



# Survey of Scientific Computing (SciComp 301)

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```
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Windows.Forms;
9
10 namespace SimpleEvents
11 {
12     public partial class Form1 : Form
13     {
14         Person person = new Person();
15
16         public Form1()
17         {
18             InitializeComponent();
19             person.FirstName = "Christian";
20             person.LastName = "Pano";
21         }
22
23         private void button1_Click(object sender, EventArgs e)
24         {
25             person.MainColor = textBox1.Text;
26         }
27     }
28 }
```

**Session 12**  
Continued Fractions,  
Chi Squared

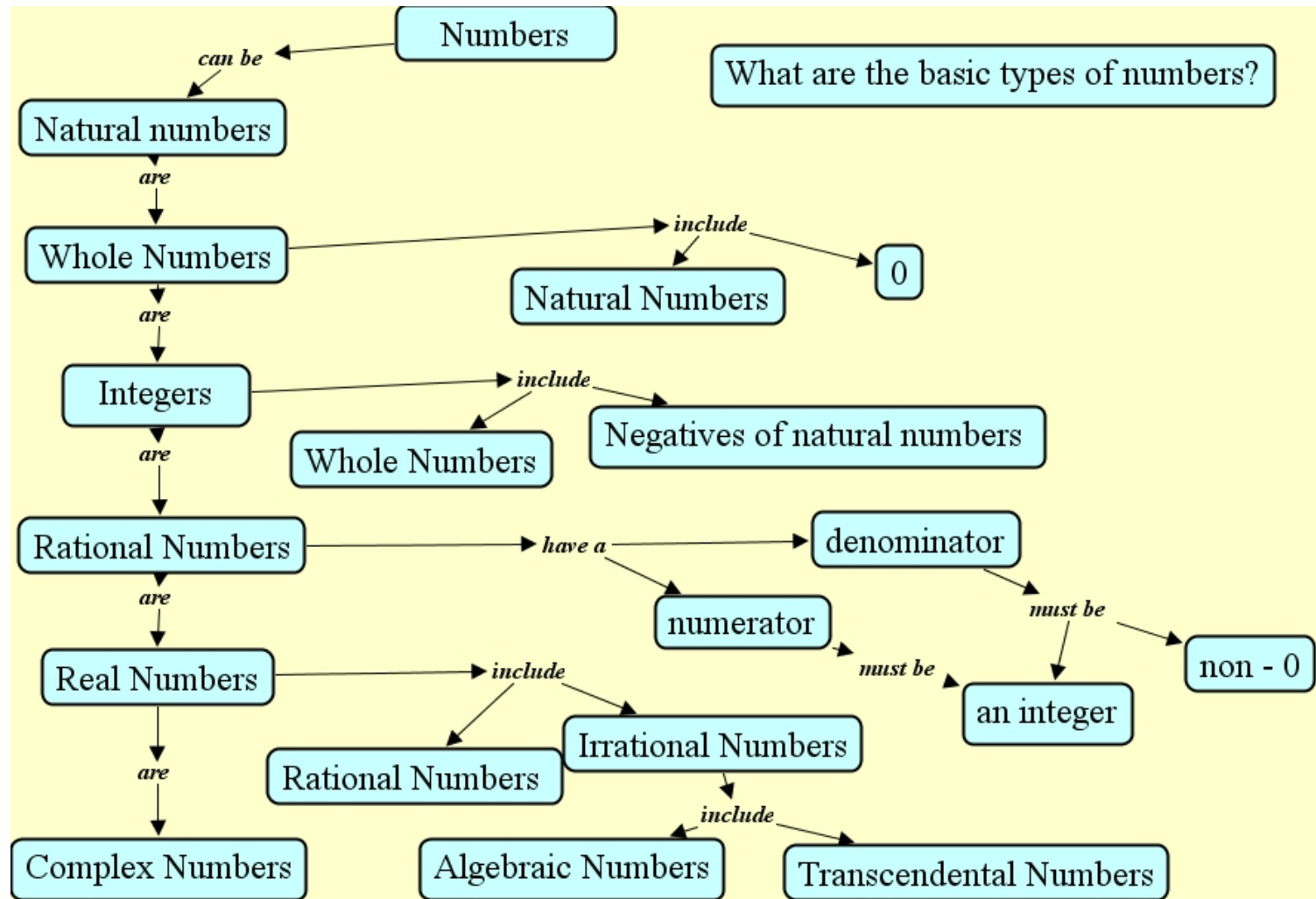
# Section Goals

- Gain an appreciation for **Continued Fractions** in nature
- Understand the three types of CFs: 1) finite, 2) infinite with repeating sequence, 3) infinite with repeating pattern
- Write code to **generate** a generalized CF for a real number, and how to **expand** that CF to produce **convergents** of the original number
- Appreciate the hidden underlying simplicity of the **generalized continued fraction** for  $\pi$
- Perform a computational mathematical experiment to determine the solutions to **Pell's Equation**

# Seminar Goals

- Gain an appreciation for the **Normal Distribution**
- Investigate if a Normal Distribution can be made from a Uniform Distribution using a **Pachinko game**
- Use **chi-squared statistic** to determine if a random sample conforms to a reasonable Normal Distribution

# Expanding Your Definition of a “Number”



# Continued Fractions

$$x = a_0 + \frac{b_1}{a_1 + \frac{b_2}{a_2 + \frac{b_3}{a_3 + \ddots}}}$$

In a simple continued fraction, all  $b_n = 1$

$$3.245 = \boxed{3} + \frac{1}{\boxed{4} + \frac{1}{\boxed{12} + \frac{1}{\boxed{3} + \frac{1}{\boxed{1}}}}}$$

# Continued Fractions

What is the simple CF encoding for **3.245**?

x	floor(x)	x = x - floor(x)	1/x
3.24500000	3	0.24500000	4.08163265
4.08163265	4	0.08163265	12.25000000
12.25000000	12	0.25000000	4.00000000
4.00000000	3	1.00000000	1.00000000
1.00000000	1	0.00000000	

A CF is an *encoding* scheme

**3.245 = [3; 4, 12, 3, 1]**

We stop when this difference is zero

All **rational** numbers have a CF of **finite** length!

# Continued Fractions

What is the simple CF encoding for **0.825** (= **33/40**)?

x	floor(x)	x = x - floor(x)	1/x
0.82500000	0	0.82500000	1.21212121
1.21212121	1	0.21212121	4.71428571
4.71428571	4	0.71428571	1.40000000
1.40000000	1	0.40000000	2.50000000
2.50000000	2	0.50000000	2.00000000
2.00000000	2	0.00000000	

A CF is an *encoding* scheme

$$\mathbf{0.825 = [0; 1, 4, 1, 2, 2]}$$

All **rational** numbers have a CF of **finite** length!

# Continued Fractions

$$h_n = a_n * h_{(n-1)} + h_{(n-2)}$$

$$k_n = a_n * k_{(n-1)} + k_{(n-2)}$$

How do we expand (decode) a simple CF?

**[0; 1, 4, 1, 2, 2] = ??**

$$\Delta = \left( \frac{h_n}{k_n} - x \right)$$

n	a	h	k	h/k	delta
-2		0	1		
-1		1	0		
0	0	0	1	0.00000000	0.82500000
1	1	1	1	1.00000000	-0.17500000
2	4	4	5	0.80000000	0.02500000
3	1	5	6	0.83333333	-0.00833333
4	2	14	17	0.82352941	0.00147059
5	2	33	40	0.82500000	0.00000000

Each row gives a better and better approximation (**h / k**) to the original number **x**

**[0; 1, 4, 1, 2, 2] = 0.825 (= 33/40)**



# $\sqrt{2}$ to 3,600 digits

1.4142135623730950488016887242096980785696718753769480731766797379907324784621070388503875343276415727350138  
462309122970249248360558507372126441214970999358314132226659275055927557999505011527820605714701095599716059  
702745345968620147285174186408891986095523292304843087143214508397626036279952514079896872533965463318088296  
406206152583523950547457502877599617298355752203375318570113543746034084988471603868999706990048150305440277  
903164542478230684929369186215805784631115966687130130156185689872372352885092648612494977154218334204285686  
060146824720771435854874155657069677653720226485447015858801620758474922657226002085584466521458398893944370  
926591800311388246468157082630100594858704003186480342194897278290641045072636881313739855256117322040245091  
227700226941127573627280495738108967504018369868368450725799364729060762996941380475654823728997180326802474  
420629269124859052181004459842150591120249441341728531478105803603371077309182869314710171111683916581726889  
419758716582152128229518488472089694633862891562882765952635140542267653239694617511291602408715510135150455  
381287560052631468017127402653969470240300517495318862925631385188163478001569369176881852378684052287837629  
389214300655869568685964595155501644724509836896036887323114389415576651040883914292338113206052433629485317  
049915771756228549741438999188021762430965206564211827316726257539594717255934637238632261482742622208671155  
83959992652117625269891754098815934864008345708518147223181420407042650905653233398436457865796796519267292  
39987536661721598257886026336361782749599421940377753681426217738799194551397231274066898329989895386728822  
856378697749662519966583525776198939322845344735694794962952168891485492538904755828834526096524096542889394  
538646625744927556381964410316979833061852019379384940057156333720548068540575867999670121372239475821426306  
585132217408832382947287617393647467837431960001592188807347857617252211867490424977366929207311096369721608  
933708661156734585334833295254675851644710757848602463600834449114818587655554286455123314219926311332517970  
608436559704352856410087918500760361009159465670676883605571740076756905096136719401324935605240185999105062  
108163597726431380605467010293569971042425105781749531057255934984451126922780344913506637568747760283162829  
605532422426957534529028838768446429173282770888318087025339852338122749990812371892540726475367850304821591  
801886167108972869229201197599880703818543332536460211082299279293072871780799888099176741774108983060800326  
311816427988231171543638696617029999341616148786860180455055539869131151860103863753250045581860448040750241  
195184305674533683613674597374423988553285179308960373898915173195874134428817842125021916951875593444387396  
189314549999906107587049090260883517636224749757858858368037457931157339802099986622186949922595913276423619  
410592100328026149874566599688874067956167391859572888642473463585886864496822386006983352642799056283165613  
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590960537472796524477094099241238710614470543986743647338477454819100872886222149589529591187892149179833981  
083788278153065562315810360648675873036014502273208829351341387227684176678436905294286984908384557445794095  
986260742499549168028530773989382960362133539875320509199893607513906444495768456993471276364507163279154701  
597733548638939423257277540038260274785674172580951416307159597849818009443560379390985590168272154034581581  
521004936662953448827107292396602321638238266612626830502572781169451035379371568823365932297823192986064679  
789864092085609558142614363631004615594332550474493975933999125419532300932175304476533964706627611661753518  
754646209676345587386164880198848497479264045065444896910040794211816925796857563784881498986416854994916357  
614484047021033989215342377037233353115645944389703653166721949049351882905806307401346862641672470110653463  
493916407146285

# Continued Fractions

What is the simple CF encoding for  $\sqrt{2}$  ?

x	floor(x)	x = x - floor(x)	1/x
1.41421356	1	0.41421356	2.41421356
2.41421356	2	0.41421356	2.41421356
2.41421356	2	0.41421356	2.41421356
2.41421356	2	0.41421356	2.41421356
2.41421356	2	0.41421356	2.41421356
2.41421356	2	0.41421356	2.41421356

$$\sqrt{2} = [1; \{2\}]$$

Numbers within {} are repeated

All **irrational numbers** yield an infinite CF  
with a repeated ***sequence*** of finite length!

**There is simple order behind the chaos!**

$$h_n = a_n * h_{(n-1)} + h_{(n-2)}$$

$$k_n = a_n * k_{(n-1)} + k_{(n-2)}$$

# Continued Fractions

$$\Delta = \left( \frac{h_n}{k_n} - x \right)$$

What fraction best approximates  $\sqrt{2}$  ?

n	a	h	k	h/k	delta
-2		0	1		
-1		1	0		
0	1	1	1	1.00000000	0.41421356
1	2	3	2	1.50000000	-0.08578644
2	2	7	5	1.40000000	0.01421356
3	2	17	12	1.41666667	-0.00245310
4	2	41	29	1.41379310	0.00042046
5	2	99	70	1.41428571	-0.00007215
6	2	239	169	1.41420118	0.00001238
7	2	577	408	1.41421569	-0.00000212
8	2	1393	985	1.41421320	0.00000036
9	2	3363	2378	1.41421362	-0.00000006
10	2	8119	5741	1.41421355	0.00000001
11	2	19601	13860	1.41421356	0.00000000

$$\sqrt{2} \approx 19,601 / 13,860$$

# Continued Fractions

What is the simple CF encoding for  $\sqrt{113}$  ?

x	floor(x)	x = x - floor(x)	1/x
10.63014581	10	0.63014581	1.58693429
1.58693429	1	0.58693429	1.70376823
1.70376823	1	0.70376823	1.42092235
1.42092235	1	0.42092235	2.37573512
2.37573512	2	0.37573512	2.66144940
2.66144940	2	0.66144940	1.51183144
1.51183144	1	0.51183144	1.95376823
1.95376823	1	0.95376823	1.04847275
1.04847275	1	0.04847275	20.63014581
20.63014581	20	0.63014581	1.58693430
1.58693430	1	0.58693430	1.70376822
1.70376822	1	0.70376822	1.42092237
1.42092237	1	0.42092237	2.37573499
2.37573499	2	0.37573499	2.66145027
2.66145027	2	0.66145027	1.51182945
1.51182945	1	0.51182945	1.95377581
1.95377581	1	0.95377581	1.04846442
1.04846442	1	0.04846442	20.63369395
20.63369395	20	0.63369395	1.57804883

Period = 9

$$\sqrt{113} = [10; \{1, 1, 1, 2, 2, 1, 1, 1, 20\}]$$

$$h_n = a_n * h_{(n-1)} + h_{(n-2)}$$

$$k_n = a_n * k_{(n-1)} + k_{(n-2)}$$

# Continued Fractions

$$\Delta = \left( \frac{h_n}{k_n} - x \right)$$

What fraction best approximates  $\sqrt{113}$  ?

n	a	h	k	h/k	delta
-2		0	1		
-1		1	0		
0	10	10	1	10.00000000	0.63014581
1	1	11	1	11.00000000	-0.36985419
2	1	21	2	10.50000000	0.13014581
3	1	32	3	10.66666667	-0.03652085
4	2	85	8	10.62500000	0.00514581
5	2	202	19	10.63157895	-0.00143313
6	1	287	27	10.62962963	0.00051618
7	1	489	46	10.63043478	-0.00028897
8	1	776	73	10.63013699	0.00000883
9	20	16009	1506	10.63014608	-0.00000027
10	1	16785	1579	10.63014566	0.00000015
11	1	32794	3085	10.63014587	-0.00000005
12	1	49579	4664	10.63014580	0.00000002
13	2	131952	12413	10.63014581	0.00000000

$$\sqrt{113} \approx 131,952 / 12,413$$

# $e$ to 3,600 digits

2.7182818284590452353602874713526624977572470936999595749669676277240766303535475945713821785251664274274663  
