

Repeated placing
Nesting
All-purpose repetition

## Dnline $\mathbb{E A T}_{\mathrm{EX}}$ Tutorial rt II - Granhics PSTricks

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## 12. Tricky Repetitions

In mathematical (and other kinds of) graphics, we often need to repeat the same thing according to a pattern. It may be a simple thing, such as placing equally spaced points on a line segment:
or slightly more complex, such as joining pairs of equally spaced points on a circle:


These can be done using PSTricks in using the commands we have already seen in earlier chapters; but then, it will be a tedious job, keeping track of the various coordinates.

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We first see how simple repetitions can be done using certain commands available in the generic pstricks package itself and then see how all these and much more can be done using an additional package.
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### 12.1. Repeated placing

We have seen how objects can be placed at specified locations of a PSTricks picture, using the $\backslash$ rput command. It has a variant named $\backslash$ multirput which places multiple copies of an object at equally spaced points along a line. Look at this example:

```
\begin{center}
    \begin{pspicture}(0,0) (4,4)
        \psframe[fillstyle=solid,%
                    fillcolor=Apricot,%
                    linecolor=Mahogany]%
                (0,0) (4,4)
        \multirput(0,0)(0.5,0.5){8}{%
            \psframe*[linecolor=Mahogany]
                    (0,0) (0.5,0.5)}
        \end{pspicture}
\end{center}
```



In this example, the small dark squares are all drawn with the single command $\backslash$ multirput $(0,0)(0.5,0.5)\{8\}\{\backslash p s f r a m e *[l i n e c o l o r=M a h o g a n y](0,0)(0.5,0.5)\}$
 placed. The first coordinate $(0,0)$ is the first point where a copy is to be put. The next pair of numbers, $(0.5,0.5)$ gives the successive increments to the coordinates; this means, the next copy is to be put at $(0.5,0.5)$, the third at $(1,1)$ and so on. The numbers 8 in the command specifies the number of copies, which also means the final copy would be put at $(0+8 \times 0.5,0+8 \times 0.5)=(4,4)$.

Thus the first picture at the beginning of the chapter can be easily drawn with the code

## \begin\{center\} 

}$\backslash$ begin\{pspicture $\}(0,-1)(10,1)$

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```
    \psline[linecolor=Blue](0,0)(10,0)
    \multirput(0,0)(1,0){11}{%
        \psdots[linecolor=Red](0,0)}
    \end{pspicture}
\end{center}
```

The \multirput command has an additional argument to specify rotation, used as in the next example:

```
\begin{center}
    \begin{pspicture}(0,0) (4,4)
        \psframe[fillstyle=solid,%
                    fillcolor=Apricot,%
                    linecolor=Mahogany]%
                    (0,0) (4,4)
    \multirput{45}(0.25,1.75)(0.5,0){8}{%
        \psframe*[linecolor=Mahogany]
                    (0,0)(0.35,0.35)}
    \end{pspicture}
\end{center}
```

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This command comes in handy, for example, in drawing periodic extensions of functions:

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[1]\{\%
\tiny\color\{Mahogany\}\#1\} $\backslash$ renewcommand\{\psvlabel\}[1]\{\%
\tiny\color\{Mahogany\}\#1\}
\newcommand\{\pbarc\} \{\%
$\backslash$ psplot[linecolor=Blue]\%

$$
\{-2\}\{2\}\{x 2 \exp \}\}
$$

$\backslash$ begin\{center\}
\psset\{unit=0.8cm\}
$\backslash$ begin\{pspicture\} $(-7,-2)(7,5)$ \psaxes[linecolor=Apricot]\%
$(0,0)(-7,-2)(7,5)$
$\backslash$ multirput $(-4,0)(4,0)\{3\}\{\%$ \pbarc\}
\end\{pspicture\} }
\end\{center\} }


We can \multirput pieces of text also:
$\backslash$ DeclareFixedFont $\{\backslash$ bigsf $\}\{T 1\}\{\mathrm{phv}\}\{\mathrm{b}\}\{\mathrm{n}\}\{1.5 \mathrm{~cm}\}$ $\backslash$ begin\{center\}
$\backslash$ begin\{pspicture\} $(-0.2,-0.2)(6.2,1)$
$\backslash$ psset\{fillstyle=solid,\%
fillcolor=Cyan,\%
linecolor=Blue\}
$\backslash$ multirput [bl] (0, 0) (-0.02, -0.02) $\{10\}\{\%$ \pscharpath\{\bigsf PSTricks\}\}
\end\{pspicture\} }
\end\{center\} }

Note the use [bl] in this example, which refers to the bottom left of the ( $\mathrm{T}_{\mathrm{E}} \mathrm{X}$ ) box containing the text. As has been mentioned earlier, the pure graphic objects produced by PSTricks are zero-dimensional $\mathrm{T}_{\mathrm{E}} \mathrm{X}$ boxes, and so such a specification is redundant for placing these objects.

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We can also \multirput external graphics, which is useful, for example, in drawing pictographs:

