

# Notes to a Math Puzzle Book

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February 16, 2024

## Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Errata</b>	<b>2</b>
<b>3</b>	<b>Overview</b>	<b>2</b>
<b>4</b>	<b>Individual Puzzles</b>	<b>4</b>
4.1	Quickie 16 . . . . .	4
4.2	Quickie 17 . . . . .	4
4.3	Quickie 59 . . . . .	4
4.4	Micropuzzle 1 – Pythagoras for beginners . . . . .	4
4.5	Micropuzzle 5 – Digital dexterity . . . . .	7
4.6	Micropuzzle 7 – More perfect squares . . . . .	13
4.7	Micropuzzle 11 – The not-so-perfect square . . . . .	14
4.8	Micropuzzle 13 – A natural mistake . . . . .	15
4.9	Micropuzzle 14 – Ten-digit perfect squares . . . . .	16
4.10	Micropuzzle 25 – Fieldcraft . . . . .	16
4.11	Micropuzzle 35 – Tadpoles, terrapins, tortoises, and turtles . . . .	17
4.12	Micropuzzle 45 – Palindromic cycles . . . . .	18
4.13	Micropuzzle 54 – The ladder and the wall . . . . .	19
4.14	Micropuzzle 55 – More ladders and walls . . . . .	20

## 1 Introduction

I once have bought the book [2] by J.J.Clessa "Math and Logic Puzzles for PC Enthusiasts" in the reprinted Dover edition and now found time to solve the majority of the so called micropuzzles. These are my collected notes.

Many puzzles can be best solved writing a computer program. In most cases I used the programming language Java, while I used the computer algebra system Mathematica for micropuzzles 25 and 55 to solve the minimization problem respective the polynomial equation of degree 4.

## 2 Errata

The following list is only what I have noticed myself, and is no official list.

- Micropuzzle 41: First example: Replace  $321 = 19+2\cdot 1^2$  with  $21 = 19+2\cdot 1^2$
- Micropuzzle 55: Replace in drawing '20m' with '25m'
- Solution to micropuzzle 1: Replace 'perimeter of 144' with 'perimeter of 576'
- Solution to micropuzzle 5: Replace  $A0 - 2$  with  $A0 = 2$
- Solution to micropuzzle 26: Replace 'school' with 'local'
- Solution to micropuzzle 35: Replace  $80 + D = 281$  with  $80 + D = 28M$
- Solution to micropuzzle 54: Replace equation (1) with  $x^2 + y^2 = 225$
- Solution to micropuzzle 54: The square is missing in  $(x + y)^2 - 2xy = 225$
- Solution to micropuzzle 54: Rounding error in result, better 3.781555
- Solution to micropuzzle 55: Replace equation (2) with  $\frac{1}{a} + \frac{1}{b} = \frac{1}{h}$
- Solution to micropuzzle 55: In the last sentence it should be 'distance between the walls'

## 3 Overview

Some of the Java programs require additional Java source files, either using Permutation.java for iterating through all permutations of a given size or using some number-theoretical algorithms like fast square detection, using an algorithm given in [3]. It is also mentioned when the internal Java class BigInteger is used.

In many cases the Java program solves a slightly more general problem, either by calculating a solution for a more general case than the special value given in the problem or by not only finding the first solution. In several cases the special puzzle problem is the default and other values can be given by command line parameters.

	Puzzle	Used	Remarks (uses)
1	Pythagoras for beginners	C++, Java	NumberTheory.java
2	Flying the Glasgow shuttle	—	
3	A chessboard dilemma	Java	
4	A palindromic puzzle	Java	
5	Digital dexterity	Java	BigInteger
6	A palindromic square	Java	
7	More perfect squares	Java	(also older version)
8	A question of logic	(list cases)	
9	The whole truth and nothing but the truth	(list cases)	
10	Talking turkey	Java	
11	The not-so-perfect square	Java	NumberTheory.java
12	Squaring the cube	Java	Permutation.java
13	A natural mistake	Java	
14	Ten-digit perfect squares	Java	

15	A bad connection	—	
16	A numerical traverse	—	
17	A problem of check-digits	Java	
18	Ceremonial rice pudding	Java	BigInteger
19	Who's who	Java	Permutation.java
20	Word frustration	—	
21	A positional problem	Java	
22	Generating a specific value	Java	Permutation.java
23	Sums of squares	—	
24	A very prime word	—	
25	Fieldcraft	Mathematica	
26	Opening day at the local	(list cases)	
27	A very charitable dilemma	—	
28	Cows, pigs and horses	(paper and pen)	
29	An exact number of factors	(paper and pen)	
30	Cubes and squares	Java	
31	A question of remainders	Java	NumberTheory.java
32	A problem of prime factors	Java	BigInteger
33	The ladies of the committee	Java	
34	An unusual number	Java	
35	Tadpoles, terrapins, tortoises, and turtles	Java	
36	More cubes and squares	C++, Java	NumberTheory.java
37	Sums of cubes	Java	NumberTheory.java
38	Coconut galore		
39	More trouble with remainders	C++, Java	(as testcase)
40	Ball-bearing pyramids		
41	Sums of primes, etc.	Java	NumberTheory.java
42	The numerate marathon runner	Java	
43	Ten-digit primes	Java	NumberTheory.java
44	Approximations	—	
45	Palindromic cycles	Java	BigInteger
46	Mother and daughter		
47	A catastrophic puzzle	(Venn diagram)	
48	Susan's perfect man		
49	An interesting pair of series	Java	
50	Another pyramid problem	Java	
51	A number and its square	Java	Permutation.java
52	A long-winded fraction	—	
53	An infernal triangle	—	
54	The ladder and the wall	Java	
55	More ladders and walls	Mathematica	
56	Reflections at a corner	(paper and pen)	
57	The census taker	Java	NumberTheory.java
58	A number crossword	—	
59	Another number crossword	—	
60	A series of primes	Java	
61	The hymn board	Java	
62	Three unusual digits	Java	
63	A recurring quotient	Java	
64	A rotating grid	Java	Permutation.java
65	The cocktail party	(paper and pen)	

## 4 Individual Puzzles

### 4.1 Quickie 16

From the book [2]: Here's a simple multiplication problem in which each letter represents a different digit. Can you solve it?

$$\begin{array}{r} \text{IFx} \\ \text{AT} \\ \hline \text{FIAT} \\ \hline \end{array}$$

The book gives only one solution, but as also 0 is a digit, I found three:

$$\begin{array}{rcl} 21 \times 60 & = & 1260 \\ 41 \times 35 & = & 1435 \\ 51 \times 30 & = & 1530 \end{array}$$

### 4.2 Quickie 17

See also [4], pages 83-84 for a more general treatment. There the general formula for the total number of triangles is given when the big triangle sides each consist of  $n$  small triangles (sequence 0, 1, 5, 13, 27, 48, 78, 118, 170, ..., M3827 in [10]).

$$\begin{array}{ll} \frac{n(n+2)(2n+1)}{8} & \text{for even } n \\ \frac{n(n+2)(2n+1)-1}{8} & \text{for odd } n \end{array}$$

It is derived in [4] from a difference pattern, but not proofed for general  $n$ .

