

# Wave Divisor Function

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## Introduction.

The divisor function counts the number of divisors of an integer. A model is described where the divisor function is seen as summation of repeating continuous waves. The divisor function now has a real and imaginary component. This divisor wave model introduces an error in the solution. The wave divisor function method is presented, also a description of the error is given.

### 1. Describing the divisor function with waves.

The integer divisor function  $\sigma_0$  [4] can be described as a summation of repeating waves. Each wave filters out numbers. Divisor wave  $\mathbb{X} = 7$  will filter: 7, 14, 21, 28, 35 etc. The divisor function can be described as:

$$\sigma_0(x) = \sum_{\mathbb{X}=2}^{\infty} \cos^N\left(\frac{\pi}{\mathbb{X}}x\right) \quad (1)$$

Here from  $x$  the number of divisors is determined excluding divisor 1.  $N$  should be a positive even integer; only then positive pulses occur so  $N \in 2\mathbb{N}$ . If:  $N \rightarrow \infty$  discrete pulses with magnitude 1 occur on the intervals determined by:  $\mathbb{X}$ . This definition of the divisor function  $\sigma_0$  does not take 1 in account, for the conventional definition 1 should be added to the wave divisor function. With Euler's formula and the binomial theorem, the function can be rewritten as:

$$\sigma_0(x) = \sum_{\mathbb{X}=2}^{\infty} e^{i\left(\frac{N\pi}{\mathbb{X}}x\right)} 2^{-N} \sum_{k=0}^N \binom{N}{k} e^{-i\left(\frac{\pi}{\mathbb{X}}kx\right)} \quad (2)$$

The solution for the divisor function occurs when the angular component is 0 only then pulses of magnitude 1 occur. For the divisor function we can set:

$$e^{i\left(\frac{N\pi}{\mathbb{X}}x\right)} = 1 \quad (3)$$

While  $N\pi$  will always be a multiple of  $2\pi$  because  $N$  must be a positive even integer. So, the "Wave Divisor Function" becomes:

$$\sigma_0(x) = \sum_{\mathbb{X}=2}^{\infty} 2^{-N} \sum_{k=0}^N \binom{N}{k} e^{-i\left(\frac{\pi}{\mathbb{X}}kx\right)} \quad (4)$$

The n choose k notation (4) can be written in a trigonometric formulation. This notation was found by plotting (4) and analyzed the function. The "Wave Divisor Function" has a Real and Imaginary solution. The Real solution holds the divisor count.

$$\Re(\sigma_0(x)) = \sum_{\mathbb{X}=2}^{\infty} \cos^N\left(\frac{\pi}{\mathbb{X}}x\right) \cdot \cos\left(\frac{N\pi}{\mathbb{X}}x\right) \quad (5)$$

$$\Im(\sigma_0(x)) = -i \sum_{\mathbb{X}=2}^{\infty} \cos^N\left(\frac{\pi}{\mathbb{X}}x\right) \cdot \sin\left(\frac{N\pi}{\mathbb{X}}x\right) \quad (6)$$

