

Meccano frames

<https://github.com/heptagons/meccano/frames>

Abstract

Meccano frames are groups of rigid meccano ¹ strips. Can be used as internal diagonals of polygons we want to be rigid. The lengths of such diagonals are algebraic numbers of the form $\frac{z_2\sqrt{z_3 + z_4\sqrt{z_5}}}{z_1}$ which in some cases can be denested as $\frac{z_2 + z_3\sqrt{z_4}}{z_1}$ where $z_i \in \mathbb{Z}$.

1 Triangular frame

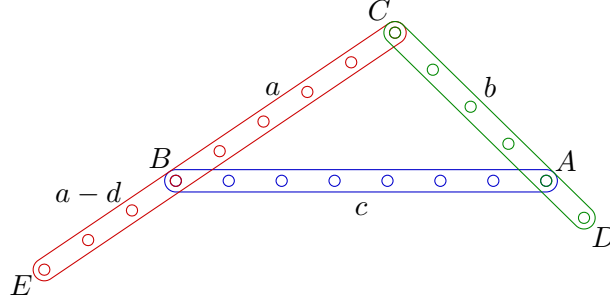


Figure 1: Triangular frame.

Figure 1 shows a triangular frame. With three strips we form the triangle $\triangle ABC$. At least we extend one of the two strips \overline{CB} and \overline{CA} to become \overline{CE} and \overline{CD} . The new vertices D and E distance is rigid as the triangle with the form $\frac{z_2\sqrt{z_3}}{z_1}$, where $z_i \in \mathbb{Z}^+$.

First we identify five integer distances a, b, c, d, e :

$$a \equiv \overline{CB}, \quad b \equiv \overline{CA}, \quad c \equiv \overline{AB}, \quad c < a + b \quad (1)$$

$$d \equiv \overline{CB} + \overline{BE} = \overline{CE} \geq a \quad (2)$$

$$e \equiv \overline{CA} + \overline{AD} = \overline{CD} \geq b \quad (3)$$

We calculate the cosine of $\angle BCA$:

$$\theta \equiv \angle BCA \quad (4)$$

$$\cos \theta = \frac{a^2 + b^2 - c^2}{2ab} \quad (5)$$

We define $g \equiv \overline{DE}$ the triangular frame main diagonal. We calculate the diagonal with the law of

¹ Meccano mathematics by 't Hooft

cosines:

$$\begin{aligned}
g^2 &= \overline{DE}^2 \\
&= \overline{CD}^2 + \overline{CE}^2 - 2\overline{CD} \times \overline{CE} \cos \theta \\
&= d^2 + e^2 - 2de \cos \theta \\
&= d^2 + e^2 - de \left(\frac{a^2 + b^2 - c^2}{ab} \right) \\
g &= \sqrt{d^2 + e^2 - de \left(\frac{a^2 + b^2 - c^2}{ab} \right)} \\
&= \frac{\sqrt{a^2 b^2 (d^2 + e^2) - abde(a^2 + b^2 - c^2)}}{ab} \\
&= \frac{\sqrt{ab((ad - be)(bd - ae) + c^2 de)}}{ab}
\end{aligned} \tag{6}$$

1.1 Triangular frame software

From the last equation of diagonal g we identify two **input** integers i_1, i_2 which are used to get $g(i)$. Then the nested radicals software will return square-free **output** integers z_1, z_2, z_3 as $g(z)$:

