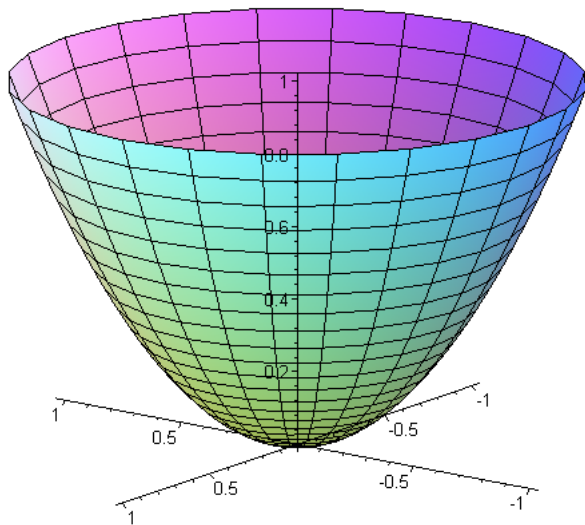


# Beautiful Images from Some Simple Formulas

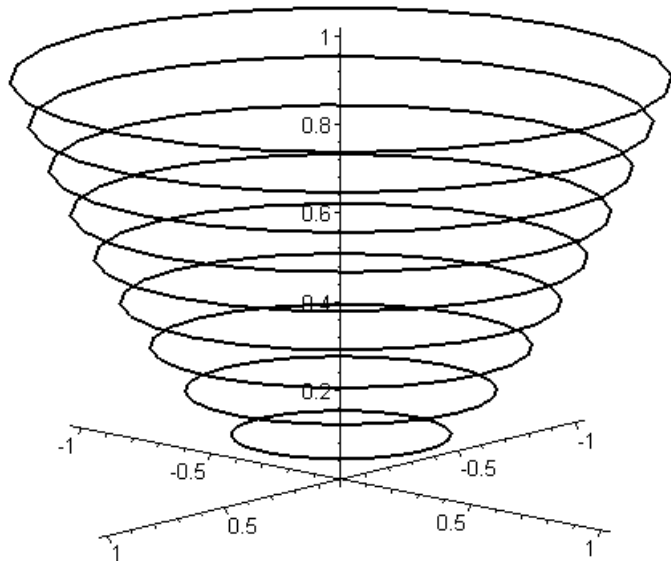
Brian Heinold

Department of Mathematics and Computer Science  
Mount St. Mary's University

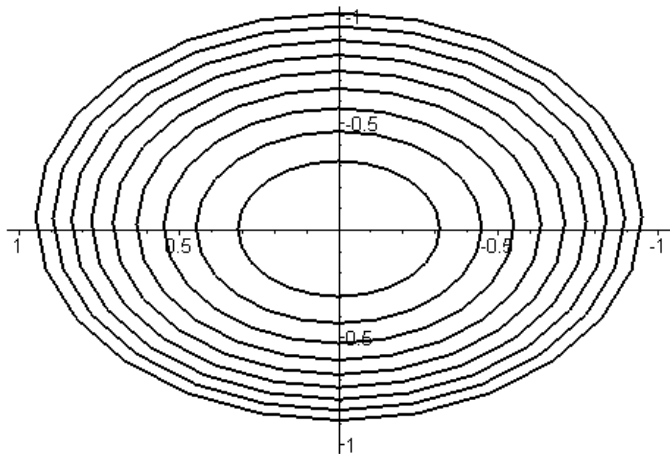
# Ordinary plot of $f(x, y) = x^2 + y^2$



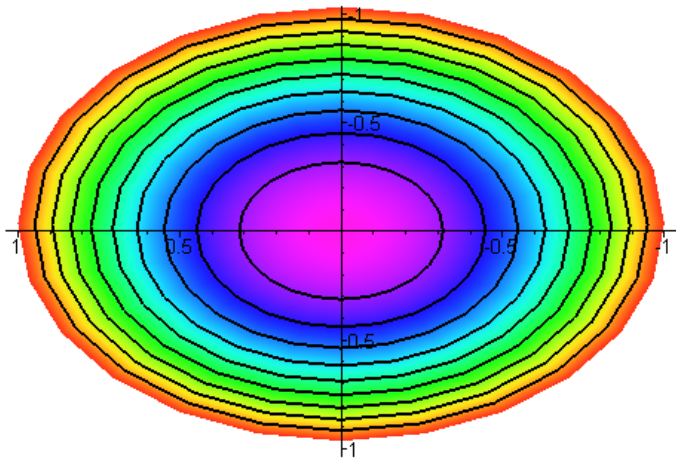
# Contour plot of $f(x, y) = x^2 + y^2$



# Looking down from above



# Colored contour map

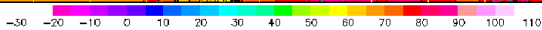
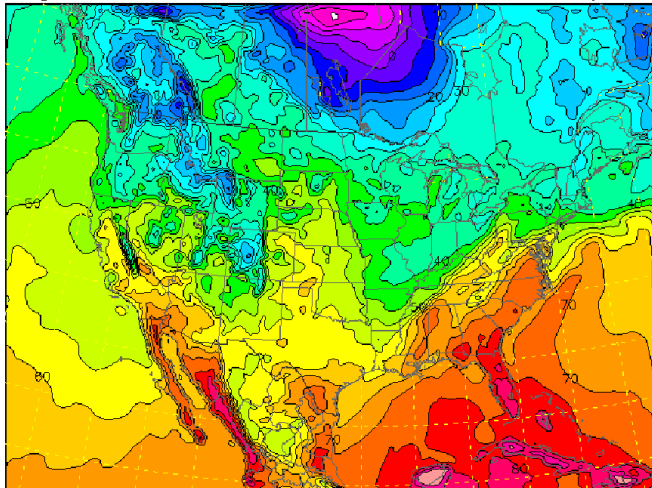


# Temperatures maps are contour maps.

## Temperature (°F)

Analysis valid 1700 UTC Wed 19 Mar 2008

RUC (17z 19 Mar)

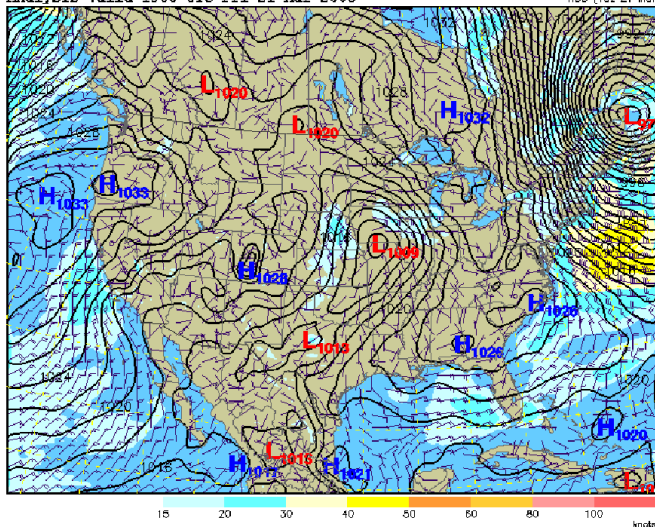


# Pressure maps are, too.

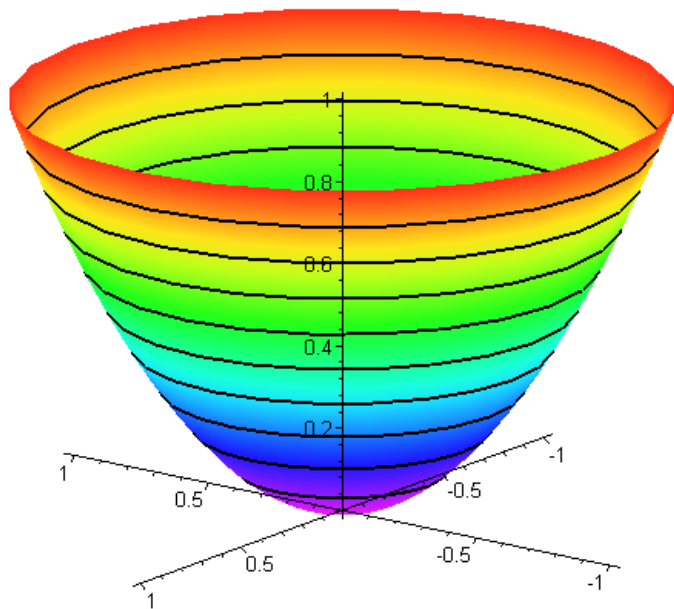
Wind Speed (knots) / MSLP (mb)

Analysis valid 1300 UTC Fri 21 Mar 2008

RUC (13z 21 Mar)

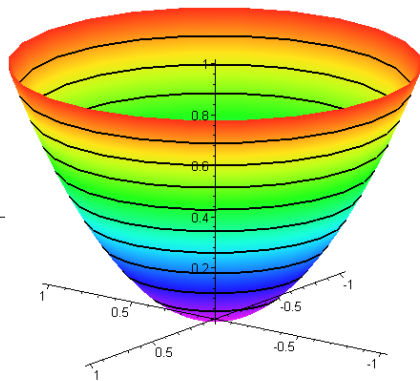
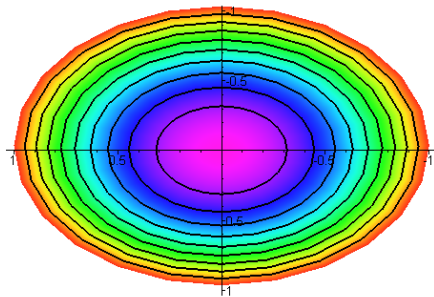


Back to  $f(x, y) = x^2 + y^2$

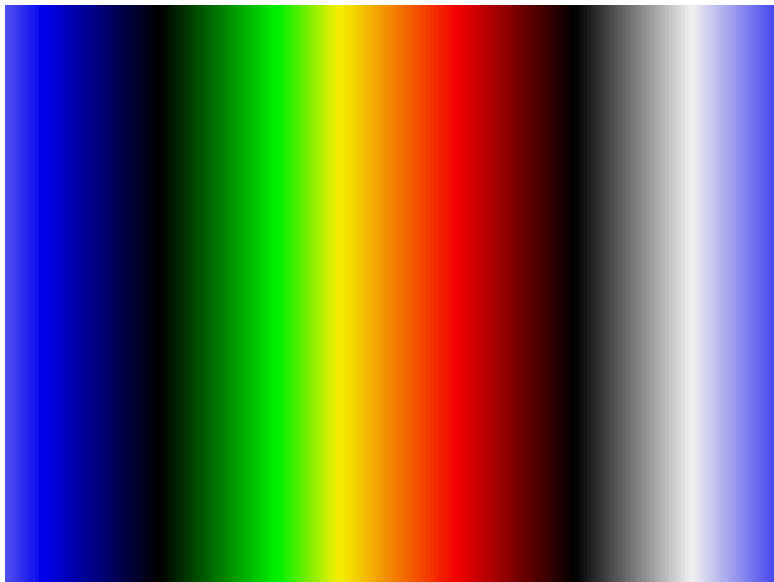




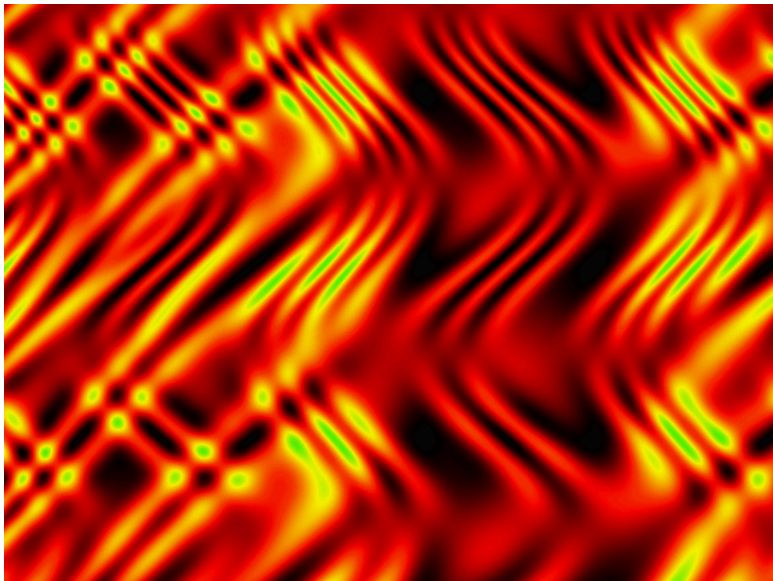
# Graph vs. contour plot



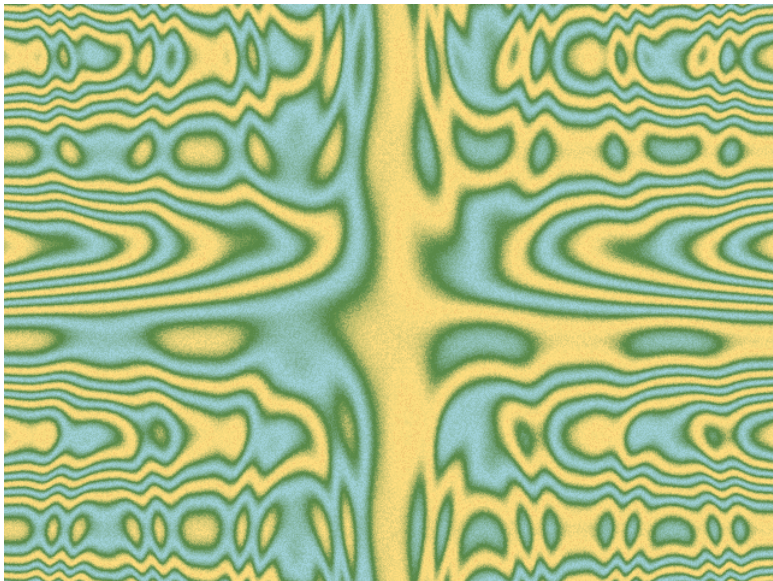
# Color scheme



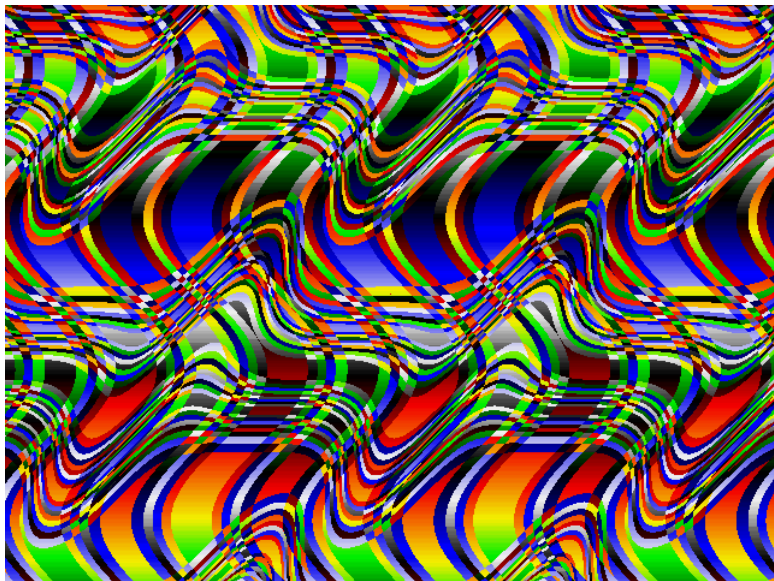
$$\cos(x \sin(y - x) + \cos(y)) + \sin(y) \cos(x - y \sin(x - \cos(y)))$$



$$\sin(x + \cos(y - y \cos(x)) + x \sin(y)) + \text{rand}(100)/400$$



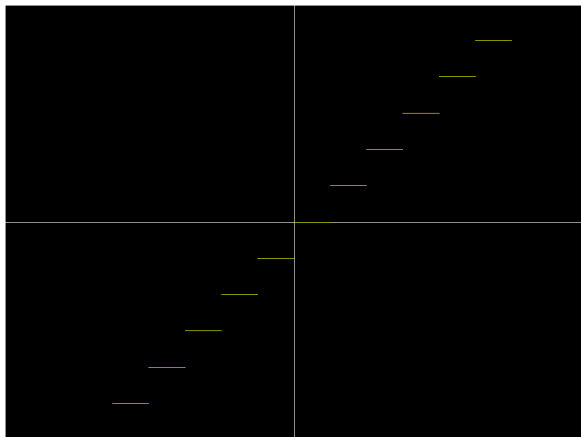
```
fact(abs(floor(12 cos(sin(x + sin(y))))))  
+ fact(abs(floor(11 sin(y + cos(x + sin(y - x)))))) + y
```



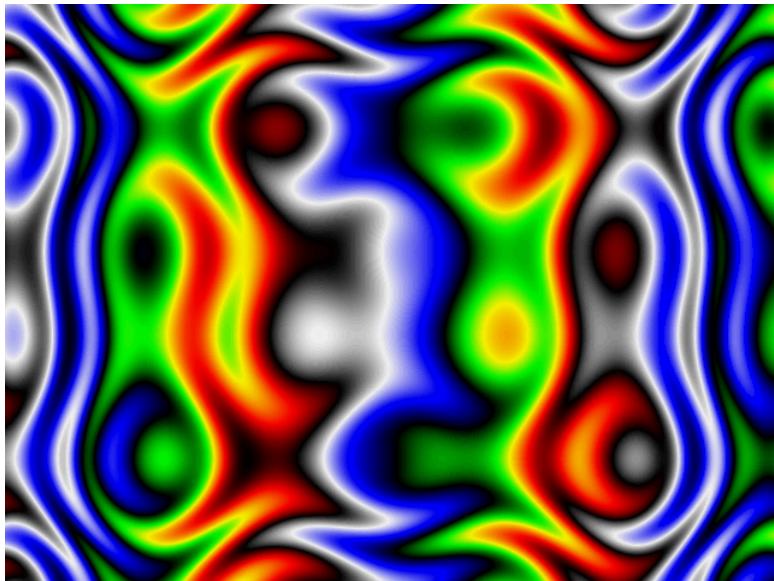
# Floor function

The floor function returns the greatest integer less than or equal to the given number.

