ITERATIONS

JoHN MiLLeR
Portland, OREGON
June 30, 2024

dialectrix.com / G4G

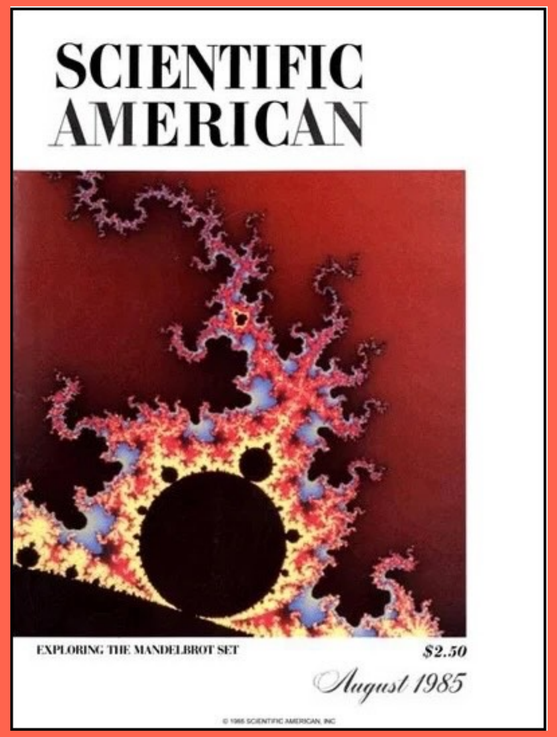
Scope Narrowed!

Two kinds of iteration,

with lots of graphics,

and a few digressions.

$$N = N + 1$$


SCIENTIFIC
AMERICAN
EXPLORING THE MANDELBROT SET
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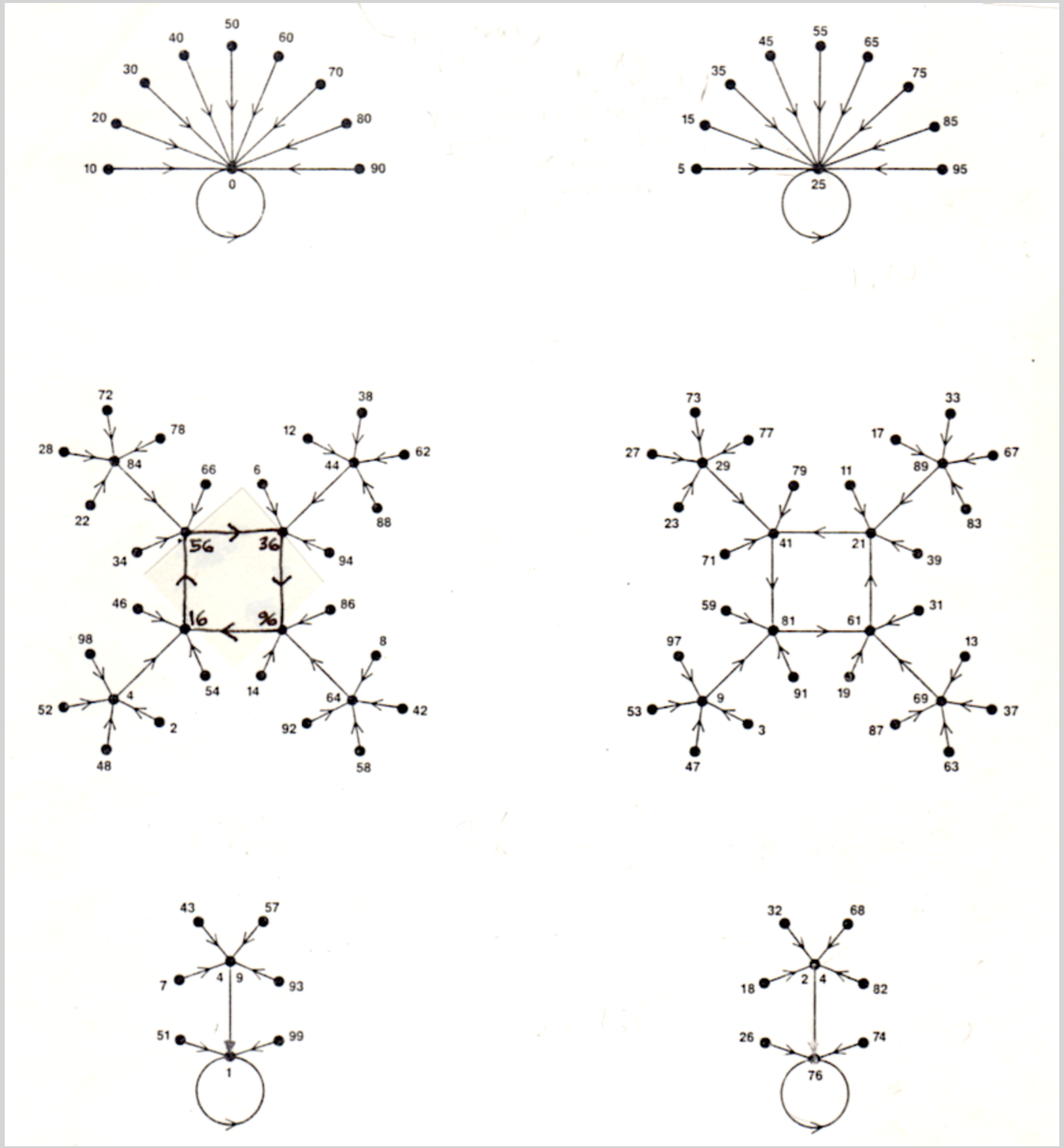
AUG 1985

Sci Am Aug 85 - *Computer Recreations*, page 21



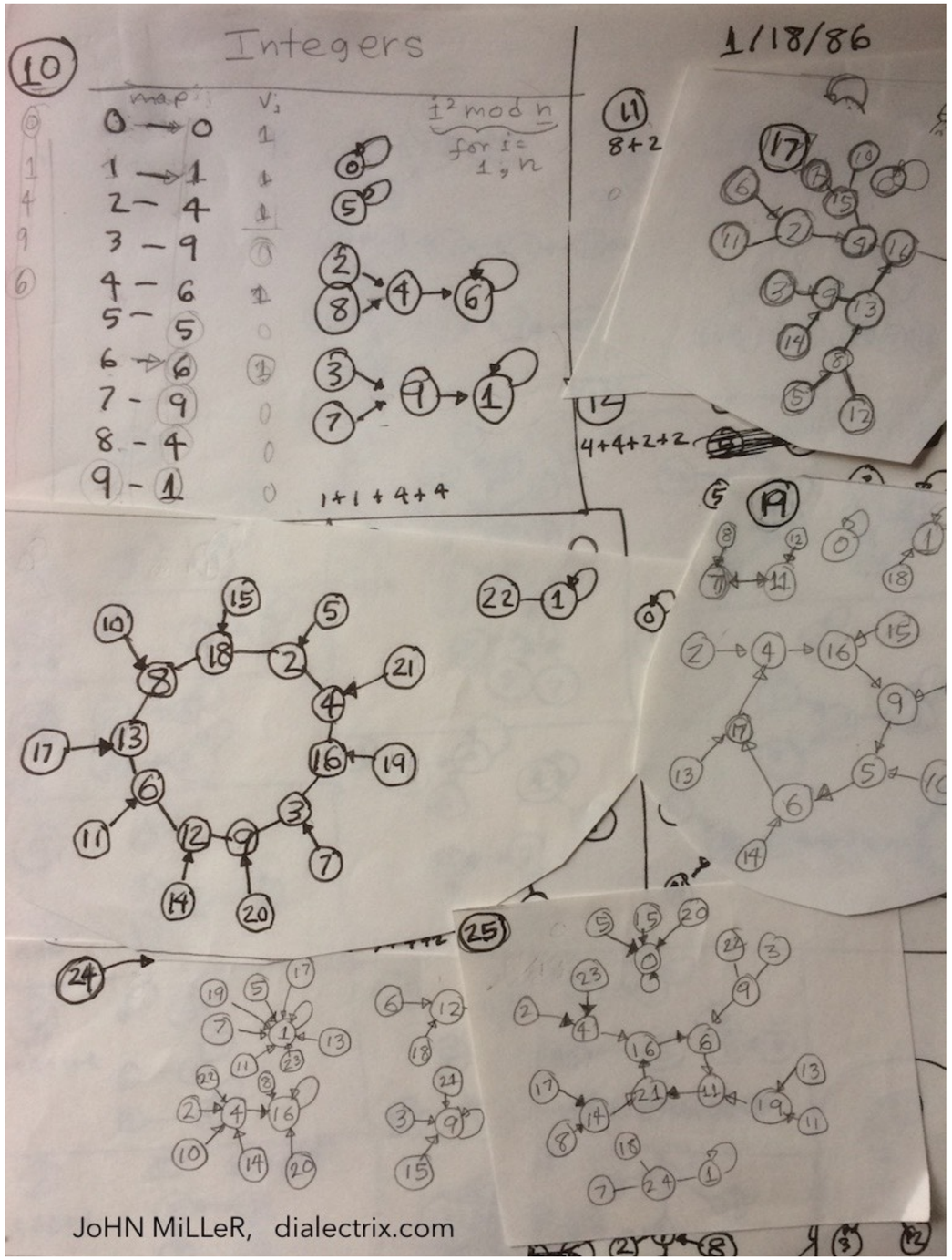
The six components of the iteration diagram
for squaring the first 100 integers

$i \to i^2 \bmod m$

EXAMPLE, modulo 10

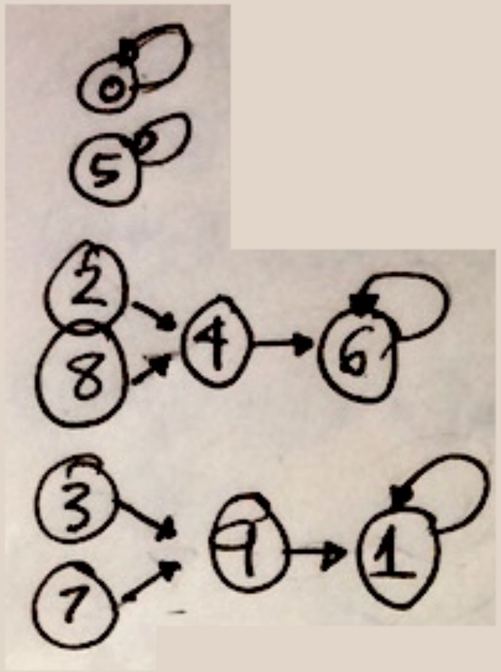
Start with $i = 9 \quad \to \quad 9^2 \bmod 10 \quad = \quad 81 \bmod 10 \quad = \quad 1$

We say… 9 ‘goes to’ 1


Integers
1/18/86
map
$i^2 \bmod n$
for i = 1, n
1+1+4+4
4+4+2+2
8+2
JoHN MiLLeR, dialectrix.com

10

0 → 0
1 → 1
2 → 4
3 → 9
4 → 6
5 → 5
6 → 6
7 → 9
8 → 4
9 → 1



We prepare input for

GraphViz - Neato

layout algorithm

which will automatically

generates a graph… in

PostScript, SVG, et al.