$$i_1 = ab \tag{7}$$

$$i_2 = ab((ad - be)(bd - ae) + c^2 de) \tag{8}$$

$$g(i) = \frac{\sqrt{i_2}}{i_1} \tag{9}$$

$$g(z) = \frac{z_2 \sqrt{z_3}}{z_1} \tag{10}$$

We request a software report for all the triangle frames with specific distance $\sqrt{z_3}$ for a given maximum strips length. This report reject the triangles where $z_1, z_2 \neq 1$. Next example report list all the triangles $z_3 = 7, max = 15$ so the software filters are $c < a + b, a \leq d \leq max, b \leq e \leq max, c \leq max$:

```

1 == RUN    TestFramesTriangleSurds
2 NewFrames().TriangleSurds surd=7 max=15
3   1) a=1 e=1+2 c=1 cos=1/2
4   2) d=1+1 e=1+2 c=1 cos=1/2
5   3) d=1+2 b=1 c=1 cos=1/2
6   4) d=1+2 e=1+1 c=1 cos=1/2
7   5) a=2 e=2+1 c=2 cos=1/2
8   6) d=2+1 b=2 c=2 cos=1/2
9   7) a=3 e=2+2 c=2 cos=3/4 CED=pi/2
10  8) d=3+1 e=2+1 c=2 cos=3/4 CDE=pi/2
11  9) d=4+2 e=4+4 c=1 cos=31/32
12 10) d=4+4 e=4+2 c=1 cos=31/32
13 11) a=7 e=5+1 c=3 cos=13/14
14 12) a=7 e=5+2 c=3 cos=13/14

```

The code is in the folder github.com/heptagons/meccano/frames.

Figure 2 show four triangles from the mentioned report.

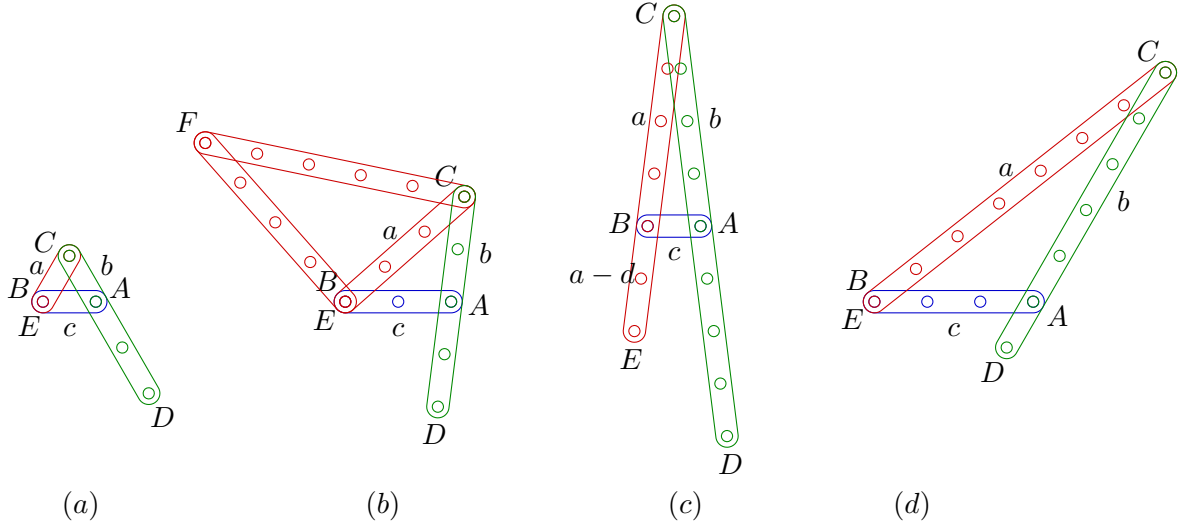


Figure 2: Some triangular frames with distances $g = \overline{DE} = \sqrt{7}$ found by the software.

1.2 Triangular frame distance of the form $\sqrt{z_3} + z_4$

In the figure 2, the particular triangle at (b) was reported with the angle $\angle CED = \pi/2$. For such triangle, if we add a triangle $\triangle CBF$ where angle $\angle CBF = \pi/2$ also, then we'll have vertices D, E, F collinear. With two extra strips we can form a pythagorean triangle sharing the strip a . The figure (b) shows the pythagorean triangle with sides 3, 4, 5. This five-strips frame has a new distance:

$$\begin{aligned} h &= \overline{DF} \\ &= \overline{DB} + \overline{BF} \\ &= \sqrt{7} + 4. \end{aligned}$$

1.3 Another rigid distances $\sqrt{z_3} + z_4$

We explore a more complicated frame to get additional cases of distances $\sqrt{s} + h$ without relying in an explicit pythagorean triangle as we saw in case (b) of figure 2.