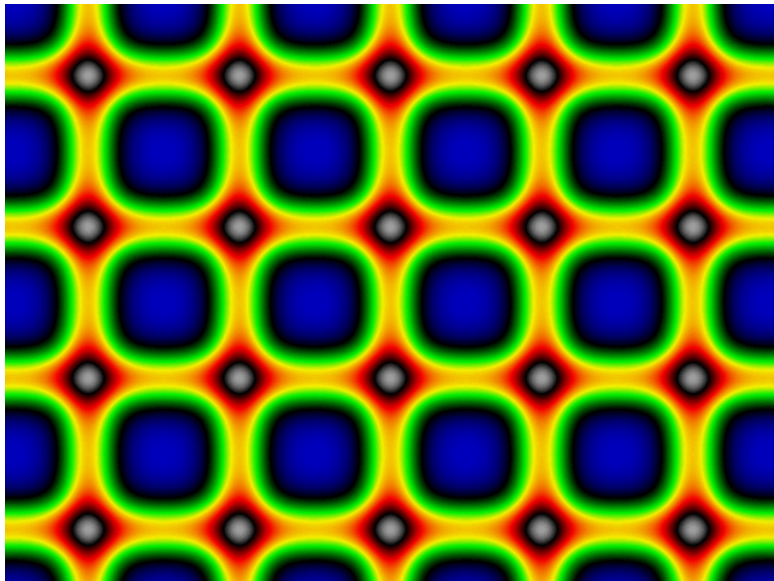
$\text{floor}(2.56) = 2$ ,  $\text{floor}(3.98) = 3$ , and  $\text{floor}(-3.98) = -4$



# Another complicated sines and cosines formula

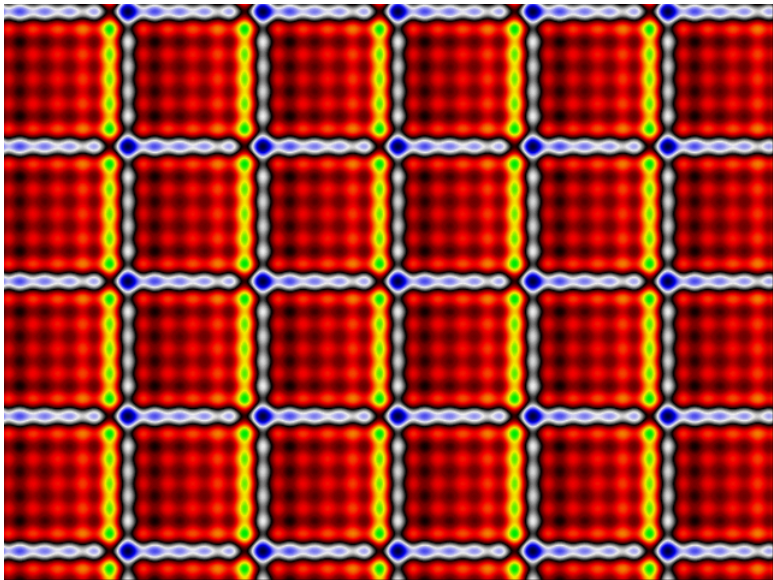


$$2^2 \cos(x) + 2^2 \sin(y)$$



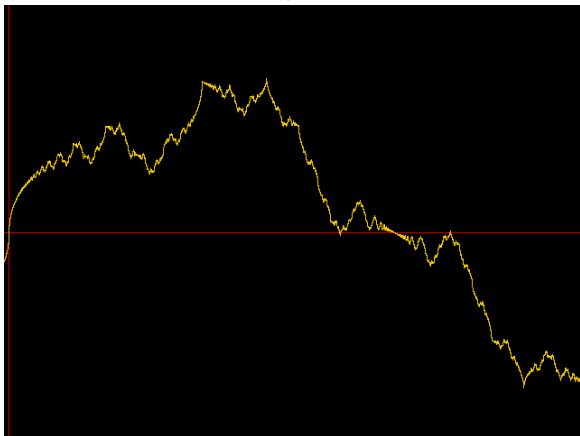


$$\begin{aligned} &\sin(x) + \cos(y) + \sin(2x) + \cos(2y) + \sin(3x) + \cos(3y) \\ &+ \sin(4x) + \cos(4y) + \sin(5x) + \cos(5y) \end{aligned}$$



# Riemann function

$$\text{riem}(x) = \sum_{n=1}^{\infty} \frac{\sin(n^2 x)}{n^2}$$



# Riemann function

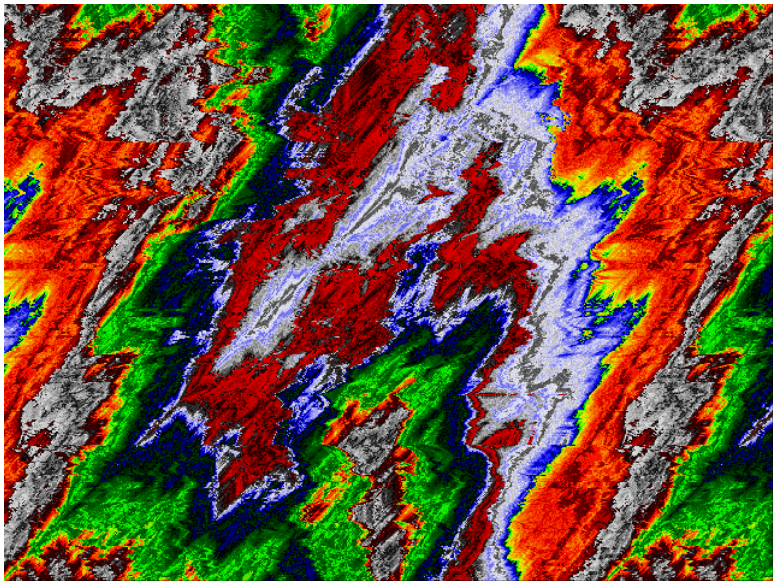
It is continuous everywhere, but differentiable almost nowhere.

The best we can do is approximate it:

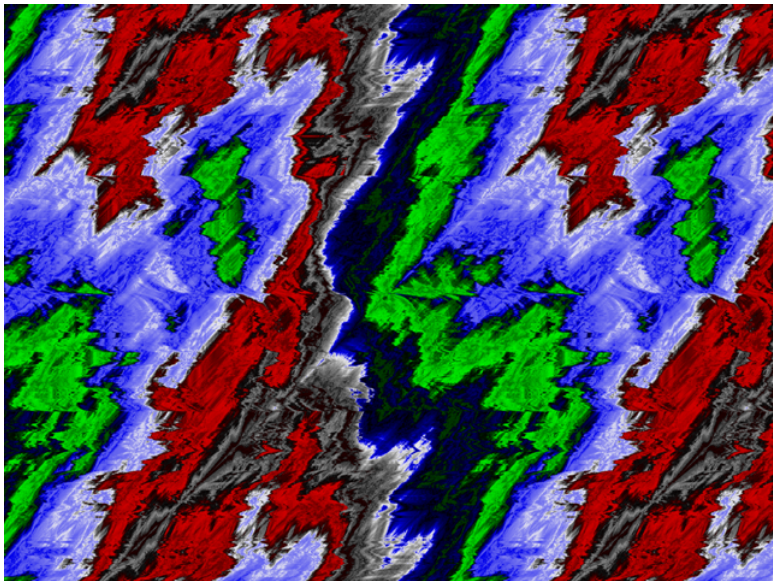
$$\text{riem}(x, k) = \sum_{n=1}^k \frac{\sin(n^2 x)}{n^2}$$

$$\text{riemc}(x, k) = \sum_{n=1}^k \frac{\cos(n^2 x)}{n^2}$$

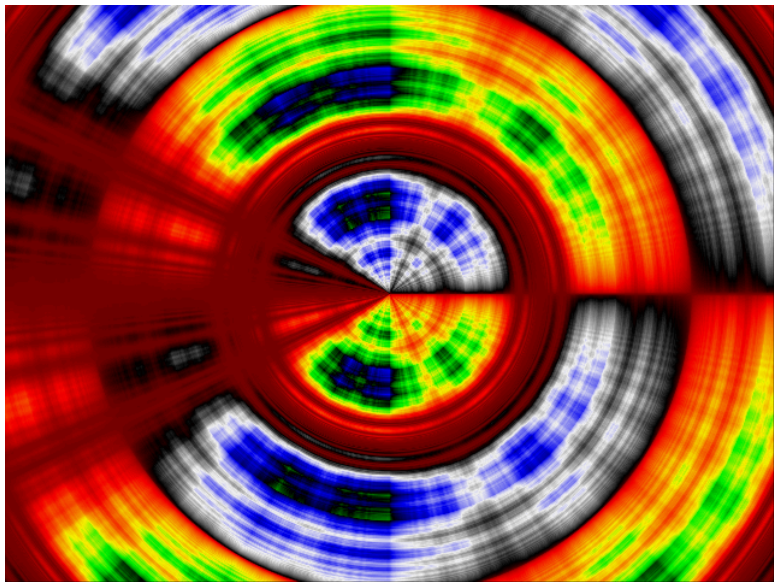
$$\text{riem}(x + \text{riemc}(y - x) + \text{riem}(\text{riemc}(x + \text{riem}(y)) + x))$$



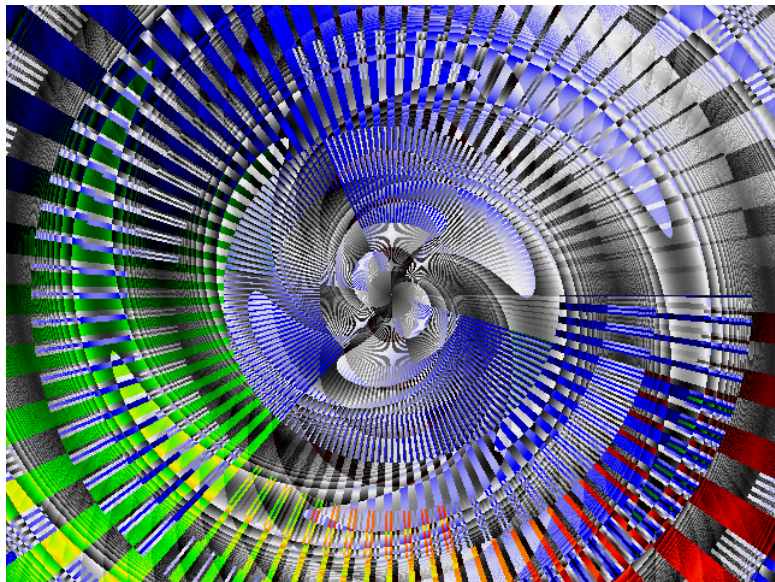
$$\text{riem}(x + \text{riemc}(y - x) + \text{riem}(\text{riemc}(x + \text{riem}(y)) + x))$$



$\text{riem}(t, 20)$   $\text{riem}(r, 20)$



## More polar coordinates



# Mod function

It returns the remainder when a number is divided by another.

$20 \bmod 7 = 6$  because the remainder when 20 is divided by 7 is 6.

It is represented by  $\%$  in the formulas.



# Bitwise AND function

We represent it by the symbol  $\&$

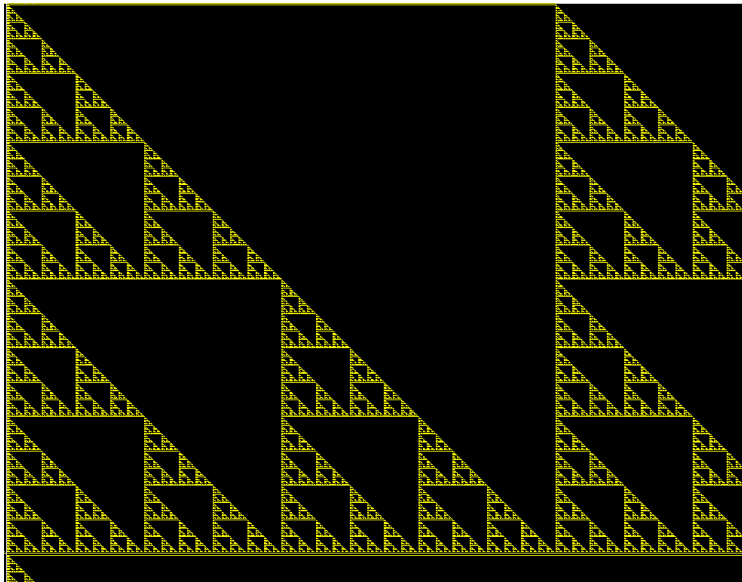
1=True, 0 = False

$1 \& 1 = 1$ ,     $1 \& 0 = 0$ ,     $0 \& 1 = 0$ ,     $0 \& 0 = 0$

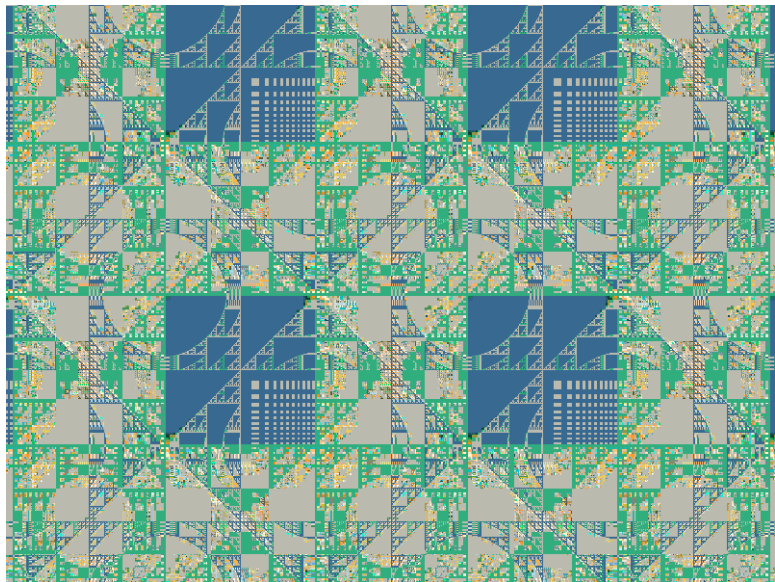
To compute  $11 \& 14$ :

- 1 Convert each to binary  $\rightarrow 1011 \& 1110$
- 2 AND the corresponding digits  $\rightarrow 1010$
- 3 Convert back to decimal  $\rightarrow 10$

# Plot of $x \& y = 0$



$$\sqrt{\tan(100 \sin(x) \& 100 \cos(y))^{20 \cos(x) \& 20 \sin(y)}}$$



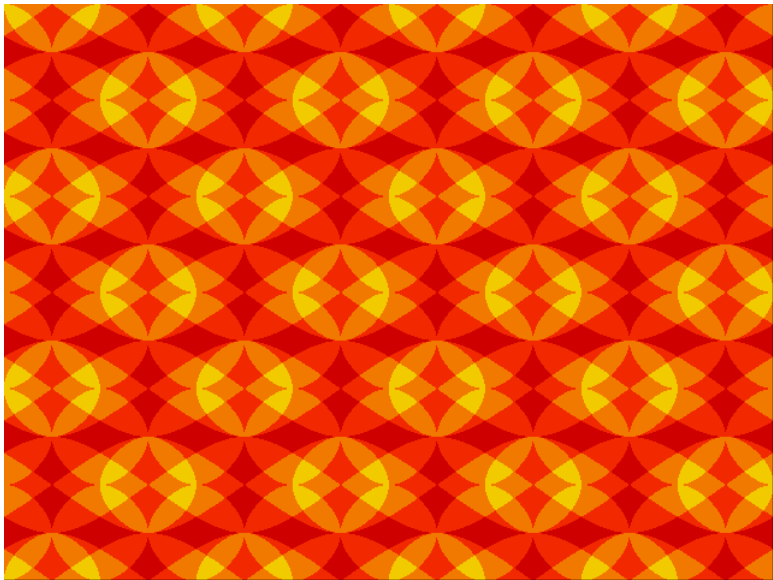
# Bitwise NOT function

It is the logical not function, represented by  $!$ .

