

# Proof of the Hardy-Littlewood K-tuple Conjecture in the Distribution of Numbers Coprime with the Primorial

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## Abstract

In the symmetries in the numbers that are coprime with the primorial we find proof of the Hardy-Littlewood K-tuple Conjecture and, consequently, the Twin Prime Conjecture. Using a primorial-based sieve, called the *bitstring sieve*, we prove that the number of prime k-tuples of size  $k$  between  $p_n^2$  and  $p_{n+1}^2$ , where  $p_n$  is the  $n$ -th prime, increases on average with increasing  $n$ . Hardy and Littlewood's statistical predictions concerning prime k-tuples and twin primes are correct.

## 1 Introduction

The Hardy-Littlewood K-tuple Conjecture, or the First Hardy-Littlewood Conjecture, is a long-standing problem in analytic number theory. Proposed by G. H. Hardy and J. E. Littlewood in their 1923 paper *Some problems of 'Partitio numerorum'; III: On the expression of a number as a sum of primes* [1], as part of their investigations into the distribution of primes, using their circle method approach, the conjecture predicts the asymptotic frequency with which prime k-tuples of size  $k$  appear.

In this paper, we present a proof of the Hardy-Littlewood K-tuple Conjecture. The starting point of the proof is a description of the *bitstring sieve*, which serves as our definition of the primes. The bitstring sieve is a representation of the smallest program of binary digit instructions that generates the primes, running on a digital computing machine with unlimited memory. We derived this program from the sequence of least prime factors (OEIS A020639). The bitstring sieve is similar in mechanism to the Sieve of Pritchard, or wheel sieve, and identical to the sieve conceived by Pete Quinn [2], posted on [primegrid.com](http://primegrid.com) in 2011.

The bitstrings generated by the bitstring sieve are a recording of the creation and elimination of *candidate primes*. Candidate primes are the numbers coprime with the primorial, represented as bit value 1 in the bitstring. The visual pattern of 1s in the bitstrings clearly show the periodicities and

symmetries in the numbers coprime with the primorial. These patterns, often called *primorial patterns*, are well known. Some examples of work on primorial patterns are: Dennis R. Martin's *Proofs Regarding Primorial Patterns* 2006 [3] and Fred B. Holt's *Patterns among the Primes* 2022 [4].

## 2 The Bitstring Sieve

The bitstring sieve is a representation of the smallest program of binary digit instructions that generates the primes. The bitstring sieve is defined as a recurrence relation, such that its output is used as input for the next iteration. Per iteration, the first step is to obtain the next prime from the input, and the second and last step is to calculate the output, which in turn serves as input for the next iteration, and so forth.

Let  $S$  be the set of all outputs generated by the bitstring sieve.  $S$  represents the total state space of the bitstring sieve. For each  $p_n$ , where  $p_n$  is the  $n$ -th prime, there is a sequence  $S_{p_n} \in S$ :

$$S = \{S_2, S_3, S_5, S_7, S_{11}, \dots\}$$

Each sequence  $S_{p_n}$  is a *bitstring*, a finite-length sequence of binary digits  $S_{p_n} \in \{0, 1\}^*$ .

Let a bitstring be noted as  $(b_1, b_2, \dots, b_n)$ , where  $b_i \in \{0, 1\}$  and  $n$  is the length of the bitstring. For example, bitstring  $(1, 0, 0, 0, 1, 0)$  has length 6.

Notation:

- $(b_1, b_2, \dots, b_n)$ : Represents individual bits in the bitstring.
- $|s|$ : The length of the bitstring  $s$ .
- $s[i]$ : The  $i$ -th bit in the bitstring  $s$ , where indexing starts from 1.

The bitstrings of  $S$  are generated by the following recurrence relation.

### Initial condition:

Let  $S_1$  be the bitstring  $(1)$ .  $S_1$  is not a member of  $S$ , but it serves to get the recurrence relation started. We can interpret 1 as being the zeroth prime.

$$S_1 = (1)$$

### Recurrence relation:

Given bitstring  $S_{p_n}$ , where  $p_n$  is the  $n$ -th prime, the next bitstring  $S_{p_{n+1}}$  is obtained by:

$$\begin{aligned}
p_{n+1} &= NEXT1(S_{p_n}) \\
S_{p_{n+1}} &= AND(CONCAT(S_{p_n}, p_{n+1}), NOT(STRETCH(S_{p_n}, p_{n+1}))) \quad (1)
\end{aligned}$$

The set of functions  $NEXT1$ ,  $AND$ ,  $CONCAT$ ,  $NOT$  and  $STRETCH$  is the *instruction set* of the bitstring sieve. The instruction set is defined below.

#### **NEXT1**

Let  $NEXT1(s) : \{0, 1\}^k \rightarrow \mathbb{Z}$  be a function that takes as input bitstring  $s$ , and returns the (1-based) index of the first occurrence of 1 in  $s$  after the first 1 at index 1 (or the length of the bitstring  $s$  plus 1 if such an occurrence does not exist), as defined in:

$$NEXT1(s) = \begin{cases} \text{index of first 1 in } s \text{ after index 1,} & \text{if such 1 exists} \\ |s| + 1, & \text{otherwise} \end{cases}$$

#### **AND**

Let  $AND(s1, s2) : \{0, 1\}^k \times \{0, 1\}^k \rightarrow \{0, 1\}^k$  be a function that takes as input bitstrings  $s1$  and  $s2$ , where  $|s1| = |s2|$ , and returns a new bitstring with the same length, where each bit is the result of the logical AND operator applied to the corresponding bits in  $s1$  and  $s2$ , as defined in:

$$OR(s1, s2) = (s1[1] \wedge s2[1], s1[2] \wedge s2[2], \dots, s1[|s1|] \wedge s2[|s2|])$$

Where  $\wedge$  represents the logical *AND* operator.

#### **CONCAT**

Let  $CONCAT(s, n) : \{0, 1\}^k \times \mathbb{Z} \rightarrow \{0, 1\}^{k \times n}$  be a function that takes as input bitstring  $s$  and positive integer  $n > 0$ , and returns a new bitstring with length  $n \times |s|$ , filled  $n$  concatenated copies of  $s$ , as defined in:

$$CONCAT(s, n) = s \circ s \circ \dots \circ s \quad (\text{n times})$$

Where  $\circ$  denotes concatenation, such that the bitstring  $s$  is repeated  $n$  times, and the result is a bitstring of length  $|s| \times n$ .

#### **NOT**

Let  $NOT(s) : \{0, 1\}^k \rightarrow \{0, 1\}^k$  be a function that takes as input bitstring  $s$ , and returns a new bitstring with the same length, where each bit is the logical inverse of corresponding bit in  $s$ , as defined in:

$$NOT(s) = (\neg s[1], \neg s[2], \dots, \neg s[|s|])$$

Where  $\neg$  represents the logical NOT operator.