919320030599218174135966290435729003342952605956307381323286279434907632338298807531952510190115738341879307  
021540891499348841675092447614606680822648001684774118537423454424371075390777449920695517027618386062613313  
845830007520449338265602976067371132007093287091274437470472306969772093101416928368190255151086574637721112  
523897844250569536967707854499699679468644549059879316368892300987931277361782154249992295763514822082698951  
936680331825288693984964651058209392398294887933203625094431173012381970684161403970198376793206832823764648  
042953118023287825098194558153017567173613320698112509961818815930416903515988885193458072738667385894228792  
284998920868058257492796104841984443634632449684875602336248270419786232090021609902353043699418491463140934  
317381436405462531520961836908887070167683964243781405927145635490613031072085103837505101157477041718986106  
873969655212671546889570350354021234078498193343210681701210056278802351930332247450158539047304199577770935  
036604169973297250886876966403555707162268447162560798826517871341951246652010305921236677194325278675398558  
944896970964097545918569563802363701621120477427228364896134225164450781824423529486363721417402388934412479  
635743702637552944483379980161254922785092577825620926226483262779333865664816277251640191059004916449982893  
150566047258027786318641551956532442586982946959308019152987211725563475463964479101459040905862984967912874  
068705048958586717479854667757573205681288459205413340539220001137863009455606881667400169842055804033637953  
764520304024322566135278369511778838638744396625322498506549958862342818997077332761717839280349465014345588  
970719425863987727547109629537415211151368350627526023264847287039207643100595841166120545297030236472549296  
669381151373227536450988890313602057248176585118063036442812314965507047510254465011727211555194866850800368  
532281831521960037356252794495158284188294787610852639813955990067376482922443752871846245780361929819713991  
475644882626039033814418232625150974827987779964373089970388867782271383605772978824125611907176639465070633  
045279546618550966661856647097113444740160704626215680717481877844371436988218559670959102596862002353718588  
748569652200050311734392073211390803293634479727355955277349071783793421637012050054513263835440001863239914  
907054797780566978533580489669062951194324730995876552368128590413832411607226029983305353708761389396391779  
574540161372236187893652605381558415871869255386061647798340254351284396129460352913325942794904337299085731  
580290958631382683291477116396337092400316894586360606458459251269946557248391865642097526850823075442545993  
769170419777800853627309417101634349076964237222943523661255725088147792231519747780605696725380171807763603  
462459278778465850656050780844211529697521890874019660906651803516501792504619501366585436632712549639908549  
144200014574760819302212066024330096412704894390397177195180699086998606636583232278709376502260149291011517  
177635944602023249300280401867723910288097866605651183260043688508817157238669842242201024950551881694803221  
002515426494639812873677658927688163598312477886520141174110913601164995076629077943646005851941998560162647  
907615321038727557126992518275687989302761761146162549356495903798045838182323368612016243736569846703785853  
305275833337939907521660692380533698879565137285593883499894707416181550125397064648171946708348197214488898  
790676503795903669672494992545279033729636162658976039498576741397359441023744329709355477982629614591442936  
451428617158587339746791897571211956187385783644758448423555581050025611492391518893099463428413936080383091  
662818811503715284967059741625628236092168075150177725387402564253470879089137291722828611515915683725241630  
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180606443636815

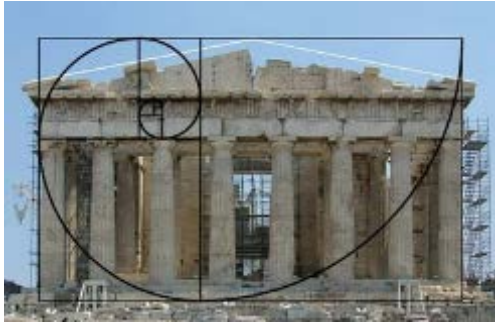
# Continued Fraction for $e$

x	floor(x)	x = x - floor(x)	1/x
2.71828183	2	0.71828183	1.39221119
1.39221119	1	0.39221119	2.54964678
2.54964678	2	0.54964678	1.81935024
1.81935024	1	0.81935024	1.22047929
1.22047929	1	0.22047929	4.53557348
4.53557348	4	0.53557348	1.86715744
1.86715744	1	0.86715744	1.15319313
1.15319313	1	0.15319313	6.52770793
6.52770793	6	0.52770793	1.89498763
1.89498763	1	0.89498763	1.11733388
1.11733388	1	0.11733388	8.52268767
8.52268767	8	0.52268767	1.91318841
1.91318841	1	0.91318841	1.09506427
1.09506427	1	0.09506427	10.51919947
10.51919947	10	0.51919947	1.92604201
1.92604201	1	0.92604201	1.07986461
1.07986461	1	0.07986461	12.52119027
12.52119027	12	0.52119027	1.91868508
1.91868508	1	0.91868508	1.08851229

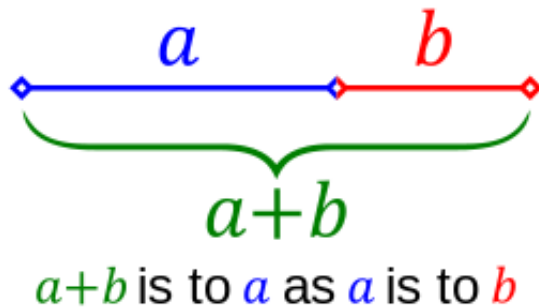
All **transcendental numbers**  
yield an infinite CF with a  
repeated **pattern** of finite length

$$e = [2; \{1, 2n, 1\}] \text{ for } n > 0$$

$$e^2 = [7; 2, \{1, 1, 3n, 12n+6, 3n+2\}] \text{ for } n > 0$$



# The Golden Ratio



$$1 + \frac{1}{\varphi} = \varphi$$

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

$$\frac{a+b}{a} = \frac{a}{b} = \varphi$$

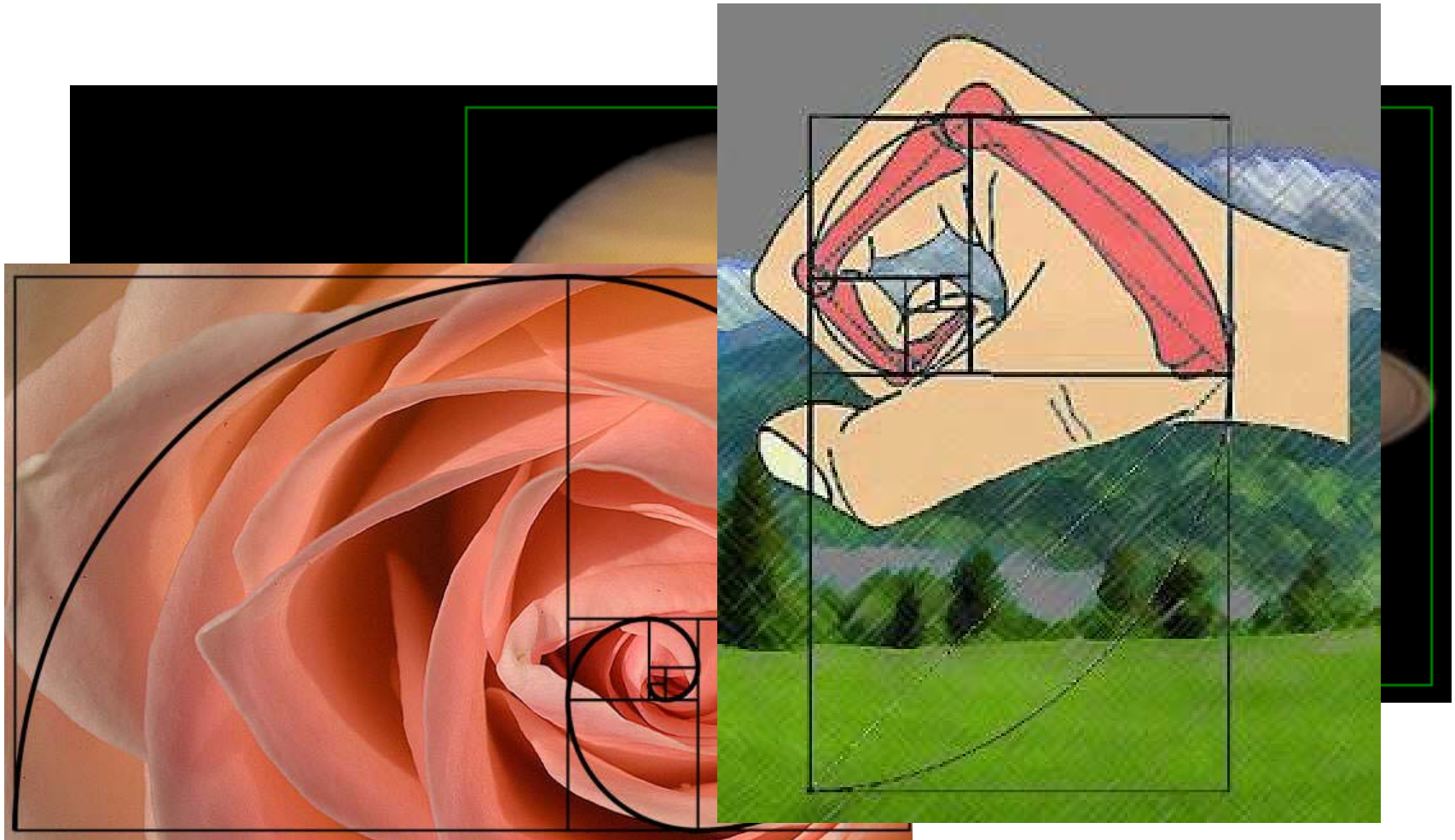
$$\varphi^2 - \varphi - 1 = 0$$

$$1 + \frac{b}{a} = \frac{a}{b} = \varphi$$

$$\varphi = \frac{1 + \sqrt{5}}{2} = 1.6180339887 \dots$$

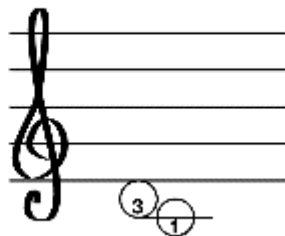
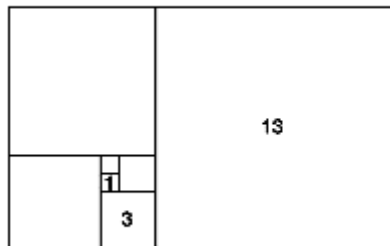


$$\varphi = \frac{1 + \sqrt{5}}{2} = 1.6180339887 \dots$$

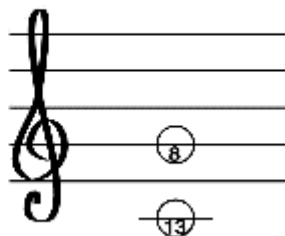
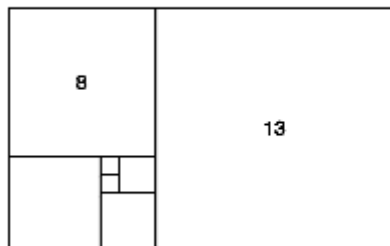


$$\varphi = \frac{1 + \sqrt{5}}{2} = 1.6180339887 \dots$$

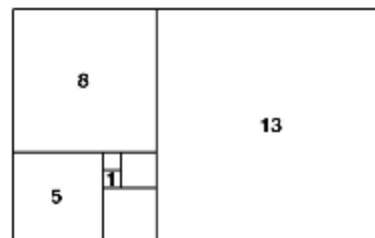
Whole Step



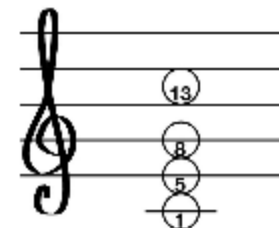
Perfect Fifth



Major Triad

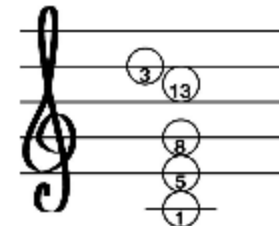


IDEAL PROPORTIONS



IDEAL CHORD STRUCTURE

Major 9



$$\phi = \frac{1 + \sqrt{5}}{2} = 1.6180339887 \dots$$

The greatest of luthiers, Stradivarius, designed his violins around the golden ratio ( $\phi$ ). His violins are the most valuable and precious instruments in the string-playing world because of their exquisite tonal and harmonic qualities, [2]. The Stradivarius violin in Fig. 2 reveals how precisely his instruments are determined by the golden ratio, [3]:

$$\frac{a1 + a2}{a2} = \frac{a2}{a1} = \frac{b2}{b1} = \frac{b2}{c2} = \frac{c2}{c1} = \phi$$

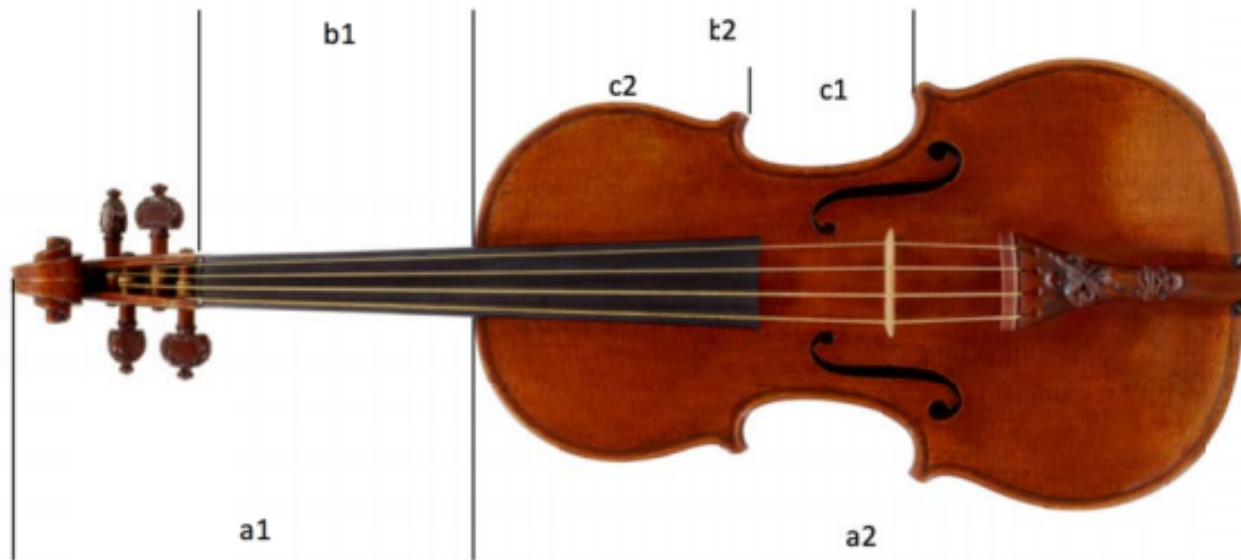


Figure 2. Photo of “Lady Blunt” Stradivarius violin (sold for nearly \$16M).

# $\varphi$ to 3,600 digits

1.6180339887498948482045868343656381177203091798057628621354486227052604628189024497072072041893911374847540  
880753868917521266338622235369317931800607667263544333890865959395829056383226613199282902678806752087668925  
017116962070322210432162695486262963136144381497587012203408058879544547492461856953648644492410443207713449  
470495658467885098743394422125448770664780915884607499887124007652170575179788341662562494075890697040002812  
104276217711177780531531714101170466659914669798731761356006708748071013179523689427521948435305678300228785  
699782977834784587822891109762500302696156170025046433824377648610283831268330372429267526311653392473167111  
211588186385133162038400522216579128667529465490681131715993432359734949850904094762132229810172610705961164  
562990981629055520852479035240602017279974717534277759277862561943208275051312181562855122248093947123414517  
022373580577278616008688382952304592647878017889921990270776903895321968198615143780314997411069260886742962  
267575605231727775203536139362107673893764556060605921658946675955190040055590895022953094231248235521221241  
544400647034056573479766397239494994658457887303962309037503399385621024236902513868041457799569812244574717  
80341731264532204163972321340444948730231541767689375210306873788034417009395440962795589867872320951242689  
355730970450959568440175551988192180206405290551893494759260073485228210108819464454422231889131929468962200  
230144377026992300780308526118075451928877050210968424936271359251876077788466583615023891349333312231053392  
321362431926372891067050339928226526355620902979864247275977256550861548754357482647181414512700060238901620  
777322449943530889990950168032811219432048196438767586331479857191139781539780747615077221175082694586393204  
565209896985556781410696837288405874610337810544439094368358358138113116899385557697548414914453415091295407  
005019477548616307542264172939468036731980586183391832859913039607201445595044977921207612478564591616083705  
949878600697018940988640076443617093341727091914336501371576601148038143062623805143211734815100559013456101  
180079050638142152709308588092875703450507808145458819906336129827981411745339273120809289727922213298064294  
687824274874017450554067787570832373109759151177629784432847479081765180977872684161176325038612112914368343  
767023503711163307258698832587103363222381098090121101989917684149175123313401527338438372345009347860497929  
459915822012581045982309255287212413704361491020547185549611808764265765110605458814756044317847985845397312  
86301625448761148520217064404111660766950597757832570395110878230827106478939021115691039276838453863332156  
582965977310343603232254574363720412440640888267375843395367959312322134373209957498894699565647360072959998  
391288103197426312517971414320123112795518947781726914158911779919564812558001845506563295285985910009086218  
029775637892599916499464281930222935523466747593269516542140210913630181947227078901220872873617073486499981  
562554728113734798716569527489008144384053274837813782466917444229634914708157007352545707089772675469343822  
619546861533120953357923801460927351021011919021836067509730895752895774681422954339438549315533963038072916  
917584610146099505506480367930414723657203986007355076090231731250161320484358364817704848181099160244252327  
167219018933459637860878752870173935930301335901123710239171265904702634940283076687674363865132710628032317  
406931733448234356453185058135310854973335075996677871244905836367541328908624063245639535721252426117027802  
865604323494283730172557440583727826799603173936401328762770124367983114464369476705312724924104716700138247  
831286565064934341803900410178053395058772458665575522939158239708417729833728231152

# Open Lab 1 – Simple CF Encoding