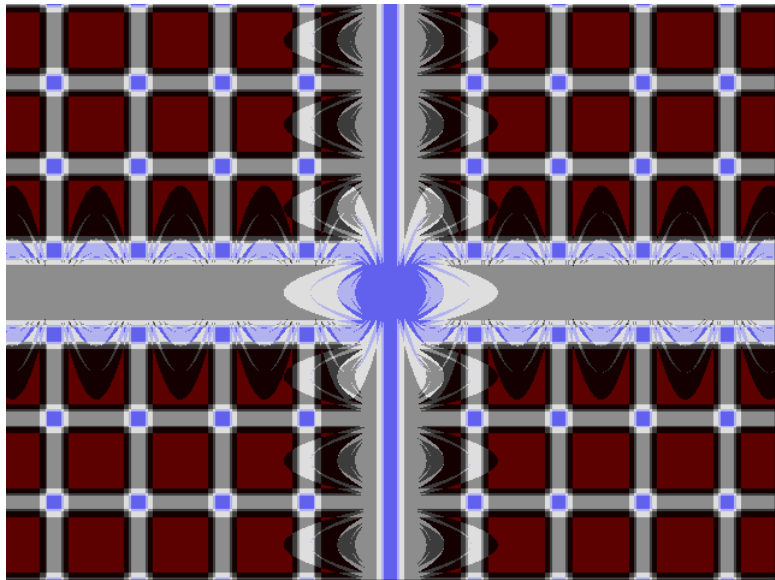
$$!1 = 0 \text{ and } !0 = 1$$

Extend this to  $\mathbb{R}$  by defining  $!x$  to equal 1 if  $-1 < x < 1$  and 0 otherwise.

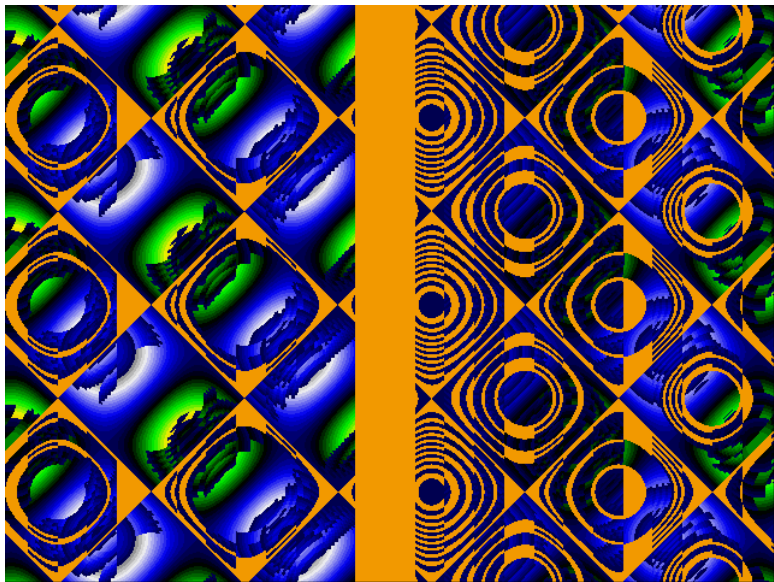
$$\begin{aligned} &!(\cos(x) + \sin(y)) + !(\cos(x) - \sin(y)) + !(\sin(x) - \cos(y)) \\ &+ !(\sin(x) - 2\cos(y)) + !(\sin(x) + 2\cos(y)) \end{aligned}$$



$!(2 \cos(y)\%x)+!(2 \sin(x)\%y)+!(3 \cos(y)\%x)+$   
 $!(3 \sin(x)\%y)+!(4 \cos(y)\%x)+!(4 \sin(x)\%y)$



$\text{floor}(10(\cos(x) + \sin(y))) \% (x \& \text{floor}(10(\sin(x) + \cos(y))))$



# Complex numbers

$$i = \sqrt{-1} \text{ (solution to } x^2 + 1 = 0)$$

Examples:  $2i$ ,  $3 + 4i$ ,  $-.2 + .76i$

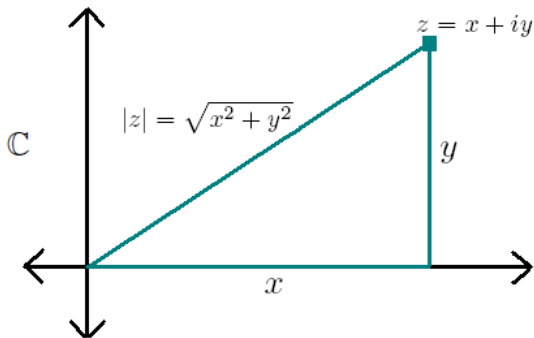
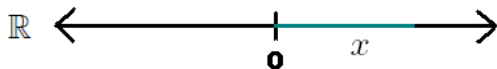
$$\text{Addition: } (2 + 3i) + (5 + 8i) = 7 + 11i$$

$$\text{Multiplication: } (2 + 3i)(5 + 8i) = 10 + 31i + 24i^2 = -14 + 31i$$

$$\text{Division: } \frac{2+3i}{5+8i} = \frac{2+3i}{5+8i} \cdot \frac{5-8i}{5-8i} = \frac{34-8i}{89} = \frac{34}{89} + \frac{8}{89}i$$



# Picturing them



# Iteration

Example: Let  $f(x) = x^2$  and start with  $x = 2$ .

$$f(2) = 4$$

$$f(4) = 16$$

$$f(16) = 256$$

$$f(256) = 65536$$

...

Iterates are approaching  $\infty$ .

# A different starting point

Let  $f(x) = x^2$  and start with  $x = \frac{1}{2}$ .

$$f\left(\frac{1}{2}\right) = \frac{1}{4}$$

$$f\left(\frac{1}{4}\right) = \frac{1}{16}$$

$$f\left(\frac{1}{16}\right) = \frac{1}{256}$$

$$f\left(\frac{1}{256}\right) = \frac{1}{65536}$$

...

Iterates are approaching 0.

# Another example

Let  $f(x) = -x$  and start with  $x = 1$ .

$$f(1) = -1$$

$$f(-1) = 1$$

$$f(1) = -1$$

$$f(-1) = 1$$

...

Iterates are not settling down on a value.

# Coloring by convergence

Color each point according to how fast it converges.



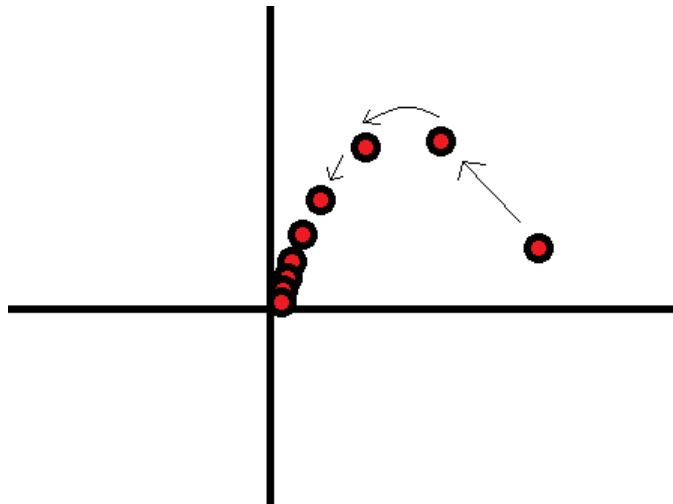
Count how many iterations until two successive values are within .00001 of each other.

Assign each count a color.

Convergence to infinity is still convergence (color by # of steps to exceed  $\pm 10^5$ ).

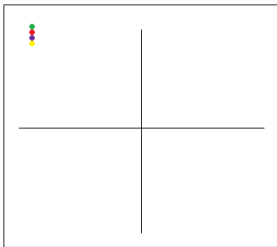
# Iteration with complex numbers

Plug  $z = x + iy$  into  $f(z)$ . Get a value, and plug that value into the function. Then plug the result of that into the function, etc.



# The process

Look at all the possible starting values in a region.

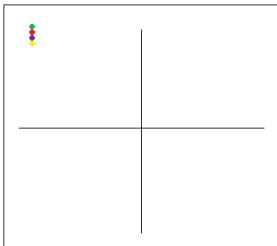


For each starting point, iterate the function.

If two successive values are within  $.00001$  of each other, there's a very good chance that the iterates will converge.

# The process, continued

In this case, color the point with a color representing how long it took for this to happen.

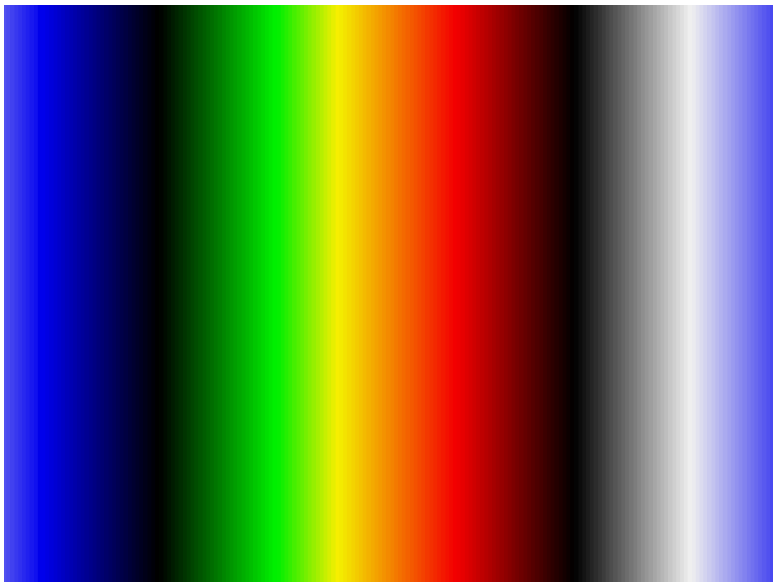


It is possible that the iteration may never stop. Give up after a few hundred iterations and color the point yellow.

Note: convergence to infinity is still convergence (color by how many steps for iteration to exceed  $\pm 10^5$ ).



# Color scheme



$$f(z) = c \cdot \sin(\ln z)$$

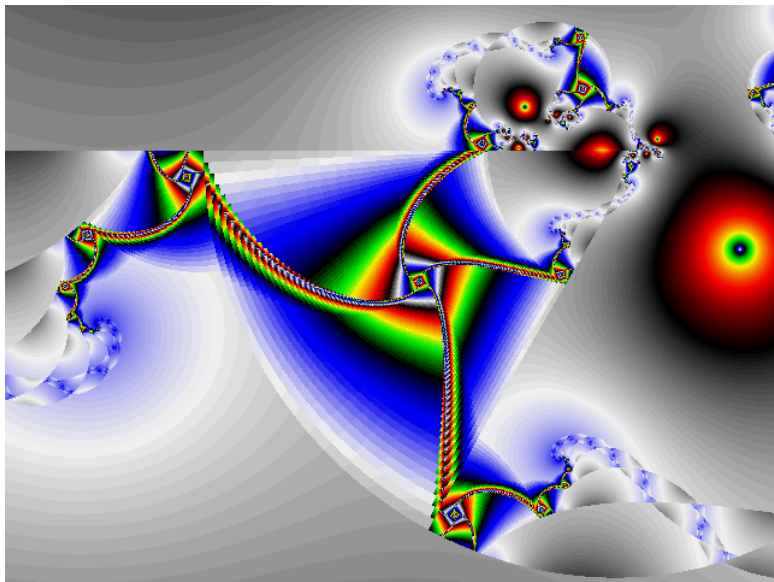
$$\sin(x + iy) = \sin x \cosh y + i \cos x \sinh y$$

$$\ln z = \ln |z| + i \arg z$$

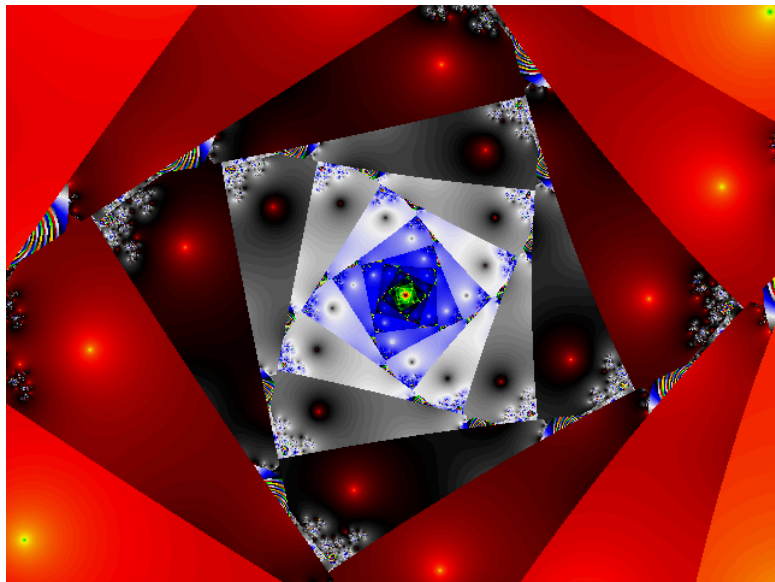
$$e^{x+iy} = e^x e^{iy} = e^x (\cos y + i \sin y)$$

Different values of  $c$  produce wildly different pictures.

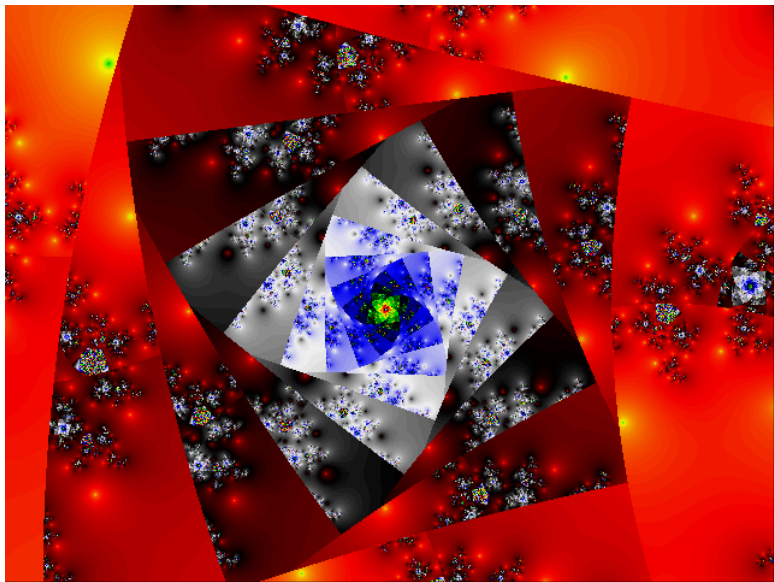
$$c \cdot \sin(\ln z)$$



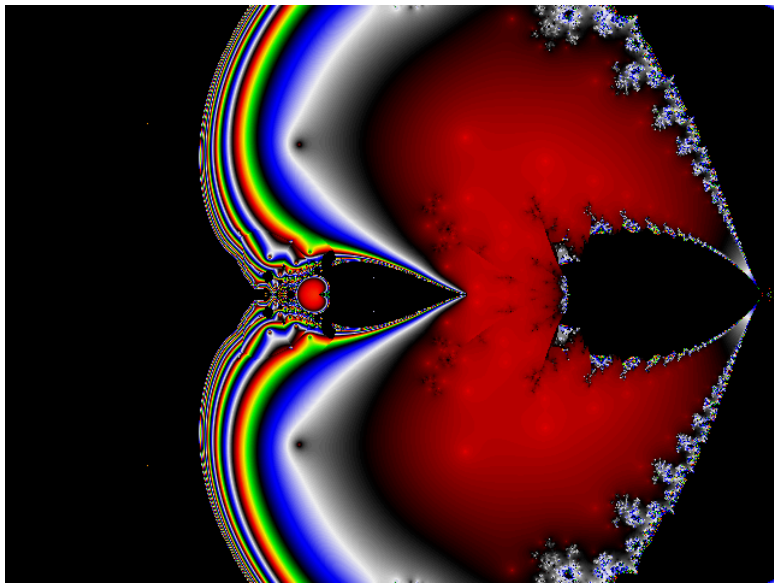
$$c \cdot \sin(\ln z)$$



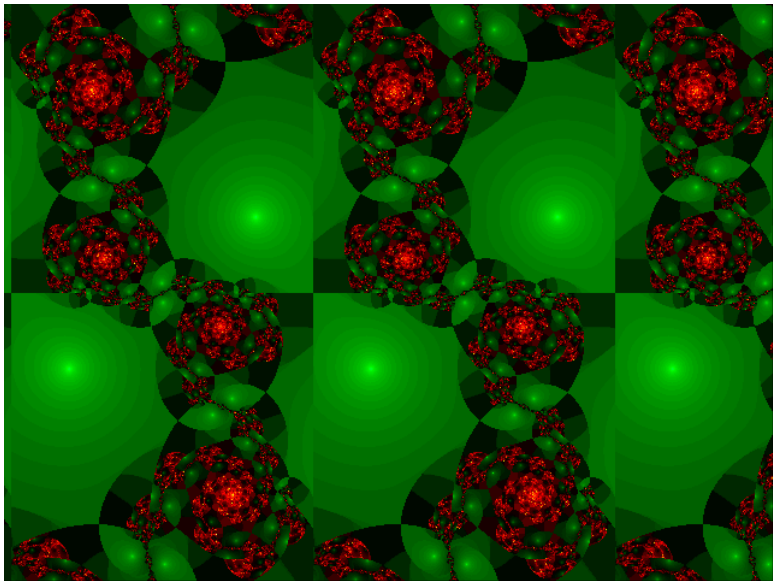
$$c \cdot \sin(\ln z)$$



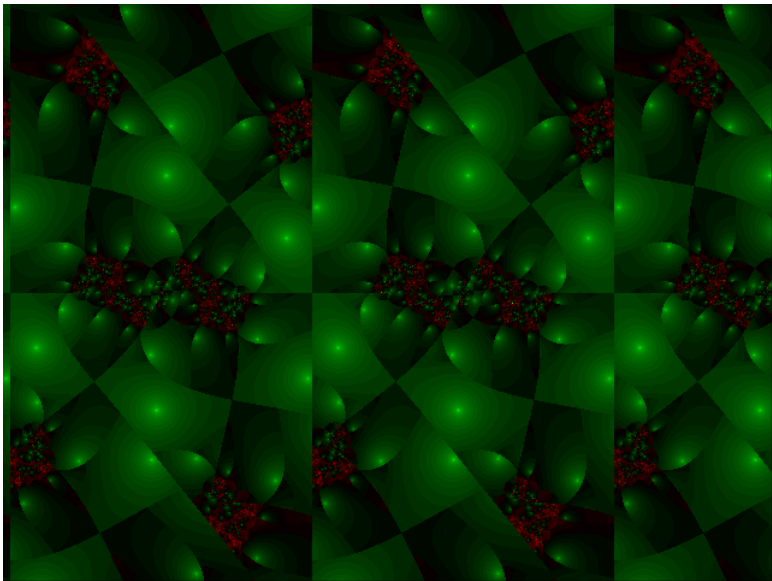
$$c \cdot \sin(\ln z)$$



$$c \cdot \ln(\sin z)$$

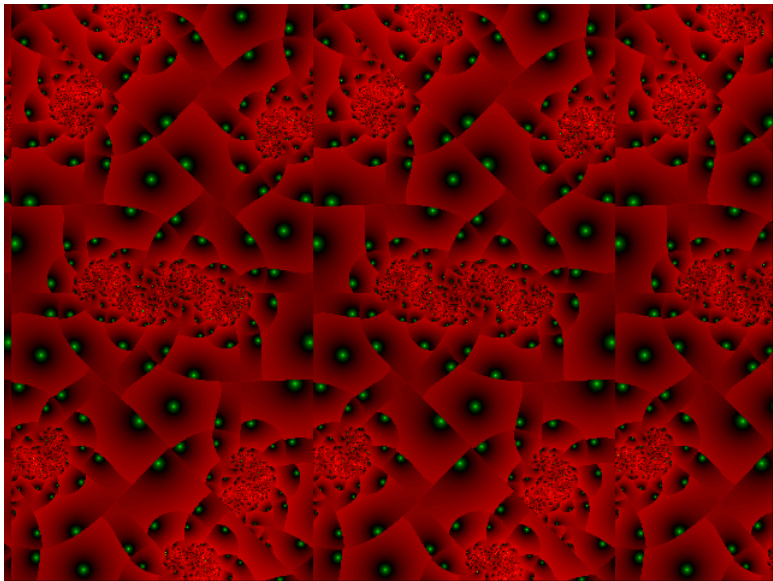


$$c \cdot \ln(\sin z)$$

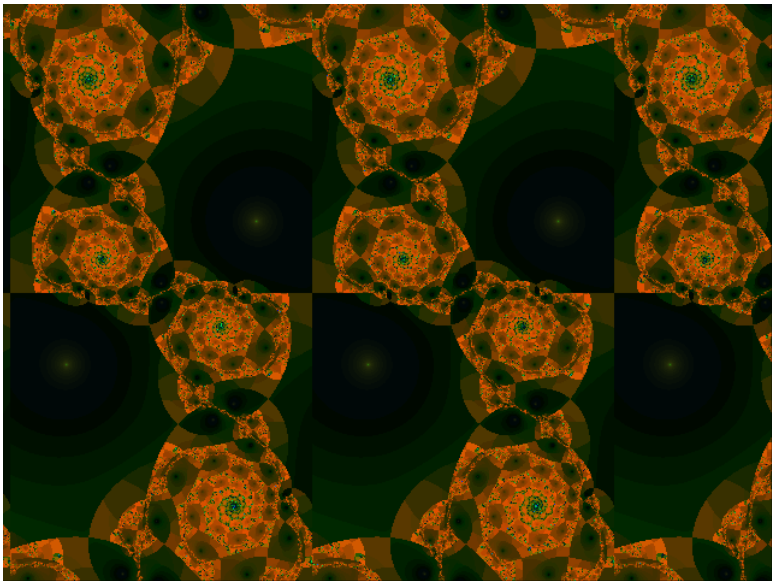




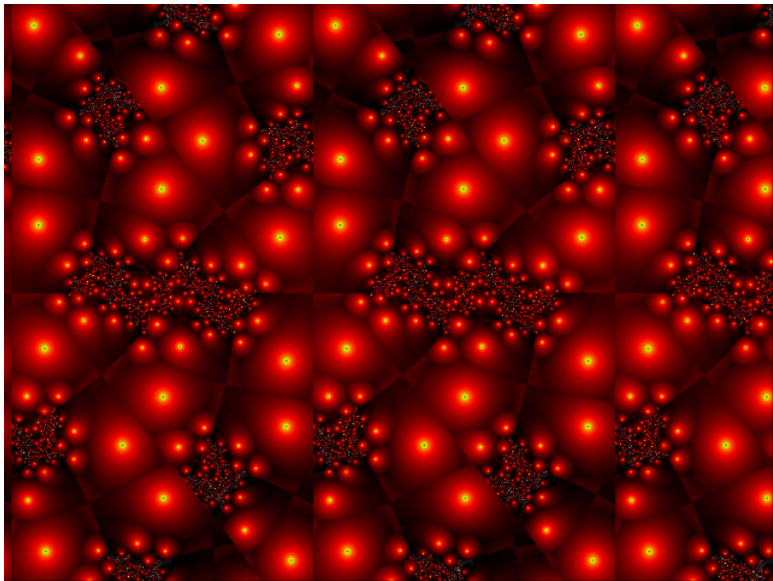
$$c \cdot \ln(\sin z)$$



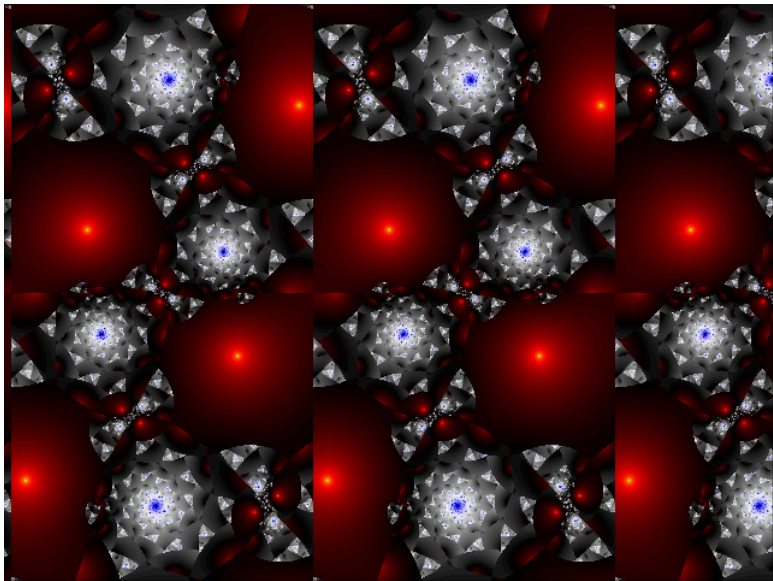
$$c \cdot \ln(\sin z)$$



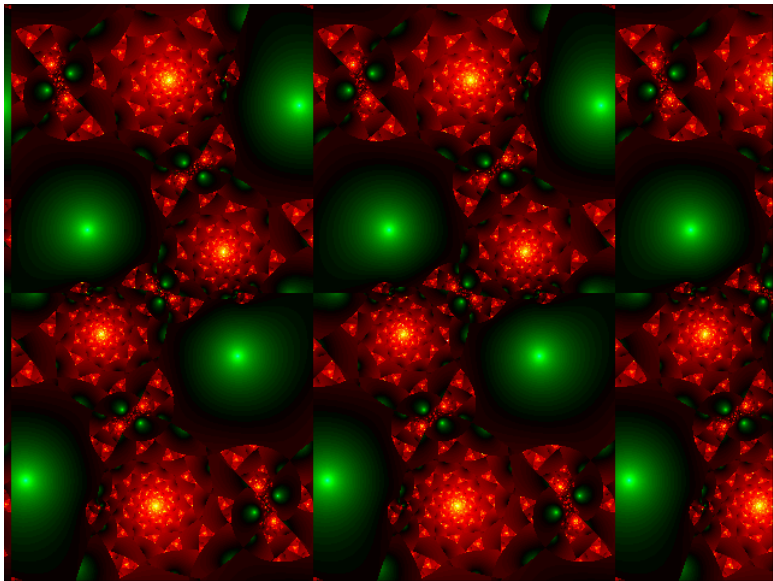
$$c \cdot \ln(\sin z)$$



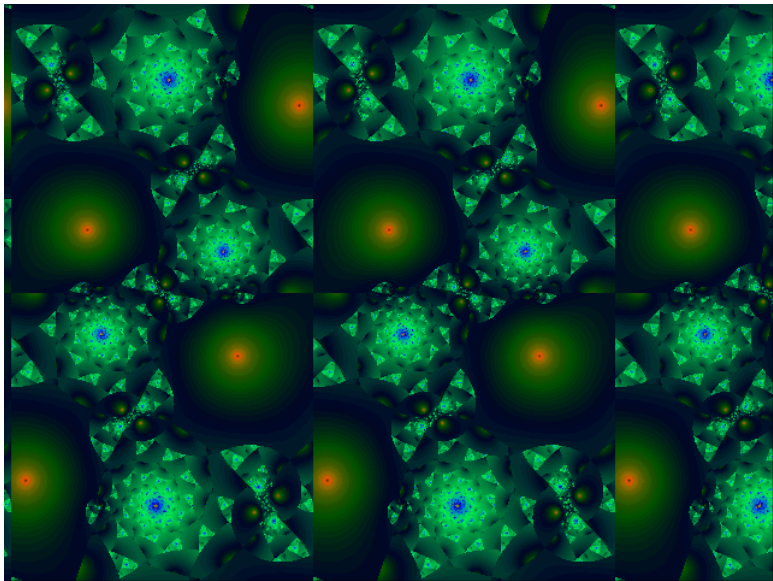
$$c \cdot \ln(\sin z)$$



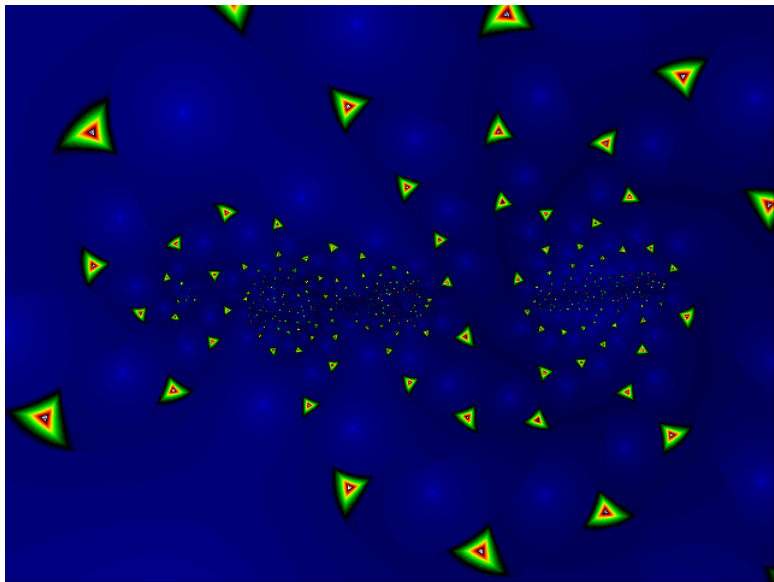
$$c \cdot \ln(\sin z)$$



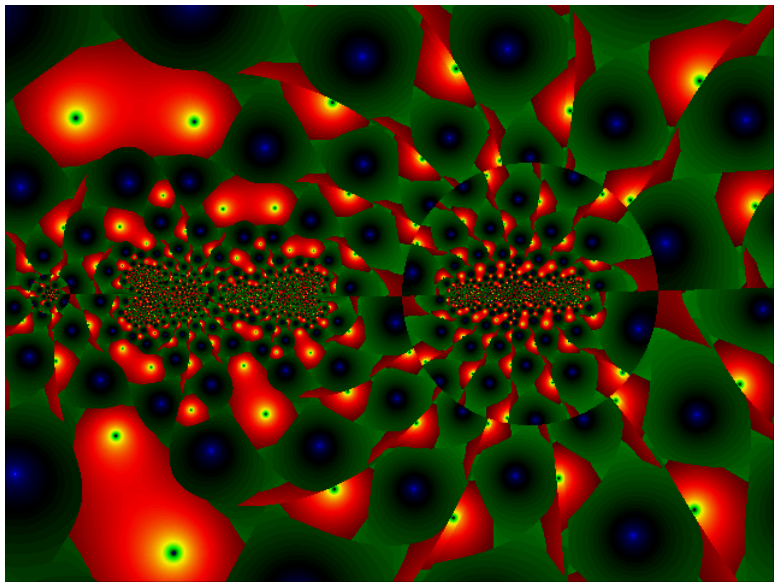
$$c \cdot \ln(\sin z)$$



$$c \cdot \sin(\ln(\sin(\ln z)))$$

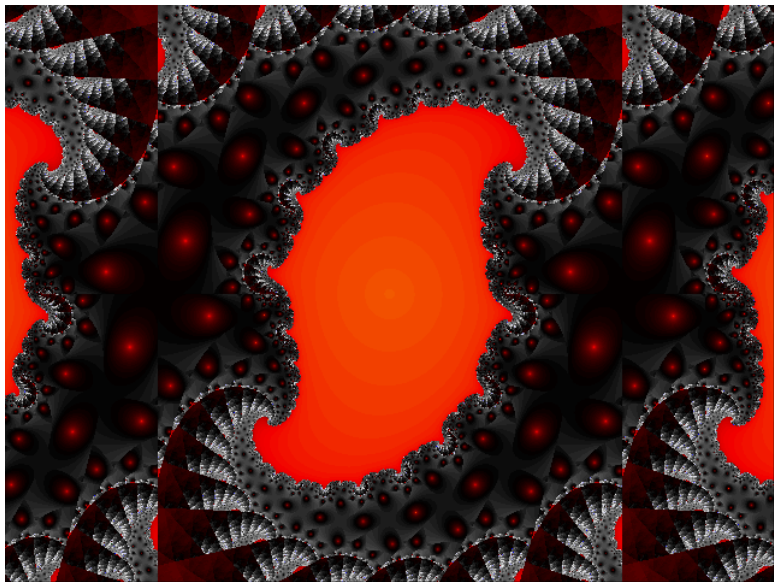


$$c \cdot \sin(\ln(\sin(\ln z)))$$

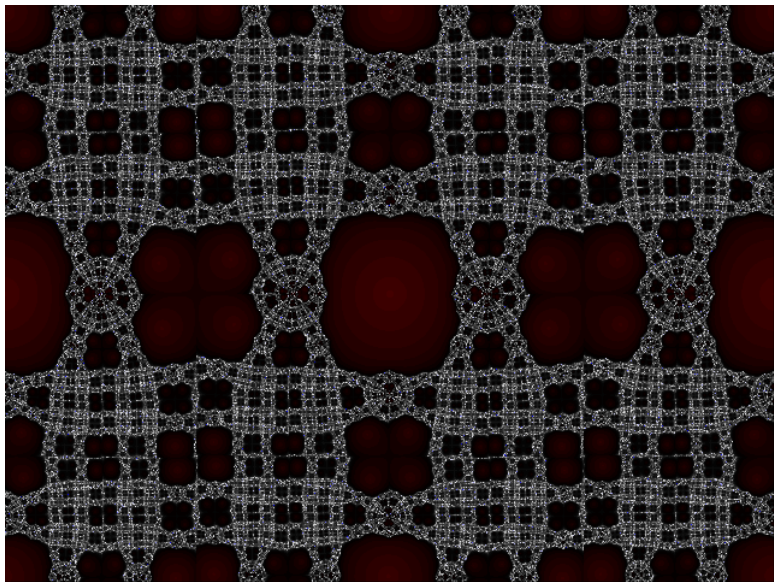




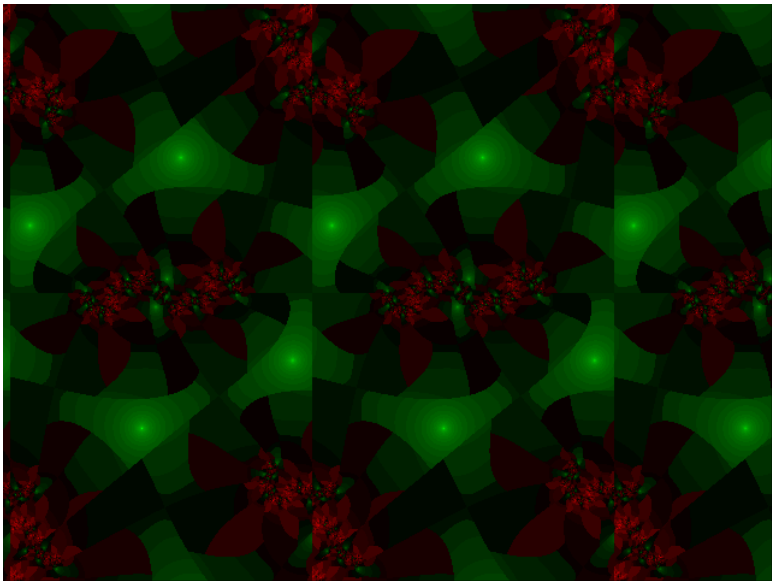
$$c \cdot \ln(\cos z)$$



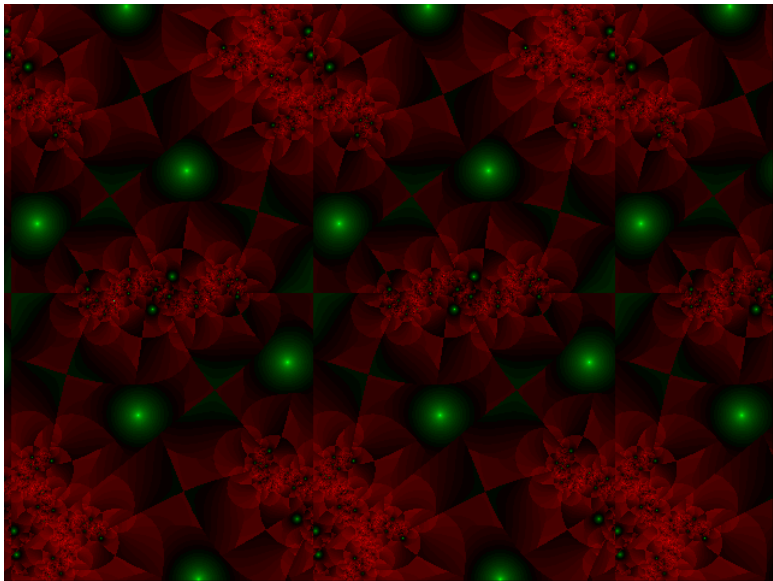
$$c \cdot \ln(\cos z)$$



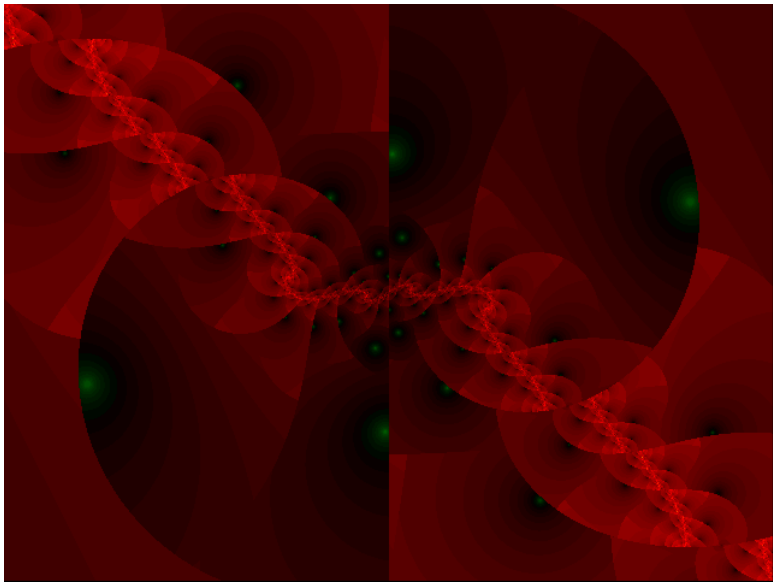
$$c \cdot \ln(\csc z)$$



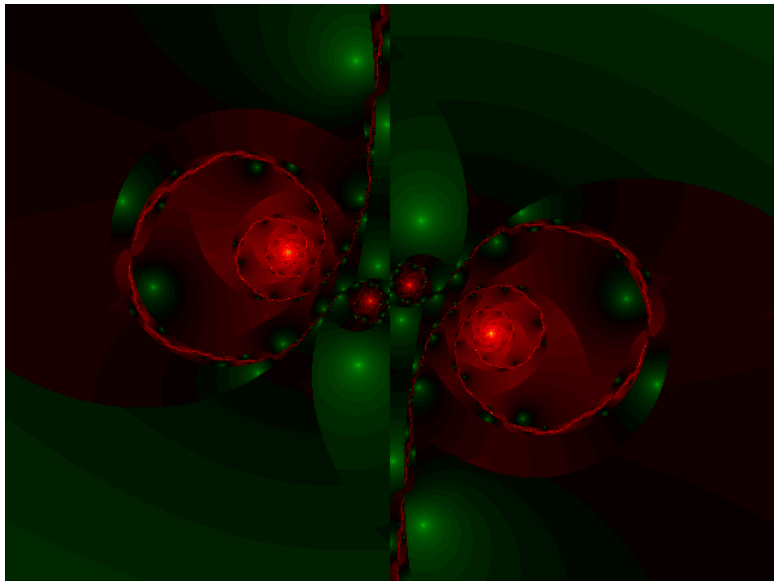
$$c \cdot \ln(\csc z)$$



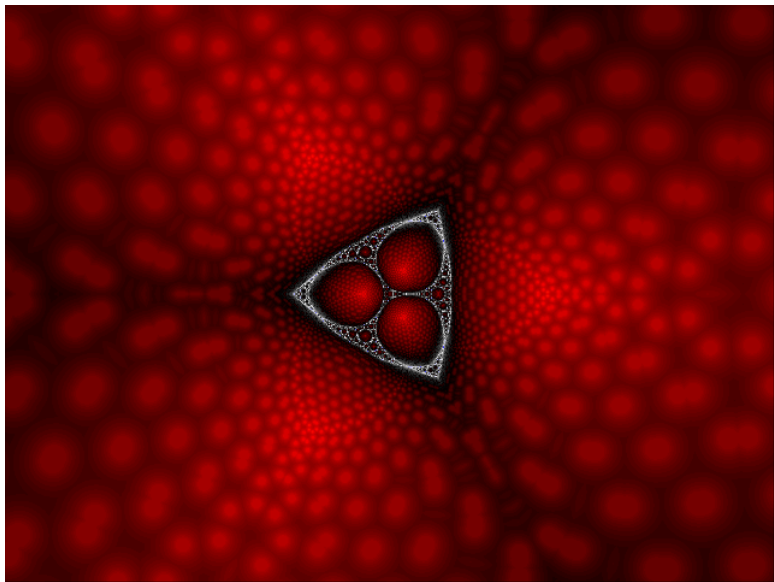
$$c \cdot \ln z^4$$



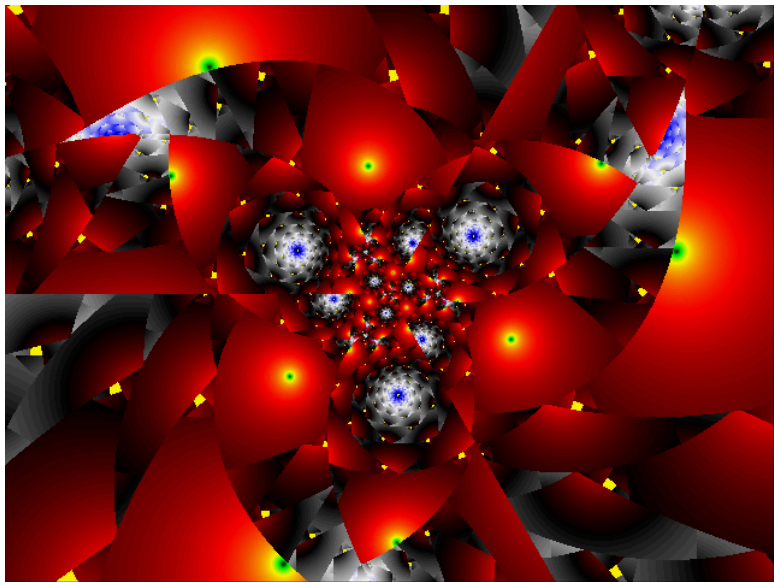
$$c \cdot \ln z^2$$



$$c \cdot \ln z^3$$

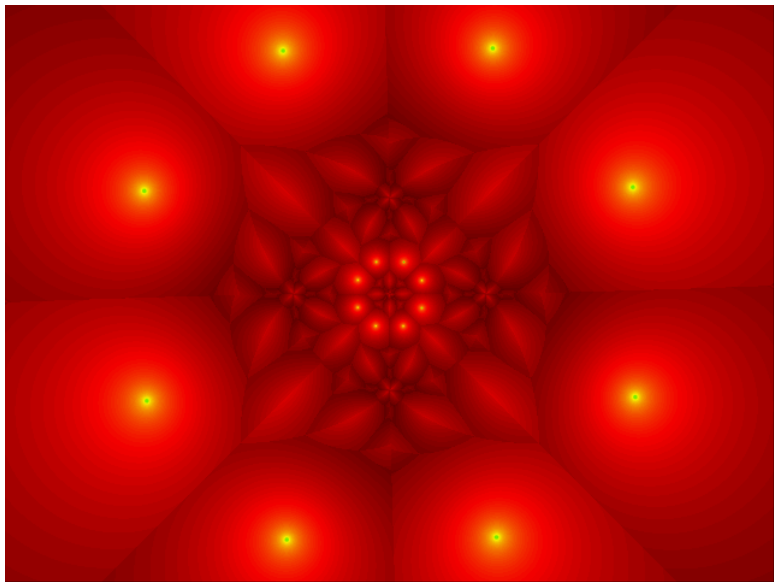


$$c \cdot \ln z^3$$

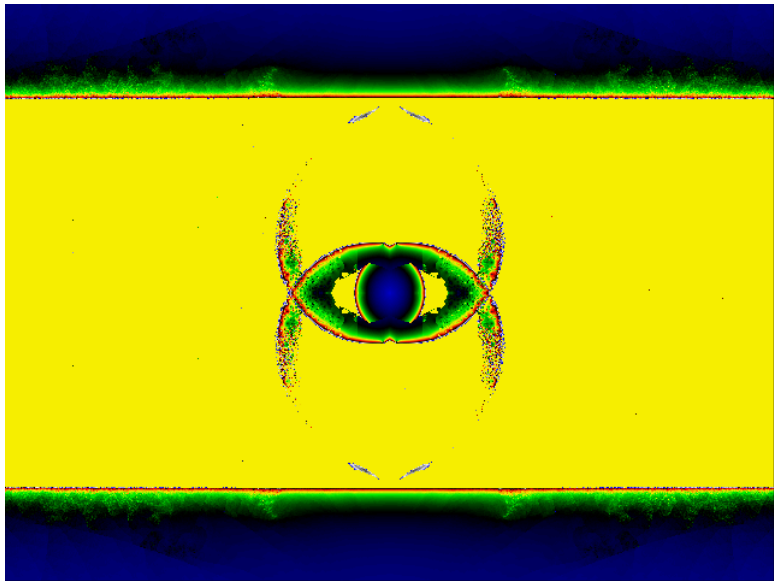




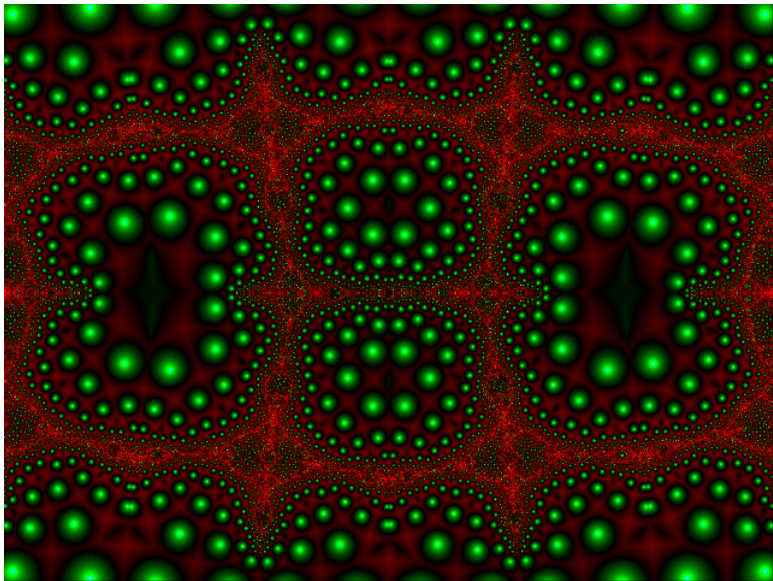
$$c \cdot \ln z^4$$



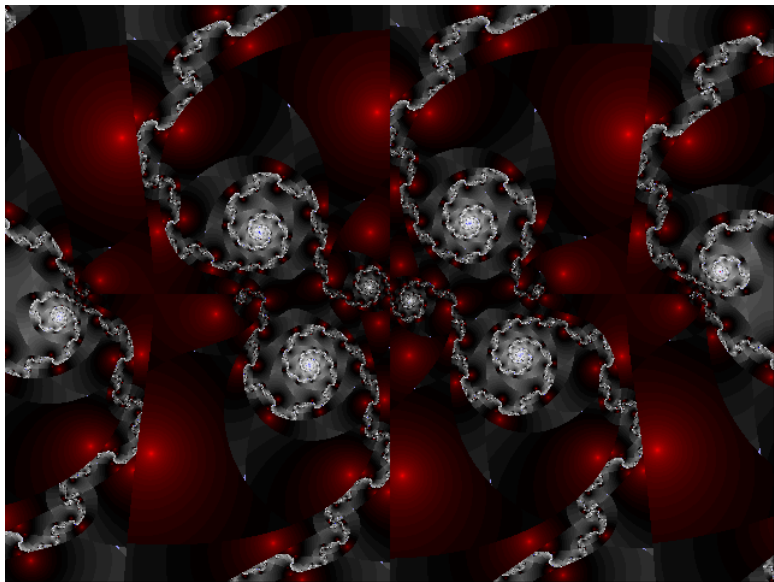
$$c \cdot \ln(z \cdot \sin z)$$



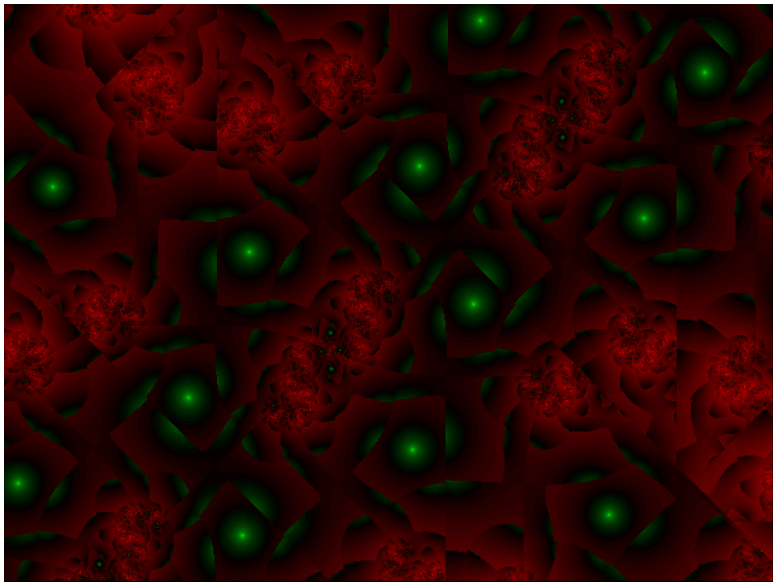
$$c \cdot \ln(z \cdot \sin z)$$



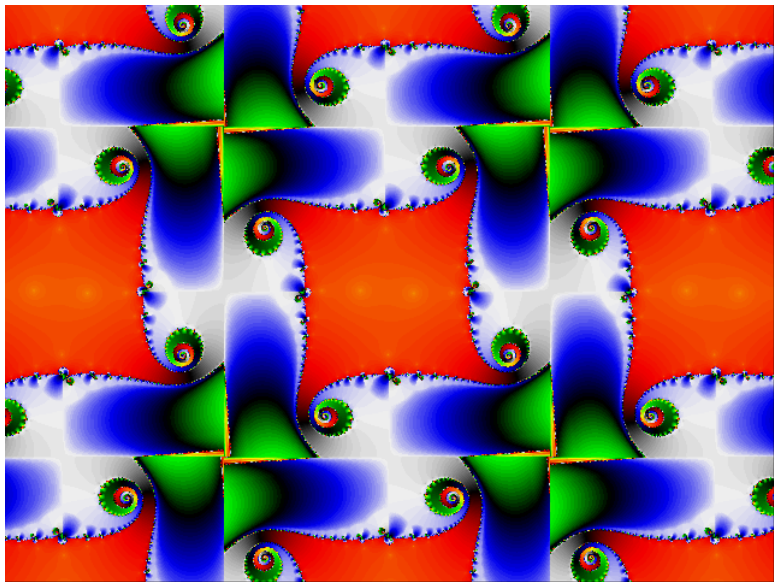
$$c \cdot \ln(z \cdot \sin z)$$



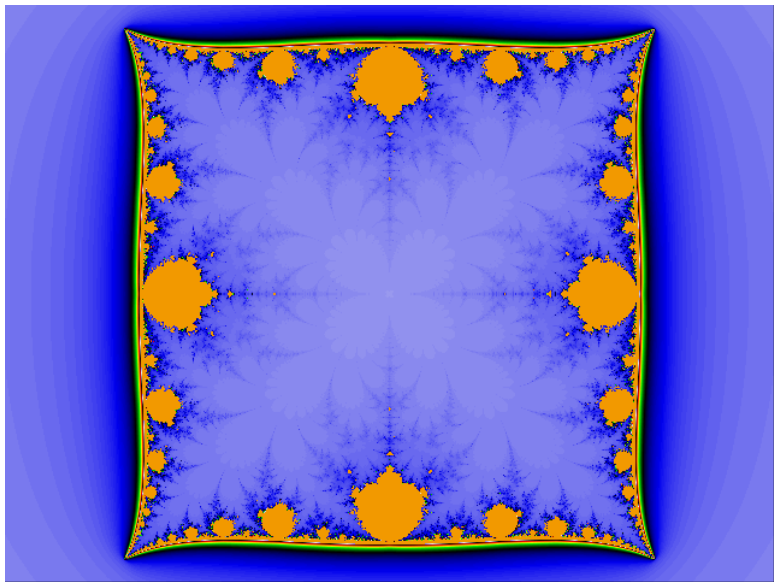
$$c \cdot \ln(z \cdot \sin z)$$



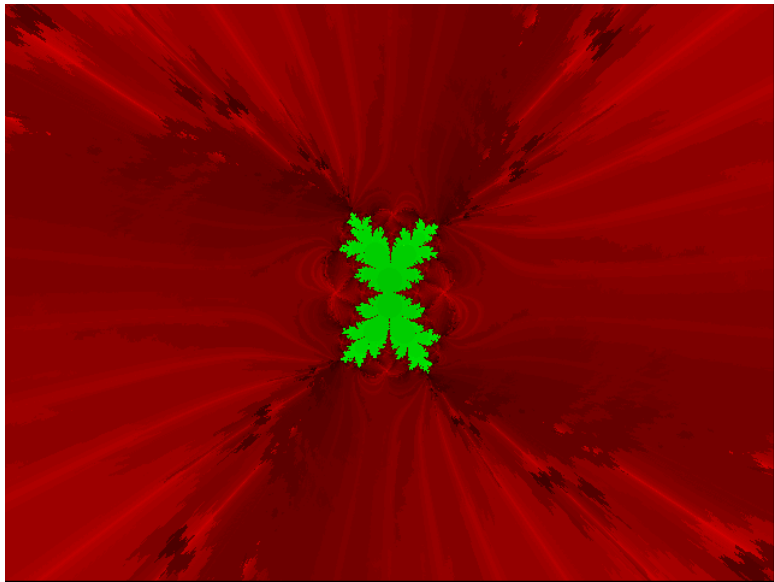
$$c \cdot \ln(\cos(z + c))$$



$$c \cdot \sec(1/z^2)$$

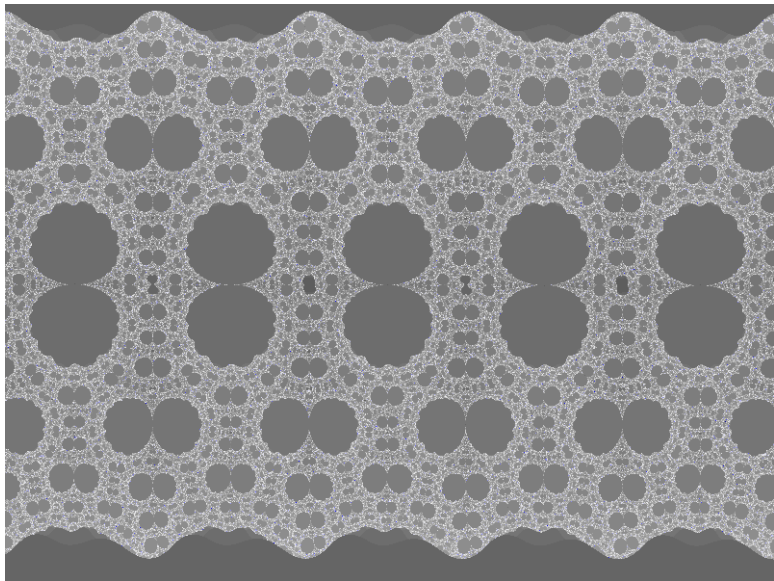


$$c \cdot \csc(1/z)$$

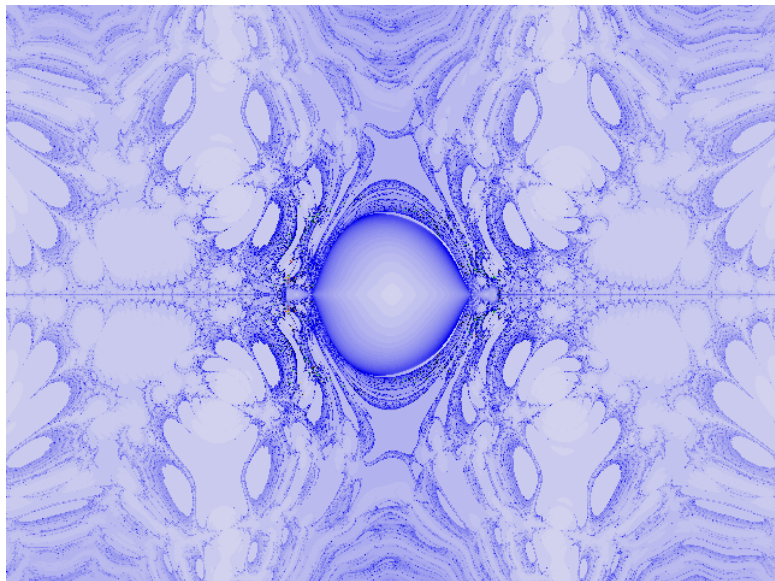




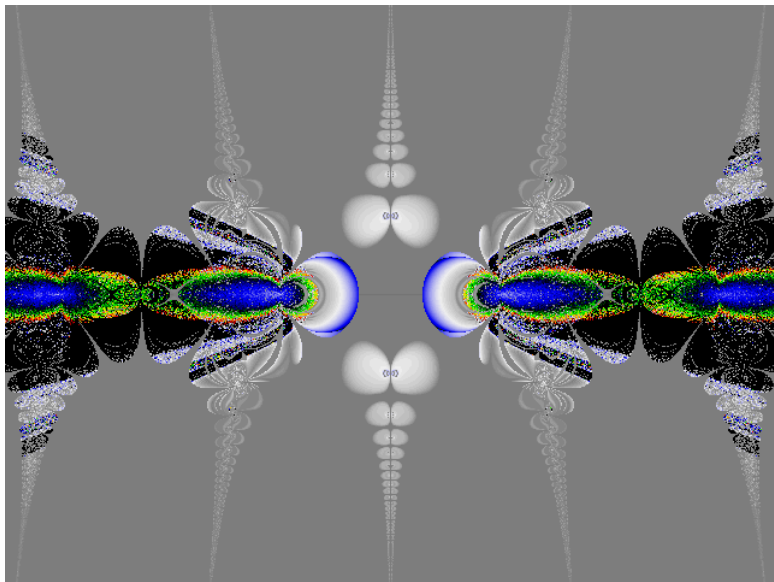
$\sec(cz)$



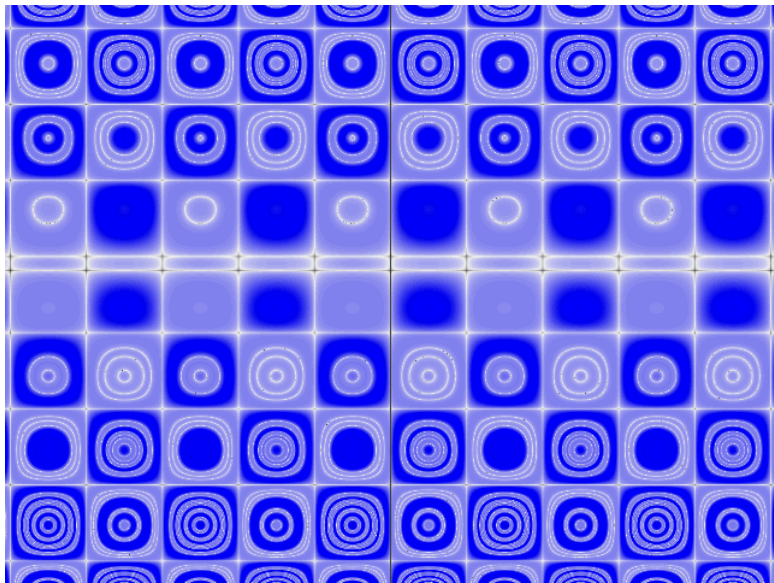
$$|z / (\cos(c \cdot \sin z))|$$



$$\operatorname{Re}(z/(\cos(c \cdot \sin z)))$$



$$c(1 - y) \sin x \cos y$$



# Raising a complex number to a non-integral power

Exponentiation:  $z^p = e^{\ln z^p} = e^{p \ln z}$

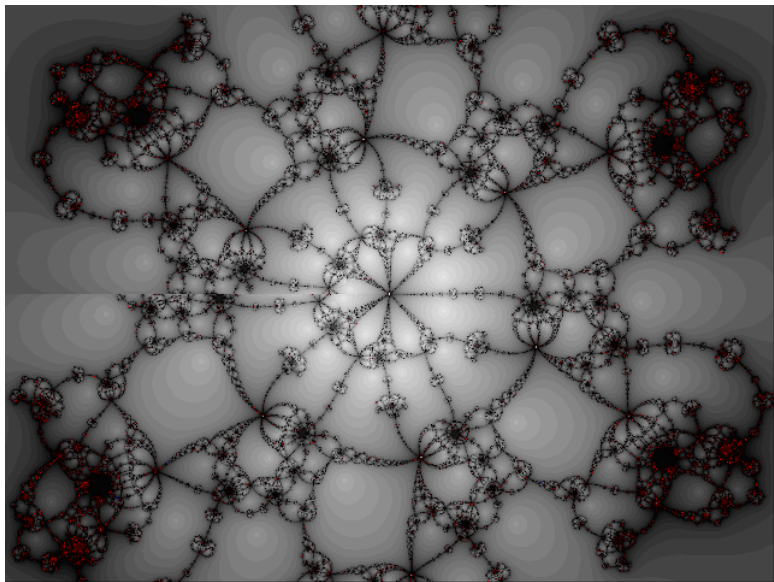
This leads to something interesting:

$$i^i = e^{i \ln i} = e^{i(\ln |i| + i \arg i)} = e^{i(\ln 1 + i\pi/2)} = e^{-\pi/2}$$