### STRETCH

Let  $STRETCH(s, n) : \{0, 1\}^k \times \mathbb{Z} \rightarrow \{0, 1\}^{k \times n}$  be a function that takes as input bitstring  $s$  and positive integer  $n > 0$ , and returns a new bitstring with length  $n \times |s|$ , where bits from  $s$  are mapped to a position  $n$  times farther than their original position, and the positions in between are padded with 0s, as defined in:

$$STRETCH(s, n) = (r[1], r[2], \dots, r[|s| \times n])$$

Where:

$$r[i] = \begin{cases} s[\frac{i}{n}], & \text{if } i \text{ is a multiple of } n \\ 0, & \text{otherwise} \end{cases}$$

The first bitstrings generated by the recurrence relation are:

$$\begin{aligned} S_2 &= (1, 0) \\ S_3 &= (1, 0, 0, 0, 1, 0) \\ S_5 &= (1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0) \\ S_7 &= (1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, \dots) \end{aligned}$$

In words, the recurrence relation (1) works as follows. Given bitstring  $S_{p_n}$  as input, the output bitstring  $S_{p_{n+1}}$  is obtained in two steps. The first step is to determine the next prime  $p_{n+1}$ , that is, to find the index of the second occurrence of 1 in  $S_{p_n}$ , that is, to skip the first 1 at index 1. If such a 1 is not found, which only happens when iterating from  $S_1$  to  $S_2$ , or from  $S_2$  to  $S_3$ , then continue searching and counting back from the start of the bitstring, where the first bit is always 1. The second and last step is to create the output bitstring  $S_{p_{n+1}}$ , by concatenating  $p_{n+1}$  copies of  $S_{p_n}$ , and then for each 1 in the original  $S_{p_n}$ , say at index  $i$ , invert the 1 in  $S_{p_{n+1}}$  that is at index  $p_{n+1} \cdot i$ .

Figure 1 shows the operations performed by the bitstring sieve when advancing from bitstring  $S_3$  to bitstring  $S_5$ . The 0s are represented as white squares with black text, and the 1s are represented as black squares with white text (a convention used throughout this paper). The numbers in the squares indicate the 1-based index of the bit in the bitstring.  $A$ ,  $B$  and  $C$  are intermediate registers to show what happens at each step.

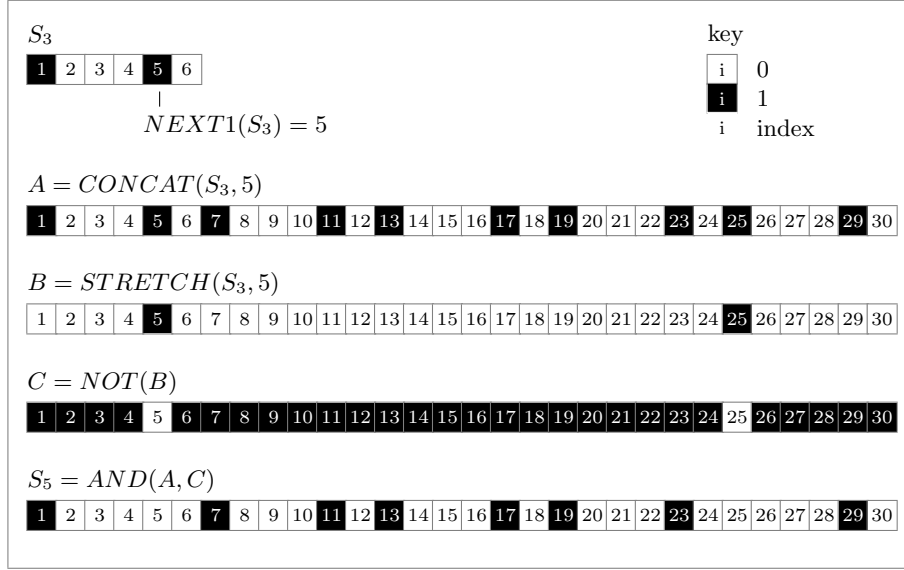


Figure 1: Recurrence relation applied to  $S_3$  to obtain  $S_5$

The 0s (the white squares) in a bitstring  $S_{p_n}$  have indices that are not coprime with  $p_n\#$ , which are either the numbers between 1 and  $p_n$ , or the numbers we call *definite composites*. The indices of the 1s (the black squares) in a bitstring  $S_{p_n}$  are the numbers that are coprime with  $p_n\#$ . The 1s after index 1 represent the *candidate primes* after prime  $p_n$ . A candidate prime is either a composite, in which case it will at some iteration be marked as a definite composite, or it is a prime, in which case it will survive all the rounds of elimination until it is found by the  $NEXT1$  operation. The 1s in  $S_{p_n}$ , in addition to being candidate primes, serve as sources for generating and eliminating larger candidate primes in subsequent bitstrings. Even if a candidate prime is actually a composite, say at index  $c$ , it still serves its purpose as a generator of new candidate primes until its elimination at iteration  $S_{lpf(c)}$ , where  $lpf(c)$  is the least prime factor of  $c$ .

Equivalent to the recurrence relation in (1), a bitstring  $S_{p_n}$  can be defined more directly as follows:

$$S_{p_n} = (b_1, b_2, b_3, \dots, b_{p_n\#})$$

Where  $p_n\#$  is the  $n$ -th primorial, and:

$$b_i = \begin{cases} 1, & \text{if } i = 1 \text{ or } i \text{ is coprime with } p_n\# \\ 0, & \text{otherwise} \end{cases}$$

### 3 Symmetry in the bitstrings

The length of bitstring  $S_{p_n}$ , where  $p_n$  is the  $n$ -th prime, is equal to the primorial function  $p_n\#$ , the product of all primes up to and including the  $n$ -th prime.

$$|S_{p_n}| = p_n\# = \prod_{i=1}^n p_i \quad (2)$$

We define  $p_0\# = 1$ , by regarding 1 as the zeroth prime. The sequence of primorial numbers is listed in [OEIS A002110](#).

The index of the bit halfway a bitstring at  $\frac{|S_{p_n}|}{2}$  is its *index of symmetry*. The pattern of 1s and 0s are modular-symmetric on either side of this index. In other words, each bitstring  $S_{p_n}$  is palindromic. This is because each function (*CONCAT*, *NOT*, *STRETCH* and *AND*) in the recurrence relation (1) conserves symmetry given symmetric input.

A method of visualizing the overall structure and symmetry of the bitstrings in  $S$  is to draw the bitstrings as rows of black and white squares, where each bitstring is scaled to equal width and drawn beneath each other. The symmetry in this fractal-like structure becomes apparent when aligning the indices of symmetry in each bitstring, by shifting each bitstring by half a square width to the right, in modular fashion (as if the structure is cylindrical). The result is shown in Figure 2. Each horizontal row corresponds to a bitstring in  $S$ . The first row is  $S_2$ , the next row is  $S_3$ , the next row is  $S_5$ , ad infinitum.

