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# **Imaginery Number Book 2**

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Welcome to my little web site about imaginary number Hopeful may generate PDF/latex/book ... somehow.

This is based on [Jupyter Book](#). Just like everything in here, everything is just a result of my hobby and learning.

The logo is from [the Wikipedia page on Imaginary Number](#); copyright are theirs.

And later “chapters” is just the sample pages from the book of Jupyter Book. Keep them as it is my testing whether it is the setup issue (if even they cannot be presented) or it is on my page content. Sorry, incomplete, draft, ...

## In case of doubt ... it is just a hobby not for “production”

I am not sure anything is correct here. As said just my hobby and hence if you find anything error, mistake, omission, ... etc., please do alert me.

Check out the content pages here to see more. Just do not not trust it is right. Take them at best as a starting point of your investigation. If I can make you curious about the world, that is all what I aim for!!!

```{tableofcontents}

```

```{contents}

**:local:**

```



## 1. THINKING IN ANOTHER DIMENSION

Thinking in another dimension

... even it does not exist  
... even if it is impossible to think about

My aim is not to "teach" maths  
not qualified first in both physics and maths  
instead just want to some number systems and its application in physics

My more important objective is to  
explore how human can imagine outside the box  
and how one can see another dimension  
even if it does not exist "really" from its own mental world

Or perhaps to appreciate different dimension of life...  
And even if one does not agree to it ...

And well, at least to wonder,  
And curious ...

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And curious ...

There are many maths and physics in my life I think very striking when I encounter it.  
→the very first time, such as :

Chicken and Rabbit in one cage with 4 heads and 6 legs how many ...  
what is negative number

It is not that  $\sqrt{2}$  is irrational or not, but the proof by contradiction

imaginary number is real as action and there are at least 3 kinds of them (2 of which study here)

real number's infinity is larger than integer number's infinity (technical terms is real number is uncountable)

any formal mathematical system which is better than arithmetic will have statement in it that cannot be proven or disproven in that system

(Or Should we say Mathematical Systems Always Contain Unprovable Truths)  
And even worst (or brilliant?) someone proved this theorem of unprovable truth!

in real world, triangle is either  $\geq 180$  degree, which one then? only one is the truth and is real then why bother and what is the point of having 3 geometries and even worst ... find all of them are useful!!!

maths is useful and relevant to reality But most surprising at all, is why maths is useful at all? Why a human endeavour can have relevance to the world? And what is the limit of this approach to life? Something strange e.g. triangle interior angle sum is  $\geq 180$  but reality all seems to work in some aspects of reality even though at any one time it cannot be logically all true but one

some quantity in the universe is discrete and some continuous

some happening in the universe is random until we observe

there is something invariant like speed of light at least to some degree

there is law of physics

OK too much BS, let us start with a "simple" example:



## 1.5 THINKING THE IMPOSSIBLE, EVEN REAL

Imagine are three beings Red, Green and Blue living in a one dimension world. This will be our world for this whole paper/web site/pdf.

```
%matplotlib inline
# modified based on https://dev.to/baronsindo/plotting-a-circle-in-python-with-angles-
↪m0c
import matplotlib.pyplot as plt
from numpy import sin, cos, pi, linspace #extra t
# add a center point

r = 1.0
on_height = 1.0
max_xlimits = 5.0
max_yUpper = 3.0
min_yLower = -1.0

plt.plot(0,r, color = 'blue', marker = 'o')

# generate a circle with radius 1
angles = linspace(0 * pi, 2 * pi, 100)
#print(angles)
xs = cos(angles)
ys = sin(angles) + on_height

# draw the circle
plt.plot(xs, ys, color = 'green')
plt.xlim(-max_xlimits,max_xlimits) # -r, r)
plt.ylim(min_yLower,max_yUpper) # -r, r)
plt.gca().set_aspect('equal')

#draw the line
#plt.plot([-4, 4], [0, 0], color = 'red')
plt.plot([-max_xlimits,max_xlimits], [0, 0], color = 'red') # 0,0 the point it goes
↪through

plt.plot([0,0], [0, +2], color = 'cyan')
plt.plot(0, 0, marker = 'X', color = 'cyan')
plt.plot(r-0.5, 0, marker = 'P', color = 'blue') # P for plus
plt.plot([0,r-0.5], [+2, 0], color = 'blue')
plt.plot(r+1.5, 0, marker = 'o', color = 'purple')
plt.plot([0,r+1.5], [+2, 0], color = 'purple')

plt.savefig('circle2real.png')
```

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```

# ??? need 3 arrow
# ??? project from north point to south point gr(0,0)
# ??? need  $\theta$  and  $\phi$ 

'''
# so far no need
def deg2rad(deg):
    return deg * pi / 180

plt.plot([0, r * cos(deg2rad(90))], [0, r * sin(deg2rad(90))], color = "red")
plt.plot([0, r * cos(deg2rad(45))], [0, r * sin(deg2rad(45))], color = "black")

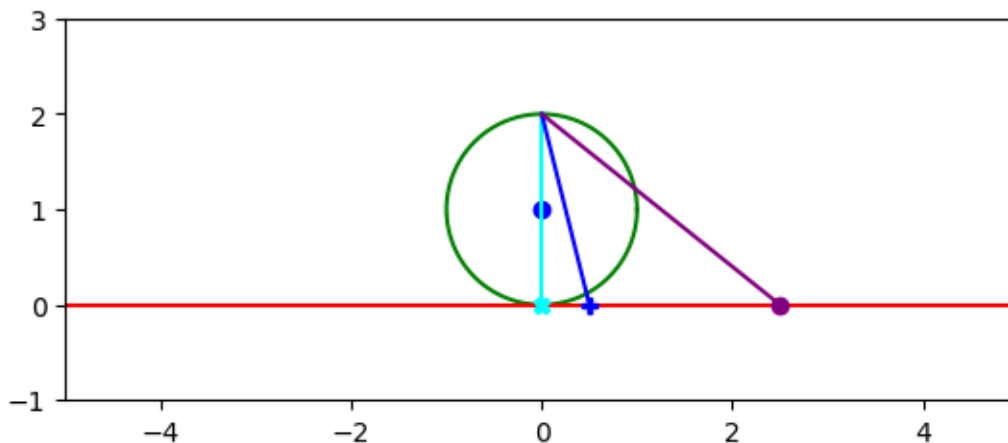
'''

```

```

'\n# so far no need\ndef deg2rad(deg):\n    return deg * pi / 180\n\nplt.plot([0, \n
↵r * cos(deg2rad(90))], [0, r * sin(deg2rad(90))], color = "red")\nplt.plot([0, \n
↵r * cos(deg2rad(45))], [0, r * sin(deg2rad(45))], color = "black")\n\n'

```



Red lived on a circle with radius 1 and sit on the world of Green being, who live in a world of infinitely long “real number line”

It is easier for visualation as a 2D person but after that we can deal with the world according to R/G being:

From the “north pole” of that circle you draw a line towards the line then move left or right and map each point of the circle to the line

Can you see that each point of the circle can project to each point to the line (techncailly not the +/- infinite as you only have one north pole la can +/- infinite meant? let us not go that far. But even a bit short ... do you find it amazing?

We can do a bit maths in Annex 2 but let me summerise that

*From 2D world, the is  $2\tan(\theta)$ ; and the  $(x, y)$  is  $(\sin(2\theta), \cos(2\theta))$*

*From 1 world, the of the Green being is, well, just  $l$ , but the arc length counting from the 0 of Red circle is  $2 * \tan^{-1}(l/2)$*

*In both cases you can see that whilst Green being's is  $(-\infty, +\infty)$ , Red being's circle is limited by its  $2\pi$ .*

How can it be?  
The circle has a circumference of  $2\pi$

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The length of the line is ... infinity  
How can you map finite to infinity

Can you really see the world in a sand?

Or even worst as in my most dislike Fan Yin (or no feeling Indian)  
the world is all but a reflection of the pearl 珍珠  
Just watch one water dew on the leave you can see the whole world in it

Anyway ... next let us look at some number system as I promise to present on at least one!

```
import datetime  
print(f'printed on {datetime.datetime.now()}')
```

```
printed on 2023-10-01 16:29:42.958144
```



## 2. IMAGINE ABOUT NOTHING

Leopold Kronecker, who once wrote that

--> "God made the integers; all else is the work of man."

- a key and very dominant mathematicians who object irrational number, pi, set theory, ... etc.
- It was finally proved that pi is transcendental number ...
- but as he said what is the point, they do not "exist" ! Illusion!!!
- (In a way he is not alone,  
a lot of mathematicians are also not very uncomfortable with negative number ...)

--> Let us do zero first and then imaginary number

```
import os
```

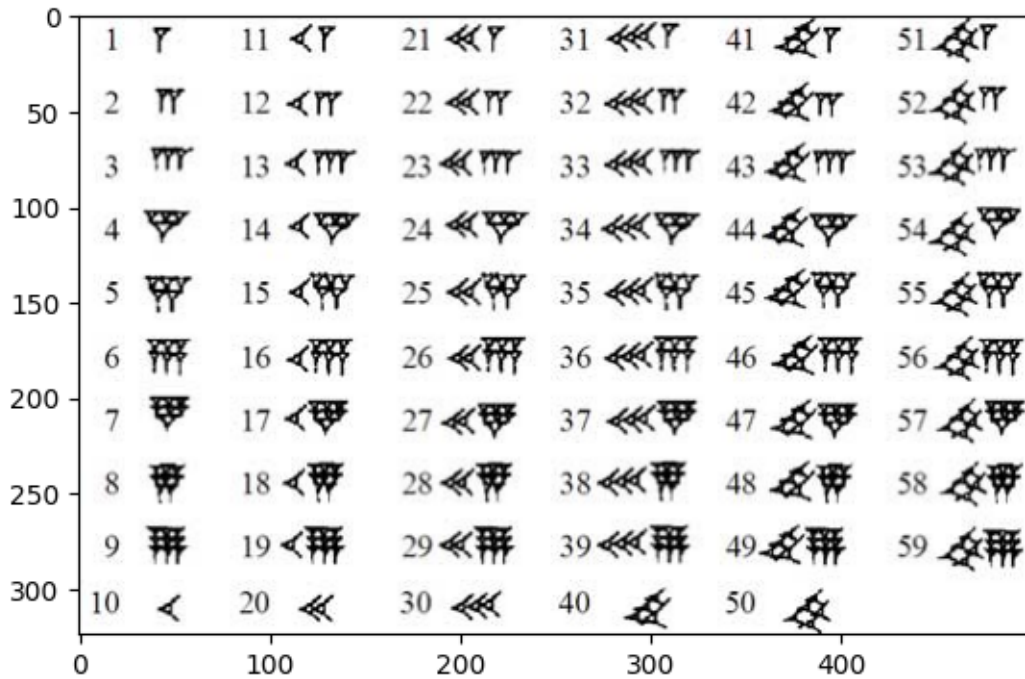
```
print(os.getcwd())
```

```
/Users/ngcchk/Documents/Github/gpd2-win-unity1/ipadred-rain/imgno_book1/imgnobk1
```

```
import lib.main.a0_babylon_pos_0
```

```
not in main of a0
```

```
lib.main.a0_babylon_pos_0.display_img(1)
```



note

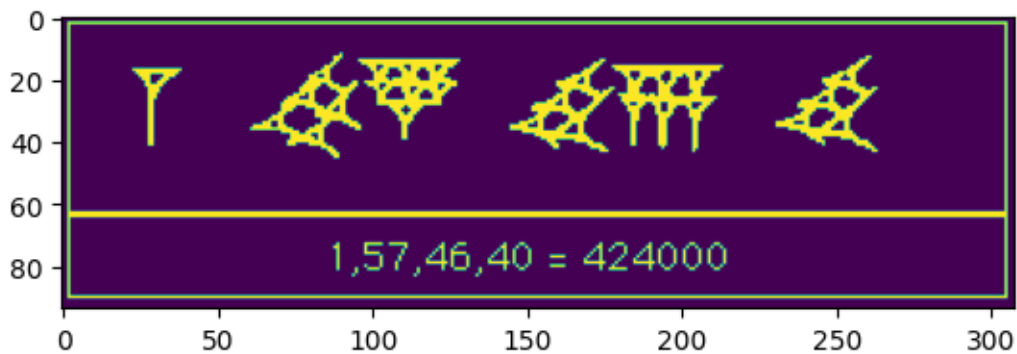
a) there are only 2 symbols 1 and 10

b) every number is actually by placing and counting number 1 and number 10

out; FULLY

c) reaching 59 then what ... 60 is a problem let us skip it first ;P

```
lib.main.a0_babylon_pos_0.display_img(2)
```



d) Babylon use 60 as based and hence 1 is  $60 * 60 * \dots$

e.g. 1 here is  $60^3 \dots$

e) A number's value is based on its position

The 1 above is  $1 * 60 * 60 * 60$  because its position after you read in the hole number

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In fact even worst you cannot tell what 1 meant until you have the whole\_

↪number

as it uses the Big Endian convention  
 i.e. until you reach the end of a number you do not know what is 1  
 It can be 1, 60, 60\*60, 60\*60\*... you do not know  
 (Cf the little endian for this number 40, 46, 57, 1  
 and after reading 40 you know it is just 40,  
 and after reading 46 as "nd number you know it is 46 \* 60 ...  
 you do not need to wait for the whole number  
 or fight the egg head war of big ednian vs little endian )

The Roman does not use postional system and hence has no such issue  
 The only trick to remember if you see a small number earlier than a\_

↪larger number deduct it  
 XL and LX where X is 10 and L is 50, what are the numbers ?  
 You do not need to know the position of X or L is you know it is\_

↪always 10 and 50  
 In fact, there is no need of zero (except zero itself called nulla)

Actually Hans's does not really use a positional system  
 as 2,0001 is really 2 thousands and one not 2001  
 still have zero to sound better

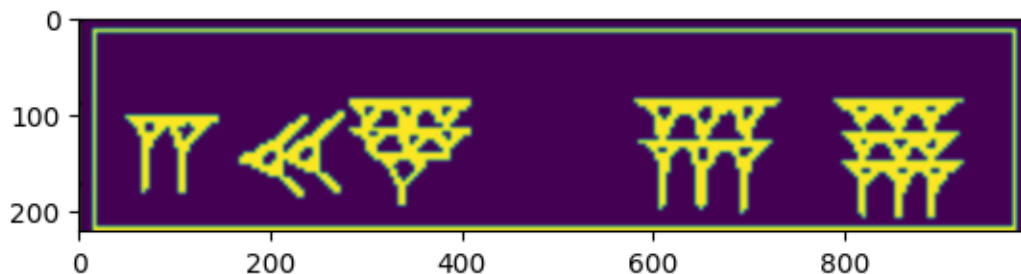
f) For the issue 1574640 is 15,7 or 1,57 ... Babylon use gap  
 i.e. 1 gap 57 gap 46 gap 40

g) How about 60, 600, ...  
 seems to rely upon common sense?

h) But what about 601 6001 ... Big problem

The problem is that there is no zero and they use a positional system!!!

