

openInvent

Rationalization of pi

Pi has been thought of as being an irrational number; yet it is defined oxymoronically as a ratio of circumference divided by diameter.

Hi Im Ember from
openInvent(r).club

I noticed on google calculator
 $1/2485 * \pi$ is NOT EQUAL TO $\pi/2485$ WTF

So I took it upon myself to make this verbose document!

I rationalized pi in a set of circumferences divided by diameter I use prior calculations of pi to come up with what I call an inverse tetration of pi or

$(2^{\pi})^{-1}$ which i use as a divisor

I have a set of "master circumference" which a multiple of $10^x * 1/\pi$

Divided by a set of "master diameter" which comes from the same multiple of $10^x * (1/\pi/\pi)$ the inverse tetration mentioned above

Note: its not that confusing 10^x merely refers to the digits of precision desired

So it follows a number like: $1/\pi$ is approximately:

.318309886183790671537767
450287240689192975980077
47999079

and $1/\pi/\pi$ as divisor begins with:

.1013211836423377714438794
632097276389043587746722
465884560903189....

Lets get rid of the decimal points and a few digits for the set of rationalizations of pi

By set you take a number of digits divided by a number below thus from fraction below you can get a set of 20 fractions each a rational pi explained below:

3183098861837

9067153

10132118362337

7714438

3/1=3 first

babylonian

computation of pi,

$31/10=3.1$

$318/101$ unique property of

base+1 division see 318 subtract
1 & find "symmetrically
opposed" pattern which adds to
base-1 here its nines sum ex
317683/999999 or 9|6 "9 more
six"

3183/1013 some are inaccurate
approximately pi

31830/10132

318309/101321

....

318309886/101321183

....

3183098861837

9067153

10132118362337

7714438

...

X digits of 1/pi

X digits of 1/pi/pi

So what is the error in these
approximations:

Consider,

$(1/\pi)/(1/\pi/\pi) - \pi = 0$ is that

equivalent to $\pi^2/\pi - \pi$ in theory its zero but on precision calculators <https://keisan.casio.com/calculator> it is not zero -this fact probably due to computing in base 10 or roots of numbers which produce irrational numbers as we call them.

Theoretically any multiplication of 1 or π/π should create similar ratios which are approximately π or perhaps π^{-1}/π^{-1} which yields as set of $\pi/1$ derived from π^0

So what other forms of numbers can be useful. I propose π as a multiple of $1/7$ because of the unique rotation of repeating patterns in the set: $[1/7, 2/7, 3/7, 4/7, 5/7, 6/7]$

The pattern is 142857 285714 428571 571428 571428 857142 are of which are numerands to the divisor 9|6 or 999999

Thus I come up with other formulas which are of use:

Using circumference formula $C = \pi d$ or $2\pi r$ I came up with an approximate tangent constant I call T

In a tangent I expect Radius to equal circumference so there is a constant T that is

approximately 1.11625 in

$C(r) = 2\pi Tr/7$ solve for t if $C=r$ circumference is radius

$7C/2\pi C$ reduces to $7/2\pi$ or

approx 1.114084601643267

This constant is $1/2\pi$ when π equals 1 consider the ratio π/π when circumference equals radius which makes little sense in reality

