
1. INTRODUCTION

In 1949, D.R. Kaprekar discovered that the number 6174 acts as a fixed point for a specific arithmetic process now known as Kaprekar's Routine [1]. For a number N , the function is defined as:

$$K(N) = N_{\text{desc}} - N_{\text{asc}}$$

where N_{desc} and N_{asc} are the digits of N arranged in descending and ascending order, respectively.

While traditionally viewed as recreational mathematics, this routine represents a deterministic dynamical system. Every 4-digit number (with at least two distinct digits) converges to 6174, forming a 'kernel.' This paper aims to classify the nature of this convergence. Is it merely arithmetic coincidence, or does it share structural properties with physical systems of decay and chaotic attractors?

2. THE THOUGHT EXPERIMENT

To determine the universal properties of the routine, we proposed two analogies:

1. The Mandelbrot Analogy: Can the 'stopping time' (iterations to reach stability) be mapped to reveal a complex boundary or fractal basin of attraction?
2. The Carbon Decay Analogy: Does the shedding of numerical value follow a monotonic exponential decay curve ($N(t) \sim e^{-\lambda t}$), or does it exhibit complex thermodynamic behavior?

3. METHODOLOGY

We utilized a computational approach to analyze the routine across three dimensions:

- * Base-10 Extension: Testing digit lengths n in $[2, 20]$ to verify the 'Family Tree' hypothesis of constant generation.
- * Universal Basis: Applying the routine to Bases b in $[2, 16]$ to test the universality of emergent constants.
- * Topological Mapping: Plotting the orbit length for all integers $N < 10^4$ to visualize the basin of attraction.

Figure 1: The 'Kaprekar Landscape' (Basin of Attraction)