```
int main()
{
    double x = 3.245;
    auto terms = EncodeCF(x);

    cout << "To " << terms.size() << " terms,
        << "the simple continued fraction for\n"
        << setprecision(18) << x << " is" << endl;

    DisplayCF(terms);

    return 0;
}
```

```
vector<int> EncodeCF(double x)
{
    vector<int> terms;
    while(terms.size() < 20)
    {
        terms.push_back(floor(x));
        x = x - floor(x);
        if (x < 1e-9) break;
        x = 1/x;
    }
    return terms;
}
```

x	floor(x)	x = x - floor(x)	1/x
3.24500000	3	0.24500000	4.08163265
4.08163265	4	0.08163265	12.25000000
12.25000000	12	0.25000000	4.00000000
4.00000000	3	1.00000000	1.00000000
1.00000000	1	0.00000000	

# View Lab 1 – Simple CF Encoding

```
int main()
{
    double x = 3.245;

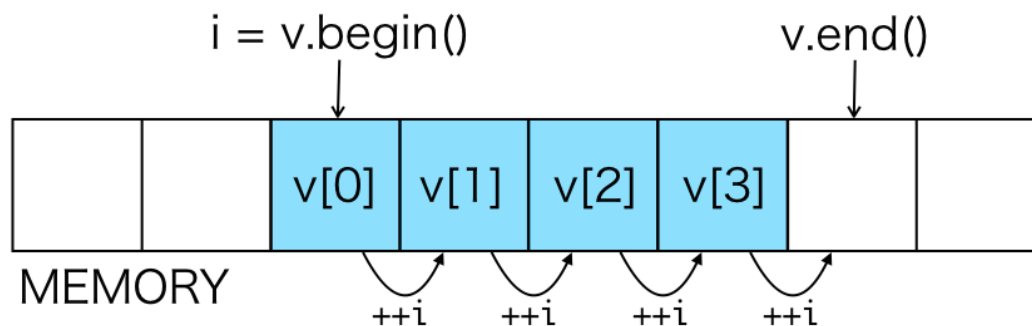
    auto terms = EncodeCF(x);

    cout << "To " << terms.size() << " terms, "
         << "the simple continued fraction for\n"
         << setprecision(18) << x << " is" << endl;

    DisplayCF(terms);

    return 0;
}
```

```
void DisplayCF(const vector<int>& terms)
{
    cout << "{";
    auto itr = terms.begin();
    while (true)
    {
        cout << *itr;
        if (++itr == terms.end()) break;
        cout << ", ";
    }
    cout << "}\n";
    return;
}
```



$$v[k] == *(v.begin() + k)$$

# Run Lab 1 – Simple CF Encoding

```
int main()
{
    double x = 3.245;

    auto terms = EncodeCF(x);

    cout << "To " << terms.size() << " terms, "
         << "the simple continued fraction for\n"
         << setprecision(18) << x << " is" << endl;

    DisplayCF(terms);

    return 0;
}
```

```
void DisplayCF(const vector<int>& terms)
{
    cout << "{";
    auto itr = terms.begin();
    while (true)
    {
        cout << *itr;
        if (++itr == terms.end()) break;
        cout << ", ";
    }
    cout << "}\n";
    return;
}
```

Intrinsic data types  
cannot store most  
numbers exactly

stdcf-encode

File Edit View Terminal Tabs Help

To 5 terms, the simple continued fraction for 3.245000000000000011 is {3, 4, 12, 3, 1}

Process returned 0 (0x0) execution time : 0.031 s  
Press ENTER to continue.

floor(x)
3
4
12
3
1

# Edit Lab 1 –Simple CF Encoding

```
int main()
{
    double x = (1 + sqrt(5)) / 2;

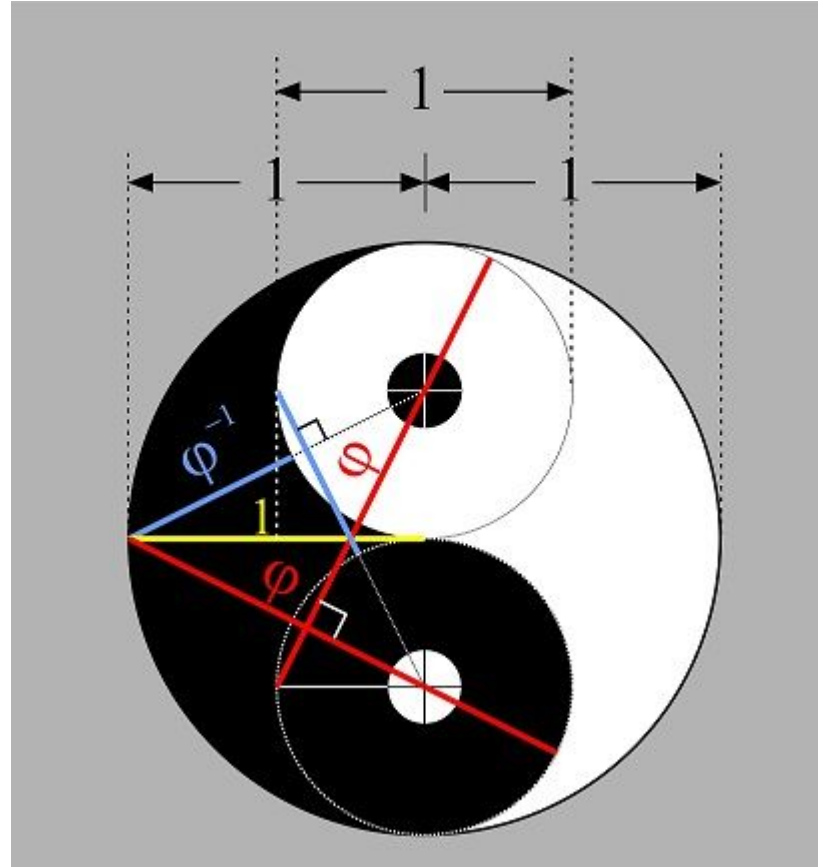
    auto terms = EncodeCF(x);

    cout << "To " << terms.size() << " terms, "
         << "the simple continued fraction for\n"
         << setprecision(18) << x << " is" << endl;