```
lib.main.a0_babylon_pos_0.display_img(3)
```



"a cuneiform tablet (actually AO 17264 in the Louvre collection in Paris)"

we have

2 ? 27      ??      6      ?      9

gap,      large gap,      medium size gap

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What is it?

2,27 square is 6 <0> 9 ...

2<gap>27 <very big gap> 6<larger gap>9

This is intepreted as

$2 \cdot 60 + 27 = 147 * 147 = 21,609$  or  $6 \cdot 60 \cdot 60 + 9$

Thanks you very much for the attention!!!!

Babylon consider zero as nothingness, and does not exist  
But they need at least in their positional based number system

Even if zero does not exist  
but one may have to accept its usefulness  
and use it ... at least that is what the Babylonian did

You may think it does not exist, but your system really need it wow!!!!

IT DOES NOT EXIST  
IT IS NOT REAL  
THERE IS NOTHING THERE!!!!

Still...

Many maths and possibly many religion and philosophy are like that!!!

As said only integer really exist, all are ... (the guy is mad mathematicans btw)!



### 3. HOW TO IMAGINERY SOMETHING NOT POSSIBLE TO EXIST

actually the imaginary number is unusual, but not that unusual.

Like negative number and zero it does not exist.

But it exist somehow in some way and you know it, like the zero in Babylonian system.

You need it, even though, well, it does not exist.

It seems others can do this but not me

We can easily compute it analytically

$$\begin{aligned}\int_0^\pi \sin(x) dx &= -\cos(x) \Big|_0^\pi \\ &= -(\cos(\pi) - \cos(0)) \\ &= -(-1 - 1) \\ &= 2\end{aligned}$$

But let's try computing using the trapezoid rule.

It seems others can do this but not me

Fourier Transform of  $f(x)$  is  $F(k)$

$$\begin{aligned}F(k) &= \mathcal{FT}\{f(x)\} \\ F(k) &= \int_{-\infty}^{\infty} f(x) \exp(-ikx) dx\end{aligned}$$

where  $k = \frac{2\pi}{x}$  is called the “wavenumber”

The major turning point is in the climbing of grease pole of being a maths professor!

In the video I provided (see <https://www.youtube.com/watch?v=cUzklzVXJwo>), one of the challenge at that time is the equation of

$$x^3 = 15x + 4$$

Now this equation can be solved unlike  $x^2 = -1$  which we can say there is no solution.

Simple! 4 is an answer!!! But then we have a problem, the general equation leads to this:

$$\sqrt[3]{2 + \sqrt{-121}} + \sqrt[3]{2 - \sqrt{-121}}$$

$$\text{or } 2 + (-121)^{(1/2)(1/3)} + 2 - (-121)^{(1/2)(1/3)}$$

in fact this complex expression is just 4,

as it turns out it that if you treat  $\sqrt[3]{2 + \sqrt{-121}}$  as  $a + bi$  and  $\sqrt[3]{2 - \sqrt{-121}}$  as  $a - bi$  then one can find out that

$2 + (-121)^{(1/2)(1/3)} = 2 + i$  and  $2 - (-121)^{(1/2)(1/3)} = 2 - i$  and together it is just 4

in fact once we know 4 is a factor you can easily found out all the REAL root of this equation:

i.e. 4,  $-2 - \sqrt{3}$  and  $-2 + \sqrt{3}$

and the equation would be

$$(x - 4)(x - (-2 - \sqrt{3}))(x - (-2 + \sqrt{3}))$$

It is only the intermediate step use imaginary number!

(Just like later quantum mechanics, the intermediate step use imaginary number, but one can only observe real number ... a major debate leading to Coppehegan Interpretation, or just shut up and calculate!)

If imaginary numner i.e  $i^2 = -1$ , it does not exist it seems.

But could it be like the i above and the 0 in babylon above, we can treat it as existed but not ultimately.

In fact this concept also apply to the trial of Galialo!

(Just he does not accept this kind of argument. No tool argument. No just calculate...)

Our mind is bounded as we too used to the magic of the arthimetic since ancient times:

????????????????????????????????

One and Speech are two; two and one are three.

Going on from this (in our enumeration), the most skilful reckoner cannot

reach

(the end of the necessary numbers), and how much less can ordinary people do

so!

see <https://ctext.org/zhuangzi/adjustment-of-controversies>

????????????????????

"The Dao produced One; One produced Two; Two produced Three; Three produced  
All things."

see <https://ctext.org/dao-de-jing>

(Unlike zhuang zi, Laozi may also touch on older modular view of I Ching  
but not necessarily Zhou version; both he and Zhuang Zi likely of one

dynasty before

One has to go back much earlier to know there might be at least 5 sources ...

.)

/\* can stay on natural number stated above ... may have prime/composite number

0 may or may not natural number ...

----- that is gap here as pointed out by the "mad" maths guy

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Once we start to think backward then we have a lot of number/problem/issue:

- reverse of +

rotation of 180 degree or pi radian?

reflection

shift

already unnatural (0 by Indian, -ve by Chinese)

generate integer

/ reverse of \*

have rational number (by Egyptians)

(technically can generate infinite but seems not historical from this line of   
 thinking?)

(lots of strange number like finite decimal, dyadic (final binary), repeating   
 decimal

but one must be careful, the reason why it is that because we try to   
 express say

1/3 as a sum of 1/10+...

/sqrt reverse of one particular type of \*

irrational especially possibly the first example of  $\sqrt{2}$

(proved by geometry then)

... algebraic irrational and a lot of others like our imaginary number

ratio and change

pi (nature unknown and only in 19th century prove to transcendental like e)

ratio of circumference and radius (radian is 2pi because of 2 pi r)

e as the growth rate or change in y is equal to y

complex number

discussed here through algebra

many strange number system now, but unlike many other systems,   
 they ARE NUMBER SYSTEM e.g. you can +/ -/\*//^ etc.

But we must use real number (and in fact can stay on it even if we use imaginary   
 number)

Let us SEE THE MAGIC

Note

$$1 * i = i(i^1) 1 * i * i = -1(i^2) 1 * i * i * i = -i(i^3) 1 * i * i * i * i = 1(i^5)$$

In fact one can see that every 4 operation of i comes back to 1

What is that operation

ROTATION! to be exact rotation of 90 degree or pi/2 radian

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i is not on real number line and is NOT a real number no doubt,  
but could be it is a rotation of real number to another dimension

Things does not exist in the real world may not have consequences in the real world

Think

Outside the box

```

#####
#####
#####

```

In the Northern Ocean there is a fish, the name of which is Kun  
- I do not know how many li in size.  
It changes into a bird with the name of Peng,  
the back of which is (also) - I do not know how many li in extent.  
When this bird rouses itself and flies,  
its wings are like clouds all round the sky.  
When the sea is moved (so as to bear it along),  
it prepares to remove to the Southern Ocean.  
The Southern Ocean is the Pool of Heaven.  
see <https://ctext.org/zhuangzi/enjoyment-in-untroubled-ease>

Once we accept another sky dimension we can no longer bounded by the sea

The metamorphosis of 魚(Kun)→(Peng), no longer a fish but a bird!!!

For those of us never accept another dimesion and never become a big bird, well, one can still have a way to think beyond one's dimension by some trick.

Let us define left turn as the change from 1 to 0 and left turn more from 0 to -1 and left turn one more time from -1 to 0 and left turn for the 4th time from 0 to 1. From a 2d world it is obvious. But even for a 1d being, one can still note the difference (1,0), (0,-1), (-1,0) and (0,1) are different somehow. One can call it rotate 90 degree to the left. One can call it just a change in number in different ways. Still one can appreciaite it in this way.

Further, one can even define imaginary number dimension in the following way, mapping the radius 1 imaginery circle onto the real line, which the Red 1d real guy insisted. How? Simple, we define change to the left angle  $\theta$  as  $(1-\theta)$  radian from 1 to -1 and when reach -1, the left turn continue but by turning  $(-1+\theta)$  radian. Using that it still benefit from many of the multiplication of imaginery number as it effectively project the imaginery number turning into a movement of the real line.

Once we open up i as another dimension  
In fact it has to be 90 degree from real number dimension,  
  
i and 1 could easily AND NATURALLY form a number with 2 dimensional  
  
The other trick now is because it comes from rotation,  
there is a lot of usefulness to it and it is now everywhere!

```

%matplotlib inline
#import /var/mobile/Containers/Data/Application/2C38E445-B03B-4F08-B850-A9AFC5759E32/
↳Library/Application\ Support/com.rationalmatter.junoapp/python-home/lib
#import "/var/mobile/Containers/Data/"

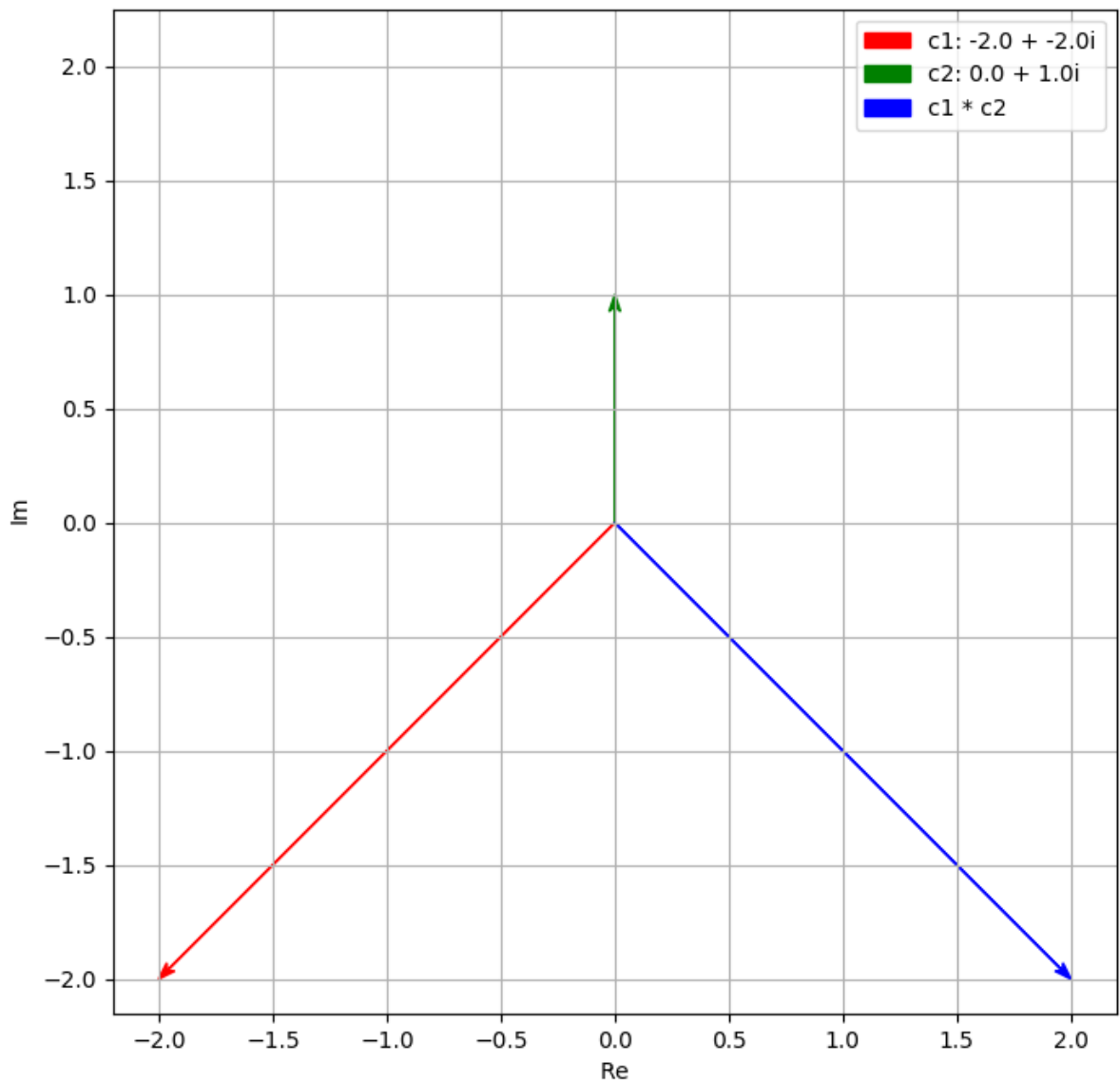
```

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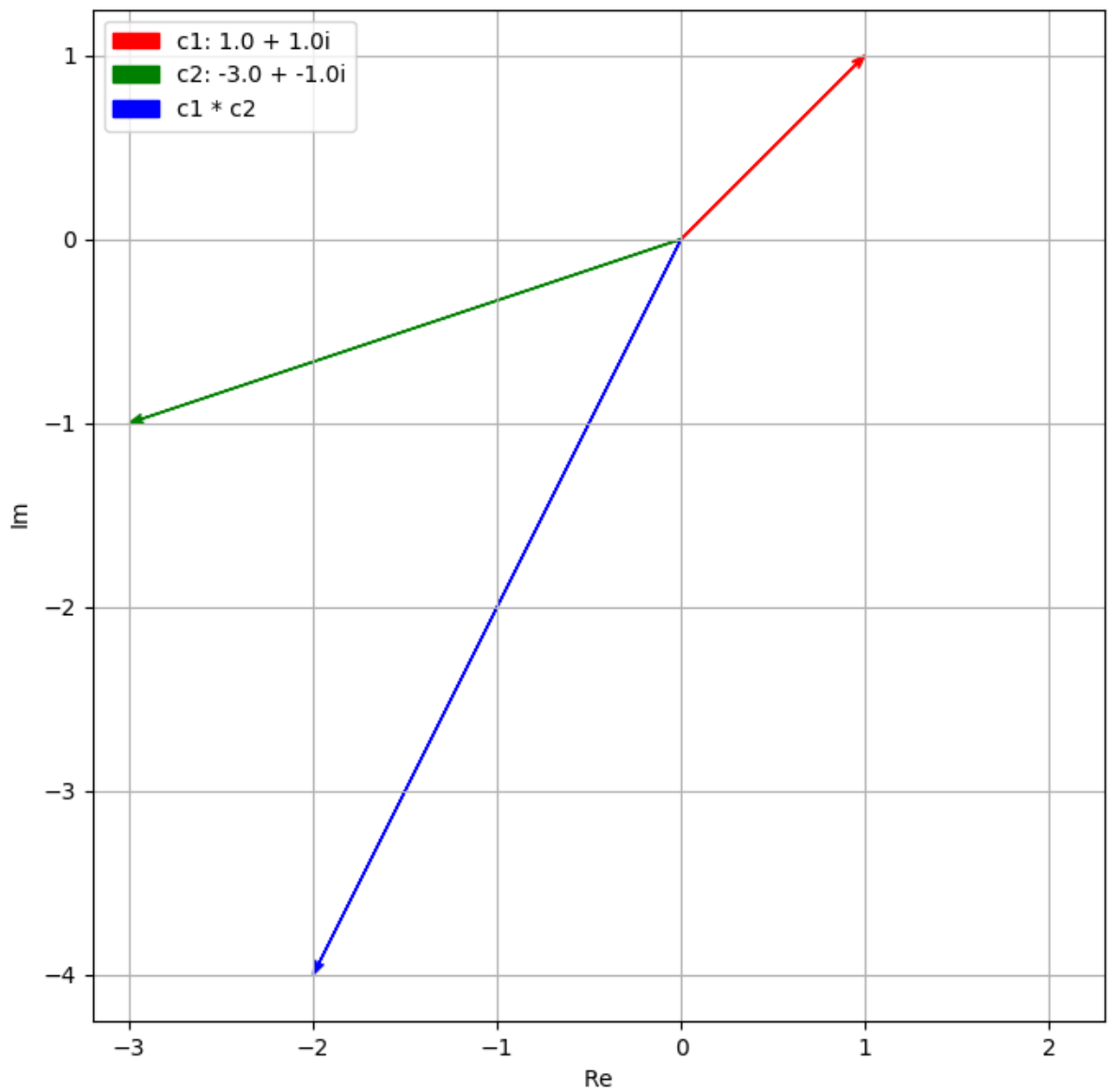
```
import lib.main.a1_i_mul_plot
```

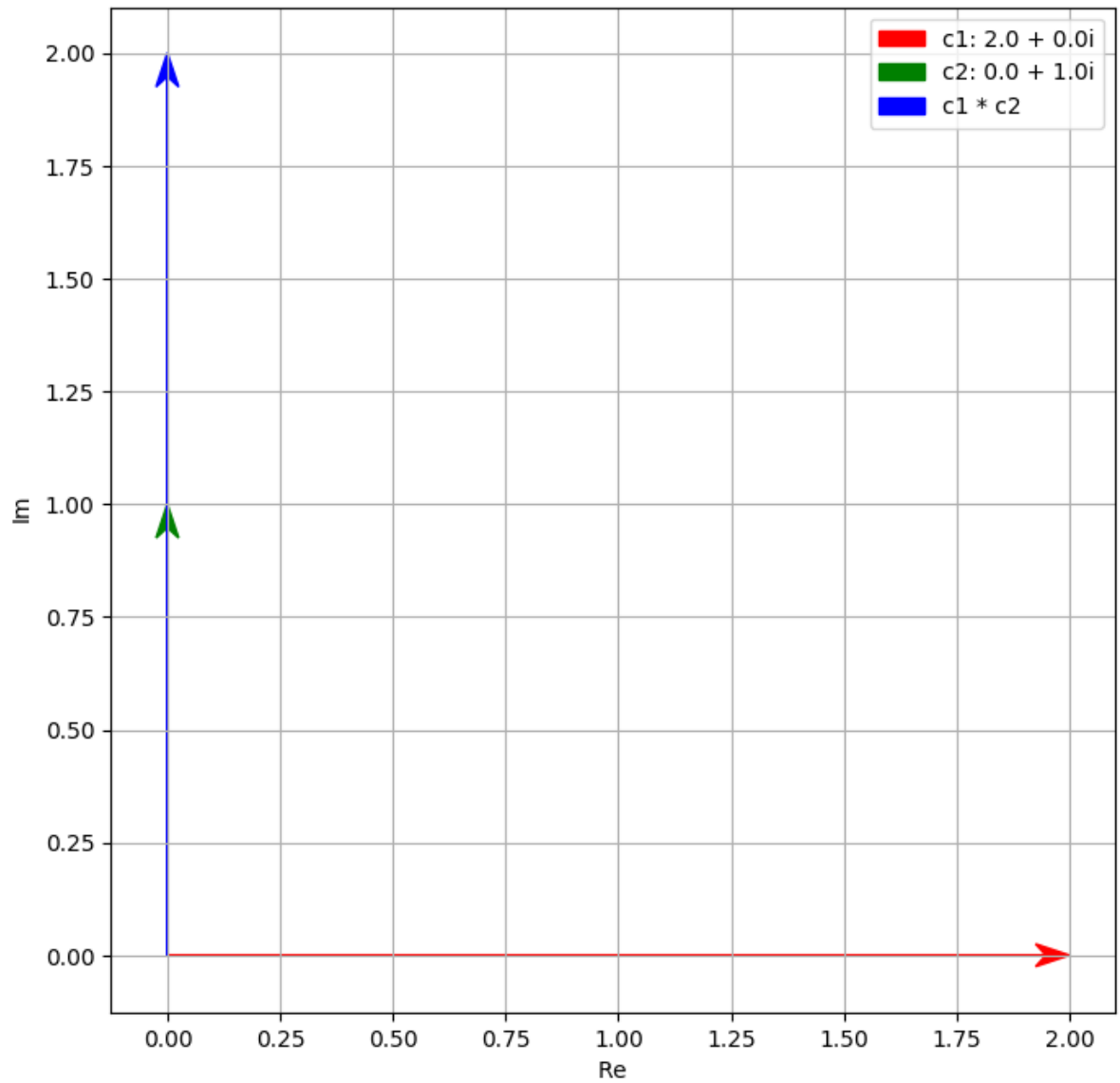
```
lib.main.a1_i_mul_plot  
not via main  
it is a rotation  
and i always rotate 90 degree or  $\pi/2$  radians
```

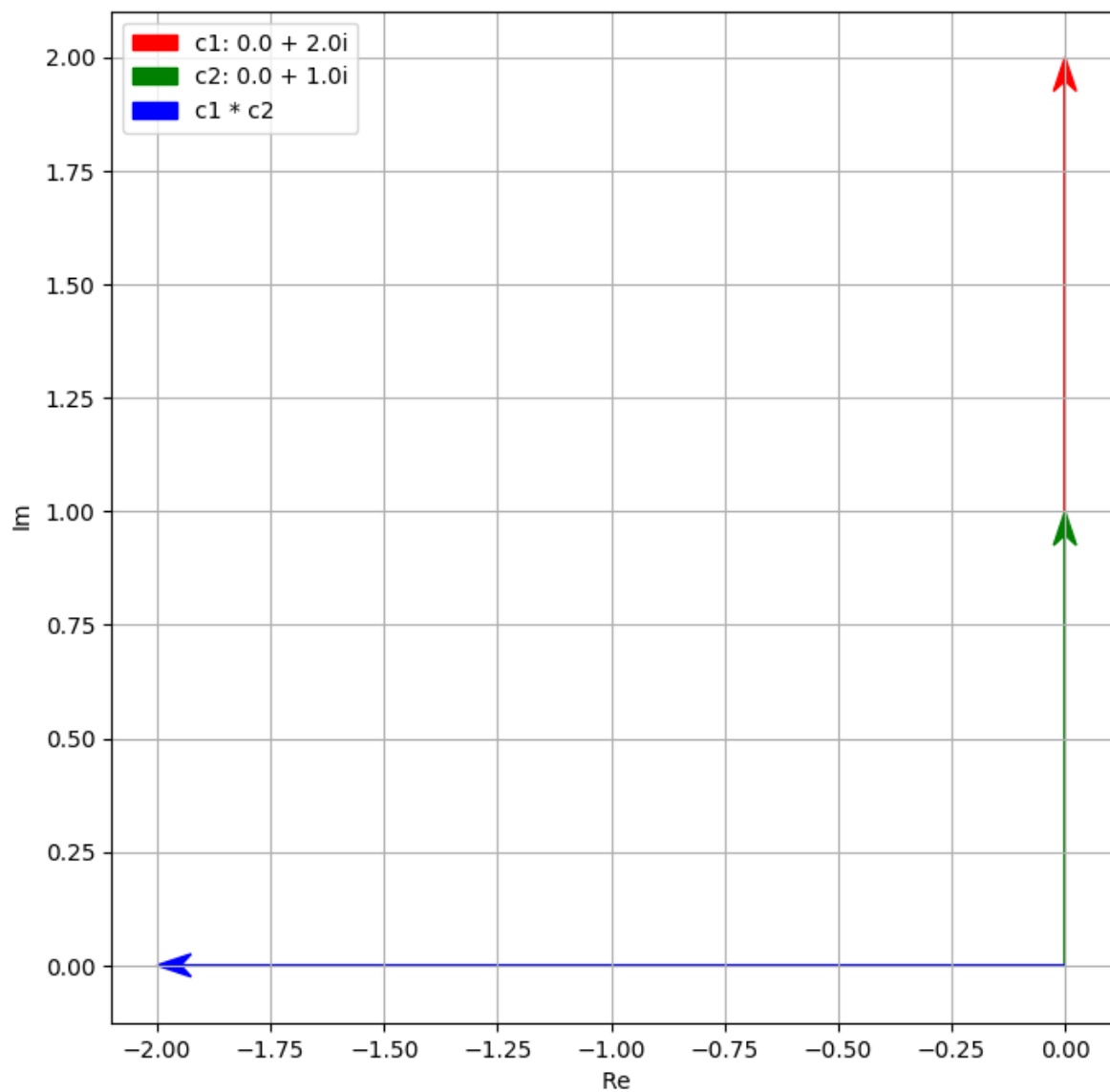