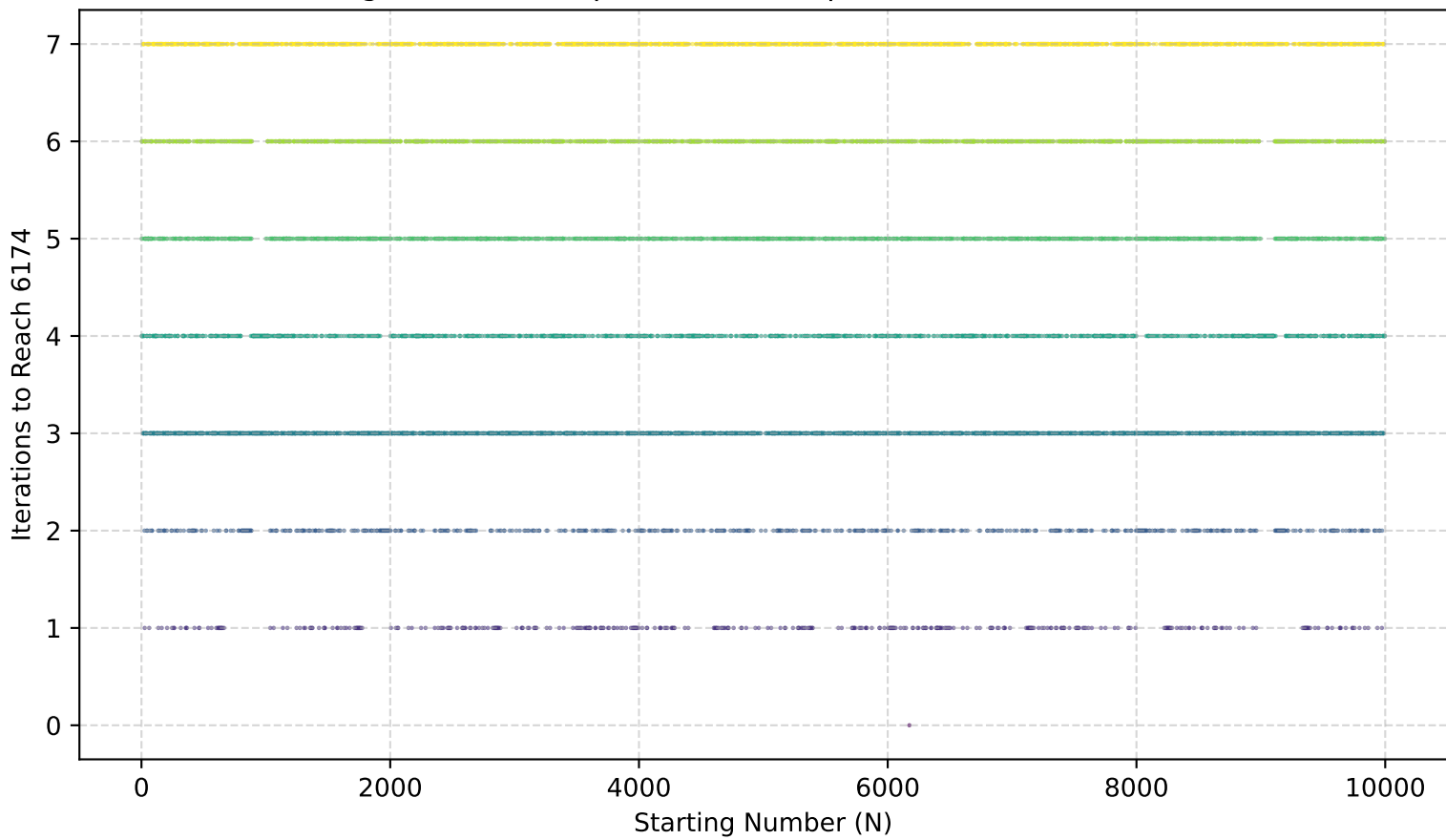
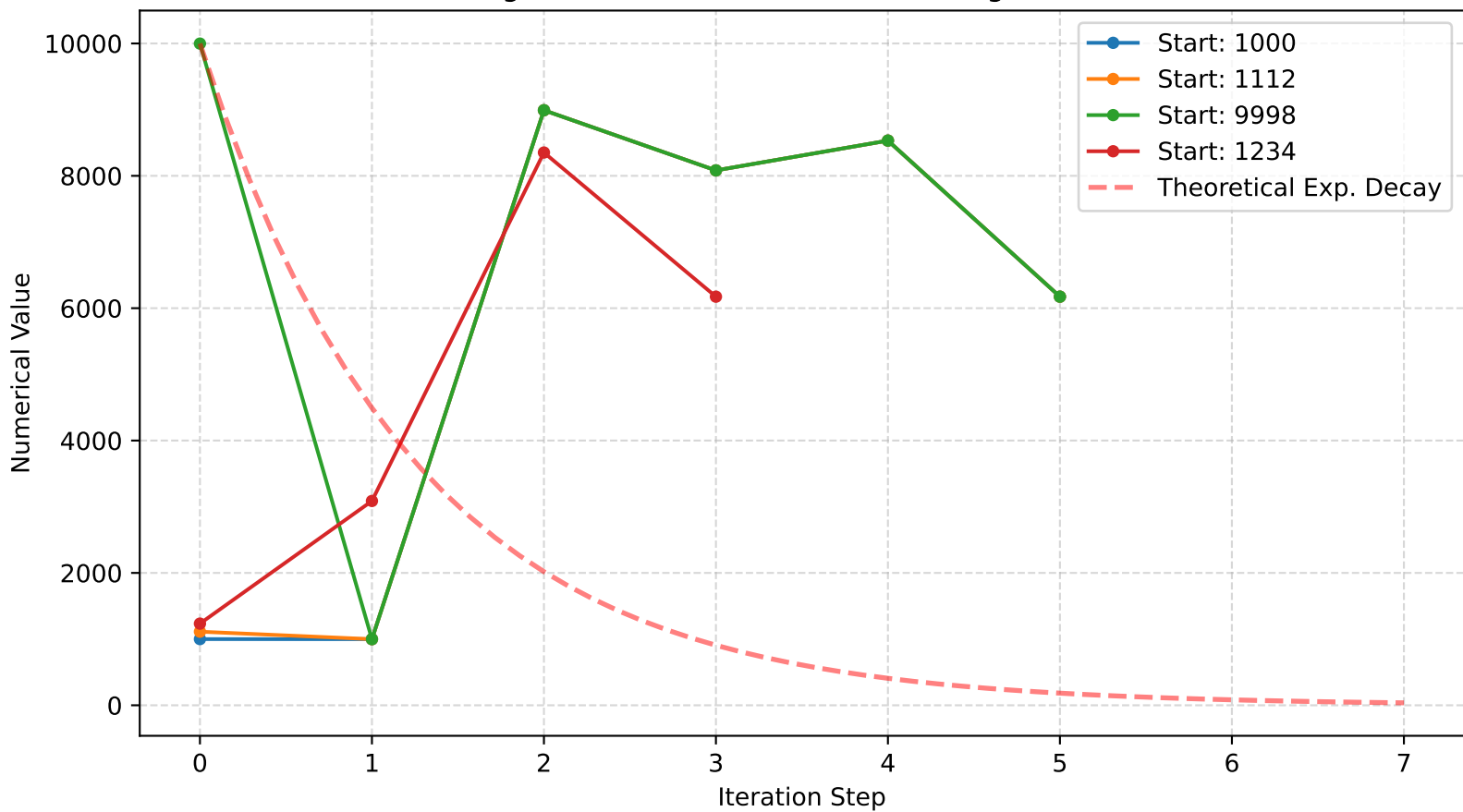