0 -> 0

1 -> 1

2 -> 4

3 -> 9

4 -> 6

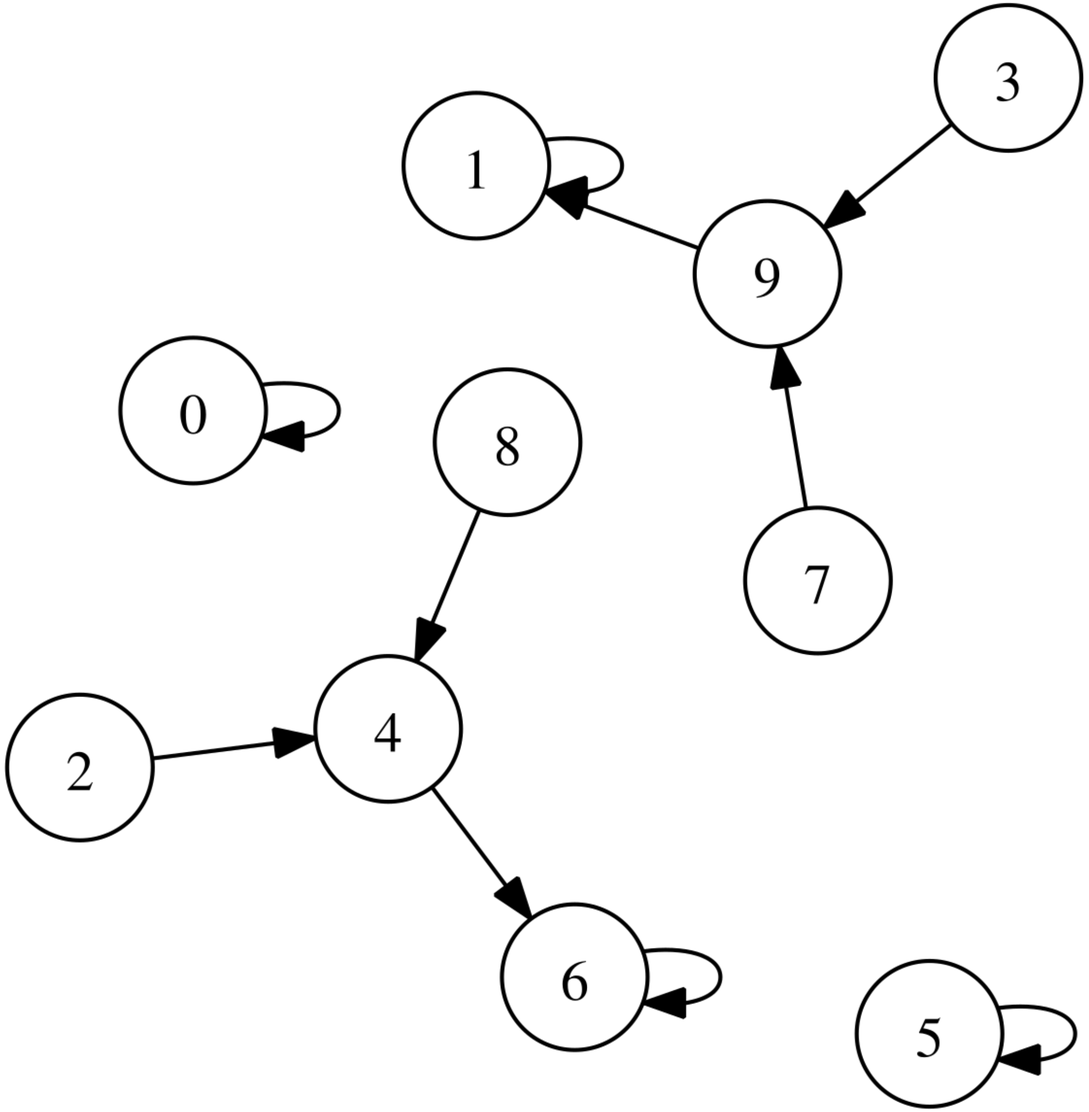
5 -> 5

6 -> 6

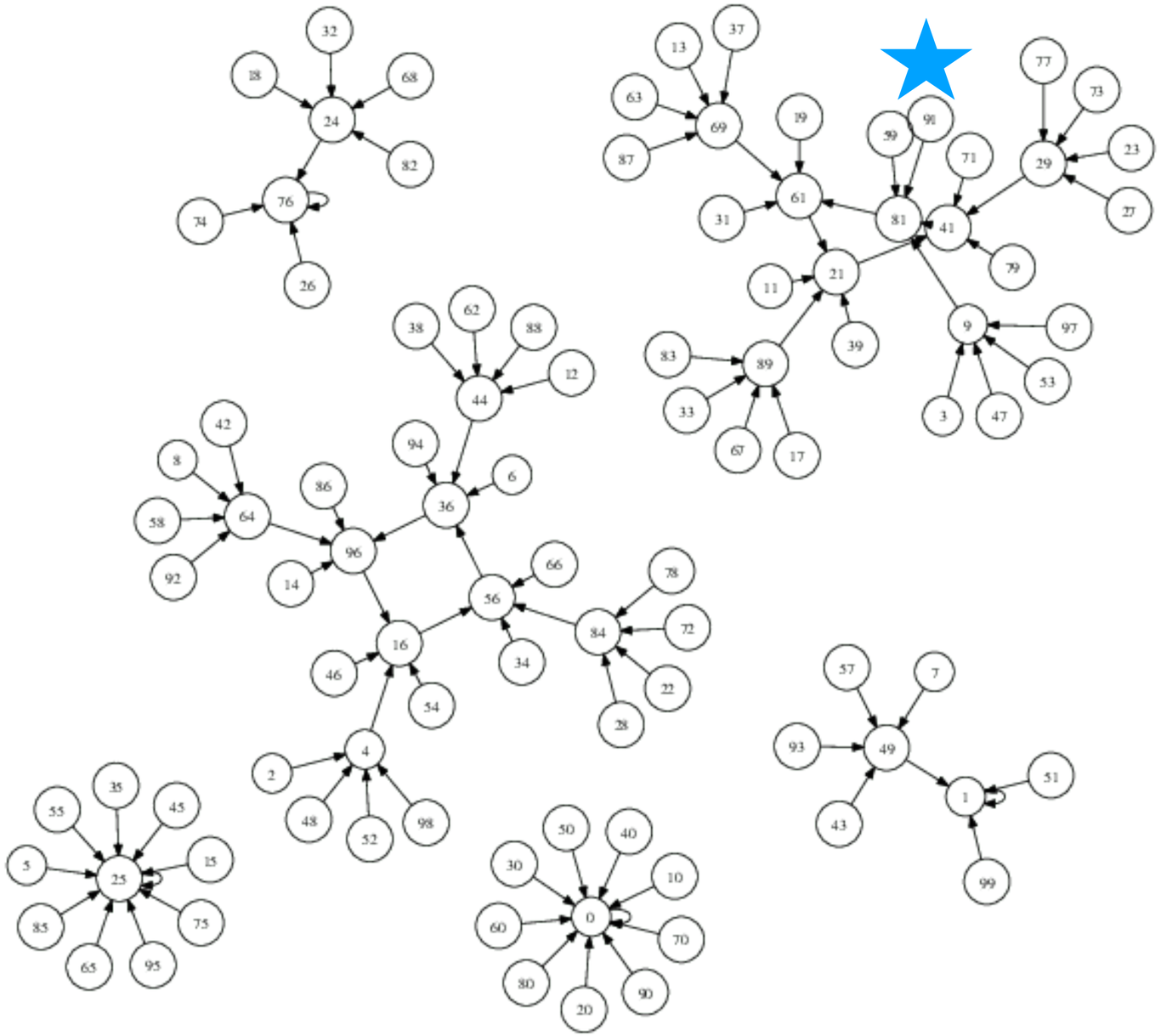
7 -> 9

8 -> 4

9 -> 1



Isomorphic to my hand drawn graph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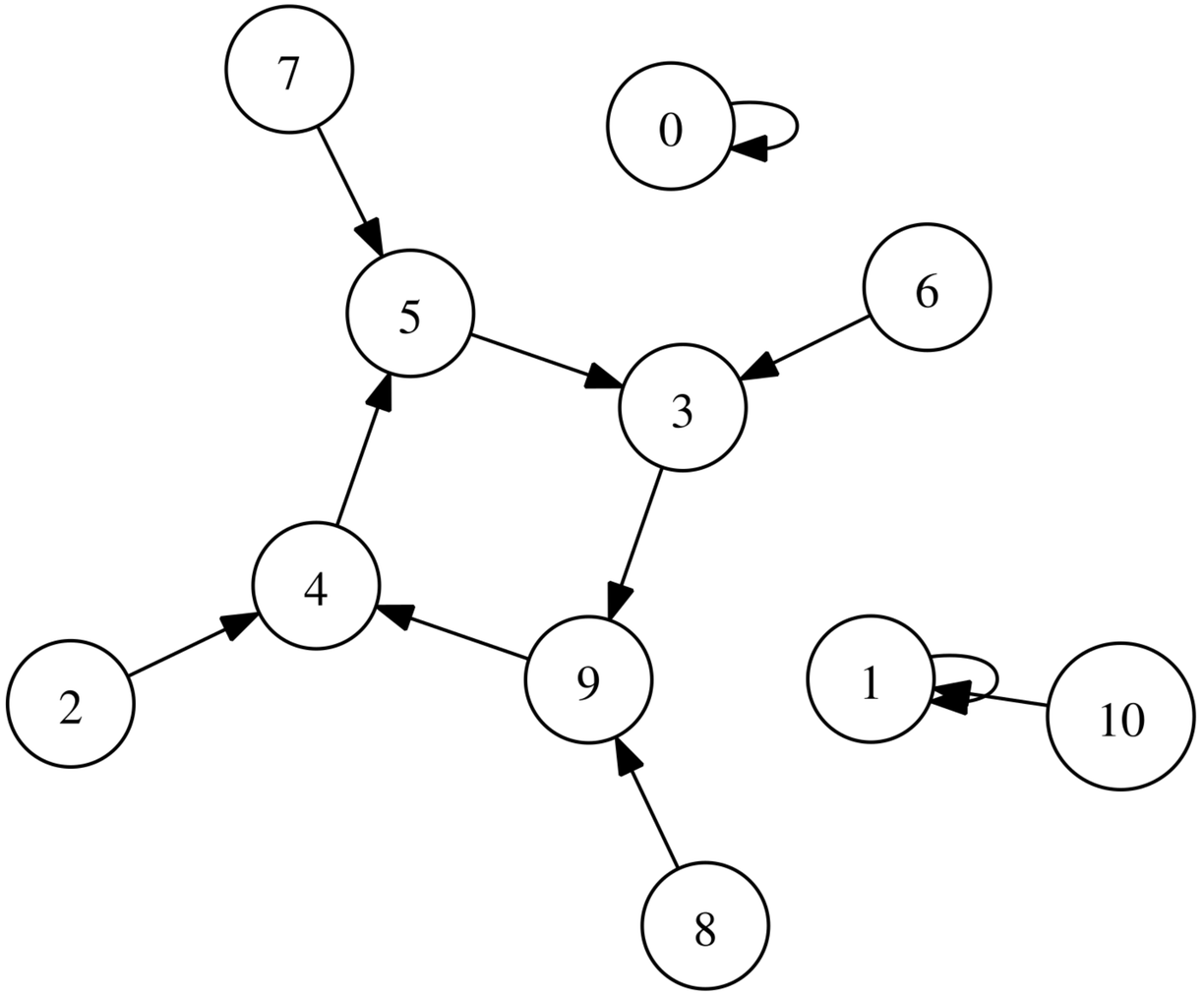
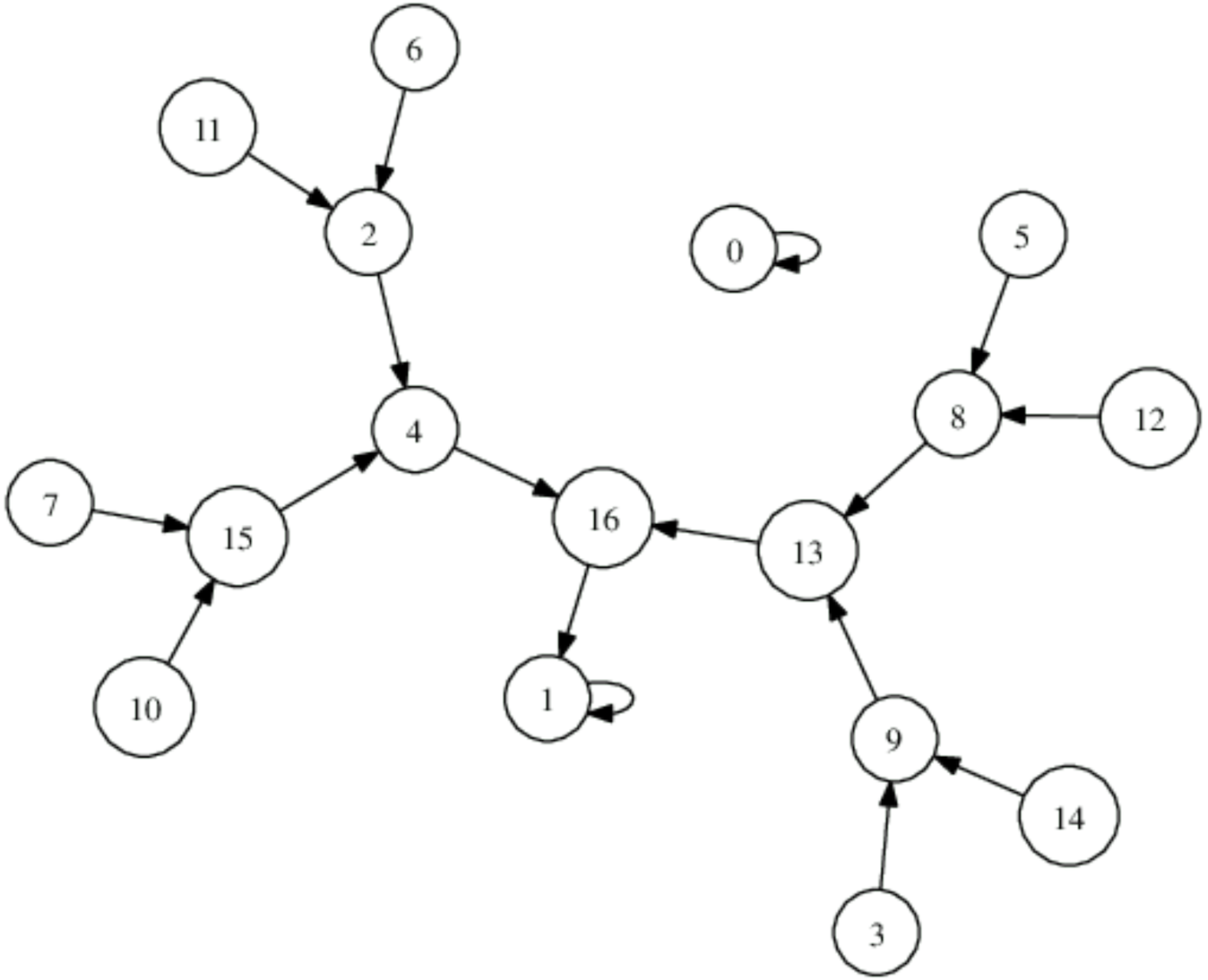
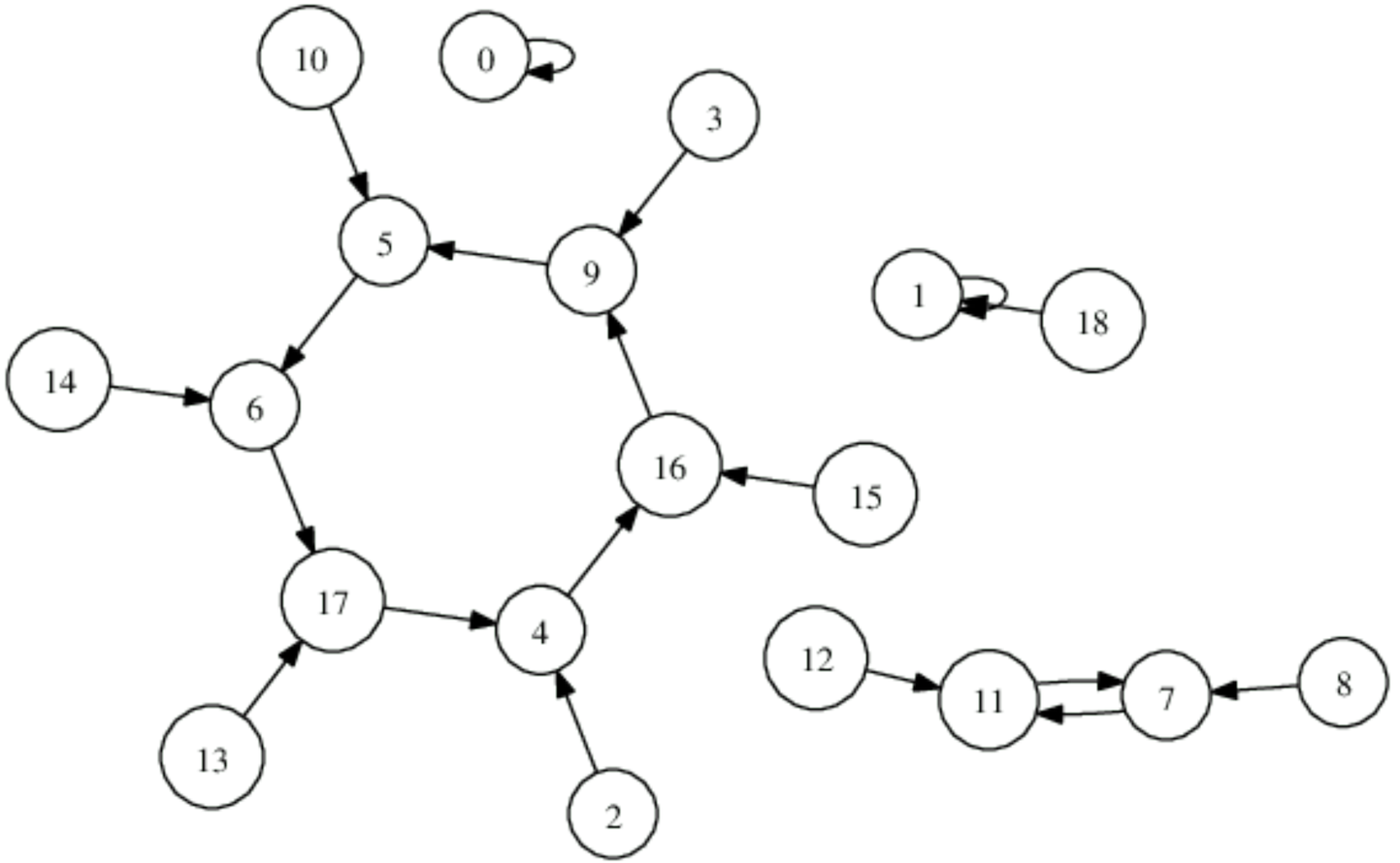


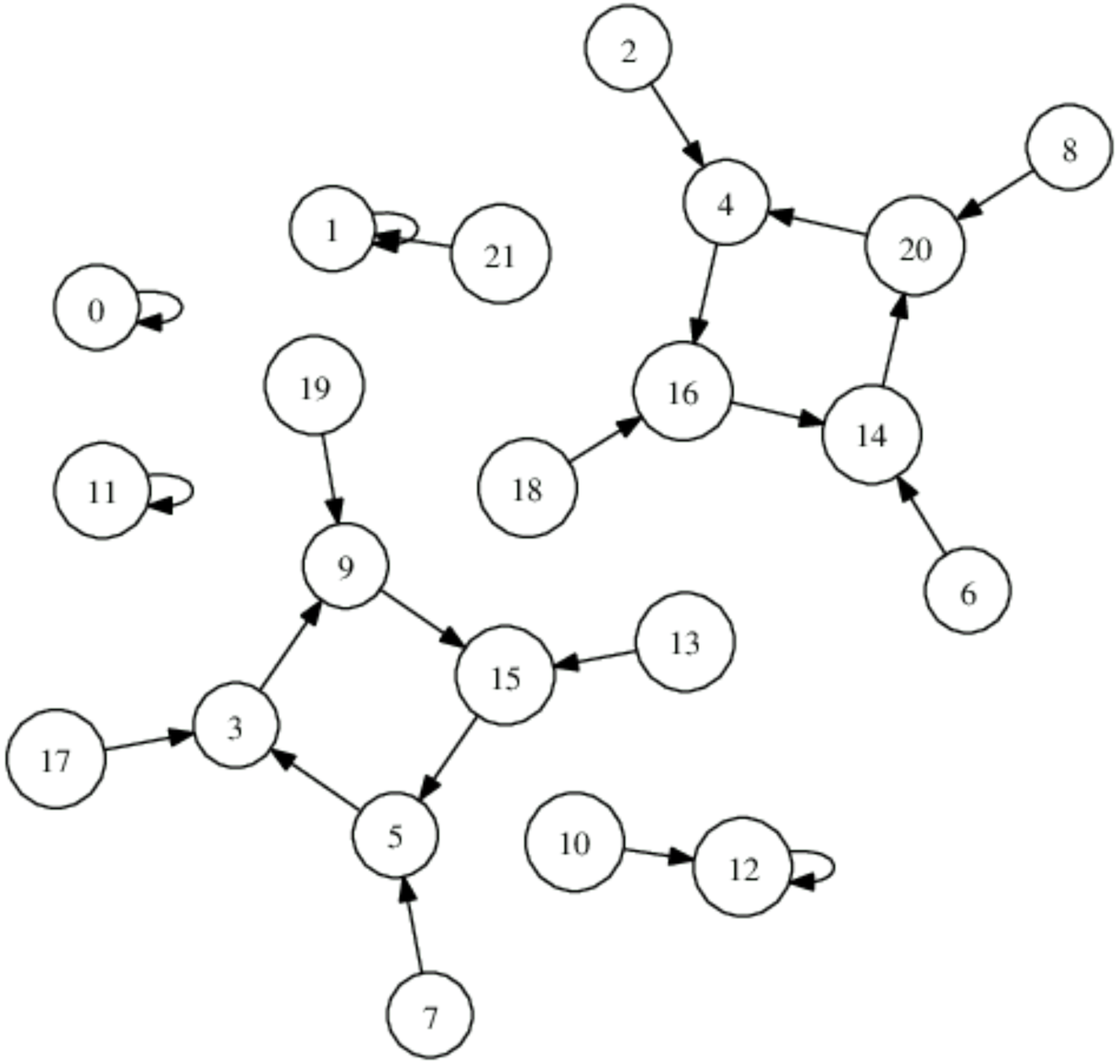
11 is has 4-cycle



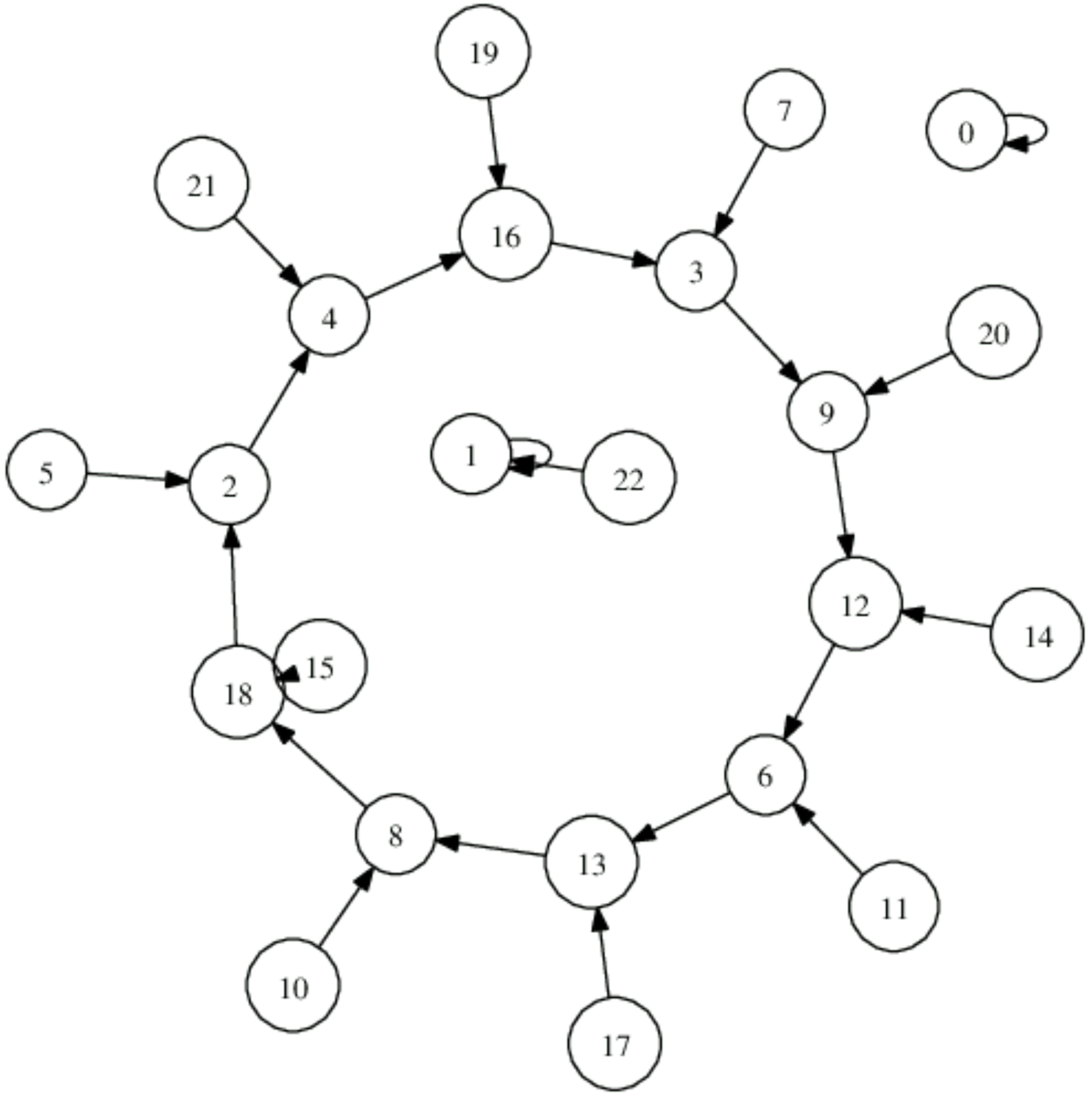
17 has a binary tree with 1 at the root, and 0 is a ‘looper’.