```
%matplotlib inline  
lib.main.a1_i_mul_plot.some_plot()
```

```
-- more example--
```





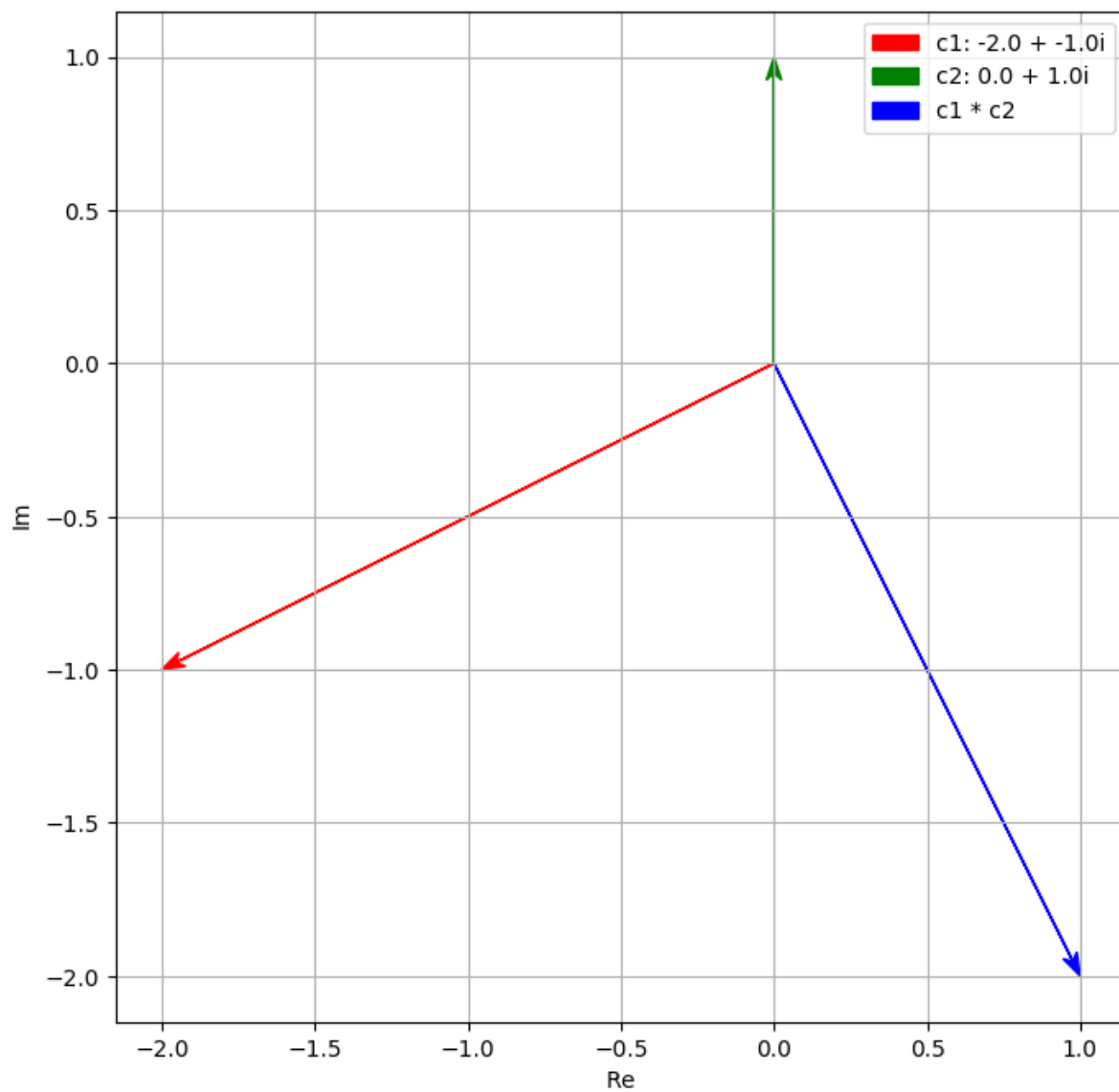




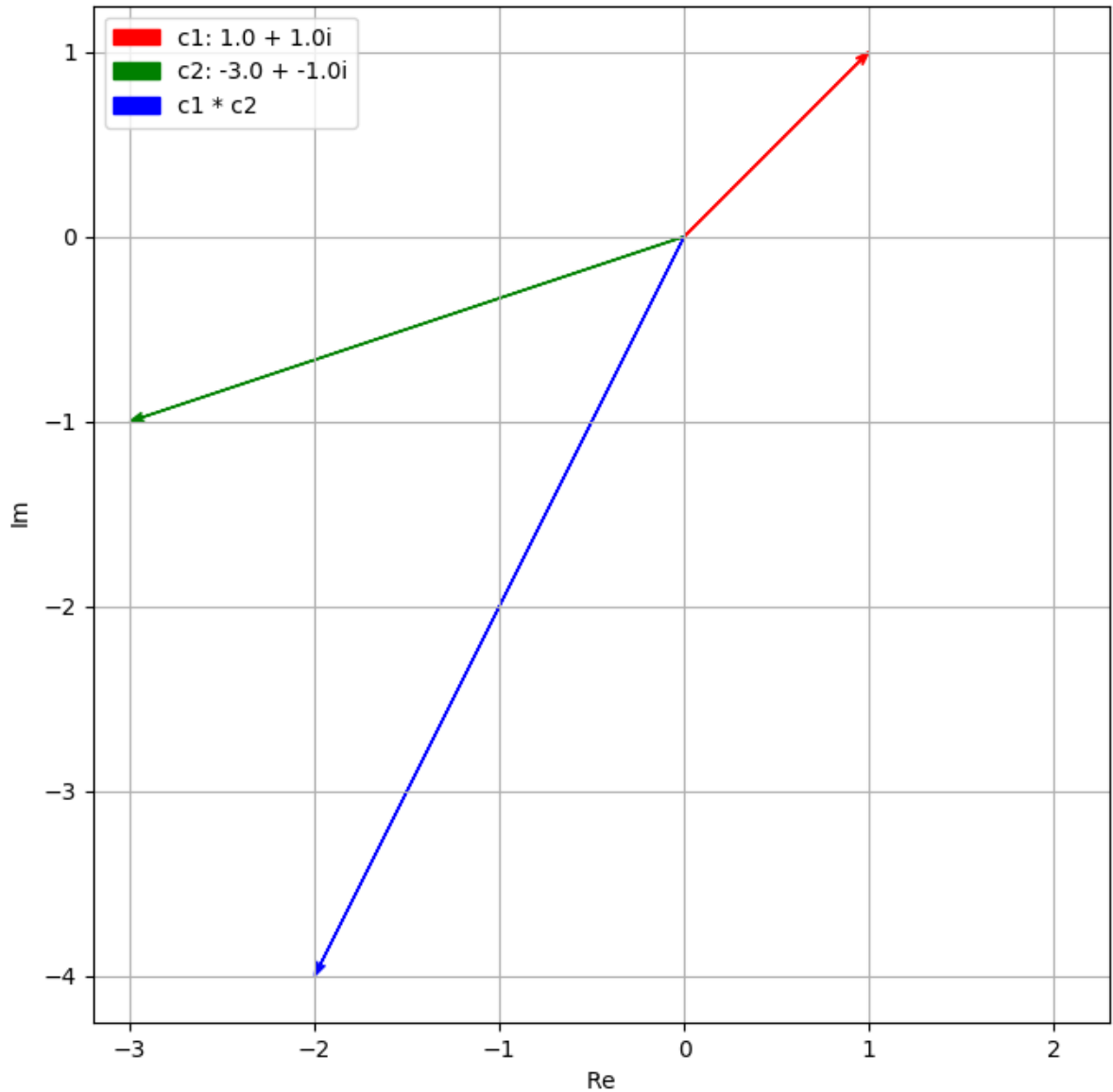










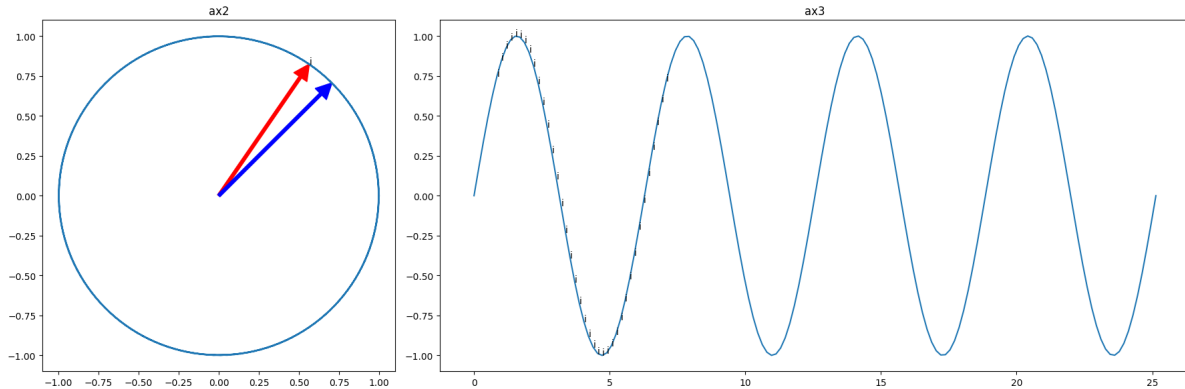


```
#import lib.main.e5_i_anim_hyperplot
print ("c3; red start and blue end")
import lib.main.c3_i_anim_circle_rotate_plot
import numpy as np
lib.main.c3_i_anim_circle_rotate_plot.plot_i_circle(np.pi/4)
```

```
c3; red start and blue end
lib.main.e5_i_anim_hyperplot
not via e5 main
/Users/ngcchk/Documents/Github/gpd2-win-unity1/ipadred-rain/imgno_book1/imgnobk1
not vai c3 main

index: 43
theta4 at 7.253072972046234
a= 0.5653921912399589 b= 0.8248222051356752
```

```
/Users/ngcchk/Documents/Github/gpd2-win-unity1/ipadred-rain/imgno_book1/imgnobk1/
↳lib/main/c3_i_anim_circle_rotate_plot.py:238: UserWarning: The figure layout has
↳changed to tight
plt.tight_layout()
```



and if you change  $\theta$  you can see

- a one dimension being (on x) a periodic change (like as real number being we see  $i, -1, -i, 1 \dots$ )
- or for 2 dimension being (on  $i$  and  $x$ ), you can see a wave!!!

Any number on this 2 dimension plane can work like any other number. It can be added, subtracted, multiplication and divide. (This is different from vector.)

Not just that, given we have a multiplication, and we know there is rotation involved, one can separate any complex number into another 2 dimension (not like  $x$  and  $y$ ), but its multiplication character and its rotation character.

Looking at real number  $c = 2 * 3$   $c$  will be double of 3, or if we  $*c$  it will be  $6*$  hence we know  $*z$  would have one dimension of multiplication of its magnitude, so ...

$$z = \text{magitueof}z * (z/\text{magitueof}z) \text{ or } |Z| * Z/|Z|$$

i.e. we know that  $*z$  will mean using  $|Z|$  to multiply and  $Z/|Z|$  to rotate

In fact we call this the polar form i.e.  $z = |Z| * f(\theta)$  or  $A * f(\theta)$

--> and in the diagram we can even represent it as

$$z = A * (\cos\theta + i\sin\theta)$$

BTW to calculate  $A$  one easy way because complex number is 90 degree rotation, it follows Euclidian Geometry or

$$z = a + bi \text{ then}$$

$$|z| = \sqrt{a^2 + b^2}$$

$$= (a + bi)(a - bi)$$

where  $a - bi$  is the conjugate of  $z$

we will find this useful when the rotation is not Euclidian ...

```
print ("another example - c3; red start and blue end")
import lib.main.c3_i_anim_circle_rotate_plot
import numpy as np
```

(continues on next page)

(continued from previous page)

```
#lib.main.c3_i_anim_circle_rotate_plot.do_anim()
# need to run in terminal for the moment???
```

```
another example - c3; red start and blue end
```

$$z = A * (\cos\theta + i\sin\theta)$$

This does not help us very much as a formula goes

If we rotate  $z_1$  and the  $z_2$

$z_1 * z_2$  involving cos and sin and is very painful

---

However, Euler has studied and found out that

$$e^{i\theta} = \cos\theta + i\sin\theta \leftarrow \text{the Euler equation}$$

substitute it one can get the rotation part is actually  $e^{i\theta}$

$$\text{or } z = Ae^{i\theta}$$

$$\text{For example } z_1 * z_2 = A_1 * A_2 (e^{i\theta_1})(e^{i\theta_2}) = A_1 * A_2 * e^{i(\theta_1 + \theta_2)}$$

$\leftarrow$  NO *cosine* and *sine* but multiplication, addition and power (another thankful one is  $(\cos\theta + i\sin\theta)^n = (\cos n\theta + i\sin n\theta)$  Moivre and Euler)

This will help the next 100+ years of engineering, and maths and ... as rotation is everywhere and now adding of rotation is really just addition!

As beauty if one substitute  $\pi$  into that Euler equation, we have what many call the most beautiful mathematical equation :

$$e^{i\pi} = -1$$

and may we note:

$-1$  is arithmetic unusual thing

$\pi$  is geometry unusual thing

$i$  is algebra unusual thing

$e$  is calculus unusual thing

They are from total different field of human endeavour ... and somehow these unusual all join up into this

### EULER IDENTITY

Unfortunately and may be fortunately someone observe that  $i$  nature is rotation and hence if one observe how  $i$  rotate, one can generate wave as seen above.

And if one note that the change of this  $i$  is related back to itself, a guy actually create a quantum mechanic out of this imaginary number

change of wave over *time* =  $i * [\dots]$  \* wave itself  $\leftarrow$  basic Schrödinger equation

— Part 1 finished with some quantum mechanics puzzle

we can only observe real number The rotation is there but we still see the real number Like the one dimension man only see  $x$  not  $i$  in the rotation demo Why one can use magnitude to observe as probability Random is built-in and determine in the last instance and not before And what happen to the The Schrödinger Cat then

Discrete and minimum energy, ... any other discrete

---



Uncertainty principles ...

BTW, real world offer more rotation ...

not only we have rotate 360 as  $i$ , but we also rotate 720 degree to go back to itself ... and like the song "love always around us" in 4 wedding, it is all around us! may be in the future we talk about electron!

Also, you may note it is  $i$ , but actually someone has expanded into 4 dimension and it is use in every computer game when you rotate a character you fit the transformation into this 4 dimension rotation ...



## 4. IMAGINE ANOTHER IMAGINERY NUMBER AND SPLIT IT OUT