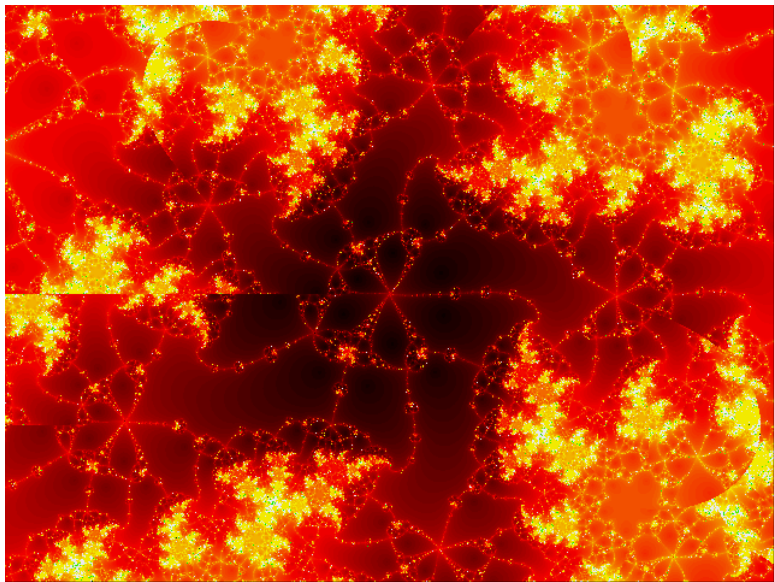
But not without precedent:

$$\left(2^{\sqrt{2}}\right)^{\sqrt{2}} = 4$$

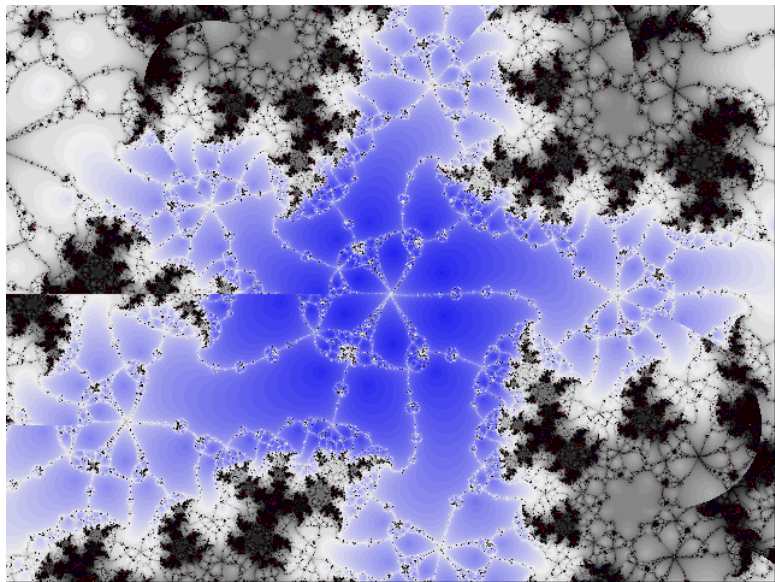
$$z - (z^c + z - 1)/(cz^{c-1} + 1)$$



$$z - (z^c + z - 1)/(cz^{c-1} + 1)$$

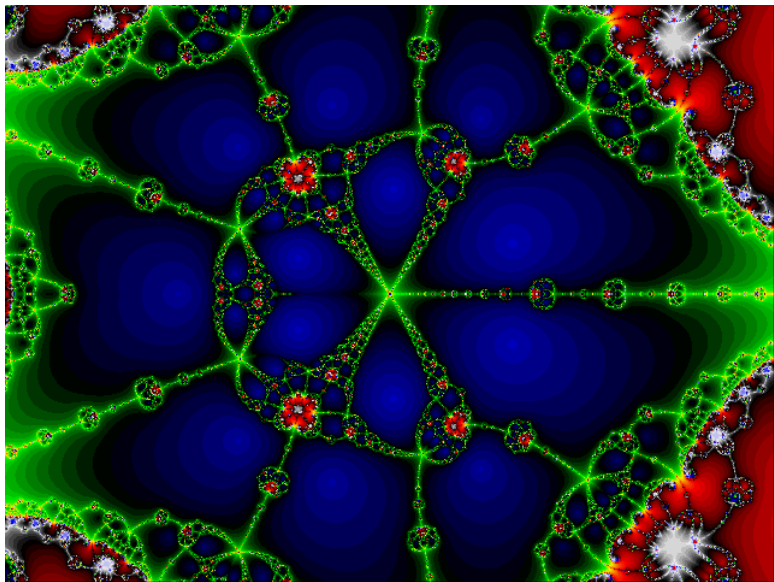


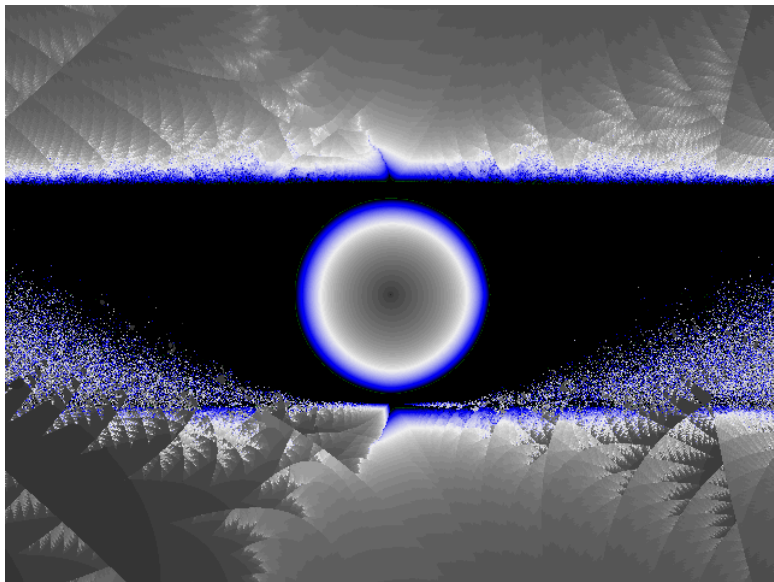
$$z - (z^c + z - 1)/(cz^{c-1} + 1)$$

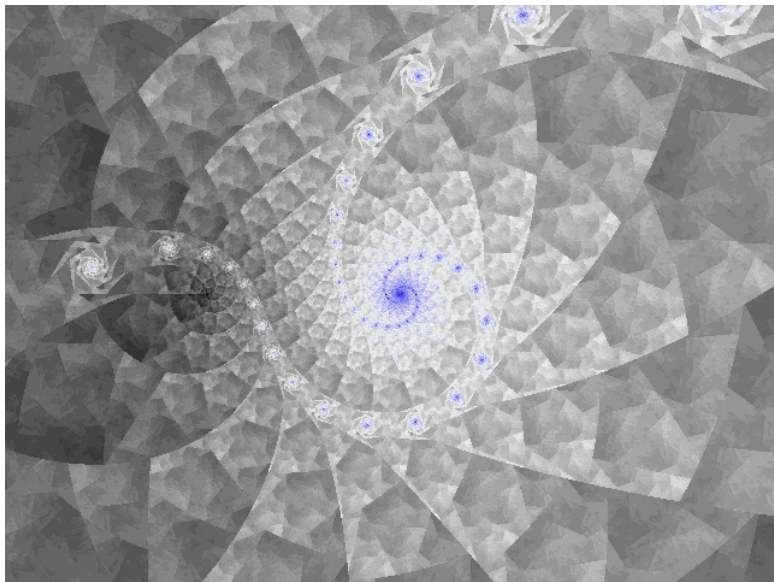


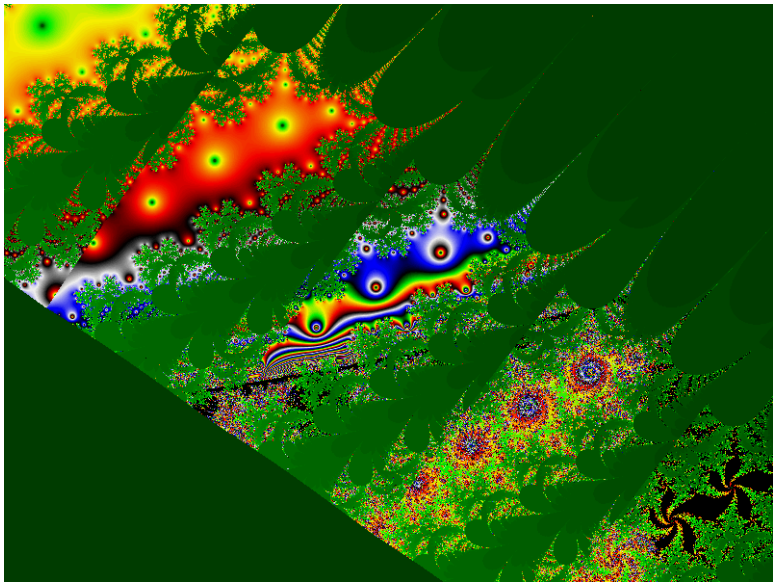


$$z - (z^c + z - 1)/(cz^{c-1} + 1)$$









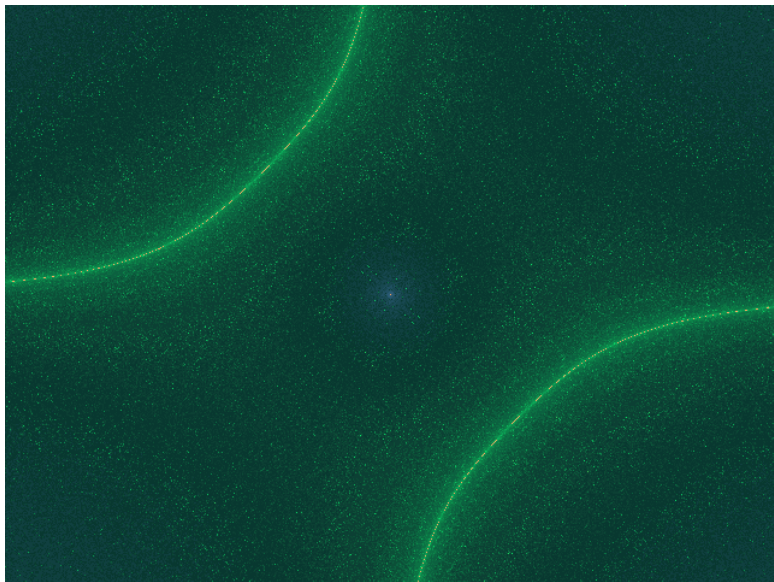
# Some unusual functions

“absn” function:  $\text{absn}(z) = |z| + i \text{Im}(z)$

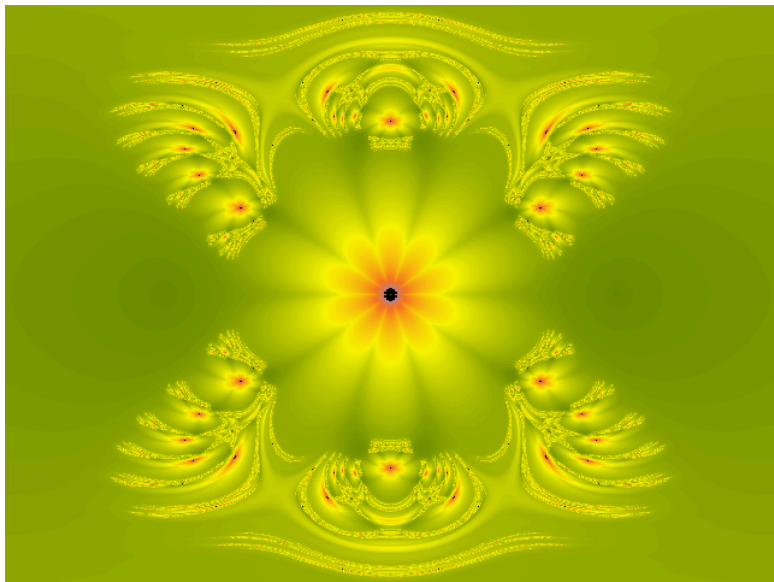
“floor” function:  $\text{floor}(x + iy) = \text{floor}(x) + i \cdot \text{floor}(y)$

“and” function:  $(x + iy)\&(a + ib) = (x\&a) + i(y\&b)$

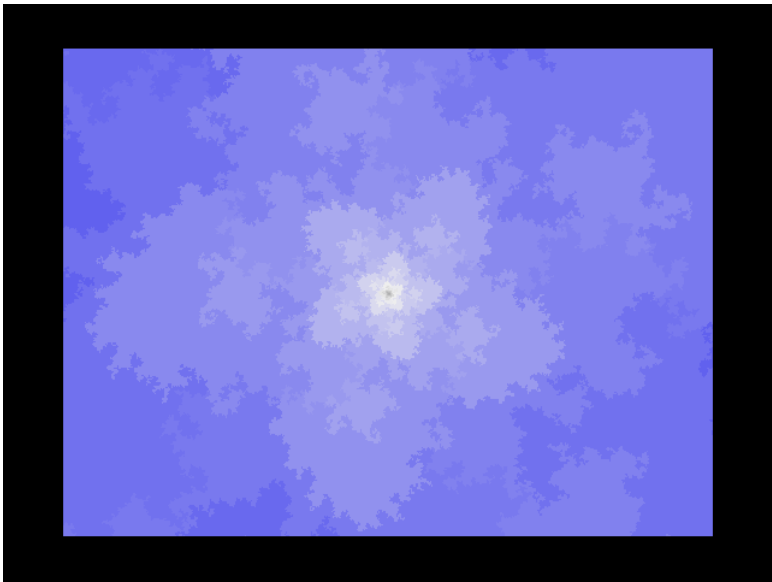
$$\text{absn}(z^2) + i \cdot \text{absn}(1/z) + c$$



$$\text{absn}(z - (z^c - 1)/(cz^{c-1}))$$

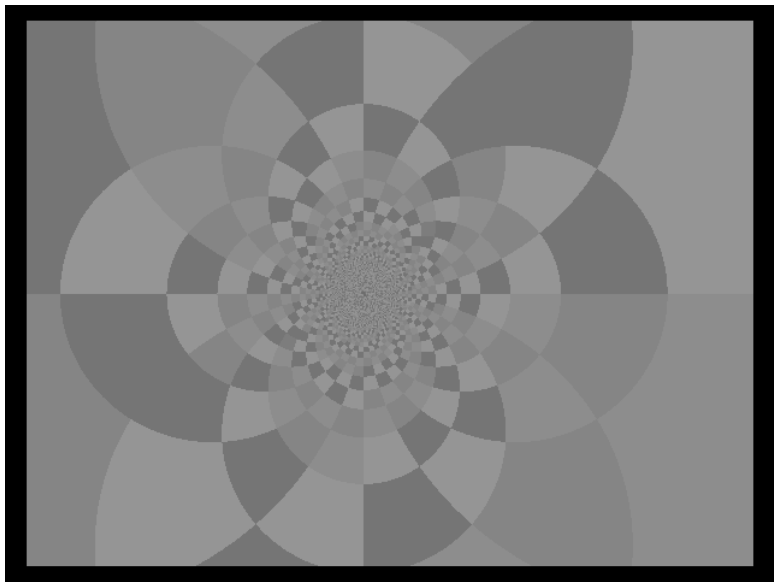


$\text{floor}(cz)$

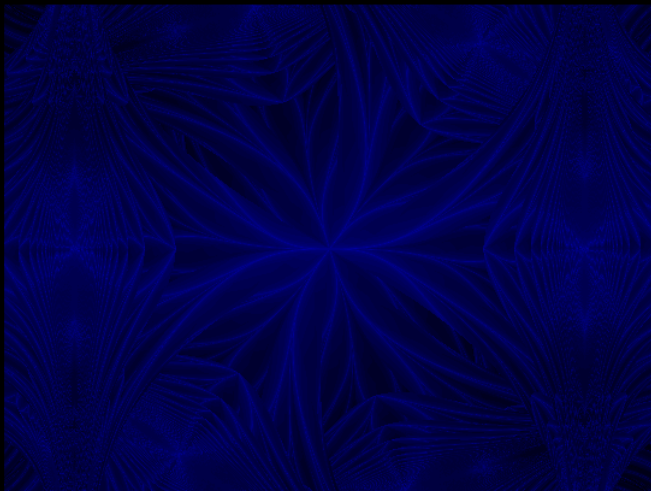




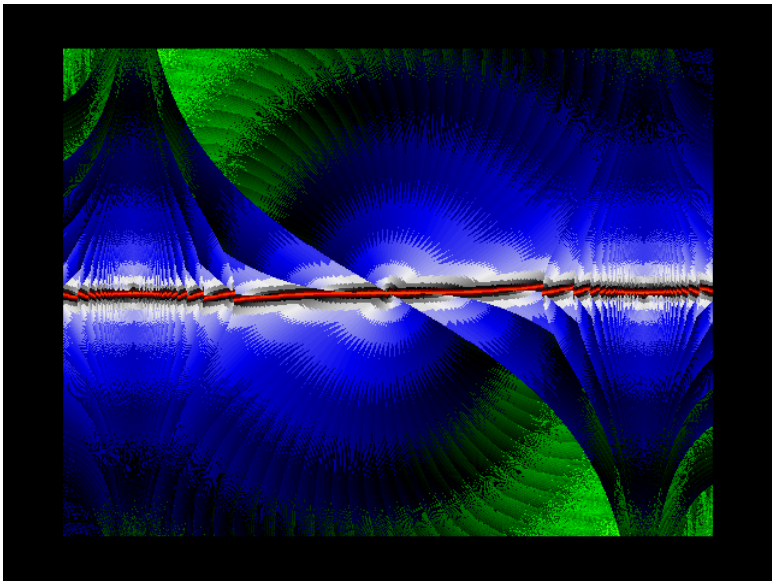
$c \text{ floor}(\sec(z))$



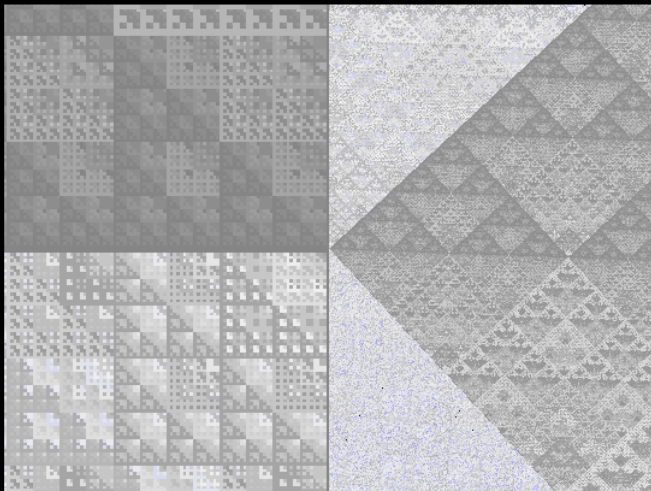
$$c(x \% \operatorname{Re}(\sin(z)) + iy \% \operatorname{Im}(\sin(z)))$$