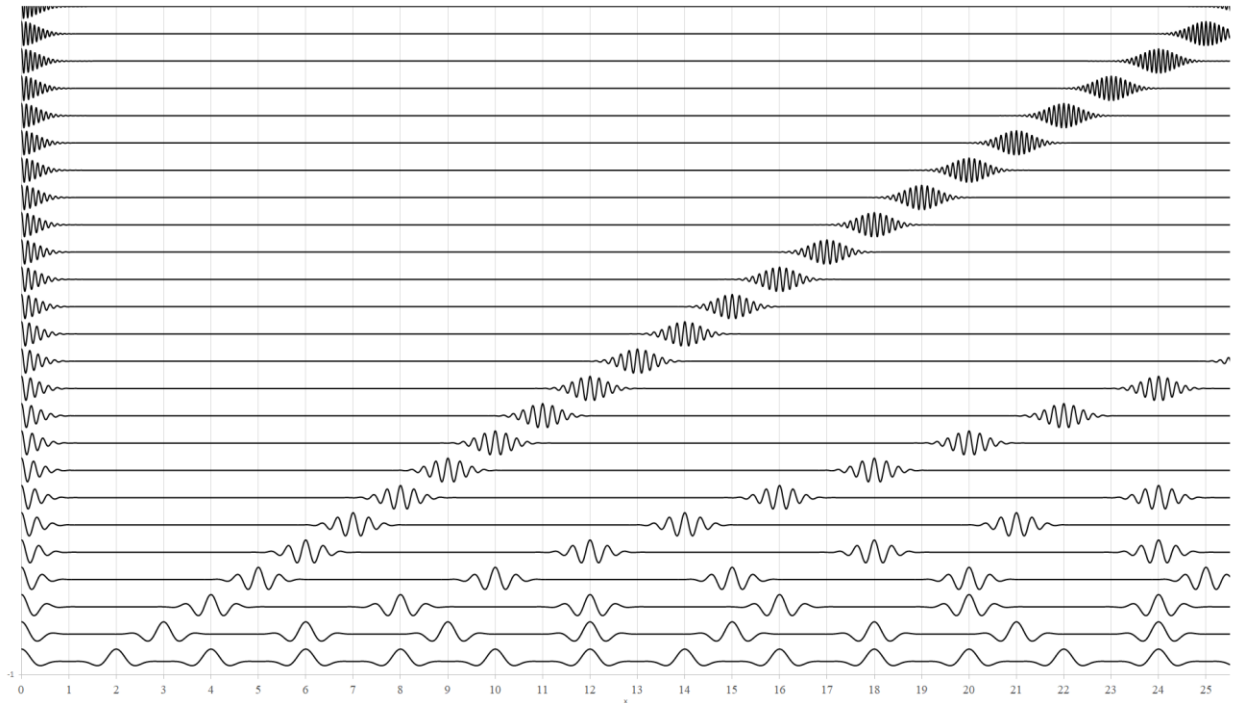
## Wave Divisor Function

Equations (5) and (6) can be validated by substituting (1) and (2). The following criteria was found:

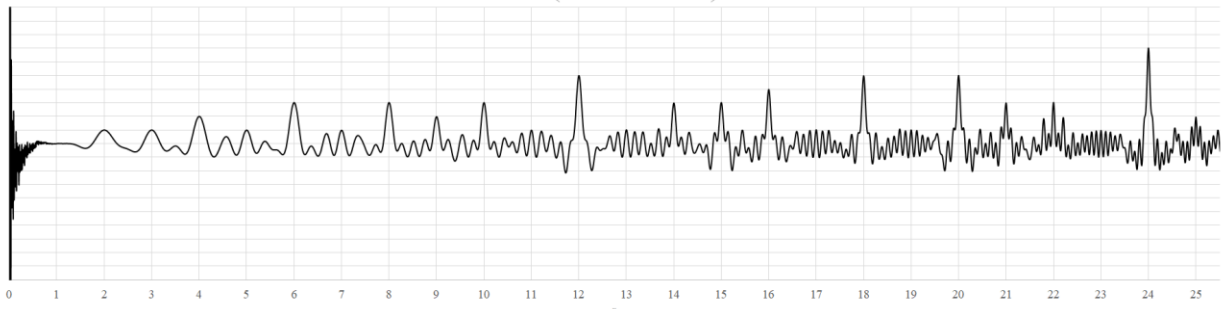
$$\cos^2\left(\frac{N\pi}{X}x\right) + \sin^2\left(\frac{N\pi}{X}x\right) = 1 \quad (7)$$

Thus, the solution of the divisor function is only valid for integer values of  $x$ . The wave divisor function consists of repeating wave packages with different frequencies. A wave pulse outline is modulated with a high frequency. When  $N$  increases in size the wave packages become narrower and the frequency of the signal increases. One can select a  $N$  for every value of  $X$  such that the pulse width for all waves becomes similar.

