Numbers in Non-Integer Bases

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Northern Virginia Community College

VMATYC, Spring 2017

Outline

- Whole Numbers
 - Definitions
 - Examples
 - Language Generated by Whole Number Bases
- Non-Integer Algebraic Numbers
 - Definitions
 - Examples
 - Properties of Non-Integer Bases
 - Language Generated by Non-Integer Bases

Overview

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Example (Different Whole Number Bases)

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125₁₀ 888₉

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Example (Different Whole Number Bases)

 125_{10}

8889

48.5₈

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Example (Different Whole Number Bases)

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48.58 ?

Maximum Allowed Numeral in Base

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Radix Point

A point used to separate the integer part of a number from the fractional part.

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Example (Radix Point Expressions)

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Example (Radix Point Expressions)

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 $A5.E_{16}$

 1.1_{2}

Beta Expansion

A means of rewriting a number as the digits multiplied by the base which is raised to the power of position of the digit.

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A5.E₁₆ = 10 × 16¹ + 5 × 16⁰ + 14 × 16⁻¹

Beta Expansion

A means of rewriting a number as the digits multiplied by the base which is raised to the power of position of the digit.

$$\begin{aligned} 125_{10} &= 1\times 10^2 + 2\times 10^1 + 5\times 10^0 \\ \text{A5.E}_{16} &= 10\times 16^1 + 5\times 16^0 + 14\times 16^{-1} \\ 20_2 &= 2\times 10^1 + 0\times 2^0 \end{aligned}$$

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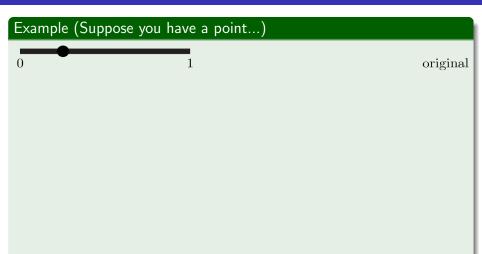


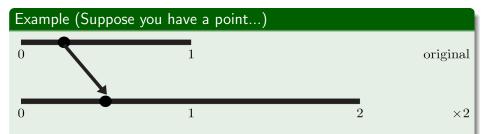
- You're allowed one operation
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 - Once you choose a multiplier, you must use it for the duration

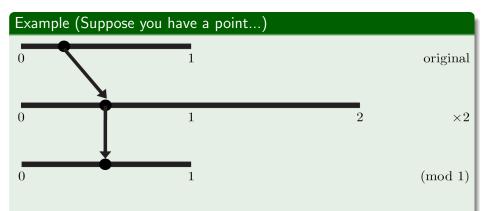
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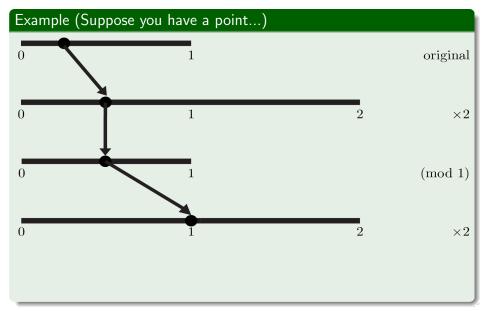


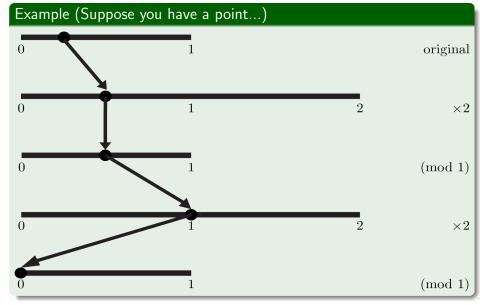
- You're allowed one operation
 - Multiplication by a whole number, followed by modulo one
 - Once you choose a multiplier, you must use it for the duration
- We keep track of the interval that it falls in after the operation









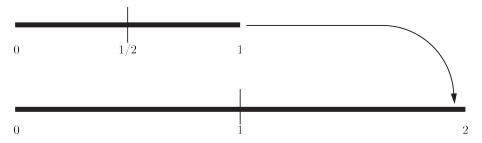


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- So for binary, this is what we were doing:



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 - The conversion of 0.25_{10} to a number in binary: 0.01_2
 - We can check this with a beta expansion:

$$0.01_2 = 0 \times 2^0 + 0 \times 2^{-1} + 1 \times 2^{-2} = 1/4 = 0.25_{10}$$

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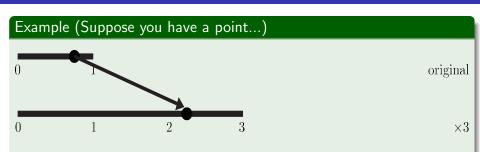
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- That our choice of partitioning and multiplication matter... this is what happens geometrically when we change bases

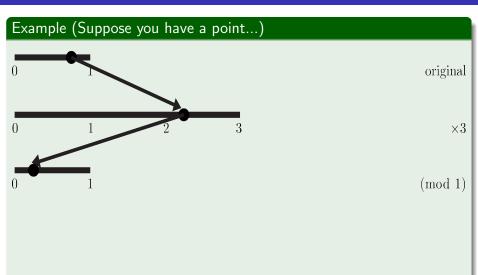
- Where the point was originally
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- That there is a finite radix point expression in a given base
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- Let's do another example

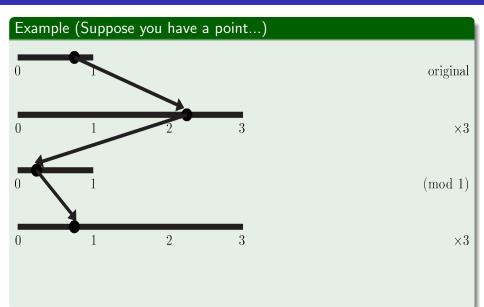
Example (Suppose you have a point...)

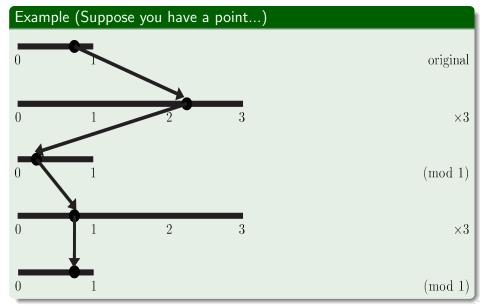


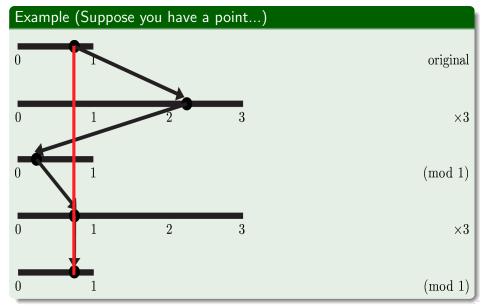
original











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- In general, this can and does happen in any base
- We can explain this phenomenon arithmetically

Theorem



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Finite Radix Point Expression

A number p is said to have a finite radix point expression if

$$p=\frac{n}{m_1m_2\ldots m_k}$$

where $n \in \mathbb{N}$, and $m_1 m_2 \dots m_k$ are all the prime factors of the base raised to some power.

http://mathworld.wolfram.com/DecimalExpansion.html

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 $\verb|http://mathworld.wolfram.com/DecimalExpansion.html|\\$

Example (1/3 in Base 10)

$$\frac{1}{3} \neq \frac{n}{2^{\alpha}5^{\beta}}$$

where $n, \alpha, \beta \in \mathbb{N}$.



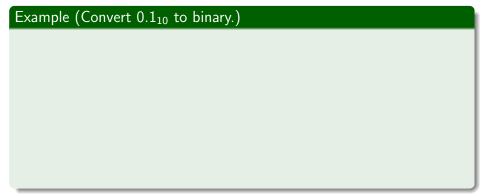
We can do this operation with arithmetic

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 - We must first qualify what we were doing in our "game" previously

Definition

Beta Map

The transformation $T:[0,1)\to [0,1)$ defined by $T=(x\cdot\beta)$ (mod 1).