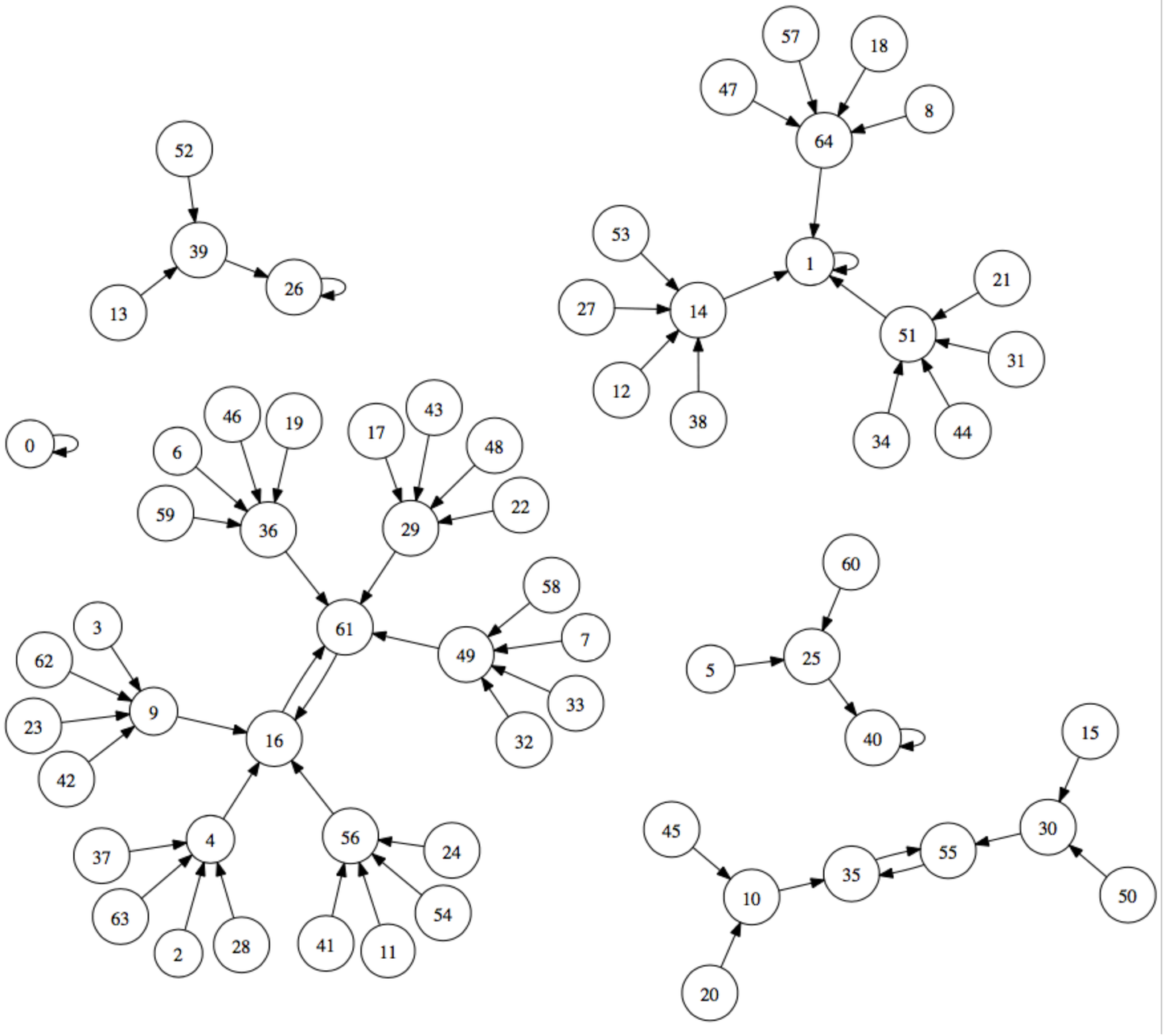
19 has a hexagon cycle. Note 11<->7 attractor…



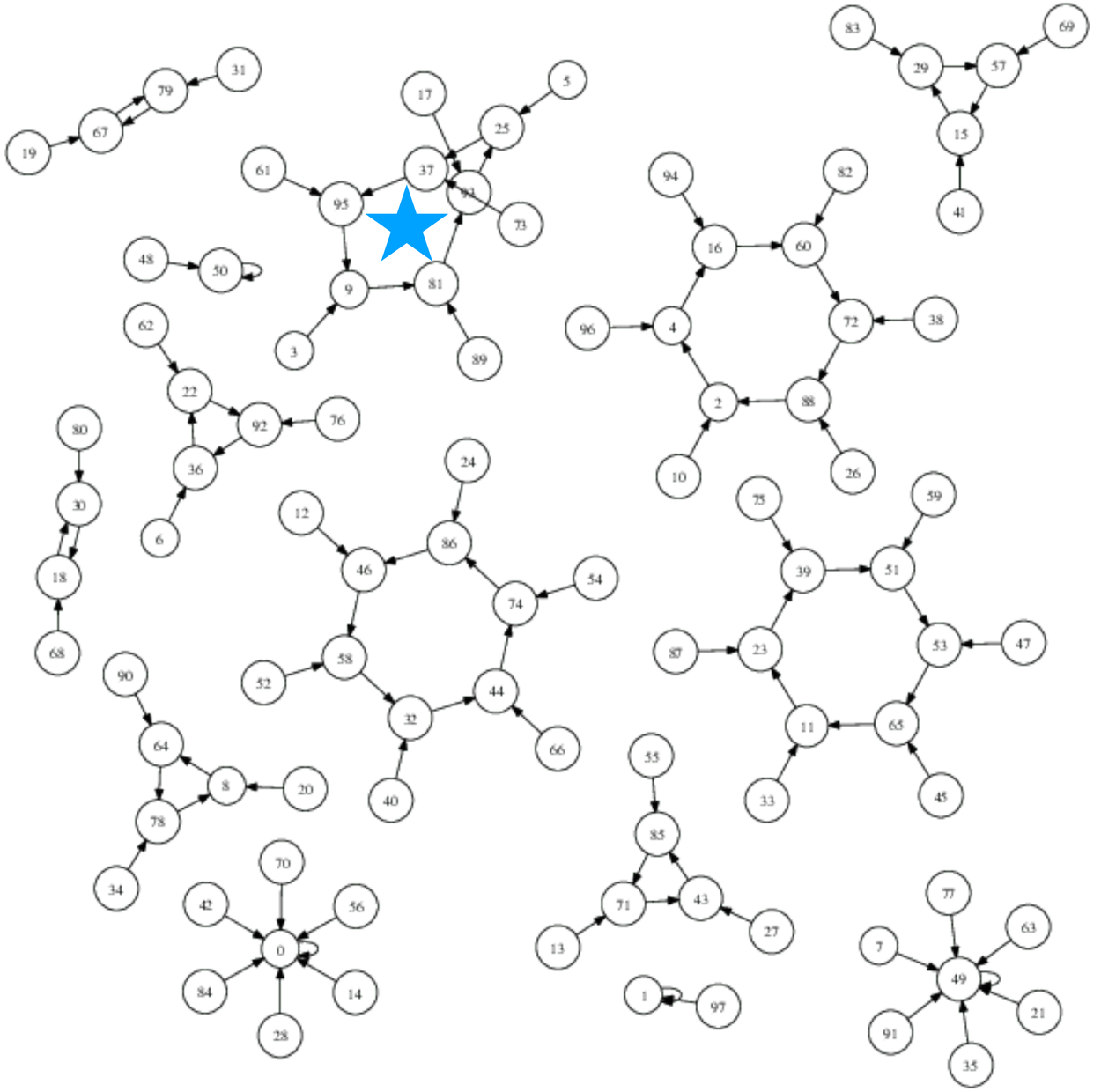
22 has TWO 4-cycles



23 has a 10-cycle



65 - An Attractor for your Birthday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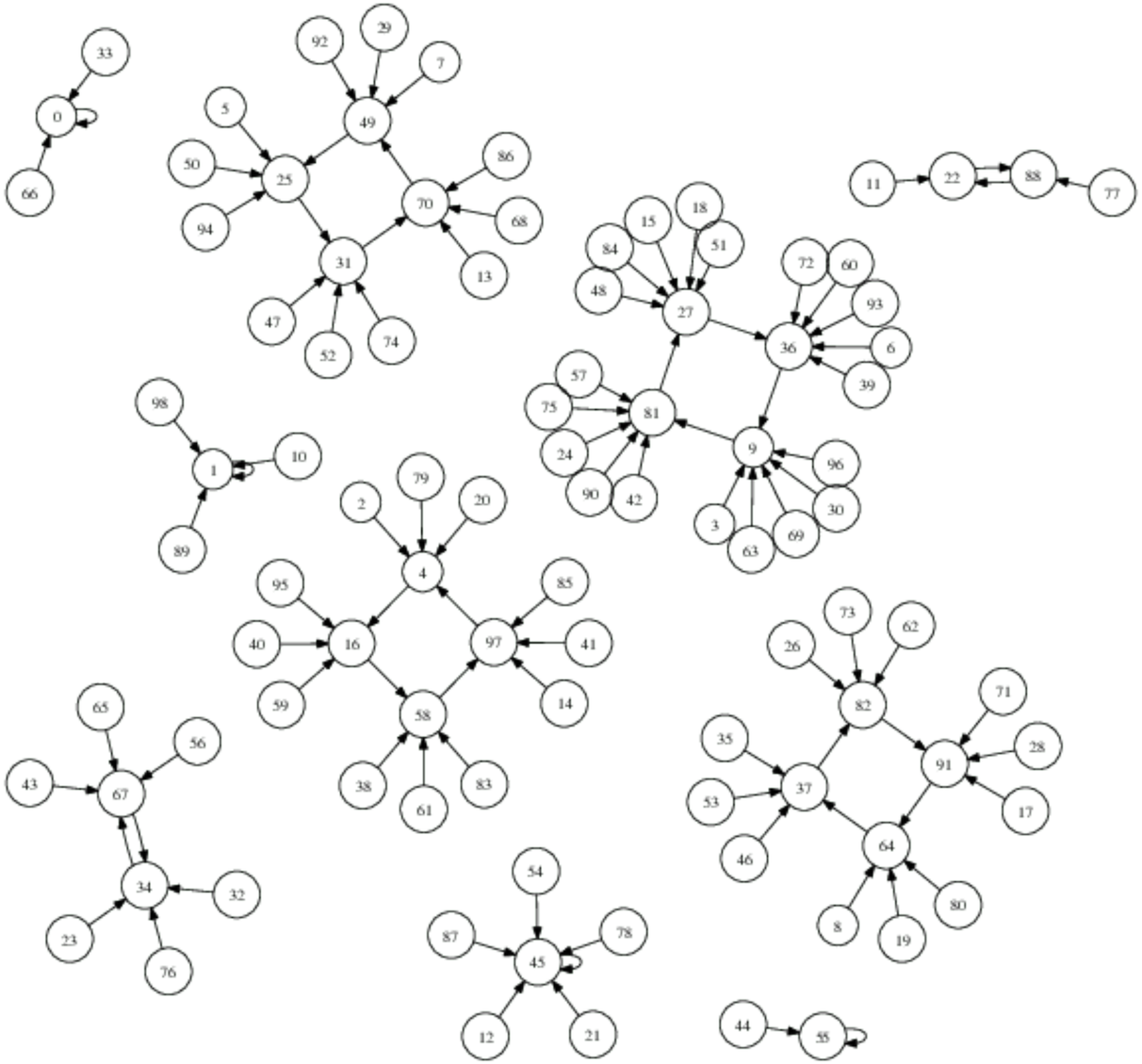
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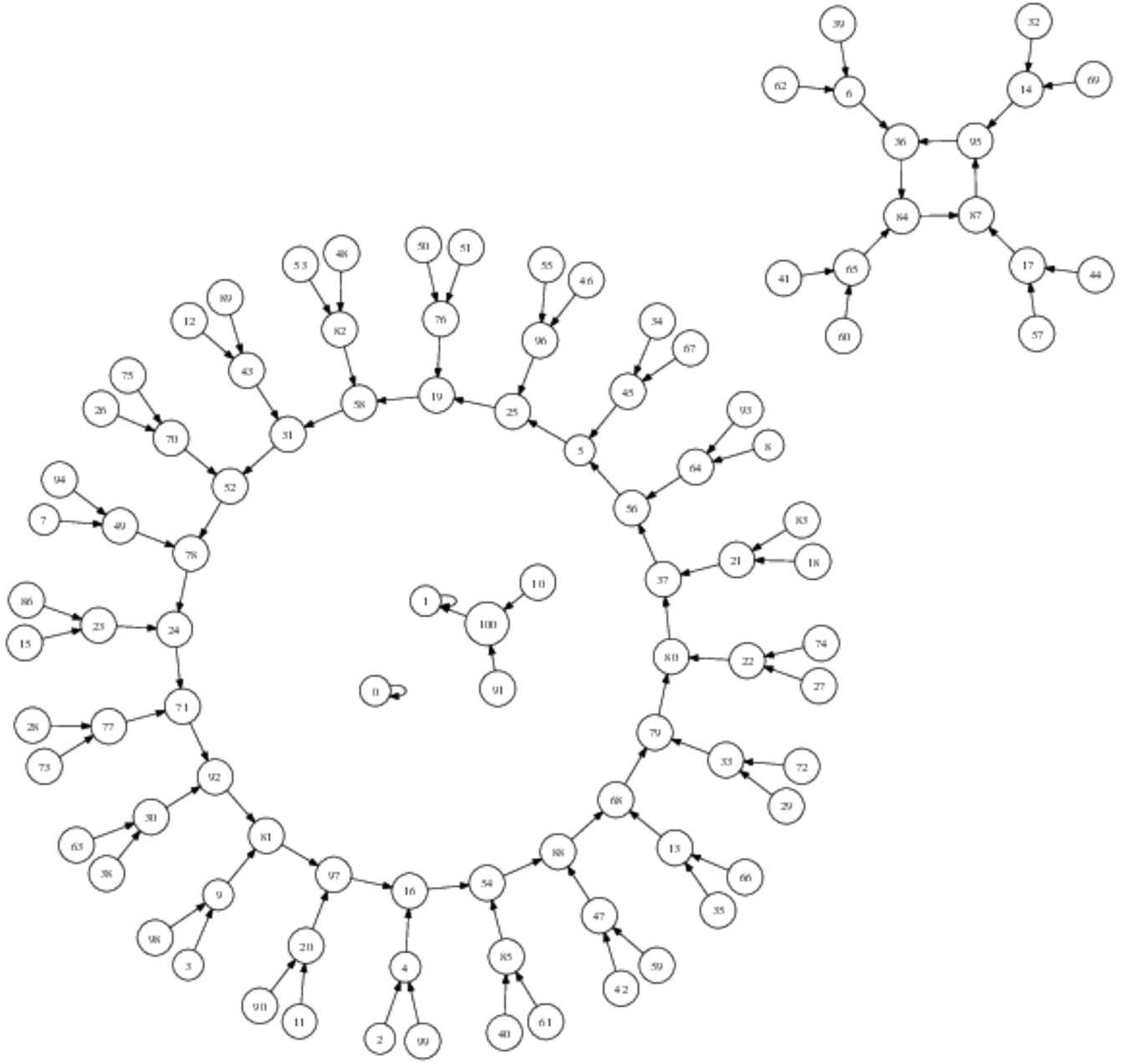
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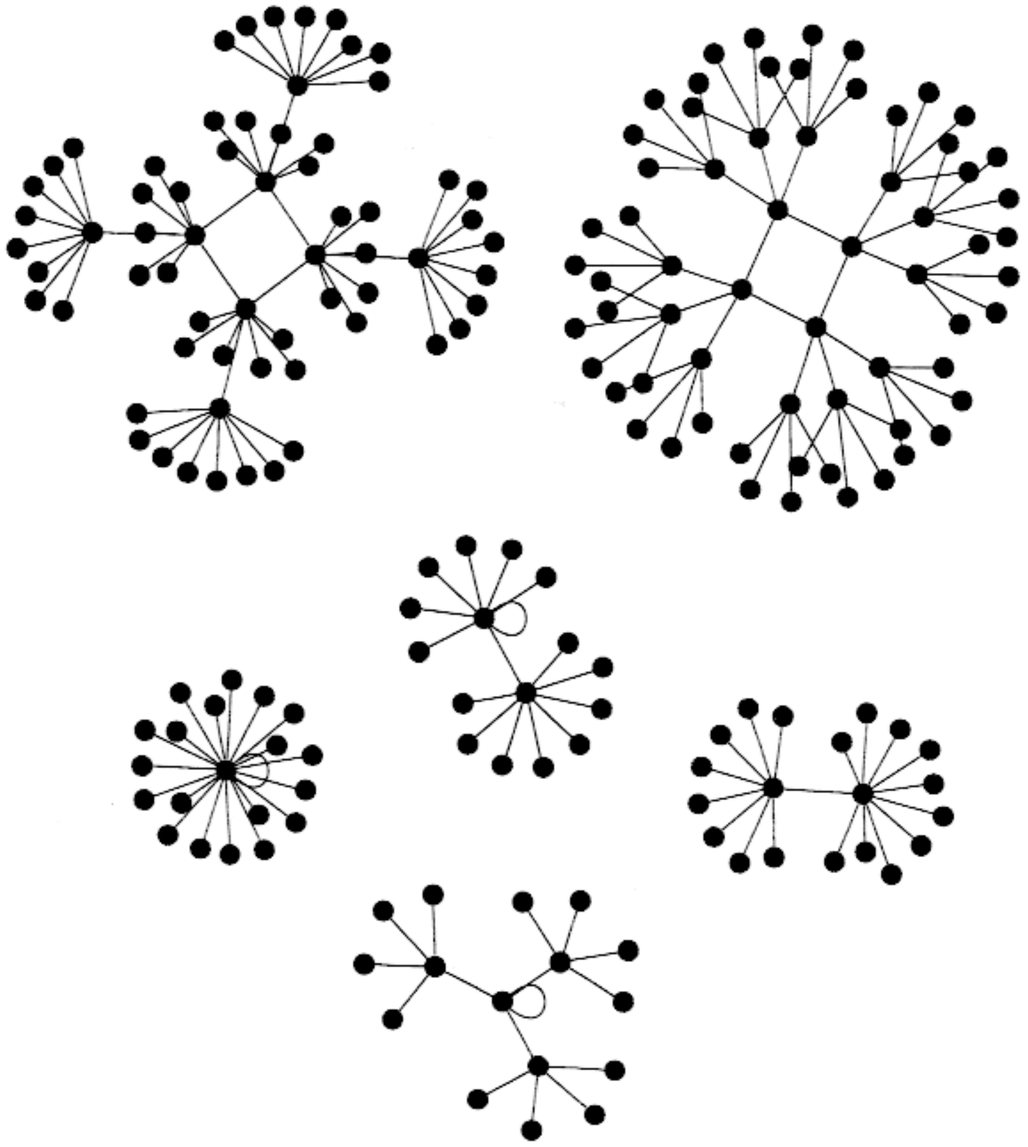