Individual Divisor Waves Graph

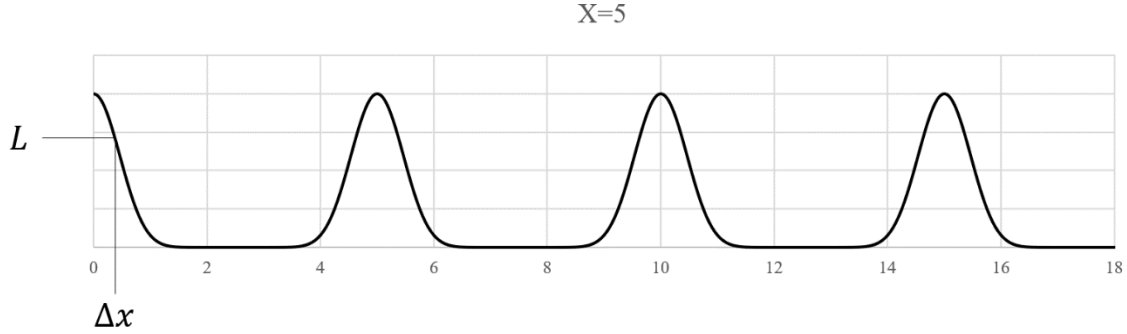


Divisor Wave Summation  
(Divisor Count)



## 2. $N$ , the pulse width definition.

The wave divisor function consists of repeating wave packages defined by  $\cos^N$  (5). The width of a wave package depends on the size of  $N$ . One can define the width around the origin, with the pulse height  $L$  at  $\Delta x$ .



$$L = \cos^N \left( \frac{\pi}{X} \Delta x \right) \quad (8)$$

From equation (8) we can calculate the magnitude of  $N$ . The wave package width will also vary depending upon the value of  $X$ . Thus,  $N$  is a function of  $X$ .  $N(X)$  can be derived from (8):

$$N(X) = \frac{\ln(L)}{\ln \left( \cos \left( \frac{\pi}{X} \Delta x \right) \right)} \quad (9)$$

Note that  $N(X)$  should be an even number  $N \in 2\mathbb{N}$ , if not negative pulses can occur. Rounding to its closest even number also has a randomizing effect. With help of *Wolfram Alpha* [11]  $N(X)$  can also be written as a Taylor series.

$$N(X) = -\frac{2X^2 \log(L)}{\pi^2 \Delta x^2} + \frac{\log(L)}{3} + \mathcal{O} \left( \frac{1}{X^2} \right) \quad (10)$$

Typically, in simulations  $0 < L \leq 0.5$  and  $0 < \Delta x \leq 0.5$  is picked. Though every pulse width setting has multiple combinations of  $L$  and  $\Delta x$ . Some investigation on  $N(X)$  and a mirror point where  $\Delta x \rightarrow 1$  is found in: [cc].

## 3. The Pulse Outline and High Frequency Component.

The wave divisor function consists of a pulse outline  $O(x)$  modulated with a high frequency component. It is found that the pulse outline  $O(x)$  reaches a limit when  $X \rightarrow \infty$ . There is a solution to the following limit, note that for  $N$  eq. (9) must be substituted.

$$O(x) = \lim_{X \rightarrow \infty} \cos^N \left( \frac{\pi}{X} x \right) = e^{ax^2} \quad (11)$$

$$a = \frac{\log(L)}{\Delta x^2} = \text{constant}$$

The solution was found with help of *Wolfram Alpha* [11]. For a given pulse width defined by  $L$  and  $\Delta x$  the outline will tend to a bell-shaped curve around the origin for  $X \rightarrow \infty$ . For this limit  $N \rightarrow \infty$  when  $X \rightarrow \infty$ . The limit (11) will hold independent of the fact that  $N$  is a positive even integer, at  $\infty$  parity is neglectable.

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The wave packages are modulated (5) with a high frequency component  $HF(x)$ . When  $\mathbb{X} \rightarrow \infty$  a limit is found in  $HF(x)$ . In the following expression  $N$  should be substituted with eq. (9).

$$HF(x) = \lim_{\mathbb{X} \rightarrow \infty} \cos\left(\frac{N\pi}{\mathbb{X}}x\right) \approx \cos(bx) \quad (12)$$

$$b(\mathbb{X}) = \frac{N}{\mathbb{X}}\pi \approx -\frac{2 \log(L)}{\pi \Delta x^2} \mathbb{X} = \text{constant} \cdot \mathbb{X}$$

This solution was found with help of eq. (10). It is found that the frequency almost scales linear with  $\mathbb{X}$  for narrow pulsewidths.

