Reviewing Induction

Principle of Mathematical Induction

Suppose P(k) is a property about integers. If:

- \bigcirc P(1) is true, and
- The statement, "For all integers $k \ge 1$ (if) P(k) is true, then P(k+1) is true," is true;

then P(k) is true for all $k \ge 1$.

- Two parts to a proof by induction: The base case and the inductive step.
- PMI also works if we start at k = 0, or k = 5, etc.
- Notice: Proving the inductive step involves proving a universal conditional statement! Choose an arbitrary element of the domain satisfying the hypothesis. (Choose orbitrary k > 1 s.t. P(k) is

true, show P(K+1) must also be true.)

Rewriting the statement so it is a statement about integers:

Theorem (Already proved by contradiction)

P(K)

For all $k \ge 1$, if a graph G contains a walk of length k connecting u and v for any distinct $u, v \in V(G)$, then G also contains a path connecting u and v.

Proof (by induction): For the base case, consider k=1. Let

G be an arbitrary walk of length 1 connecting u and v

for some distinct u, v ∈ V(6). Since a walk of length 1

cannot repeat vertices, this walk is a path. Thus G

contains a u-v path.

For the inductive step, let $k \ge 1$ be an integer, and assume that if G contains a walk of length k connecting u and v for any distinct u and v in V(G), then G also contains a u-v path. (Inductive hypothesis)

For arbitrary vertices x, y \(V(G), suppose W is an x-y walk of length k+1 in G. We must show that G contains an x-y path.

Let xa be the first edge of W. If a = y, then xa is an x-y path. Otherwise, removing xa from W leaves an a-y walk of length k. By the inductive hypothusis, there is an a-y path in G, P. We consider two cases:

Case 1: P does not contain x. Then adding xa to P results in an x-y path in G.

P connecting x and y is an x-y path in G.

Therefore G contains an x-y path, and the inductive step is complete.

(Therefore by the Principle of Mathematical Induction,
the theorem is true.)

Important: Avoid the induction trap

- In the inductive step, we started with a walk of length k + 1, and we went and found a walk of length k inside it.
- You CANNOT start with the walk of length k, and build up the walk of length k+1 from there!
- Why not? Because we have to verify the result for an *arbitrary* walk of length k + 1, not a walk of length k + 1 that was built by adding an edge to a walk of length k.
- In this case, it is true that all walks of length k + 1 can be built by adding an edge to a walk of length k, but that won't always be true!

Always START from the larger object, and FIND the smaller object inside it.

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