### 4.3 Quickie 59

From the book [2]: "Find four consecutive prime numbers that add to 220."

It is  $220/4 = 55$  and 55 is not itself a prime number as  $55 = 5 \times 11$ .

If you add up 4 numbers each less than 55 you get a sum below  $4 \times 55 = 220$ .

If you add up 4 numbers each greater than 55 you get a sum greater than 220.

Therefore at least one prime must be below 55 and one prime above 55 and as we look for consecutive primes both the primes 53 and 59 must be included.

As  $220 - 53 - 59 = 108 = 2 \times 54$  one remaining prime must be just below the already found ones and one just above, therefore the unique solution is

$$220 = 47 + 53 + 59 + 61$$

### 4.4 Micropuzzle 1 – Pythagoras for beginners

From the book [2]: "I'd like you to find the smallest-area Pythagorean triangle whose perimeter is a perfect square and whose area is a perfect cube."

Pythagorean triples are triples  $(a, b, c)$  of positive integers with the additional property  $a^2 + b^2 = c^2$  like for example  $3^2 + 4^2 = 5^2$  or  $5^2 + 12^2 = 13^2$ .

## Generation of Pythagorean triples

Pythagorean triples and their construction are explained in many texts. To give just two examples in well-known books see [11] in section 2.3.4 on page 90 for the generation rule and a short table or [7], section 13.2 with a proof for the generation rule.

## Solution of the puzzle

My program Micropuzzle01.java generates all Pythagorean triples up to a given limit for the hypotenuse  $c$  and first checks by a fast square detection test implemented in my NumberTheory.java file according to [3], whether the perimeter is a perfect square. If this is true, the program finally checks if the area is a perfect cube and in this case prints the found solution out.

All solutions with hypotenuse  $c \leq 1\,000\,000\,000$  ordered by increasing  $c$  are

a	b	c	perimeter	area
144	192	240	576	13824
150	360	390	900	27000
9216	12288	15360	36864	56623104
9600	23040	24960	57600	110592000
12960	57600	59040	129600	373248000
113400	119070	164430	396900	6751269000
104976	139968	174960	419904	7346640384
20808	176256	177480	374544	1833767424
103680	194400	220320	518400	10077696000
109350	262440	284310	656100	14348907000
113256	301158	321750	736164	17053975224
127008	435456	453600	1016064	27653197824
37026	610368	611490	1258884	11299742784
158400	784080	799920	1742400	62099136000
589824	786432	983040	2359296	231928233984
191646	1238328	1253070	2683044	118660303944
345744	1361367	1404585	3111696	235342236024
208568	1504926	1519310	3232804	156939702984
614400	1474560	1597440	3686400	452984832000
259920	2462400	2476080	5198400	320013504000
2250000	3000000	3750000	9000000	3375000000000
829440	3686400	3778560	8294400	1528823808000
540225	4033680	4069695	8643600	1089547389000
2205000	3543750	4173750	9922500	3906984375000
363776	5086368	5099360	10549504	925149302784
2343750	5625000	6093750	14062500	6591796875000
2520000	7350000	7770000	17640000	9261000000000
468198	8655336	8667990	17791524	2026205502264
7257600	7620480	10523520	25401600	27653197824000
6981824	8082882	10680770	25745476	28216629768384
6885000	8323200	10801800	26010000	28652616000000
6718464	8957952	11197440	26873856	30091839012864
1331712	11280384	11358720	23970816	7511111368704
6619392	9738144	11774880	28132416	32230296244224
6586272	11176704	12972960	30735936	36806406303744
6635520	12441600	14100480	33177600	41278242816000
6742400	13978440	15519560	36240400	47124116928000

6808050	14760000	16254450	37822500	50243409000000
6998400	16796160	18195840	41990400	58773123072000
677600	18627840	18640160	37945600	6311112192000
3630000	19800000	20130000	43560000	35937000000000
7248384	19274112	20592000	47114496	69853082517504
7719624	23836032	25054920	56610576	92002602345984
16941456	22588608	28235760	67765824	191341954266624
4228200	28383750	28696950	61308900	60006085875000
8128512	27869184	29030400	65028096	113267498287104
8610560	32810400	33921440	75342400	141257958912000
2369664	39063552	39135360	80568576	46283746443264
17114328	36605646	40408830	94128804	313240516147944
26730000	30628125	40651875	98010000	409344890625000
9447840	41990400	43040160	94478400	198359290368000
17647350	42353640	45883110	105884100	373714754427000
10137600	50181120	51194880	111513600	254358061056000
25666875	52650000	58573125	136890000	675680484375000
37748736	50331648	62914560	150994944	949978046398464
6063750	63525000	63813750	133402500	192599859375000
11311650	65499840	66469410	143280900	370455632568000
1306910	71220600	71232590	143760100	46539457173000
12265344	79252992	80196480	171714816	486032604954624
27915408	76097375	81056033	185068816	1062144635427000
22127616	87127488	89893440	199148544	963961798754304
7300800	94770000	95050800	197121600	345948408000000
29600000	92407500	97032500	219040000	1367631000000000
13348352	96315264	97235840	206899456	642825023422464
39321600	94371840	102236160	235929600	1855425871872000
82668600	86802030	119869470	289340100	3587901148629000
76527504	102036672	127545840	306110016	3904305912313344
15169032	128490624	129382920	273042576	974539193577984
4461600	144967680	145036320	294465600	323393900544000
16634880	157593600	158469120	332697600	1310775312384000
75582720	141717600	160613280	377913600	5355700839936000
39361977	199994000	203830727	443186704	3936079614069000
79716150	191318760	207261990	478296900	7625597484987000
153307200	166511250	226338450	546156900	12763686753000000
152100000	168480000	226980000	547560000	12812904000000000
82563624	219544182	234555750	536663556	9063181647017784
144000000	192000000	240000000	576000000	13824000000000000
53084160	235929600	241827840	530841600	6262062317568000
43512500	254880000	258567500	556960000	5545233000000000
34574400	258155520	260460480	553190400	4462786105344000
21060000	262828800	263671200	547560000	2767587264000000
141120000	226800000	267120000	635040000	16003008000000000
205760898	222659136	303174270	731594304	22907271885632064
142876800	277365000	312001800	732243600	19814511816000000
143325000	283920000	318045000	745290000	20346417000000000
23281664	325527552	326359040	675168256	3789411544203264
92588832	317447424	330674400	740710656	14696043104784384
13525200	344760000	345025200	703310400	2331473976000000
189078750	311169600	364111650	864360000	29417779503000000
150000000	360000000	390000000	900000000	27000000000000000
255104784	340139712	425174640	1020419136	43385633879791104