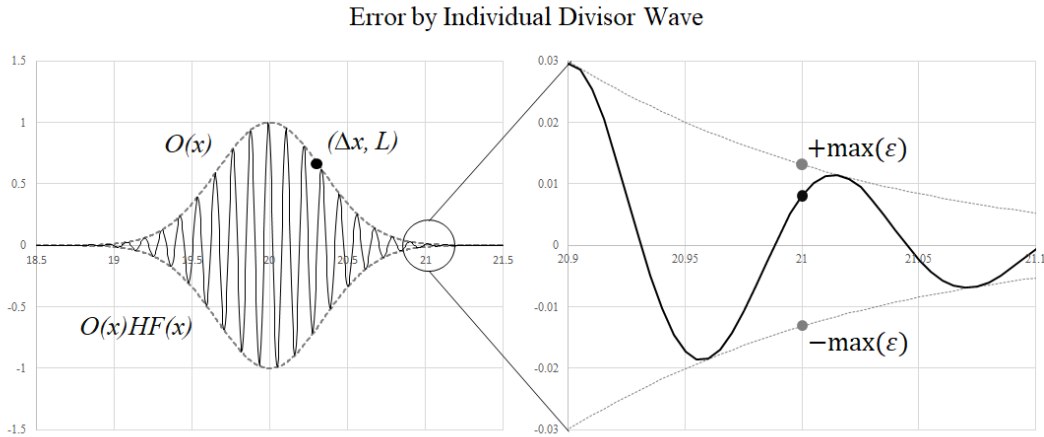
### 4. Error in The Wave Divisor Function.

The error of the wave divisor function is majorly determined by neighbor pulses like:  $\sigma_0(x-1)$  and  $\sigma_0(x+1)$ . On these coordinates the value of the function is not zero. The maximum error from a direct neighbor can be determined from the wave pulse outline eq. (11) for  $x=1$ :

$$\max(\varepsilon) = \exp\left(\frac{\log(L)}{\Delta x^2}\right) \quad (13)$$

Also  $\sigma_0(x-m)$  and  $\sigma_0(x+m)$  contribute to the error. For pulses  $m$  steps away, we can determine the maximum error from the wave pulse outline eq. (11) for  $x=m$ :

$$\varepsilon(m) = \exp\left(\frac{\log(L)}{\Delta x^2}m^2\right) \quad (14)$$



In between the limits defined by eq. (13) and (14) the error will occur. The exact value of the error is determined by  $HF(x)$  eq. (12). The frequency of  $HF(x)$  scales almost linear with  $\mathbb{X}$ . For direct neighbor divisors the error can be formulated with eq. (15) where  $\mathbb{X}|(x-1)$  means  $\mathbb{X}$  divides  $(x-1)$ ,  $k$  is a constant determined by the pulse width eq. (12).

$$\varepsilon(x) \approx \max(\varepsilon) \cdot \left[ \sum_{\mathbb{X}|(x-1)} \cos(k\mathbb{X}) + \sum_{\mathbb{X}|(x+1)} \cos(k\mathbb{X}) \right] \quad (15)$$