```
## overall

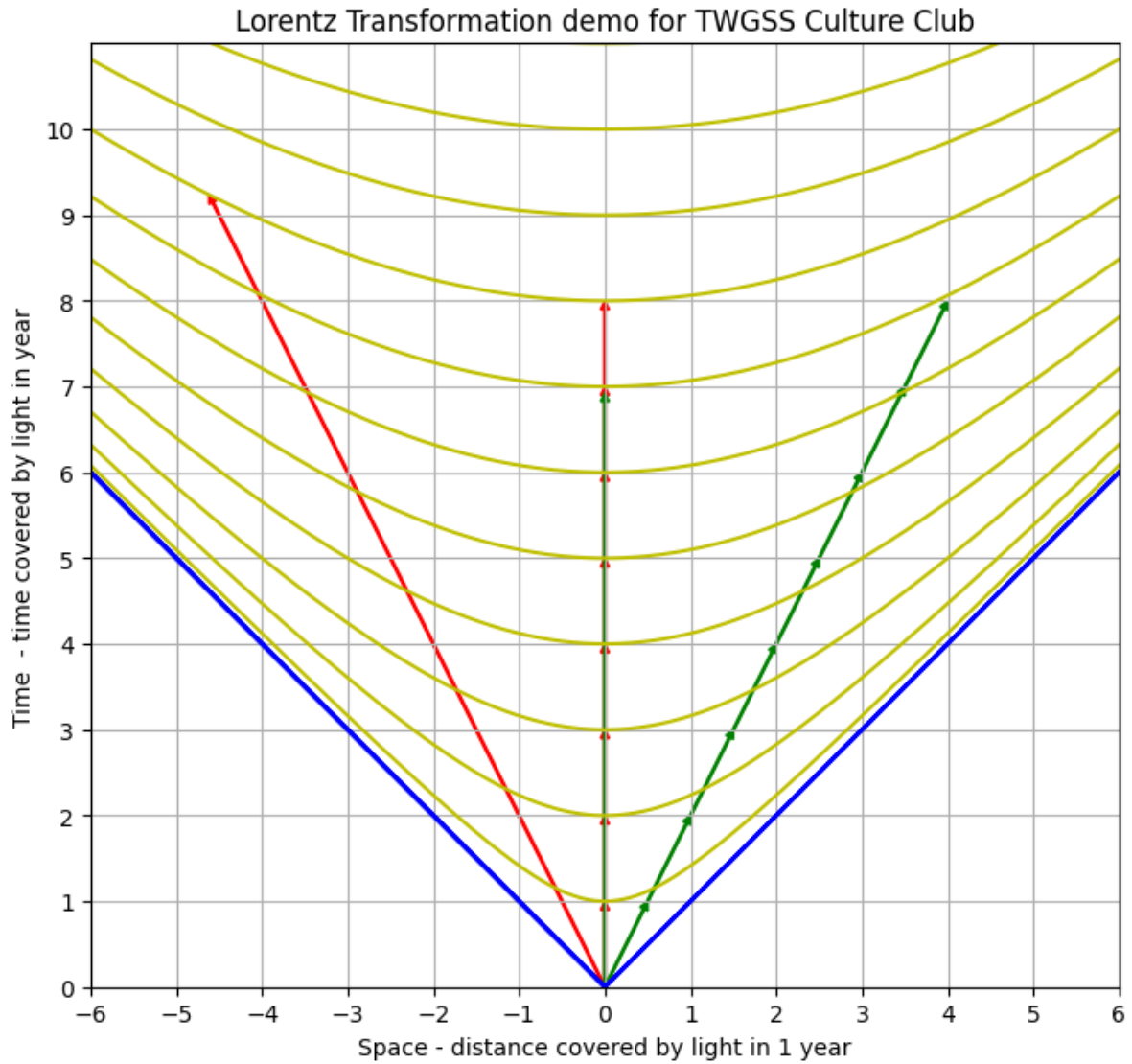
### some questions

#### red left need step to show the time dilation
#### green needed dotted line to show the length dilation (using circle?)
#### light also need steps to show whether as seemed to demo by the machine it is_
    ↳affected by the velocity
#### even if its speed does not?

import lib.main.e5_i_anim_hyperplot

print(lib.main.e5_i_anim_hyperplot.lorentz_t_t00())
print(lib.main.e5_i_anim_hyperplot.lorentz_t_f00())
lib.main.e5_i_anim_hyperplot.hyperplot_and_tell()
```

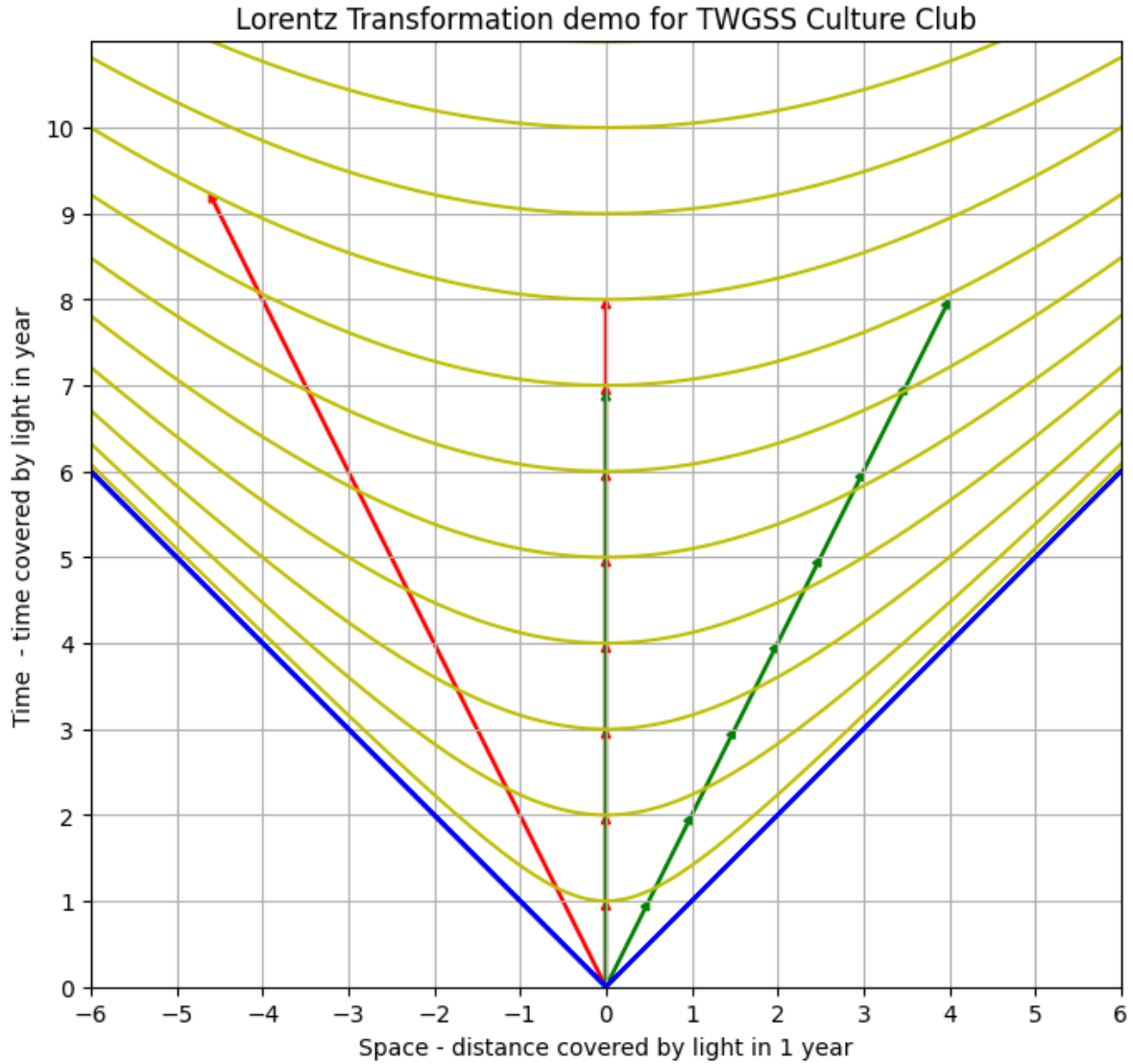
```
lib.main.e5_i_anim_hyperplot
not via e5 main
[0, 6.928203230275509]
[-4.618802153517006, 9.237604307034012]
```



```
import lib.main.e5_i_anim_hyperplot

print(lib.main.e5_i_anim_hyperplot.lorentz_t_t00())
print(lib.main.e5_i_anim_hyperplot.lorentz_t_f00())
lib.main.e5_i_anim_hyperplot.hyperplot_and_tell()
```

```
[0, 6.928203230275509]
[-4.618802153517006, 9.237604307034012]
```



## 5.1 The other imaginery (complex) number

If quantum mechanic is about the rotation, one observe is that its magnitude  $|z|$  does not change during rotation. The reason is that its magnitude is :

$$|x + yi|^2 = (x + yi)(x - yi) \text{ i.e. } \text{its conjugate multiply or } x^2 + y^2$$

which is the formula for the circle. The circle radius does not change. The key precisely because the terms multiple, it is

$$x^2 + xyi - xyi - y^2i^2 \text{ and the } i^2 \text{ makes the last } -y^2 \text{ becomes +ve.}$$

### 5.1.1 What if we invent another imaginary number call split complex number where

$$**j^2 = +1! **$$

### 5.1.2 Well, you may say it is pointless, as j is just 1;

But that is not true even in ordinary mathematics we talked as  $j$  can be  $+/-1$  and not the same as 1. That is you cannot exchange 1 with  $j$  as you miss  $-1$ . It is another dimension from ordinary real number even though in this case it looks more like a real number. And on the real number as well4-1.

### 5.1.3 also look carefully

Whilst we have very similar arrangement for its magnitude to be:

$$|x + yj|^2 = (x + yj)(x - yj) \text{ i.e. } \text{ still its conjugate multiply or } x + yj * x - yj \text{ but its result is different } x^2 - y^2$$

Note the negative sign there. This is because now

$$x^2 + xyj - xyj - y^2j^2 \text{ and the } j^2 \text{ is } +v \text{ and hences the } -y^2 \text{ remain -ve.}$$

Hence, similarly we have **rotation** involved. But it no longer rotate across a circle. Instead its magnitude is still a constant but draw 2 lines and 4 hyperbola i.e.

$$|A|^2 = (a + bj)(a - bj) = a^2 - b^2.$$

The -ve sign totally change thing. Hence it will rotate like a hyperbola and not a circle4-2.

### 5.1.4 Any Use?

In many maths history, its evolution is independent from others. Whilst I definitely would not agree for ultimately, foundationally, in the last instance etc., I would say sometimes it can dormint for years/decades/centuries. But in this case, it is not. It is picked up and found to be useful in understanding spacetime and relatively.

### 5.1.5 How?

Well, it turns out our spacetime are related like this

$$(ct)^2 - x^2 - y^2 - z^2 \text{ or}$$

If concentrate on only time and say one of its dimension said  $x$ , it would be

$$(ct)^2 - x^2 \text{ or you can see if one plot } ct \text{ on the y-axis and the } x \text{ as x-axis, one becomes}$$

it is in the  $x^2 - y^2$  format, just like the magintude of the split imaginary number.

## 5.2 Result

\*\* All those talk about time dilution and length contraction ... all because of it is in the split complex number world4-2](#fn2). \*\*

---

In our real world, not only we live in imaginary number as a quantum being , We also live in split imaginary number as a relativity being4-3.

---

### Footnote

4-1 To be honest it can have infinitely number of solution it can be even once we accept you can have 2 dimension ... why not?

4-2 Actually later we find out in the space like area, actually the length contraction did draw a circle and can e said to use just normal imaginary number.

4-3 I am not sure I want to involve the third kind of imaginary number well ...





## 5. PART 2 - ON REALITY USING IMAGINARY NUMBER

```
#import lib.main.e5_i_anim_hyperplot

#print(lib.main.e5_i_anim_hyperplot.lorentz_t_t00())
#print(lib.main.e5_i_anim_hyperplot.lorentz_t_f00())
#lib.main.e5_i_anim_hyperplot.hyperplot_and_tell()
```

### 6.1 The real world

#### 6.1.1 part 1 (should be A3 or repeat) Galileo relativity and the absolute time

#### 6.1.2 thinking in relative terms, at least for velocity

As discussed before, Galileo actually should be credited with the one who did the thinking in relativity. Later, Newton's three laws are all consistent with this view.

Basically, there is implicitly absolute time.

But velocity is relative. There is no absolute velocity and each observer has its own view of velocity. In particular, all observers basically see themselves/herself as stationary and everything is moving. And by observing others, he knows that maybe he is at rest or in a velocity, but all the others are relative to him. If he travels 100 km/hr, a train traveling 110 km/hr would look like 10 km/hr. There is no absolute velocity but observer dependent.

This is how the worldline shifts when one changes from one observer to another. You can look that the time does not change. All events occur with the same time frame (5 units of time). It is just a change of the velocity (but not randomly as each velocity is related to the others when there is a change in observer. Still not absolute one.)

#### 6.1.3 the surprise - there is a constant light speed

Whilst we can empathize and imagine, one can never be two observers at the same time. Hence, there is no absolute velocity. Then the bad news as we found that light velocity is absolute (in an inertial frame). The above diagram shifts everything. A being traveling at half light speed should see light speed cut in half, instead see it the same. And there is no reason why it cannot exceed light speed. Why is there a constant here?

### 6.1.4 A new constant in Town and it is the difference that matters

Here the new kid or constant or invariant is not time itself (or space for that matter), but a joint-in-the-hip of them both.

Basically it is the difference between time and space that is constant for any event.

The world can now be understood, like using imaginary/complex number for rotation over real number lines, by using split imaginary/complex number for rotation over the spacetime.

The world is divided into 3 groups (and let us ignore y and z axis for the discussion):

1. The light wave which has the difference as zero:

-  $0^2 = ct^2 - x^2$  2. The spacetime world have a timespace constant agreed by all observers but no independent time and space value can be agreed on, like velocity

- 2.1. where we have a future and a past

$$- mytime = ct^2 - x^2 ???$$

- 2.2. The space world which we have separation and distance

$$- mydistance = ct^2 - x^2, but not length ???$$

In this world, because  $0 * whatever = 0$  we know that light wave velocity is not affected by the velocity of whoever.

Which reflect the general formula

$$x^2 - (ct)^2 = constant$$

To have a geometric understanding, we try to fix the light first. As its speed is a constant, we can just use travel at 45 degree or 1 sec as one unit on the time axis pointing upwards and 300 million meter as one unit on the x axis. In fact we usually take  $ct$  not just  $t$  and hence both x and y axis have the same unit. 2 observers crossing each other at one point, we will set that crossing point as origin, the speed they travel assume constant will be  $v$  and  $-v$  and the line of operation (as we can orient the world so that only x matters). We will have a diagram like this:

###Graphic (2 observer, red at rest and green move at  $+v$  or to the right)

###Graphic (same 2 observer, but green is the observer and is at rest and red move at  $-v$  or to the right)

### 4 or 2 graphic  
 ### then 2 to compare the difference between galileo or "common sense" and the light  
 ↳ speed is a constant and hyperbola world

Graphic see

One observer (red, point upward as  $x=0$  and  $t$  ever-increasing) Two observer (red + green) View from first (red point upward and green to the right) View from second (red point to the left and green now point upwards as at rest) Note the rotation is using hyperbola as whatever frame rotate there is a constant  $s^2 = t^2 - x^2$

And most important if you just look at time, you can see it shorten and so is length. Because it is the difference between time and space that matters. Individual dimension it change this way because of the negative side. (BTW, some textbook do  $x^2 - t^2$ .)

Time dilution (GPS satellite) Length dilution (Muon)

More complicated case not cover:

1. Twin Paradox (a third blue observer, acceleration or doppler)
2. Geometry change from inertia to acceleration or Rindler not Gravity
3. Then how about the whole geometry from flat to curved due to mass (General, using projective and differential geometry, plus group ...) (Not about acceleration as in 2, as gravity is not acceleration)

4. other imaginary or complex number like dual number

Finally, the complex number and split complex number has joined as Quantum Field Theory Or the wave travel in relativity manner, – its vibration follow the complex number – but its velocity follow the split complex number (a hyperbola worldline).

BTW, sadly that is already 50+ years ago.

Unfortunately we still do not have the wave onto the general relativity – projective geometry and differential geometry ...

Thanks for your patient and attention.

We live briefly in these 2 imaginary number (and more) world.

What you see is NOT real or at least NOT JUST REAL!

#### **Footnote**

5-3

5-1 Why there are constants like  $G$ ,  $c$ , ... etc. or  $1/???$  is still a mystery to these days.

5-2 ??? velocity is same but can the time tick different when doing shift due to velocity, and if put a sensor on the light rate and if we move can the left and right sensor detect different time/distance even though they measure the same velocity????

5-3 ???



## APPENDIX - MAY BE NEEDED FOR REFERENCE

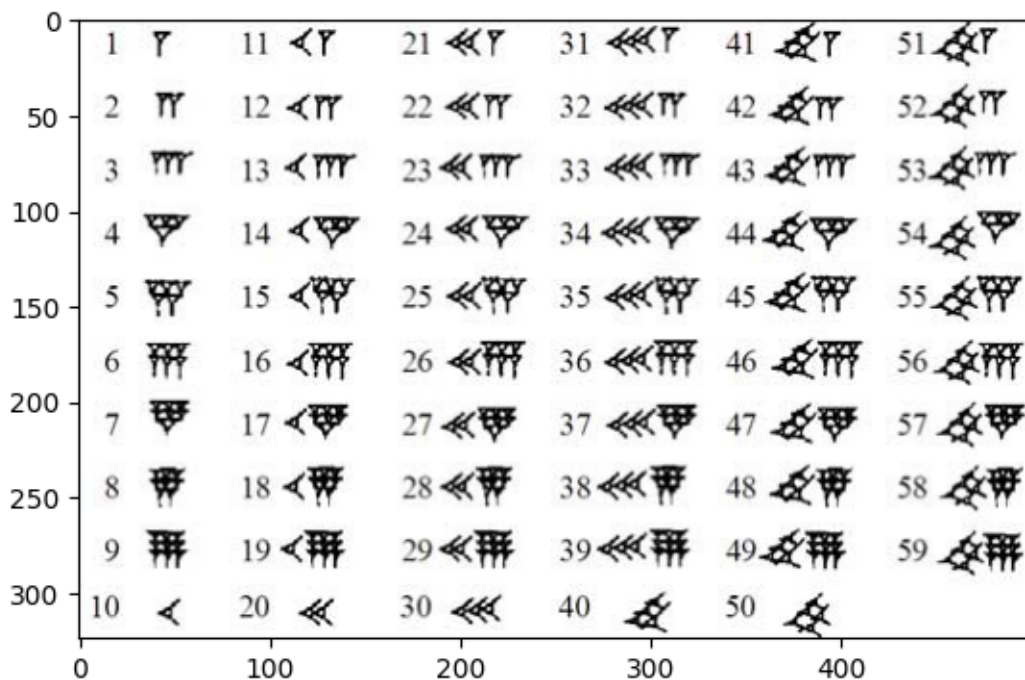
```
import os  
  
print(os.getcwd())
```

```
/Users/ngcchk/Documents/Github/gpd2-win-unity1/ipadred-rain/imgno_book1/imgnobk1
```

