986122886681096913952452369225257046474905578227494517346943336374942932186089668736157548137320887879700290 \dots$
$e = 2.7182818284590452353602874713526624977572470936999595749669676277240766303535475945713821785251664274274663919 \dots$
$e^2 = 7.389056098930650227230427460575007813180315570551847324087127822525737960790577633843124850791217947737531612 \dots$
$\sqrt[3]{2} = 1.0100001010001010001011111001100011010111001010001011100010001000111101110110101011011100010101101111000100 \dots$
$\sqrt[3]{3} = 1.01110001001101110100010010001000100011111011110110010111001101110011111100010110110001010110111000110 \dots$
$\sqrt[4]{2} = 1.0011000001101111110000010100011000110110111000101001011011110100011010110100100011000100000101110010000 \dots$
$\sqrt[4]{3} = 1.010100001110101000111001111110010111110001011001100101111011011100001100110011111000101000001101001101 \dots$
$\text{Log}[2] = 0.1011000101110010000101111110111101000111001111011110011010101110010011110001110110011100110000000011111100 \dots$
$\text{Log}[3] = 1.00011001001111101010011110101011010000001100001010100101110110101001000001100110001101010101010000010100111 \dots$
$e = 10.1011011111100001010100010110001010001010111011010010100110101010111110111000101010001000000100111001111 \dots$
$e^2 = 111.0110001110011001001011100011010100110111011010110111001100001100111010001101011011010001 \dots$

Digit sequences for cube roots, fourth roots, logarithms and exponentials, given at the top in base 10 and the bottom in base 2. Once again, these sequences seem for practical purposes random.

ever occur. It is straightforward to construct a nested digit sequence using for example the substitution systems on page 83, but the point is that such a digit sequence never corresponds to a number that can be obtained by the mathematical operation of taking roots.

So far in this chapter we have always used digit sequences as our way of representing numbers. But one might imagine that perhaps this representation is somehow perverse, and that if we were just to choose another one, then numbers generated by simple mathematical operations would no longer seem complex.

Any representation for a number can in a sense be thought of as specifying a procedure for constructing that number. Thus, for example, the pictures at the top of the facing page show how the base 10 and base 2 digit sequence representations of π can be used to construct the number π .

$$3.141592653 \dots = 3 + \frac{1}{10} (1 + \frac{1}{10} (4 + \frac{1}{10} (1 + \frac{1}{10} (5 + \frac{1}{10} (9 + \frac{1}{10} (2 + \frac{1}{10} (6 + \frac{1}{10} (5 + \frac{1}{10} (3 + \dots))))))))))$$

$$11.001001000 \dots = 2 + 1 + \frac{1}{2} (0 + \frac{1}{2} (0 + \frac{1}{2} (1 + \frac{1}{2} (0 + \frac{1}{2} (0 + \frac{1}{2} (1 + \frac{1}{2} (0 + \frac{1}{2} (0 + \frac{1}{2} (0 + \dots))))))))))$$

Procedures for building up π from its base 10 and base 2 digit sequence representations.

By replacing the addition and multiplication that appear above by other operations one can then get other representations for numbers. A common example are so-called continued fraction representations, in which the operations of addition and division are used, as shown below.

$$3 + 1 / (7 + 1 / (15 + 1 / (1 + 1 / (292 + 1 / (1 + 1 / (1 + 1 / (1 + 1 / (2 + 1 / (1 + 1 / (3 + 1 / (1 + 1 / (14 + \dots))))))))))))))$$

{ 3, 7, 15, 1, 292, 1, 1, 1, 2, 1, 3, 1, 14, 2, 1, 1, 2, 2, 2, 1, 84, 2, 1, 1, 15, 3, 13, 1, 4, 2, 6, 6, 99, 1, 2, 2, 6, 3, 5, 1, ... }

The continued fraction representation of π . In this representation the value of π is built up by successive additions and divisions, rather than successive additions and multiplications.

The table on the next page gives the continued fraction representations for various numbers. In the case of rational numbers, the results are always of limited length. But for other numbers, they go on forever. Square roots turn out to have purely repetitive continued fraction representations. And the representations of $e \approx 2.718$ and all its roots also show definite regularity. But for π , as well as for cube roots, fourth roots, and so on, the continued fraction representations one gets seem essentially random.

What about other representations of numbers? At some level, one can always use symbolic expressions like $\sqrt{2} + e^{\sqrt{3}}$ to represent numbers. And almost by definition, numbers that can be obtained by simple mathematical operations will correspond to simple such expressions. But the problem is that there is no telling how difficult it may be to compute the actual value of a number from the symbolic expression that is used to represent it.

And in thinking about representations of numbers, it seems appropriate to restrict oneself to cases where the effort required to find the value of a number from its representation is essentially the same for

