

Re: bijection of R: $\mathbb{R} \leftrightarrow \mathbb{R}^{\times}$

Source: <http://sci.tech-archive.net/Archive/sci.math/2005-09/msg01901.html>

- From: ullrich@xxxxxxxxxxxxxxxx (David C. Ullrich)
 - Date: Thu, 08 Sep 2005 17:53:33 GMT
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On 8 Sep 2005 10:22:24 -0700, "Timothy Golden
<http://www.BandTechnology.com> <tppppggg@xxxxxxxx> wrote:

≥
>David C. Ullrich wrote:
>> On 7 Sep 2005 10:21:28 -0700, "Timothy Golden
>> <http://www.BandTechnology.com> <tppppggg@xxxxxxxx> wrote:
>>>
>>> Does anyone reject this method on philosophical grounds?
>>> The digits are merely a representation of a real number,
>>> not the real number itself. A value (a) and (b) in the reals
>>> would seem more valid, and a function defined mathematically:
>>> $c = f(a, b)$.
>>>
>>> First, it seem like you are wrongly rejecting something
>>> on philosophical grounds: Although it turns out it doesn't
>>> quite solve the problem, if it did solve the problem there
>>> would be nothing wrong with defining a function $f(a,b)$ in
>>> terms of the decimal digits.
>>>
>>> This thing you guys are doing is sort of a three tape Turing solution.
>>> Yes it works but where is the purity?
>>> How about a swirl where
>>> $t = c$
>>> $r = c d$
>>> where t is theta and r is radius.
>>> now $a = r \cos t$
>>> and $b = r \sin t$
>>> Within a delta related to d there will be a range of c that matches for
>>> any a and b.
>>> If more accuracy is needed then drop d.
>>>
>>> First, I don't follow your definition at all. But more important,
>>> it seems clear that you're not defining a function! You say do
>>> this, then you get a range of c, if more accuracy is required
>>> do something else...
>>> That is the epsilon-delta method of thinking isn't it? This is at the
>>> foundation of real analysis.

Re: bijection of $R: R \leftrightarrow R \times \dots \times R$

Uh, thanks. I understand real analysis very well. The formulas above do not define a bijection from the plane to the line, or in the other direction.

Something that has a range coming close to every point in a set is not a mapping onto that set. Saying "this is the epsilon-delta method of thinking" does not change that fact.

>When you prove that for any range delta
>you can choose an epsilon that suffices you have proven the general
>situation. However small you want the error that sets d in the swirl
>construction above. Choosing $d = 1$ gets a swirl emanating from the
>origin passing through 1,2,3,... on the complex plane. Based on a
>single unsigned continuous value two real values can be generated(with
>error). It is the simplest space filling curve.

A spiral is not a space-filling curve at all.

And in fact it's very easy to see that a bijection from R to $R \times R$ cannot be continuous. So those formulas above can't possibly be right.

>Whether the approach
>can be generalized to three real values(3D) I'm not sure.

>>

>> To define a function $f(a,b)$ you need to say exactly what $f(a,b)$
>> is (which the definition in terms of digits does!), not what
>> it might be, or what it is approximately.

>>

>> >Does this approach work for 3D?

>> >I don't see it.

>>>

>> >-Tim

>>

>>

>> *****

>>

>> David C. Ullrich

>

David C. Ullrich

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• **Follow-Ups:**

◆ **Re: bijection of $R: R \leftrightarrow R \times \dots \times R$**

◇ From: Timothy Golden <http://www.BandTechnology.com>

• **References:**

Re: bijection of $R: R \leftrightarrow R \times \dots \times R$

Re: bijection of $R: R \leftrightarrow Rx \dots xR$

- ◆ ***bijection of $R: R \leftrightarrow Rx \dots xR$***
 - ◇ *From:* Timothy Golden <http://www.BandTechnology.com>
- ◆ ***Re: bijection of $R: R \leftrightarrow Rx \dots xR$***
 - ◇ *From:* Peter Webb
- ◆ ***Re: bijection of $R: R \leftrightarrow Rx \dots xR$***
 - ◇ *From:* David C. Ullrich
- ◆ ***Re: bijection of $R: R \leftrightarrow Rx \dots xR$***
 - ◇ *From:* Timothy Golden <http://www.BandTechnology.com>
- ◆ ***Re: bijection of $R: R \leftrightarrow Rx \dots xR$***
 - ◇ *From:* David C. Ullrich
- ◆ ***Re: bijection of $R: R \leftrightarrow Rx \dots xR$***
 - ◇ *From:* Timothy Golden <http://www.BandTechnology.com>

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