    DisplayCF(terms);

    return 0;
}
```

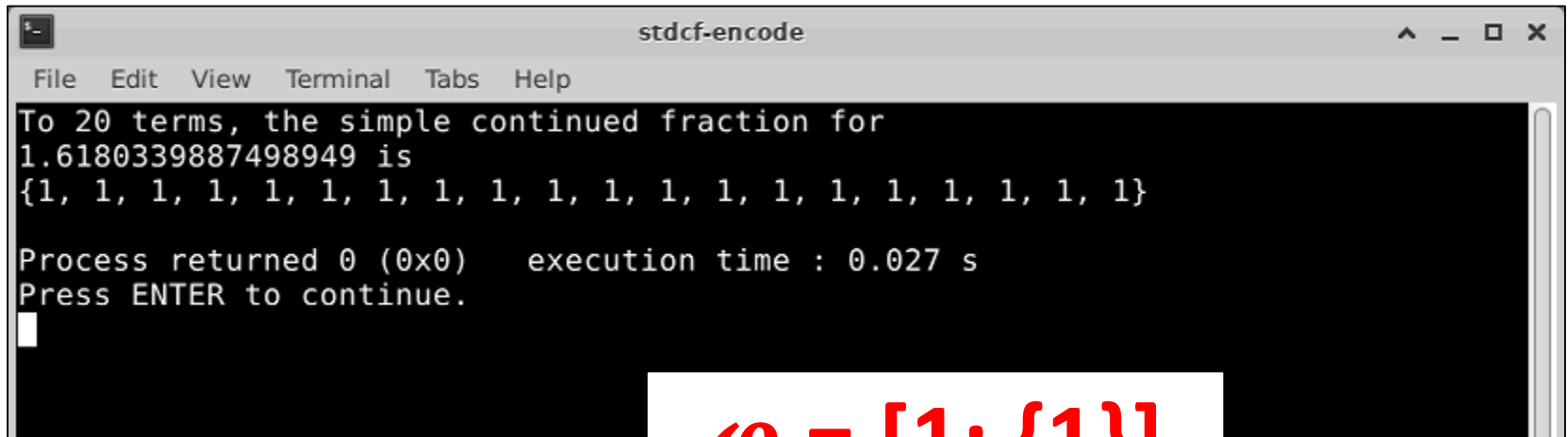
$$\varphi = \frac{1 + \sqrt{5}}{2} = 1.6180339887$$





# Run Lab 1 – Simple CF Encoding

- Generate the Simple CF for the golden ratio  $\frac{1+\sqrt{5}}{2}$

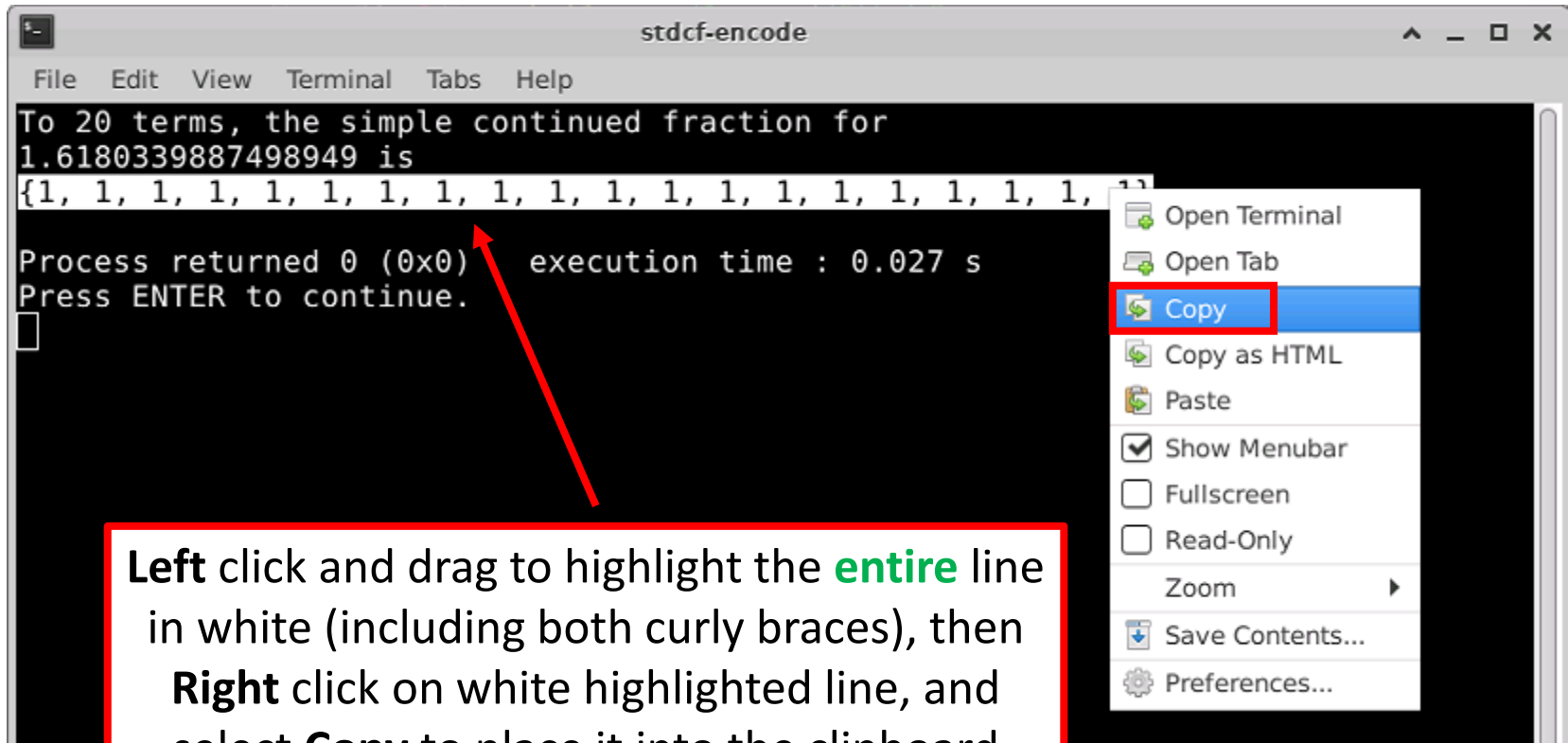


```
stdcf-encode
File Edit View Terminal Tabs Help
To 20 terms, the simple continued fraction for
1.6180339887498949 is
{1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1}
Process returned 0 (0x0)   execution time : 0.027 s
Press ENTER to continue.
█
```

$$\varphi = [1; \{1\}]$$

This is Mother  
Nature's true **Unit**  
It is the most simple  
infinite CF possible!

# Check Lab 1 – Simple CF Encoding



```
stdcf-encode
File Edit View Terminal Tabs Help
To 20 terms, the simple continued fraction for
1.6180339887498949 is
{1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1}
Process returned 0 (0x0)   execution time : 0.027 s
Press ENTER to continue.
█
```

Left click and drag to highlight the **entire** line in white (including both curly braces), then **Right** click on white highlighted line, and select **Copy** to place it into the clipboard

# C++ Vector Initialization

```
vector<int> cf{1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1};
```

- Vectors can be defined using the **list initializer** syntax
  - Elements are comma separated between curly braces
  - First item in list goes into index position **0** in the array
  - The vector is dynamically sized to match the number of elements in the initializer list
- Lab 1 emits source code for Lab 2
- Programs can create programs



# Edit Lab 2

## CF Decode

```
#include "stdafx.h"

using namespace std;

int main()
{
    int maxTerms = 20;

    vector<int> cf(1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1);

    vector<double> h(maxTerms + 2);
    vector<double> k(maxTerms + 2);

    if (cf.size() == 0)
    {
        cout << "Error - Missing cf data!";
        return -1;
    }

    h.at(0) = 0;
    k.at(0) = 1;
    h.at(1) = 1;
    k.at(1) = 0;

    cout << "Using " << maxTerms << " terms, ";
    cout << "the continued fraction expansion is:" << endl;
    cout << setw(5) << "a";
    cout << right << setw(15) << "h";
    cout << right << setw(15) << "k";
    cout << setw(20) << "convergent" << endl;

    for (int n{ 2 }; n < maxTerms + 2; ++n)
    {
        double a = cf.at(n - 2);

        h.at(n) = a * h.at(n - 1) + h.at(n - 2);
        k.at(n) = a * k.at(n - 1) + k.at(n - 2);

        double convergent = h.at(n) / k.at(n);

        cout << setprecision(0) << right
              << setw(5) << a << setw(15) << h[n] << setw(15) << k[n]
              << setprecision(14) << fixed << setw(20) << convergent << endl;
    }

