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## Solutions 1511–1520

**Q1511** In a certain country (see Problems 1494 and 1502), every pair of towns is connected by a highway going in one direction but not by a highway going in the other direction. A town is called "central" if it can be reached from every other town either directly, or with just one intermediate town.

- (a) Show that if there are 8 towns in this country, then it is possible for *every* town to be central.
- (b) Show that the same is true for any number of towns except 2 or 4.

## **SOLUTION**

(a) With a bit of trial and error, we see that the following will work:

from	1	2	3	4
to	2,4,5	3,5,8	1,4,6,7	2,5,6,7
from	5	6	7	8
to	3,6,8	1,2,7	1,2,5,8	1,3,4,6

You may easily check that this is a legitimate arrangement (there is never a highway both from x to y and from y to x) and that every town is accessible from every other town in either one or two steps.

(b) We shall show that if it is possible to arrange highways in a country of n towns (with n > 1) in such a way that every town is central, then the same is true in a country of 2n towns.

Suppose that we have a suitable arrangement for a country with towns  $T_1, \ldots, T_n$ . Consider a country with 2n towns; suppose that it is divided into two states called A and B, and that the towns are called  $A_1, \ldots, A_n$  and  $B_1, \ldots, B_n$ , respectively. (The people who choose town names in these countries are not very imaginative.) Now construct highways as follows:

- highways in *A* are arranged as in the smaller country: that is, there is a highway from *A<sub>i</sub>* to *A<sub>j</sub>* if and only if there is a highway from *T<sub>i</sub>* to *T<sub>j</sub>*;
- highways in *B* are arranged as in the smaller country but with directions reversed: that is, there is a highway from *B<sub>i</sub>* to *B<sub>j</sub>* if and only if there is a highway from *T<sub>j</sub>* to *T<sub>i</sub>*;
- the highway between  $A_i$  and  $B_j$  will be directed from  $A_i$  to  $B_j$  if i = j, and from  $B_j$  to  $A_i$  if  $i \neq j$ .

Since every town in the smaller country is central, it is possible to get from any town in *A* to any other town in *A* with at most one intermediate town; this property is not changed by reversing the directions of all highways, so the same is true

in *B*. We have to check that we can get to every town in *B* from every town in *A* with at most one intermediate town, and likewise to *A* from *B*.

So, consider any town  $B_j$ . If i = j, then there is a direct connection  $A_i \rightarrow B_j$ . If  $i \neq j$  and there is a highway  $B_i \rightarrow B_j$ , then we have  $A_i \rightarrow B_i \rightarrow B_j$ . If  $i \neq j$  and there is no highway  $B_i \rightarrow B_j$ , then  $B_j \rightarrow B_i$  (remember that every pair of towns is connected one way or the other), so  $T_i \rightarrow T_j$ ; hence,  $A_i \rightarrow A_j$  and we have  $A_i \rightarrow A_j \rightarrow B_j$ . Thus,  $B_j$  can be reached from every  $A_i$  in at most two steps. Finally, consider any town  $A_i$ . If  $j \neq i$ , then we have  $B_j \rightarrow A_i$ . If j = i, then choose a town  $T_k$  having a highway to  $T_i$ . (There must be such a town, otherwise  $T_i$  would be inaccessible and hence not central: this is why we required n > 1.) Therefore,  $A_k \rightarrow A_i$  and, since  $k \neq j$ , we have  $B_j \rightarrow A_k \rightarrow A_i$ .

This shows that every town is central in the country of 2n towns. Since we know that it is possible to make every town central in a country of 8 towns (above) or  $1, 3, 5, 7, \ldots$  towns (Problem 1502, solution in last issue), doubling a sufficient number of times (but not for n = 1) gives an arrangement in which every town is central for any number of towns except 2 or 4.

Q1512 Find all solutions of the simultaneous equations

$$x^{2} + 4y^{2} + z^{2} = 20$$
 and  $x + yz = 6$ .