55080000	438918750	442361250	936360000	12087822375000000
26991954	444958272	445776210	917726436	6005146604871744
161280000	470400000	497280000	1128960000	37933056000000000
16645128	528351750	528613878	1073610756	4397241253887000
29964672	553941504	554751360	1138657536	8299337737273344
8653320	558105600	558172680	1124931600	2414733175296000
115473600	571594320	583141680	1270209600	33002026934976000
177619200	631620000	656119200	1465358400	56093919552000000
464486400	487710720	673505280	1625702400	113267498287104000
179681250	652680000	676961250	1509322500	58637179125000000
446836736	517304448	683569280	1647710464	115575315531300864
54038376	687929718	690048870	1432016964	18587302381428984
265734150	637761960	690908790	1594404900	84737566171467000
440640000	532684800	691315200	1664640000	117361115136000000
429981696	573308928	716636160	1719926784	123256172596690944
85229568	721944576	726958080	1534132224	30765512166211584
423641088	623241216	753592320	1800474624	132015293416341504
422132256	648747008	773995040	1844874304	136928519030145024
421521408	715309056	830269440	1967099904	150759040220135424
60577230	877325400	879414270	1817316900	26572971270321000
199764288	868877250	891545538	1960187076	86785322602824000
424673280	796262400	902430720	2123366400	169075682574336000
139709934	902741112	913488030	1955939076	63060950588303304
202500000	900000000	922500000	2025000000	91125000000000000
38896200	952560000	953353800	1944810000	18525482136000000
296919480	942148350	987828270	2226896100	139871099082429000
431513600	894620160	993251840	2319385600	193020382937088000

## 4.5 Micropuzzle 5 – Digital dexterity

From the book [2]: “A certain number ends in the digit ‘a’. When the ‘a’ is taken from the end of the number and placed at the beginning, a new number is formed which is ‘a’ times the original number.”

The problem can be solved more general for an arbitrary base  $B$  for the number system instead of only base 10.

A positive integer  $N$  can be represented in a number system with base  $B \geq 2$  with  $n$  digits  $0 \leq d_i \leq B - 1$  for  $i = 0, \dots, n - 1$

$$N = \sum_{i=0}^{n-1} d_i B^i \quad (1)$$

Let  $d_0 \in \{2, 3, \dots, B - 1\}$ . The case of  $d_0 = 1$  is trivial, already  $N = 1$  would be a solution.

Taking away the last digit  $d_0$  of the number  $N$  can be expressed as first subtracting  $d_0$  from  $N$  and as then the number ends with a 0 in base  $B$ , dividing by the base. Adding the digit  $d_0$  then in front is just adding  $d_0 B^{n-1}$  to the remaining number. As by condition of the puzzle this has to be equal  $d_0$  times the original number  $N$ , the following equations results

$$d_0 \cdot N = d_0 B^{n-1} + \frac{N - d_0}{B} \quad (2)$$

Multiplying both sides with  $B$

$$Bd_0N = d_0B^n + N - d_0$$

and sorting all terms with  $N$  to the left side and the other ones to the right side yields

$$(Bd_0 - 1)N = d_0(B^n - 1)$$

As  $d_0$  is an integer  $\geq 2$ , the two integers  $Bd_0 - 1$  and  $d_0$  cannot have a common divisor, therefore  $Bd_0 - 1$  must be a divisor of the other factor on the right side, therefore it must be

$$(Bd_0 - 1) \mid (B^n - 1) \quad (3)$$

and if this condition is fulfilled for a given  $n$  then the original number  $N$  can be calculated by

$$N = \frac{d_0 \cdot (B^n - 1)}{Bd_0 - 1} \quad (4)$$

To find the smallest  $n$  which fulfills condition (3) you need to find the smallest positive integer  $n$  that

$$B^n \equiv 1 \pmod{Bd_0 - 1} \quad (5)$$

This is just the multiplicative order of an integer  $a$  modulo  $m$  with symbol  $\text{ord}_m(a)$ , in our case it is  $a = B$  and  $m = Bd_0 - 1$ , see for example [7], section 6.8 or [5], section 6.2.

With this, the solution of the puzzle can be done in the following two steps:

1. Calculate  $n = \text{ord}_{Bd_0 - 1}(B)$ . A naive implementation is sufficient, as  $B$  is the number system base,  $d_0 < B$  and thus  $Bd_0 - 1$  is small in this case. For a better algorithm see [3], algorithm 1.4.3.
2. Calculate  $N$  by the division (4), using high precision integer arithmetic as the powers  $B^n$  will soon become huge numbers well out of the range of normal integer arithmetic with int or long data types.