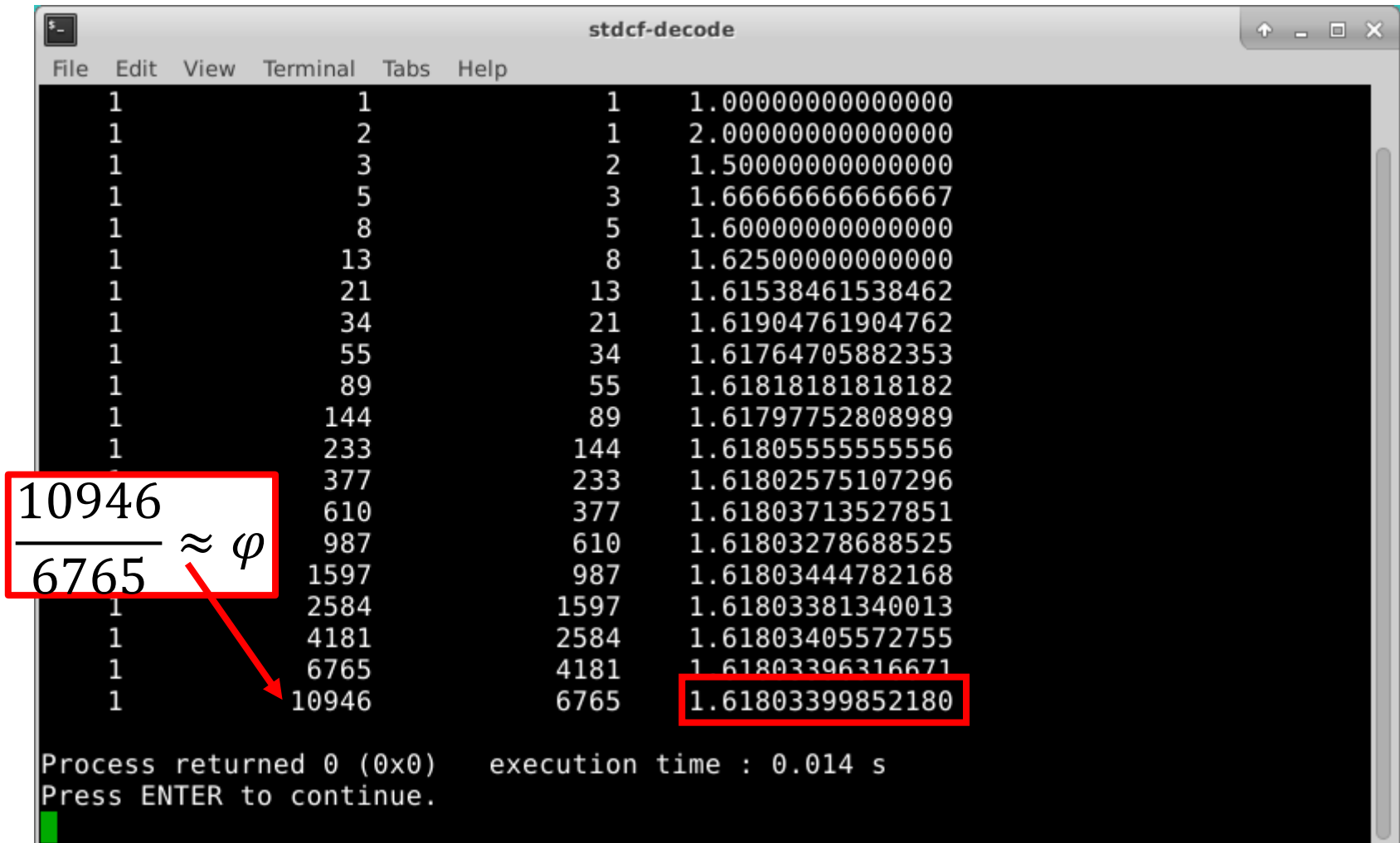
    return 0;
}
```

Don't forget the  
semicolon!

Right click and paste  
in the white line  
output from Lab 1

$$h_n = a_n * h_{(n-1)} + h_{(n-2)}$$
$$k_n = a_n * k_{(n-1)} + k_{(n-2)}$$

## Run Lab 2 – Simple CF Decoding



The terminal window displays the following data:

Index	Value	Index	Value
1	1	1	1.000000000000000
1	2	1	2.000000000000000
1	3	2	1.500000000000000
1	5	3	1.666666666666667
1	8	5	1.600000000000000
1	13	8	1.625000000000000
1	21	13	1.61538461538462
1	34	21	1.61904761904762
1	55	34	1.61764705882353
1	89	55	1.61818181818182
1	144	89	1.61797752808989
1	233	144	1.61805555555556
1	377	233	1.61802575107296
1	610	377	1.61803713527851
1	987	610	1.61803278688525
1	1597	987	1.61803444782168
1	2584	1597	1.61803381340013
1	4181	2584	1.61803405572755
1	6765	4181	1.61803396316671
1	10946	6765	1.61803399852180

Process returned 0 (0x0)      execution time : 0.014 s  
Press ENTER to continue.

# $\pi$ to 3,600 digits

3.1415926535897932384626433832795028841971693993751058209749445923078164062862089986280348253421170679821480  
865132823066470938446095505822317253594081284811174502841027019385211055596446229489549303819644288109756659  
334461284756482337867831652712019091456485669234603486104543266482133936072602491412737245870066063155881748  
815209209628292540917153643678925903600113305305488204665213841469519415116094330572703657595919530921861173  
819326117931051185480744623799627495673518857527248912279381830119491298336733624406566430860213949463952247  
371907021798609437027705392171762931767523846748184676694051320005681271452635608277857713427577896091736371  
787214684409012249534301465495853710507922796892589235420199561121290219608640344181598136297747713099605187  
072113499999983729780499510597317328160963185950244594553469083026425223082533446850352619311881710100031378  
387528865875332083814206171776691473035982534904287554687311595628638823537875937519577818577805321712268066  
130019278766111959092164201989380952572010654858632788659361533818279682303019520353018529689957736225994138  
912497217752834791315155748572424541506959508295331168617278558890750983817546374649393192550604009277016711  
390098488240128583616035637076601047101819429555961989467678374494482553797747268471040475346462080466842590  
694912933136770289891521047521620569660240580381501935112533824300355876402474964732639141992726042699227967  
823547816360093417216412199245863150302861829745557067498385054945885869269956909272107975093029553211653449  
872027559602364806654991198818347977535663698074265425278625518184175746728909777727938000816470600161452491  
921732172147723501414419735685481613611573525521334757418494684385233239073941433345477624168625189835694855  
620992192221842725502542568876717904946016534668049886272327917860857843838279679766814541009538837863609506  
800642251252051173929848960841284886269456042419652850222106611863067442786220391949450471237137869609563643  
719172874677646575739624138908658326459958133904780275900994657640789512694683983525957098258226205224894077  
267194782684826014769909026401363944374553050682034962524517493996514314298091906592509372216964615157098583  
874105978859597729754989301617539284681382686838689427741559918559252459539594310499725246808459872736446958  
486538367362226260991246080512438843904512441365497627807977156914359977001296160894416948685558484063534220  
722258284886481584560285060168427394522674676788952521385225499546667278239864565961163548862305774564980355  
936345681743241125150760694794510965960940252288797108931456691368672287489405601015033086179286809208747609  
178249385890097149096759852613655497818931297848216829989487226588048575640142704775551323796414515237462343  
645428584447952658678210511413547357395231134271661021359695362314429524849371871101457654035902799344037420  
073105785390621983874478084784896833214457138687519435064302184531910484810053706146806749192781911979399520  
614196634287544406437451237181921799983910159195618146751426912397489409071864942319615679452080951465502252  
316038819301420937621378559566389377870830390697920773467221825625996615014215030680384477345492026054146659  
252014974428507325186660021324340881907104863317346496514539057962685610055081066587969981635747363840525714  
591028970641401109712062804390397595156771577004203378699360072305587631763594218731251471205329281918261861  
258673215791984148488291644706095752706957220917567116722910981690915280173506712748583222871835209353965725  
121083579151369882091444210067510334671103141267111369908658516398315019701651511685171437657618351556508849  
099898599823873455283316355076479185358932261854896321329330898570642046752590709154814165498594616371802709  
819943099244889575712828905923233260972997120844335732654893823911932597463667305836041428138830320382490375  
898524374417029132765618093773444030707469211201913020330380197621101100449293215160842444859637669838952286  
84783123552658

# Continued Fractions

What is the simple CF encoding for  $\pi$  ?

x	floor(x)	x = x - floor(x)	1/x
3.14159265	3	0.14159265	7.06251331
7.06251331	7	0.06251331	15.99659441
15.99659441	15	0.99659441	1.00341723
1.00341723	1	0.00341723	292.63459088
292.63459088	292	0.63459088	1.57581844
1.57581844	1	0.57581844	1.73665853
1.73665853	1	0.73665853	1.35748105
1.35748105	1	0.35748105	2.79735107
2.79735107	2	0.79735107	1.25415271
1.25415271	1	0.25415271	3.93464232
3.93464232	3	0.93464232	1.06992802
1.06992802	1	0.06992802	14.30041960
14.30041960	14	0.30041960	3.32867763
3.32867763	3	0.32867763	3.04249485
3.04249485	3	0.04249485	23.53226532
23.53226532	23	0.53226532	1.87876228
1.87876228	1	0.87876228	1.13796418
1.13796418	1	0.13796418	7.24825805
7.24825805	7	0.24825805	4.02806683

$\pi = [3; 7, 15, 1, 292, 1, 1, 1, 2, 1, 3, 1, 14, 3, 3, 23, 1, 1, 7, \dots]$   
 (no repeated *pattern* of finite length ☹!)

# Continued Fractions

n	a	h	k	h/k	delta
-2		0	1		
-1		1	0		
0	3	3	1	3.0000000000000000	0.141592653589793
1	7	22	7	3.142857142857140	-0.001264489267350
2	15	333	106	3.141509433962260	0.000083219627529
3	1	355	113	3.141592920353980	-0.000000266764189
4	292	103993	33102	3.141592653011900	0.000000000577891
5	1	104348	33215	3.141592653921420	-0.000000000331628
6	1	208341	66317	3.141592653467440	0.000000000122356
7	1	312689	99532	3.141592653618940	-0.000000000029143
8	2	833719	265381	3.141592653581080	0.000000000008715
9	1	1146408	364913	3.141592653591400	-0.000000000001611
10	3	4272943	1360120	3.141592653589390	0.000000000000404
11	1	5419351	1725033	3.141592653589820	-0.000000000000022

If measuring the circumference of Earth:

22 / 7 = accurate to between this classroom and Washington, DC

355 / 113 = accurate to between this classroom and the main parking lot

If measuring the distance between Earth & Sun:

355 / 113 = accurate to 4 football fields

104348 / 33215 = accurate to the length of my shoe



# Generalized Continued Fractions

$$x = a_0 + \frac{b_0}{a_1 + \frac{b_1}{a_2 + \frac{b_2}{a_3 + \ddots}}}$$

In a generalized continued fraction,  
 $a_n$  and  $b_n$  can be any expression

$$x = a_0 + \frac{1}{a_1 + \frac{1}{a_2 + \frac{1}{a_3}}}$$



In a **simple** CF all the  
numerators must be 1

# Generalized Continued Fractions

What is a **generalized** CF encoding for  $\pi$  ?

Euler



$$\pi = 3 + \frac{1^2}{6 + \frac{3^2}{6 + \frac{5^2}{6 + \frac{7^2}{6 + \ddots}}}}$$

$$\pi = [3; 1, \{6 | (2n+1)^2\}]$$

$a_0$     $b_0$     $a_n$     $b_n$   
 $\downarrow$     $\downarrow$     $\downarrow$     $\downarrow$

All the mysterious and unpredictable digits of PI  
come from this simple generalized CF !!

# Generalized Continued Fractions

What is a **generalized** CF expansion for  $\pi$  ?

n	a	b	h	k	h/k	delta
-2			0	1		
-1	0	1	1	0		
0	3	1	3	1	3.00000000	0.14159265
1	6	9	19	6	3.16666667	-0.02507401
2	6	25	141	45	3.13333333	0.00825932
3	6	49	1321	420	3.14523810	-0.00364544
4	6	81	14835	4725	3.13968254	0.00191011
5	6	121	196011	62370	3.14271284	-0.00112019
6	6	169	2971101	945945	3.14088	
7	6	225	50952465	16216200	3.14207	
8	6	289	974212515	310134825	3.14125	
9	6	361	20570537475	6547290750	3.14183962	-0.0002469
10	6	441	475113942765	151242416325	3.14140672	0.000185
11	6	529	11922290683065	3794809718700	3.14173610	-0.00014345

$$h_n = a_n * h_{(n-1)} + b_{(n-1)} * h_{(n-2)}$$

$$k_n = a_n * k_{(n-1)} + b_{(n-1)} * k_{(n-2)}$$

Gen CFs  
converge slowly

$$\pi = [3; 1, \{6 \mid (2n+1)^2\}]$$

All the mysterious and unpredictable digits of PI  
come from this simple generalized CF !!

# Generalized Continued Fractions

What is another **generalized** CF encoding for  $\pi$  ?

$$\pi = 3 + \frac{1}{7 + \frac{1}{15 + \frac{25}{23 + \frac{65}{31 + \ddots}}}}$$

Biersach



$$\pi = [3; 1, \{(8n-1) | (8n-7)^2\}]$$

There are infinitely many Generalized CFs but not all converge

# Generalized Continued Fractions

What is a **generalized** CF expansion for  $\pi$  ?

n	a	b	h	k	h/k	delta
-2			0	1		
-1	0	1	1	0		
0	3	1	3	1	3.00000000000	0.14159265359
1	7	1	22	7	3.14285714286	-0.00126448927
2	15	25	333	106	3.14150943396	0.00008321963
3	23	65	8209	2613	3.14159969384	-0.00000704025
4	31	121	276124	87893	3.14159261830	0.00000003529
5	39	193	11762125	3744000	3.14159321581	-0.00000056222
6	47	281	606111807	192931349	3.14159316328	-0.00000050969
7	55	385	36641306510	11663288195	3.14159316801	-0.00000051443
8	63	505	2541755355825	809065725650	3.14159316758	-0.00000051399
9	71	641	198968490051125	63333627059625	3.14159316762	-0.00000051403

$$\pi = [3; 1, \{(8n-1) | (8n-7)^2\}]$$

My GCF for  $\pi$   
converges faster  
than Euler's

# Generalized Continued Fractions

$$x = a_0 + \frac{b_0}{a_1 + \frac{b_1}{a_2 + \frac{b_2}{a_3 + \ddots}}}$$

In a generalized continued fraction,  
 $a_n$  and  $b_n$  can be any expression

$$\tan(x) = \frac{x}{1 - \frac{x^2}{3 - \frac{x^2}{5 - \frac{x^2}{7 - \ddots}}}}$$

$a_0$   $b_0$   $a_n$   $b_n$   
 $\downarrow$   $\downarrow$   $\downarrow$   $\downarrow$   
 $\tan(x) = [0; x, \{(2n-1) | -x^2\}]$

# Pell's Equation

- Your scientist has asked you to write a C++ program to find  $x$  &  $y$  for a given  $n$  (assume  $x, y, n \in \mathbb{Z}^+$ ) such that:

$$x^2 - ny^2 = 1$$

- For every  $2 \leq n \leq 70$ , check all  $1 \leq x \leq 70,000$
- Why is there is no need to check for  $y > \left\lfloor \sqrt{\frac{x^2}{n}} \right\rfloor$ ?
- Do you see any relationship between the specific  $x$  &  $y$  values that solve the equation for each  $n$  value?

# Open Lab 3

## Pell's Equation

```
int main()
{
    DisplayHeader();

    const uintmax_t xMax = 70000;