**SOLUTION** Substituting x = 6 - yz into the first equation, expanding and collecting the terms in *z* gives

$$(y^{2}+1)z^{2} - 12yz + (4y^{2}+16) = 0.$$
(\*)

In order to obtain (real) solutions for z, this quadratic equation must have a nonnegative discriminant

$$(12y)^2 - 4(y^2 + 1)(4y^2 + 16) \ge 0$$

A bit more algebra leads to

$$-(y^2-2)^2 \ge 0;$$

since a square cannot be negative, the only possibility is  $y^2 = 2$ . Substituting  $y = \sqrt{2}$  back into (\*) gives

$$3z^2 - 12\sqrt{2}z + 24 = 0$$

which factorises as  $3(z - 2\sqrt{2})^2 = 0$ . This provides the value of *z* and we calculate x = 6 - yz, giving the solution

$$x = 2$$
,  $y = \sqrt{2}$ ,  $z = 2\sqrt{2}$ .

Setting  $y = -\sqrt{2}$  and following the same procedure yields the only other solution

$$x = 2$$
,  $y = -\sqrt{2}$ ,  $z = -2\sqrt{2}$ .

Q1513 Divide the following array of numbers

2	2	1	2	1	1	1
2	4	3	1	1	2	2
1	1	2	1	1	2	1
5	1	3	1	6	1	1
1	3	3	1	1	1	4

into 11 connected regions, each containing numbers adding up to 6. A "connected region" means a set of squares in which every square is joined to some other square along an edge (not just a corner). No combination of numbers in a region may be used more than once. For example, you might use one of the following regions:



However, you may not use more than one of them because they all contain the same numbers.

**SOLUTION** First, we note that there are exactly 11 collections of positive integers which add up to 6, namely,

$$6 = 5 + 1$$
  
= 4 + 2 = 4 + 1 + 1  
= 3 + 3  
= 3 + 2 + 1  
= 3 + 1 + 1 + 1  
= 2 + 2 + 2  
= 2 + 2 + 1 + 1  
= 2 + 1 + 1 + 1 + 1  
= 1 + 1 + 1 + 1 + 1 + 1

Therefore, we must use every one of these once each. Obviously, the 6 must go in a region by itself. There are two options for 2 + 2 + 2 but if we take that in the top left corner, then there is nowhere to obtain 4 + 2. The rest can be done by trial and error.

2	2	2	1	2	1	1	1
2	2	4	3	1	1	2	2
1		1	2	1	1	2	1
5	5	1	3	1	6	1	1
1		3	3	1	1	1	4

Q1514 Find two (non-constant) polynomials whose product is the polynomial

$$f(x) = 1 + x^{1010} + x^{1011} + x^{1012} + x^{1013} + \dots + x^{2017}$$
.

## **SOLUTION** We have

$$f(x) = (1 + x + x^{2} + \dots + x^{2017}) - (x + x^{2} + x^{3} + \dots + x^{1009})$$
  
=  $(1 + x^{1009})(1 + x + x^{2} + \dots + x^{1008}) - x(1 + x + x^{2} + \dots + x^{1008})$   
=  $(1 - x + x^{1009})(1 + x + x^{2} + \dots + x^{1008}),$ 

which shows the two required polynomials.

**Q1515** Replace each letter by a different digit in the following long division in such a way that the working is correct. You may assume (as stated in the article by Prof Miklos N. Szilagyi earlier this issue) that no number begins with a zero.

$$\begin{array}{c|c} A C H G A \\ \hline H J & A B C D E F G \\ \hline H J \\ \hline C D D \\ \hline B F G \\ \hline G G E \\ \hline G G E \\ \hline G A B \\ \hline F C F \\ \hline F B C \\ \hline A C G \\ \hline H J \\ \hline D H \end{array}$$

**SOLUTION** Because a number cannot begin with zero, A, B, C, D, F, G, H cannot be zero. Since the first multiple (and the last) is equal to the divisor HJ, we have A = 1. Next, the subtraction ABC - HJ = CD in lines 2–4 shows that B < H as, otherwise, the difference would have three digits; the subtraction in lines 10–12 shows in the same way that C < H. The maximum possible multiple of HJ is

$$9(HJ) = 9(10H + J) < 100(H + 1);$$

so any multiple of HJ has its hundreds digit at most H. Looking at lines 5, 7, 9 shows that B, G, F < H.