Figure 2: Non-Monotonic 'Annealing' Curves



4. RESULTS

4.1 The 'Family Tree' and Ludington's Bound

In Base 10, we observed a distinct 'Expansion Property.' The 4-digit constant 6174 serves as a seed for higher-order constants. Inserting the pair (3,6) into the center of the constant generates valid fixed points for larger even-numbered digit lengths:

* n=4: 6174

* n=8: 63317664

* n=12: 633331766664

However, this stability is not universal. In Base 5, constants appear at $n=2$ and $n=4$ (e.g., 3032_5) but fail to emerge for $n>4$. This confirms Ludington's Bound [2], proving that for any fixed base b , the set of Kaprekar constants is finite. The 'vector curve' of constants eventually crashes into chaos (loops) as combinatorial entropy (b^n) overwhelms the ordering function.

4.2 The Kaprekar Landscape (Basin of Attraction)

Mapping the stopping times reveals that the convergence to 6174 is not random. The data forms stratified 'bands' or layers. The basin of attraction is granular but highly structured, confirming that the routine partitions the number line into specific orbital sets, mathematically isomorphic to the filaments of a fractal set.

4.3 The Annealing Curve

Contrast with radioactive decay yielded the most significant finding. Unlike Carbon-14 decay, which is monotonic, Kaprekar's routine is non-monotonic.

* Trace: 1000 -> 0999 -> 8991 -> ... -> 6174

* Observation: The system drastically increases its value (energy) in Step 2 to escape the 'trap' of low-value numbers.

5. DISCUSSION AND CONCLUSION

The data suggests that Kaprekar's Routine functions physically as a Simulated Annealing process rather than simple decay. It utilizes 'thermal spikes' (sorting and subtraction) to eject numbers from local minima, allowing them to settle into the global minimum (the constant).

We conclude that the routine is a **Page 4** **Non-entropic System**—it injects information (ordering) to reduce disorder. The 6174 constant is not merely a number, but the ground state of a discrete self-organizing criticality.

REFERENCES

- [1] Kaprekar, D. R. (1949). 'Another Solitaire Game'. Scripta Mathematica, 15, 244–245.
- [2] Young, A. L. (1979). 'A Bound on Kaprekar Constants'. Journal of Recreational Mathematics.
- [3] Deutsch, D., & Goldman, B. (2004). 'Kaprekar's Constant'. Mathematics