Example 1:  $B = 10$ ,  $d_0 = 4$ : Here is  $Bd_0 - 1 = 39$  and as the smallest exponent to be found is  $n = 6$  for which  $39 \mid (10^6 - 1)$ , hence  $\text{ord}_{39}(10) = 6$  and

$$N = \frac{4 \cdot (10^6 - 1)}{39} = \frac{4 \cdot 999999}{39} = 102564$$

Indeed it is

$$4 \cdot 102564 = 410256$$

Example 2:  $B = 4$ ,  $d_0 = 2$ : Here is  $Bd_0 - 1 = 7$  and  $7 \mid (4^3 - 1)$ , hence

$$N = \frac{2 \cdot (4^3 - 1)}{7} = \frac{2 \cdot 63}{7} = 18$$

Therefore

$$2 \cdot (102)_4 = (210)_4$$

For verification it is

$$\begin{aligned} (102)_4 &= 1 \cdot 4^2 + 0 \cdot 4^1 + 2 \cdot 4^0 = 16 + 2 = 18 \\ (210)_4 &= 2 \cdot 4^2 + 1 \cdot 4^1 + 0 \cdot 4^0 = 32 + 4 = 36 \end{aligned}$$



The Java program Micropuzzle05.java (comments removed) solves the puzzle in this way for a given base  $B \geq 2$  of the number system, using the BigInteger arbitrary precision library class:

```
import java.math.BigInteger;
import java.text.NumberFormat;
import java.util.Locale;

public class Micropuzzle05
{
    public static int ord(int a, int m)
    {
        int r = 1;
        long power = a % m;
        while (power != 1) {
            ++r;
            power = (power * a) % m;
        }
        return r;
    }

    public static BigInteger leastSolution(int base, int d0)
    {
        if (d0 < 2 || d0 >= base) {
            System.err.println("Digit d0 must be in the range of 2.." + (base-1));
            return BigInteger.ZERO;
        }
        int m = base * d0 - 1;
        int n = ord(base, m);
        BigInteger bigFactor = BigInteger.valueOf(base).pow(n).subtract(BigInteger.ONE);
        return bigFactor.divide(BigInteger.valueOf(m)).multiply(BigInteger.valueOf(d0));
    }

    public static void main(String[] args)
    {
        int base = 10;
        if (args.length > 0) {
            base = Integer.parseInt(args[0]);
            if (base < 2 || args.length >= 2) {
                System.err.println("Command line error");
                return;
            }
            System.out.println("Results for base " + base);
            System.out.println();
        }
        for (int digit = 2; digit < base; ++digit) {
            BigInteger originalNumber = leastSolution(base, digit);
            System.out.println("digit " + digit + ": " +
                               NumberFormat.getNumberInstance(Locale.US).format(originalNumber));
        }
    }
}
```

- The simple ord method uses a local variable of type long to avoid integer overflow at the multiplication for too large arguments.
- The number format is explicitly using US locale settings to make the result reproducible.

The results for the base  $B = 10$  of the usual decimal system are the solution of the original puzzle:

$d_0$	$n$	$N$
2	18	105,263,157,894,736,842
3	28	1,034,482,758,620,689,655,172,413,793
4	6	102,564
5	42	102,040,816,326,530,612,244,897,959,183,673,469,387,755
6	58	1,016,949,152,542,372,881,355,932,203,389,830,508,474,576,271,186,440,677,966
7	22	1,014,492,753,623,188,405,797
8	13	1,012,658,227,848
9	44	10,112,359,550,561,797,752,808,988,764,044,943,820,224,719

The solutions for all digits begin with the digit 1. Is there a reason for it?

Yes, there is:

It is  $2 \leq d_0 < B$ . If  $n = 1$  then  $B^1 - 1 < Bd_0 - 1$ , therefore (3) cannot hold. This shows that it must be  $n \geq 2$  for any solution of the problem.

The equation (4) can now be written in another form

$$\begin{aligned}
N &= \frac{d_0 \cdot (B^n - 1)}{Bd_0 - 1} \\
&= B^{n-1} \frac{d_0 \left(B - \frac{1}{B^{n-1}}\right)}{Bd_0 \left(1 - \frac{1}{Bd_0}\right)} \\
&= B^{n-1} \frac{d_0 B \left(1 - \frac{1}{B^n}\right)}{Bd_0 \left(1 - \frac{1}{Bd_0}\right)} \\
&= B^{n-1} \frac{1 - \frac{1}{B^n}}{1 - \frac{1}{Bd_0}}
\end{aligned}$$

As  $2 \leq d_0 < B$ , both  $d_0$  and  $B$  are positive numbers, and it is

$$B^n > Bd_0 \Rightarrow \frac{1}{B^n} < \frac{1}{Bd_0} \Rightarrow -\frac{1}{B^n} > -\frac{1}{Bd_0} \Rightarrow 1 - \frac{1}{B^n} > 1 - \frac{1}{Bd_0}$$

This gives the bounds

$$1 - \frac{1}{Bd_0} < 1 - \frac{1}{B^n} < 1$$

and dividing all parts of these inequalities by the positive number  $1 - \frac{1}{Bd_0}$  gives

$$1 < \frac{1 - \frac{1}{B^n}}{1 - \frac{1}{Bd_0}} < \frac{1}{1 - \frac{1}{Bd_0}} \quad (6)$$

As  $d_0 \geq 2$  and integer  $B > d_0$  it must be  $B \geq d_0 + 1$  and therefore  $B \geq 3$ . With this the right side of (6) can further be estimated by

$$\frac{1}{1 - \frac{1}{Bd_0}} < \frac{1}{1 - \frac{1}{3 \cdot 2}} = \frac{1}{\frac{5}{6}} = \frac{6}{5}$$

Conclusion: The number (4) has the form of  $B^{n-1}$  multiplied with a factor between 1 and  $6/5$ . This explains why the first digit of the solution  $N$  is always a 1 and the number  $n$  is the number of digits of  $N$ , both of this within the number system with base  $B$ .

The equation (4) can be written as

$$N = \frac{d_0 \cdot (B^n - 1)}{Bd_0 - 1} = \frac{d_0 B^n}{Bd_0 - 1} - \frac{d_0}{Bd_0 - 1} \quad (7)$$

and because of  $d_0 \geq 2$  and  $B \geq 3$  it is  $Bd_0 - 1 = d_0 + (B - 1)d_0 - 1 > d_0$  and so

$$0 < \frac{d_0}{Bd_0 - 1} < 1 \quad (8)$$

Two often useful functions are the floor and ceiling functions which are defined for all real values  $x$  as

$$\begin{aligned} \lfloor x \rfloor &= \text{the greatest integer less than or equal to } x \\ \lceil x \rceil &= \text{the least integer greater than or equal to } x \end{aligned}$$

so it is for example  $\lfloor 3.14 \rfloor = 3$ ,  $\lceil 3.14 \rceil = 4$ , but  $\lfloor -3.14 \rfloor = -4$ ,  $\lceil -3.14 \rceil = -3$ , see for this and many more details the book [6].