```
\newcommand{\includeman}{%
    \includegraphics[scale=0.075]{%
        iconman.eps}}
\begin{center}
    \color{Blue}
    \begin{pspicture}(0,-1.5) (8,4)
        \rput(1,0.25){1999}
        \multirput[bl] (2,0) (1,0) {6}{%
            \includeman}
        \rput(1,1.25){1975}
        \multirput[bl] (2, 1) (1,0) {4}{%
            \includeman}
        \rput(1,2.25){ 1930}
        \multirput[bl] (2, 2) (1,0){2}{%
            \includeman}
        \rput(1,3.25){1850}
        \rput[bl] (2,3){\includeman}
        \rput(4,-1){\includeman}
        \rput[l](4.5,-1){$=1$ billion}
    \end{pspicture}
\end{center}
```

We now look at a similar command with slightly different functionality The command \multips is similar to \multirput, so that we can get the same output as in the first example above by replacing the line
$\backslash$ multirput $(0,0)(0.5,0.5)\{8\}\{\backslash$ psframe*[linecolor=Mahogany] ( 0,0 ) ( $0.5,0.5$ ) \}
with
$\backslash$ multips ( 0,0 ) (0.5, 0.5) \{8\}\{\psframe*[linecolor=Mahogany] (0, 0) (0.5,0.5) \}

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But \multips can handle only pure graphic objects produced by PSTricks. On the other hand, with this command, we can use other kinds of coordinates (remember \SpecialCoor ?) as increments. Look at these examples:
$\backslash$ begin\{center\}
\begin\{pspicture\} } ( 0 , 0 ) ( 5 , 4 )
$\backslash$ SpecialCoor
$\backslash \operatorname{coloraxes}(0,0)(5,4)$
$\backslash$ psline[linecolor=Blue] (0,0) (4;30) $\backslash$ multips (0, ©) (0.5;30) \{9\}\{\%
$\backslash$ psdots[linecolor=Red] ( 0,0 ) $\}$
\end\{pspicture\} }
\end\{center\} }
$\backslash$ begin\{center\}
\begin\{pspicture\} } ( 0 , 0 ) ( 5 , 3 )
\SpecialCoor
\psframe[fillstyle=solid,\% fillcolor=Apricot,\% linecolor=Mahogany]\%
$(0,0)(5,3)$
\multips(Q, ©)(!5 7 div 37 div) 77$\}\{\%$ $\backslash$ psframe*[linecolor=Mahogany]\%
$(0,0)(!57$ div 37 div)\}
\end\{pspicture\} }
\end\{center\} }


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### 12.2. Nesting

The command $\backslash m u l$ tirput can be nested, to produce two-dimensional arrays as below:

```
\begin{center}
    \psset{unit=0. 5cm}
    \begin{pspicture} (0,0) (8,8)
        \psframe*[linecolor=Red] (0,0) (8,8)
        \multirput(0,0)(0, 2){4}{%
            \multirput(0,0)(2,0){4}{%
            \psframe*(0,0)(1,1)
            \psframe*(1,1)(2,2)}}
    \end{pspicture}
\end{center}
```



To understand why this works, look at the output produced by the inner $\backslash$ multirput alone:

```
```

``` ```
\begin{center}
\psset{unit=0. 5cm}
\psset{unit=0. 5cm}
$$
\begin{pspicture} ( }0,0)(8,8
\begin{pspicture} ( }0,0)(8,8
\psframe*[linecolor=Red](0,0) (8,8)
\psframe*[linecolor=Red](0,0) (8,8)
\multirput (0,0) (2,0){4}{%
\multirput (0,0) (2,0){4}{%
\psframe*(0,0)(1,1)
\psframe*(0,0)(1,1)
\psframe*(1,1) (2,2)}
\psframe*(1,1) (2,2)}
\end{pspicture}
\end{pspicture}
$$

```
```

\end{center}

```
```



The outer $\backslash$ multirput repeats these two rows of small black squares four times to fill the large red square.