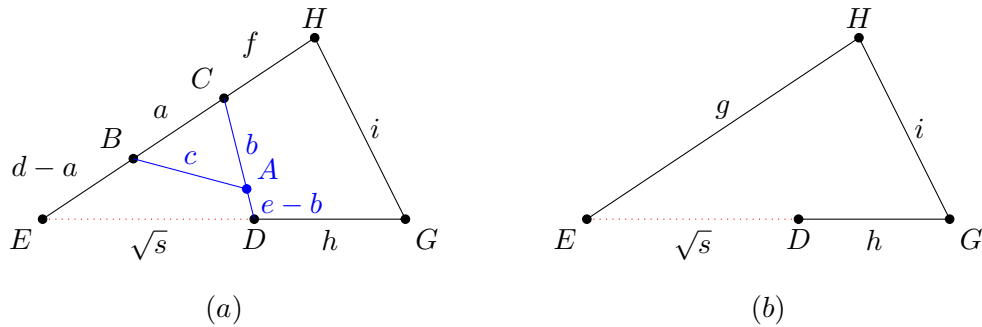


Figure 3: The five strips intended to form an algebraic distance $\overline{EG} = \sqrt{s} + h$.

From figure 3 (a) we know \sqrt{s} distance between nodes E and D is produced by the three strips frame $a + d$, $b + e$ and c . Using the law of cosines we calculate the angle $\theta = \angle CED$ in terms of \sqrt{s} :

$$\begin{aligned}\cos \theta &= \frac{d^2 + (\sqrt{s})^2 - e^2}{2d\sqrt{s}} \\ &= \frac{(d^2 + s - e^2)\sqrt{s}}{2ds}\end{aligned}\tag{11}$$

$$= \frac{m\sqrt{s}}{n}\tag{12}$$

$$m = d^2 + s - e^2\tag{13}$$

$$n = 2ds\tag{14}$$

From figure 3 (a) we notice two sets of points are collinear: $\{E, B, C, H\}$ and $\{E, D, G\}$. Using the law of cosines we calculate the angle $\theta = \angle HEG$ in terms of distances $g, \sqrt{s} + h, i$:

$$\begin{aligned}\cos \theta &= \frac{g^2 + (\sqrt{s} + h)^2 - i^2}{2g(\sqrt{s} + h)} \\ &= \frac{g^2 + s + 2\sqrt{s}h + h^2 - i^2}{2g(\sqrt{s} + h)} \\ &= \frac{g^2 + s + h^2 - i^2 + 2\sqrt{s}h}{2g(\sqrt{s} + h)}\end{aligned}\tag{15}$$

We multiply both numerator and denominator by $\sqrt{s} - h$ to eliminate the surd from denominator:

$$\begin{aligned}\cos \theta &= \frac{(s + g^2 + h^2 - i^2)(\sqrt{s} - h) + 2\sqrt{s}h(\sqrt{s} - h)}{2g(\sqrt{s} + h)(\sqrt{s} - h)} \\ &= \frac{(s + g^2 + h^2 - i^2)(\sqrt{s} - h) + 2sh - 2\sqrt{s}h^2}{2g(s - h^2)} \\ &= \frac{-h(s + g^2 + h^2 - i^2 - 2s) + (s + g^2 + h^2 - i^2 - 2h^2)\sqrt{s}}{2g(s - h^2)} \\ &= \frac{h(s - g^2 - h^2 + i^2) + (s + g^2 - h^2 - i^2)\sqrt{s}}{2g(s - h^2)} \\ &= \frac{o + p\sqrt{s}}{q}\end{aligned}\tag{16}$$

$$o = h(s - g^2 - h^2 + i^2)\tag{17}$$

$$p = s + g^2 - h^2 - i^2\tag{18}$$

$$q = 2g(s - h^2)\tag{19}$$

We compare both cosines equations 12 and 16:

$$\frac{m\sqrt{s}}{n} = \frac{o + p\sqrt{s}}{q}\tag{20}$$

Since all variables are integers we need two conditions. First o should be zero. And second $\frac{m}{n} = \frac{p}{q}$.