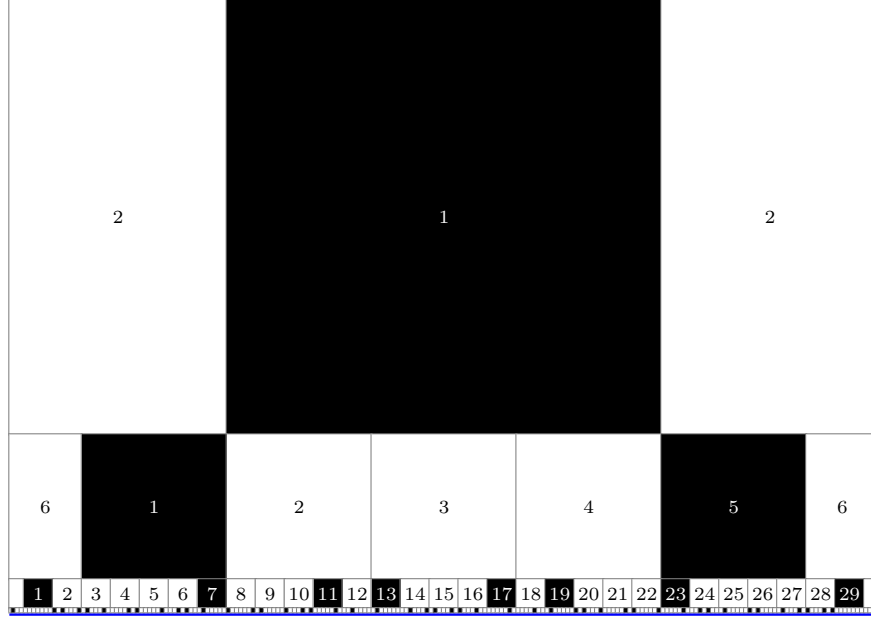


Figure 2: Fractal-like structure of the bitstrings in  $S$

If the width of this fractal-like structure is set to a length of 1, then its height is the sum of the reciprocals of the primorials, which converges to a value of  $0.70523\dots$ . The Engel expansion of this value is the sequence of prime numbers.

$$\sum_{n=1}^{\infty} \frac{1}{p_n\#} \approx 0.70523\dots$$

See the decimal expansion in [OEIS A064648](#). The heights of the bitstrings after  $S_7$  are too small for print, so in the above figure we represent this convergent area at the bottom as a blue horizontal line. That blue line, slightly thickened to make it visible, contains all the bitstrings from  $S_{11}$  to  $S_{p_{\infty}}$ . The surface of the bottom of this structure is undefined, as there is no such thing as the largest prime.

## 4 Candidate prime k-tuples

Let us investigate the recurrence relation (1) and derive formulations for the distribution of 1s in the bitstrings of  $S$ .

When iterating from  $S_{p_n}$  to  $S_{p_{n+1}}$ , the *CONCAT* function outputs  $p_{n+1}$  times as many 1s as there are in  $S_{p_n}$ , and the *NOT-STRETCH* operation

eliminates as many 1s as there are in  $S_{p_{n-1}}$ . Therefore, the number of 1s in bitstring  $S_{p_n}$ , which we write as  $p_n\#_1$ , is equal to:

$$p_n\#_1 = \prod_{i=1}^n (p_i - 1) \quad (3)$$

The sequence of  $p_n\#_1$  per  $n$  is listed in [OEIS A005867](#).

$p_n\#_1$  relates to Euler's totient function  $\phi$  as follows:

$$\begin{aligned} p_n\#_1 &= \prod_{i=1}^n (p_i - 1) \\ &= \prod_{i=1}^n p_i \prod_{i=1}^n \left(1 - \frac{1}{p_i}\right) \\ &= p_n\# \prod_{i=1}^n \left(1 - \frac{1}{p_i}\right) \\ &= \phi(p_n\#) \end{aligned}$$

Let a *candidate twin prime* be a subsequence in a bitstring that matches  $(1, 0, 1)$ . When iterating from  $S_{p_n}$  to  $S_{p_{n+1}}$ , the *CONCAT* function creates  $p_{n+1}$  copies of the candidate twin primes in  $S_{p_n}$ , and the *NOT-STRETCH* operation eliminates 2 candidate twin primes for each candidate twin prime in  $S_{p_n}$ . Therefore, the number of candidate twin primes in  $S_{p_n}$ , denoted as  $p_n\#_2$ , where  $p_n > 2$ , is as follows:

$$p_n\#_2 = \prod_{i=2}^n (p_i - 2)$$

A bitstring  $S_{p_n}$  is periodic over the entire natural number line, beyond the length of the bitstring, so we include in our count the candidate twin prime that would be formed at index 1 and index  $(p_n\# - 1)$ . We define  $p_1\#_2 = 2\#_2 = 1$ , because in  $S_2$  we encounter  $(3, 5)$  when wrapping around in modular fashion. The sequence of  $p_n\#_2$  per  $n$  is listed in [OEIS A059861](#). In addition to counting the number of candidate twin primes,  $p_n\#_2$  also counts the number of *candidate cousin primes*, that is, occurrences of bit pattern  $(1, 0, 0, 0, 1)$ .

$p_n\#_2$  can be written as:



$$\begin{aligned}
p_n\#_2 &= \prod_{i=2}^n (p_i - 2) \\
&= \prod_{i=2}^n \left(p_i - \frac{2 \cdot p_i}{p_i}\right) \\
&= \prod_{i=2}^n p_i \prod_{i=2}^n \left(1 - \frac{2}{p_i}\right) \\
&= \frac{p_n\#}{2} \prod_{i=2}^n \left(1 - \frac{2}{p_i}\right)
\end{aligned}$$

The bit sequence (1,0,1,0,0,0,1,0,1) is a *candidate prime quadruplet*. For example, this sequence can be found in  $S_5$  at index 11, corresponding with prime quadruplet (11, 13, 17, 19), a constellation of the form  $(p, p+2, p+6, p+8)$ . This candidate prime sextuplet is copied 7 times into  $S_7$ , of which  $(7 - (4 \cdot 1)) = 3$  survive, at indices 11, 101, 191. These 3 candidate prime quadruplets are copied 11 times into  $S_{11}$ , of which  $(33 - (4 \cdot 3)) = 21$  survive. These 21 candidate prime sextuplets are copied 13 times into  $S_{13}$ , of which 189 survive. Therefore, the number of candidate prime quadruplets in  $S_{p_n}$ , where  $p_n > 4$ , denoted as  $p_n\#_4$ , is as follows:

$$p_n\#_4 = \prod_{i=3}^n (p_i - 4)$$

We define  $2\#_3 = 1$  and  $3\#_3 = 1$ , because in  $S_2$  we encounter (3, 5, 7, 9, 11), and in  $S_3$  we encounter (5, 7, 11, 13). The sequence of  $p_n\#_4$  per  $n$  is listed in [OEIS A059863](#).

The bit sequence (1,0,0,0,1,0,1,0,0,0,1,0,1,0,0,0,1) is a *candidate prime sextuplet*. For example, this sequence can be found in  $S_5$  at index 7, corresponding with the prime sextuplet (7, 11, 13, 17, 19, 23), a constellation of the form  $(p, p+4, p+6, p+10, p+12, p+16)$ . This candidate prime sextuplet is copied 7 times into  $S_7$ , of which only 1 survives, at index 97. This candidate prime sextuplet is copied 11 times into  $S_{11}$ , of which 5 survive. These 5 candidate prime sextuplets are copied 13 times into  $S_{13}$ , of which 35 survive. Therefore, the number of candidate prime sextuplets in  $S_{p_n}$ , denoted as  $p_n\#_6$ , where  $p_n > 6$ , is as follows:

$$p_n\#_6 = \prod_{i=4}^n (p_i - 6)$$

The sequence of  $p_n\#_6$  per  $n$  is listed in [OEIS A059865](#).