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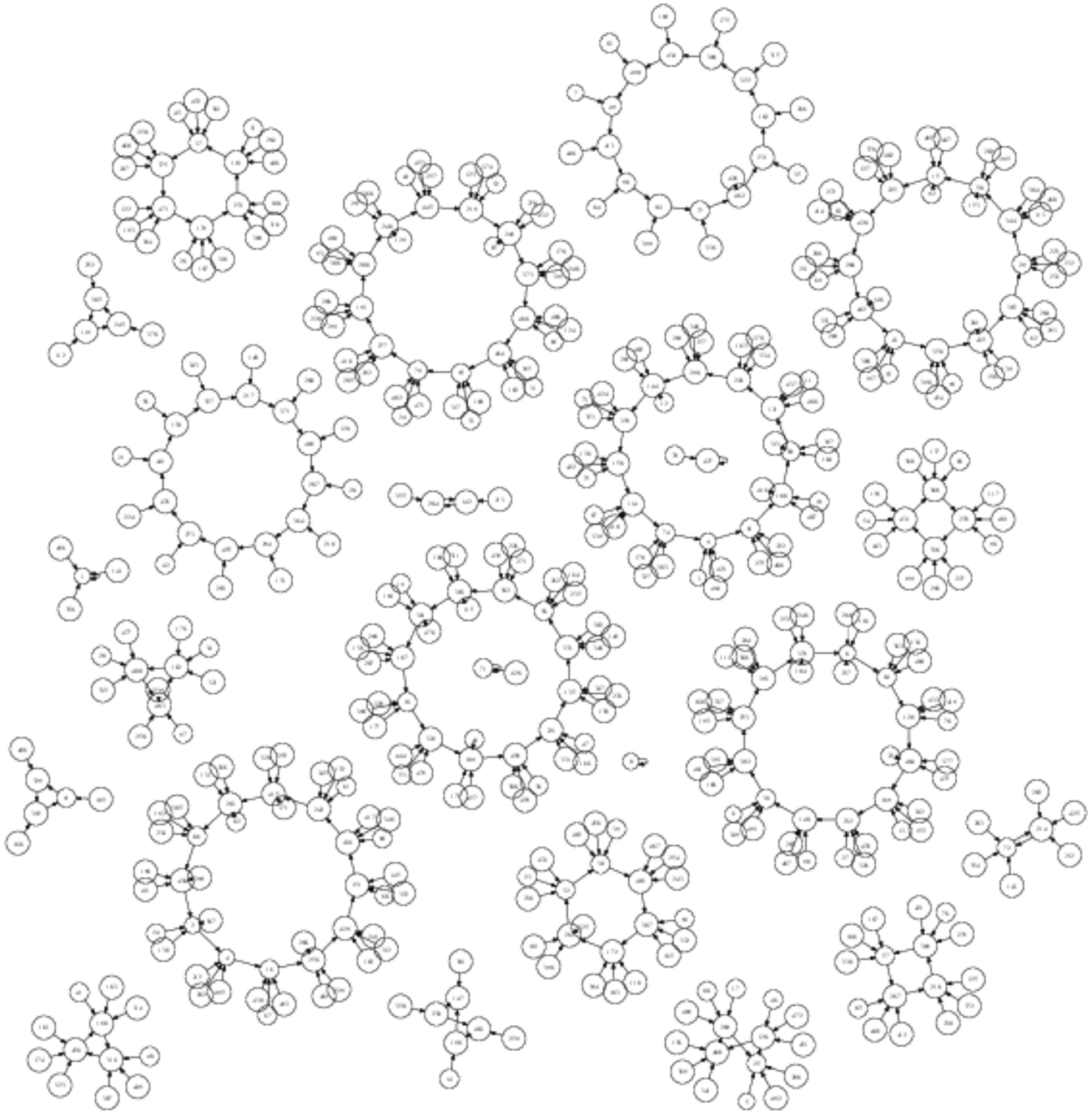

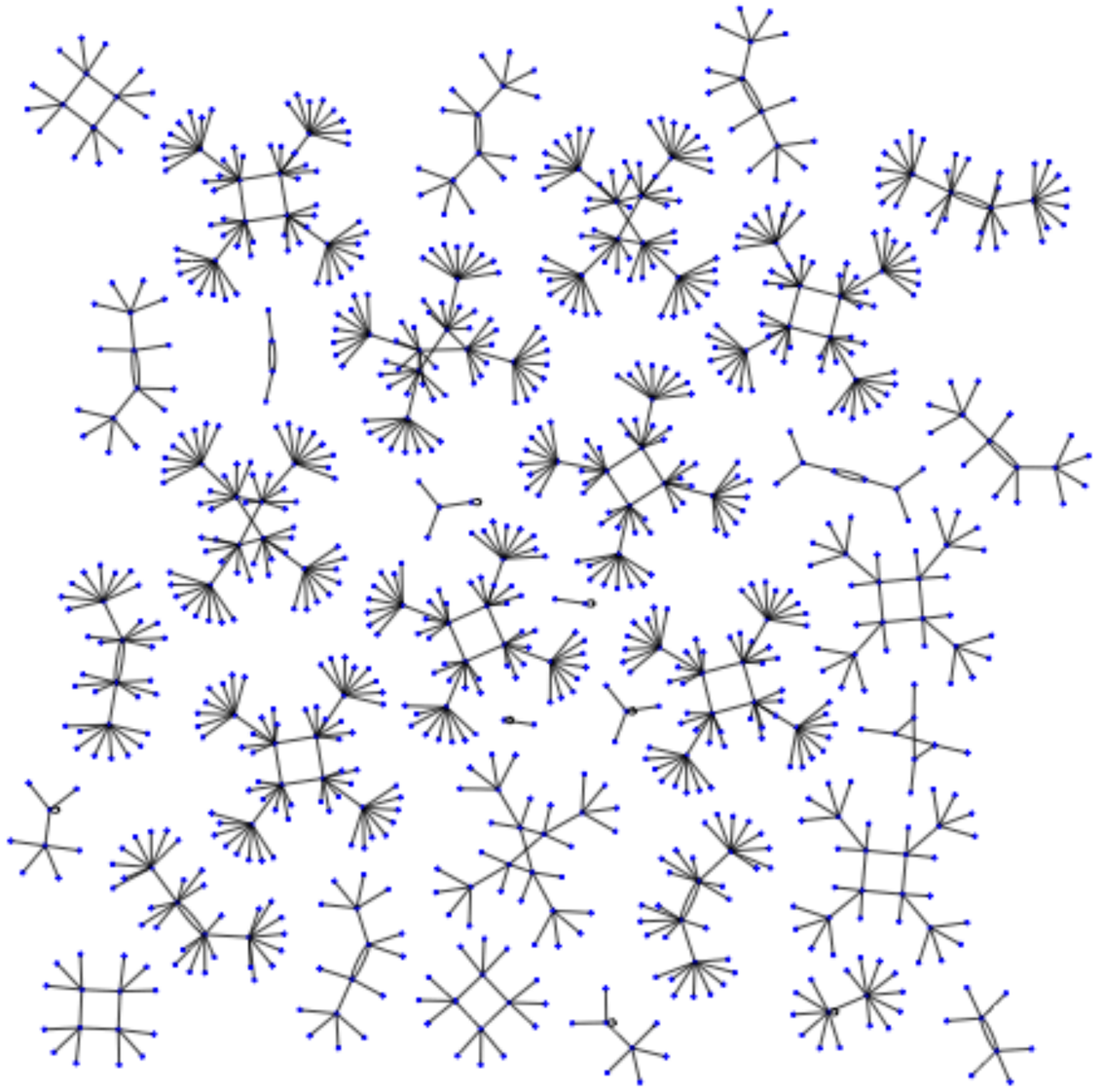

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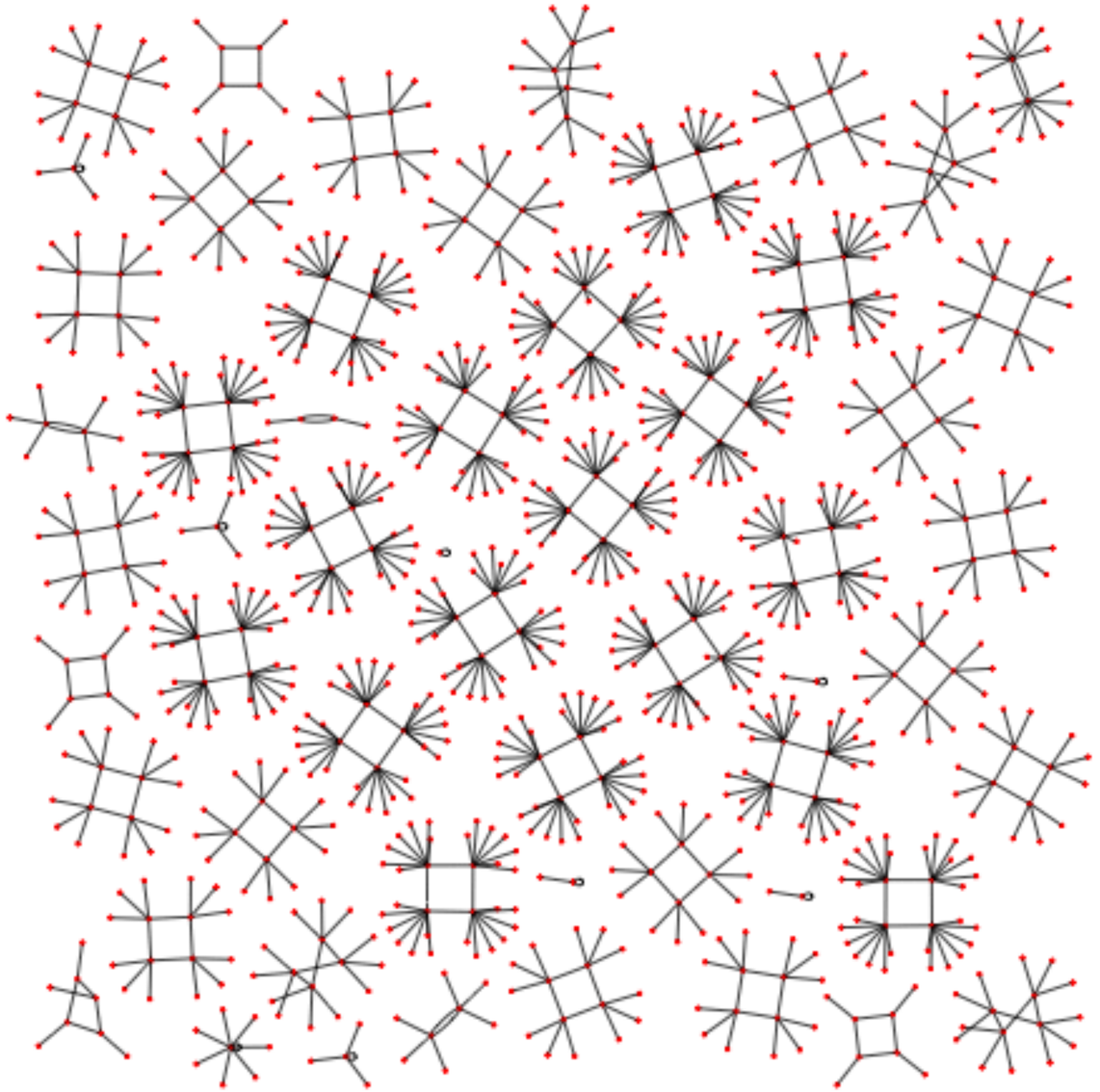


1023

I have 500+ of these,

which I plan to make available,

as a web page and PDF (G4G15?)

Collatz sequence

n -> (3n+1,n/2)

if ($x % 2 == 0) { return $x / 2; } else { return 3 * $x + 1; }

This defines a unique successor for every integer!

Examples:

22 -> 22/2 = 11

21 -> 3 * 21 + 1 = 64

2 -> 1; 3 -> 10; 10 -> 5; 5 -> 16; 16 -> 8;

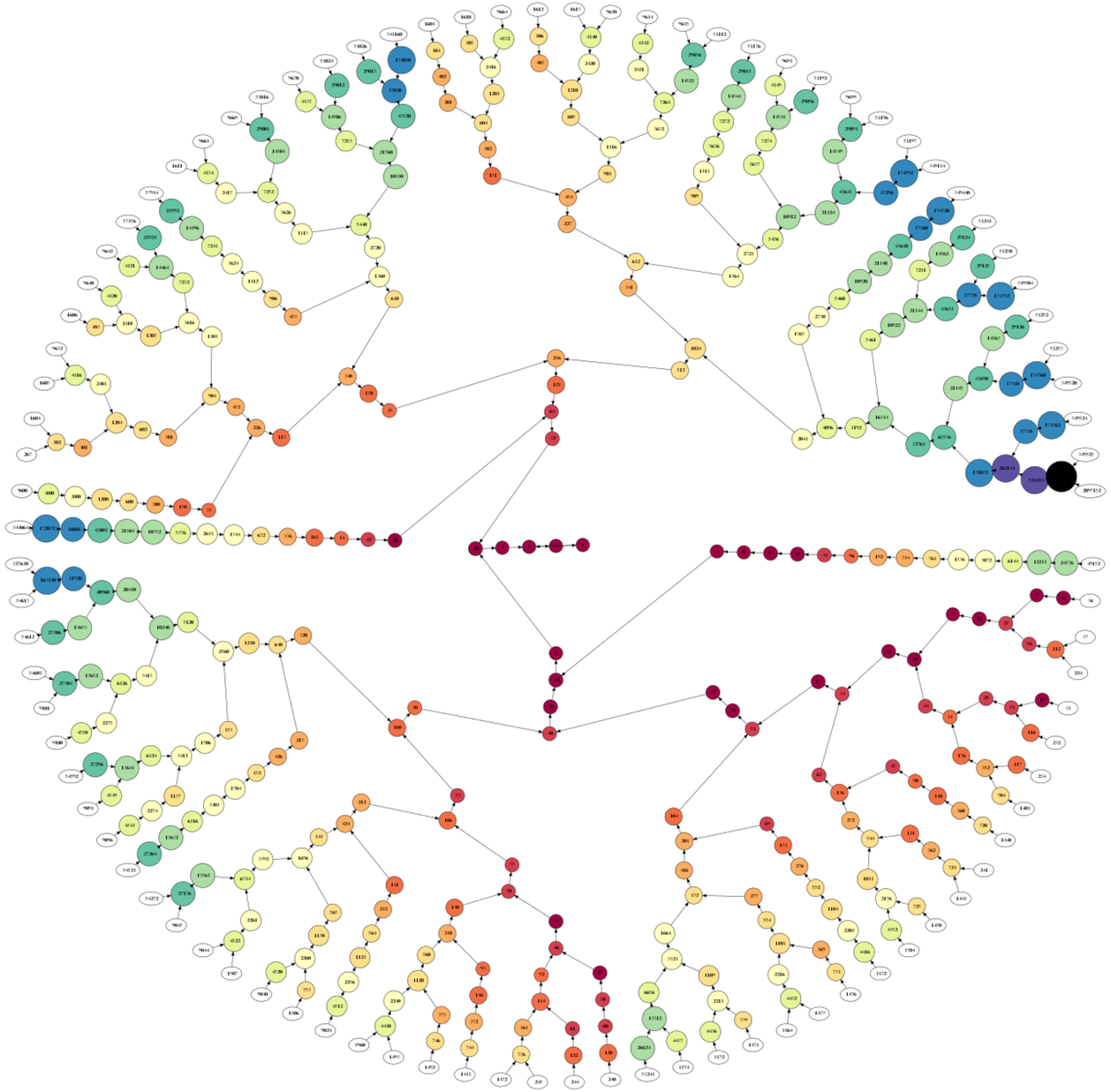
8 -> 4; 4 -> 2; 6 -> 3; 7 -> 22; 22 -> 11;

11 -> 34; 34 -> 17; 17 -> 52; 52 -> 26;