For condition 1, we force o to be zero:

$$\begin{aligned}o &= 0 \\ h(s - g^2 - h^2 + i^2) &= 0 \\ s &= g^2 + h^2 - i^2\end{aligned}\tag{21}$$

For condition2, we force m, n, p, q as:

$$\begin{aligned} \frac{m}{n} &= \frac{p}{q} \\ \frac{d^2 + s - e^2}{2ds} &= \frac{s + g^2 - h^2 - i^2}{2g(s - h^2)} \end{aligned} \quad (22)$$

We replace the value of s of last equation RHS with the value of equation 21 of condition 1:

$$\begin{aligned} \frac{d^2 - e^2 + s}{ds} &= \frac{s + g^2 - h^2 - i^2}{g(s - h^2)} \\ &= \frac{g^2 + h^2 - i^2 + g^2 - h^2 - i^2}{g(g^2 + h^2 - i^2 - h^2)} \\ &= \frac{2(g^2 - i^2)}{g(g^2 - i^2)} \\ &= \frac{2}{g} \\ (d^2 - e^2 + s)g &= 2ds \end{aligned} \quad (23)$$

TODO : Examples!!!

2 Triangle pair frame

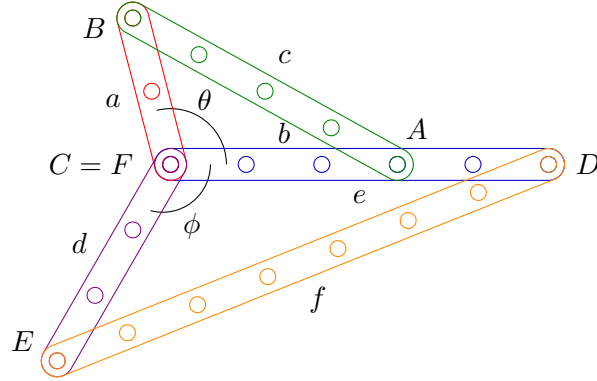


Figure 4: Triangle pair frame.

Figure 4 shows a triangle pair frame. The pair joins triangles $\triangle ABC$ and $\triangle DEF$ in such a way vertices C and F coincide and vertices A, C, D, F be collinear. With only five strips this frame is small and useful to make up the rigid polygons diagonals of the form $g = \overline{BE} = \frac{z_2\sqrt{z_3 + z_4\sqrt{z_5}}}{z_1}, z_i \in \mathbb{Z}$. In some cases the diagonal can be denested to the form $g = \frac{z_2 + z_3\sqrt{z_4}}{z_1}$.

2.1 Triangle pair algebra

Using the law of cosines we calculate the angle $\theta = \angle ACB$ with defined variables m, n and the angle $\phi = \angle DFE$ with defined variables o, p :

$$(\theta, m, n) \equiv (\angle ACB, a^2 + b^2 - c^2, 2ab), \quad |m| \leq n, \quad m, n \in \mathbb{Z} \quad (24)$$

$$\cos \theta = \frac{m}{n} \quad (25)$$

$$\sin \theta = \sqrt{1 - \cos^2 \theta} = \frac{\sqrt{n^2 - m^2}}{n} \quad (26)$$

$$(\phi, o, p) \equiv (\angle DFE, d^2 + e^2 - f^2, 2de), \quad |o| \leq p, \quad o, p \in \mathbb{Z} \quad (27)$$

$$\cos \phi = \frac{o}{p} \quad (28)$$

$$\sin \phi = \sqrt{1 - \cos^2 \phi} = \frac{\sqrt{p^2 - o^2}}{p} \quad (29)$$

Then, we use the cosines sum identity:

$$\begin{aligned} \cos(\theta + \phi) &= \cos \theta \cos \phi - \sin \theta \sin \phi \\ &= \left(\frac{m}{n}\right) \left(\frac{o}{p}\right) - \left(\frac{\sqrt{n^2 - m^2}}{n}\right) \left(\frac{\sqrt{p^2 - o^2}}{p}\right) \\ &= \frac{mo - \sqrt{(n^2 - m^2)(p^2 - o^2)}}{np} \end{aligned} \quad (30)$$

