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theory Problem-1
  imports Complex-Main
begin

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0.1 Problem 1

Solve the equation in the integers:

theorem *problem1*:

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  fixes x y :: int
  assumes x ≠ 0 and y ≠ 0
  shows 1 / x2 + 1 / (x*y) + 1 / y2 = 1
    ⟷ x = 1 ∧ y = -1 ∨ x = -1 ∧ y = 1
  (is ?eqn ⟷ ?sols)

```

proof

— Unfortunately, removing the conversions between int and real takes a few lines

let ?x = *real-of-int* x and ?y = *real-of-int* y

assume ?eqn

then have 1 / ?x² + 1 / (?x*?y) + 1 / ?y² = 1 **by** *auto*

hence ?x²*?y² / ?x² + ?x²*?y² / (?x*?y) + ?x²*?y² / ?y² = ?x²*?y²

by *algebra*

hence ?x² + ?x*?y + ?y² = ?x² * ?y² **using** ⟨x ≠ 0⟩ ⟨y ≠ 0⟩

by (*simp add: power2-eq-square*)

hence *inteq*: x² + x*y + y² = x² * y²

using *of-int-eq-iff* **by** *fastforce*

define g where g = *gcd* x y

then have g ≠ 0 and g > 0 **using** ⟨x ≠ 0⟩ ⟨y ≠ 0⟩ **by** *auto*

define x' y' where x' = x *div* g and y' = y *div* g

then have x' * g = x and y' * g = y **using** *g-def* **by** *auto*

from *inteq* and *this* have g² * (x'² + x' * y' + y'²) = x'² * y'² * g⁴

by *algebra*

hence *reduced*: x'² + x' * y' + y'² = x'² * y'² * g² **using** ⟨g ≠ 0⟩ **by** *algebra*

hence x' *dvd* y'² and y' *dvd* x'²

by *algebra*+

moreover have *coprime* x' (y'²) *coprime* (x'²) y'

unfolding *x'-def* *y'-def* *g-def*

using *assms div-gcd-coprime* **by** *auto*

ultimately have *is-unit* x' *is-unit* y'

unfolding *coprime-def* **by** *auto*

hence *abs1*: |x'| = 1 ∧ |y'| = 1 **using** *assms* **by** *auto*

then consider (*same-sign*) x' = y' | (*diff-sign*) x' = -y' **by** *fastforce*

thus ?sols

proof *cases*

case *same-sign*

then have x' * y' = 1

using *abs1* and *zmult-eq-1-iff* **by** *fastforce*

hence g² = 3

using *abs1 same-sign* and *reduced* **by** *algebra*

hence 1² < g² and g² < 2² **by** *auto*

hence 1 < g and g < 2

using ⟨g > 0⟩ and *power2-less-imp-less* **by** *fastforce*+

hence *False* **by** *auto*

thus ?sols **by** *auto*

next

case *diff-sign*

then have x' * y' = -1

using *abs1*

by (*smt mult-cancel-left2 mult-cancel-right2*)

hence g² = 1

using *abs1 diff-sign* and *reduced* **by** *algebra*

hence g = 1 **using** ⟨g > 0⟩

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      by (smt power2-eq-1-iff)
    hence  $x = x'$  and  $y = y'$ 
      unfolding  $x'$ -def and  $y'$ -def by auto
      thus ?sols using abs1 and diff-sign by auto
    qed
  next
    assume ?sols
    then show ?eqn by auto
  qed
end

```