

1. Let's create some aRt!

- (a) Install the **aRtsy** package. Provide the code in an R chunk that does not run. You only need to install it one time.

Solution:

```
#Code to install the aRtsy package  
install.packages("aRtsy")
```

- (b) Load the **aRtsy** package. Provide the code in an R chunk that does run. We need to load the library each time it is run.

Solution:

```
library(aRtsy)
```

- (c) Running `demo("aRtsy")` or `vignette("aRtsy")` don't return any helpful demos or tutorials. However, if you run `help("aRtsy")` you will find a link to a tutorial. Recreate the first figure they make using `canvas_collatz()`. Make sure to update the caption.

Solution:

```
#set.seed(1)  
#canvas_collatz(colors = colorPalette("tuscan3"))  
# help("aRtsy")
```



Figure 1: Modified drawing

- (d) Change the randomization seed to 1313, which will change the random numbers generated to create the plot. Can you see the difference? Make sure to update the caption.

Solution:

```
# set.seed(1313)  
# canvas_collatz(colors = colorPalette("tuscan3"))
```



Figure 2: Drawing with seed of 1313

- (e) Now, create a new Collatz conjecture plot by specifying the following arguments. Note you will find the help file for the `canvas_collatz()` function to be rather helpful. Make sure to update the caption.
- Use the `vrolik4` color palette. Note you can find other by running `?colorPalette` in the console.
 - Make the background grey. Note a hexcode for grey is `#dbdbdb`.
 - Specify that there should be 72 strands.
 - Specify the angle used for bending the sequence for odd numbers as `-0.05`.
 - Specify the angle used for bending the sequence for even numbers as `0.0145` (note this is the default).

Solution:

```
#set.seed(1313)
#canvas_collatz(colors = colorPalette("vrolik4"), background = "#dbdbdb", n = 72, , angle.odd = -.05, angle.even = 0.0145)
```

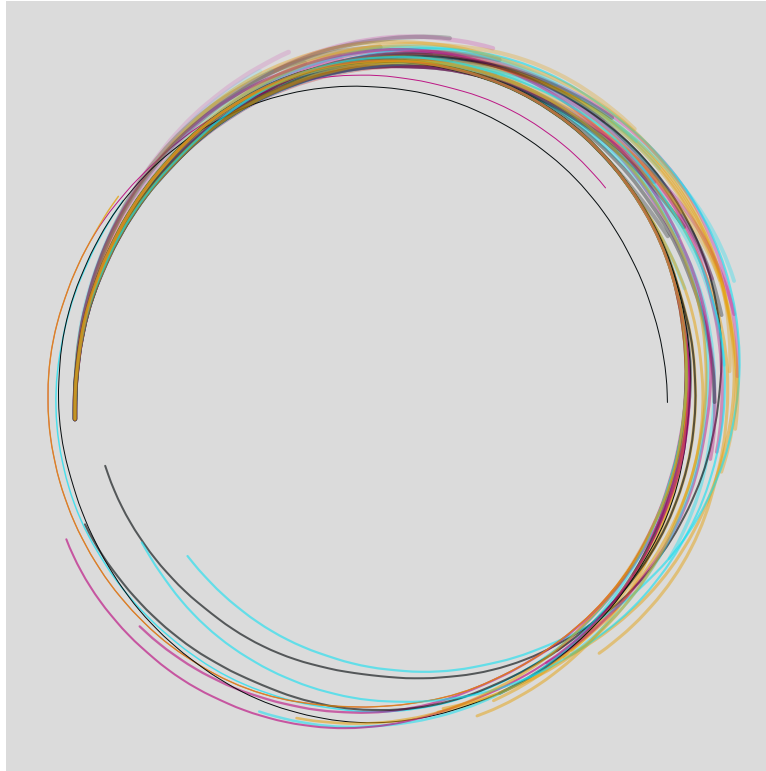
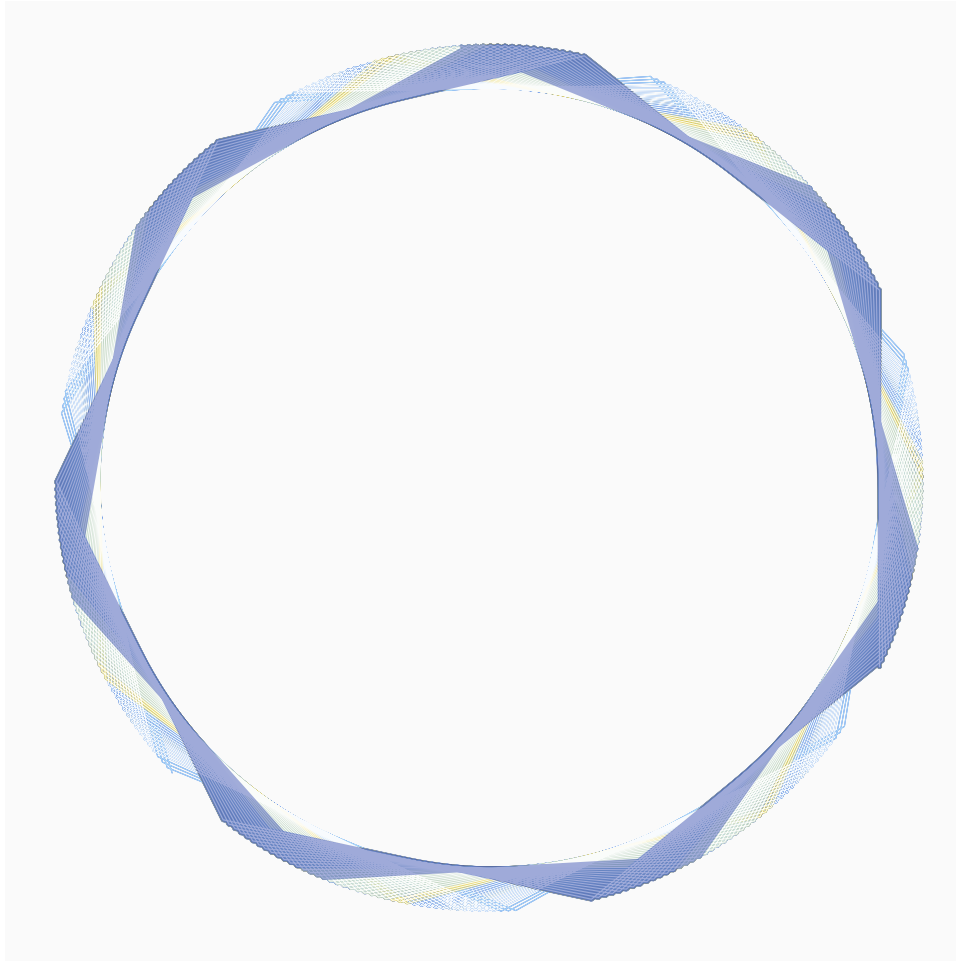