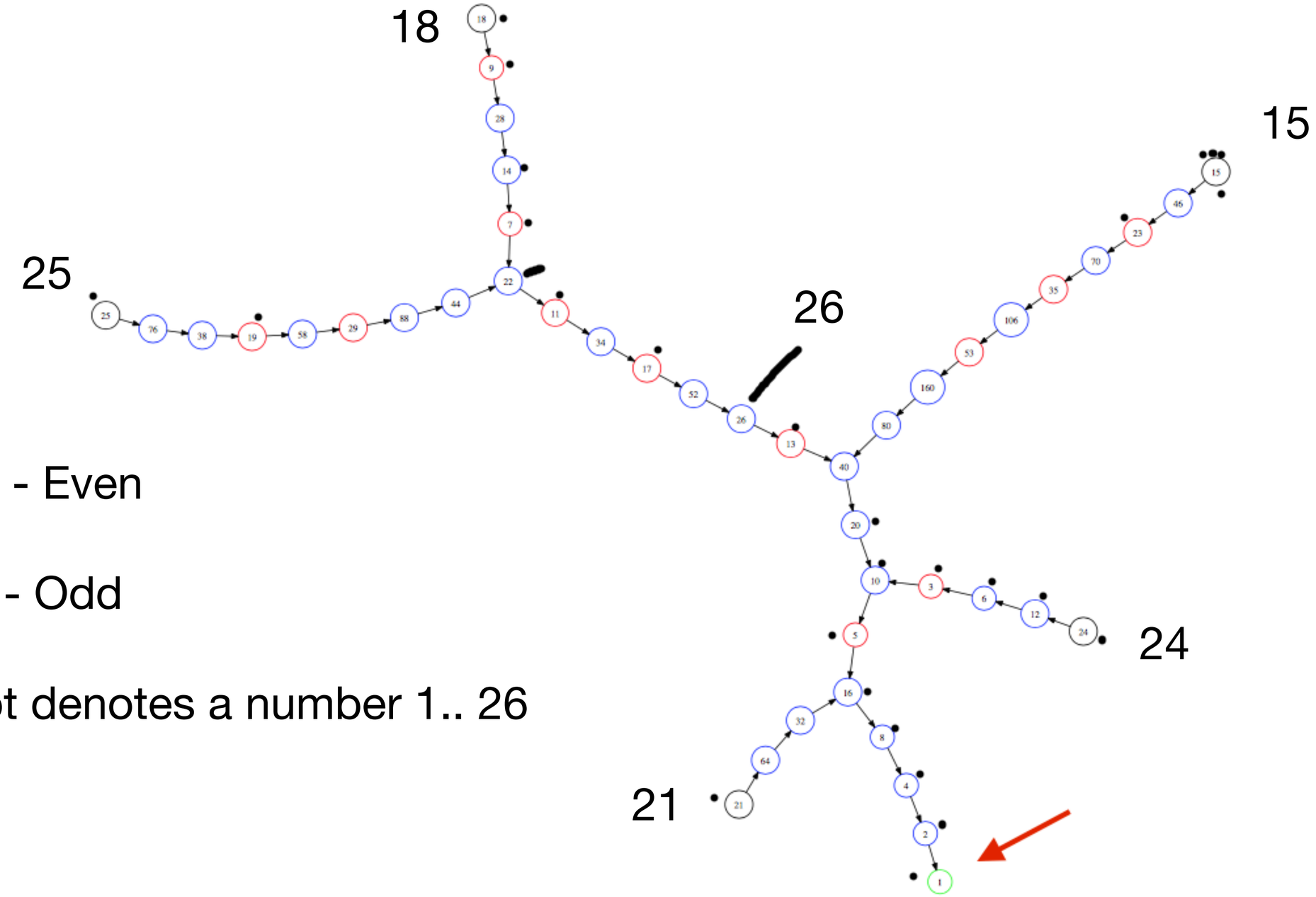
26 -> 13; 13 -> 40; 40 -> 20; 20 -> 10;

9 -> 28; 28 -> 14; 14 -> 7; 12 -> 6; 15 -> 46;

Wikipedia



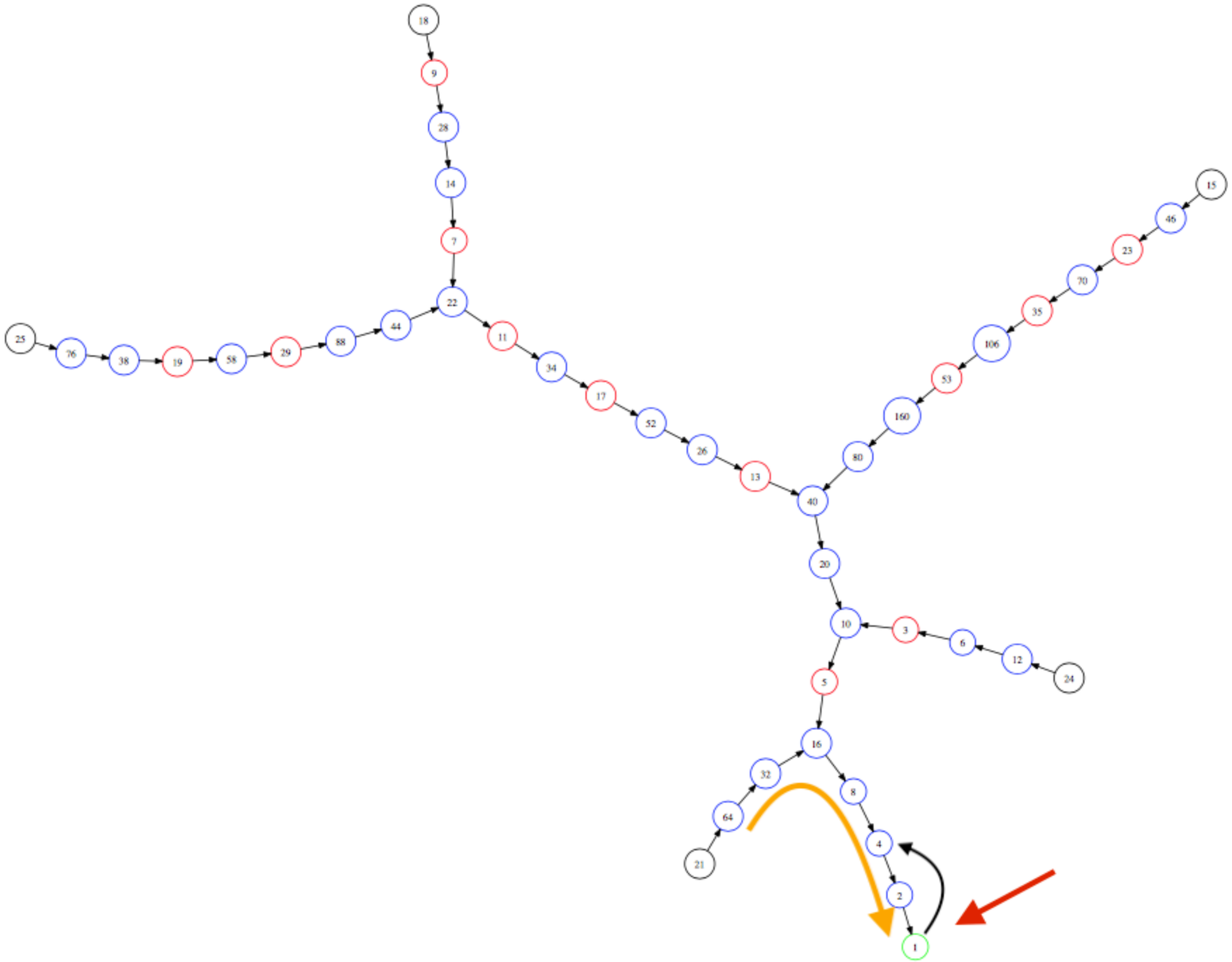
All Collatz sequences of a length inferior to 20



Blue - Even

Red - Odd

A dot denotes a number 1.. 26

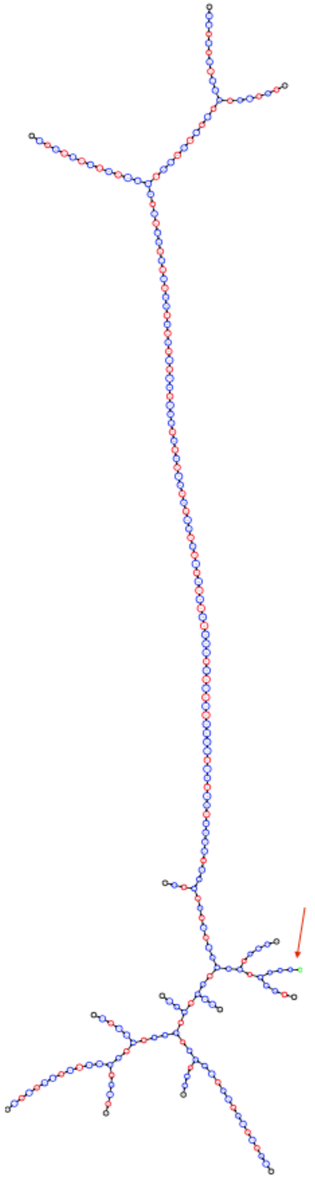


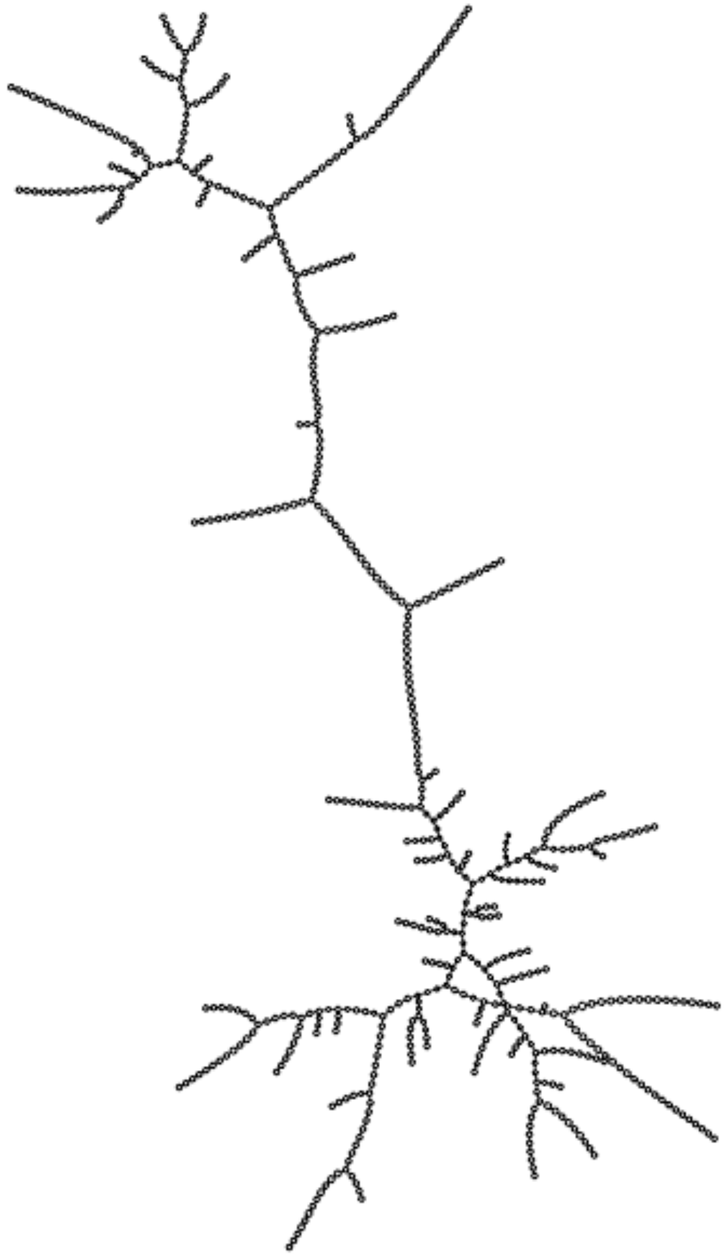
(26) See the little 4-2-1 loop at the end.

EXERCISE:

Compute the Collatz Sequence starting with 27.

(JHC)





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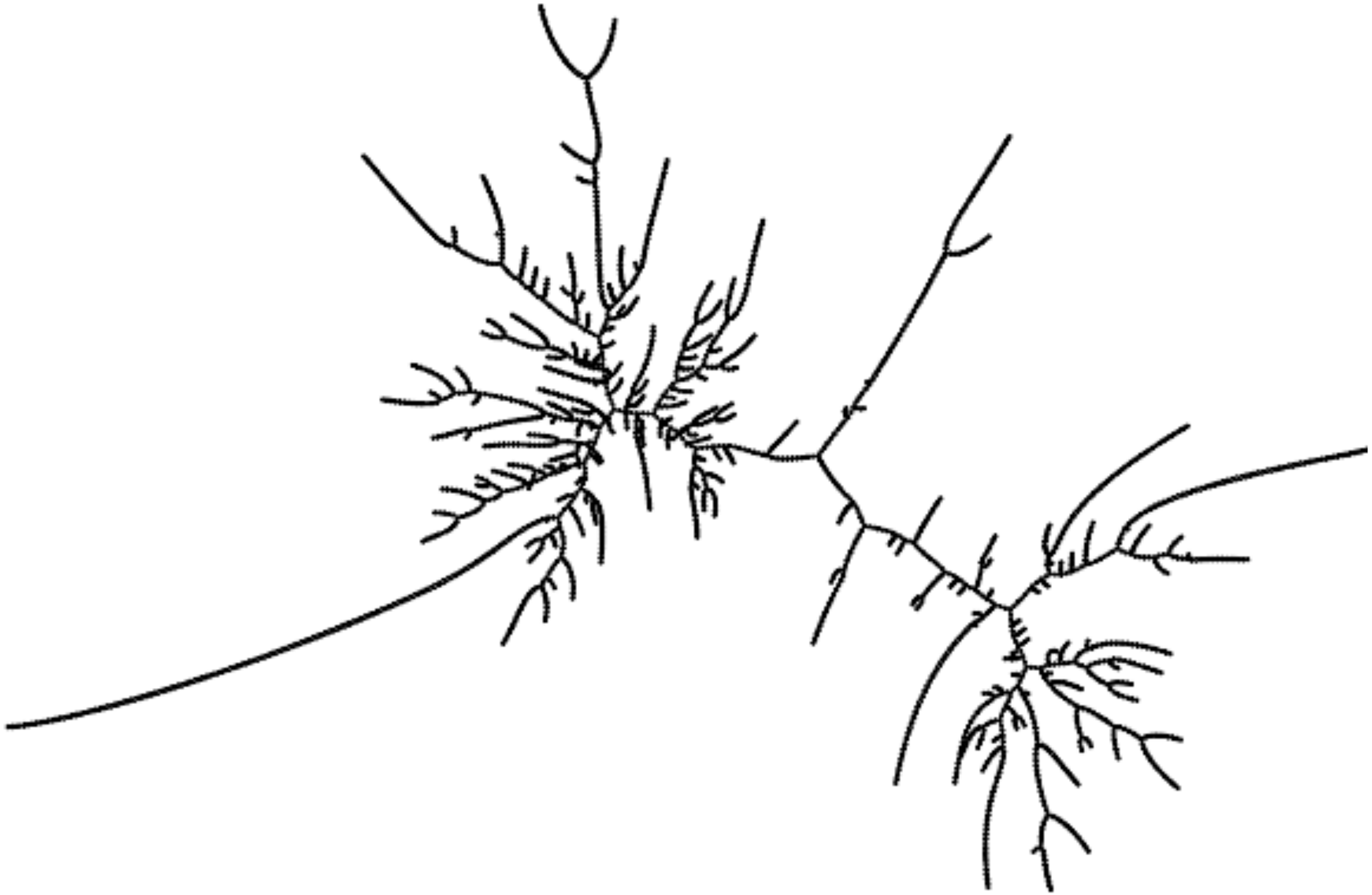


1000

Conjecture

All integers are in one CONNECTED graph.