Note that for positive integers  $a$  and  $b$  the calculation of  $\lfloor \frac{a}{b} \rfloor$  is just the integer quotient of  $a$  by  $b$  with discarding of any possible remainder. This is just what the division operator  $/$  is doing in programming languages like C, C++ and Java for integer arguments (for positive  $a$  and  $b$ ).

Using the floor function it follows from (7) using (8)

$$N = \left\lfloor \frac{d_0 B^n}{Bd_0 - 1} \right\rfloor \quad (9)$$

This can also written in the form

$$N = \left\lfloor \frac{Bd_0}{Bd_0 - 1} B^{n-1} \right\rfloor = \left\lfloor \left( 1 + \frac{1}{Bd_0 - 1} \right) B^{n-1} \right\rfloor$$

Using example 1 from above with  $B = 10$ ,  $d_0 = 4$  and  $n = \text{ord}_{Bd_0-1}(B) = \text{ord}_{39}(10) = 6$  it is then

$$N = \left\lfloor \frac{40}{39} \cdot 10^5 \right\rfloor$$

In this case the calculation can be done by performing the division  $40/39 = 1.025641025641025641 \dots$  to a sufficient number of decimal digits, then shifting the decimal point five places to the right aka multiplying with  $10^5$ , and finally discarding the digits after the decimal point, resulting in  $N = 102564$ .

If for the calculation of (9) a number system is internally used with a base of  $B^2$  or  $B^3$  the number  $d_0 B^n$  can easily set in the program and as then  $Bd_0 - 1$  is lower than the base, the value of  $N$  can be calculated with a short division algorithm, see for example [9], page 59 or [8], section 4.3.1, exercise 16.

The following C program uses a base of  $B^3$  for the calculation of (9) as then the output formatting in groups of three digits is very easy. For brevity of the program the divide function overwrites its input array  $a$  and returns the result in the same array.

It solves the original puzzle problem for the base 10 of our common decimal system, but cannot be used for other bases. Its advantage is that it does not depend on any external arbitrary precision library.

The C program micropuzzle5.c (only comments removed):

```
#include <stdio.h>
#include <stdlib.h>

int ord(int a, int m)
{
    int r = 1;
    int power = a % m;
    while (power != 1) {
        ++r;
        power = (power * a) % m;
    }
    return r;
}

void divide(int base, int a_high, int a[], int b)
{
    int hi = 0;
    for (int i = a_high; i >= 0; --i) {
        int tmp = hi * base + a[i];
        div_t q = div(tmp, b);
        a[i] = q.quot;
        hi = q.rem;
    }
}

void print_least_solution(int base, int d0)
{
    int m = base * d0 - 1;
    int n = ord(base, m);
    int multiplier[3] = {1, base, base*base};
    int B = base * base * base;
    div_t digits = div(n, 3);
    int a_high = digits.quot;
    int a[a_high+1];
    for (int i = 0; i < a_high; ++i) {
        a[i] = 0;
    }
    a[a_high] = d0 * multiplier[digits.rem];
    divide(B, a_high, a, m);
    if (a[a_high] == 0)
        --a_high;
    printf("digit %d: ", d0);
    for (int i = a_high; i >= 0; --i) {
        printf(i == a_high ? "%d" : "%03d", a[i]);
        if (i > 0)
            putchar(',');
    }
    printf("\n");
}

int main(void)
{
    int base = 10;
    for (int digit = 2; digit < base; ++digit) {
        print_least_solution(base, digit);
    }
}
```

## 4.6 Micropuzzle 7 – More perfect squares

From the book [2]: “Find the smallest perfect square that is also the average of two other perfect squares. In other words, find three perfect squares  $A$ ,  $B$ , and  $C$  such that

$$B = (A + C)/2. \quad (10)$$

Oh yes, one other stipulation to curtail all the smart-alecs:  $A$ ,  $B$ , and  $C$  may not be equal.”

Without loss of generality it can be assumed  $A < B < C$ .

As the numbers are perfect squares there exist nonnegative integers  $a$ ,  $b$  and  $c$  so that  $A = a^2$ ,  $B = b^2$ ,  $C = c^2$ , and  $0 \leq a < b < c$ .

Inserting this into (10) and multiplying both sides with 2 gives the condition

$$2b^2 = a^2 + c^2 \quad (11)$$

A primitive solution is one where the numbers  $a$ ,  $b$  and  $c$  do not have a common divisor. The general solutions can be obtained by multiplying all three numbers of a primitive solution by the same positive integer  $d$ .

From now on it is looked only for primitive solutions, therefore  $a$ ,  $b$  and  $c$  have to be numbers without a common prime factor.

If  $a$  and  $c$  are both even,  $a^2$  and  $c^2$  are multiples of 4, therefore also their sum and by (11) also  $2b^2$  is a multiple of 4, hence  $b^2$  is a multiple of 2 and therefore it is an even number. This is only possible with  $b$  itself an even number, thus having a factor of 2. As all three numbers then would have a common factor of 2, this cannot be for a primitive solution.

If one of  $a$  and  $c$  is even and one odd, it is also one of  $a^2$  and  $c^2$  odd and one even, thus  $a^2 + c^2$  is an odd number, which is not possible as the left side of (11) is an even number. Therefore this case cannot happen.

Therefore both  $a$  and  $c$  must be odd numbers for any primitive solution. As sum and difference of two odd numbers are even numbers, both  $c + a$  and  $c - a$  are even numbers. Hence the numbers

$$n = \frac{c + a}{2}, \quad m = \frac{c - a}{2} \quad (12)$$

are both positive integers. It is

$$\begin{aligned} n^2 + m^2 &= \left(\frac{c + a}{2}\right)^2 + \left(\frac{c - a}{2}\right)^2 \\ &= \frac{1}{4}((c + a)^2 + (c - a)^2) \\ &= \frac{1}{4}(c^2 + 2ac + a^2 + c^2 - 2ac + a^2) \\ &= \frac{1}{4}(2a^2 + 2c^2) \\ &= \frac{1}{2}(a^2 + c^2) \\ &= b^2 \end{aligned}$$

and so the triple  $(n, m, b)$  must be a triple of Pythagorean numbers.