We now know that A, B, C, D, F, G, H are all different and not zero, and H is the largest of them: so  $H \ge 7$ . Now the subtraction in lines 10–12 is

$$ACG - HJ = DH;$$

this shows that *G* is the final digit of H + J, which we write as  $G \equiv H + J$ . (If you have studied modular arithmetic, then you will recognise that this is really congruence modulo 10.) Similar ideas for other subtractions yield  $D \equiv 2G$  and  $C \equiv D + J$  and  $F \equiv 2C$  and  $E \equiv B + C$ . The rest of the solution will be by trial and error. If we try H = 7, then we know from above that J = 8, 9 or 0. We have

H	J	G	D	C
$\overline{7}$	8	5	0	8
7	9	6	2	1
$\overline{7}$	0	$\overline{7}$	4	4

But each of these cases is impossible, either because there is a repeated digit or because there is a letter (other than *A*) which represents 1. Similar ideas eliminate all possibilities except

Η	J	G	D	C
8	9	7	4	3
9	3	2	4	7
9	4	3	6	0
9	5	4	8	3
9	8	$\overline{7}$	4	2

Finally, lines 4 and 5 show that B < C; this, together with  $E \equiv B + C$ , leaves only the first line as a possibility. So, we are left with the unique solution

$$H = 8$$
,  $J = 9$ ,  $G = 7$ ,  $D = 4$ ,  $C = 3$ ,  $F = 6$ ,  $E = 5$ ,  $B = 2$ ,

and the reconstructed division is

**Q1516** Find the greatest possible area of a quadrilateral having sides 2, 3, 4, 5, in that order.

**SOLUTION** Draw a diagonal of length  $\sqrt{t}$  to form triangles with sides 2, 3,  $\sqrt{t}$  and 4, 5,  $\sqrt{t}$ . Using Heron's Formula for the area of a triangle in terms of its sides, the first triangle has area

$$4A = \sqrt{\left(2+3+\sqrt{t}\right)\left(2+3-\sqrt{t}\right)\left(2+\sqrt{t}-3\right)\left(3+\sqrt{t}-2\right)}$$
  
=  $\sqrt{(25-t)(t-1)}$   
=  $\sqrt{-25+26t-t^2}$   
=  $\sqrt{12^2-(t-13)^2}$ .

Doing the same sort of thing for the other triangle, the total area of the quadrilateral is given by

$$4A = \sqrt{12^2 - (t - 13)^2} + \sqrt{40^2 - (41 - t)^2}.$$
 (\*)

To maximise this area, we use the technique of Problem 1503(a) – see the solution in the previous issue. The right hand side of (\*) is the vertical distance gained by the broken line going from (13,0) to  $(t, y_1)$  and then to  $(41, y_1 + y_2)$ , where the two line segments have lengths 12 and 40. We maximise the height gain by making the two parts collinear, giving a right–angled triangle with hypotenuse 52, horizontal side length 41 - 13 = 28 and therefore vertical side length

$$\sqrt{52^2 - 28^2} = \sqrt{80 \times 24} = 8\sqrt{30} \,.$$

Therefore, the maximum area is  $2\sqrt{30}$ .

**Q1517** A ball (which can be thought of as a point of zero dimension) is projected into a "wedge–shaped billiard table" and continues to bounce off the sides as shown.



If the ball starts at a distance  $x_0$  to the right and  $y_0$  above the vertex of the wedge, and if the angle between its initial trajectory and the horizontal is  $\theta$ , then find the closest distance the ball attains to the vertex.

**SOLUTION** Imagine that instead of the wedge remaining fixed and the ball bouncing, the ball keeps going and the wedge is reflected; and that this happens every time the

ball hits a wall. The scenario looks like this:



Since, for the bouncing ball (ignoring any spin), the angle of incidence equals the angle of reflection, the successive segments of the ball's path form a straight line (shown in red in the diagram). So, the answer that we are looking for is the shortest distance from this line to the vertex. If we treat the vertex as the origin in the Cartesian plane, then the line goes through  $(x_0, y_0)$  and has gradient  $\tan \theta$ ; by a well–known formula, the distance from the line to the origin is

 $|x_0\sin\theta - y_0\cos\theta|.$ 

## NOW TRY Problem 1527.

**Q1518** Form a sequence of positive integers starting with 1, where each subsequent number is the smallest positive integer which cannot be written as the sum of four or fewer earlier numbers in the sequence, no earlier number to be used more than once. Find the 2016th smallest number in the sequence.