Thus to solve for tangent aka derivative of a circle function

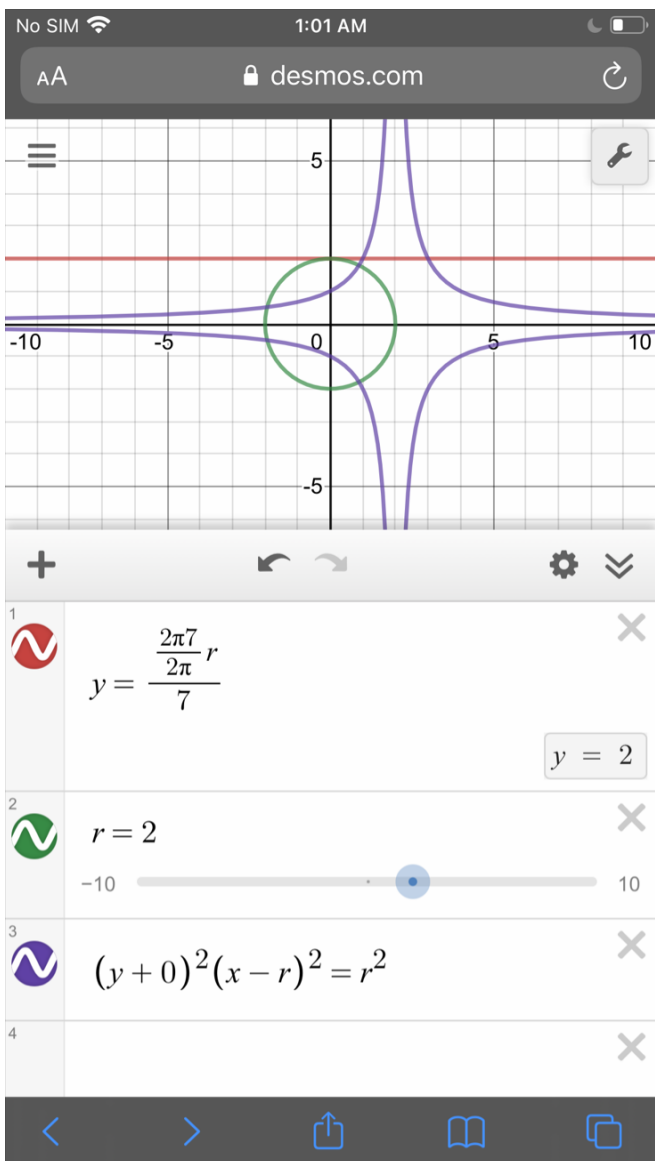
$$x^2 + y^2 = r^2$$

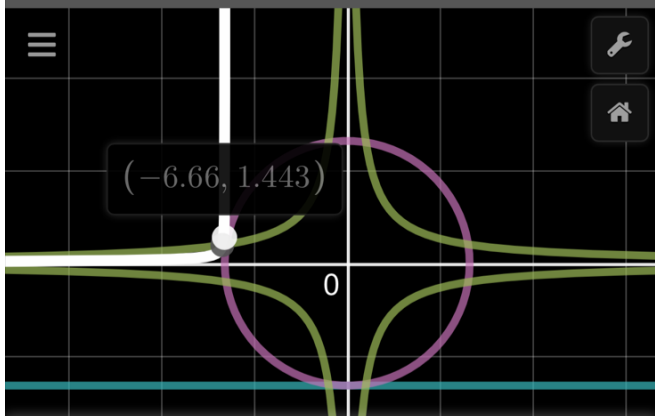
$y = \sqrt{r^2 - x^2}$ I got the

derivative

$$dx/dy = 1/2(2r-2x)^{-1/2} ?$$

Did some graphing on desmos:





-10

10



$$(y + 0)^2 (x - 0)^2 = r^2$$

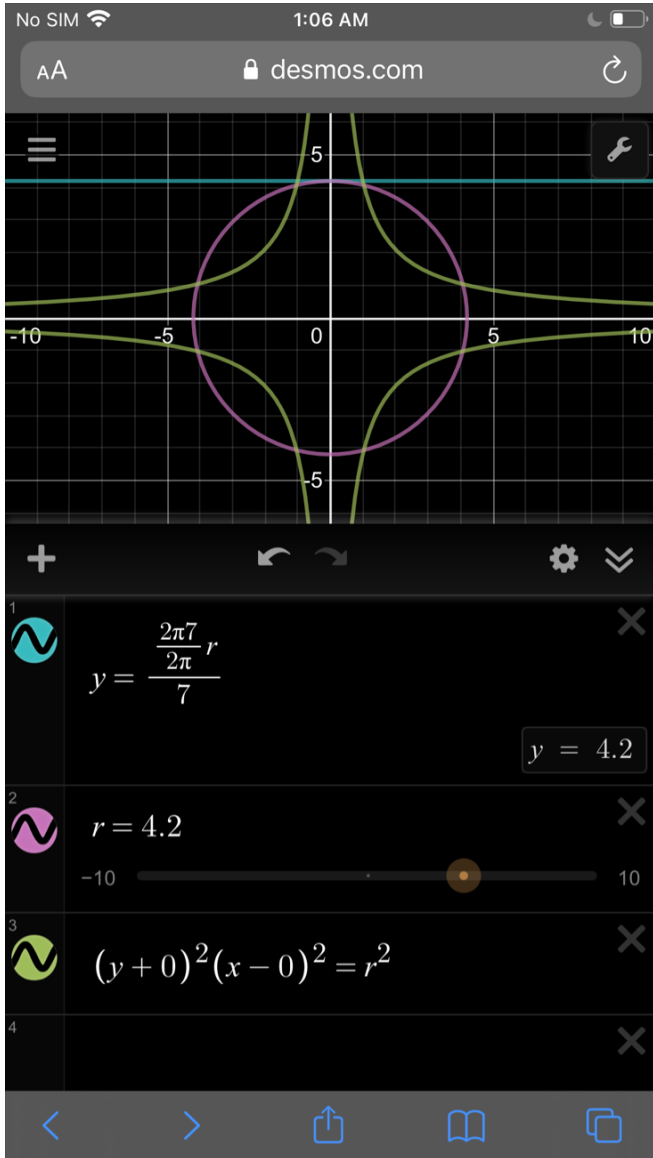


$$\frac{(2r - 2x)^{\left(-\frac{1}{2}\right)}}{2}$$



5

powered by
desmos



Confused myself:
 Because I found integer
 Circumference and integer
 diameter calculations.