    for (uintmax_t n = 2; n <= 70; n++)
    {
        cout << setw(4) << n;
        bool foundSolution = false;
        uintmax_t x = 1;
        while ((x <= xMax) && !foundSolution)
        {
            uintmax_t xSqr = x * x;
            uintmax_t y = 1;
            uintmax_t yMax = sqrt(xSqr / n);
            while ((y <= yMax) && !foundSolution)
            {
                uintmax_t ySqr = y * y;
                if (xSqr - n * ySqr == 1)
                {
                    cout << setw(8) << x
                        << setw(8) << y;
                    foundSolution = true;
                }
                y++;
            }
            x++;
        }
        if (!foundSolution)
            cout << setw(8) << "- "
                << setw(8) << "- ";
        cout << endl;
    }
    return 0;
}
```

$$x^2 - ny^2 = 1$$

As soon as a valid solution is found for the current value of **n**, then stop trying any more **x** & **y** values



Hyphens indicate no  
solution was found in the  
allowed search space

## Run Lab 3 Pell's Equation

n	x	y
2	3	2
3	2	1
4	-	-
5	9	4
6	5	2
7	8	3
8	3	1
9	-	-
10	19	6
11	10	3
12	7	2
13	649	180
14	15	4
15	4	1
16	-	-
17	33	8
18	17	4
19	170	39
20	9	2
21	55	12
22	197	42
23	24	5

24	5	1
25	-	-
26	51	10
27	26	5
28	127	24
29	9801	1820
30	11	2
31	1520	273
32	17	3
33	23	4
34	35	6
35	6	1
36	-	-
37	73	12
38	37	6
39	25	4
40	19	3
41	2049	320
42	13	2
43	3482	531
44	199	30
45	161	24
46	24335	3588
47	48	7

48	7	1
49	-	-
50	99	14
51	50	7
52	649	90
53	66249	9100
54	485	66
55	89	12
56	15	2
57	151	20
58	19603	2574
59	530	69
60	31	4
61	-	-
62	63	8
63	8	1
64	-	-
65	129	16
66	65	8
67	48842	5967
68	33	4
69	7775	936
70	251	30

## Check Lab 3 – Observations

- Which values of  $n$  have no solution?

$$n = 1, 4, 9, 16, 25, 36, 49, \textcolor{red}{61}, 64, \dots$$

- Some of the values for  $x$  &  $y$  are much bigger than for other close values of  $n$ :

40	19	3
41	2049	320
42	13	2
43	3482	531
44	199	30
45	161	24
46	24335	3588
47	48	7
48	7	1

- The *magnitude* of  $n$  does not seem to be a good predictor about the magnitude of the  $x$  &  $y$  values that solve the equation for that specific  $n$

# Pell's Equation: Period of Simple CF

Small values for x & y

n	x	y
35	6	1
47	48	7
60	31	4
68	33	4

$$\sqrt{68} = \overbrace{\{8, 4, 16, 4, 16, \dots\}}^{\text{Period} = 2}$$

Simple CF

Large values for x & y

n	x	y
13	649	180
29	9801	1820
41	2049	320
43	3482	531
46	24335	3588
53	66249	9100
61	1766319049	226153980
67	48842	5967

$$\sqrt{29} = \overbrace{\{5, 2, 1, 1, 2, 10, 2, 1, 1, 2, 10, \dots\}}^{\text{Period} = 5}$$

$$\sqrt{53} = \overbrace{\{7, 3, 1, 1, 3, 14, 3, 1, 1, 3, 14, \dots\}}^{\text{Period} = 5}$$

$$\sqrt{61} = \overbrace{\{7, 1, 4, 3, 1, 2, 2, 1, 3, 4, 1, 14, 1, 4, 3, 1, 2, 2, 1, \dots\}}^{\text{Period} = 11}$$

# Pell's Equation: Period of Simple CF

$$x^2 - ny^2 = 1$$

Large values for x & y		
n	x	y
13	649	180
29	9801	1820
41	2049	320
43	3482	531
46	24335	3588
53	66249	9100
61	1766319049	226153980
67	48842	5967

$\sqrt{13}$

Period = 4

$\sqrt{61}$

Period = 11

Simple CF

If the period of the simple CF of the  $\sqrt{n}$  is large...

...then the x & y will be large for the solution to Pell's equation

# Continued Fractions

- CFs *may* have their own rich **arithmetic**, **algebra**, and potentially even their own **calculus**
  - How can one directly **divide** two CFs?
  - How can one directly take the **sin()** of a CF?
  - What does the **factorial** of a CF look like?
- In many ways a CF is a *more accurate* representation of an irrational or transcendental number
  - The sum of an infinite series must stop somewhere, and after that point, all of the remaining digits of precision are lost
  - A CF encodes the entire number **with no loss of precision**
  - What can you discover about CFs?

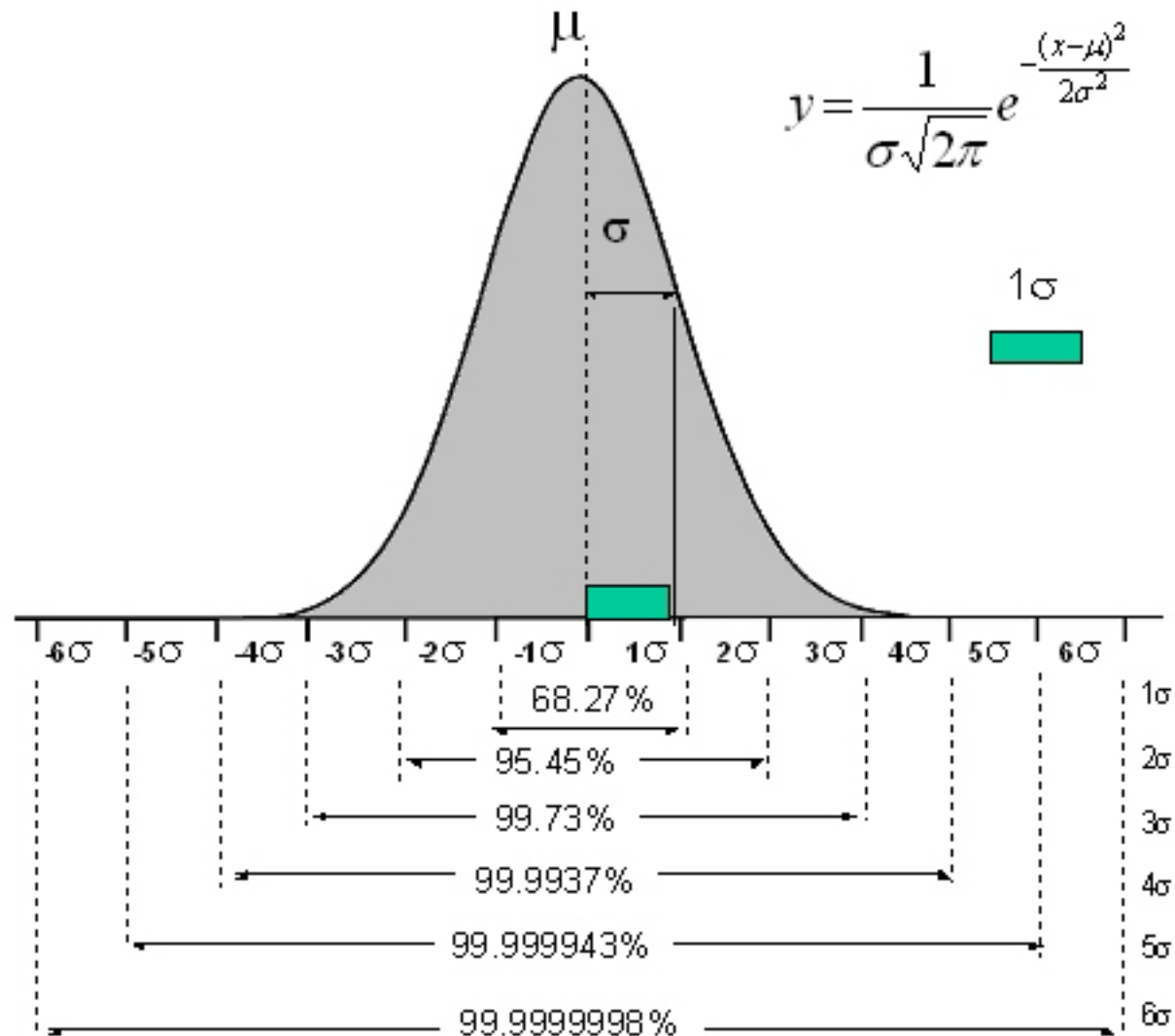
# Normal Distribution

- Until recently, most computer languages only provided a **uniform** pseudo-random number generator
- Growing up I had heard of a **bell curve** and I understood the rationale for **curving** test scores
- However I could not create a **normal distribution** using my 1978 vintage TRS-80 computer using Bill Gate's first **BASIC** language interpreter

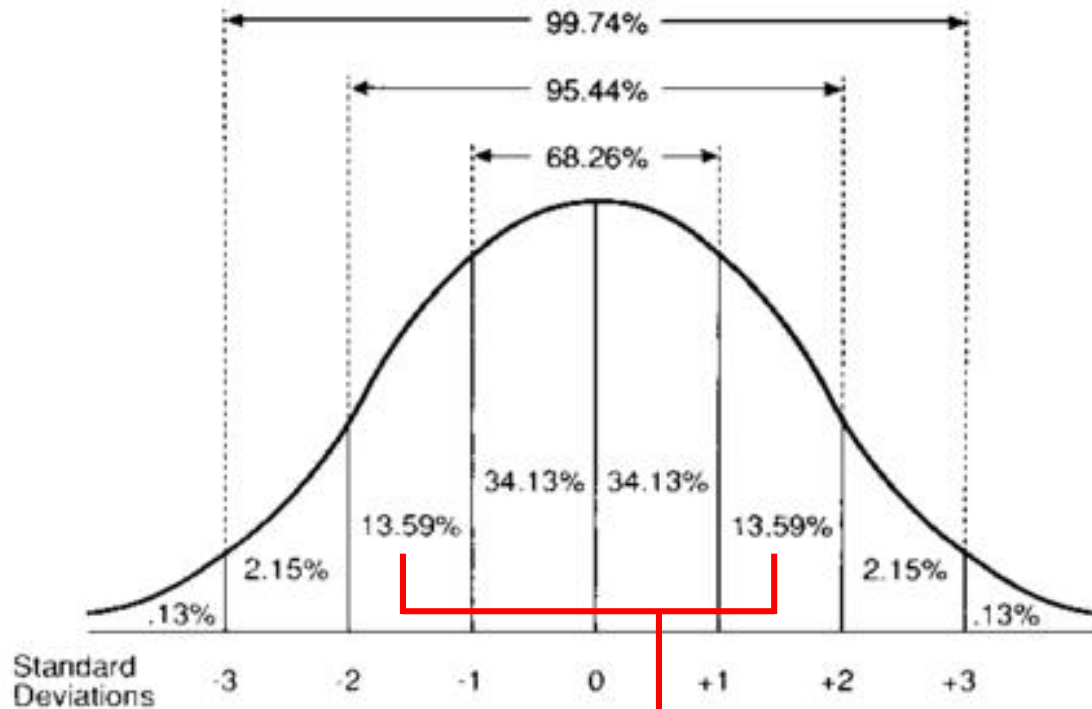


*... or could I?*

# Normal Distribution



# Normal Distribution

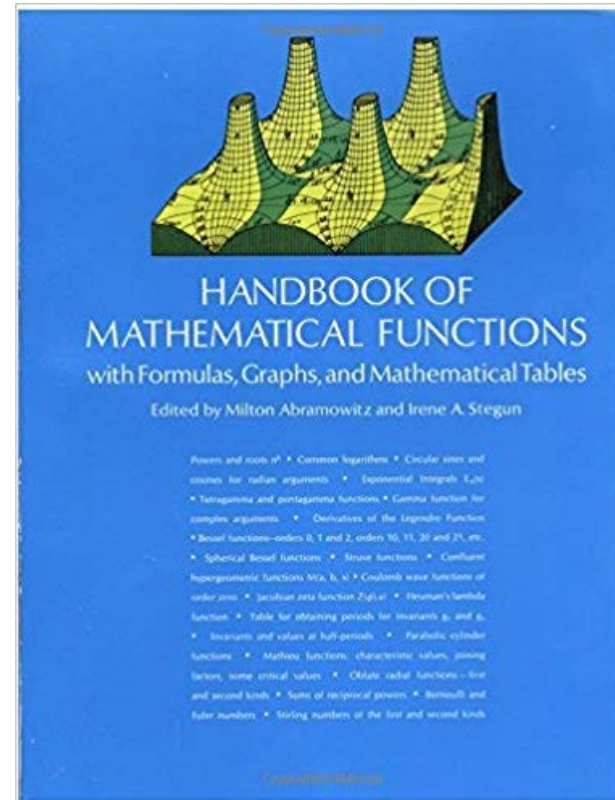


Sigma Number	Population Percent
1	68.26%
2	27.18%
3	4.30%
4	0.26%



# Normal Distribution

- There are indeed several ways to turn a uniform distribution into a normal distribution
- Developing an accurate functional approximation to a normal curve requires advanced mathematics
- Consider this code from Abramowitz & Stegun's classic Handbook

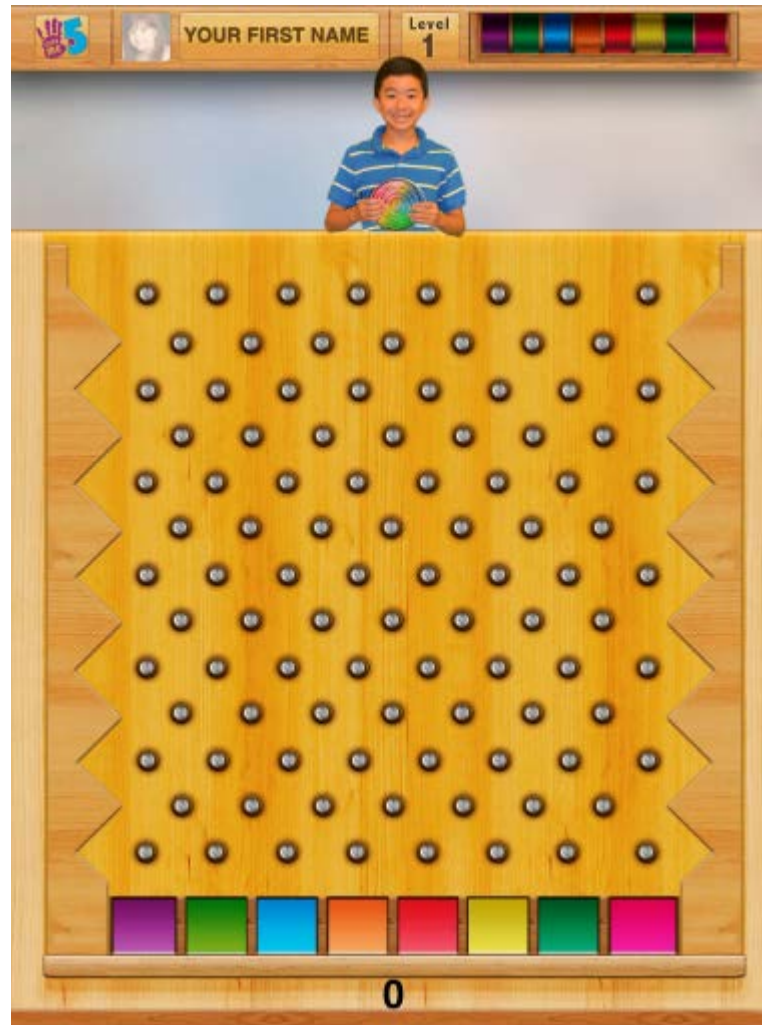


# Normal Distribution

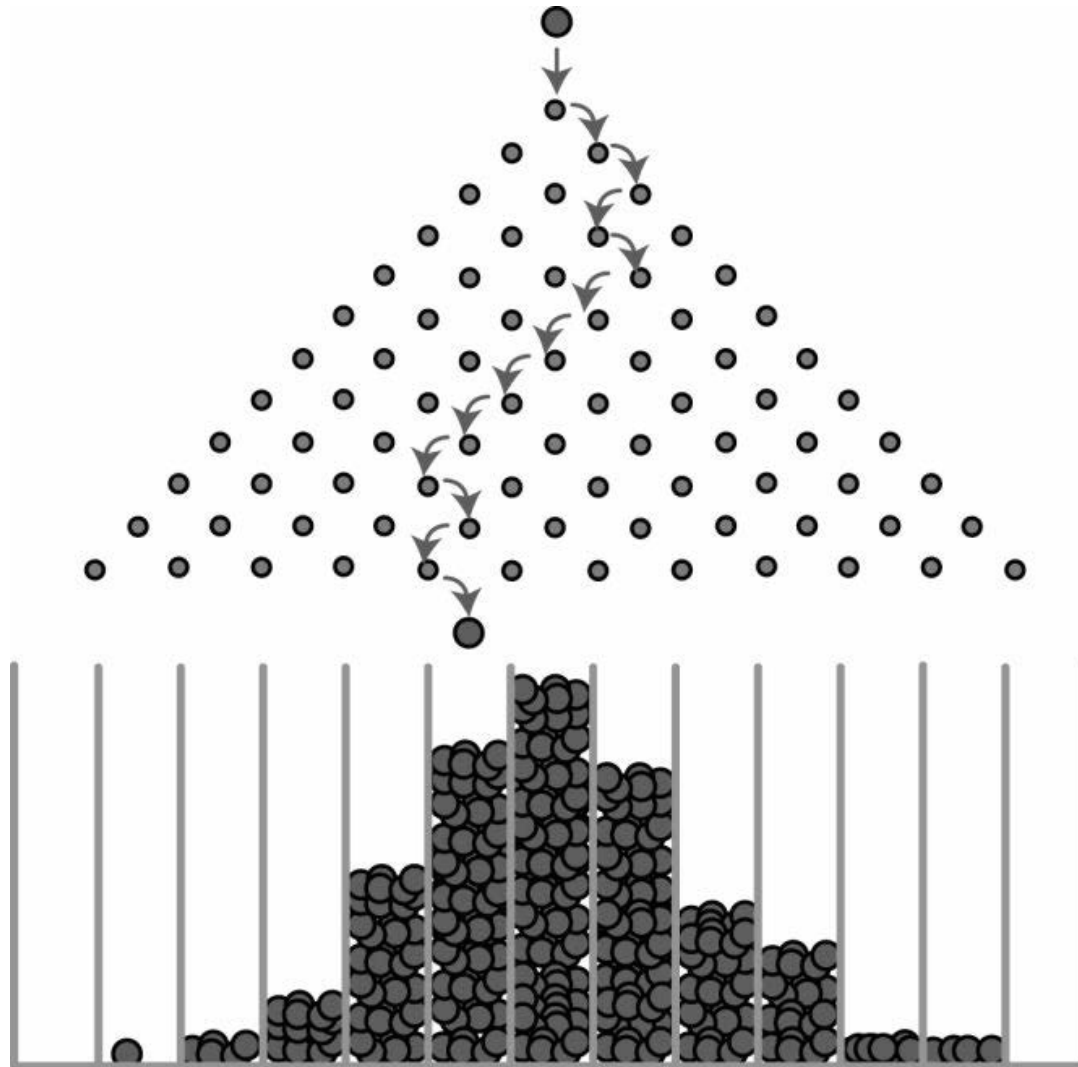
```
double StegunNormal(double mean, double stddev)
{
    double q = 1 - distUniform(generator);
    double p = (q < 0.5) ? q : 1 - q;
    double t = sqrt(log((1 / (p * p)))));
    double x = t - (2.515517 + 0.802853 * t + 0.010328 * (t * t)) /
        (1 + 1.432788 * t + 0.189269 * (t * t) + 0.001308 * (t * t * t));
    x = (q < 0.5) ? x : -1 * x;
    return x * stddev + mean;
}
```

- This was neat but I did not understand it at all!
- Where did all those magic numbers come from?
- I wanted to base my approach after something tangible

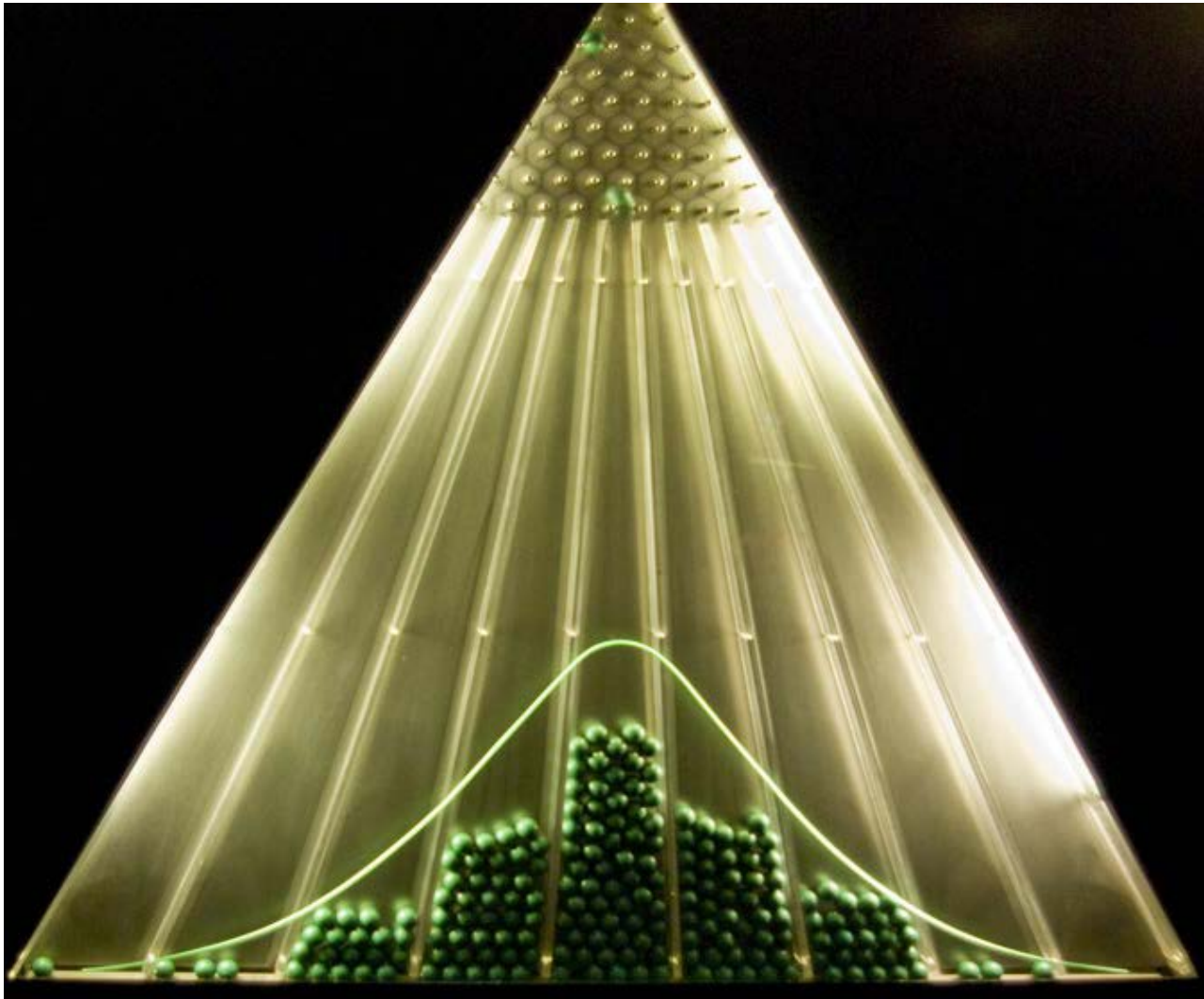
# Pachinko Distribution



# Pachinko Distribution



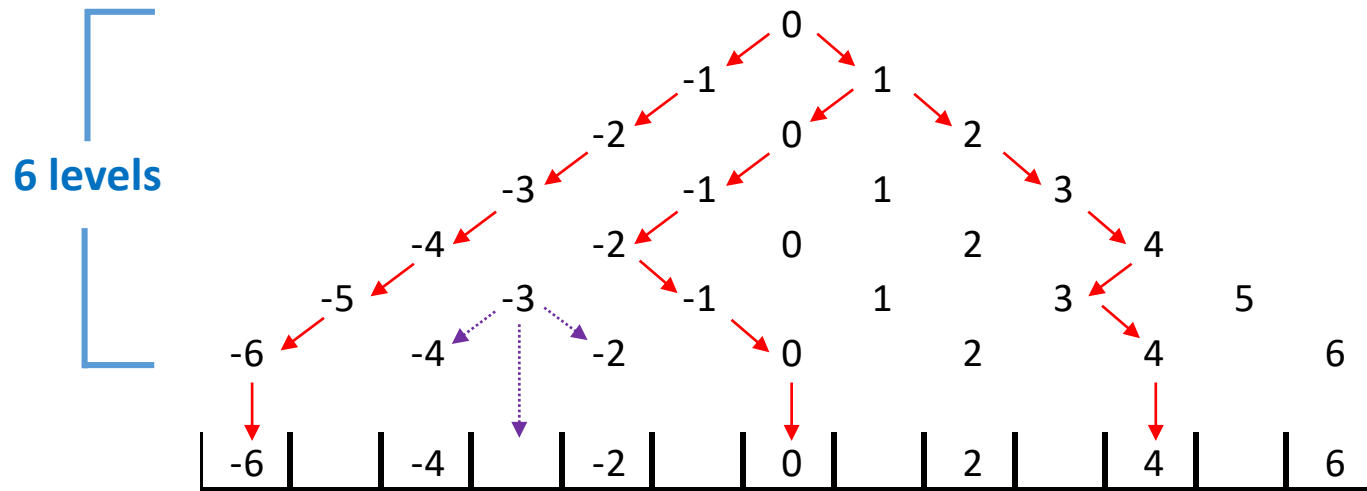
# Pachinko Distribution



# Normal Distribution

- We can simulate dropping balls down a Pachinko board where at each **level** a ball can move one step to left or right
- If we drop enough balls through enough levels, and we accumulate the **count of balls at each slot** at the bottom, then we should be able to simulate a normal distribution
- We will run a **chi-squared test** to see if our code simulates a distribution that has a reasonable deviation from the perfect (pure) **normal distribution**
- If the discrepancies are *statistically significant*, then we cannot trust that our algorithm is producing a “good enough” normal distribution to use in scientific simulations

# Open Lab 4 – Pachinko Normal



The range is  $\frac{1}{2}$  the number of levels