Example (Convert 0.1_{10} to binary.)

$$0.1 * 2 = 0.2$$

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 $0.2 \mod (1) = 0.2$

0.0

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$$0.1 * 2 = 0.2$$
 $0.2 \mod (1) = 0.2$ 0.0

$$0.2 * 2 = 0.4$$
 $0.4 \mod (1) = 0.4$

0.00

$$0.1 * 2 = 0.2$$
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$$0.2 * 2 = 0.4$$
 $0.4 \mod (1) = 0.4$

$$1) = 0.4 0.00$$

$$0.4 * 2 = 0.8$$
 $0.8 \mod (1) = 0.8$

0.1 * 2 = 0.2	$0.2 \mod (1) = 0.2$	0.0
0.2 * 2 = 0.4	$0.4 \mod (1) = 0.4$	0.00
0.4 * 2 = 0.8	$0.8 \mod (1) = 0.8$	0.000
0.8 * 2 = 1.6	$1.6 \mod (1) = 0.6$	0.0001

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0.8 * 2 = 1.6	$1.6 \mod (1) = 0.6$	0.0001
0.6 * 2 = 1.2	$1.2 \mod (1) = 0.2$	0.00011

0.0	$0.2 \mod (1) = 0.2$	0.1 * 2 = 0.2
0.00	$0.4 \mod (1) = 0.4$	0.2 * 2 = 0.4
0.000	$0.8 \mod (1) = 0.8$	0.4 * 2 = 0.8
0.0001	$1.6 \mod (1) = 0.6$	0.8 * 2 = 1.6
0.00011	$1.2 \mod (1) = 0.2$	0.6 * 2 = 1.2
	$0.4 \mod (1) = 0.4$	0.2 * 2 = 0.4

0.1 * 2 = 0.2	$0.2 \mod (1) = 0.2$	0.0
0.2 * 2 = 0.4	$0.4 \mod (1) = 0.4$	0.00
0.4 * 2 = 0.8	$0.8 \mod (1) = 0.8$	0.000
0.8 * 2 = 1.6	$1.6 \; mod \; (1) = 0.6$	0.0001
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		$0.0\overline{0011}_{2}$

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A word is a sequence of characters from an alphabet.

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Example (Examples of Words)

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Example (Examples of Words)

101 (Binary)

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Example (Examples of Words)

101 (Binary)

99.9 (Decimal)

Language

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Example (Examples of Languages)

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Example (Examples of Languages)

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Ternary

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Numerical Bases

A word is not allowed in a language if it contains a forbidden subword

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 - Acceptable words in base 10 include 9, or 5.5 but not CAT or 5Z: they contain forbidden subwords

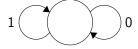
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 - Acceptable words in base 10 include 9, or 5.5 but not CAT or 5Z: they contain forbidden subwords
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- How can we represent the language generated by these bases?

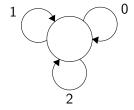
Finite State Machine

A finite state machine (FSM) is a mathematical structure that allows us to imagine a machine with no memory.

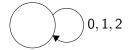
FSM for Binary



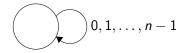
FSM for Ternary



Simplified FSM for Ternary



FSM for Whole Number Bases



 \bullet $n \in \mathbb{N}, n > 1$

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Maximum Allowed Numeral in Base

If the radix is a whole number, the previous definition holds. If the radix is not a whole number, then the maximum allowed numeral is the floor function of the base.

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Example (Allowed Numbers in Different Bases)

 $arphi = rac{1+\sqrt{5}}{2} pprox 1.618$, maximum numeral is 1

 $\alpha = 1 + \sqrt{2} \approx 2.14$, maximum numeral is 2

Algebraic Integer

A number x is an algebraic integer if it is the root of a monic polynomial $f(x) = x^n + a_{n-1}x^{n-1} + \cdots + a_1x + a_0$, where $a_{n-1}, \ldots, a_0 \in \mathbb{Z}$.