With deeper nesting, we can produce three-dimensional arrays as well: As an example, We first draw a small cube like this:

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$$
\begin{aligned}
& \text { Dnline ATEX Tutorial } \\
& \text { Irt II - Graphics } \\
& \text { PSTricks }
\end{aligned}
$$

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[^0]$\square$
\newcommand\{\smallcube\} \{\%
\psset\{fillstyle=solid,\%

## linestyle=none\}

\pspolygon[fillcolor=Mahogany]\%
$(0,0)(0,1.2)(1,1)(1,-0.2)$
\pspolygon[fillcolor=Apricot]\%

$$
(1,-0.2)(1,1)(2,1.2)(2,0)
$$

\pspolygon[fillcolor=Tan]\%

$$
(0,1.2)(1,1)(2,1.2)(1,1.4)\}
$$

\begin\{center\} }
\psset\{unit=0. 5 cm$\}$
$\backslash$ begin\{pspicture\} (0, -0.2) $(2,1.4)$
\smallcube
\end\{pspicture\} }
\end\{center\} }

By nesting \multirput, we can repeatedly stack such cubes as below:

## \begin\{center\} 

}$\backslash$ psset $\{$ unit=0. 5 cm$\}$
$\backslash$ begin\{pspicture $\}(-4.2,-0.8)(2,1.4)$

```
\begin{center}
    \psset{unit=0.5cm}
    \begin{pspicture} (-4.2,-2.2) (6.2,1.4)
            \multirput(0,0)(1.4,-0.28){4}{%
            \multirput(0,0) (-1.4,-0.28){4}{%
                \smallcube}}
```

    \end\{pspicture\} }
    \end\{center\} }
$\backslash$ multirput (0, 0) (-1.4,-0.28) \{4\}\{\%
\smallcube\}
\end\{pspicture\} }
\end\{center\} } Repeated placing

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\begin\{center\} }
$\backslash$ psset $\{$ unit=0. 5 cm$\}$
\begin\{pspicture\} (-4.2,-2.2) (6.2,5.6) } $\backslash$ multirput $(\mathbb{O}, 0)(0,1.4)\{4\}\{\%$
$\backslash$ multirput (0, ©) (1.4,-0.28) \{4\}\{\%
$\backslash$ multirput $(0,0)(-1.4,-0.28)\{4\}\{\%$ \smallcube\}\}\}
\end\{pspicture\} }
\end\{center\} }

## 需咅

The $\backslash$ multips can also be nested as in the next example. (Yes, the red lines are indeed parallel.)
\definecolor\{LightApricot\}\{cmyk\}\{0, 0. 12, 0. 32,0$\}$
$\backslash$ begin\{center\}
$\backslash$ psset $\{$ unit=0. 5 cm$\}$
$\backslash$ begin\{pspicture $\}(-1,0)(10,8)$
\psset\{linecolor=Sepia\}
$\backslash$ psframe*[linecolor=LightApricot] ( $-1,0$ ) ( 10,8 )
$\backslash m u l t i p s(0,0)(0,2)\{4\}\{\%$
$\backslash$ multips $(0,0)(2,0)\{5\}\{\%$
\psframe* $(\mathbb{Q}, 0)(1,1)\}\}$
$\backslash$ multips $(0,0)(0,4)\{2\}\{\%$
$\backslash$ multips $(0.5,1)(2,0)\{5\}\{\%$
$\backslash$ psframe* $(0,0)(1,1)\}$
$\backslash$ multips $(-0.5,3)(2,0)\{5\}\{\%$
\psframe* $(0,0)(1,1)\}\}$
$\backslash$ multips $(Q, 0)(Q, 1)\{9\}\{\%$
\psline[linecolor=Red,\%
linewidth=1pt]\%
$(-1,0)(10,0)\}$
\end\{pspicture\} }
\end\{center\} }
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$\square$
$\qquad$
$\square$
$\square$
$\square \boxed{11 / 20}$

### 12.3. All-purpose repetition

The commands \multirput and \multips can only place the same object repeatedly at different places in a picture. We cannot use them, for example, to place circles of different radii at different points. The package multido contains the command $\backslash$ multido, which is admirably suited for such purposes. It was written by Timothy von Zandt, the author of pstricks, as a general purpose loop macro for $\mathrm{T}_{\mathrm{E}} \mathrm{X}$. (So, multido can be used independent of PSTricks.)