Multiplying both sides of the equations in (12) by 2 gives

$$2n = c + a, \quad 2m = c - a$$

and

$$a = n - m, \quad c = n + m \quad (13)$$

This way you can take any primitive Pythagorean triple  $(m, n, b)$  with  $m < n < b$  and generate from it using (13) a solution triple  $(a, b, c)$  for (11).

Example: A well-known Pythagorean triple is  $(3, 4, 5)$  because  $3^2 + 4^2 = 5^2$ . Here it is  $m = 3$ ,  $n = 4$  and  $b = 5$  and by (13) it follows  $a = 4 - 3 = 1$  and  $c = 4 + 3 = 7$ . Therefore it is  $A = 1^2 = 1$ ,  $B = 5^2 = 25$ ,  $C = 7^2 = 49$  a solution of the equation (10).

A table with the first primitive solutions ordered by increasing  $B$ :

$A = a^2$	$B = b^2$	$C = c^2$	difference
$1 = 1^2$	$25 = 5^2$	$49 = 7^2$	24
$49 = 7^2$	$169 = 13^2$	$289 = 17^2$	120
$49 = 7^2$	$289 = 17^2$	$529 = 23^2$	240
$289 = 17^2$	$625 = 25^2$	$961 = 31^2$	336
$1 = 1^2$	$841 = 29^2$	$1681 = 41^2$	840
$529 = 23^2$	$1369 = 37^2$	$2209 = 47^2$	840
$961 = 31^2$	$1681 = 41^2$	$2401 = 49^2$	720
$289 = 17^2$	$2809 = 53^2$	$5329 = 73^2$	2520
$2401 = 49^2$	$3721 = 61^2$	$5041 = 71^2$	1320
$2209 = 47^2$	$4225 = 65^2$	$6241 = 79^2$	2016
$529 = 23^2$	$4225 = 65^2$	$7921 = 89^2$	3696
$49 = 7^2$	$5329 = 73^2$	$10609 = 103^2$	5280
$5041 = 71^2$	$7225 = 85^2$	$9409 = 97^2$	2184
$1681 = 41^2$	$7225 = 85^2$	$12769 = 113^2$	5544
$1681 = 41^2$	$7921 = 89^2$	$14161 = 119^2$	6240
$49 = 7^2$	$9409 = 97^2$	$18769 = 137^2$	9360

#### 4.7 Micropuzzle 11 – The not-so-perfect square

From the book [2]: “A certain perfect square has the property that, if 5 is added to it, a second perfect square is obtained, and if 5 is subtracted from it, a third perfect square is obtained.

What is the original perfect square?”

It is  $3^2 - 2^2 = 9 - 4 = 5$ , but there are no other perfect squares within the integers that have the same difference, therefore there does not exist any solution within the integers.

Let  $\left(\frac{a}{d}\right)^2$  be this certain perfect square as a fraction, then we need to find a sequence of three fractions

$$\left(\frac{a}{d}\right)^2 - 5, \quad \left(\frac{a}{d}\right)^2, \quad \left(\frac{a}{d}\right)^2 + 5$$

where also the first and the third number are perfect squares.

Multiplying all numbers by  $d^2$  we get

$$a^2 - 5d^2, \quad a^2, \quad a^2 + 5d^2$$

where  $a^2 - 5d^2$  and  $a^2 + 5d^2$  must be perfect squares within the integers.

As it has to be  $a^2 - 5d^2 > 0$  it must be  $d < a/\sqrt{5}$ .

## 4.8 Micropuzzle 13 – A natural mistake

The woman is buying 4 items with prices  $p_1, p_2, p_3, p_4$  that must fulfill the two conditions

$$\begin{aligned}p_1 + p_2 + p_3 + p_4 &= 7.11 \\p_1 \cdot p_2 \cdot p_3 \cdot p_4 &= 7.11\end{aligned}$$

It will be easier to transform these equations so further calculations will be done only within integers.

The British currency had many changes over time. The puzzles had been stated after the decimalization of the British coinage 1971, but at the time the puzzle had been first published, the halfpenny had still been legal tender. Therefore the variables  $a, b, c$  and  $d$  give the prices of the four items in halfpennies; a halfpenny had been at that time  $1/200$  of a pound.

We have to look for solutions in positive integers of the equations

$$\begin{aligned}\frac{a}{200} + \frac{b}{200} + \frac{c}{200} + \frac{d}{200} &= \frac{711}{100} \\ \frac{a}{200} \cdot \frac{b}{200} \cdot \frac{c}{200} \cdot \frac{d}{200} &= \frac{711}{100}\end{aligned}$$

Multiplying the first equation with 200 and the second one with  $200^4$  gives

$$\begin{aligned}a + b + c + d &= 1422 \\ a \cdot b \cdot c \cdot d &= 1422 \cdot 200^3 = 11\,376\,000\,000\end{aligned}$$

Without loss of generality we can assume  $a \geq b \geq c \geq d$ .

I then got the three possible solutions with a small Java program with three nested loops, as the value of the fourth variable is then determined by the first equation. If you want to try to solve the the problem without programming, you could use that the variables need to be divisors of  $1422 \cdot 200^3$ .

The solutions are

a	b	c	d
625	316	256	225
625	320	240	237
632	300	250	240

and so the possible prices are in pounds

$p_1$	$p_2$	$p_3$	$p_4$
3.125	1.580	1.280	1.125
3.125	1.600	1.200	1.185
3.160	1.500	1.250	1.200

The last solution is the only one that does not require usage of halfpenny coinage.

## 4.9 Micropuzzle 14 – Ten-digit perfect squares

The program Micropuzzle14.java is more general than the exercise, allowing to give the number of digits as command line parameter. As the Java type long is used for the calculation, a maximum of 18 digits is possible.

Nice individual results for square numbers with the most fours within 5 to 8 decimal digits:

$$\begin{aligned} 212^2 &= 44944 \\ 738^2 &= 544644 \\ 2538^2 &= 6441444 \\ 6888^2 &= 47444544 \end{aligned}$$

In the first result both numbers are additionally palindromic numbers.

