

# Meccano fox-surd frame

<https://github.com/heptagons/meccano/frames/fox-surd>

## Abstract

Meccano <sup>1</sup> fox-surd frame is a generalization of fox-frame<sup>2</sup> where at least one of the frame's strips size is no longer an integer but a surd.

## 1 Pentagons fox-surd

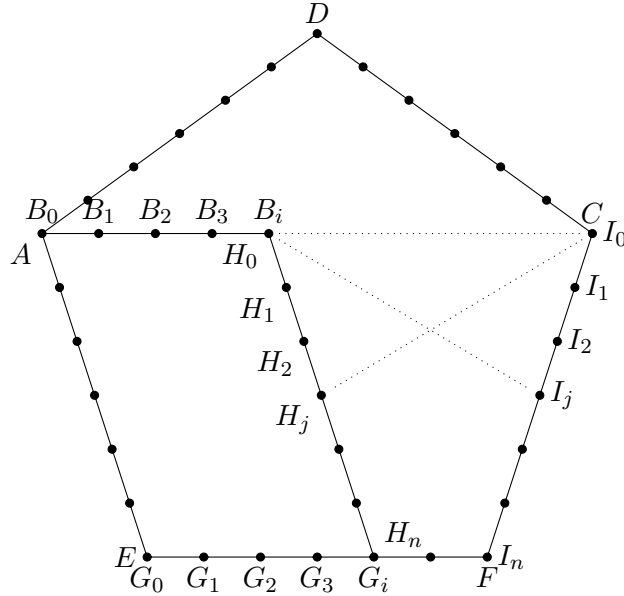


Figure 1: Pentagon of size  $n$  where each segment separated by circles represents a unit. We have a surd frame formed by the six points:  $B_i$ ,  $I_0$ ,  $H_j$ ,  $I_j$ ,  $H_n$  and  $I_n$ . By iterating the values  $i, j = 0, \dots, n$  we'll get diverse frames.

From figure 1 the fox-surd frame has three real strips of integer size:

- $\overline{B_i G_i}$  of size  $n$ .
- $\overline{G_i I_n}$  of size  $n - i$ , where  $i = 0, \dots, n$ .
- $\overline{I_0 I_n}$  of size  $n$ .

The other two strips are generic in the sense the sizes can be surds:

- $\overline{B_i I_j}$  of size to be determined  $f(n, i, j)$ , where  $i, j = 0, \dots, n$ .
- $\overline{H_j I_0}$  of equal size of  $\overline{B_i I_j}$ .

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<sup>1</sup> Meccano mathematics by 't Hooft

<sup>2</sup> Meccano fox frame

From the regular pentagon we know the main diagonal  $\overline{AC}$  equals  $\frac{1+\sqrt{5}}{4}n$  where  $n$  is the pentagon side size. We can calculate different segments of the main diagonal iterating  $i = 0, \dots, n$ :

$$\begin{aligned} B_0 &\equiv A \\ \overline{B_0C} &= \frac{1+\sqrt{5}}{4}n \end{aligned} \tag{1}$$

$$\begin{aligned} \overline{B_iC} &= \frac{1+\sqrt{5}}{4}n - i \\ &= \frac{n-4i}{4} + \frac{\sqrt{5}}{4}, \quad i = 0, \dots, n \\ &= \frac{x_i}{4} + \frac{\sqrt{5}}{4}, \quad x_i = n - 4i \end{aligned} \tag{2}$$

From the regular pentagon we know the angle  $B_iCH_j$  equals  $2\pi/5$  so we have:

$$\theta \equiv \angle B_iCH_j \tag{3}$$

$$\cos \theta = \cos \frac{2\pi}{5} = \frac{\sqrt{5}-1}{4} \tag{4}$$

### 1.1 Pentagon surds sizes

Using the law of cosines we can calculate one of the frame surds  $s_{ij} \equiv \overline{B_iI_j}$ . We notice the value of  $\overline{CI_j}$  equals  $j$ , and we'll use the values of  $\overline{B_iC}$  from equation 2, and the cosine value from equation 4 to get:

$$s_{ij}^2 \equiv \overline{B_iI_j}^2 \tag{5}$$

$$\begin{aligned} &= \overline{CI_j}^2 + \overline{B_iC}^2 - 2\overline{CI_j} \times \overline{B_iC} \cos \theta \\ &= j^2 + \left(\frac{x_i}{4} + \frac{\sqrt{5}}{4}\right)^2 - 2j \left(\frac{x_i}{4} + \frac{\sqrt{5}}{4}\right) \left(\frac{-1+\sqrt{5}}{4}\right) \end{aligned} \tag{6}$$

$$= j^2 + \frac{1}{16} (x_i + \sqrt{5})^2 - \frac{2i}{16} (x_i + \sqrt{5}) (-1 + \sqrt{5}) \tag{7}$$

We multiply both sides by 16:

$$(4s_{ij})^2 = 16j^2 + x_i^2 + 2x_i\sqrt{5} + 5 - 2i(x_i + \sqrt{5})(-1 + \sqrt{5}) \tag{8}$$

$$= 16j^2 + x_i^2 + 2x_i\sqrt{5} + 5 - 2i(-x_i + 5 + (x_i - 1)\sqrt{5}) \tag{9}$$

$$= 16j^2 + x_i^2 + 5 + 2ix_i - 10i + 2(x_i - ix_i + i)\sqrt{5} \tag{10}$$

In order to have a simpler  $(4s_i)^2 = u + v\sqrt{5}$  we define two variables  $u$  and  $v$ . We replace again  $x_i = n - 4i$  defined in equation 2:

$$\begin{aligned} u &\equiv 16j^2 + x_i^2 + 5 + 2ix_i - 10i \\ &= 16j^2 + (n - 4i)^2 + 5 + 2i(n - 4i) - 10i \\ &= 16j^2 + n^2 - 8ni + 16i^2 + 5 - 2ni - 8i^2 \\ &= 16j^2 + n^2 - 10ni + 8i^2 + 5 \\ &= (n - 5i)^2 + 16j^2 - 17i^2 + 5 \\ &= (n - 5i)^2 + 16(j^2 - i^2) + 5 - i^2 \end{aligned} \tag{11}$$

$$\begin{aligned} v &\equiv 2(x_i - ix_i + i) \\ &= 2(n - 4i - i(n - 4i) + i) \\ &= 2(n - 3i - ni + 4i^2) \end{aligned} \tag{12}$$

Finally we have  $s_i j$  in function of  $n$  the side: