

# Index

## Symbols

- $\pi$  (pi), 151
- $\wedge$  (power in Mathematica), 167
- $**$  (power in Python), 167
- $\sigma$  (sigma, lowercase), 47–49, 184
- $\Sigma$  (sigma, uppercase), 135
- / and \ (slashes) for Catalan paths, 205
- $\tau$  (tau), 46–47, 183

## A

- absolute values, 64
- abundant numbers, 50
- addition, 17
- addition rule, 72
- additive inverse, 97
- Alice's Adventures in Wonderland* (Carroll), 122
- alphabet
  - building a list of characters, 103
  - non-alphabet characters, 106, 125
  - scrambling, 104, 110–112
  - shifting for Caesar cipher, 102
- Anthropofeline Psychology*, xviii
- Archimedes, 152
- Arecibo message, 53–54, 185–188
- arithmetic, modular. *See* modular arithmetic
- arrays, 79–99
  - operation tables, 92–98
  - Pascal's triangle, 80–92
  - representing with list of lists, 99

## B

- bar graph, 89–91
- base 2 (binary), 3
- base 5, 3
- base 10 (decimal), 2
- base 12, 3, 176
- base 16 (hexadecimal), 6, 176
- BASIC, 165
- basis conversion, 3–9
- basis representation, 2, 6
- bell curve, 91
- binary (base 2), 3
- binary digits, 5–6, 176–177
  - vs. decimal digits, 13
- binary-to-decimal, 6–9
- binomial coefficients, 80–92
  - central, 137

- binomial theorem, 80–81
- biprimes, 46, 52, 54, 172
- bits. *See* binary digits
- blocks. *See also* custom blocks
  - ask and wait, 5, 84
  - if conditional, 178
  - if...else conditional, 9, 96, 105, 109
  - join, 5, 94, 180
  - length of, 121
  - letter of, 121, 178
  - mod, 27, 168
  - pick random, 119, 160, 211
  - repeat conditional, 6
  - repeat until conditional, 26
  - say, 5
  - timer, 39, 181
- Boolean, 9, 26, 29, 54, 142, 184

## C

- Caesar cipher, 101–110
  - decryption, 112
  - frequency tables, 123
  - linear transformation, 117
  - patterns in encryption, 124
  - shifting alphabet, 102
- Carroll, Lewis, 127
- carry, 17, 178
- casting out nines, 23–27
- Catalan numbers, 130–137
  - central binomial coefficients, 137
  - listing, 136
  - nesting parentheses, 137
  - recurrence, 136, 137
- characteristic (as floating-point exponent), 12
- characters
  - in alphabet, 104–105
  - as binary digits, 6
  - as digits in a list, 178
  - as elements of a string, 6
  - frequency, 123
  - in a key, 120
  - as letters in a list, 203
  - minus sign (-), 25
  - modifying in a string, 195
  - monospaced font, 97
  - non-alphabet, 106, 125
  - in a partition string, 141
  - punctuation, 106

characters (*continued*)  
     removing first from a string, 196  
     screening for letters, 204  
     shifting from key, 126  
     / and \ (slashes) for Catalan paths, 205  
     space, 106  
 check digit, 27, 180  
 ciphers, 102  
     Caesar cipher, 101-110  
     linear transformation, 117-120  
     one-time pad, 120-128  
 circumference, 151  
 circumscribed polygon, 152-156  
 COBOL, 165  
 code, error-correcting, 21, 129  
 code, secret  
     Caesar cipher, 101-110  
     linear transformation, 117-120  
     one-time pad, 120-128  
 coefficient, 81  
      $a, b, c$  (in quadratic polynomial), 75, 77, 190  
     binomial, 80-92  
     central, 137  
 combinations, finding, 82  
 combinatorics, 47, 129  
 comma-separated values (CSVs), 35, 99  
 composite numbers, 27, 41, 190  
     primitive root, 195  
 composition, 138  
 congruence, 23  
 coordinate plane, 161  
     lattice points, 161-163  
 coordinates  
     integer, 156  
     of points in a plane, 158  
     positive, in first quadrant, 159  
     random, 209  
     relatively prime, 164  
 counting numbers, 2  
 cryptogram, 128  
 cryptography, 101-128  
 CSVs (comma-separated values), 35, 99  
 custom blocks, 25  
     Add 1 to every partition, 139  
     Alphabet (letters to numbers), 103  
      $C(n,k)$  (for binomial coefficients), 84, 193  
     Copy (partitions to a duplicate list), 140  
     copy newrow to row (for Pascal's triangle), 87-88  
     delete first letter(string), 196  
     draw (for Catalan paths), 206  
     draw histogram, 90  
     Draw  $n$  segments (of a polygon side), 69  
     factorial(number), 83  
     Fibonacci( $n$ ), 189  
     find max of row (for drawing histograms), 91  
      $f(n)$  (for terms in a series), 210  
     gcd, 38-39, 162, 181-182, 201, 213  
     Highlight point (of a polygon side), 68-69  
     How many 1s(partition), 141  
     How many ones? (in a binary string), 191  
     initial setup (for drawing nested polygons), 67  
     Iterate (for Catalan paths), 133  
     Iterate (for partition list), 144  
     lcm( $b,a$ ) (least common multiple), 213  
     Make index row (for operation tables), 94  
     minimum(number1,number2), 36  
     Next prime( $n$ ), 185  
     p1( $k$ ) (for pentagonal numbers), 146  
     p2( $k$ ) (for pentagonal numbers), 146  
     pad( $x$ ) (for operation tables), 94-95  
     power(base,exponent), 48-49, 183, 195  
     Prime?( $p$ ), 184  
     primitive root?( $n,p$ ), 195  
     Proper partition?( $p$ ), 143  
     Replace 1s(partition), 141  
     Scramble (alphabet), 104  
     Screen(string) (for binary input), 8-9  
     screen(test) (for positive integers), 30  
     square?(number), 54  
     swap( $i,j$ ) (for making random permutations), 200  
     Test for positive integer(test), 26  
     timer start, 56  
     timer stop, 56  
     To Binary( $n$ ), 191  
     To string, 17  
     Triangular( $n$ ), 170  
     Trim key, 125  
     Upcount(string), 132  
     What to say( $n$ ) (for Fizz-Buzz), 178  
     Wrap, 104

**D**

decimal (base 10), 2  
 decimal-to-binary, 3-6, 190  
 decoder ring, 110  
 decrypting, 102  
     by linear transformation, 118  
     by modular multiplication, 112  
     with a one-time pad, 120  
     by shifting, 106, 108  
 deficient numbers, 50  
 diameter, 151  
 difference tables, 72-77  
 digit sum, 24  
     alternating, 27, 179  
 divisibility, 13, 22, 23  
     test for 5, 22, 178  
     test for 9, 23-25, 179  
     test for 10, 22  
     test for 11, 27, 179  
 division algorithm, 22

- divisors, 21, 27
  - common, 36
- double precision, 12

**E**

*Elements* (Euclid), 37

elements
 

- chemical, 41
- of a set, 2, 23

encrypting, 102
 

- by linear transformation, 117–119
- by modular multiplication, 111–112
- with a one-time pad, 120–128
- by shifting, 101–107

*Encyclopedia of Odors, The*, xviii

Eratosthenes, sieve of, 31–34

Euclid, 37

Euclid's algorithm, 37–39, 115

Excel, 35

expanded notation, 3

exponential growth, 10, 66, 177

exponents
 

- in binomial theorem, 81
- coding in Mathematica, 167
- coding in Python, 167
- in expanded notation, 3
- for extended precision, 16
- in floating point, 12
- in IEEE 754 format, 12
- maximum for LCM, 51
- minimum for GCD, 51
- negative, 50, 183
- in prime factorization, 45
- preserving list of, 183
- of 0, 50, 183

extended precision, 15–18

**F**

factor, 21–22, 28

factorial numbers, 83, 130

factorization, 30
 

- Fermat, 54–56
- prime, 41–57

Fibonacci numbers, 61–66, 130

figurate numbers, 66–78

first difference, 73

first quadrant, 159

Fizz-Buzz, 22, 178

flintmax (floating-pointer integer maximum),
 

- 13, 30, 36, 49, 66, 85, 86, 88,
- 137, 166

floating point, 11–15

font, monospaced, 97

FORTRAN, 165

fractal, 194

fractions, 2

frequency analysis, 121

fundamental theorem of arithmetic, 41

**G**

GCD (greatest common divisor), 36, 115
 

- via brute force, 36
- via Euclid's algorithm, 37–39
- via factorization, 50–51

genetics, 129

geometric mean, 153

geometric sequence, 48

geometric series, 48–50

golden ratio, 63

Goldilocks, 167

greatest common divisor. *See* GCD

Gregory series, 163

growth
 

- exponential, 10, 177
- linear, 10, 177

Gummitch, xviii

**H**

hacks
 

- alphabet list, 104
- binary-to-decimal, 6
- Boolean variables, 26
- decimal-to-binary, 4
- exponents for repeated factors, 43
- frequency analysis, 121
- GCD from factorization, 51
- importing and exporting lists, 35, 75
- logfile
  - adding, 107
  - erasing, 107
- non-numeric input, screening for, 26
- positive integer check, 25
- random sample, 158–159
- repeat `until` constant, 64
- square root, 30
- subsets from sets, 82
- sums
  - of a general series, 210
  - of a geometric series, 48–50
- timer, 39
- trial division, 42
- undetermined coefficients, 190

HAL (Heuristically programmed Algorithmic computer), 110

harmonic mean, 153

heredity, 129

hexadecimal (base 16), 6, 176

histogram, 89–91

**I**

IEEE 754, 12–15, 85

inclusion–exclusion principle, 170

increasing vs. nondecreasing
 

- (of summands), 139

index column, 96

index number, 59–61

index row, 94, 96

infinite loop. See loops: infinite  
Infinity, 14, 85, 177  
inscribed polygon, 152–156  
integers, 2  
    divisibility, 21, 27  
    largest, 13–14, 30, 49  
    positive, 2  
    sequences, 130  
ISBN, 27

## J

“Jabberwocky” (Carroll), 127

## K

Kemeny, John, 165  
keys, 120

## L

lattice points, 156–158  
    visible, 160–163  
LCM (least common multiple), 51, 185, 212  
LCD (least common denominator), 51  
LEGO, xvi  
Leiber, Fritz, xviii  
*Liber Abaci* (Fibonacci), 61  
Lightyear, Buzz, 2  
linear growth, 10, 177  
linear transformation, 117–120  
    cipher, 110–120  
Linux, 166  
lists, 61, 177  
    of all possible shifts, 108  
    alphabet vs. scrambled alphabet, 122  
    of approximations to  $\pi$ , 154  
    of Catalan numbers, 136, 205  
    of digits, 178  
    exporting, 35, 75, 134  
    of factors, 43  
    hiding from stage, 45  
    importing, 35, 75  
    indexed from 1, 23, 33  
    length limit, 15, 33, 135, 146  
    of lists to represent an array, 99  
    for a logfile, 107  
    making conjectures, 167  
    merging two lists into one, 122  
    of partitions, 139  
    of possible decodings, 200  
    of primes, 33, 181  
    of primes and exponents, 49  
    of primes and factors, 45  
    of quotients and remainders, 201  
    for rows of Pascal’s triangle, 87, 92  
    saved as a CSV file, 35  
    scrolling, 43  
    starting with 1 or 0, 105  
    vs. strings, 15–18, 195, 203  
    of summands of a partition, 207

logfile, 107  
logical variables. See Boolean  
loop  
    to find perfect square, 55  
    forever, 203  
    infinite. See infinite loop  
    nested, 96, 133, 158, 162, 187, 200  
    for primitive roots, 195  
    repeat, 6, 64, 84, 122, 125, 137,  
        147, 159, 168, 183, 206  
    repeat until, 4, 29, 39, 64, 73, 141, 192  
    timer, 56  
    timing, 40  
Lucas sequence, 66

## M

macOS, 166  
mantissa, 12  
Mathematica, 166  
Mays, Conor, xi  
mean  
    geometric, 153  
    harmonic, 153  
mnemonic for  $\pi$ , 154  
mod, 22  
modular arithmetic, 22–27, 112  
    addition vs. multiplication, 116  
    additive inverse, 97  
    divisibility, 23  
    operation tables, 92–98  
    vs. ordinary arithmetic, 97, 112  
    power operation, 194  
    starting value, 105  
    wrapping a list, 106  
    zero divisors, 98  
modular inverse, 112, 198  
    checking for existence, 198  
    finding, 113–117  
modular multiplication  
    decryption, 112–116  
    encryption, 111–112  
modulus, 93  
monospaced font, 97  
multiplication tables, 93–98, 111  
    full, 93  
    full modular, 93  
    reduced modular, 98  
multiplicative identity, 97  
multiplicative inverse, 97

## N

NaN, 14–15  
nesting parentheses, 137  
nondecreasing vs. increasing, 139  
normal distribution, 91  
numbers  
    abundant, 50  
    basis representation, 2–9

- biprimes, 46, 52, 54
- composite, 27, 41, 190
- congruent, 23
- counting, 2
- deficient, 50
- even, 60
- extended precision, 15–18
- factorial, 83
- Fibonacci, 61–66
- figurate, 66–78
- floating point, 11–15
- fraction, 2
- index, 59
- Infinity, 14, 85, 177
- integers, 2
- NaN, 14–15
- nonzero, 50
- odd, 23, 60
- pentagonal, 71, 146
- perfect, 22, 50
- prime, 21, 27–36
- pure, 151
- random, 21, 27
- rational, 2
- real, 2
- relatively prime, 98, 160
- square, 69, 72, 130
- as strings, 180
- vs. strings, 6, 15, 25
- triangular, 70, 169
- whole, 2

*Numbers for Springers*, xviii

number theory, 21

## O

- one-time pad, 120–128
- On-Line Encyclopedia of Integer Sequences (OEIS), 130
- operating systems
  - Linux, 166
  - macOS, 166
  - Windows, 166
- operation tables, 92–98
  - reduced, 98

## P

- padding
  - with spaces, 94
  - with zeros, 178
- parameter, 129–130
- parentheses, nesting, 137
- partitions, 138–150
  - list of, 139–145
  - pentagonal number recurrence, 146–149
- Pascal's triangle, 80–92
- paths
  - counts for Catalan numbers, 132–135, 206
  - through vertices of a pentagon, 71

patterns

- in Caesar cipher encryption, 124
- Catalan, 205
- in difference tables, 72–77
- eliminating with a one-time pad, 121
- in English language, 120
- fractal, 194
- grouping in expanded notation, 2
- in modular multiplication tables, 93
- in the partition function, 139
- in a sequence with addition rule, 72
- in values of  $p(n)$ , 150
- pentagonal numbers, 71, 146
- perfect numbers, 22, 50
- perimeter, 60, 152
- permutations, 110
- pi ( $\pi$ ), 151–164, 208–211
  - accuracy limit in Scratch, 154
  - calculating by Archimedes's recurrence, 152–156
  - calculating by area (lattice points), 156–160
  - mnemonic, 154
  - with relative primes, 160–163
- plane. *See* coordinate plane
- polygons
  - circumscribed and inscribed, 152–156
  - nesting, 66–72
- positive integers, 2
- power operators
  - $\wedge$  (Mathematica), 167
  - $**$  (Python), 167
- precision, 12–13
  - double vs. single, 12
  - extended, 15–18
- prime factorization, 41–57
- prime numbers, 21, 27–36
  - relative primes, 98, 160, 212
  - twin primes, 36, 181
- primitive root, 99
  - for composite numbers, 195
- problem solving, xv, 175
- programming languages
  - BASIC, 165
  - COBOL, 165
  - FORTRAN, 165
  - Mathematica, 166
  - Python, 166
- Project Euler, 167–171, 208
- Python, 166

## Q

- quadrant, first, 159
- quadratic polynomial, 75
  - pentagonal numbers, 76
  - third differences, 75
  - undetermined coefficients, 190
- quotient, 22

## R

- Ramanujan, Srinivasa, 150
- random
  - alphabet, 119
  - characters in a key, 120
  - coordinates, 209
  - numbers, 21, 27
  - sample, 158–159
- Raspberry Pi, 166
- ratio
  - convergent, 63
  - golden, 63
  - of integers to build a rational number, 2
  - $\pi$  (pi), 151
  - of primes, 180
- rational numbers, 2
- real numbers, 2
- recurrence, 60
  - Catalan numbers, 131, 135
  - Fibonacci, 62
  - Pascal's triangle, 86
  - square areas, 60
  - square perimeters, 60
  - two-term, 61
- registers, 10
- relative primes, 98, 160, 212
  - visible lattice points, 161
- remainder, 22–23
  - nonzero, 115

## S

- Scratch. *See also* custom blocks; lists; variables
  - block palette, 61
  - debugging, 50
  - downloading, xvi
  - exporting and importing data, 35
  - hiding list from stage, 45
  - Infinity, 14, 85, 177
  - logfile, 107
  - NaN, 14–15
  - Pen extension, 67, 185
  - screening input, 8–10, 25–26, 29–30, 84–85, 178
  - searching for projects, 172–173
  - showing more digits, 65
  - slider, 84
  - sprite, 186, 196
  - strings vs. lists, 15–18
  - timer, 39, 56, 181
  - Turbo Mode, 72
  - website, xvi, 171
- Scratch Cat, xviii
- screening input, 8–10, 25–26, 29–30, 84–85, 178
- second difference, 73
- semiprimes, 52
- sequences, 59–78
- Sierpiński triangle, 194
- sieve of Eratosthenes, 31–34

- single precision, 12
- slider, 84
- Sloane, Neil, 130
- Space-Time for Springers*, xviii
- Spirograph, 52
- sprite
  - drawing message with, 186
  - ring of letters, 196
- square numbers, 69, 72, 130
  - inscribed and circumscribed, 154–155
  - perfect, 54, 60, 69
- squares, nested, 66
- stage
  - digits, displayed vs. coding area, 65
  - dimensions, 57
  - displaying variables, 50, 180
    - slider, 84
  - distance between points, 67
  - drawing with stamped images, 185
  - exporting list to view all, 97, 134
  - formatting display, 181
  - hiding lists, 45
  - scaling drawing to fit, 90, 206
  - scrolling to see list entries, 61
- stamping to duplicate an image, 187
- strategy
  - for basis conversion, 4
  - for counting divisors, 47
  - for summing divisors, 47
- strings, 6
  - building from a list, 200
  - vs. lists, 15–18, 195, 203
  - modifying, 195
  - vs. numbers, 15
  - padding, 94
- subsets, finding, 82–83
- summands
  - increasing vs. nondecreasing, 138
  - lists, 207–208
  - order of, 138–139
- summation notation, 135
- supergenius kittens, xviii

## T

- tables
  - difference, 72–77
  - multiplication, 93–98, 111
  - operation, 92–98
- third difference, 73
- timing, 39, 56, 181
- transposition, 27
- trial division, 28, 57
- triangular numbers, 70, 169
- trigonometry, 152
- true or false. *See* Boolean
- Turbo Mode, 72
- twin primes, 36, 181
- 2001: A Space Odyssey*, 110

## U

undetermined coefficients, 190  
unimodal values, 89  
unit circle, 152

## V

variables  
    displaying on stage, 50  
    displaying vs. saying, 56  
    logical. See Boolean  
    set from slider, 84  
    trial divisor, 29  
visible lattice points, 161–163

## W

whole numbers, 2  
Windows, 166

## Z

zero  
    divisors, 98  
    in factorials, 92, 192  
    padding with, 178