## Wave Divisor Function

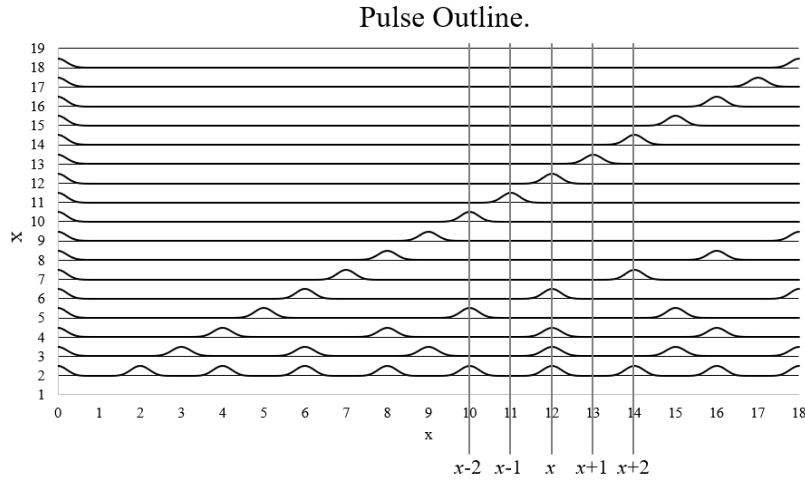
It is assumed that for large values  $x$  its divisors are randomly distributed. Also, the rounding of  $N$  to its closest even integer causes a randomizing effect, using eq. (12). It is expected that the error is picked from an arcsine distribution. A simulation of the arcsine distribution is available in [ab]. The Variance in the case of an arcsine distribution can be calculated [2] [ab]. For neighbor pulses at  $(x - 1)$  and  $(x + 1)$  the variance is:

$$\text{Var}(x \pm 1) = \frac{1}{2} \cdot \max^2(\varepsilon) \quad (16)$$

Variance for pulses  $m$  steps away is:

$$\text{Var}(x \pm m) = \frac{1}{2} \cdot \varepsilon^2(m) \quad (17)$$

The total error will be the sum of errors from direct neighbor divisors:  $\sigma_0(x - 1)$  and  $\sigma_0(x + 1)$ . Also, the error of divisors  $m$  steps away must be added. This summation of errors is related to a random walk [3]. The total variation is the sum of all variations of neighbor pulses/divisors and divisors  $m$  steps away from  $x$ .



$$\text{Var}(x) = \frac{1}{2} \max^2(\varepsilon) \left( \sum_{m=1}^{\infty} \frac{\sigma_0(x+m) \cdot \varepsilon^2(m)}{\max^2(\varepsilon)} + \sum_{m=1}^{\infty} \frac{\sigma_0(x-m) \cdot \varepsilon^2(m)}{\max^2(\varepsilon)} \right) \quad (18)$$

The error description of eq. (18) is not ideal. Errors  $m$  steps away can be counted duplet, like divisor of  $\mathbb{X} = 2$  could be counted double. Though, when the pulse width is small  $\Delta x \rightarrow 0$  the error converges. The error will be determined by direct neighbor divisors (19). Thus, counting duplets is not the case for  $\Delta x \rightarrow 0$ . This relation takes a sort of mean value of the divisor count (20).

$$\text{Var}(x) = \frac{1}{2} \max^2(\varepsilon) (\sigma_0(x+1) + \sigma_0(x-1)) \quad (19)$$

$$\text{Var}(x) \approx \max^2(\varepsilon) \cdot \overline{\sigma_0(x)} \quad (20)$$

The mean divisor growth is given by Dirichlet [4]. The error term  $\mathcal{O}(x^\theta)$  in the Dirichlet mean divisor count is not introduced in this writing. Note that an extra  $(-1)$  is added, the Wave Divisor Function is excluding divisor: 1.

$$\overline{D(x)} \approx \log(x) + 2\gamma - 1 - (1) \quad (21)$$

The Standard Deviation in the Wave Divisor Function can then be approximated with:

$$\text{Stdev}(x) \approx \max(\varepsilon) \cdot \sqrt{\log(x) + 2\gamma - 2} \quad (22)$$