```
import lib.main.a0_babylon_pos_0
```

```
not in main of a0
```

```
lib.main.a0_babylon_pos_0.display_img(1)
```



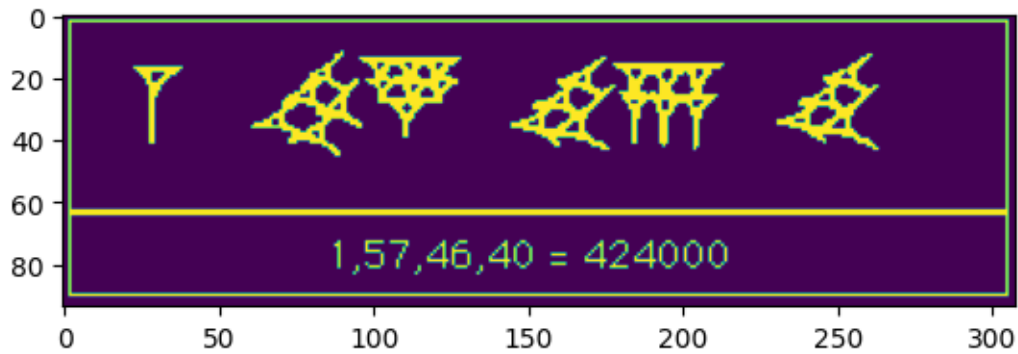
note  
a) there are only 2 symbols 1 and 10

(continues on next page)

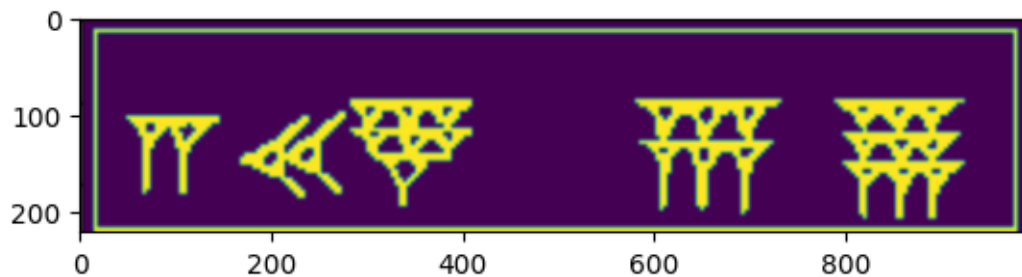
(continued from previous page)

b) every number is actually by placing and counting number 1 and number 10  
→out; FULLY  
c) reaching 59 then what ... 60 is a problem let us skip it first ; -P

```
lib.main.a0_babylon_pos_0.display_img(2)
```

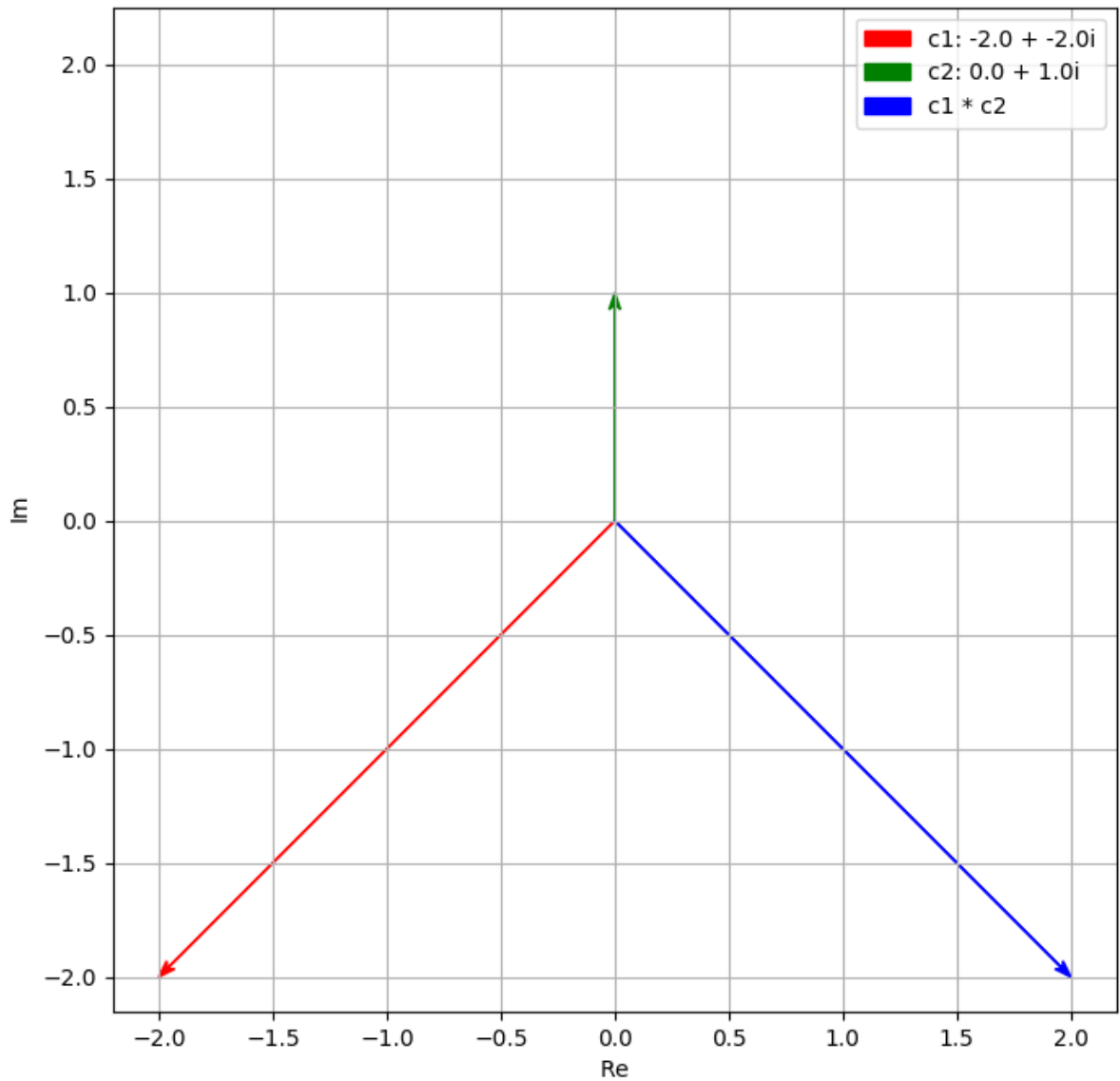


```
lib.main.a0_babylon_pos_0.display_img(3)
```



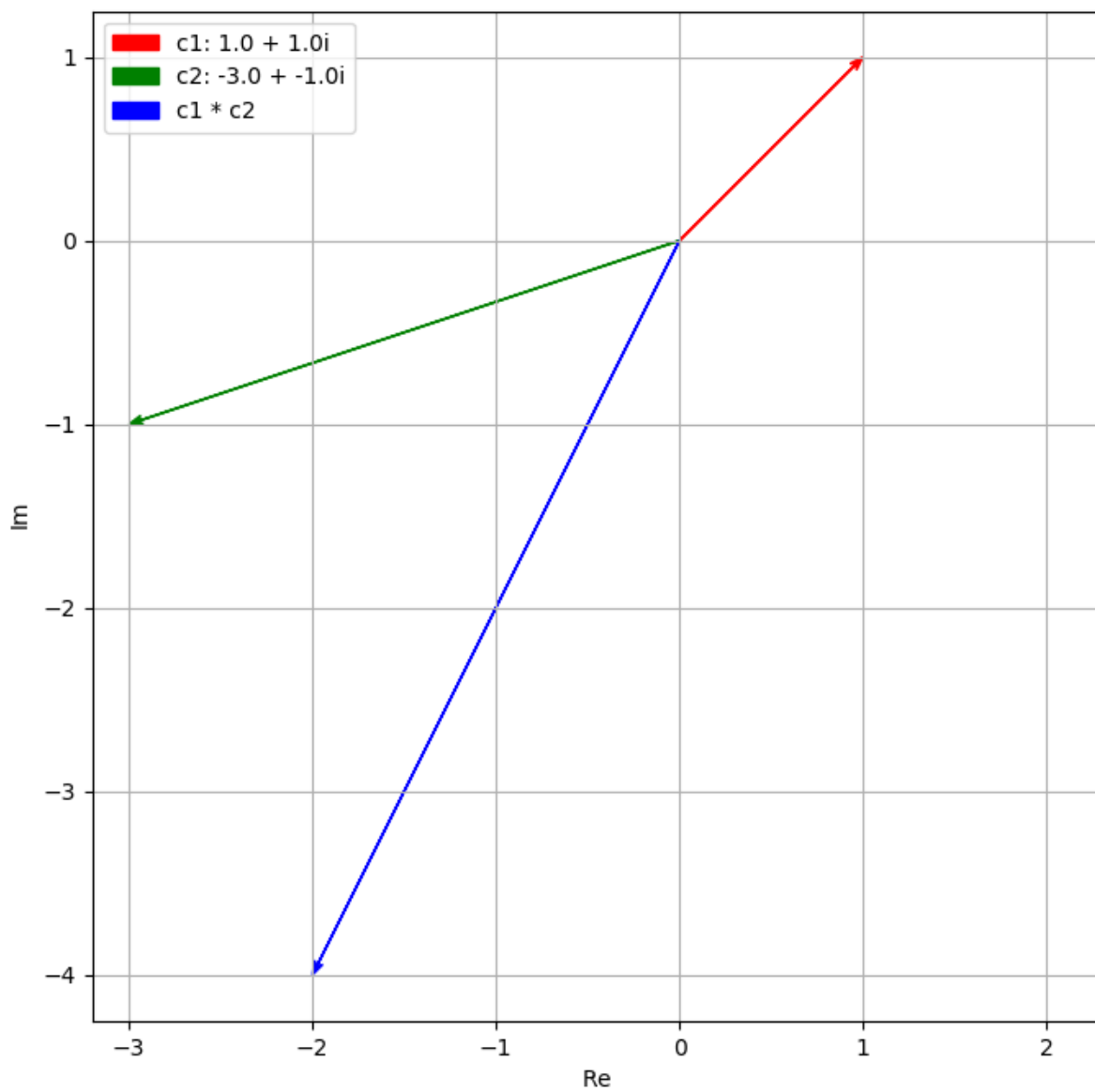
```
%matplotlib inline  
import lib.main.a1_i_mul_plot
```