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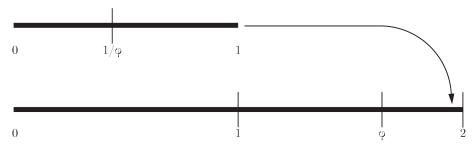
$$\alpha^2 - 2\alpha - 1 = 0$$
, $x = 1 \pm \sqrt{2}$

$$x^3 - x - 1 = 0$$
, $x = \frac{1}{3}\sqrt[3]{\frac{27 - 3\sqrt{69}}{2}} + \frac{\sqrt[3]{\frac{1}{2}(9 + \sqrt{69})}}{3^{2/3}}$

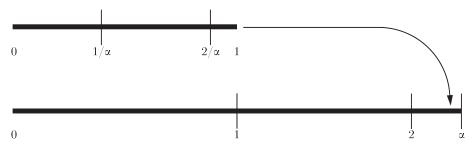
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Examples of Non-Integer Bases

- Base Golden Ratio
- Base Silver Ratio

Golden Ratio

Golden Ratio

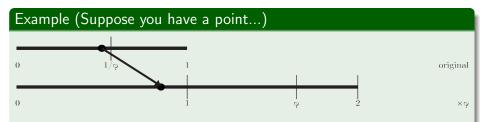
The positive solution to the equation $\varphi^2 = \varphi + 1$.

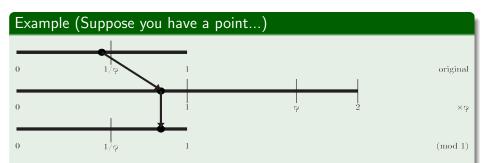
$$\varphi = \frac{1+\sqrt{5}}{2} \approx 1.618$$
.

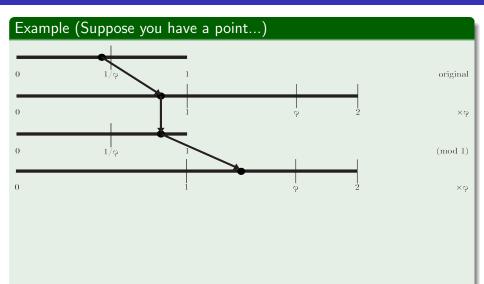
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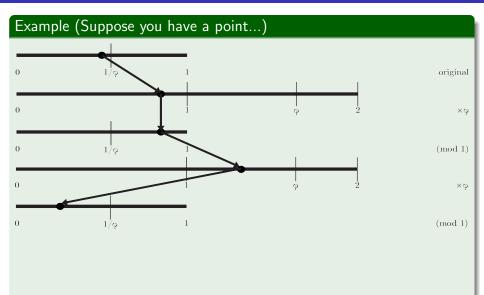


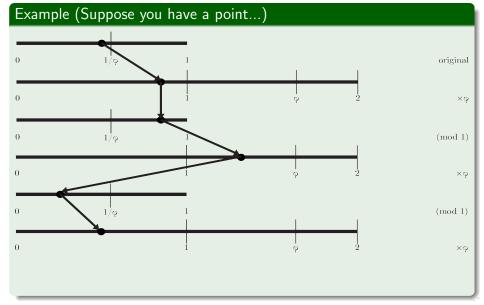
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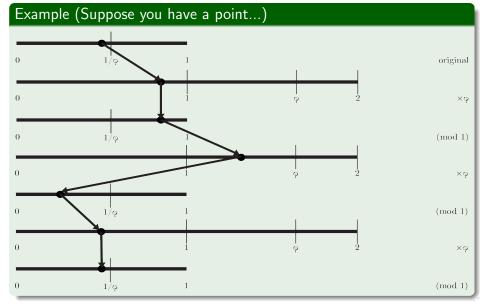


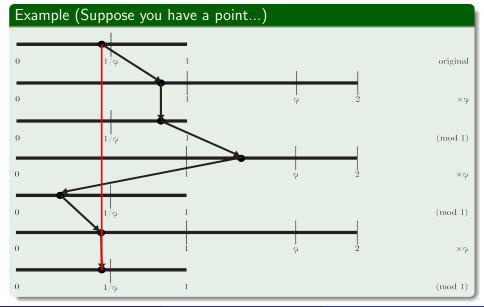












What this Tells Us

• Getting stuck in this cycle means this number is not representable as a finite radix point expression in base golden ratio

What this Tells Us

- Getting stuck in this cycle means this number is not representable as a finite radix point expression in base golden ratio
- In general, whole numbers (excluding the base and its multiples) are typically the only numbers with finite representations in non-integer, algebraic bases

Silver Ratio

Silver Ratio

The positive solution to the equation $\alpha^2=2\alpha+1$.

$$\alpha = 1 + \sqrt{2} \approx 2.414$$
.