The result of my program for the puzzle with 10 digits is

Record table for 10 digits, range from 1000000000 to 9999999999

0	8	40000	1600000000
1	6	33183	1101111489
2	6	35415	1254222225
3	6	57735	3333330225
4	7	66592	4434494464
5	6	67495	4555575025
6	6	68313	4666665969
7	6	88924	7907477776
8	6	61878	3828886884
9	6	53937	2909199969

The first column gives the digit that is looked for, the second column how often it occurs in the number, the third the number to be squared to get the number in the fourth column.

## 4.10 Micropuzzle 25 – Fieldcraft

The fastest time is achieved when walking in straight lines across the different types of soil. Let  $s_1, s_2, s_3$  be the distances on each kind of surface.

Let  $x_1$  the horizontal distance to the point where the farmer leaves from bog to ploughed soil and  $x_2$  the horizontal distance to the point where the farmer passes over from ploughed soil to turf.

Then by theorem of Pythagoras

$$\begin{aligned} s_1 &= \sqrt{x_1^2 + 100^2} \\ s_2 &= \sqrt{(x_2 - x_1)^2 + 200^2} \\ s_3 &= \sqrt{(600 - x_2)^2 + 300^2} \end{aligned}$$

Using  $v = s/t$  in the form  $t = s/v$  the total walking time in seconds becomes with  $v_1 = 5/2$ ,  $v_2 = 5$  and  $v_3 = 10$

$$t(x_1, x_2) = \sum_{k=1}^3 \frac{s_k(x_1, x_2)}{v_k} \quad (14)$$



Therefore the function

$$t(x_1, x_2) = \frac{2}{5}\sqrt{x_1^2 + 100^2} + \frac{1}{5}\sqrt{(x_2 - x_1)^2 + 200^2} + \frac{1}{10}\sqrt{(600 - x_2)^2 + 300^2} \quad (15)$$

has to be minimized with the constraints  $0 \leq x_1 \leq x_2 \leq 600$ .

The minimum calculated by the Mathematica function NMinimize is

$$\begin{aligned} x_1 &\approx 21.75005975313918566355364915123672639489 \\ x_2 &\approx 115.6697035828699592291918422393758246010 \\ t(x_1, x_2) &\approx 142.0976590441970400672455501877239343250 \end{aligned}$$

The shortest time rounded to the nearest second is 2 minutes 22 seconds. The high precision is not needed for the puzzle answer, but could be useful as reference value for checking another implementation of this problem.

#### 4.11 Micropuzzle 35 – Tadpoles, terrapins, tortoises, and turtles

To only use integers the prices are in pence for the calculation. Then using  $a$ ,  $b$ ,  $c$  and  $d$  for the numbers of each kind these two equations arise:

$$59a + 199b + 287c + 344d = 10000 \quad (16)$$

$$a + b + c + d = 100 \quad (17)$$

Multiplying (17) with 59 and then subtracting this from the equation (16) results in

$$(59 - 59)a + (199 - 59)b + (287 - 59)c + (344 - 59)d = 10000 - 59 \cdot 100$$

and simplified

$$140b + 228c + 285d = 4100 \quad (18)$$

The simple solution program Micropuzzle35.java varies the values of  $b$  and  $c$  in the expression given by the left side of (18) in the range from 0 to 4100. If then  $d$  would be an integer,  $d$  is calculated from (18) and finally  $a = 100 - b - c - d$  can be calculated and a solution is found.

Also the solution can be found without writing a computer program. One good analytical approach for such problems is demonstrated in the solution of the book [2].

Another way to solve it is the following:

Looking into equation (18) you can see that all the numbers 140, 228 and 4100 are divisible by 4, thus are also  $140b$  and  $228c$  divisible by 4. Therefore  $285d$  must be divisible by 4 too, and therefore  $4|d$ , so it exists a nonnegative integer  $d'$  with

$$d = 4d'$$

and putting this into (18) it becomes

$$140b + 228c + 285 \cdot 4d' = 4100$$

and dividing both sides by 4 we get

$$35b + 57c + 285d' = 1025 \quad (19)$$

As now the numbers 35, 285 and 1025 all contain the common factor of 5, also  $57c$  must be a multiple of 5, and therefore it exists a nonnegative integer  $c'$  so that

$$c = 5c'$$

and the equation (19) becomes

$$35b + 57 \cdot 5c' + 285d' = 1025$$

and dividing both sides by 5 it simplifies to

$$7b + 57c' + 57d' = 205 \tag{20}$$

As it is  $7b = 205 - 57(c' + d')$  we can now check

$$\begin{aligned} 205 - 0 \cdot 57 &= 7 \cdot 29 + 2 \\ 205 - 1 \cdot 57 &= 7 \cdot 21 + 1 \\ 205 - 2 \cdot 57 &= 7 \cdot 13 \\ 205 - 3 \cdot 57 &= 7 \cdot 4 + 6 \\ 205 - 4 \cdot 57 &< 0 \end{aligned}$$

Therefore it must be for any possible solution

$$b = 13$$

and by equation (20) it follows

$$c' + d' = 2.$$

So the cases  $c' = 0, d' = 2$ ,  $c' = 1, d' = 1$  and  $c' = 2, d' = 0$  have to be checked, and each gives indeed a solution of the problem, with only the middle one having all four animals present.

Therefore we have these three solutions of the problem

$a$	$b$	$c$	$d$
79	13	0	8
78	13	5	4
77	13	10	0

## 4.12 Micropuzzle 45 – Palindromic cycles

The actual puzzle solution for only two digit numbers could have been done within the range of the long Java data type. But the interesting cases are beyond this range.

It is still an open problem if these cycles ever terminate for the number 196 and likewise for many numbers above 196, while the record of 24 cycles for 89 and 98 for known terminating cycles is only first exceeded beyond 10 000, as the number 10 548 reaches after 30 cycles the palindrome 17 858 768 886 785 871. Therefore the solution program Micropuzzle45.java follows cycles only until a given limit of 1000 cycles and lists these exceptional cases at the end of its output.

#### 4.13 Micropuzzle 54 – The ladder and the wall

Let the distance from floor to top of the ladder be  $x$  feet.

Let the distance from wall to bottom of ladder be  $y$  feet.