The general pattern of *candidate prime k-tuples* conserved by the recurrence relation is as follows:

*Whatever sequence of 1s and 0s can be found in bitstring  $S_{p_n}$ , all occurrences of these sequences are copied  $p_{n+1}$  times into  $S_{p_{n+1}}$ , and subtracted as many times as the number of occurrences of these sequences in the original  $S_{p_n}$  multiplied by the number of 1s in the common sequence.*

The number of candidate prime k-tuples in bitstring  $S_{p_n}$ , denoted as  $p_n\#_k$ , where  $k > 0$ , is as follows:

$$p_n\#_k = \prod_{i=\pi(k+1)}^n (p_i - k) \quad (4)$$

For simplicity, to avoid having to define what is admissible, in this paper we define a candidate prime k-tuple as: *a candidate prime k-tuple is a bit-pattern in a bitstring  $S_{p_n}$  that is counted by the function  $p_n\#_k$ .*

## 5 Density of candidate prime k-tuples and the Twin Prime Constant

The average distance between the centers of two nearest candidate prime k-tuples of size  $k > 0$  in bitstring  $S_{p_n}$ , denoted as  $G_{p_n,k}$ , is simply the length of the bitstring divided by the number of occurrences of candidate prime k-tuples of size  $k$ .

$$\begin{aligned} G_{p_n,k} &= \frac{p_n\#}{p_n\#_k} \\ &= \frac{\prod_{i=1}^n p_i}{\prod_{i=\pi(k+1)}^n (p_i - k)} \\ &= \frac{p_{(\pi(k+1)-1)\#} \cdot \prod_{i=\pi(k+1)}^n p_i}{\prod_{i=\pi(k+1)}^n (p_i - k)} \\ &= p_{(\pi(k+1)-1)\#} \cdot \prod_{i=\pi(k+1)}^n \frac{p_i}{p_i - k} \\ &= p_{(\pi(k+1)-1)\#} \cdot \prod_{i=\pi(k+1)}^n \frac{1}{1 - \frac{k}{p_i}} \end{aligned} \quad (5)$$

Where  $\pi$  is the prime counting function.

When  $k = 1$ , i.e. 1-tuples, then  $G_{p_n,1}$  equals the average distance between candidate primes in bitstring  $S_{p_n}$ .

$$\begin{aligned}
G_{p_n,1} &= p_{(\pi(2)-1)}\# \cdot \prod_{i=\pi(2)}^n \frac{1}{1 - \frac{1}{p_i}} \\
&= p_0\# \cdot \prod_{i=1}^n \frac{1}{1 - \frac{1}{p_i}} \\
&= \prod_{i=1}^n \frac{1}{1 - \frac{1}{p_i}}
\end{aligned}$$

Note that  $G_{p_\infty,1}$  is equivalent to  $\zeta(1)$ , the pole of the Riemann zeta function  $\zeta$ , or the harmonic series.

Let  $\rho_{p_n,k}$  be the reciprocal of  $G_{p_n,k}$ , such that  $\rho_{p_n,k}$  is a measure for the average density of candidate prime k-tuples in bitstring  $S_{p_n}$ .

$$\begin{aligned}
\rho_{p_n,k} &= \frac{1}{G_{p_n,k}} \\
&= \frac{p_n\#_k}{p_n\#} \\
&= \frac{1}{p_{(\pi(k+1)-1)}\#} \cdot \prod_{i=\pi(k+1)}^n \left(1 - \frac{k}{p_i}\right)
\end{aligned} \tag{6}$$

The density of candidate prime k-tuples tends to zero as  $n$  goes to infinity. For any  $k > 0$ :

$$\lim_{n \rightarrow \infty} \rho_{p_n,k} = \lim_{n \rightarrow \infty} \frac{1}{p_{(\pi(k+1)-1)}\#} \cdot \prod_{i=\pi(k+1)}^n \left(1 - \frac{k}{p_i}\right) = 0$$

$\rho_{p_n,k}$  is never zero because for any value of  $n$  there is a slice of candidate primes that is being eliminated from the number line. Consider the distribution of the least prime factors on the natural number line, as in [OEIS A020639](#). Let  $\rho_{lpf,p_n}$  be the general density of positive integers that have  $p_n$  as its least prime factor. We define  $\rho_{lpf,p_n}$  as follows:

$$\begin{aligned}
\rho_{lpf,p_n} &= \frac{p_{n-1}\#_1}{p_n\#} = \frac{\phi(p_{n-1}\#)}{p_n\#} \\
&= \prod_{i=1}^n \frac{1}{p_i} \cdot \prod_{i=1}^{n-1} (p_i - 1) \\
&= \frac{1}{p_n - 1} \cdot \prod_{i=1}^n \frac{p_i - 1}{p_i} \\
&= \frac{1}{p_n - 1} \cdot \prod_{i=1}^n \left(1 - \frac{1}{p_i}\right)
\end{aligned} \tag{7}$$

Every positive integer has exactly one least prime factor; therefore, the sum of densities  $\rho_{lpf,p_n}$  over all  $n > 0$  converges to 1.

$$\sum_{n=1}^{\infty} \frac{p_{n-1}\#_1}{p_n\#} = \sum_{n=1}^{\infty} \left( \frac{1}{p_n - 1} \cdot \prod_{i=1}^n \left( 1 - \frac{1}{p_i} \right) \right) = 1 \quad (8)$$

Where  $p_0\#_1 = 1$ .

The expression above shows that, for each iteration of the recurrence relation, a thin slice of the candidate primes is eliminated from the concatenated bitstring. For any iteration, the candidate primes eliminated are the composites with the new prime as its least prime factor. The pattern of eliminations is just a scaled-up version of the pattern of candidate primes in the previous bitstring, and just as symmetric and uniform. We therefore observe the following pattern.

*During the recursive sieving process, as the candidate primes are gradually and macroscopic uniformly thinned out, the average distance between the nearest candidate prime  $k$ -tuples gradually increases, resulting in ever sparser clusters of intact candidate prime  $k$ -tuples, of which a deterministic number survive in the next iteration.*

The rate of change in average distance between neighboring candidate prime  $k$ -tuples depends on  $k$  because a candidate prime  $k$ -tuple has  $k$  opportunities of getting eliminated per iteration. A candidate single prime has one opportunity of getting eliminated per iteration, and a candidate twin prime has two opportunities of getting eliminated per iteration (and never a double elimination in a single iteration). This implies that, per iteration, the rate of change in distance between candidate twin primes is proportional to the rate of change in distance between single candidate primes squared. We can express this as follows.

$$G_{p_n,2} \approx \frac{G_{p_n,1}^2}{2 \cdot C_2}$$

Here  $C_2$  is the Hardy-Littlewood twin prime constant, and the factor of 2 in the denominator is to align with their formulation. Solving for  $C_2$ :

$$\begin{aligned}
C_2 &= \lim_{n \rightarrow \infty} \frac{1}{2} \cdot G_{p_n,1}^2 \cdot \frac{1}{G_{p_n,2}} \\
&= \lim_{n \rightarrow \infty} \frac{1}{2} \cdot \left( \frac{p_n \#}{p_n \#_1} \right)^2 \cdot \frac{p_n \#_2}{p_n \#} \\
&= \lim_{n \rightarrow \infty} \frac{1}{2} \cdot \left( \prod_{i=1}^n \frac{p_i}{p_i - 1} \right)^2 \cdot 2 \cdot \prod_{i=2}^n \frac{p_i - 2}{p_i} \\
&\equiv \prod_{i=2}^{\infty} \frac{p_i}{p_i - 1} \cdot \prod_{i=2}^{\infty} \frac{p_i}{p_i - 1} \cdot \prod_{i=2}^{\infty} \frac{p_i - 2}{p_i} \\
&\equiv \prod_{i=2}^{\infty} \frac{p_i}{p_i - 1} \cdot \prod_{i=2}^{\infty} \frac{p_i - 2}{p_i - 1} \\
&\equiv \prod_{i=2}^{\infty} \frac{p_i \cdot (p_i - 2)}{(p_i - 1)^2} \\
&\equiv \prod_{i=2}^{\infty} \left( 1 - \frac{1}{(p_i - 1)^2} \right) \\
&\approx 0.6601618 \dots
\end{aligned} \tag{9}$$

## 6 At the border of candidate prime elimination

The candidate primes (the 1s) in bitstring  $S_{p_n}$  after index  $p_n$  and before  $p_n^2$ , are all prime numbers. These candidate primes are prime because in  $S_{p_n}$  the first 1 that is composite is at index  $p_{n+1}^2$ . And the next composite after  $p_{n+1}^2$  is at index  $(p_{n+1} \cdot p_{n+2})$ , followed by either  $p_{n+2}^2$  or  $(p_{n+1} \cdot p_{n+3})$ . Figure 3 shows the generic anatomy of a bitstring.