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 - We can find these by using the orbit of any whole number in these bases (one is the easiest choice)
- It is easy/interesting to represent certain numbers in these bases
- Arithmetic is more of a pain than usual

Definition

Simplest Form

A number is in simplest form if we are unable to rewrite the beta expansion such that it includes a higher power.

Simplest Form

Let

$$\varphi^2 = \varphi + 1.$$

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Then,

$$\frac{\varphi}{\varphi^2} + \frac{1}{\varphi^2} = \frac{\varphi + 1}{\varphi^2},$$

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Using the positive solution of that equation, $\varphi\approx 1.618$, we can show that $0.11_{\varphi}=1.00_{\varphi}$ by using a beta expansion.

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Then,

$$\frac{\varphi}{\varphi^2} + \frac{1}{\varphi^2} = \frac{\varphi + 1}{\varphi^2},$$

and by the definition of the base, we can rewrite the numerator:

$$rac{arphi^2}{arphi^2}=1_arphi$$

Example
$$(1_{arphi}+1_{arphi})$$

Example $(1_{arphi}+1_{arphi})$

 $1_{\varphi}=0.11 \varphi$.

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We can calculate any whole number through this method.

Overview

- Whole Numbers
 - Definitions
 - Examples
 - Language Generated by Whole Number Bases
- Non-Integer Algebraic Numbers
 - Definitions
 - Examples
 - Properties of Non-Integer Bases
 - Language Generated by Non-Integer Bases

Simplest Form

Let

$$\varphi^2 = \varphi + 1.$$

Using the positive solution of that equation, $\varphi\approx 1.618$, we can show that $0.11_{\varphi}=1.00_{\varphi}$ by using a beta expansion.

$$0.11_{\varphi} = 1 \times \varphi^{-1} + 1 \times \varphi^{-2} = \frac{1}{\varphi} + \frac{1}{\varphi^2}.$$

Then,

$$\frac{\varphi}{\varphi^2} + \frac{1}{\varphi^2} = \frac{\varphi + 1}{\varphi^2},$$

and by the definition of the base, we can rewrite the numerator:

$$rac{arphi^2}{arphi^2}=1_arphi$$

What Makes a Word Forbidden in Non-Integer Bases?

• In general, a word is forbidden if it is not in simplest form

What Makes a Word Forbidden in Non-Integer Bases?

- In general, a word is forbidden if it is not in simplest form
- In actuality, it is because it escapes the range of the beta map

Escaping the Beta Map

Example (Golden Base Ratio: $T(0.011_{\varphi})$)

Using our previous example:

$$T(0.011_{arphi}) = 0.11_{arphi} = 1.00_{arphi}.$$

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Geometrically, this can't happen. If we multiply a number in [0,1) by any number and perform (mod 1), we will never get a number larger than one. It's the arithmetic equivalent of having $x\cdot \beta>\beta,\ x<1$.

Finding Forbidden Words

• Take the orbit of one in the base

Finding Forbidden Words

- Take the orbit of one in the base
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- Find the period of the orbit and take one segment
 - Any sequence of numerals greater than the numerals of the period is not allowed

Definition

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$$1_2=0.\overline{11}_8$$

Finding Forbidden Words

 The orbit of one is composed of the maximum allowed numeral in a language

Finding Forbidden Words

- The orbit of one is composed of the maximum allowed numeral in a language
- All the forbidden words then will subwords of the orbit, with one added until the word is the maximum numeral lexicographically possible

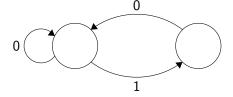
• $0.\overline{10}_{\varphi}$ is the orbit of one in base golden ratio

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- Since the maximum allowed numeral in the language is 10, we add one and find that the forbidden word is 11
- There can be more than one forbidden word, but since the maximum lexicographically allowed numeral in base golden ratio is 1, we can't add one again
- With this in mind, we can now create a finite state machine

FSM For Language Generated by Base Golden Ratio



Language Generated by base Silver Ratio

• $0.\overline{20}_{\alpha}$ is the orbit of one in base silver ratio

Language Generated by base Silver Ratio

- $0.\overline{20}_{\alpha}$ is the orbit of one in base silver ratio
- Therefore, 21 and 22 are forbidden words in the language

FSM For Language Generated by Base Silver Ratio