Finally we can calculate the distance $g \equiv \overline{BE}$ using the law of cosines:

$$\begin{aligned} g &\equiv \overline{BE} \\ &= \sqrt{a^2 + d^2 - 2ad \cos(\theta + \phi)} \\ &= \sqrt{a^2 + d^2 - 2ad \left(\frac{mo - \sqrt{(n^2 - m^2)(p^2 - o^2)}}{np}\right)} \\ &= \sqrt{a^2 + d^2 - 2ad \left(\frac{mo - \sqrt{(n^2 - m^2)(p^2 - o^2)}}{4abde}\right)} \\ &= \sqrt{a^2 + d^2 - \frac{mo - \sqrt{(n^2 - m^2)(p^2 - o^2)}}{2be}} \\ &= \frac{\sqrt{4b^2e^2(a^2 + d^2) - 2bem o + 2be\sqrt{(n^2 - m^2)(p^2 - o^2)}}}{2be} \end{aligned} \quad (31)$$

2.2 Triangle pairs software

From the last equation of g we identify three **input** integers i_1, i_2, i_3 which are used to get $g(i)$. Then the nested radicals software will return square-free **output** integers z_1, z_2, z_3, z_4, z_5 as $g(z)$:

$$i_1 \equiv 2be \quad (32)$$

$$i_2 \equiv i_1^2(a^2 + d^2) - i_1mo \quad (33)$$

$$i_3 \equiv (n^2 - m^2)(p^2 - o^2) \quad (34)$$

$$g(i) = \frac{\sqrt{i_2 + i_1\sqrt{i_3}}}{i_1} \quad (35)$$

$$g(z) = \frac{z_2\sqrt{z_3 + z_4\sqrt{z_5}}}{z_1} \quad (36)$$

We run a program to print a list of triangle pairs with sides $1 < a, b, c, d, e, f \leq max$ having a given distance $\overline{BE} = g$ or particular z_3, z_4, z_5 . Next example request a pairs list with $g = z_2\sqrt{46 + 18\sqrt{5}}/z_1$ up to strip length 10 so we set as limits $max = 10, z_3 = 46, z_4 = 18, z_5 = 5$ to get next report (text in blue):

Folder : github.com/heptagons/meccano/frames

Call : `NewFrames().TrianglePairsTex(10, [46 18 5])`

$$\begin{aligned}
 &(a, b, c) \oplus (d, e, f) \mapsto g \\
 &(2, 1, 2) \oplus (3, 3, 3) \mapsto \frac{\sqrt{46 + 18\sqrt{5}}}{2} \\
 &(2, 1, 2) \oplus (3, 8, 7) \mapsto \frac{\sqrt{46 + 18\sqrt{5}}}{2} \\
 &(2, 2, 2) \oplus (3, 6, 6) \mapsto \frac{\sqrt{46 + 18\sqrt{5}}}{2} \\
 &(2, 3, 4) \oplus (3, 5, 7) \mapsto \frac{\sqrt{46 + 18\sqrt{5}}}{2} \\
 &(2, 4, 4) \oplus (3, 8, 7) \mapsto \frac{\sqrt{46 + 18\sqrt{5}}}{2} \\
 &(3, 3, 3) \oplus (2, 4, 4) \mapsto \frac{\sqrt{46 + 18\sqrt{5}}}{2} \\
 &(4, 2, 4) \oplus (6, 6, 6) \mapsto \sqrt{46 + 18\sqrt{5}} \\
 &(4, 4, 4) \oplus (6, 7, 8) \mapsto \sqrt{46 + 18\sqrt{5}} \\
 &(6, 3, 6) \oplus (4, 4, 4) \mapsto \sqrt{46 + 18\sqrt{5}} \\
 &(6, 3, 6) \oplus (9, 9, 9) \mapsto \frac{3\sqrt{46 + 18\sqrt{5}}}{2} \\
 &(6, 6, 6) \oplus (4, 8, 8) \mapsto \sqrt{46 + 18\sqrt{5}} \\
 &(6, 7, 8) \oplus (9, 9, 9) \mapsto \frac{3\sqrt{46 + 18\sqrt{5}}}{2}
 \end{aligned}$$

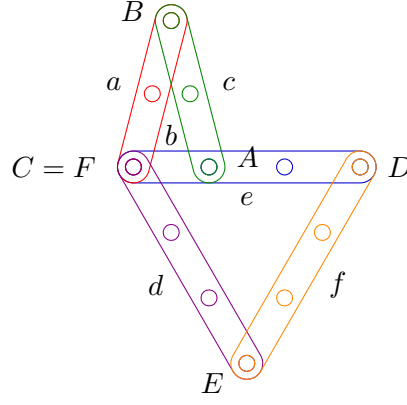


Figure 5: Triangle pair frame $(2, 1, 2) \oplus (3, 3, 3)$ makes $\overline{BE} = \frac{\sqrt{46 + 18\sqrt{5}}}{2}$.