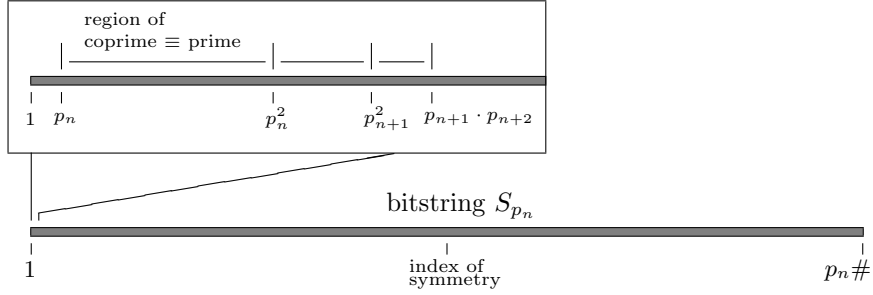


Figure 3:  $p_n^2$  - the border between candidate primes and definite primes

When the bitstring sieve completes its iteration of creating bitstring  $S_{p_n}$ , then from the sieve's perspective, not yet knowing  $p_{n+1}$ , the candidate primes between  $p_n$  and  $p_n^2$  are *definite primes*, and for any candidate prime beyond  $p_n^2$  it is not yet known whether it is a definite prime or a definite composite.  $p_n^2$  is at the border between the candidate primes and the definite primes, which we call the *border of candidate prime elimination*. When observing the progression of bitstring  $S_{p_n}$  as  $n$  increases, the border of candidate prime elimination travels with a velocity of  $p_n^2$  along the number line, into a relatively stationary and right-ward growing structure that is gradually and symmetrically being thinned out at the edges and throughout. At each iteration, the border of candidate prime elimination passes over a non-empty set of 1s, which in itself proves there are infinitely many primes. In this way, the proof of the infinitude of primes can be written as follows:

**(Yet another) proof of the infinitude of primes**

The distance between  $p_n^2$  and  $p_{n+1}^2$ , or the sequence [OEIS A069482](#), is relatively smallest when  $p_n$  and  $p_{n+1}$  are twin primes, at which point the distance between  $p_n^2$  and  $p_{n+1}^2$  is  $4p_n + 4$ , or  $4p_{n+1} - 4$ . A jump from  $p_n^2$  to  $p_{n+1}^2$  therefore always covers a distance of at least  $4p_n + 4$ . The largest distance between candidate primes in  $S_{p_n}$  is  $2p_{n-1}$ . Therefore, the number of candidate primes between  $p_n^2$  and  $p_{n+1}^2$  is at least  $\frac{4p_n+4}{2p_{n-1}}$ , which is at least 2, which is more than 1.  $\square$

Alas, the largest distance between candidate twin primes is not always smaller than  $4p + 4$ , so there is no equivalent and easy proof for the twin primes. For example, in  $S_{17}$  the largest distance between candidate twin primes from middle to middle is 108, which is greater than  $19^2 - 17^2 = 72$ . For reference, the largest distance (from middle to middle) between candidate twin primes in  $S_{p_n}$  per  $n$  is listed in [OEIS A144311](#) (plus 1).

On overage, the number of candidate twin primes per randomly selected region of size  $(p_{n+1}^2 - p_n^2)$  tends to increase with increasing  $n$ . In other words, with

ever more iterations of the bitstring sieve, we expect ever more candidate twin primes to survive the border of candidate elimination. An estimate for how many candidate twin primes exist on average in the region between  $p_n^2$  and  $p_{n+1}^2$  is as follows:

$$\pi_2(p_{n+1}^2) - \pi_2(p_n^2) \approx \frac{(p_{n+1}^2 - p_n^2)}{2} \cdot \prod_{i=2}^n \frac{p_i - 2}{p_i} \quad (10)$$

Where  $\pi_2(x)$  is the actual number of twin primes less than  $x$ .

If the distribution of candidate twin primes in an arbitrary bitstring is uniform throughout on average, then we expect:

$$\lim_{n \rightarrow \infty} \frac{\pi_2(p_{n+1}^2) - \pi_2(p_n^2)}{\frac{(p_{n+1}^2 - p_n^2)}{2} \cdot \prod_{i=2}^n \frac{p_i - 2}{p_i}} = 1 \quad (11)$$

Let us extend this approach to candidate  $k$ -tuples of any size  $k > 0$ .

If the candidate prime  $k$ -tuples of size  $k$  are, on average, uniformly distributed throughout bitstring  $S_{p_n}$ , then  $A_{k,p_n}$ , the average number of candidate prime  $k$ -tuples between  $p_n^2$  and  $p_{n+1}^2$ , is as follows:

$$\begin{aligned} \pi_k(p_{n+1}^2) - \pi_k(p_n^2) &\approx A_{k,p_n} \\ A_{k,p_n} &= \frac{p_{n+1}^2 - p_n^2}{G_{p_n,k}} \\ &= \frac{p_{n+1}^2 - p_n^2}{\frac{p_n \#}{p_n \#_k}} \\ &= (p_{n+1}^2 - p_n^2) \cdot \frac{p_n \#_k}{p_n \#} \\ &= \frac{p_{n+1}^2 - p_n^2}{p(\pi(k+1)-1) \#} \cdot \prod_{i=\pi(k+1)}^n \frac{p_i - k}{p_i} \end{aligned} \quad (12)$$

Where  $\pi_k(x)$  is the number of prime  $k$ -tuples of size  $k$  with a center index less than  $x$ .

$A_{k,p_n}$  increases with increasing  $n$ , albeit slowly for large  $k$ . On average, assuming a uniform distribution of candidate prime  $k$ -tuples throughout  $S_{p_n}$ , the region swept by  $p_n^2$  at each iteration captures ever more candidate prime  $k$ -tuples with increasing  $n$ . For any prime  $k$ -tuple of size  $k > 0$ :

$$\lim_{n \rightarrow \infty} A_{k,p_n} = \lim_{n \rightarrow \infty} \left( \frac{p_{n+1}^2 - p_n^2}{p(\pi(k+1)-1) \#} \cdot \prod_{i=\pi(k+1)}^n \frac{p_i - k}{p_i} \right) = \infty \quad (13)$$

This result is already very close to a proof of the K-tuple Conjecture. What remains is to prove that it is justified to assume averages, by proving that the distribution of candidate prime k-tuples is stochastic, by identifying and defining its random source.

