A Deeper Dive into Spiked Images

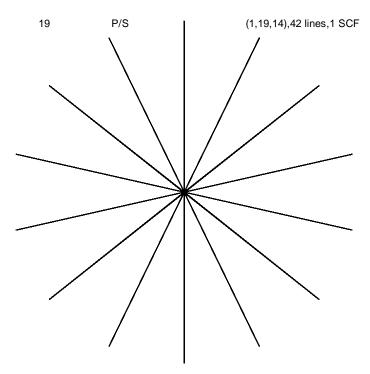
If you poke around CPF a bit more, you will find that you CAN get n-spikes for even n HALF THE TIME. More specifically, if n is divisible by 2 but not 4, then m = 3/2n-2 produces n spikes, but if n is divisible by 4, n/2 spikes are produced. The table for n = 12 and m = 16 found in the n = 25 explainer will be useful as a contrast to the discussion below).

Automating the CPF file. If you type =1.5*L1-2 in C1 for P and set S = 1, then you can see spiked images for every even n created by m > 2 simply using the \clubsuit for n. A | line occurs for n = 4, n = 6 has the same * image as n = 12, and n = 8 is a +. We focus here on the largest n which is divisible by 2 but not 4 available in the CPF file, n = 14. The resulting 42-line image is below. The table shows how this image was created (note the 43^{rd} and 1^{st} Lines share Start and End vertices).

Modifying the table. To deal with general n, create a cell for n (add a new row and put it in B1), replace m with =1.5*B1-2 in B2, and replace 12 by n in MOD n vertices equations).

The pattern is a double jump backwards. The 1st line ends at n/2 and the 3rd line ends 2 less than n/2, just like with n=12 (where the 1st line ended at 6 and the 3rd line ended at 4). In this instance, the 1st line ends at 7 and the 3rd ends at 5. The second cycle moves half-way around but does the same reduction by 2 vertices in moving from 4th to 6th lines (from 10 to 8 given n=12 or 12 to 10 for n=14. After this, the third cycles first ending (at Line 7) is 2 less than where the first cycle ended (at 2 for n=12 or 3 for n=14).

In both instances, successive jumps backward of 2 are the norm. The difference is when n = 4k, the values that are backing up to 0 are all even so it stops at 0. If n = 4k+2, these same vertices are odd (n/2 = 2k+1) and backing up 2 from 1 yields 13 in the move from Line 9 to 13. At this same time, even vertices begin to be filled in on the right half of the circle (Line 10 ends at 8 > n/2 but Line 12 ends at 6 < n/2). This is why all vertices are used when n = 4k+2, but only half are used when n = 4k+2.



n =	14	Vertex n	umber of			
m =	19	<i>n</i> -gon or Center, C		Vertices (MOD <i>n</i>)		Diameter
Line, L	P = mL*	Start	End	Start	End	or radius
1	19	0	7	0	7	D
2	38	7	С	7	С	R
3	57	С	19	С	5	R
4	76	19	26	5	12	D
5	95	26	С	12	С	R
6	114	С	38	С	10	R
7	133	38	45	10	3	D
8	152	45	С	3	С	R
9	171	С	57	С	1	R
10	190	57	64	1	8	D
11	209	64	С	8	С	R
12	228	С	76	С	6	R
13	247	76	83	6	13	D
14	266	83	С	13	С	R
15	285	С	95	С	11	R
16	304	95	102	11	4	D
17	323	102	С	4	С	R
18	342	С	114	С	2	R
19	361	114	121	2	9	D
20	380	121	С	9	С	R
21	399	С	133	С	7	R
22	418	133	140	7	0	D
23	437	140	С	0	С	R
24	456	С	152	С	12	R
25	475	152	159	12	5	D
26	494	159	С	5	С	R
27	513	С	171	С	3	R
28	532	171	178	3	10	D
29	551	178	С	10	С	R
30	570	С	190	С	8	R
31	589	190	197	8	1	D
32	608	197	С	1	С	R
33	627	С	209	С	13	R
34	646	209	216	13	6	D
35	665	216	С	6	C	R
36	684	С	228	C	4	R
37	703	228	235	4	11	D
38	722	235	С	11	С	R
39	741	С	247	С	9	R
40	760	247	254	9	2	D
41	779	254	С	2	С	R
42	798	С	266	C	0	R
43	817	266	273	0	7	D
End						
MOD n	Start	IF(2=MOD(P,3),"C",IF(1=MOD(P,3),(P+2)/3,P/3)) IF(COUNT(Start)=1,MOD(Start,n),"C")				, , , , , ,
MOD n		IF(COUNT(End)=1,MOD(End,n),"C")				