In figure 5 we build a triangular pair following one of the last report results, when $abc = (2, 1, 2)$ and $def = (3, 3, 3)$.

3 Triangle pair extended frame

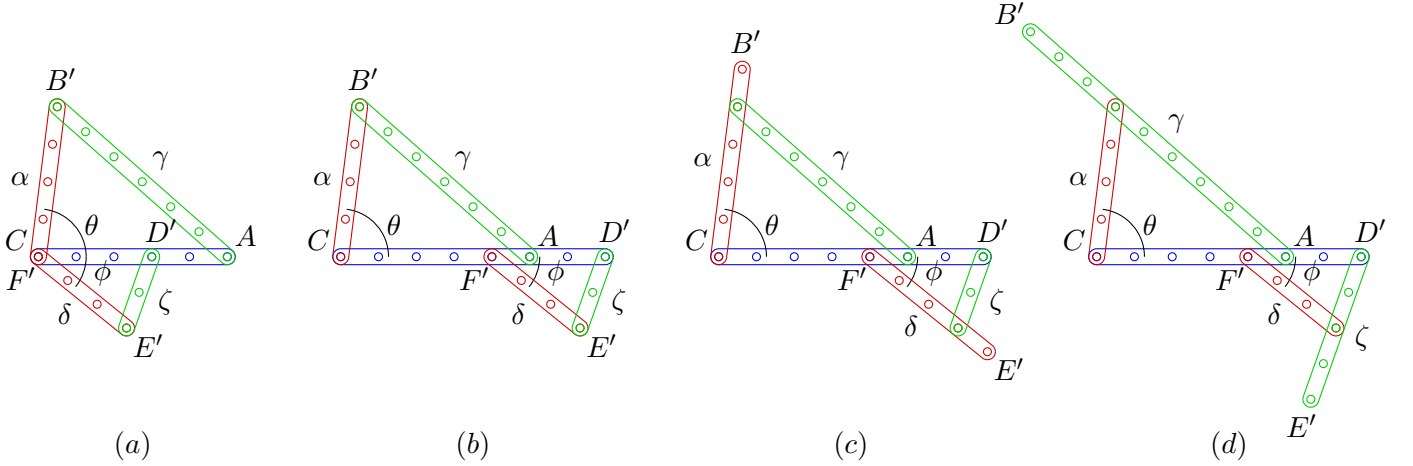


Figure 6: Triangle pair extended frame. Starts like previous triangle pair frame except we can extend strips α or γ , δ or ζ , and we can separate vertices C and F' . Vertices A, C, D', F' remain collinear and we are interested in the distance $g \equiv \overline{B'E'}$. We show four examples: (a) is the original triangle pair, (b) has moved the $\triangle D'E'F'$ to the right, (c) also extends strips α and δ and (d) extends strips γ and ζ .

We show some triangle pair extended frames in figure 6. As with not-extended triangle pair of figure 4 we also have two triangles with five strips, but we can perform one, two or three transformations on the frame:

1. Separate nodes C and F which moves $\triangle D'E'F'$.
2. Extends strip $a \rightarrow \alpha$ or strip $c \rightarrow \gamma$ but not both.
3. Extend strip $d \rightarrow \delta$ or strip $f \rightarrow \zeta$ but not both.