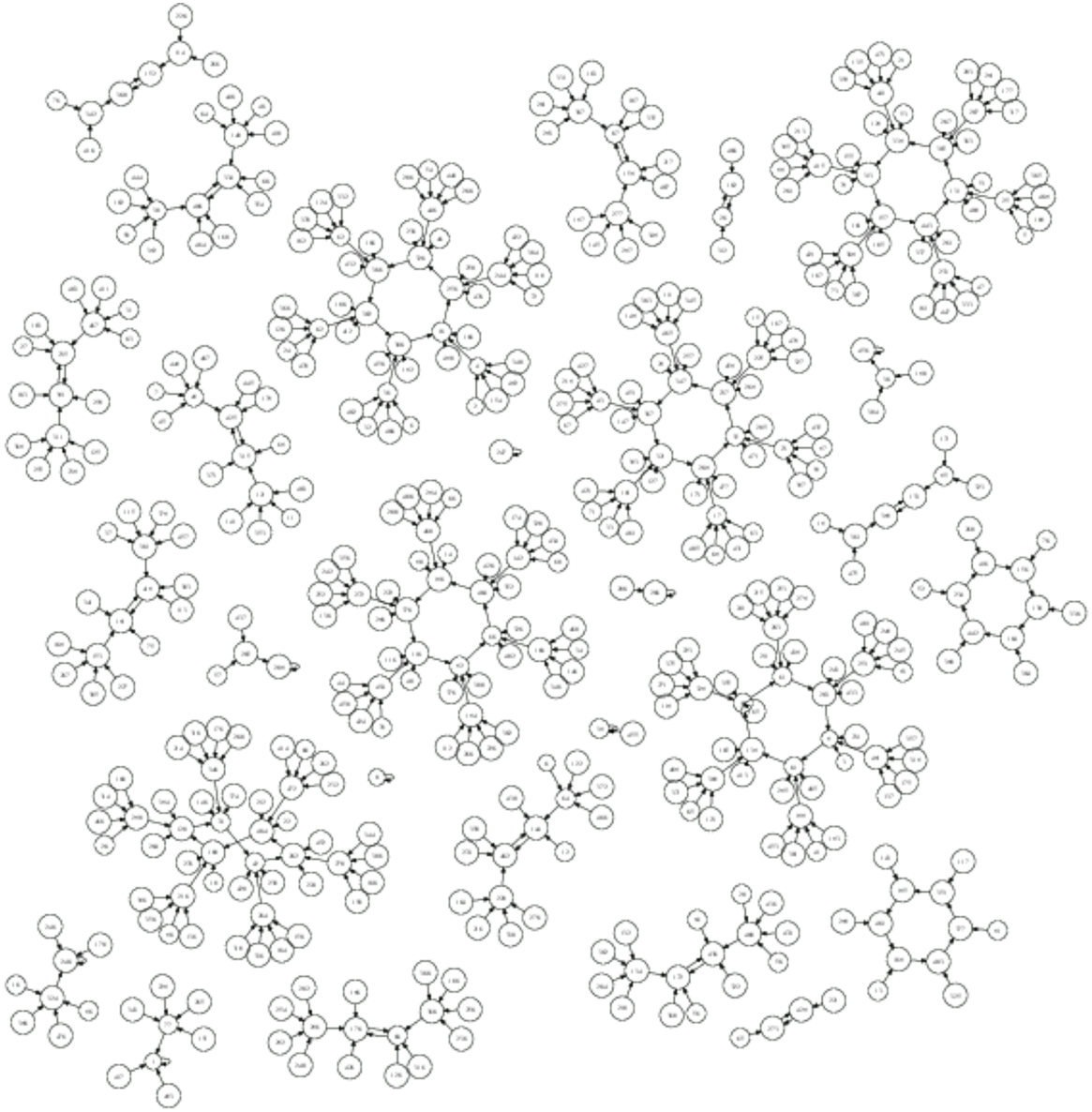
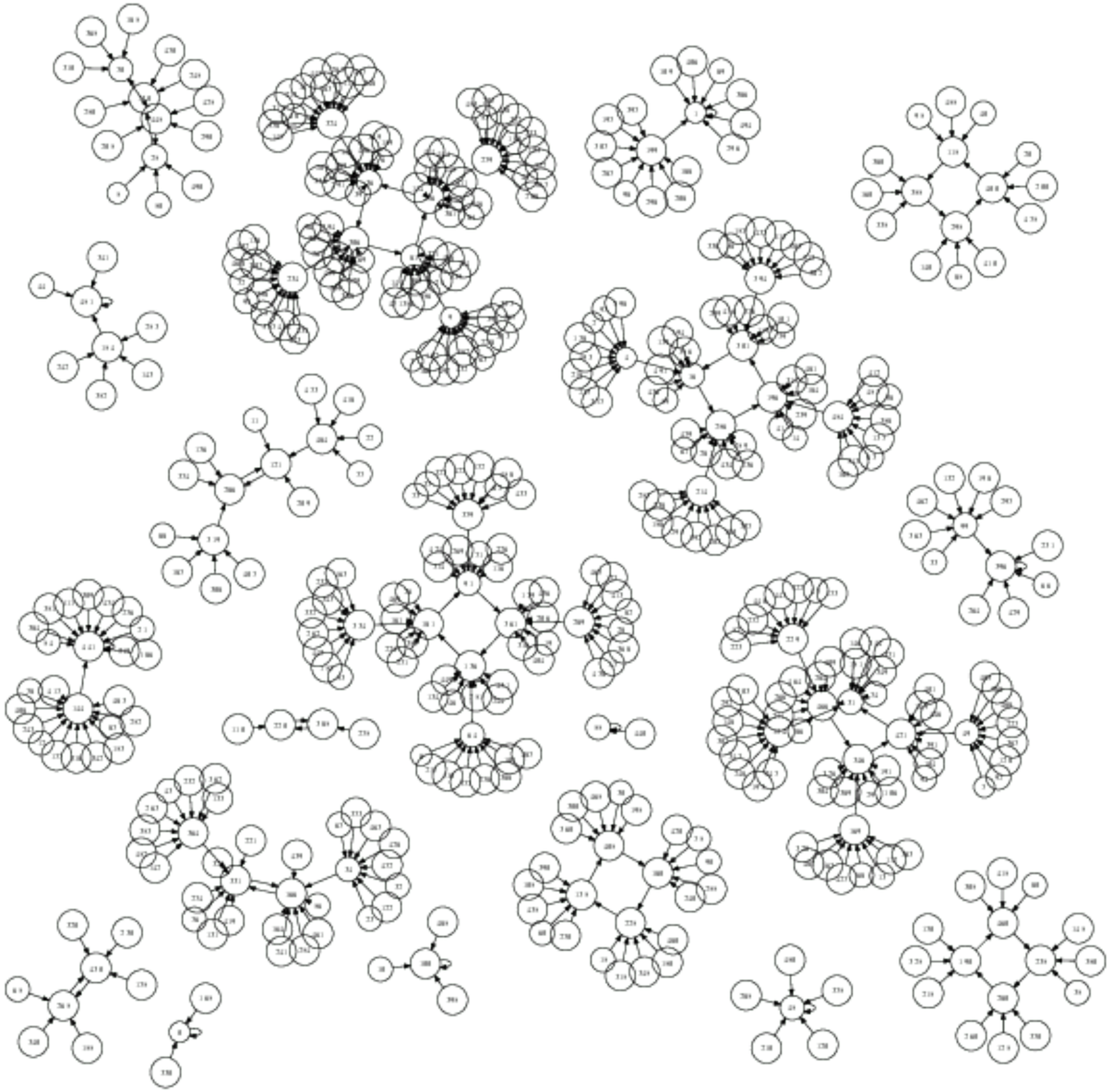
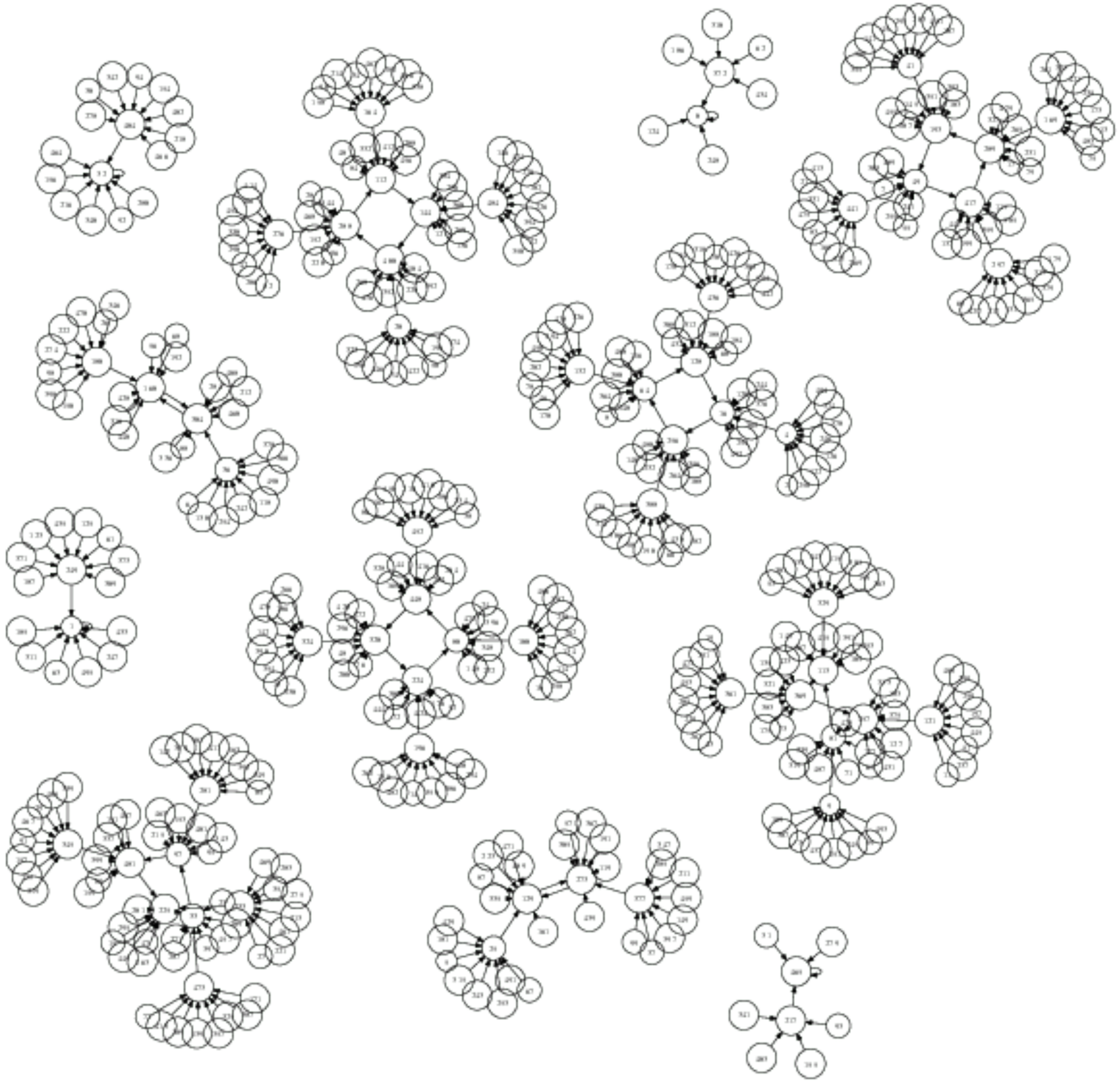
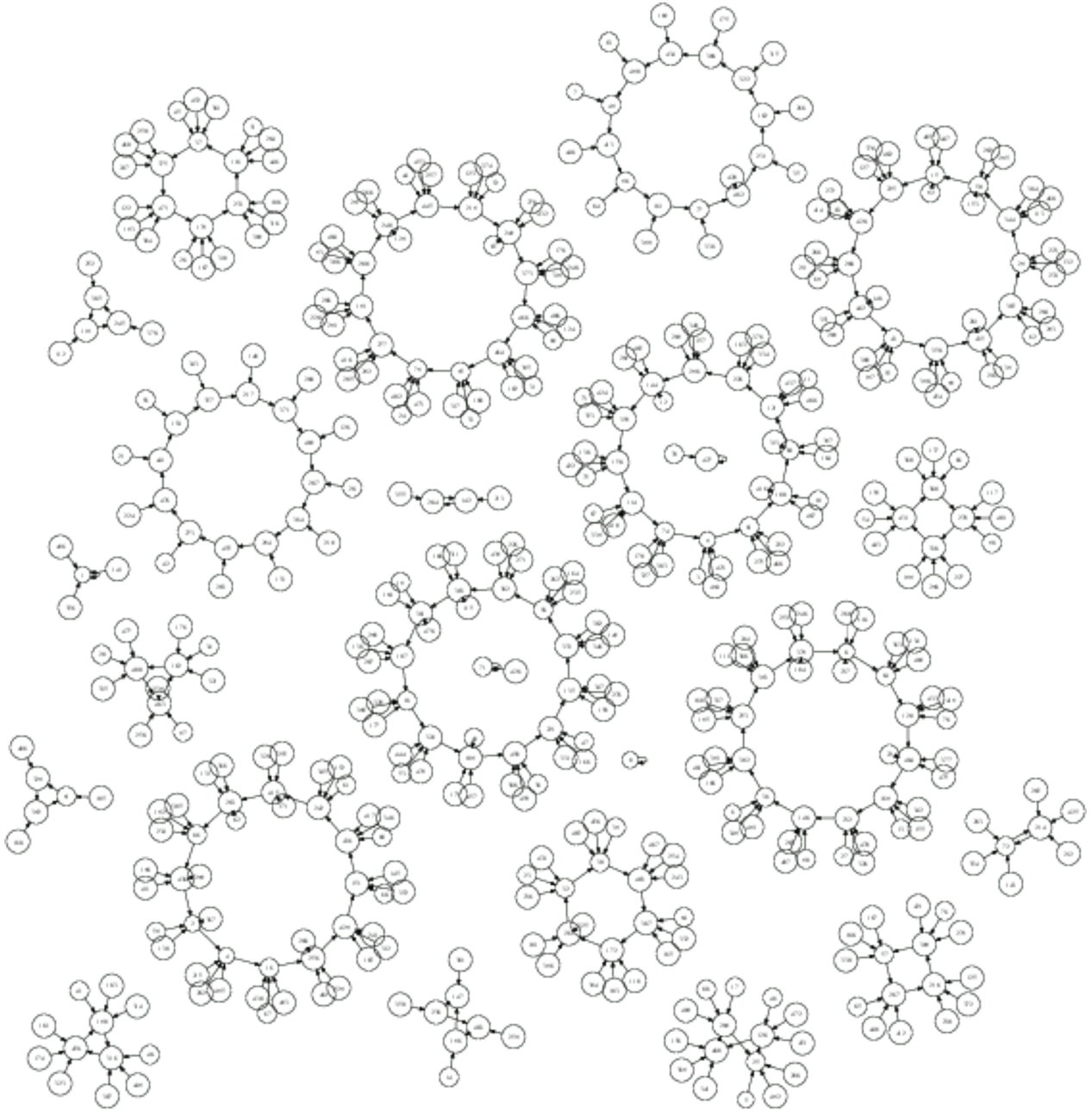
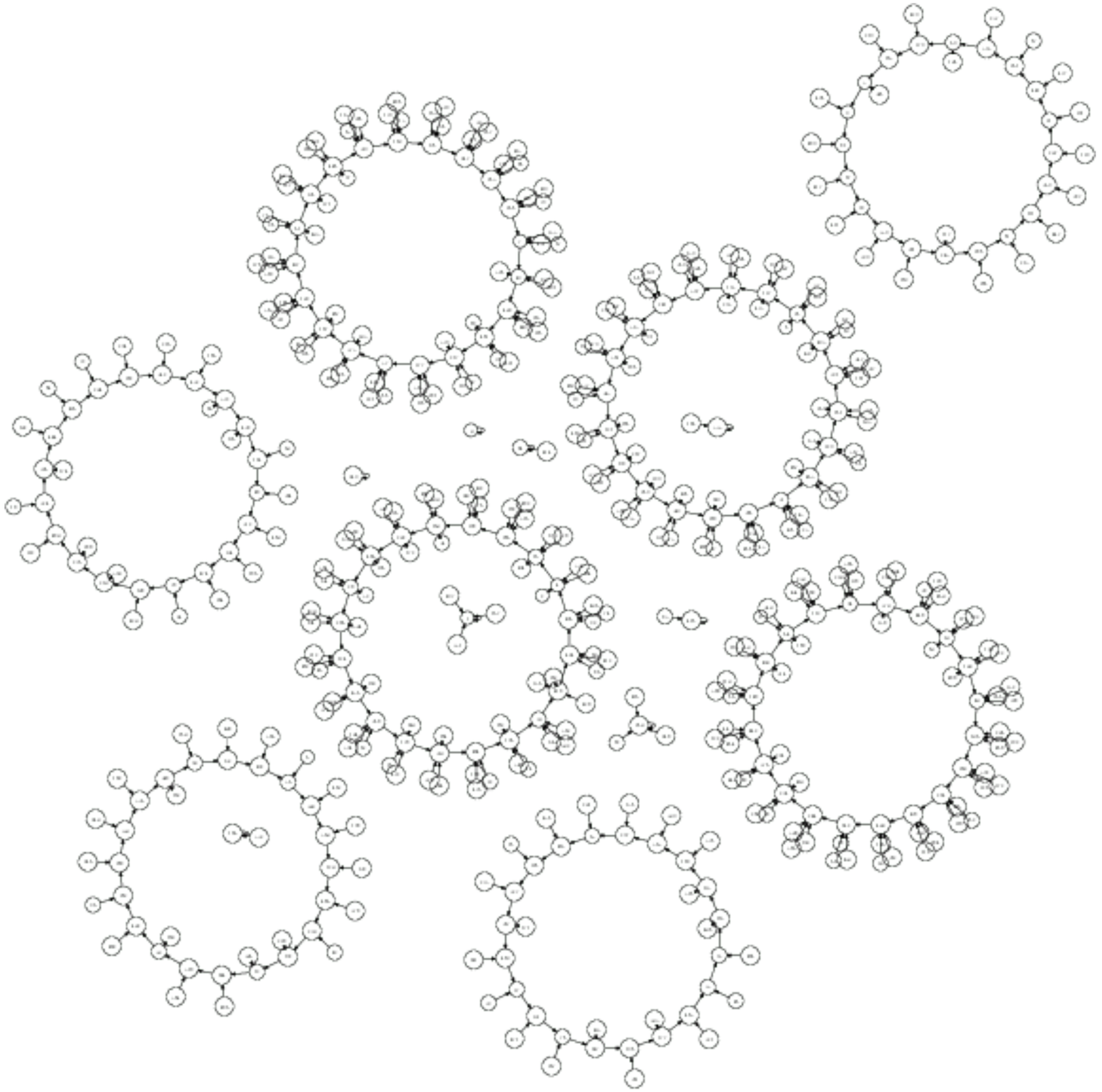
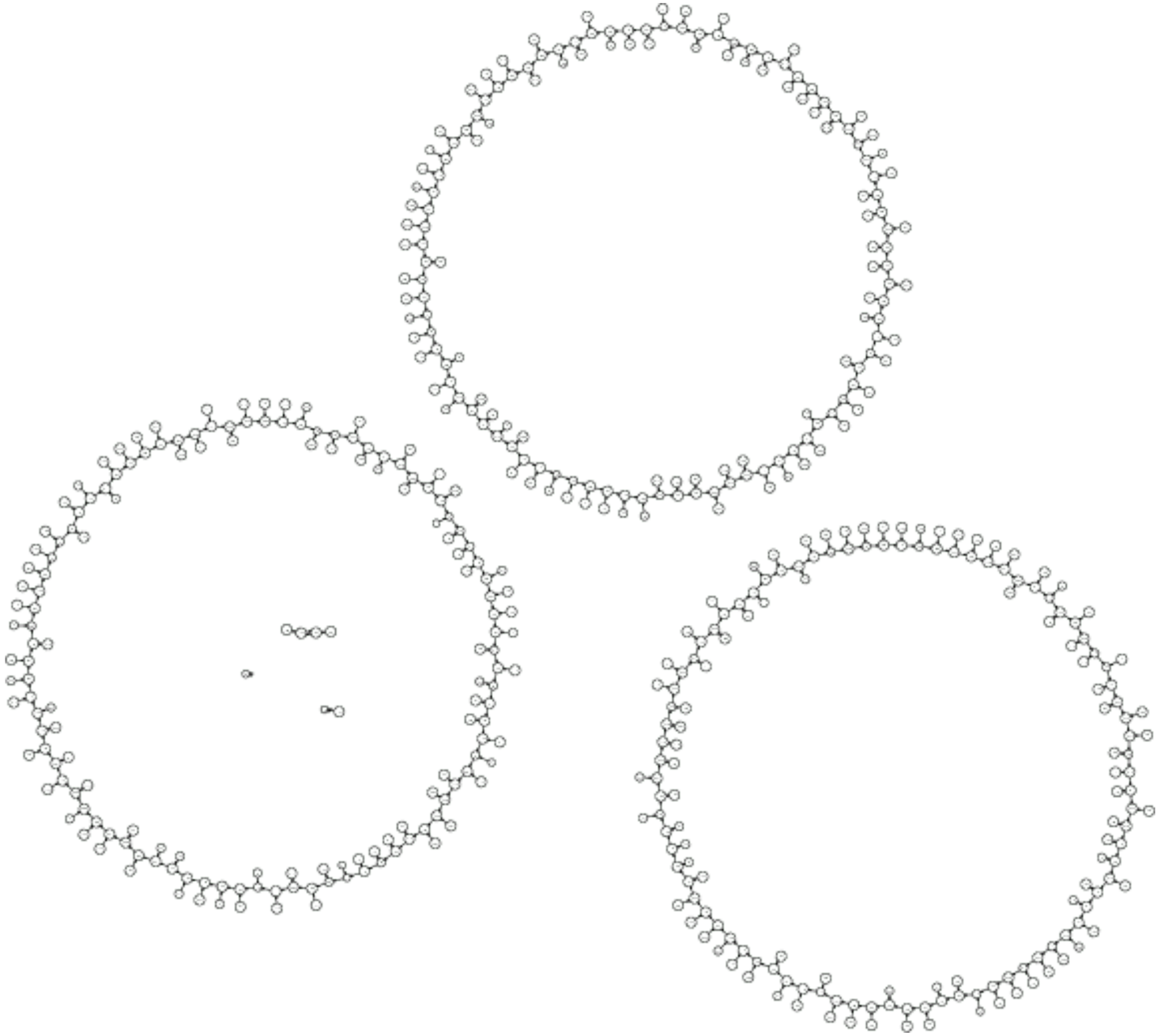
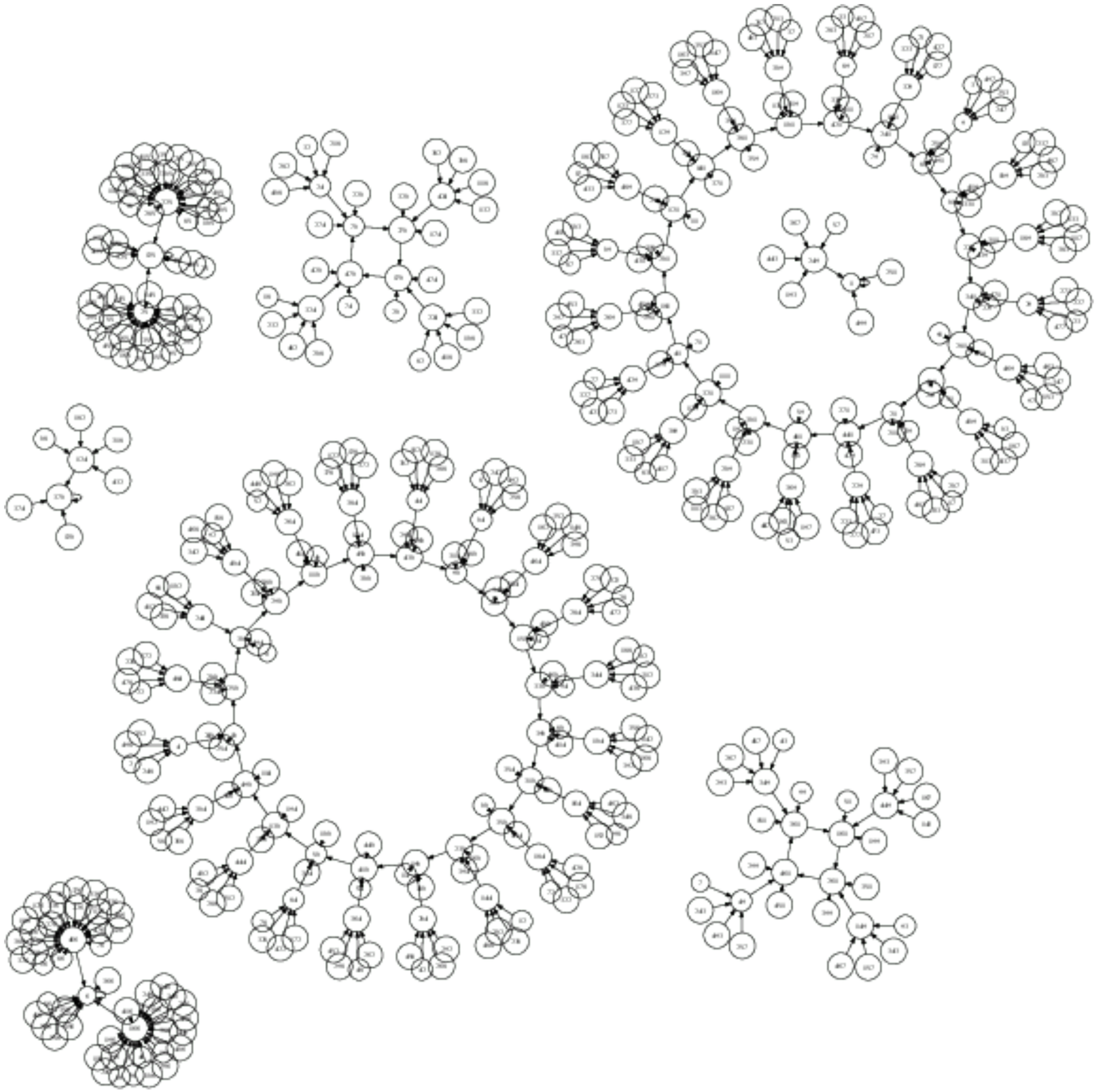
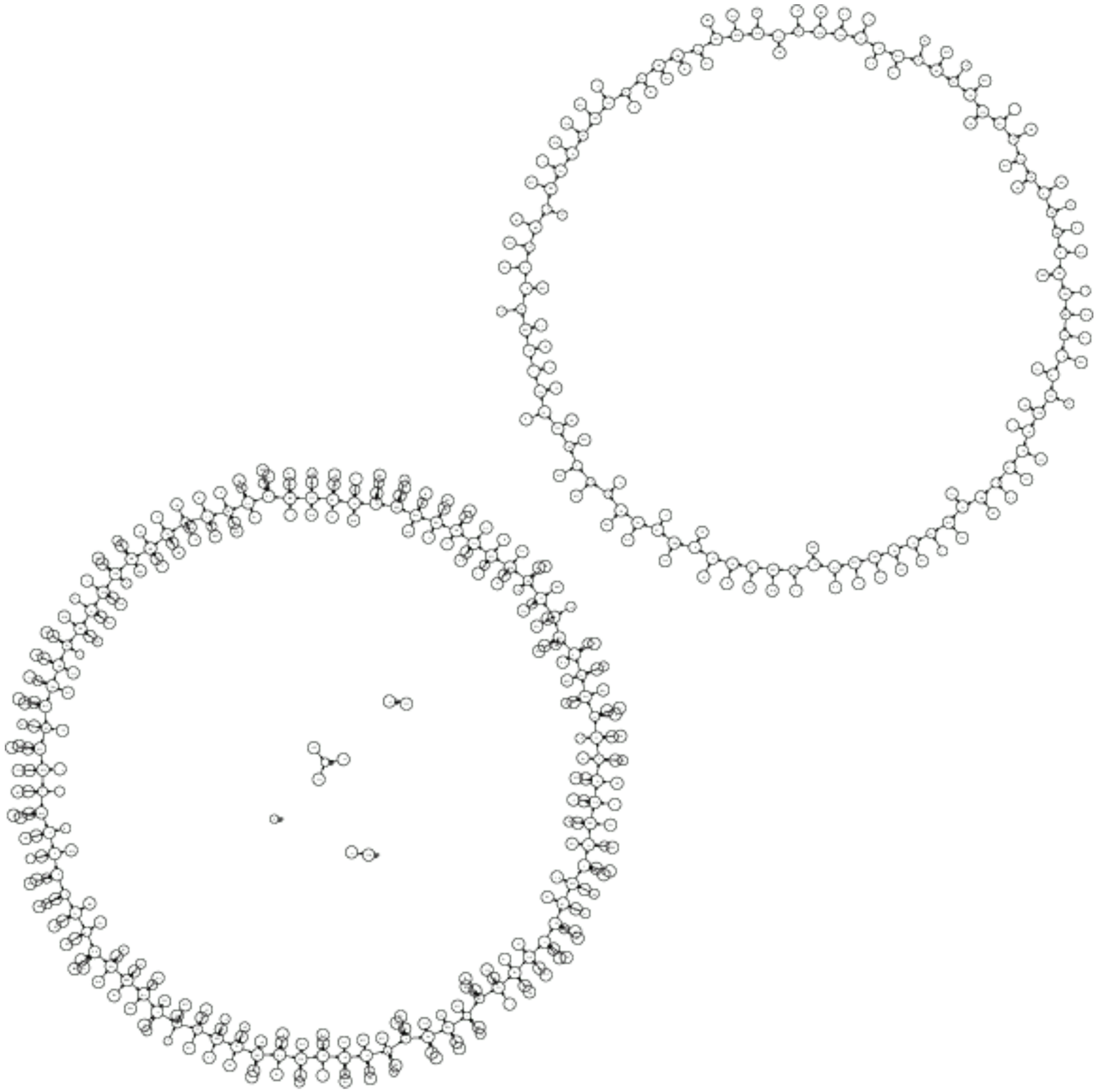