Figure 3: Circular strands

- (f) Make another plot using the tutorial – feel free to be creative here! Note that I leave creating the R chunk and figure environment to you here. Make sure that your code is well-formatted and your plot is appropriately scaled.

Solution:

```
set.seed(2)
canvas_collatz(colors = colorPalette("azul"), background("fafafa"), n = 100, angle.odd = .9 = a
```



- (g) Use `citation()` to get the BiBTeX citation for the `aRtsy` package and use `\citep{}` to add a parenthetical citation to the end of the sentence below.

Solution: We created the generative art in Question 1 using the `aRtsy` package for R.(Derks, 2024)

References

Derks, K. (2024). *aRtsy: Generative Art with 'ggplot2'*. R package version 1.0.0.

2. Suppose we wanted to solve $2^{x+1} + 2^{x-1} = 40$ for x . While this is a pretty straightforward algebra problem, it's useful for demonstrating the use of objects in R.

- (a) Create a numeric vector containing the integers from 0 to 10 inclusive. Hint – the solution to this problem is one of these values.

Solution:

```
## [1] 0 1 2 3 4 5 6 7 8 9 10
```

- (b) Complete the algebra to compute $2^{x+1} + 2^{x-1}$ for each value in the numerical vector created in step 1. Make sure to save the result to a new numeric vector.

Solution:

```
## [1] 2.5 5.0 10.0 20.0 40.0 80.0 160.0 320.0 640.0 1280.0
## [11] 2560.0
```

- (c) Use the which() function to ask which result is 40.

Solution:

```
## [1] 5
```

- (d) What is the solution? That is, what value of x yields $2^{x+1} + 2^{x-1} = 40$?

Solution:

```
## [1] 4
```

- (e) Explain why this approach wouldn't work for something like $3^{x+2} + 5(3^x) = 84$ where the solution is $x \approx 1.6309$.

Solution: This approach wouldn't work using the vector approach because x needs to be an index, which means that it has to be a whole number.