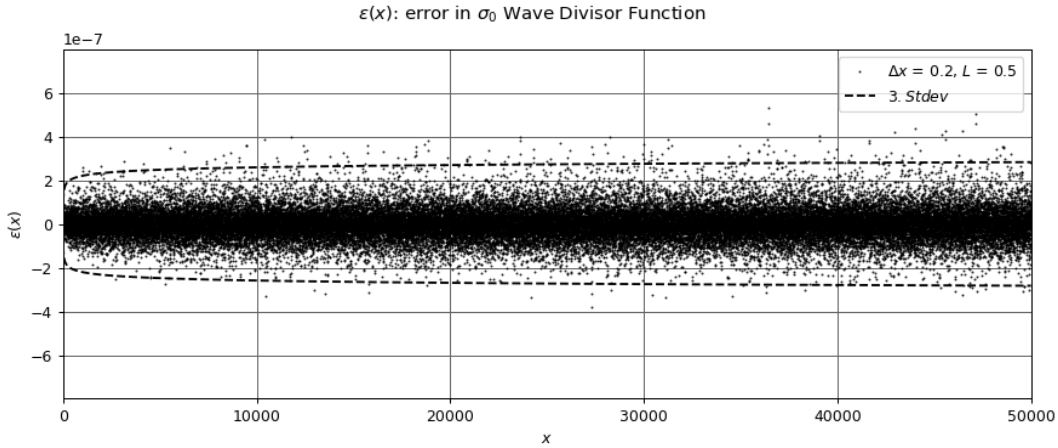
## 5. Simulation of the Error.

For a given pulse width e.g.  $L = 0.5, \Delta x = 0.2$  the divisor count can be determined. The error in the Wave Divisor can be calculated as:

$$\varepsilon(x) = \sigma_0(x)_{Wave} - \sigma_0(x)_{Discrete} \quad (23)$$

The error is calculated for all integers  $x$  till the number 50000 in the presented simulation. The boundaries determined by eq. (22) have been plotted as  $3Stdev$  (99.7%). Several observations can be made:

- 1) There occur more positive errors. Analysis showed that more positive errors occur for odd  $x$ 's. This is related to the parity of neighbor divisors of  $x$ . Odd numbers only have odd divisors and have symmetrical error distributions. Even numbers have even and odd divisors, the errors for even numbers have non-symmetrical skewed distribution. More information [\[aa\]](#).
- 2) For  $L = 0.5, \Delta x = 0.2$  and integers  $x$  till the number 50000, 99.606% is counted within the  $3Stdev$  (99.7%) boundaries. The difference cannot be explained, possible: skewed error distributions and the error term  $\mathcal{O}(x^\theta)$  in Dirichlet's (21) divisor counting function are involved.



## 6. More information and Simulations.

The wave divisor function can also be expressed to determine higher order solutions of the divisors function:  $\sigma_w(x)$ . The wave divisor function will look like:

$$\sigma_w(x) = \sum_{\mathbb{X}=2}^{\infty} \mathbb{X}^w 2^{-N} \sum_{k=0}^N \binom{N}{k} e^{-i\left(\frac{\pi}{\mathbb{X}}kx\right)} \quad (24)$$

$$\Re(\sigma_w(x)) = \sum_{\mathbb{X}=2}^{\infty} \mathbb{X}^w \cos^N\left(\frac{\pi}{\mathbb{X}}x\right) \cdot \cos\left(\frac{N\pi}{\mathbb{X}}x\right) \quad (25)$$

$$\Im(\sigma_w(x)) = -i \sum_{\mathbb{X}=2}^{\infty} \mathbb{X}^w \cos^N\left(\frac{\pi}{\mathbb{X}}x\right) \cdot \sin\left(\frac{N\pi}{\mathbb{X}}x\right) \quad (26)$$

The error in the higher order Wave Divisor Function have not been determined yet. More properties of the Wave Divisor Function have been investigated like: Fourier Transform and Arcsine distribution analysis they can be found in [\[ab\]](#).

## Summary and Conclusion.

The divisor function can be expressed as a continuous wave function where wave pulses are modulated with a high frequency. The Wave Divisor Function will then have a Real and Imaginary solution. There will be an error in the solution, the first approximation of the error shows that it grows moderate proportional to  $\sqrt{\log(x)}$ . The absolute error is dependent upon the width of the pulses.

The pulse width can be defined infinite ways by varying  $L$  and  $\Delta x$ . There are infinite many Wave Divisor Functions all with different errors.