The reason why this result is not yet a strong proof of the K-tuple Conjecture is because it assumes a uniform distribution of candidate prime k-tuples in a relatively microscopic region of a bitstring. For each  $k$  we know exactly how many candidate prime k-tuples exist in  $S_{p_n}$ , but these numbers do not tell us their exact locations. We know that the candidate constellations are distributed uniformly at the macroscopic level, but we have not disproved the possibility that after some large prime there somehow emerges a rogue wave of bias toward eliminating all candidate prime k-tuples of particular size  $k$  just ahead of  $p_n^2$ , and preventing any of them from becoming prime. To investigate whether such phenomena are even possible in the sieve's mechanism, let us extend the bitstring model, to study more deeply the process of eliminating candidate primes. Our approach is to isolate the "candidate prime eliminator" as a mathematical object so that we can determine which parameters play a defining role. Note that we are free to change the design or representation of a prime-generating sieve or recurrence relation, provided that the information in its instructions and state is conserved. The goal is to find an expression for the random element. If we find such an expression and prove that it is truly stochastic, then we prove the K-tuple Conjecture.

## 7 The Bitmatrix Sieve

A bitstring  $S_{p_n}$  of length  $p_n\#$  can be shaped into a  $p_n \times p_{n-1}\#$  matrix. Such a matrix we call a *bitmatrix*. The benefit of this extra dimension is that it reveals more clearly the symmetries in the process of eliminating candidate primes, and how this relates to the residue systems encoded in the bitstrings.

The *bitmatrix sieve* is defined as follows. Let  $M$  be the set of outputs generated by the bitmatrix sieve. For each prime  $p_n$  there is a matrix  $M_{p_n}$  in  $M$ :

$$M = \{M_2, M_3, M_5, M_7, M_{11}, \dots\}$$

Each matrix  $M_{p_n}$  is a *bitmatrix*, a matrix of binary digits. The referencing of entries in the bitmatrix is by a single 1-based index, where  $index = column + ((row - 1) \times width)$ . For example, in bitmatrix  $M_3$  with 6 columns, bit  $b_7$  at  $M[7]$  refers to the first bit (column 1) in the second row. The format of a bitmatrix is:

$$\begin{bmatrix} b_1 & \dots & b_{columns} \\ \dots & \dots & \dots \\ b_{((rows-1) \times columns)+1} & \dots & b_{rows \times columns} \end{bmatrix}$$



Where  $b_i \in \{0, 1\}$ .

The recurrence relation that generates the set  $M$  is as follows.

**Initial condition:**

Let  $M_2$  be the first member of  $M$ , a  $2 \times 1$  bitmatrix.

$$\mathbf{M}_2 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

**Recurrence relation:**

Given bitmatrix  $M_{p_n}$ , where  $p_n$  is the  $n$ -th prime, the next bitmatrix  $M_{p_{n+1}}$  is obtained by:

- In bitmatrix  $M_{p_n}$ , starting after index 1, locate the index of the next occurrence of bit value 1. Let  $p_{n+1}$  be this index.
- Let  $M_{p_{n+1}}$  be a  $p_{n+1} \times p_n\#$  bitmatrix. The contents of  $M_{p_{n+1}}$  is filled as follows.
  - Fill each row in  $M_{p_{n+1}}$  with a flattened copy of  $M_{p_n}$ . To flatten is to reshape the matrix such that all rows are concatenated to form a single row (effectively forming bitstring  $S_{p_n}$ ).
  - For each column in  $M_{p_{n+1}}$  that is filled with 1s, zero the entry that has an index that is divisible by  $p_{n+1}$ .

Equivalently, bitmatrix  $M_{p_n}$  can be defined more directly as follows:

$$\mathbf{M}_{p_n} = \begin{bmatrix} b_1 & \cdots & b_{p_{n-1}\#} \\ \cdots & \cdots & \cdots \\ b_{((p_n-1) \times p_{n-1}\#)+1} & \cdots & b_{p_n\#} \end{bmatrix}$$

Where:

$$b_i = \begin{cases} 1, & \text{if } i \text{ is coprime with } p_n\# \\ 0, & \text{otherwise} \end{cases}$$

As an example, the bitmatrices  $M_5$  and  $M_7$  are shown in Figure 4.

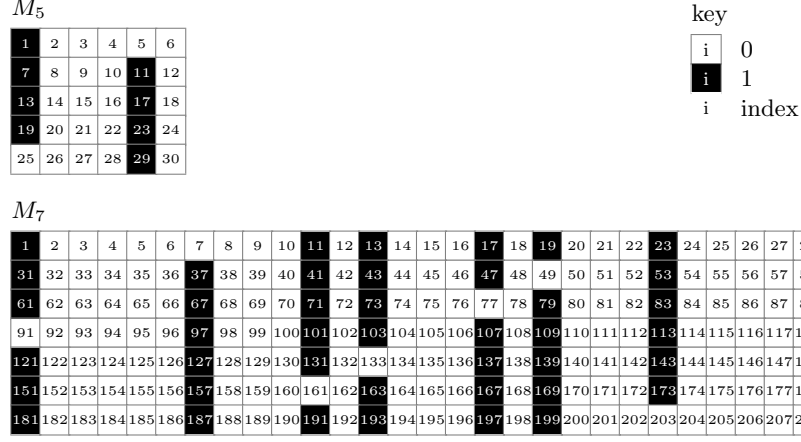


Figure 4: Bitmatrices  $M_5$  and  $M_7$

Zooming out, we can just about get bitmatrix  $M_{11}$  in full view, as shown in Figure 5.



Figure 5: Bitmatrices  $M_2 - M_{11}$

A bitmatrix's index of symmetry is halfway its bitstring length. For example, the index of symmetry of  $M_7$  is at index  $\frac{7\#}{2} = 105$ . A bitmatrix is centrosymmetric, meaning that pairs of entries that are on opposite sides of the index of symmetry, i.e. having indices that add up to  $p\#$ , always have the same bit value. A bitmatrix has an even number of columns, and its index of symmetry lies half a column width to the left of its geometric center.

In this matrix format, the candidate primes (black squares) are arranged in columns. Each black column has exactly one white square, because exactly one of these numbers will be divisible by prime  $p_n$ . These single white squares per black column is the process of eliminating candidate primes in action. The multiples of  $p_n$  are distributed as a saw-tooth pattern across the table because the width of the table is not divisible by its height.

## 8 Residue Systems and Elimination Masks

As is visible in Figure 4 and Figure 5, the candidate primes (black squares) are grouped in *black columns*. In bitmatrix  $M_{p_n}$  there are  $p_{n-1}\#_1$  such black columns. Each black column has exactly one white square because the indices in each column of  $M_{p_n}$  form a complete residue system  $(\text{mod } p_n)$ , such that each column has exactly one entry that is divisible by  $p_n$ . Furthermore, any horizontal sequence of  $p_n$  entries also form a complete residue system  $(\text{mod } p_n)$ . Therefore, any  $p_n \times p_n$  section of  $M_{p_n}$  contains a set of all rotations of the complete residue system  $(\text{mod } p_n)$ . We can therefore interpret the elimination process as a  $p_n \times p_n$  *elimination mask* being applied sequentially along the matrix.