Let's see it in action in a simple example, our own first picture, but with the points labeled:

```
\begin{center}
    \begin{pspicture}(0,-1) (5,1)
        \psline[linecolor=Blue] (0,0) (5,0)
        \multido{\i=0+1}{6}{%
            \psdots[linecolor=Red](\i,0)
            \uput[d](\i,0){\color{Red}\i}}
    \end{pspicture}
\end{center}
```

Unlike \multirput or $\backslash$ multips, the first value and increment are single numbers instead of pairs of coordinates; also both these numbers are given as values to the single variable $\backslash i$, with the initial value and the increment specified in one stroke, by $\backslash i=0+1$. We next specify the number of repetitions as 11. Finally the (variable) objects to be drawn (or placed) by the \psdots and $\backslash u p u t$, using the variable $\backslash i$.

Suppose, we want to number the same points, starting with 1 instead of 0 ? The obvious solution of specifying $\backslash i+1$ for the $\backslash$ pdots won't work. We will have to define different variables for the points and the labels, as in the example below:

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$\backslash$ begin\{center\}
$\backslash$ begin\{pspicture $\}(0,-1)(5,1)$
$\backslash$ psline[linecolor=Blue] $(0,0)(5,0)$
$\backslash$ multido $\{\backslash \mathrm{ai}=\mathbb{Q}+1, \backslash \mathrm{ib}=1+1\}\{6\}\{\%$ $\backslash$ psdots[linecolor=Red] (\ia, ©) \uput[d](%5Ci,0) \{\color\{Red\}\ib\}\}
\end\{pspicture\} }
\end\{center\} }

Note that we have named the two variables \ia and $\backslash i b$. Thus $\backslash i$ is actually a prefix, specifying the type of the variable (i for integer). Also, if there is only one variable, we need not not name it, as seen in the first example.

If we want to use a variable with decimal values, we can use the $\backslash \mathrm{n}$ type, as in the next example:

```
\begin{center}
    \begin{pspicture}(0, -1) (5,1)
        \psline[linecolor=Blue] (0,0) (5,0)
        \multido{\i=0+1}{6}{%
                \psdots[linecolor=Red](\i,0)
                \uput[d](\i,0){\color{Red}\i}}
        \multido{\n=0.5+1.0}{5}{%
            \psdots[linecolor=Red](\n,0)
            \uput[d](\n,0){%
                \color{Red}\footnotesize\n}}
    \end{pspicture}
\end{center}
```