```
lib.main.a1_i_mul_plot  
not via main  
it is a rotation  
and i always rotate 90 degree or pi/2 radians
```

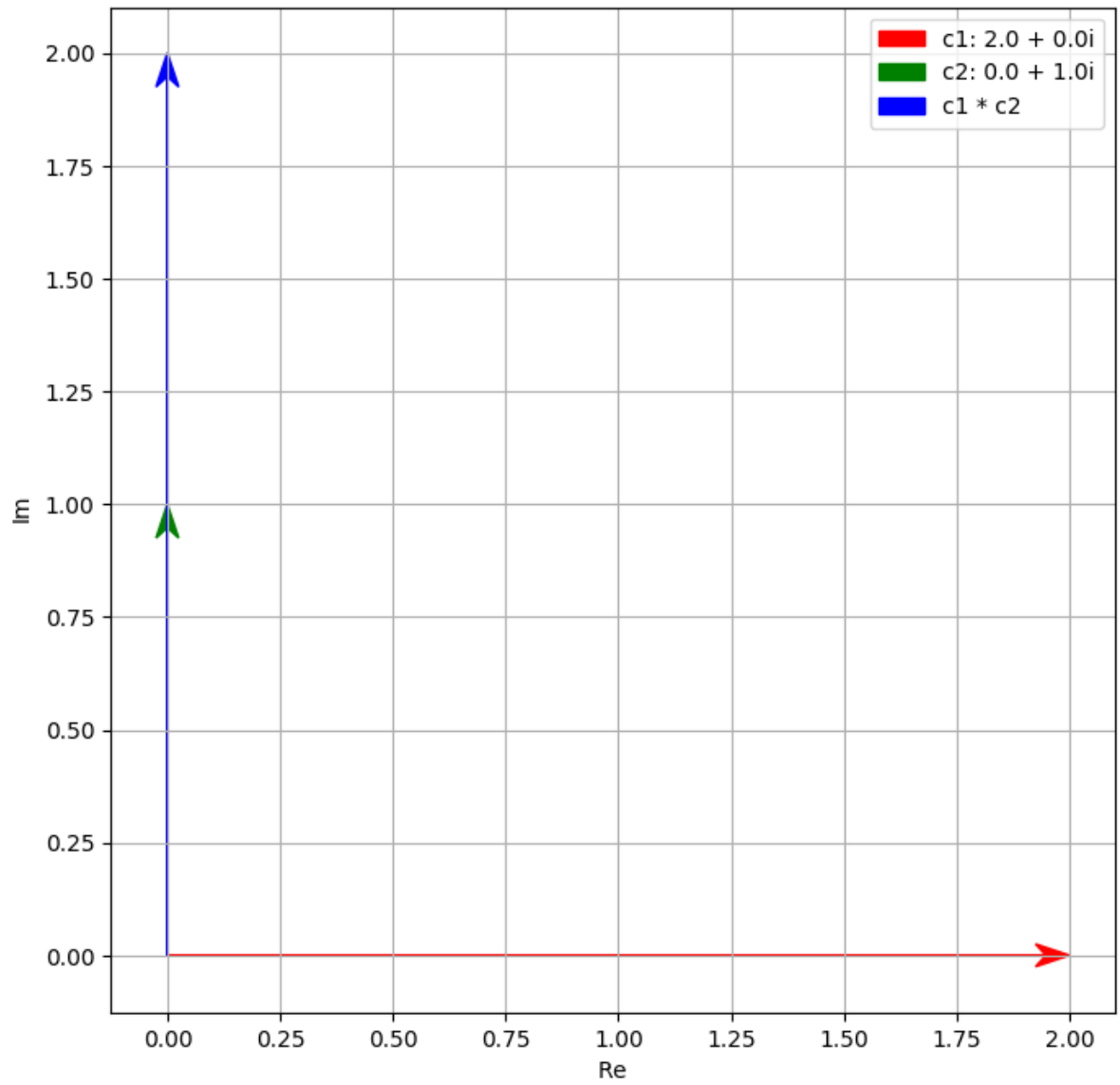


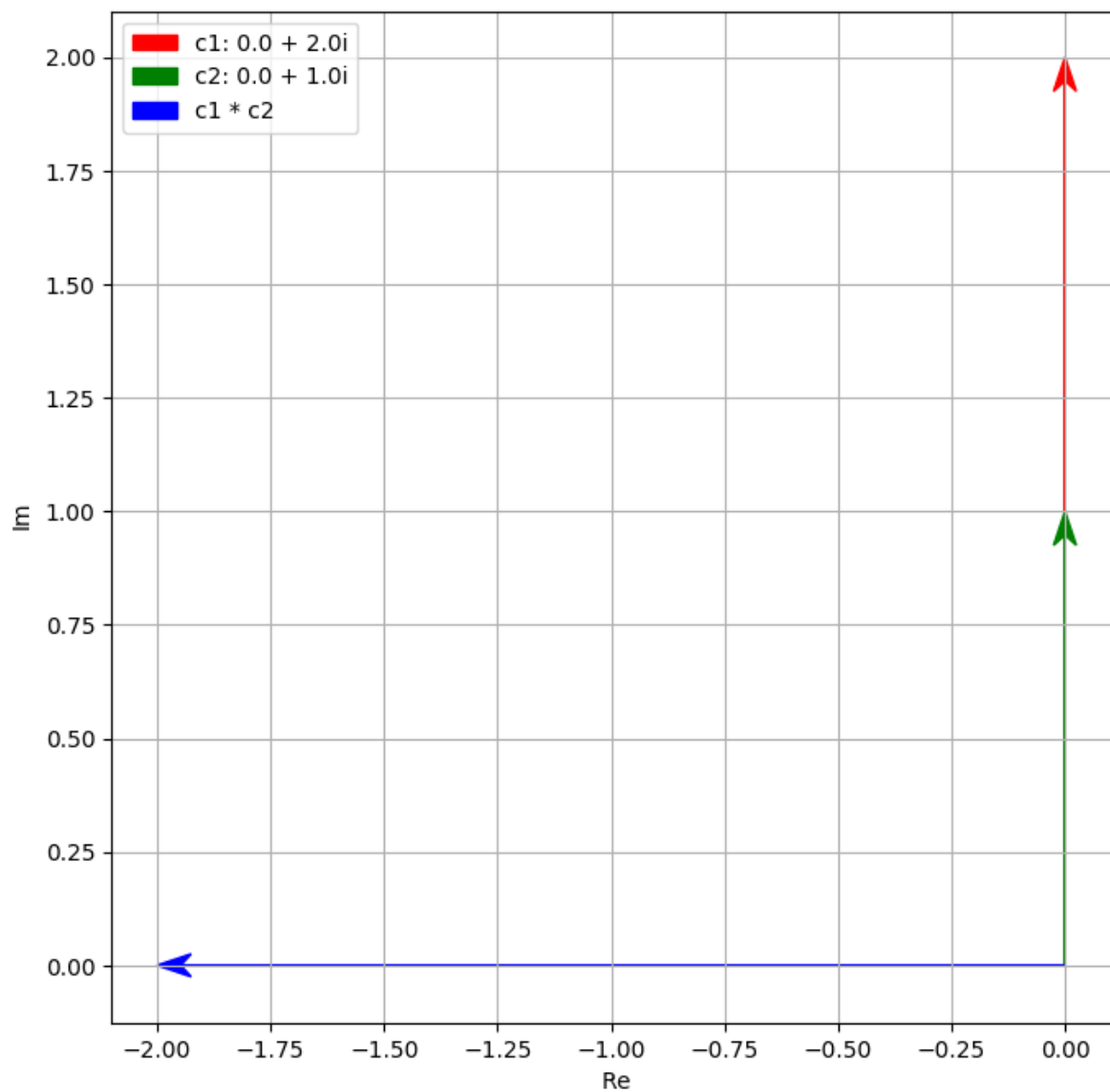
```
%matplotlib inline  
lib.main.a1_i_mul_plot.some_plot()
```

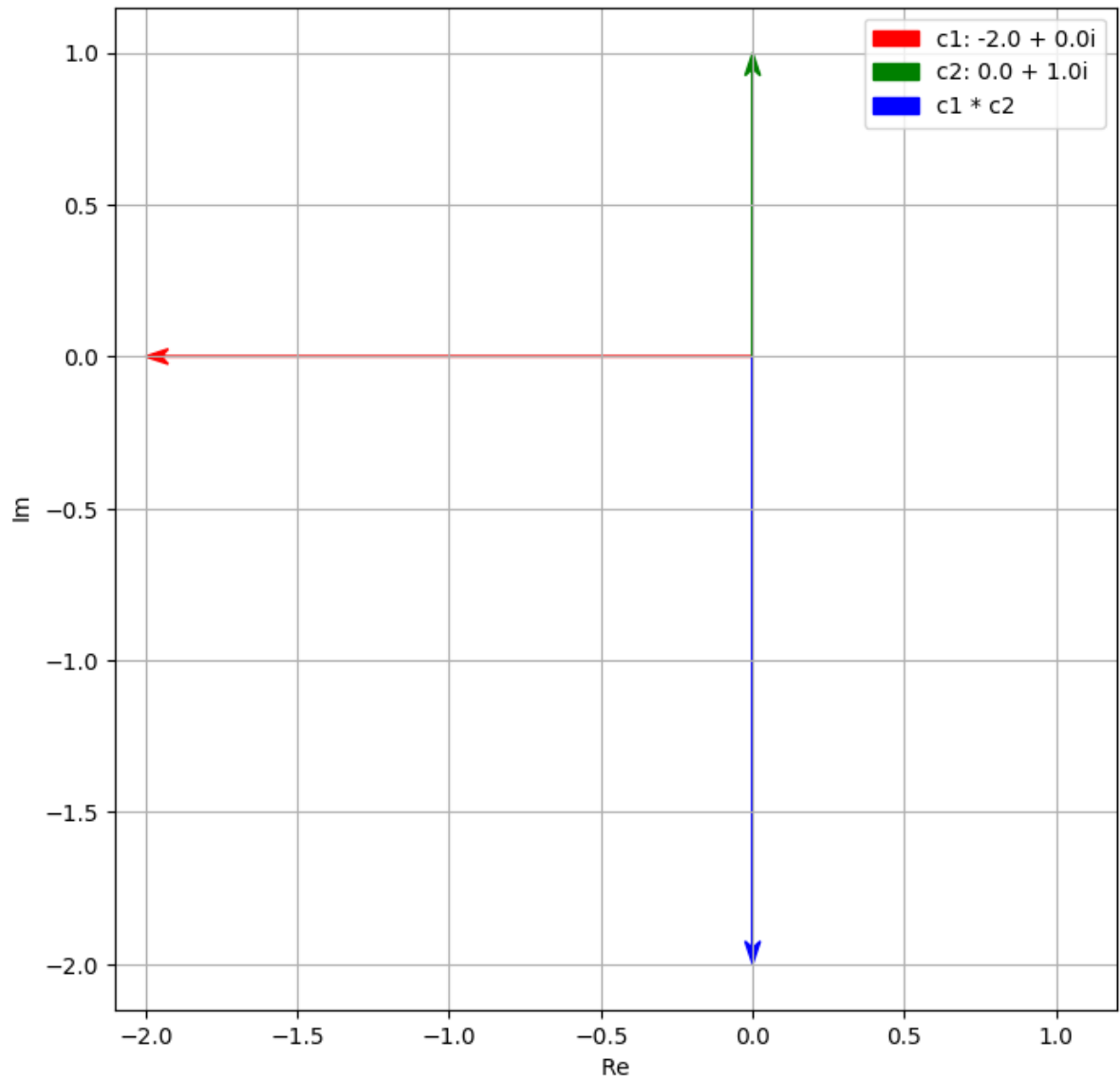
```
-- more example--
```

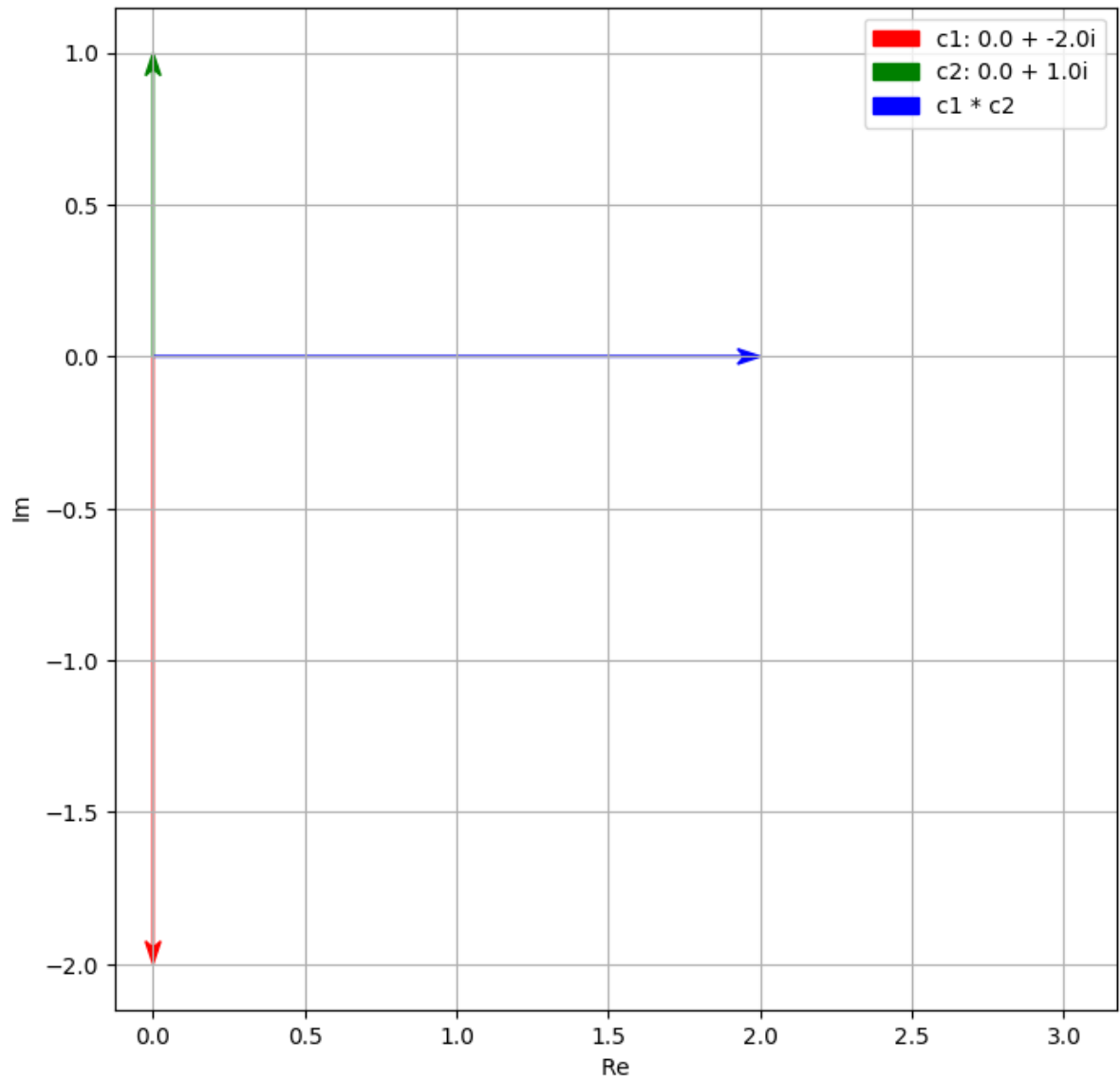


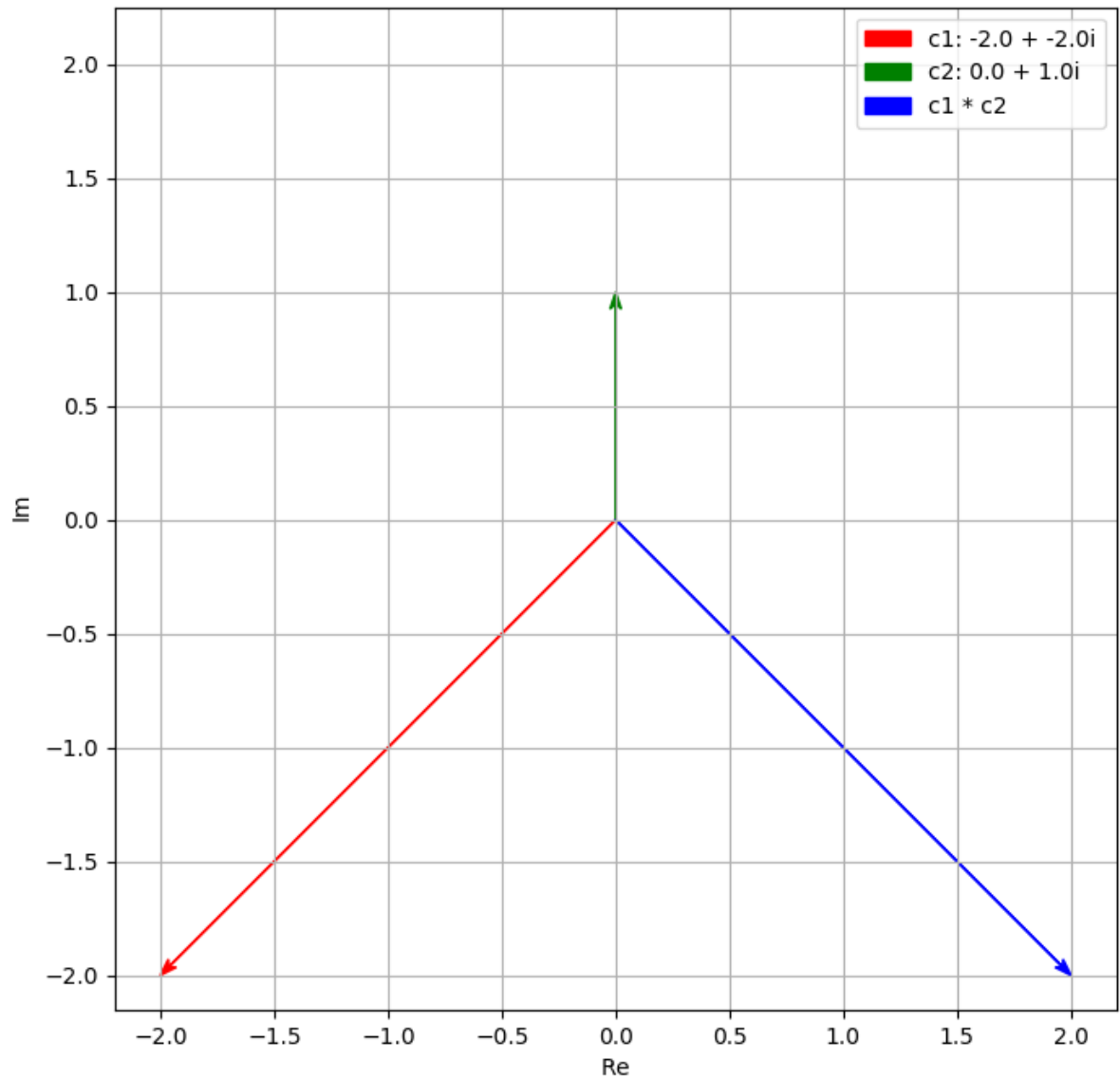


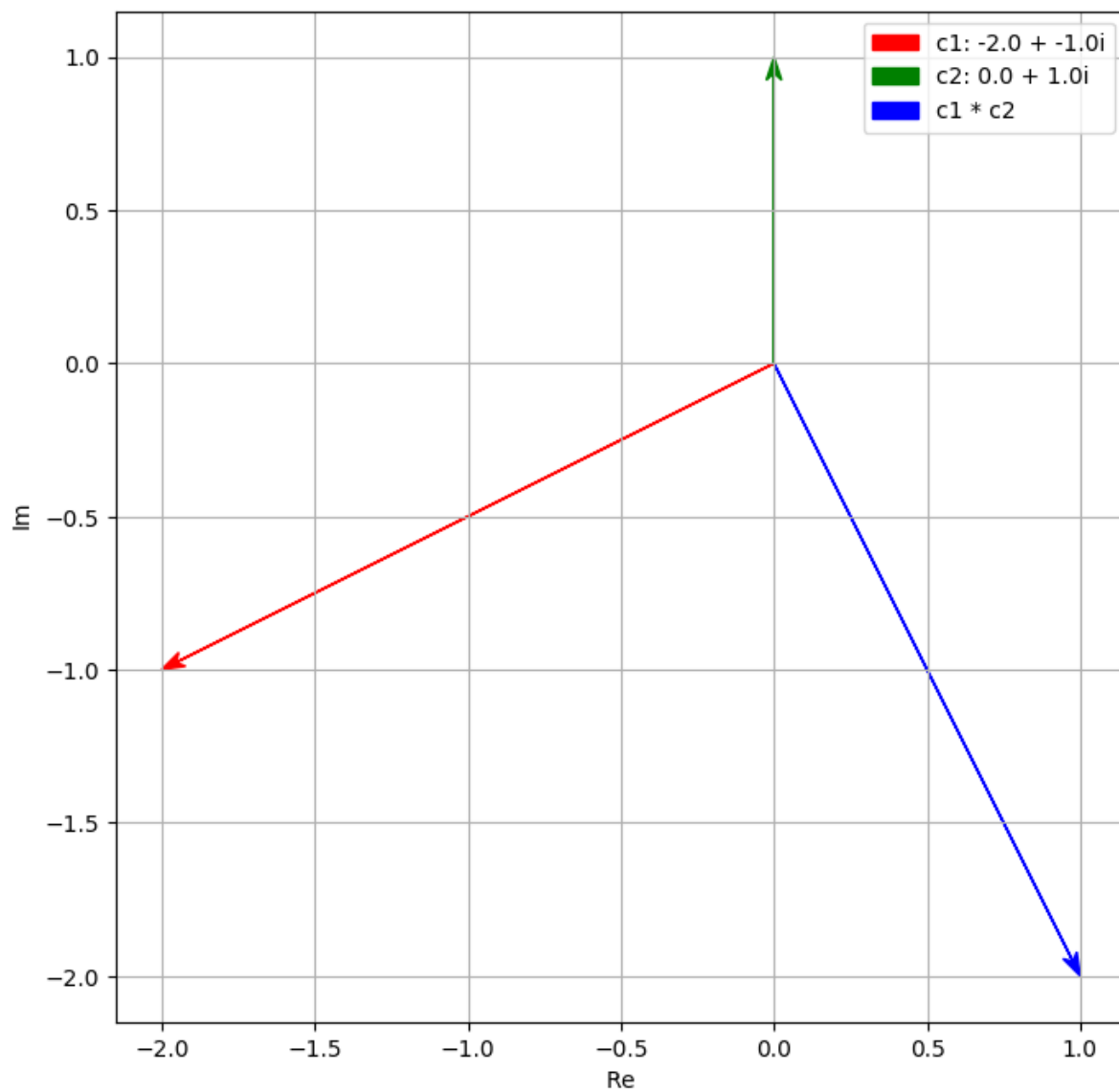


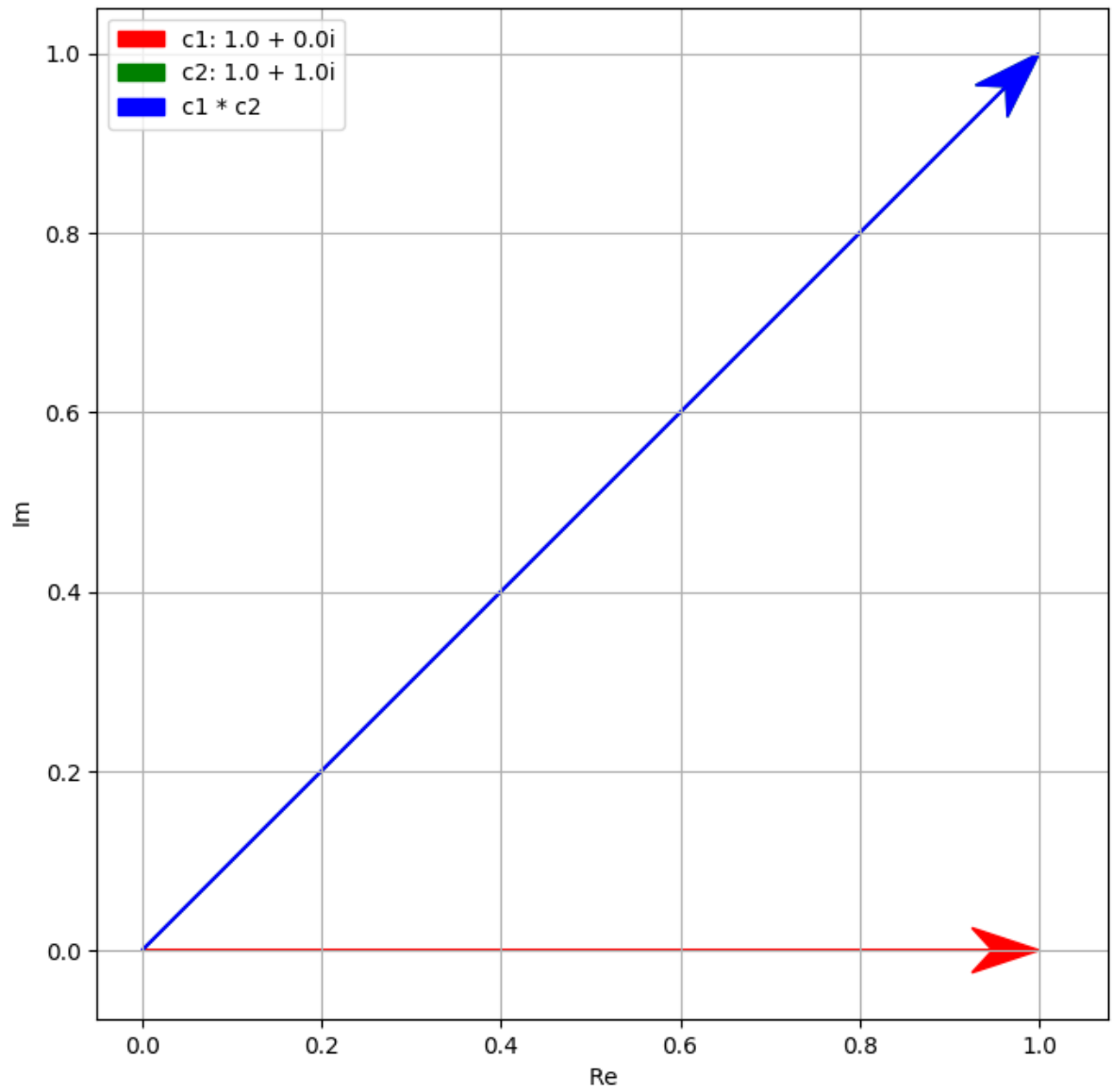


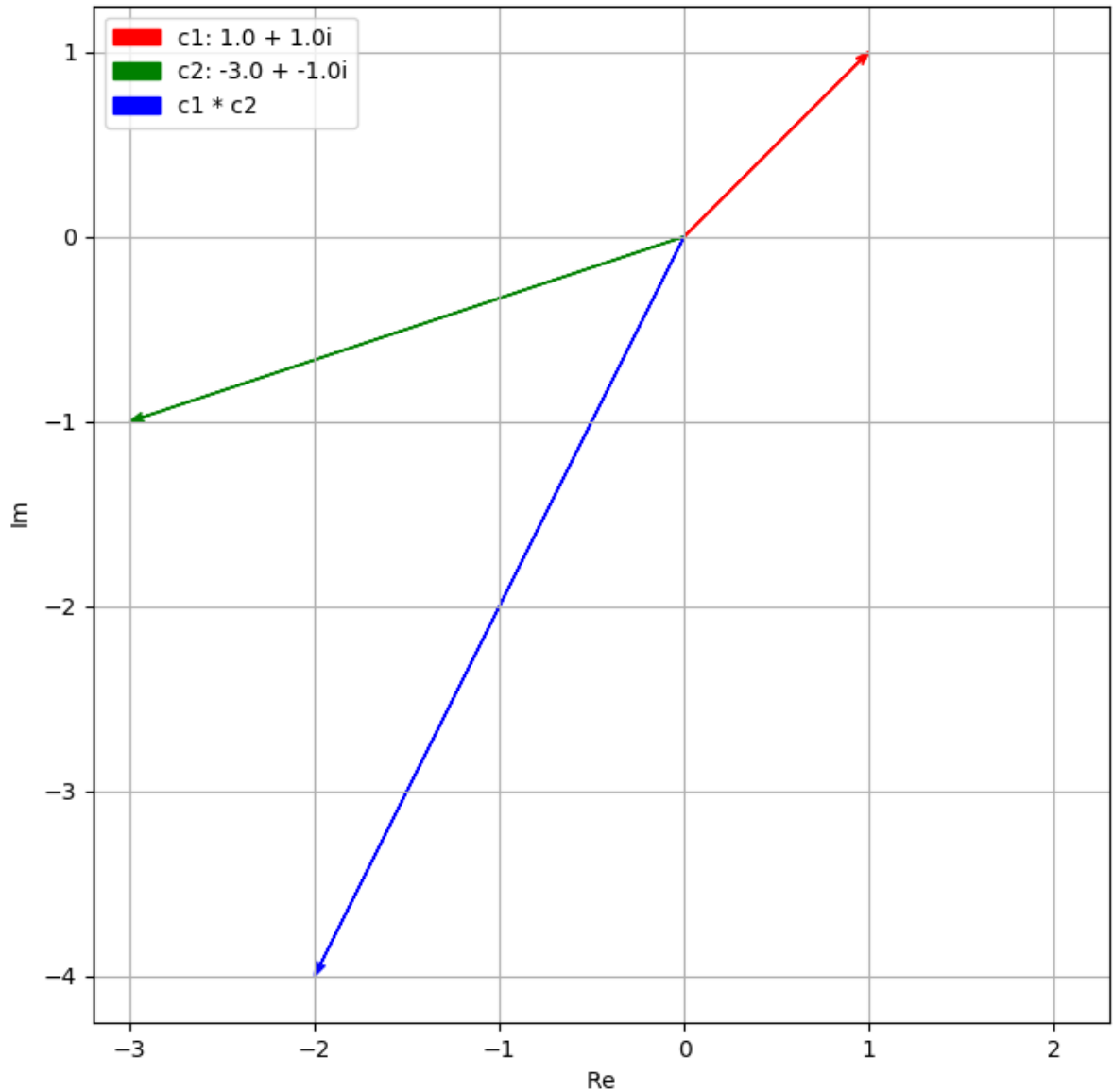












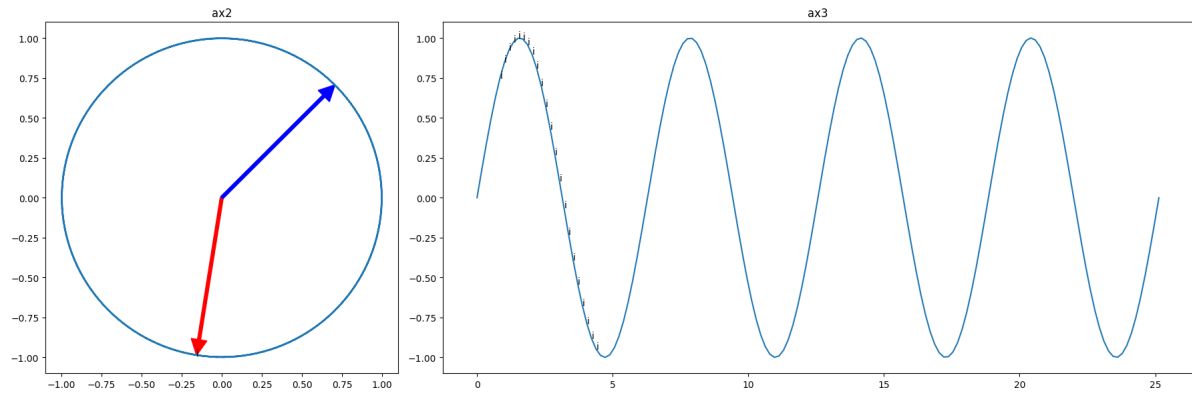
```
#import lib.main.e5_i_anim_hyperplot
print ("c3; red start and blue end")
import lib.main.c3_i_anim_circle_rotate_plot
import numpy as np
lib.main.c3_i_anim_circle_rotate_plot.plot_i_circle(np.pi/4)
```