For each transformation we define three integers x, y_1, y_2 :

$$x = \begin{cases} 0 & C, F \text{ vertices remain joined} \\ \geq 0 & \triangle DEF \text{ is moved to the right a distance equal to } x \end{cases} \quad (37)$$

$$y_1 = \begin{cases} 0 & \alpha = a, \quad \gamma = c \\ > 0 & \alpha = a + y_1, \quad \gamma = c \\ < 0 & \alpha = a, \quad \gamma = c + |y_1| \end{cases} \quad (38)$$

$$y_2 = \begin{cases} 0 & \delta = d, \quad \zeta = f \\ > 0 & \delta = d + y_2, \quad \zeta = f \\ < 0 & \delta = d, \quad \zeta = f + |y_2| \end{cases} \quad (39)$$

Let define $M(a, b, c)$ the triangle above, $N(d, e, f)$ the triangle below and $T(x, y_1, y_2)$ the transformations. Then we can describe the cases (a) – (d) of figure 6 as operations:

$$\begin{aligned} (a) &: M(4, 5, 6) \oplus N(4, 4, 2) \oplus T(0, 0, 0) \\ (b) &: M(4, 5, 6) \oplus N(4, 4, 2) \oplus T(4, 0, 0) \\ (c) &: M(4, 5, 6) \oplus N(4, 4, 2) \oplus T(4, +2, +1) \\ (d) &: M(4, 5, 6) \oplus N(4, 4, 2) \oplus T(4, -3, -2) \end{aligned}$$

3.1 Triangle pair extended frame algebra

We are going to calculate the diagonal $g \equiv \overline{B'E'}$ of the triangle pair extended using the M, N, T values. We start setting the vertex C at the origin of the standard two-dimensional graph and defining (B_x, B_y) the abscissa and ordinate of vertex B' and (E_x, E_y) the abscissa and ordinate of vertex E' .

For the triangle above $M(a, b, c)$ we have two cases: $T(0, y_1 \geq 0, 0)$ and $T(0, y_1 < 0, 0)$. In the not-extended triangle pair we already calculated $\theta = \angle ACB, \cos \theta, \sin \theta$ based in m, n of equation 24. For the case $y_1 < 0$ here, we calculate also $\omega = \angle BAC, \cos \omega, \sin \omega$ using two variables p, q . For both cases we define $u = |y_1|$ and finally we get (B_x, B_y) :

$$(\omega, p, q) \equiv (\angle BAC, b^2 + c^2 - a^2, 2bc), \quad |p| \leq q, \quad p, q \in \mathbb{Z} \quad (40)$$

$$\cos \omega = \frac{p}{q} \quad (41)$$

$$\sin \omega = \sqrt{1 - \cos^2 \omega} = \frac{\sqrt{q^2 - p^2}}{q} \quad (42)$$

$$\alpha = a + u \quad (43)$$

$$\gamma = c + u \quad (44)$$

$$B_x = \begin{cases} y_1 \geq 0 & \alpha \cos \theta \\ y_1 < 0 & b - \gamma \cos \omega \end{cases} \quad (45)$$

$$B_y = \begin{cases} y_1 \geq 0 & \alpha \sin \theta \\ y_1 < 0 & \gamma \sin \omega \end{cases} \quad (46)$$

For the triangle below $N(d, e, f)$ we have two cases: $T(x, 0, y_2 \geq 0)$ and $T(x, 0, y_2 < 0)$. In both cases we will use $x \geq 0$ always for simplicity. In the not-extended triangle pair we already calculated $\phi = \angle DFE, \cos \phi, \sin \phi$ defining o, p in equation 27. For the case $y_2 < 0$ here we calculate also $\psi =$

$\angle EDF, \cos \psi, \sin \psi$ using two variables r, s . For both cases we define $v = |y_2|$ and finally we get (E_x, E_y) :

$$(\psi, r, s) \equiv (\angle EDF, e^2 + f^2 - d^2, 2ef), \quad |r| \leq s, \quad r, s \in \mathbb{Z} \quad (47)$$

$$\cos \psi = \frac{r}{s} \quad (48)$$

$$\sin \psi = \sqrt{1 - \cos^2 \psi} = \frac{\sqrt{s^2 - r^2}}{s} \quad (49)$$

$$\delta = d + v \quad (50)$$

$$\zeta = f + v \quad (51)$$

$$E_x = \begin{cases} y_2 \geq 0 & x + \delta \cos \phi \\ y_2 < 0 & x + e - \zeta \cos \psi \end{cases} \quad (52)$$

$$E_y = \begin{cases} y_2 \geq 0 & -\delta \sin \phi \\ y_2 < 0 & -\zeta \sin \psi \end{cases} \quad (53)$$