A more colorful example is given below: Repeated placing


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```
\begin{center}
    \psset{unit=0.5cm}
    \begin{pspicture} (0,0) (7, 8)
        \psset{linecolor=Blue}
        \ m u l t i d o \{ \ n x = 0 + 0 . 0 2 5 , \ n y = 0 + 0 . 0 3 , \ n r = 0 + 0 . 0 1 , \ n c = 0 + 0 . 0 0 5 \} \% ~
                        {200}%
                {\definecolor{varblue}{hsb}{\nc, 1, 1}
                \pscircle[linecolor=varblue](\nx,\ny){\nr}}
    \end{pspicture}
\end{center}
```

The type $\backslash \mathrm{n}$ can handle integers also; but if we use it with decimal values, both the initial number and the increment should have the same number of decimal places after the decimal point. (Actually, if the initial number is an integer, then we can use it without any decimal point.)

The \multido command also has a variable type of variable for $\mathrm{T}_{\mathrm{E}} \mathrm{X}$ dimensions, specified as \d. As an illustration, here's the code for a generic command, which draws a line joining two specified points and divides into a specified number of equal parts:


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$\backslash$ newlength\{ $\backslash$ RunBegin\}
\newlength\{\RunEnd\}
\newlength\{\RiseBegin\}
\newlength\{\RiseEnd\}
\newlength\{\RunPart\}
\newlength\{\RisePart\}
\newcounter\{PartNo\}
\def $\backslash$ LineDivide(\#1,\#2)(\#3,\#4)\#5\{\%
$\backslash$ setlength\{\RunBegin\}\{\#1cm\}
\setlength\{ \RunEnd\}\{\#3cm \}
\setlength\{\RiseBegin\}\{\#2cm\}
$\backslash$ setlength\{\RiseEnd\} $\{\# 4 \mathrm{~cm}\}$
\setlength\{\RunPart\}\{(\RunEnd-\RunBegin)/\#5\}
\setlength\{\RisePart\}\{( $\backslash$ RiseEnd- $\backslash$ RiseBegin)/\#5\}
\setcounter\{PartNo\}\{\#5\}
\addtocounter\{PartNo\}\{1\}
\multido\{\dx=\RunBegin+\RunPart,\%
$\backslash d y=\backslash$ RiseBegin+ $\backslash$ RisePart $\} \%$
\{\value\{PartNo\}\}\%
$\{\backslash p s l i n e[l i n e c o l o r=B l u e] \%$
(\#1,\#2)(\#3,\#4)\%


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former can accommodate general delimiters for arguments.
Increments can also be negative, but has to be specified using +-, as in the next example:
\begin\{center\} }
$\backslash$ psset $\{u n i t=0.3 \mathrm{~cm}\}$
$\backslash$ begin\{pspicture $\}(0,-9)(20,9)$
$\backslash$ SpecialCoor
$\backslash m u l t i d o\{\backslash n x=0+0.5, \backslash n y=20+-0.5\}\{41\}\{\%$ $\backslash$ psline[linecolor=Periwinkle]\% ( $\backslash n x ; 25$ ) ( $\backslash n y ;-25$ ) \}
$\backslash$ psplot[linecolor=Blue]\%
$\{9\}\{15\}\{x 9$ sub sqrt 2.82 mul$\}$
$\backslash$ psplot[linecolor=Blue]\%
$\{9\}\{15\}\{x 9$ sub sqrt 2.82 mul neg\}
$\backslash$ psline[linecolor=Red] (20;25)(0,0)(20;-25)
\end\{pspicture\} }
\end\{center\} }

Like the other loop commands, \multido can also be nested, as in the example below: Repeated placing
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Trivandrum 695014, INDIA
http://www.tug.org.in

```
\begin{center}
    \psset{unit=0.75cm}
    \begin{pspicture} (-4,-4) (4,4)
        \psset{linewidth=0.4pt}
        \SpecialCoor
        \pscircle[linestyle=none,%
                    fillstyle=solid,%
                    fillcolor=Yellow]%
                    (0,0){4}
        \multido{\nx=0+18}{20}{%
            \psdots[linecolor=Green] (4;\nx)
            \multido{\ny=0+18}{20}{%
                    \psline[linecolor=Red]%
                            (4;\nx) (4;\ny)}}
    \end{pspicture}
\end{center}
\(\backslash\) end\{center\}
```



The second picture at the beginning of the chapter is produced by the same code as above, with 10 iterations instead of 20 (and of course, with a change of color.)

E Krishnan, CV Radhakrishnan and AJ Alex constitute the graphics tutorial team. Comments and suggestions may be mailed to tutorialteam@tug.org.in
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## Non-linear repetitions

All the three loop macros we have discussed can handle only linear increments directly. However, we can use non-linear variables depending on a linear variable, by doing the computation in PostScript, wrapping it in a $\mathrm{T}_{\mathrm{E}} \mathrm{X}$ macro and then putting the macro in $\backslash m u l t i d o$. The example below illustrates a simple implementation of this idea.

Repeated placing
Nesting
All-purpose repetition

> Inline ETTEX Tutorial rt II - Graphics PSTricks

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```
\newcommand{\Reciprocal}[1]{%
```