```
c3; red start and blue end
lib.main.e5_i_anim_hyperplot
not via e5 main
/Users/ngcchk/Documents/Github/gpd2-win-unity1/ipadred-rain/imgno_book1/imgnobk1
not vai c3 main

index: 27
theta4 at 4.554255121982519
a= -0.15747562437201815 b= -0.9875228745343791
```



```
/Users/ngcchk/Documents/Github/gpd2-win-unity1/ipadred-rain/imgno_book1/imgnobk1/
↳ lib/main/c3_i_anim_circle_rotate_plot.py:238: UserWarning: The figure layout has
↳ changed to tight
plt.tight_layout()
```



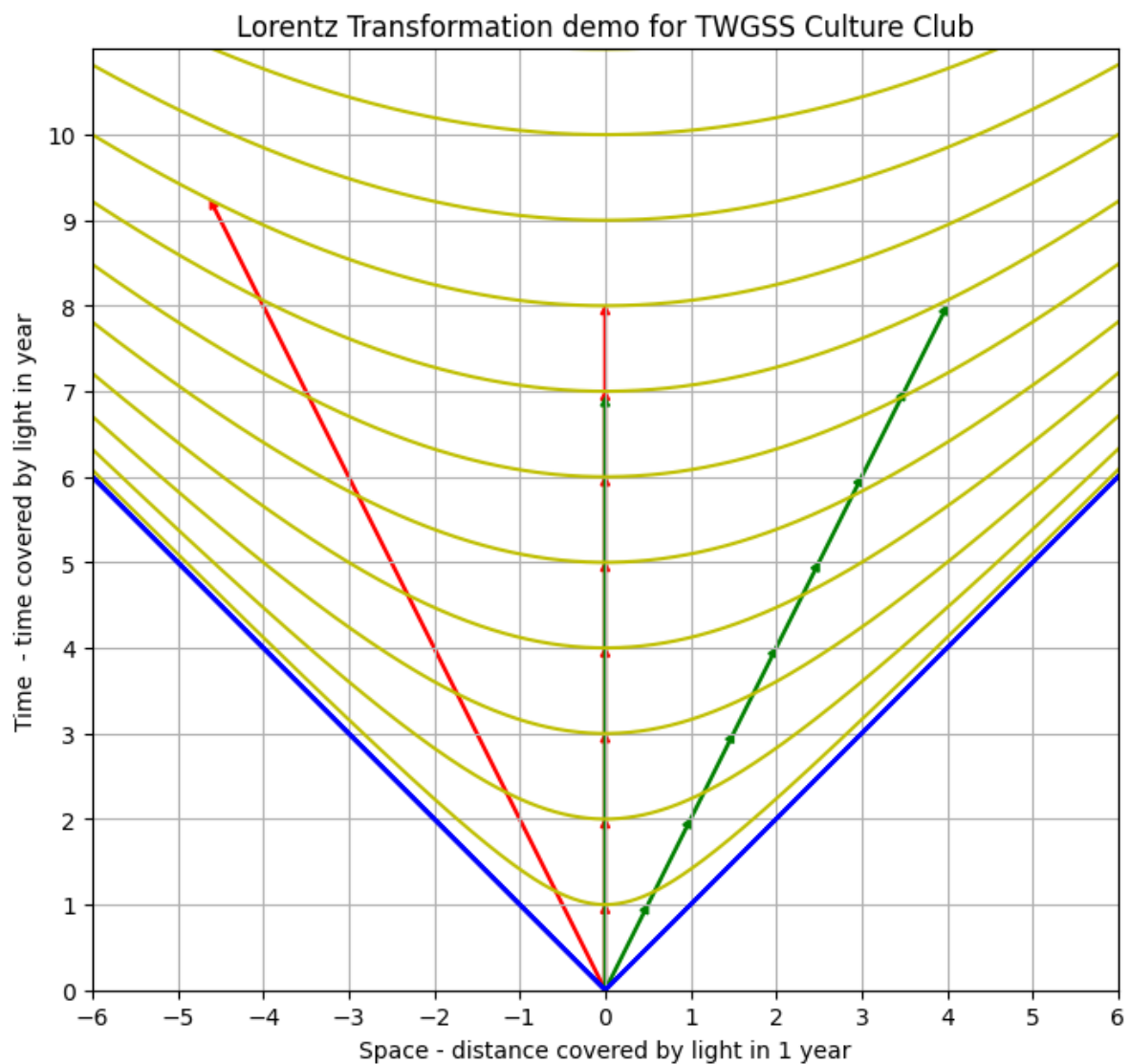
```
print ("another example - c3; red start and blue end")
import lib.main.c3_i_anim_circle_rotate_plot
import numpy as np
#lib.main.c3_i_anim_circle_rotate_plot.do_anim()
# need to run in terminal for the moment???
```

another example - c3; red start and blue end

```
import lib.main.e5_i_anim_hyperplot

print(lib.main.e5_i_anim_hyperplot.lorentz_t_t00())
print(lib.main.e5_i_anim_hyperplot.lorentz_t_f00())
lib.main.e5_i_anim_hyperplot.hyperplot_and_tell()
```

```
[0, 6.928203230275509]
[-4.618802153517006, 9.237604307034012]
```



## WELCOME TO YOUR JUPYTER BOOK

This is a small sample book to give you a feel for how book content is structured. It shows off a few of the major file types, as well as some sample content. It does not go in-depth into any particular topic - check out [the Jupyter Book documentation](#) for more information. See also [Jupyter installation](#)

Check out the content pages bundled with this sample book to see more.



- *Section 1 (will be listed)*
  - *Sub-section 1 (will be listed)*
- *Section 2 (will be listed)*

## 9.1 Section 1 (will be listed)

### 9.1.1 Sub-section 1 (will be listed)

## 9.2 Section 2 (will be listed)



## MARKDOWN FILES

Whether you write your book’s content in Jupyter Notebooks (`.ipynb`) or in regular markdown files (`.md`), you’ll write in the same flavor of markdown called **MyST Markdown**. This is a simple file to help you get started and show off some syntax.

### 10.1 What is MyST?

MyST stands for “Markedly Structured Text”. It is a slight variation on a flavor of markdown called “CommonMark” markdown, with small syntax extensions to allow you to write **roles** and **directives** in the Sphinx ecosystem.

For more about MyST, see [the MyST Markdown Overview](#).

### 10.2 Sample Roles and Directives

Roles and directives are two of the most powerful tools in Jupyter Book. They are kind of like functions, but written in a markup language. They both serve a similar purpose, but **roles are written in one line**, whereas **directives span many lines**. They both accept different kinds of inputs, and what they do with those inputs depends on the specific role or directive that is being called.

Here is a “note” directive:

---

**Note:** Here is a note

---

It will be rendered in a special box when you build your book.

Here is an inline directive to refer to a document: *Notebooks with MyST Markdown*.

### 10.3 Citations

You can also cite references that are stored in a `bibtex` file. For example, the following syntax: `{cite}`holdgraf_evidence_2014`` will render like this: [HdHPK14].

Moreover, you can insert a bibliography into your page with this syntax: The `{bibliography}` directive must be used for all the `{cite}` roles to render properly. For example, if the references for your book are stored in `references.bib`, then the bibliography is inserted with:

## 10.4 Learn more

This is just a simple starter to get you started. You can learn a lot more at [jupyterbook.org](https://jupyterbook.org).



## CONTENT WITH NOTEBOOKS

You can also create content with Jupyter Notebooks. This means that you can include code blocks and their outputs in your book.

### 11.1 Markdown + notebooks

As it is markdown, you can embed images, HTML, etc into your posts!



You can also  $add_{math}$  and

$math^{blocks}$

or

$mean_{tex}$

$mathblocks$

But make sure you  $\$$ Escape  $\$$ your  $\$$ dollar signs  $\$$ you want to keep!

### 11.2 MyST markdown

MyST markdown works in Jupyter Notebooks as well. For more information about MyST markdown, check out [the MyST guide in Jupyter Book](#), or see [the MyST markdown documentation](#).

## 11.3 Code blocks and outputs

Jupyter Book will also embed your code blocks and output in your book. For example, here's some sample Matplotlib code:

```
from matplotlib import rcParams, cycler
import matplotlib.pyplot as plt
import numpy as np
plt.ion()
```

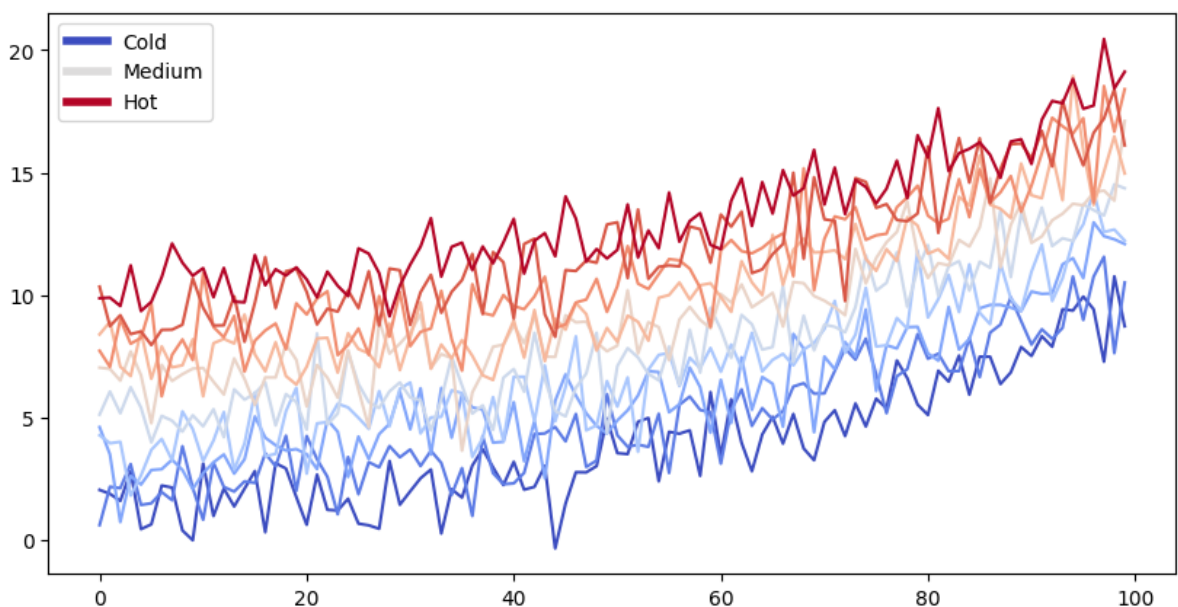
```
<contextlib.ExitStack at 0x11cff9fd0>
```

```
# Fixing random state for reproducibility
np.random.seed(19680801)

N = 10
data = [np.logspace(0, 1, 100) + np.random.randn(100) + ii for ii in range(N)]
data = np.array(data).T
cmap = plt.cm.coolwarm
rcParams['axes.prop_cycle'] = cycler(color=cmap(np.linspace(0, 1, N)))

from matplotlib.lines import Line2D
custom_lines = [Line2D([0], [0], color=cmap(0.), lw=4),
                Line2D([0], [0], color=cmap(.5), lw=4),
                Line2D([0], [0], color=cmap(1.), lw=4)]

fig, ax = plt.subplots(figsize=(10, 5))
lines = ax.plot(data)
ax.legend(custom_lines, ['Cold', 'Medium', 'Hot']);
```



There is a lot more that you can do with outputs (such as including interactive outputs) with your book. For more information about this, see [the Jupyter Book documentation](#)

## NOTEBOOKS WITH MYST MARKDOWN

Jupyter Book also lets you write text-based notebooks using MyST Markdown. See [the Notebooks with MyST Markdown documentation](#) for more detailed instructions. This page shows off a notebook written in MyST Markdown.

### 12.1 An example cell

With MyST Markdown, you can define code cells with a directive like so:

```
print(2 + 2)
```

```
4
```

When your book is built, the contents of any `{code-cell}` blocks will be executed with your default Jupyter kernel, and their outputs will be displayed in-line with the rest of your content.

**See also:**

Jupyter Book uses [Jupyter](#) to convert text-based files to notebooks, and can support [many other text-based notebook files](#).

### 12.2 Create a notebook with MyST Markdown

MyST Markdown notebooks are defined by two things:

1. YAML metadata that is needed to understand if / how it should convert text files to notebooks (including information about the kernel needed). See the [YAML](#) at the top of this page for example.
2. The presence of `{code-cell}` directives, which will be executed with your book.

That's all that is needed to get started!

## 12.3 Quickly add YAML metadata for MyST Notebooks

If you have a markdown file and you'd like to quickly add YAML metadata to it, so that Jupyter Book will treat it as a MyST Markdown Notebook, run the following command:

```
jupyter-book myst init path/to/markdownfile.md
```

## TESTING JUPYTER-BOOK FAILED USING FAE EXAMPLES

from <https://github.com/markjay4k/fourier-transform> unless matplotlib notebook to inline

Not work immediately

as jupyterlab assume using conda and use javascript for interaction ... that is not in the past <https://github.com/jupyterlab/jupyterlab/issues/3934>

as detailed discussed here: <https://stackoverflow.com/questions/51922480/javascript-error-ipython-is-not-defined-in-jupyterlab/56416229#56416229>

change all to inline it would work but what is the point????!!!