Then by theorem of Pythagoras

$$x^2 + y^2 = 15^2 \quad (21)$$

and by the two similar triangles above and right of the box (all angles are equal)

$$\frac{x-3}{3} = \frac{3}{y-3} \quad (22)$$

Multiplying both sides of (22) with the denominators gives

$$\begin{aligned} (x-3)(y-3) &= 9 \\ xy - 3x - 3y + 9 &= 9 \\ xy &= 3(x+y) \end{aligned} \quad (23)$$

By the binomial theorem

$$(x+y)^2 = x^2 + 2xy + y^2$$

it is

$$x^2 + y^2 = (x+y)^2 - 2xy$$

Inserting this into (21) gives together with (23) an equation system

$$(x+y)^2 - 2xy = 15^2 \quad (24)$$

$$xy = 3(x+y) \quad (25)$$

where the variables  $x$  and  $y$  only appear in the forms  $x+y$  and  $xy$ . This suggests the substitutions

$$u = x+y, \quad v = xy \quad (26)$$

resulting in the equation system for  $u$  and  $v$

$$u^2 - 2v = 15^2 \quad (27)$$

$$v = 3u \quad (28)$$

Inserting the expression for  $v$  from the second equation into the first one obtains the quadratic equation

$$u^2 - 6u - 15^2 = 0$$

with the two solutions

$$u_{1,2} = 3 \pm \sqrt{3^2 + 15^2} = 3 \pm 3\sqrt{1^2 + 5^2} = 3(1 \pm \sqrt{26})$$

Because  $u = x+y > 0$  only the positive solution matters, so it must be

$$u = 3(1 + \sqrt{26})$$

and by (28)

$$v = 3u = 9(1 + \sqrt{26})$$

Using as shortcut

$$R = 1 + \sqrt{26}$$

and inserting the values of  $u$  and  $v$  into (26) the equations for  $x$  and  $y$  become

$$\begin{aligned}x + y &= 3R \\ xy &= 9R\end{aligned}$$

By the second equation it is  $y = 9R/x$ , inserting this into the first equation obtains another quadratic equation, now for  $x$

$$x + \frac{9R}{x} = 3R$$

or

$$x^2 - 3Rx + 9R = 0$$

with the solution

$$\begin{aligned}x_{1,2} &= \frac{3}{2}R \pm \sqrt{\frac{9}{4}R^2 - 9R} \\ &= \frac{3}{2} \left( R \pm \sqrt{R^2 - 4R} \right) \\ &= \frac{3}{2} \left( R \pm \sqrt{R(R-4)} \right)\end{aligned}$$

This gives the two possible solutions

$$\begin{aligned}x_1 &\approx 14.515503482069 \\ x_2 &\approx 3.781555058710\end{aligned}$$

The distance between top of the wall and top of the ladder then becomes  $15 - x_{1,2}$  giving the two solutions of 0.4844965 feet or 11.2184449 feet.

#### 4.14 Micropuzzle 55 – More ladders and walls

Let  $a$  be the height at which the longer ladder of 30m rests against the right wall and  $b$  the height where the 25m ladder leans at the other wall,  $d$  the distance between the two walls we look for and for convenience let  $h = \frac{504}{100}$  the height of the meeting point of the two ladders over the ground.

By the theorem of Pythagoras we have

$$a^2 + d^2 = 30^2 \tag{29}$$

$$b^2 + d^2 = 25^2 \tag{30}$$

This gives  $d^2 = 30^2 - a^2$  and  $d^2 = 25^2 - b^2$ , hence

$$30^2 - a^2 = 25^2 - b^2$$

or by adding  $a^2 - 25^2$  on both sides

$$a^2 - b^2 = 30^2 - 25^2 \tag{31}$$

Now let  $d_1$  and  $d_2$  be the distances from the left wall to the meeting point of the two ladders and the distance from there to the right wall,  $d_1 + d_2 = d$ .

The two right triangles with legs  $d_1$ ,  $h$  and legs  $d$ ,  $a$  are similar, thus

$$\frac{d_1}{d} = \frac{h}{a} \tag{32}$$

and also by the same argument for the other ladder

$$\frac{d_2}{d} = \frac{h}{b} \quad (33)$$

Adding both sides of (32) and (33) gives

$$\frac{d_1 + d_2}{d} = \frac{h}{a} + \frac{h}{b}$$

or by using  $d_1 + d_2 = d$ , dividing by  $h$  and exchanging sides it is

$$\frac{1}{a} + \frac{1}{b} = \frac{1}{h}$$

Resolving for  $b$  gives

$$b = \frac{ha}{a - h} \quad (34)$$

Inserting (34) into equation (31) then gives

$$a^2 - \frac{(ha)^2}{(a - h)^2} = 275$$

and by the steps

$$\begin{aligned} a^2(a - h)^2 - h^2a^2 &= 275(a - h)^2 \\ a^2(a^2 - 2ah + h^2) - h^2a^2 &= 275(a^2 - 2ah + h^2) \\ a^4 - 2ha^3 + h^2a^2 - h^2a^2 &= 275(a^2 - 2ah + h^2) \end{aligned}$$

the quartic equation for  $a$  (as  $h$  is a known constant value)

$$a^4 - 2ha^3 - 275a^2 + 550ha - 275h^2 = 0 \quad (35)$$

Inserting the value of  $h = \frac{504}{100}$  into this equation yields

$$a^4 - \frac{252}{25}a^3 - 275a^2 + 2772a - \frac{174636}{25} = 0 \quad (36)$$

A quartic equation is still solvable in a closed form, see for example [11], section 2.2 about polynomials, or [1], section 3.8, but this is not a really practical way.

Alternatively you could look into the equations (29) and (30) and search for integer solutions. After some guessing you might deduce from  $3^2 + 4^2 = 5^2$  that  $(6 \cdot 3)^2 + (6 \cdot 4)^2 = (6 \cdot 5)^2$  and therefore  $18^2 + 24^2 = 30^2$  and inserting 18 into (36) you see that you found a solution, then by extracting the linear factor  $(a - 18)$

$$\frac{1}{25}(a - 18)(25a^3 + 198a^2 - 3311a + 9702) = 0$$

Or the equation (36) can be solved with computer help, either numerical or symbolic, resulting in the only positive real solution  $a = 18$ , a negative real and two conjugate complex solutions.

Only the positive real solution geometrically makes sense, and then

$$d = \sqrt{30^2 - 18^2} = \sqrt{900 - 324} = \sqrt{576} = 24$$

The walls are 24m apart.

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