    !\#1 1 \#1 div\}
    \begin\{center\} }
$\backslash$ begin\{pspicture\} $(0,0)(6,6)$
$\backslash$ psaxes[linecolor=Apricot,\%
$\backslash$ psplot[linecolor=Blue]\{0.2\}\{5\}\{1 x div\}
\SpecialCoor
$\backslash$ multido $\{$ n=1+1\}\{4\}\{\%
$\backslash$ psset \{linecolor=Red\}
$\backslash$ psdots ( $\backslash$ Reciprocal $\{\backslash \mathrm{n}\}$ )
$\backslash$ psdots( $\backslash$ Reciprocal\{\n\} exch)\}
\multido\{ $\backslash$ n=2+1\}\{3\}\{\%
\uput[u](%5CReciprocal%7B%5Cn%7D) \{\%
\color\{Red\}
\$\scriptstyle\{\%
$\backslash \operatorname{left}(\backslash n, \backslash f r a c\{1\}\{\backslash n\} \backslash$ right $)\} \$\}\}$
\multido\{ $\backslash$ n=2+1\}\{3\}\{\%
\uput[r]( $\backslash$ Reciprocal $\{\backslash n\}$ exch) $\{\%$
\color\{Red\}
\$\scriptstyle\{\%
$\backslash l e f t(\backslash f r a c\{1\}\{\backslash n\}, \backslash n \backslash$ right $)\} \$\}\}$
\uput[60] $(1,1)\{\%$
\color\{Red\}\$\scriptstyle\{(1,1)\}\$\}
\end\{pspicture\} }
\end\{center\} }

Here, we want to locate and label some points on the curve $x y=1$. The
LTE ${ }^{\text {LT }}$ macro $\backslash$ Reciprocal converts a specified number to PostScript code for
the number and its reciprocal. This is then used in $\backslash$ multido to produce the
$\backslash$ psdots at points like ( $2 \cdot \frac{1}{2}$ ). To produce dots at points like $\left(\frac{1}{2}, 2\right)$ we use the
PostScript operator exch, to interchange the coordinates. The same trick is
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PostScript operator exch, to interchange the coordinates. The same trick is
$\backslash$ begin\{pspicture\} $(0,0)(6,6)$
\psaxes[linecolor=Apricot,\%

$$
\begin{aligned}
& \text { ticks=none,\% } \\
& \text { labels=none,\% } \\
& \text { arrows=->] }(6,6)
\end{aligned}
$$

$\backslash$ psplot[linecolor=Blue] 0.2$\}\{5\}\{1 \mathrm{x}$ div\}
\SpecialCoor do $\backslash n=1+1\}\{4\}\{\%$
$\backslash$ psset $\{1$ inecolor=Red\}
psdots(\Reciprocal\{\n\})
$\backslash m u l t i d o\{\backslash n=2+1\}\{3\}\{\%$
(1)
\$\scriptstyle\{\%
$\backslash \operatorname{left}(\backslash n, \backslash$ frac $\{1\}\{\backslash \mathrm{n}\} \backslash$ right $)\} \$\}\}$
ultido $\backslash n=2+1\}\{3\}\{\%$
\color\{Red\}
\$\scriptstyle\{\%
$\backslash \operatorname{left}(\backslash$ frac $\{1\}\{\backslash n\}, \backslash n \backslash$ right $)\} \$\}\}$
\uput[60] (1,1) \{\%
\color\{Red\}\$\scriptstyle\{(1,1)\}\$\}
\end\{center\} }

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used to produce the labels, except at $(1,1)$.
We conclude with another example of this trick:
$\backslash$ newcommand $\{\backslash$ rotsq\} [3] \{\%
\rput\{!\#2 \#1 mul\}\{\%
\psframe*[linecolor=\#3]\%
(!1 2 sqrt 135 \#1 sub sin mul div \#2 exp neg dup)
(!1 2 sqrt 135 \#1 sub sin mul div \#2 exp dup)\}\}
\begin\{center\} }
$\backslash$ psset\{unit=2cm\}
$\backslash$ begin\{pspicture\} $(-1,-1)(1,1)$
$\backslash$ psframe*[linecolor=Red] $(-1,-1)(1,1)$
$\backslash$ SpecialCoor
$\backslash$ multido $\{\backslash n a=1+2, \backslash n b=2+2\}\{50\}\{\%$
$\backslash$ rotsq\{5\} $\{\backslash$ na $\}$ Black $\}$
$\backslash$ rotsq\{5\}\{\nb\}\{Red\}\}
\end\{pspicture\} }
\end\{center\} }

The picture is conceived (and produced) as a sequence of shrinking squares, rotated more and more, and painted alternately red and black.

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