[home](#) / [math](#) / [circle calculator](#)

Circle Calculator

Please provide any value below to calculate the remaining values of a circle.

Result


Given circumference (C) = [31830988618379](#)

$$\text{Radius} = \frac{C}{2\pi} = \a href="#">5066059182116.9$$

$$\text{Diameter} = \frac{C}{\pi} = \a href="#">10132118364234$$

$$\text{Area} = \frac{C^2}{4\pi} = \b>8.0628836082998E+25$$

Radius (R)	<input type="text"/>
Diameter (D)	<input type="text"/>
Circumference (C)	<input type="text" value="31830988618379"/>
Area (A)	<input type="text"/>

[Calculate](#)  [Clear](#)



Choose a Calculation

Find A, C and d | Given r

[Circle Image](#)radius $r =$ Let pi $\pi =$ Units Significant Figures

Clear

Calculate

Answer:

radius	$r = 10132118364234$ in
diameter	$d = 20264236700000$ in
circumference	$C = 63661977200000$ in
area	$A = 3.22515344E+26$ in ²

In Terms of Pi π

circumference	$C = 20264236700000 \pi$ in
area	$A = 1.02659823E+26 \pi$ in ²

Solutions

diameter $d = 2r$

$$d = 2 \times 10132118364234$$

So I came to the conclusion that to say that the ratio know as pi is

**irrational is
oxymoronic
because it is
defined as a ratio
of circumference
divided by
diameter logically
there must be no
integer
circumference to
integer diameter.
Would mean that
is the only way
rationalize pi is in
terms of sqrt? I
think not there are
many sets of
rational pi.**

The computing problems occur with the calculations of pi using arctangent tables.

I came to the conclusion the ALU in computers needs to be upgraded with addition tables subtraction tables and other non elements

Hex division is needed consider uninitialized data in comparison to 0xDEADBEEF/0xFFFFFFFF OR IF FEEDBEAD/100000001 is FEEDBEAC01124153/F|16 or FFFFFFFF FFFFFFFF

In 2007, I suggested a new computing method from which the name derived itself into Bitsfit.com company Bitsfit Entertainment registered as a trademark like openInvent(r)

This computing method takes into account a blank input, time

in clock cycles, and created a new data type called a morsel named after morse code creator and to go along with existing data types bit nibble byte The new computer needs two clock crystals for a primary and secondary clock and needs a "blink registry cache" in theory a hex nibble can be represented in 4hz or four clock cycles 1111 this data is "blinked" for secondary meaning. If this sounds complex consider a computer mouse you have three or 5 buttons for gaming but there are "gesture-like" motions and double clicking vs single clicking. Computers are capable of this kind of foundational computing.

I need to recreate an ALU I would like to rationalize frequencies into gear systems or concentric programmable

gears using mechanisms rather than utilizing electricity.

CONSIDER 1 and 0 imagine 1001 compared to 1__1

Recently I discovered a parity check watching a movie called timeloop data is aligned by x,y location a set of vertically juxtaposed 1 and 0 digits either 1 over 0 or 0 over 1 if one bit is missing it is easy to tell because there is an opposite bit juxtaposed vertically example made this document on friends iphone btw:

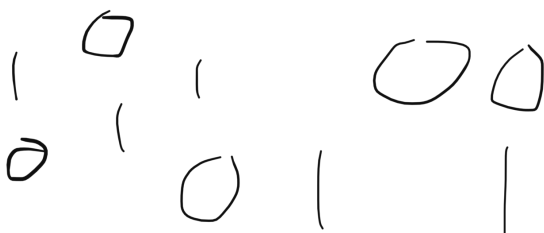


Fig. "So you can tell there is a missing zero above 1 and a missing 1 under zero to the

right"

IMPORTANT:

I think there is a large bug with XOR definition mainly in consideration or lack of consideration for big endian little endian or "outerindian" parsing of data this parse 80 or X with data from out to in middle endian may be an alternate name for it in unix computing.

"Appendicitis"

Truncated

numerand:

7767450287240

6891929759800

7747999079....



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