```
import numpy as np

def rect(x, B):
    """
    create a rectangle function
    returns a numpy array that is 1 if |x| < w and 0 if |x| > w
    B is the rectangle width centered at 0
    x is the number of points in the array
    """

    B = int(B)
    x = int(x)

    high = np.ones(B)
    low1 = np.zeros(int(x/2 - B/2))
    x1 = np.append(low1, high)
    rect = np.append(x1, low1)

    if x > len(rect):
        rect = np.append(rect, 0)
    elif x < len(rect):
        rect = rect[:-1]

    return rect
```

```
import numpy as np

def rect(x, B):
    """
    create a rectangle function
    returns a numpy array that is 1 if |x| < w and 0 if |x| > w
    B is the rectangle width centered at 0
```

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```

x is the number of points in the array
"""

B = int(B)
x = int(x)

high = np.ones(B)
low1 = np.zeros(int(x/2 - B/2))
x1 = np.append(low1, high)
rect = np.append(x1, low1)

if x > len(rect):
    rect = np.append(rect, 0)
elif x < len(rect):
    rect = rect[:-1]

return rect

```

```

%matplotlib notebook
# %matplotlib inline
import matplotlib.pyplot as plt
from matplotlib.animation import FuncAnimation

# constants and x array
pi = np.pi
length = 2000
x = np.linspace(-1, 1, length)

# create figure and axes
fig, (ax1, ax2) = plt.subplots(2, figsize=(12, 6))

# creating our line objects for the plots
sinc, = ax1.plot(x, np.sin(x), '-b')
box, = ax2.plot(x, np.sin(x), '-r')

def animate(B):
    """
    this function gets called by FuncAnimation
    each time called, it will replot with a different width "B"

    B: rect width

    return:
        sinc: ydata
        box: ydata
    """

    # create our rect object
    f = rect[len(x), B]
    box.set_ydata(f)

    # create our sinc object
    F = (B / length) * np.sin(x * B / 2) / (x * B / 2)
    sinc.set_ydata(F)

```

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```

# adjust the sinc plot height in a loop
ax1.set_ylim(np.min(F), np.max(F))

# format the ax1 yticks
plt.setp(ax1, xticks=[-0.25, 0.25], xticklabels=['-1/4', '1/4'],
          yticks=[0, np.max(F)], yticklabels=['0', 'B={:.2f}'.format((B /
↪length))])

# format the ax2 xticks to move with the box
plt.setp(ax2, yticks=[0, 1],
          xticks=[-1, -1 * B / length, 1 * B / length, 1], xticklabels=['-1', '-B/2
↪', 'B/2', '1'])

def init():
    """
    initialize the figure
    """

    ax2.set_ylim(-0.2, 1.1)
    ax1.set_xlim(-0.25, 0.25)
    ax2.set_xlim(-1, 1)
    ax1.axhline(0, color='black', lw=1)
    ax2.axhline(0, color='black', lw=1)
    plt.rcParams.update({'font.size':14})

    return sinc, box,

# the FuncAnimation function iterates through our animate function using the steps_
↪array
step = 10
steps = np.append(np.arange(10, 1000, step), np.arange(1000, 10, -1 * step))
ani = FuncAnimation(fig, animate, steps, init_func=init, interval=50, blit=True)
plt.show()

```

```
<IPython.core.display.Javascript object>
```

```
<IPython.core.display.HTML object>
```

```

import numpy as np

def rect(x, B):
    """
    create a rectangle function
    returns a numpy array that is 1 if |x| < w and 0 if |x| > w
    B is the rectangle width centered at 0
    x is the number of points in the array
    """

    B = int(B)
    x = int(x)

    high = np.ones(B)
    low1 = np.zeros(int(x/2 - B/2))
    x1 = np.append(low1, high)

```

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```
rect = np.append(x1, low1)

if x > len(rect):
    rect = np.append(rect, 0)
elif x < len(rect):
    rect = rect[:-1]

return rect
```



## TESTING JUPYTER-BOOK OK USING FFY EXAMPLES

from <https://github.com/markjay4k/fourier-transform> as only use matplotlib inline

But there is no plot just wedge ...

### 14.1 Fourier Transform

1. Fourier Transform is a generalized version of the Fourier Series
2. It applies to both period and non periodic functions
  - For periodic functions, the spectrum is discrete
  - For non-period functions, the spectrum is continuous

#### 14.1.1 Definitions

##### Fourier Transform

Fourier Transform of  $f(x)$  is  $F(k)$   $F(k) = \mathcal{FT}\{f(x)\}$

$$F(k) = \int_{-\infty}^{\infty} f(x) \exp(-ikx) dx$$

where  $k = \frac{2\pi}{x}$  is called the “wavenumber”

##### Inverse Fourier Transform

To go back to  $f(x)$ , the formula is

$$f(x) = \mathcal{FT}^{-1}\{F(k)\}$$
$$f(x) = \frac{1}{2\pi} \int_{-\infty}^{\infty} F(k) \exp(ikx) dx$$

Since  $x$  and  $k$  are inversely proportional, the “size” of  $f(x)$  and  $F(k)$  are inversely proportional. What this means is,

- a compact  $f(x)$  will have a broad spectrum.
- a broad  $f(x)$  will have a compact spectrum

### 14.1.2 Rectangle function

The  $\text{rect}_B(x)$  function is a rectangle centered at  $x = 0$  with Height = 1 and Width =  $B$ . The Formula can be written as

$$\text{rect}_B(x) = \begin{cases} 0 & \text{if } |x| > B/2 \\ 1/2 & \text{if } |x| = B/2 \\ 1 & \text{if } |x| < B/2 \end{cases}$$

The cell below is a simple function for creating  $\text{rect}_B(x)$

### 14.1.3 Example Fourier Transform of rect function

Using the FT definition and the  $\text{rect}_B(x)$  equation, the FT is

$$\begin{aligned} F(k) &= \int_{-B/2}^{B/2} \exp(-ikx) dx \\ &= -\frac{1}{ik} \exp(-ikx) \Big|_{-B/2}^{B/2} \\ &= -\frac{1}{ik} [\exp(-ikB/2) - \exp(ikB/2)] \end{aligned}$$

Using the complex definition of sine from Euler's formula

$$\sin(x) = \frac{e^{ix} - e^{-ix}}{2i}$$

Our equation for  $F(k)$  can be re-written as

$$\begin{aligned} F(k) &= \frac{2}{k} \frac{\exp(ikB/2) - \exp(-ikB/2)}{2i} \\ &= \frac{2}{k} \sin(kB/2) \\ &= B \frac{\sin(kB/2)}{kB/2} \\ F(k) &= B \text{sinc}(kB/2) \end{aligned}$$

```
import numpy as np

def rect(x, B):
    """
    create a rectangle function
    returns a numpy array that is 1 if |x| < w and 0 if |x| > w
    w is the rectangle width centered at 0
    x is the number of points in the array
    """

    B = int(B)
    x = int(x)

    high = np.ones(B)
    low1 = np.zeros(int(x/2 - B/2))
```

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```
leg.get_frame().set_linewidth(0.1)
plt.xlabel('$k$')
plt.xlim(-.25, .25)
plt.show()
disp.clear_output(wait=True)

button.on_click(on_button_clicked)
```

```
IntSlider(value=0)
```

```
Button(description='update plot', style=ButtonStyle())
```

## TESTING JUPYTER-BOOK OK USING FNN EXAMPLES

from <https://github.com/markjay4k/fourier-transform> as only use matplotlib inline

### NUMERICAL INTEGRATION

What is numerical Integration

Numerical Integration is a way to approximate the value of a definite integral

Unlike Analytic solutions which are exact, closed form solutions

Numerical Integration There are many options for numerically computing definite integrals:

- Trapezoid Rule
- Simpsons Rule
- Gaussian Quadrature
- etc.

Let's look at the Trapezoid Rule

The Trapezoid rule is a way of approximating a definite integral by breaking it up into trapezoids.

Let's say we want to compute the integral

$$\int_0^{\pi} \sin(x) dx$$

We can easily compute it analytically

$$\begin{aligned}\int_0^{\pi} \sin(x) dx &= -\cos(x) \Big|_0^{\pi} \\ &= -(\cos(\pi) - \cos(0)) \\ &= -(-1 - 1) \\ &= 2\end{aligned}$$

But let's try computing using the trapezoid rule.

Below is a visualization showing  $\sin(x)$  and a trapezoid approximation.

```
import matplotlib.pyplot as plt
import numpy as np
%config InlineBackend.figure_format = 'svg'
plt.rcParams['figure.figsize'] = (13, 8)
plt.rcParams.update({'font.size': 19})
```

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```
def f(x):
    return np.sin(x)

def trap_plot(n_points):
    x = np.linspace(0, np.pi, 1000)      # continuous
    x_i = np.linspace(0, np.pi, n_points) # discrete

    plt.plot(x, f(x), label=r'$\sin(x)$')
    plt.plot(x_i, f(x_i), '-o', label=r'$Trap$ ({}).format(n_points))
    plt.fill(x_i, f(x_i), color='C1', alpha=0.15)
    plt.vlines(x_i, 0, f(x_i), color='C1', linestyle=':')
    plt.xticks(x_i, [r'$x_{{}}$'.format(n) for n in range(n_points)])
    plt.yticks([0, 1], ['$0$', '$1$'])
    plt.legend(loc='best')
    plt.ylim(0, 1.05)
    plt.show()
```

```
trap_plot(9)
```

<Figure size 1300x800 with 1 Axes>

### Area of a Trapezoid

The area of a trapezoid is the average height times the base

For the example shown, the area is

$$Area = \frac{\overbrace{f(x_{k-1}) + f(x_k)}^{\text{ave height}}}{2} \underbrace{\Delta x}_{\text{base}}$$

### trapezoid rule equation

the equation for the trapezoid rule is

$$\int_a^b f(x) dx \approx \frac{f(x_0) + f(x_1)}{2} \Delta x + \frac{f(x_1) + f(x_2)}{2} \Delta x \dots \frac{f(x_{N-1}) + f(x_N)}{2} \Delta x$$

Now we can write this as a summation  $\approx \sum_{k=1}^N \frac{f(x_{k-1}) + f(x_k)}{2} \Delta x$

And we can write a function to compute this

$$\approx \sum_{k=1}^N \frac{f(x_{k-1}) + f(x_k)}{2} \Delta x$$

```
def trap(f, x):
    """
    computes the integral of f using trapezoid rule
    """
    area = 0
    N = len(x)
    dx = x[1] - x[0]

    for k in range(1, N):
```

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```

    area += (f(x[k - 1]) + f(x[k])) * dx / 2

    return area

```

```

x = np.linspace(0, np.pi, 20)
trap(f, x)

```

```

1.9954413183201944

```

### Error vs. number of Trapezoids

As we increase the number of trapezoids, the approximation gets better ( $error \rightarrow 0$ ).  $Error = (actual - approximation)^2$

```

plt.rcParams['figure.figsize'] = (11, 6)
def plot_error(n_points):
    for n in range(2, n_points):
        x = np.linspace(0, np.pi, n)
        plt.plot(n - 1, (trap(f, x) - 2) ** 2, 'bo')

        plt.axhline(0, color='black', lw=1)
        plt.xlabel('# of trapezoids')
        plt.ylabel('error')
    plt.show()

```

```

plot_error(10)

```

```

<Figure size 1100x600 with 1 Axes>

```





## TESTANIMATED-SINC-AND-FT-EXAMPLE

```
import numpy as np

def rect(x, B):
    """
    create a rectangle function
    returns a numpy array that is 1 if |x| < w and 0 if |x| > w
    B is the rectangle width centered at 0
    x is the number of points in the array
    """

    B = int(B)
    x = int(x)

    high = np.ones(B)
    low1 = np.zeros(int(x/2 - B/2))
    x1 = np.append(low1, high)
    rect = np.append(x1, low1)

    if x > len(rect):
        rect = np.append(rect, 0)
    elif x < len(rect):
        rect = rect[:x]

    return rect
```

```
%matplotlib notebook
import matplotlib.pyplot as plt
from matplotlib.animation import FuncAnimation

# constants and x array
pi = np.pi
length = 2000
x = np.linspace(-1, 1, length)

# create figure and axes
fig, (ax1, ax2) = plt.subplots(2, figsize=(12, 6))

# creating our line objects for the plots
sinc, = ax1.plot(x, np.sin(x), '-b')
box, = ax2.plot(x, np.sin(x), '-r')

def animate(B):
```

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(continued from previous page)

```

"""
this function gets called by FuncAnimation
each time called, it will replot with a different width "B"

B: rect width

return:
    sinc: ydata
    box: ydata
"""

# create our rect object
f = rect(len(x), B)
box.set_ydata(f)

# create our sinc object
F = (B / length) * np.sin(x * B / 2) / (x * B / 2)
sinc.set_ydata(F)

# adjust the sinc plot height in a loop
ax1.set_ylim(np.min(F), np.max(F))

# format the ax1 yticks
plt.setp(ax1, xticks=[-0.25, 0.25], xticklabels=['-1/4', '1/4'],
         yticks=[0, np.max(F)], yticklabels=['0', 'B={:.2f}'.format((B /
↪length))])

# format the ax2 xticks to move with the box
plt.setp(ax2, yticks=[0, 1],
         xticks=[-1, -1 * B / length, 1 * B / length, 1], xticklabels=['-1', '-B/2
↪', 'B/2', '1'])

def init():
    """
    initialize the figure
    """

    ax2.set_ylim(-0.2, 1.1)
    ax1.set_xlim(-0.25, 0.25)
    ax2.set_xlim(-1, 1)
    ax1.axhline(0, color='black', lw=1)
    ax2.axhline(0, color='black', lw=1)
    plt.rcParams.update({'font.size':14})

    return sinc, box,

# the FuncAnimation function iterates through our animate function using the steps_
↪array
step = 10
steps = np.append(np.arange(10, 1000, step), np.arange(1000, 10, -1 * step))
ani = FuncAnimation(fig, animate, steps, init_func=init, interval=50, blit=True)
plt.show()

```

```
<IPython.core.display.Javascript object>
```

```
<IPython.core.display.HTML object>
```



## TEST JUNO 1 MEON

### 17.1 Meon on 2 perspectives (time and length dilution seperately)

Meon is different as it involves not a ruler holding by moving observator. Instead we have a moving observator with a fixed ocean layer relative to earth obversort.

From earth observer, atom and ocean distance is at rest to her and distance fixed (about 10km or 6.5km for chris). She observe time dilution of particle of the muon as from her, speed is  $0.98c$ , distance fixed and time is about 10x slower cf half life time of muon from muon own frame. But Observed.

From muon point of view there is no time dilution and it has only 20 ns. Now the wall distance seems shorter as it will hit it seems much faster even thought the speed of the ocean approaching is the same  $0.98c$ . It must be shorter. Length contracted from its point of view. Shorterned.

effectively the spacelike sude actualky maintain the length calculation using euclidian geometry or it draw an arc of  $\delta x_0 = \gamma x$

the point on the  $ct$  line proper time dot follow hyperbola (as  $s^2 = 0$  rotate against the curve  $s^2 = (ct)^2 - x^2$ ).butthepointofxatxfollow $\delta x_{0}$

both follow theta one use split complex number and the other use compkex number and ... either *sine, consineortanoritshversion* or  $e^{i \text{ or } j \theta}$  somehow



## BIBLIOGRAPHY

- [HdHPK14] Christopher Ramsay Holdgraf, Wendy de Heer, Brian N. Pasley, and Robert T. Knight. Evidence for Predictive Coding in Human Auditory Cortex. In *International Conference on Cognitive Neuroscience*. Brisbane, Australia, Australia, 2014. Frontiers in Neuroscience.