```
int DropBall()
{
    int slot{};
    for (int level{}; level < levels; level++) {
        int step = distribution(generator);
        if (step == 0)
            slot--;
        else
            slot++;
    }
    slot = slot / 2;
    return slot;
}
```

```
seed_seq seed{ 2016 };
default_random_engine generator(seed);
uniform_int_distribution<int> distribution(0, 1);
```

# View Lab 4 – Pachinko Normal

```
const int balls{ 1000 };
const int levels{ 10 };

seed_seq seed{ 2016 };
default_random_engine generator(seed);
uniform_int_distribution<int> distribution(0, 1);
double mean{};
double stddev{};

const int sigmas{ 4 };
vector<int> sigCountPachinko(sigmas);
vector<int> sigCountNormal(sigmas);

double chiSquared{};
```

```
int main()
{
    CalcMeanPachinko();
    ResetPachinkoDistribution();
    CalcStdDevPachinko();
    ResetPachinkoDistribution();

    CountBallsPerSigma();

    DisplayBallsPerSigma();

    return 0;
}
```

```
void ResetPachinkoDistribution()
{
    generator.seed(seed);
    distribution.reset();
}

void CalcMeanPachinko()
{
    for (int ball{}; ball < balls; ball++)
        mean += DropBall();
    mean /= balls;
}

void CalcStdDevPachinko()
{
    double variance{};
    for (int ball{}; ball < balls; ball++)
        variance += pow(DropBall() - mean, 2);
    stddev = sqrt(variance / balls);
}
```

The mean slot *should be* = 0



# View Lab 4 – Pachinko Normal

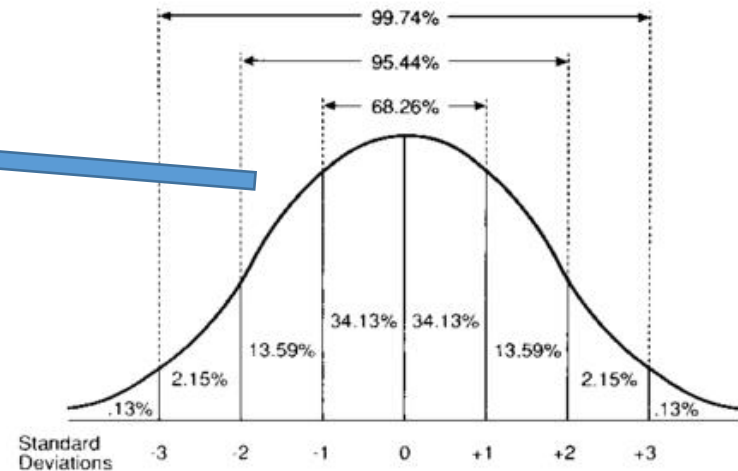
```
const int balls{ 1000 };
const int levels{ 10 };
```