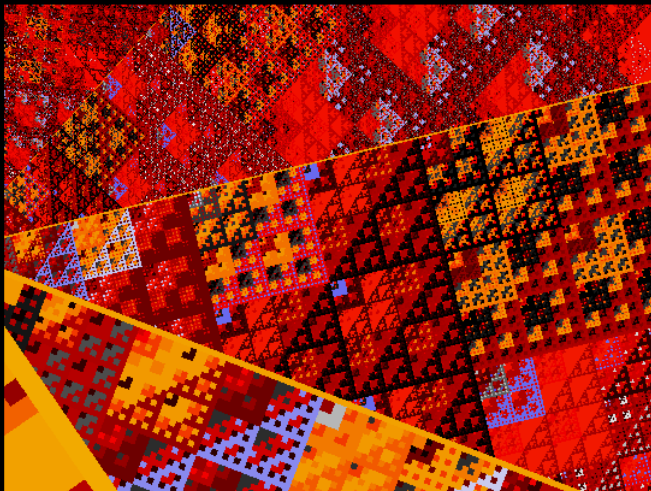
$$c(x \% \operatorname{Re}(\sin(z)) + iy \% \operatorname{Im}(\sin(z)))$$



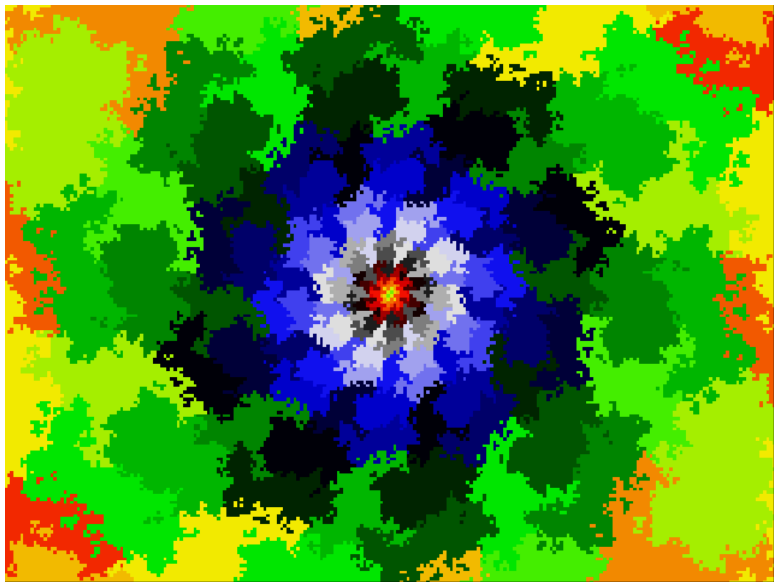
$$c((x \& y) \cdot (x < 0) + z \cdot (x > 0))$$



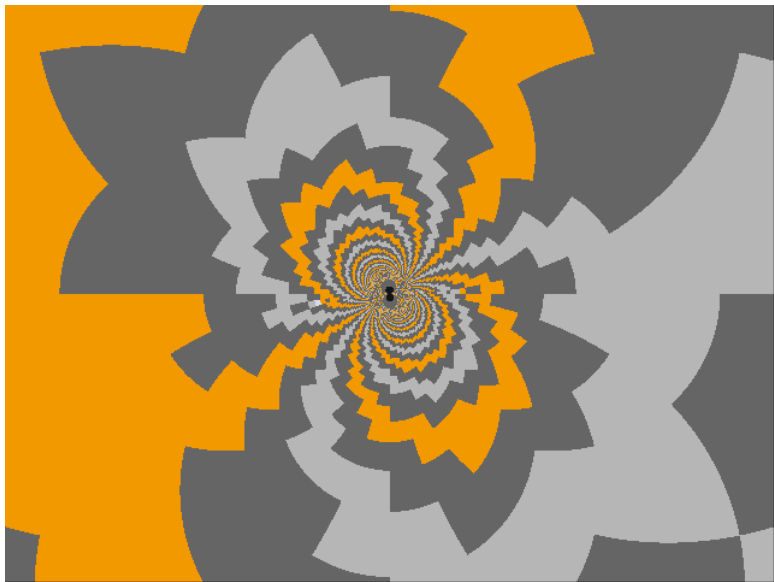
$$c((x \& y) \cdot (x < 0) + z \cdot (x > 0))$$



$$c(\text{floor}(z) \cdot (x > 0) + \text{ceil}(z) \cdot (x < 0))$$

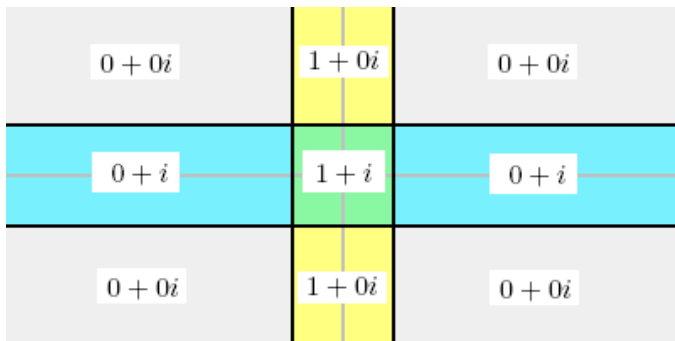


$$c \cdot \text{floor}(\csc z \sec z)$$

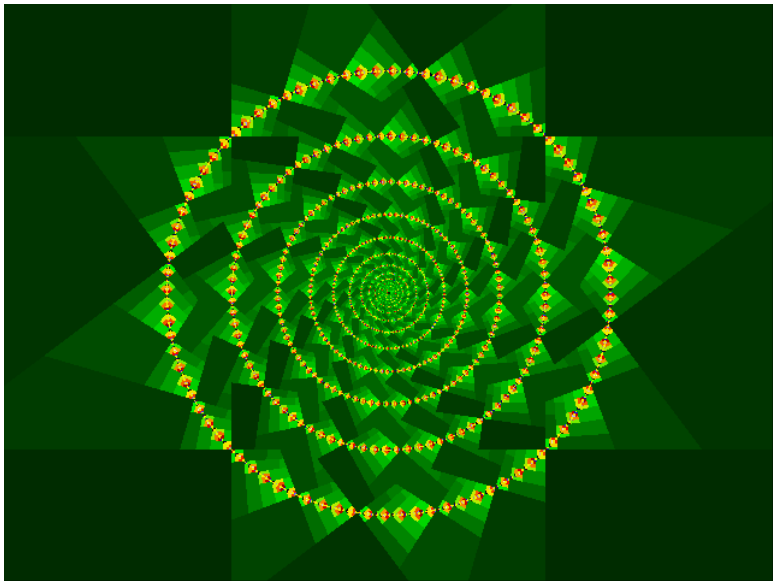


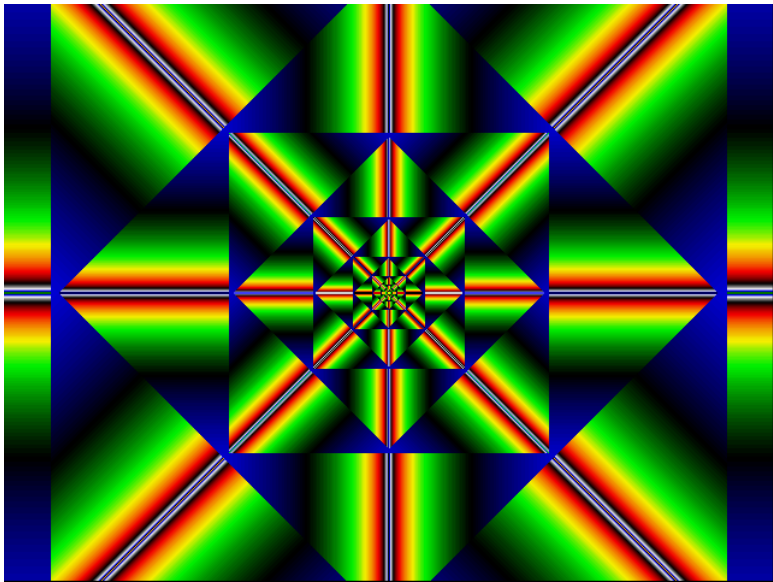
# “Not” function

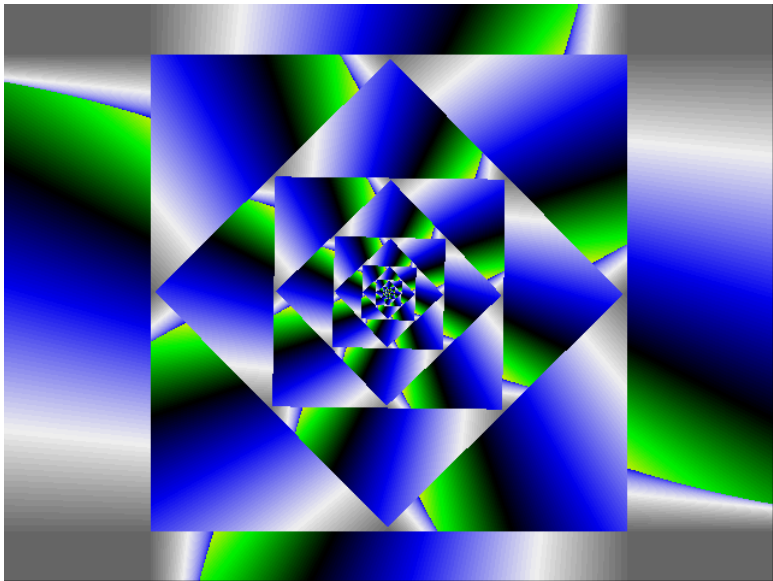
$$!(x + iy) = !x + !y$$

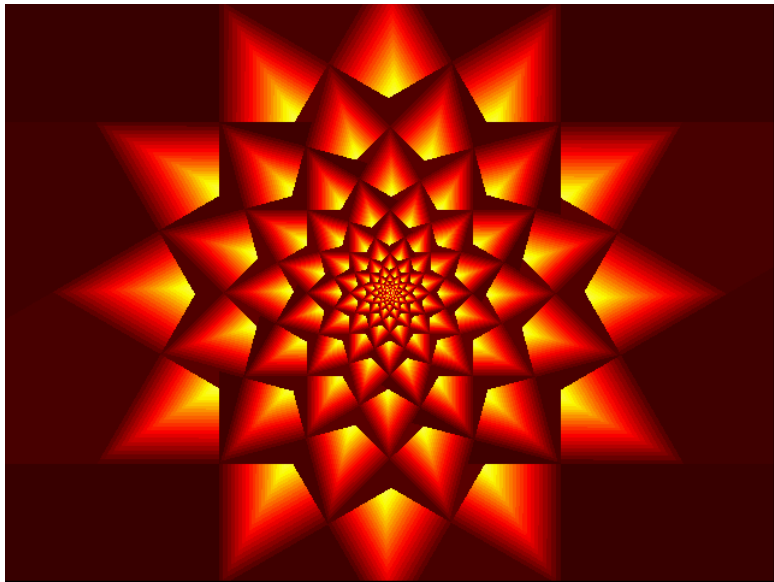




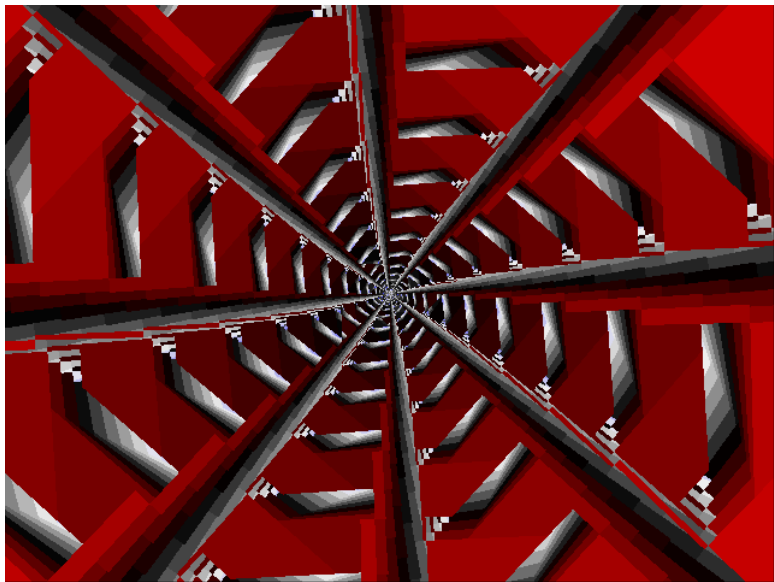




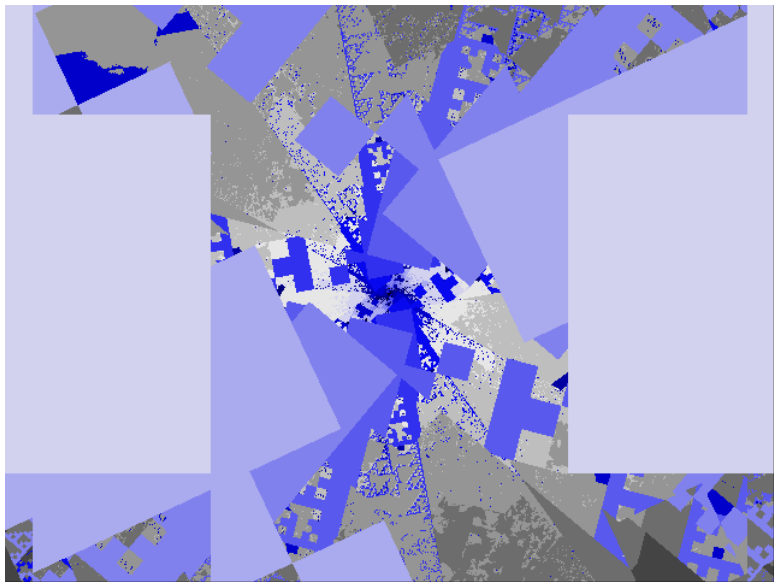




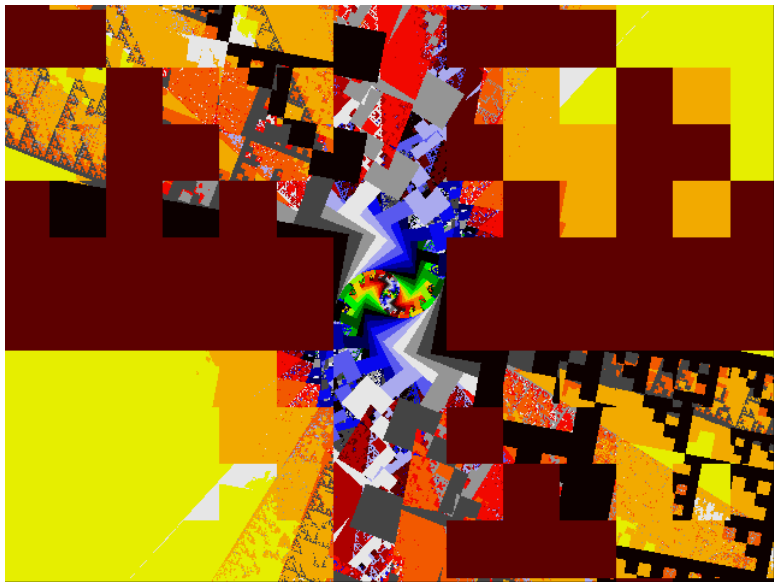
$$(cz) \cdot !(z + c)$$



$cz(!x + (x&y))$



$cz(!x + (x\&y))$



$$c \cdot \ln(\sin(z!z))$$

