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\begin{array}{c} \textbf{theory} \ \textit{Warmup-Problem-A} \\ \textbf{imports} \\ \textit{Complex-Main} \\ \textit{HOL-Number-Theory.Cong} \\ \textbf{begin} \end{array}
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0.1 Warmup problem A

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Solve the equation 3^x = 4y + 5 in the integers.
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We begin with the following lemma:
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lemma even-power-3: [3^k = 1::int] \pmod{4} \longleftrightarrow even \ k
proof –
have [3^k = (-1::int)^k] \pmod{4}
by (intro\ cong\text{-}pow) \ (auto\ simp:\ cong\text{-}def)
thus ?thesis
by (auto\ simp:\ cong\text{-}def\ minus\text{-}one\text{-}power\text{-}iff)
qed
```

Here is an alternative proof — hopefully it will be instructive in doing calculations mod n

```
lemma [3\hat{k} = 1::int] \pmod{4} \longleftrightarrow even k
proof (cases even k)
 case True
 then obtain l where 2*l = k by auto
 then have [3^k = (3^2)^l] \pmod{4} (is cong - ... -)
   by (auto simp add: power-mult)
 also have [... = (1::int) \hat{\ } l] \ (mod \ 4) \ (is \ cong \ - ... \ -)
   by (intro cong-pow) (simp add: cong-def)
 also have [... = 1] (mod 4) by auto
 finally have [3^k = 1::int] \pmod{4}.
 thus ?thesis using \langle even k \rangle by blast
\mathbf{next}
 case False
 then obtain l where 2*l+1=k
   using oddE by blast
 then have [3^k = 3^2 (2*l+1)] \pmod{4} (is cong - ... -) by auto
 also have [... = (3^2)^l * 3] \pmod{4} (is cong - ... -)
   by (metis power-mult power-add power-one-right cong-def)
 also have [... = (1::int) \hat{\ } l * 3] \pmod{4} (is cong - ... -)
   by (intro cong-mult cong-pow) (auto simp add: cong-def)
 also have [... = 3] \pmod{4} by auto
 finally have [3\hat{\ }k \neq 1::int] \pmod{4} by (auto simp add: cong-def)
 then show ?thesis using \langle odd \ k \rangle by blast
qed
```

This allows us to prove the theorem, provided we assume x is a natural number.

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theorem warmupA-natx:
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```
fixes x :: nat and y :: int

shows 3^x = 4 * y + 5 \longleftrightarrow even \ x \land y = (3^x - 5) \ div \ 4

proof —

have even \ x \land y = (3^x - 5) \ div \ 4 if 3^x = 4 * y + 5

proof —

from that have [3^x = 4 * y + 5] \ (mod \ 4) by auto

also have [4 * y + 5 = 5] \ (mod \ 4)

by (metis \ cong-mult-self-left \ cong-add-rcancel-0)

also have [5 = 1 :: int] \ (mod \ 4) by (auto \ simp \ add: \ cong-def)

finally have [(3 :: int)^x = 1] \ (mod \ 4).

hence even \ x using even-power-3 by auto

thus ?thesis using that by auto

qed

moreover have 3^x = 4 * y + 5 if even \ x \land y = (3^x - 5) \ div \ 4
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proof -
   from that have even x and y-form: y = (3^x - 5) div \neq by auto
   then have [3^x = 1::int] \pmod{4} using even-power-3 by blast
   then have ((3::int)^x - 5) \mod 4 = 0
     by (simp add: cong-def mod-diff-cong)
   thus ?thesis using y-form by auto
 qed
 ultimately show ?thesis by blast
qed
To consider negative values of x, we'll need to venture into the reals:
lemma powr-int-pos:
 fixes x y :: int
 assumes *: 3 powr x = y
 shows x > \theta
proof (rule ccontr)
 assume neg-x: \neg x \ge \theta
 then have y-inv: y = inverse ((3::nat) \hat{n}at (-x)) (is y = inverse (?n::nat))
   using powr-real-of-int and * by auto
 hence real ?n * of\text{-}int y = 1 by auto
 hence ?n * y = 1 using of-int-eq-iff by fastforce
 hence ?n = 1
  by (metis nat-1-eq-mult-iff nat-int nat-numeral-as-int numeral-One of-nat-mult zmult-eq-1-iff)
 hence nat(-x) = \theta by auto
 thus False using neg-x by auto
qed
corollary warmupA:
 fixes x y :: int
 shows 3 powr x = 4*y + 5 \longleftrightarrow x \ge 0 \land even x \land y = (3^n(nat x) - 5) div 4
proof
 assume assm: 3 powr x = 4*y + 5
 then have x \geq \theta using powr-int-pos by fastforce
 hence 3 powr (nat x) = 4*y + 5 using assm by simp
 hence (3::real) \land (nat \ x) = 4*y + 5 using powr-realpow by auto
 hence with-nat: 3^{n}(nat \ x) = 4*y + 5 using of-int-eq-iff by fastforce
 hence even (nat \ x) \land y = (3 \hat{\ } (nat \ x) - 5) \ div \ 4 \ using warmupA-natx by auto
 thus x \geq 0 \land even \ x \land y = (3^n(nat \ x) - 5) \ div \ 4 \ using \ (x \geq 0) \ and \ even-nat-iff \ by \ auto
\mathbf{next}
 assume assm: x \ge 0 \land even \ x \land y = (3^n(nat \ x) - 5) \ div \ 4
 then have 3^{n}(nat x) = 4*y + 5 using warmupA-natx and even-nat-iff by blast
 thus 3 powr x = 4*y + 5 using assm powr-real-of-int by fastforce
qed
end
```