In bitmatrix  $M_{p_n}$ , the elimination mask is applied  $\frac{p_{n-1}\#}{p_n}$  many times, which is never a whole number, leaving a relatively small fractional part of  $\frac{p_n \bmod p_{n-1}\#}{p_n}$ . The elimination masks are center-aligned around the index of symmetry, and the last column is always aligned such that it intersects the bottom row that is a multiple of  $p_n$ . The elimination masks are therefore centrosymmetrically placed around the bitmatrix's index of symmetry. Figure 6 shows the  $E_7$  elimination masks highlighted in green in bitmatrix  $M_7$ . Red borders are drawn around each elimination mask.

$M_7$

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210

Figure 6:  $M_7$  with  $E_7$  elimination masks (i.e. multiples of 7) highlighted in green

The elimination mask  $E_{p_n}$  for  $M_{p_n}$  is a  $p_n \times p_n$  bitmatrix, defined as:

$$\mathbf{E}_{p_n} = \begin{bmatrix} b_1 & \dots & b_{p_n} \\ \dots & \dots & \dots \\ b_{((p_n-1) \times p_n)+1} & \dots & b_{p_n \times p_n} \end{bmatrix}$$

Where:

$$b_i = \begin{cases} 0, & \text{if } T_{p_n}(i) \text{ is divisible by } p_n \\ 1, & \text{otherwise} \end{cases}$$

Where:

$$T_{p_n}(i) = \frac{p_{n-1}\#}{2} - \frac{p_n - 1}{2} + ((i - 1) \bmod p_n) + \left\lfloor \frac{i - 1}{p_n} \right\rfloor \cdot p_{n-1}\#$$

Note that the elimination mask is almost equivalent to the *NOT-STRETCH* operation in the bitstring sieve, except that the elimination mask contains less information, as it will indiscriminately double-eliminate numbers that are already marked as composite, and have no knowledge upfront about which candidate primes it eliminates.

## 9 Isolating the candidate prime eliminator

A minimal (or compact) description of the candidate prime eliminator (the green diagonals in Figure 6) is that of a diagonal line wrapping as a coil around a cylinder. A bitmatrix is modular in horizontal and vertical directions, such that its ends can be joined together in two ways to form a cylinder, either by joining the horizontal ends, or by joining the vertical ends. In this way, a bitmatrix is a torus. There are two ways of wrapping the coil of elimination around the bitmatrix and end up with the same result, either by  $(\bmod p_{n-1}\#)$  or by  $(\bmod p_n)$ . We can either wrap around the bitmatrix in horizontal direction while stepping down, or wrap around vertically while stepping right. The first option rotates around the cylinder with a period of  $(\bmod p_{n-1}\#)$  steps, while the second option rotates around the cylinder with a period of  $(\bmod p_n)$  steps. The first option corresponds more directly to the definition of the recurrence relation, but here we focus on the second option, because we are interested in an expression for determining which row in a given black column is eliminated in the next iteration.

The right side of Figure 7 shows an illustration of the candidate prime eliminator, a mathematical object that resides as a line in a cylinder. The other side of the cylinder (within the same torus), shown on the left, hosts the candidate primes (before the elimination step). The coordinate systems of the two cylinders are inverses of each other, and transforming one into the other is akin to turning a punctured torus inside out, whilst ensuring the symmetries are maintained.

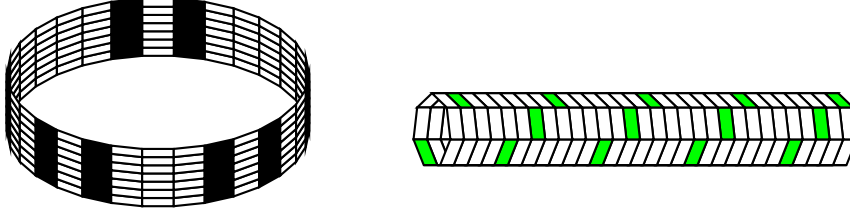


Figure 7: The two cylinders in the torus of  $M_7$ . The left cylinder contains the candidate primes (before the elimination step), and the right cylinder contains the candidate prime eliminator.

Let  $J_{p_n}$  be a function that returns the increment in row index modulo  $p_n$  per increment in column index of bitmatrix  $M_{p_n}$ .  $J_{p_n}$  is an integer greater than 0 and less than  $p_n$ . The congruence relations are as follows.

$$T_{p_n}\left(\frac{p_n^2}{2} + 1\right) \equiv 0 \pmod{p_n}$$

$$T_{p_n}\left(\frac{p_n^2}{2} + 1\right) + 1 + J_{p_n} \cdot p_{n-1}\# \equiv 0 \pmod{p_n}$$

Therefore:

$$1 + J_{p_n} \cdot p_{n-1}\# \equiv 0 \pmod{p_n} \quad (14)$$

The candidate prime eliminator in bitmatrix  $M_{p_n}$  can be modeled as a rotating object that passes from left to right over the bitmatrix, rotating with a frequency of  $\frac{2 \cdot \pi \cdot J_{p_n}}{p_n}$  radians per column shift.  $J_{p_n}$  can be any integer value greater than 0 and less than  $p_n$ , any choice will ensure a periodic visit to each row per shift in  $p_n$  columns, but  $J_{p_n}$  is the only integer greater than 0 and less than  $p_n$  such that the eliminator passes through both  $p_n$  and the index of symmetry.

$J_{p_n}$  answers the question: how many times to add  $p_{n-1}\#$  to  $p_n$  for it to be divisible by  $p_n$ . To calculate  $J_{p_n}$  requires finding the modular inverse of  $p_{n-1}\#$  modulo  $p_n$ . Finding the modular inverse requires knowing the specific numbers of the congruence relations, implying there is no simple or direct formula for calculating  $J_{p_n}$ . It is a puzzle that you can only start to attempt solving after first knowing  $p_{n-1}\#$ . When  $p_{n-1}\#$  and  $p_n$  are both known,  $J_{p_n}$  can be calculated by an algorithm, such as by sieving, or by exhaustively searching by adding and checking divisibility, or by the Extended Euclidean Algorithm.

When  $J_{p_n}$  is known, we have a formula for  $R_{p_n}(c)$ , the "row index of elimination" in  $M_{p_n}$ , for any given column index  $c \geq 1, c \leq p_{n-1}\#$ .

$$R_{p_n}(c) = 1 + ((J_{p_n} \cdot c) \bmod p_n)$$

Values of  $J_p$  for the first 6 primes are:

$$J_2 = 1$$

$$J_3 = 1$$

$$J_5 = 4$$

$$J_7 = 3$$

$$J_{11} = 10$$

$$J_{13} = 10$$

The sequence of  $J_{p_n}$  per  $n$  is listed in [A081617](#).

In the long run, with ever increasing  $n$ , the distribution of  $J_{p_n}$  over  $n$  is statistically the same as the distribution of throwing  $(p_n - 1)$ -sided dice, because, by definition, primes do not divide each other. The fact that primes do not divide each other is the random element in the distribution of prime numbers, and justifies the use of statistical models in the study of primes. The distribution of  $J_{p_n}$  is stochastic, such that:

$$\lim_{n \rightarrow \infty} \frac{\sum_{q=1}^n \frac{J_{p_q}}{p_q}}{n} = \frac{1}{2} \quad (15)$$

On average, especially so when  $p_n$  is large, each row in a bitmatrix will have near-equal numbers of eliminations, implying that there cannot emerge a sustained bias for near-future eliminations over far-future eliminations, and therefore it is impossible for some everlasting rogue wave of bias to appear after some large prime, that somehow purposely eliminates all candidate prime  $k$ -tuples of chosen size  $k > 0$  just ahead of  $p_n^2$ . Furthermore, to remove any doubt, even if the values of  $J_{p_n}$  were not stochastic, its degree of freedom and impact is not enough to create any significant bias. The value of  $J_{p_n}$ , particularly when  $n$  is large, has very little impact on the distribution of eliminations per row in the bitmatrix. With increasing  $n$ , the number of eliminations in each row approaches the average value of  $\frac{p_{n-1}\#1}{p_n}$ .