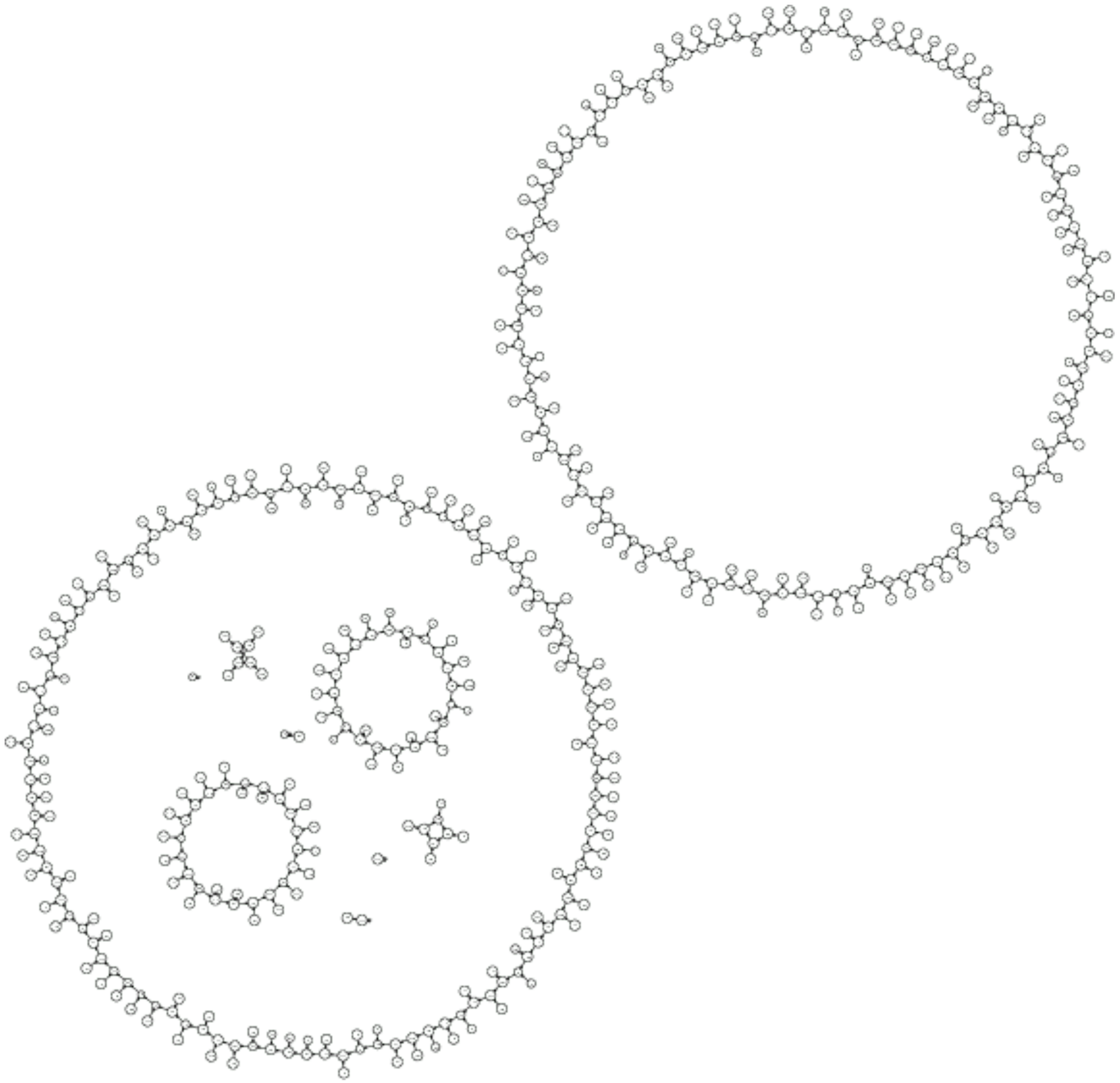
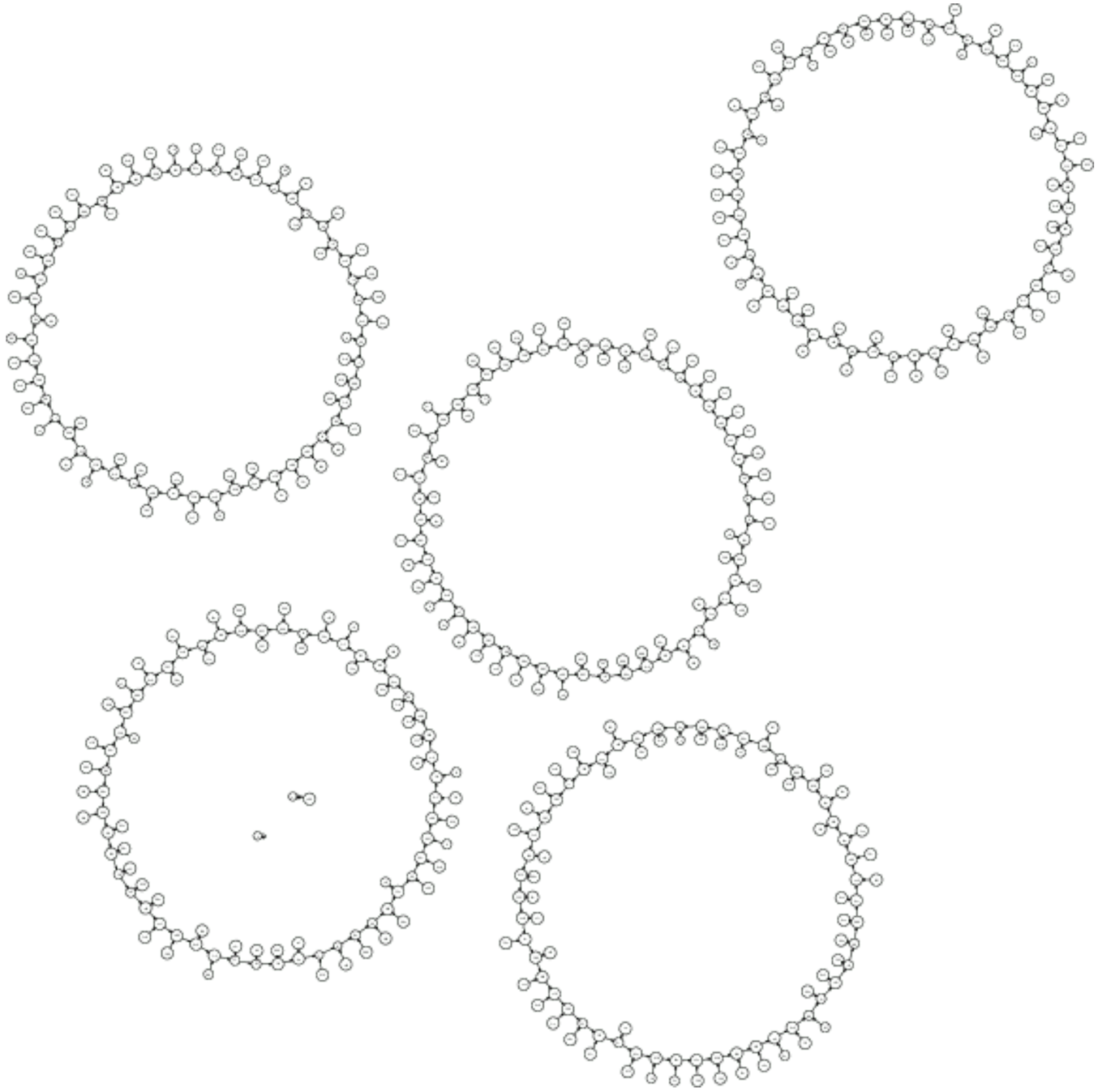
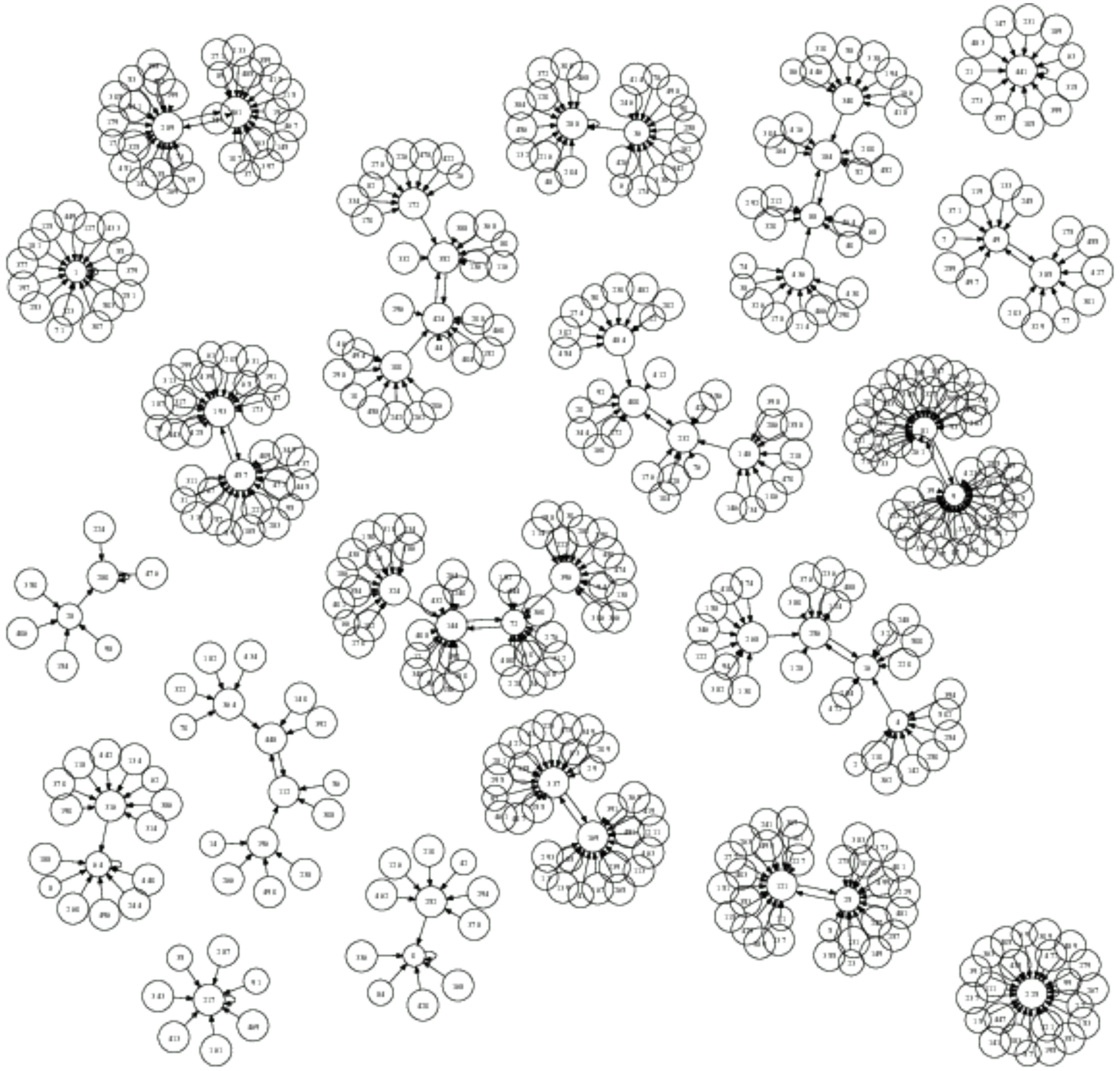
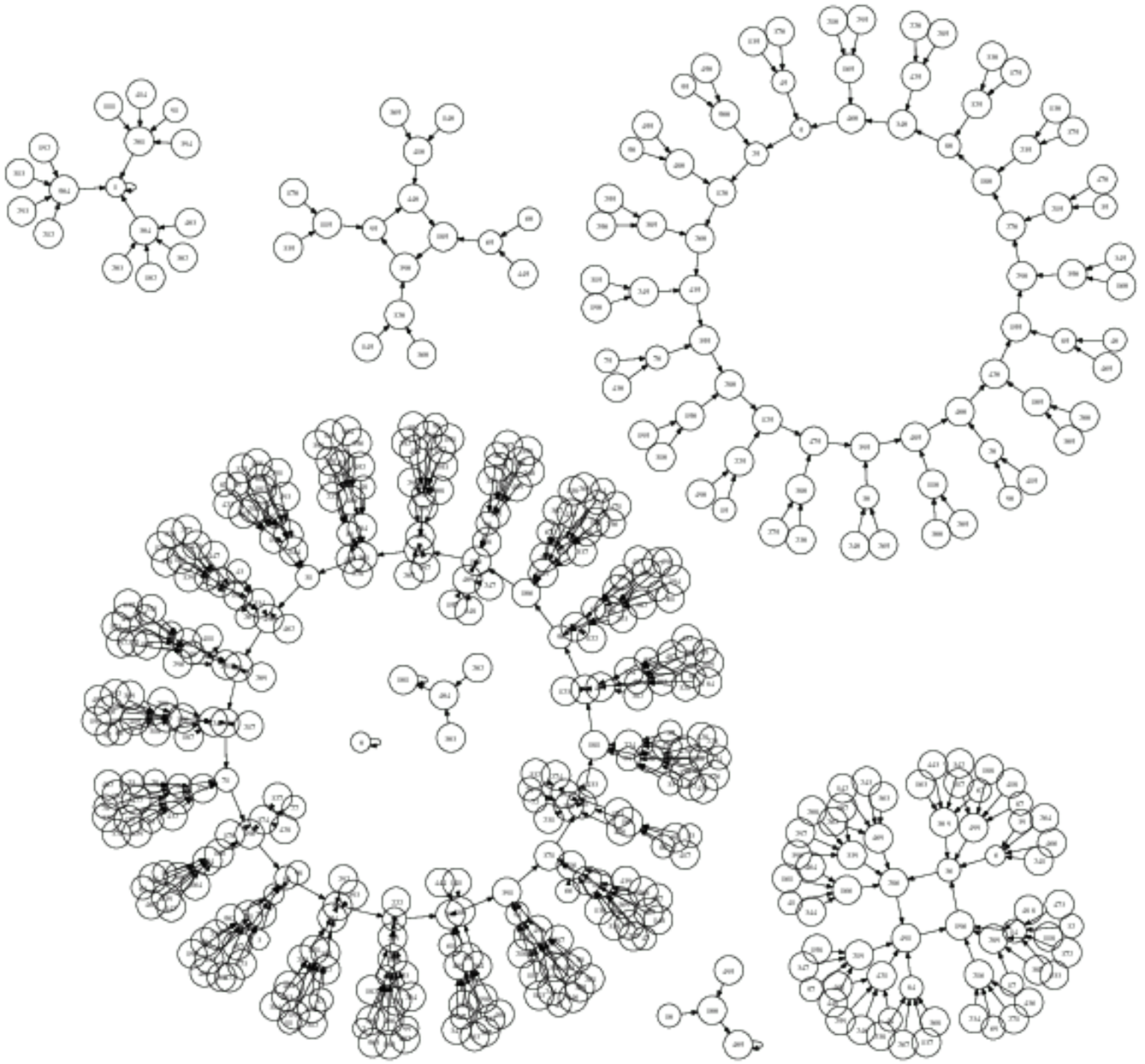
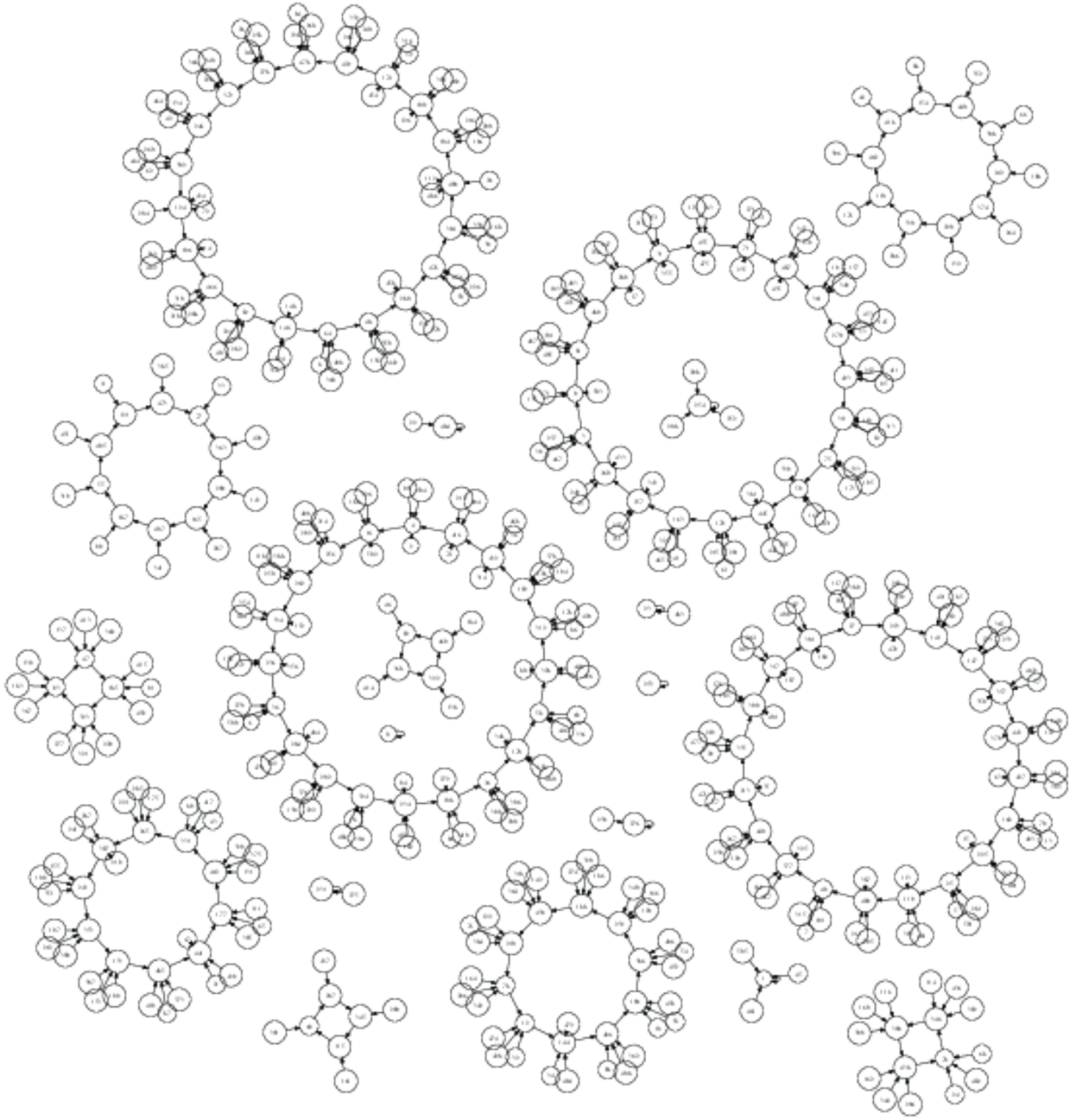
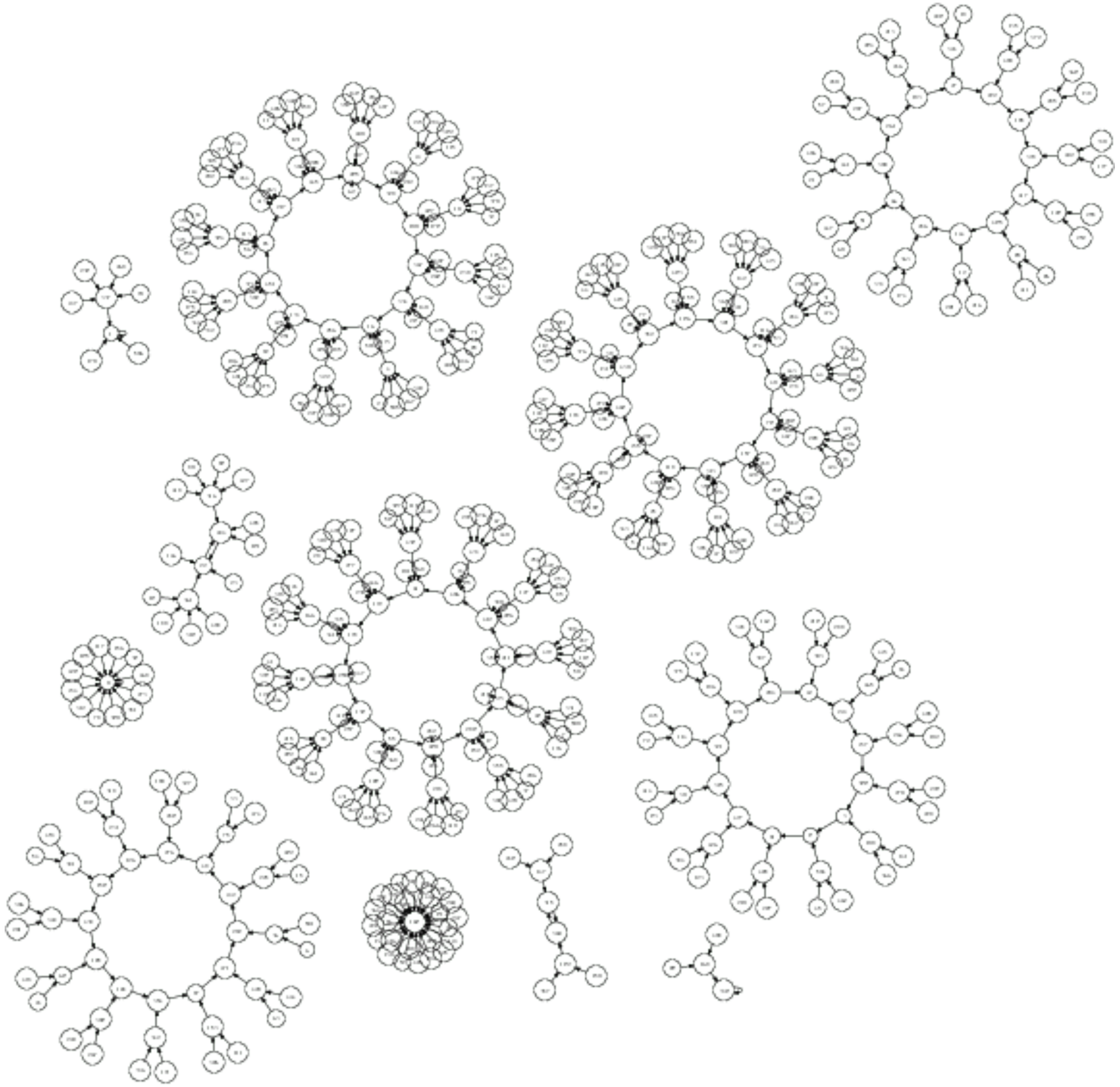
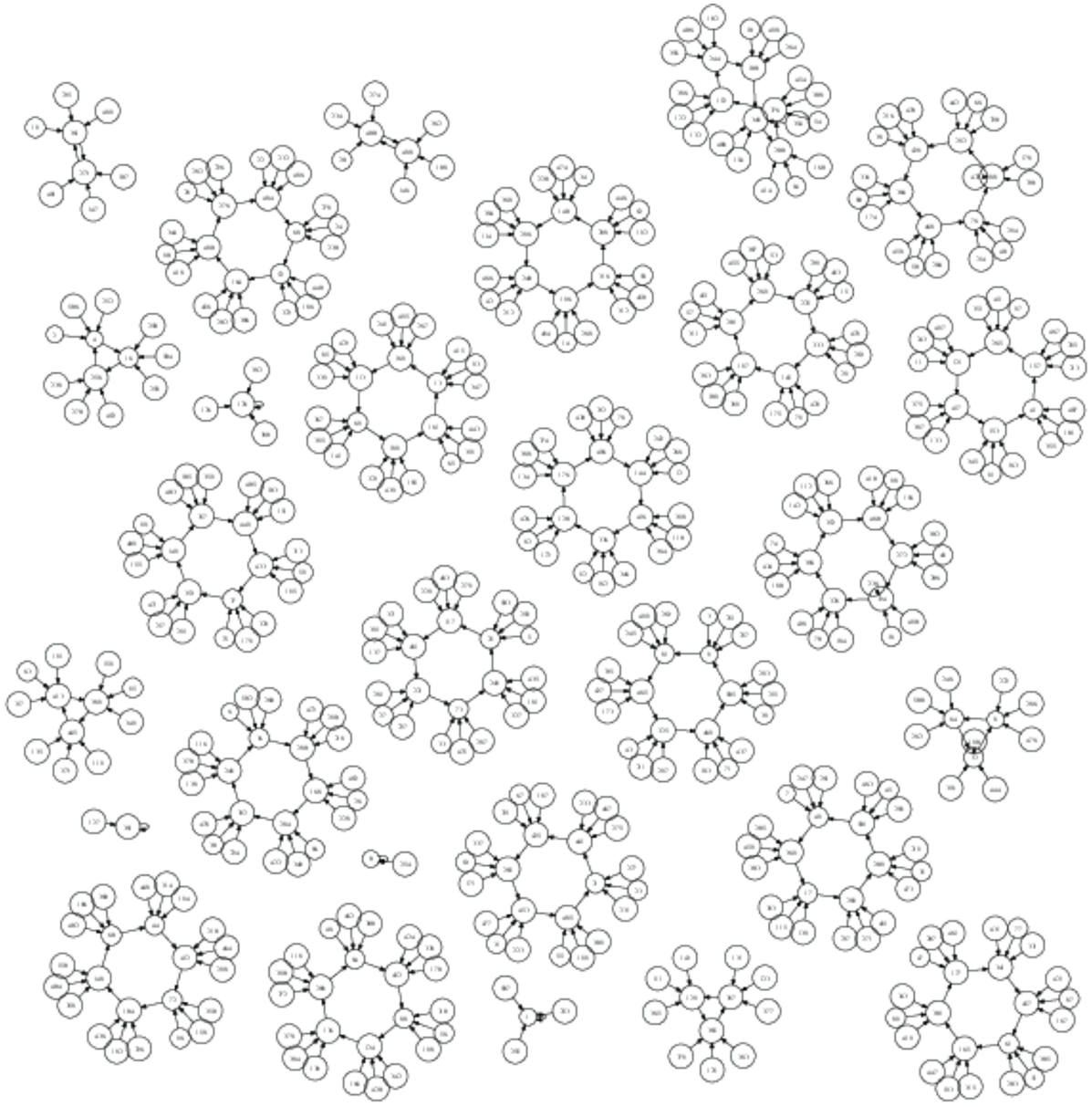
The iteration always ends with ‘1’.

No number leads to a subgraph that never connects to the main graph.

No sequence falling into a loop that does not terminate with 1.

Brian Hayes wrote an excellent article on 3x+1 in Jan 84 SciAm,

Computer Recreations, "On the ups and downs of hailstone numbers"

fin.

Sharing? Stories?