```
const int sigmas{ 4 };
vector<int> sigCountPachinko(sigmas);
vector<int> sigCountNormal(sigmas);
```

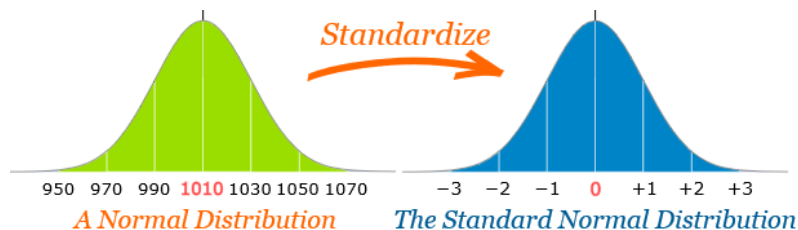
```
void CountBallsPerSigma()
{
    sigCountNormal[0] = 0.6826 * balls;
    sigCountNormal[1] = 0.2718 * balls;
    sigCountNormal[2] = 0.0430 * balls;
    sigCountNormal[3] = 0.0026 * balls;

    for (int ball{}; ball < balls; ball++) {
        int slot = DropBall();
        int sigma = abs(mean + slot) / stddev;
        if (sigma < sigCountPachinko.size())
            sigCountPachinko.at(sigma)++;
    }

    for (int s{}; s < sigmas; s++)
        chiSquared += (pow(
            sigCountNormal[s] -
            sigCountPachinko[s], 2)
            / sigCountNormal.at(s));
}
```



- A **sigma** is a integral multiple of the **standard deviation**
- Each **slot** is belongs to a sigma
- We count the **number of balls** that fall into each sigma



# Chi-Squared Test

- Does the Pachinko distribution perform reasonably well compared to a perfect **normal** distribution?

$$\chi^2 = \sum \frac{(O - E)^2}{E}$$

```
for (int s{}; s < sigmas; s++)  
    chiSquared += (pow(  
        sigCountNormal[s] -  
        sigCountPachinko[s], 2)  
        / sigCountNormal.at(s));
```

Karl Pearson



# Run Lab 4 – Pachinko Normal

```

pachinko-normal
File Edit View Terminal Tabs Help
Balls: 1,000
Levels: 10

Sigma  Pachinko  Normal
1      685      682
2      294      271
3       17       43
4        4        2

Chi-Squared: 19.686
    
```

For 4 degrees of freedom, the **19.686** deviation is statistically **significant** ( $> 9.49$ ) so the proposed algorithm **is not** generating reasonable normally distributed probabilities! ☹☹☹

Degrees of Freedom	Probability										
	0.95	0.90	0.80	0.70	0.50	0.30	0.20	0.10	0.05	0.01	0.001
1	0.004	0.02	0.06	0.15	0.46	1.07	1.64	2.71	3.84	6.64	10.83
2	0.10	0.21	0.45	0.71	1.39	2.41	3.22	4.60	5.99	9.21	13.82
3	0.35	0.58	1.01	1.42	2.37	3.66	4.64	6.25	7.82	11.34	16.27
4	0.71	1.06	1.65	2.20	3.36	4.88	5.99	7.78	9.49	13.28	18.47
5	1.14	1.61	2.34	3.00	4.35	6.06	7.29	9.24	11.07	15.09	20.52
6	1.63	2.20	3.07	3.83	5.35	7.23	8.56	10.64	12.59	16.81	22.46
7	2.17	2.83	3.82	4.67	6.35	8.38	9.80	12.02	14.07	18.48	24.32
8	2.73	3.49	4.59	5.53	7.34	9.52	11.03	13.36	15.51	20.09	26.12
9	3.32	4.17	5.38	6.39	8.34	10.66	12.24	14.68	16.92	21.67	27.88
10	3.94	4.86	6.18	7.27	9.34	11.78	13.44	15.99	18.31	23.21	29.59
	Nonsignificant								Significant		

# Approaching a Normal Distribution

Maybe we didn't let enough balls drop through to get a good estimate?

```
pachinko-normal
File Edit View Terminal Tabs Help
Balls: 1,000
Levels: 10

Sigma  Pachinko  Normal
1      685      682
2      294      271
3       17      43
4        4        2

Chi-Squared: 19.686

Process returned 0 (0x0)  execution time : 0.018 s
Press ENTER to continue.
```

What if we used 10x more balls?

```
pachinko-normal
File Edit View Terminal Tabs Help
Balls: 10,000
Levels: 10

Sigma  Pachinko  Normal
1     6,570     6,826
2     3,232     2,718
3      180     429
4       18      26

Chi-Squared: 253.789

Process returned 0 (0x0)  execution time : 0.043 s
Press ENTER to continue.
```

Chi-Squared gets even worse!



# Approaching a Normal Distribution

- So can the Pachinko model accurately mimic a normal distribution? **Yes!** ...but only under the right circumstances
- It turns out that **it is not just** the **number of balls** that are used in the experiment that matters, but also the **number of levels** in the simulated Pachinko board
- The **levels** affects how wide (displacement from the center slot) a ball can fall left or right from the topmost (first) pin
- We have to ensure we have enough **levels** (therefore enough **width** at the *bottom* level) to ensure the balls can **spread out** during their fall to occupy the side slots that represent the **higher sigma values**

# Approaching a Normal Distribution

Increasing the **number of levels** improves the agreement of the **sigma ball count** between the Pachinko and perfect normal distribution, **thereby decreasing the chi-squared value**, until the difference **is no longer statistically significant**

Degrees of Freedom	Probability										
	0.95	0.90	0.80	0.70	0.50	0.30	0.20	0.10	0.05	0.01	0.001
1	0.004	0.02	0.06	0.15	0.46	1.07	1.64	2.71	3.84	6.64	10.83
2	0.10	0.21	0.45	0.71	1.39	2.41	3.22	4.60	5.99	9.21	13.82
3	0.35	0.58	1.01	1.42	2.37	3.66	4.64	6.25	7.82	11.34	16.27
4	0.71	1.06	1.65	2.20	3.36	4.88	5.99	7.78	9.49	13.28	18.47
5	1.14	1.61	2.34	3.00	4.35	6.06	7.29	9.24	11.07	15.09	20.52
6	1.63	2.20	3.07	3.83	5.35	7.23	8.56	10.64	12.59	16.81	22.46
7	2.17	2.83	3.82	4.67	6.35	8.38	9.80	12.02	14.07	18.48	24.32
8	2.73	3.49	4.59	5.53	7.34	9.52	11.03	13.36	15.51	20.09	26.12
9	3.32	4.17	5.38	6.39	8.34	10.66	12.24	14.68	16.92	21.67	27.88
10	3.94	4.86	6.18	7.27	9.34	11.78	13.44	15.99	18.31	23.21	29.59
	Nonsignificant								Significant		

pachinko-normal	pachinko-normal	pachinko-normal																																													
Balls: 1,000 Levels: 10	Balls: 1,000 Levels: 100	Balls: 1,000 Levels: 1,000																																													
<table> <tr><th>Sigma</th><th>Pachinko</th><th>Normal</th></tr> <tr><td>1</td><td>685</td><td>682</td></tr> <tr><td>2</td><td>294</td><td>271</td></tr> <tr><td>3</td><td>17</td><td>43</td></tr> <tr><td>4</td><td>4</td><td>2</td></tr> </table>	Sigma	Pachinko	Normal	1	685	682	2	294	271	3	17	43	4	4	2	<table> <tr><th>Sigma</th><th>Pachinko</th><th>Normal</th></tr> <tr><td>1</td><td>644</td><td>682</td></tr> <tr><td>2</td><td>301</td><td>271</td></tr> <tr><td>3</td><td>52</td><td>43</td></tr> <tr><td>4</td><td>3</td><td>2</td></tr> </table>	Sigma	Pachinko	Normal	1	644	682	2	301	271	3	52	43	4	3	2	<table> <tr><th>Sigma</th><th>Pachinko</th><th>Normal</th></tr> <tr><td>1</td><td>662</td><td>682</td></tr> <tr><td>2</td><td>295</td><td>271</td></tr> <tr><td>3</td><td>41</td><td>43</td></tr> <tr><td>4</td><td>2</td><td>2</td></tr> </table>	Sigma	Pachinko	Normal	1	662	682	2	295	271	3	41	43	4	2	2
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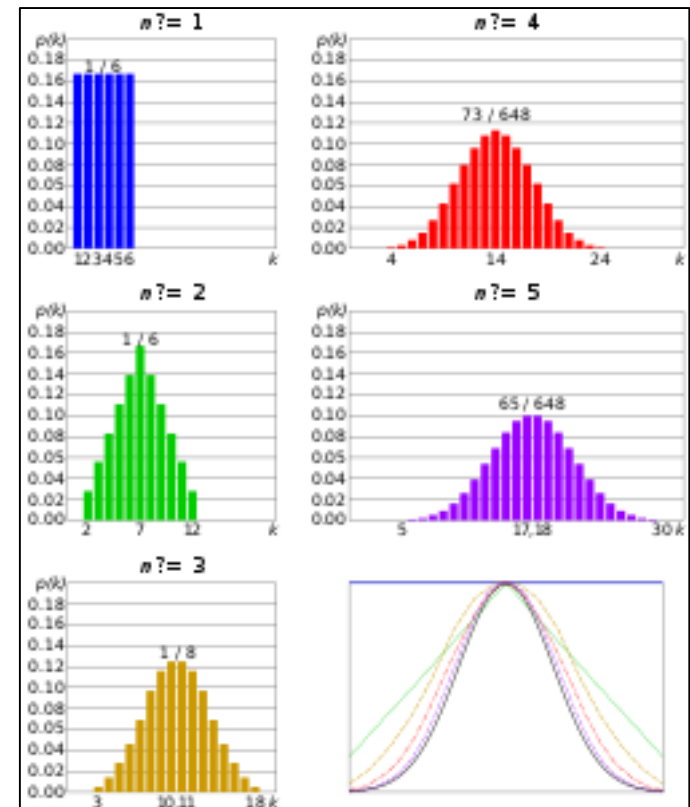
# Central Limit Theorem

## Central limit theorem

In probability theory, the **central limit theorem (CLT)** establishes that, for the most commonly studied scenarios, when independent random variables are added, their sum tends toward a normal distribution

(commonly known as a *bell curve*) even if the original variables themselves are not normally distributed. In more precise terms, given certain conditions, the arithmetic mean of a sufficiently large number of iterates of independent random variables, each with a well-defined (finite) expected value and finite variance, will be approximately normally distributed, regardless of the underlying distribution.<sup>[1][2]</sup> The

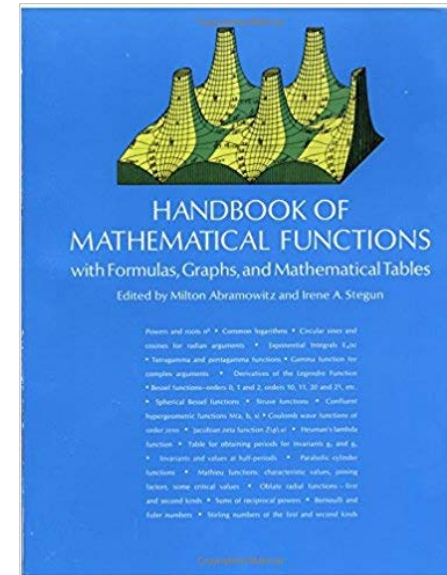
theorem is a key concept in probability theory because it implies that probabilistic and statistical methods that work for normal distributions can be applicable to many problems involving other types of distributions.





# Approximating a Normal Distribution

It is best to use the code from Abramowitz & Stegun, as only **one** call to this function is required to produce a normalized random variable versus to my method:  
(1000 balls x 1000 levels = **1M** calls!)



```
double StegunNormal(double mean, double stddev)
{
    double q = 1 - distUniform(generator);
    double p = (q < 0.5) ? q : 1 - q;
    double t = sqrt(log((1 / (p * p)))));
    double x = t - (2.515517 + 0.802853 * t + 0.010328 * (t * t)) /
        (1 + 1.432788 * t + 0.189269 * (t * t) + 0.001308 * (t * t * t));
    x = (q < 0.5) ? x : -1 * x;
    return x * stddev + mean;
}
```



# The C++ has a built-in **normal\_distribution()**

```
int main()
{
    std::random_device rd{};
    std::mt19937 gen{rd()};

    // values near the mean are the most likely
    // standard deviation affects the dispersion of generated values from the mean
    std::normal_distribution<> d{5,2};

    std::map<int, int> hist{};
    for(int n=0; n<10000; ++n) {
        ++hist[std::round(d(gen))];
    }
    for(auto p : hist) {
        std::cout << std::setw(2)
                    << p.first << ' ' << std::string(p.second/200, '*') << '\n';
    }
}
```

# Now you know...

- Rational, Irrational, and Transcendental numbers each have their own style of continued fractions
  - We can take any real number and **generate** a CF
  - Given a CF, we can **expand** it to regain the original number
- The **convergents** of a CF are excellent approximations to the original number
- The magnitude of the **x** & **y** values in solutions to **Pell's Equation**  $\{x^2 - ny^2 = 1\}$  is related to the period of the *simple* continued fraction of  $\sqrt{n}$
- Memorizing thousands of digits of  $\pi$  is okay – but I'd rather appreciate its beautifully simple GCF:  **$[3; 1, \{6 | (2n+1)^2\}]$**

## Now you know...

- A perfect **Normal distribution** ensures that **68.26%** of all values fall within **one** (1) standard deviation from the **mean**
  - 99.73% of all values in a perfect normal distribution are within **three** (**3**) standard deviations from the mean
  - The normal distribution is known as the “**bell curve**”
- There is a way to convert a PRNG created uniform distribution into a normal distribution – but **don't use the Pachinko method**
- The **chi-squared** test suggests if the discrepancies between the observed and the expected values are statistically significant