To illustrate this, imagine there is a demon in the sieve that manipulates the values of  $J_{p_n}$ , purposely selecting values such that it targets the most candidate prime  $k$ -tuples of size  $k$  that lie just ahead of  $p_n^2$ , thereby targeting more prime  $k$ -tuples of size  $k$  in the first row than in the other rows. The demon will find that, particularly when  $n$  is large, the number of eliminations

per row remains nearly the same for each setting of  $J$ . Table 1 shows the number of candidate primes eliminated per row in bitmatrix  $M_{11}$ , for all possible manipulations of  $J$ . The column  $J_{11} = 10$  represents the actual value for  $J_{11}$ . Observe that, by this definition, manipulating  $J$  has no impact on the number of eliminations in the first row, only from the second row onward. These results are proof that the density of patterns of 1s in bitstring  $S_{p_n}$  just ahead of  $p_n^2$  is statistically representative of the density of that same pattern of 1s throughout the entire bitstring.

		manipulated $J$								$J_{11}$	
		1	2	3	4	5	6	7	8	9	10
row	1	4	4	4	4	4	4	4	4	4	4
	2	4	5	6	3	5	5	4	4	3	4
	3	5	4	4	5	4	6	3	3	4	5
	4	3	4	4	5	3	5	5	4	6	4
	5	6	5	3	4	3	4	4	5	5	4
	6	3	4	5	6	4	4	4	5	3	5
	7	5	3	5	4	4	4	6	5	4	3
	8	4	5	5	4	4	3	4	3	5	6
	9	4	6	4	5	5	3	5	4	4	3
	10	5	4	3	3	6	4	5	4	4	5
	11	4	3	4	4	5	5	3	6	5	4

Table 1: Number of candidate prime eliminations per row in  $M_{11}$  per manipulation of  $J$ . Actual value of  $J_{11} = 10$ .

In the above table for bitmatrix  $M_{11}$ , with 11 being a low prime, the differences in the number of eliminations per row are still relatively large compared to the average value of  $4\frac{4}{11}$ , but in the tables for larger primes the differences in the number of eliminations per row get relatively smaller, all gradually approaching the average value of  $\frac{p_{n-1}\#1}{p_n}$  as  $n$  increases. For example, in  $M_{19}$  the average number of eliminations per row is  $4850\frac{10}{19}$ , and the actual values range from 4846 to 4854. These differences are too small to create any significant bias toward eliminating candidate prime k-tuples of any particular size  $k$  just ahead of  $p_n^2$ , especially so when  $n$  is large. Therefore, the number of prime k-tuples of any size  $k$  between  $p_n^2$  and  $p_{n+1}^2$  increases on average with increasing  $n$ . Therefore, there are infinitely many prime k-tuples, which are macroscopically distributed as statistically predicted by Hardy and Littlewood.

## 10 Proof of the Hardy-Littlewood K-tuple Conjecture

In the recurrence relation that defines the primes, such as in the bitstring sieve or bitmatrix sieve, symmetry and modularity of the candidate primes (coprimes with the primorial) is conserved at the primorial scale. During the process of sieving, when the candidate primes are gradually and uniformly (uniform at the macroscopic scale) being thinned out, the average distance between nearest candidate prime k-tuples gradually increases, resulting clusters of intact candidate prime k-tuples, of which a deterministic number survive into the next iteration, ad infinitum.

If we were to watch the generation of bitstrings or bitmatrices as an animation per iteration of the recurrence relation, each iteration being an overlay of the previous iteration, in the pattern of 1s we would observe a giant growing symmetrical structure, slowly being eaten away at the outer edges one by one at each iteration, and a relatively thin slice of candidate primes getting eliminated at each step. The border of candidate prime elimination passes from left to right into this structure with a "speed" of  $p_n^2$  (relative to the natural number line), passing over gradually increasing numbers of candidate prime k-tuples of all sizes.  $A_{k,p_n}$ , the average number of candidate prime k-tuples in  $S_{p_n}$  between  $p_n^2$  and  $p_{n+1}^2$ , increases with increasing  $n$ . On average, at each iteration, more and more candidate prime k-tuples become definite prime k-tuples.

$$\lim_{n \rightarrow \infty} A_{k,p_n} = \lim_{n \rightarrow \infty} \left( \frac{p_{n+1}^2 - p_n^2}{p_{(\pi(k+1)-1)}\#} \cdot \prod_{i=\pi(k+1)}^n \frac{p_i - k}{p_i} \right) = \infty$$

The candidate prime eliminator of the bitmatrix sieve, which has a frequency of  $J_{p_n}$  per column shift, is the modular diagonal line that eliminates the multiples of  $p_n$ . Calculating  $J_{p_n}$  requires knowledge of  $p_{n-1}\#$  and solving a congruence puzzle, which becomes more and more difficult to solve as  $p_n$  increases. The distribution of values for  $J_{p_n}$  is cryptographically guaranteed to be stochastic, guaranteed by the fact that primes do not divide each other. Therefore:

$$\lim_{n \rightarrow \infty} \frac{\sum_{q=1}^n \frac{J_{p_q}}{p_q}}{n} = \frac{1}{2}$$

The distribution of  $J_{p_n}$  ([OEIS A081617](#)) is the same as the distribution of throwing  $(p_n - 1)$ -sided dice. As  $n$  increases, there will on average be more and more candidate prime k-tuples surviving the eliminations until  $p_n^2$  passes over them. We can always find larger primes and larger values of  $A_{k,p_n}$ , as to include more and more statistically expected candidate prime k-tuples between  $p_n^2$  and  $p_{n+1}^2$ .



The symmetries maintained by the recurrence relation that defines the primes prohibit any possibility of a sustained local phenomenon, such as a rogue "bow wave" of elimination, to somehow emerge ahead of  $p_n^2$ . Such phenomena are guaranteed not to happen, guaranteed by the fact that primes do not divide each other. Furthermore, to remove all doubt, even if  $J_{p_n}$ 's value somehow goes rogue after some large prime, such that  $J_{p_n}$ 's value is always the one that selects for the most number of eliminations of candidate prime k-tuples of size  $k$  in the region just ahead of  $p_n^2$ , it would not be sufficient to prevent all candidate prime k-tuples from becoming definitely prime k-tuples, because the impact of the value of  $J_{p_n}$  is just negligible noise in the overall distribution, especially so when  $p_n$  is large.

In the recurrence relation that defines the primes there is no mechanism to target and stop all candidate k-tuples of size  $k$  from becoming prime at  $p_n^2$ . No matter how many rounds of the bitstring sieve, there will forever be new opportunities for candidate prime k-tuples of any size  $k$  to survive the elimination rounds until it reaches  $p_n^2$ .

## 11 Conclusion

In the recurrence relation that defines the primes there is no mechanism to target and stop all candidate k-tuples of size  $k$  from becoming definite primes at  $p_n^2$ . Therefore, there exist infinitely many twin primes and prime k-tuples, occurring at asymptotic frequency, as predicted by Hardy and Littlewood.

## References

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