**SOLUTION** The sequence is

 $1, 2, 4, 8, 16, 31, 46, 61, 76, \ldots$ 

that is, powers of 2 up to 16, and every 15th number thereafter. To prove this, it is easy to check that the sequence starts 1, 2, 4, 8, 16. From now on, if n = 16 + 15k is the last number in the sequence so far, then

$$n+1$$
,  $n+2$ ,...,  $n+14$ 

can all be written as the sum of n together with three or fewer of the numbers 1, 2, 4, 8, and therefore are not in the sequence. Consider m = n + 15 and suppose it can be written as a sum of at most four previous terms. Note that m divided by 15 leaves remainder 1; and the previous terms divided by 15 have remainders 2, 4, 8 once each, and 1 lots of times. By trial and error, the only way to add up four or fewer of these and get a remainder of 1 is to take a single term with remainder 1. That is, m is equal to one of the previous terms in the sequence; but this is clearly not the case. Therefore, m cannot be written as a sum of four earlier terms, and so it is the next term in the sequence. Thus, as claimed, the sequence after 16 consists of every 15th term.

To answer the question: 16 is the 5th term, so the 2016th is 2011 terms further along and it is

$$16 + 2011 \times 15 = 30181$$
.

**Q1519** Suppose that  $x_1, x_2, ..., x_n$  are *n* positive real numbers, with  $n \ge 3$ , and that  $x_1x_2 \cdots x_n = 1$ . Prove that

$$\frac{1}{1+x_1+x_1x_2} + \frac{1}{1+x_2+x_2x_3} + \cdots + \frac{1}{1+x_{n-1}+x_{n-1}x_n} + \frac{1}{1+x_n+x_nx_1} > 1.$$

**SOLUTION** Consider the positive numbers

$$y_1 = 1$$
,  $y_2 = x_1$ ,  $y_3 = x_1 x_2$ ,  $y_4 = x_1 x_2 x_3$ 

and so on, finishing with

$$y_n = x_1 x_2 \cdots x_{n-1}$$
 and  $y_{n+1} = x_1 x_2 \cdots x_n$ 

Note that

$$x_k = \frac{y_{k+1}}{y_k}$$

for each k, and that  $y_{n+1} = 1 = y_1$ . We have

$$\begin{aligned} \frac{1}{1+x_1+x_1x_2} + \frac{1}{1+x_2+x_2x_3} + \dots + \frac{1}{1+x_n+x_nx_1} \\ &= \frac{1}{1+\frac{y_2}{y_1}+\frac{y_2}{y_1}\frac{y_3}{y_2}} + \frac{1}{1+\frac{y_3}{y_2}+\frac{y_3}{y_2}\frac{y_4}{y_3}} + \dots + \frac{1}{1+\frac{y_{n+1}}{y_n}+\frac{y_{n+1}y_2}{y_n}\frac{y_1}{y_1}} \\ &= \frac{y_1}{y_1+y_2+y_3} + \frac{y_2}{y_2+y_3+y_4} + \dots + \frac{y_n}{y_n+y_1+y_2} \\ &> \frac{y_1}{y_1+y_2+\dots+y_n} + \frac{y_2}{y_1+y_2+\dots+y_n} + \dots + \frac{y_n}{y_1+y_2+\dots+y_n} \\ &= \frac{y_1+y_2+\dots+y_n}{y_1+y_2+\dots+y_n} \\ &= 1. \end{aligned}$$

**Q1520** This puzzle was inspired by the "Plumber Game" which can be found at www.mathsisfun.com/games/plumber-game.html.

A game is played on a  $4 \times 8$  grid of squares. The aim is to create a path from START to FINISH by placing in some or all of the squares either a quarter–circle connection or a straight connection. An example of a successful path is shown.



Prove that a successful path must contain an odd number of straight connections. **SOLUTION** To assist with the solution, give the grid a chessboard colouring as shown.



The connections are on light and dark squares alternately; the path both starts and finishes on a light square; so there must be an odd number of connections overall. Each quarter–circle connection changes the direction of the path from horizontal to vertical, or *vice versa*; the path both starts and finishes vertically; therefore, there must be an even number of quarter–circles. Hence, there are an odd number of straight connections.