

Re: Garry Denke's Gold & Brass Plates @ Westbury White Horse Eye

Source: <http://sci.tech-archive.net/Archive/sci.math/2004-07/1322.html>

From: The Ghost In The Machine (ewill_at_aurigae.athghost7038suus.net)

Date: 07/06/04

Date: Tue, 06 Jul 2004 15:36:31 GMT

In sci.math, Garry Denke

<garrydenke@usa.com>

wrote

on 6 Jul 2004 02:52:17 -0700

<96f81cbe.0407060152.1896e7b5@posting.google.com>:

> *The Ghost In The Machine* <ewill@aurigae.athghost7038suus.net> wrote in message
news:<m1cor1-ffp.ln1@lexi2.athghost7038suus.net>...

>> *In sci.logic, Garry Denke*

>> <garrydenke@usa.com>

>> wrote

>> on 5 Jul 2004 03:11:28 -0700

>> <96f81cbe.0407050211.287338a6@posting.google.com>:

>> > *Hello to The Ghost In The Machine,*

>> >

>> > *If the number d equals the number 0 , and the number $+$ equals the
>> > number 0 , then the number $-$ equals the number 0 , under your logic,
>> > and still, d/d makes no sense, and $0/0$ makes no sense. So what we
>> > need is a consistent set of rules for the three numbers...*

>>

>> *$0/0$ never did make sense. Neither does $d = +$ or $-d = -$.*

>

> *Therein the reason we need the number 0 rule, and the number $-$ rule,
> and the number $+$ rule.*

Only if we have all three numbers. Since $0 = +$ and $0 = -$, there's
no real need for the other two.

[snip for brevity]

>> > *Any ideas?*

>>

>> *Yes. Equate $d = 0$ and be done with it. This also means, of course,*

>> *that $0.999... = 1 - d = 1 = 1.000...$, which makes most*

>> *number-theoreticians happy. :-)*

>

> *Pretend the 4th fireworks don't exist?*

>

> *4a) 0/0 = 0*

> *4b) 0/0 = 1*

> *4c) 0/0 = (the Straight line above)*

>

> *Is The Ghost In The Machine serious?*

4d) 0/0 = undefined/error/incorrect arithmetical op/exception

[rest snipped]

--

#191, ewill13@earthlink.net

It's still legal to go .sigless.