With the four components B_x, B_y, E_x, E_y we can calculate $g = \overline{B'E'}$:

$$g = \sqrt{(B_x + E_x)^2 + (B_y + E_y)^2} \quad (54)$$

$$= \sqrt{(B_x^2 + B_y^2) + (E_x^2 + E_y^2) + 2B_x E_x + 2B_y E_y} \quad (55)$$

We need to calculate separated four types of diagonals $g^{++}, g^{+-}, g^{-+}, g^{--}$ according the signs of y_1 and y_2 as described in the next table:

g	y_1	y_2
g^{++}	≥ 0	≥ 0
g^{+-}	≥ 0	< 0
g^{-+}	< 0	≥ 0
g^{--}	< 0	< 0

3.2 Triangle pair extended case g^{++} ($y_1 \geq 0$ and $y_2 \geq 0$)

For g^{++} we calculate sums and products of B_x, B_y, E_x, E_y when $y_1 \geq 0$ and $y_2 \geq 0$:

$$\alpha = a + u, \quad \delta = d + v \quad (56)$$

$$\begin{aligned} (B_x^2 + B_y^2)^{++} &= \alpha^2 \cos^2 \theta + \alpha^2 \sin^2 \theta \\ &= \alpha^2 \end{aligned} \quad (57)$$

$$\begin{aligned} (E_x^2 + E_y^2)^{++} &= (x + \delta \cos \phi)^2 + (-\delta \sin \phi)^2 \\ &= x^2 + 2x\delta \cos \phi + \delta^2 \cos^2 \phi + \delta^2 \sin^2 \phi \\ &= x^2 + 2x\delta \cos \phi + \delta^2 \\ &= \frac{px^2 + 2x\delta o + p\delta^2}{p} \end{aligned} \quad (58)$$

$$\begin{aligned} (B_x E_x)^{++} &= (\alpha \cos \theta)(x + \delta \cos \phi) \\ &= \frac{\alpha m(px + \delta o)}{np} \end{aligned} \quad (59)$$

$$\begin{aligned} (B_y E_y)^{++} &= (\alpha \sin \theta)(-\delta \sin \phi) \\ &= -\frac{\alpha \delta \sqrt{(n^2 - m^2)(p^2 - o^2)}}{np} \end{aligned} \quad (60)$$

We substitute the products in equation 55:

$$\begin{aligned}
g^{++} &= \sqrt{(B_x^2 + B_y^2)^{++} + (E_x^2 + E_y^2)^{++} + 2(B_x E_x)^{++} + 2(B_y E_y)^{++}} \\
&= \sqrt{\alpha^2 + \frac{px^2 + 2x\delta o + p\delta^2}{p} + \frac{2\alpha m(px + \delta o)}{np} - \frac{2\alpha\delta\sqrt{(n^2 - m^2)(p^2 - o^2)}}{np}} \\
&= \frac{\sqrt{n^2 p^2 \alpha^2 + n^2 p(px^2 + 2x\delta o + p\delta^2) + 2\alpha mnp(px + \delta o) - 2\alpha\delta np\sqrt{(n^2 - m^2)(p^2 - o^2)}}}{np} \tag{61}
\end{aligned}$$

From the last equation we identify four **input** integer variables to calculate software $g^{++}(i)$ which will be reduced or even denested $g^{++}(z)$:

$$i_1 = np \tag{62}$$

$$i_2 = i_1^2 \alpha^2 + i_1 n(px^2 + 2x\delta o + p\delta^2) + 2\alpha m i_1 (px + \delta o) \tag{63}$$

$$i_3 = -2\alpha\delta i_1$$

$$i_4 = (n^2 - m^2)(p^2 - o^2) \tag{64}$$

$$g^{++}(i) = \frac{\sqrt{i_2 + i_3\sqrt{i_4}}}{i_1} \tag{65}$$

$$g^{++}(z) = \frac{z_2\sqrt{z_3 + z_4\sqrt{z_5}}}{z_1} \tag{66}$$