There are more properties of the Wave Divisor Function not mentioned. Some of these properties can be found in [ab]. Here [ca] one can find links with historic documents and the first attempts understanding the Wave Divisor Function. The authors background in Math / Number Theory is too limited to draw any further conclusions.

## Questions and Open Issues.

- 1) Is the error description derived from the trigonometric notation valid Eq. (5)? Eq. (7) states that the trigonometric notation is only valid for integer values of  $x$ .
- 2) The frequency of the wave pulses keeps increasing for larger numbers. The wave pulse than oscillates rapidly between -1 and 1. A computable solution is than not expected.
- 3) Can for a given pulse width  $L$  and  $\Delta x$  the error be estimated as an arcsine distribution?

## More Information Wave Divisor Function:

- [aa] Stacks Exchange: Q&A Wave Divisor Function.  
<https://math.stackexchange.com/q/3427431/650339>
- [ab] Jupyter Notebook File  
<https://mybinder.org/v2/gh/oooVincento00/Shared/master?filepath=Wave%20Divisor%20Function%20rev%202.4.ipynb>

## Audio Simulation:

- [ba] Audio simulation  
<https://youtu.be/8qtZJ6yp5D0>

## References:

- [1] Wolfram Alpha:  
<https://www.wolframalpha.com/>  
a)  $\lim_{X \rightarrow \infty} \ln(L) \cdot \ln(\cos(m \cdot \pi / X)) / \ln(\cos(\pi \cdot \Delta / X))$  as  $X \rightarrow \infty$   
b)  $\ln(L) / (\ln(\cos(\pi \cdot \Delta / X)))$  as  $X \rightarrow \infty$
- [2] Arcsine Distribution:  
[http://openturns.github.io/openturns/1.9/user\\_manual/\\_generated/openturns.Arcsine.html](http://openturns.github.io/openturns/1.9/user_manual/_generated/openturns.Arcsine.html)
- [3] Random Walk:  
<https://stats.stackexchange.com/questions/159650/why-does-the-variance-of-the-random-walk-increase>
- [4] Divisor Function  
<http://mathworld.wolfram.com/DivisorFunction.html>

## Wave Divisor Function

### Older Documents by Author:

- [ca] Part II & I: “First explorations”, 2018-2014  
<https://drive.google.com/open?id=11wOfq6RoR5VJG8kaVQpg0F4WYeIVa7mm>
- [cb] Part III: “Orbitals”, 2018  
[https://drive.google.com/open?id=1NtoCXR1YqWuLZDI\\_F2IdjLsyZYICaXX](https://drive.google.com/open?id=1NtoCXR1YqWuLZDI_F2IdjLsyZYICaXX)
- [cc] Part IV: “Error Divisor model”, 2018  
<https://drive.google.com/open?id=1WrGmtGHkVqhb1BYWwpGp12hd3KkK4MKI>
- [cd] Part V: “Error Divisor Model Part II” rev 1.5, 2018  
<https://drive.google.com/open?id=1kvnbefcRrl-ZpPBLBgJ67weOSAP5F8u7>
- [ce] Part VI: “Divisor function Properties n choose k”, 2019  
[https://drive.google.com/open?id=1VifDsxPRnWyOwl\\_5wjOetjgLudaOE1g1](https://drive.google.com/open?id=1VifDsxPRnWyOwl_5wjOetjgLudaOE1g1)
- [cf] Concept Summary, 2019  
[https://drive.google.com/open?id=1PRdMWuRwXttwrvemogZd\\_J01dpy8aEtO](https://drive.google.com/open?id=1PRdMWuRwXttwrvemogZd_J01dpy8aEtO)
- [v1] Video 1: n choose k Full scale.  
<https://youtu.be/sbOjuFmq86s>
- [v2] Video 1: n choose k Origin.  
[https://youtu.be/uRL\\_wDaZTuo](https://youtu.be/uRL_wDaZTuo)
- [v3] Video 2: n choose k Zoomed in on origin.  
<https://youtu.be/9uvhaucBI-g>
- [v4] Video 3: Orbitals of numbers.  
<https://youtu.be/fLhLaCf4xcM>

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