Chinese rings

imitial position

41...4

all nings are on

GRAY

BINARY

11...1

10 "010 Meven 1"0101 Modd

1010...01 = }

n even

What number is this?

modd

(10....10101)2 =?

1+4+16+...+ =1+4+42+43+...+4K

geometric series

:

geometric series, a number $S_k := 1 + \alpha + \alpha^2 + \dots + \alpha^k = \frac{\alpha^{k+1} - 1}{\alpha - 1}$

$$S_{k+1} = 1 + a + \cdots + a^{k+1}$$

= 1 + a (1+a+\cdots + a^k)

SK+1 = 1 + a SK

Venify
$$S_{K} = \frac{\alpha^{K+1}-1}{\alpha-1}$$

$$(a-1) SK = a^{K+1}-1$$

$$a S_{K} - S_{K} = a(1+a+...+a^{K})$$

$$- (1+a+...+a^{K})$$

$$- (1+a+....+a^{K+1})$$

$$- (1+a+....+a^{K})$$

$$= a^{K+1}-1$$

Find # steps to solve the puzzle

$$\frac{n \text{ odd}}{\frac{1}{3}} (2^{n+1} - 1) = \frac{2}{3} \cdot 2^{n} - \frac{1}{3}$$

$$\frac{1}{3} (2^{n} - 1) = \frac{2}{3} \cdot 2^{n} - \frac{1}{3}$$

$$\frac{2}{3} (2^{n} - 1) = \frac{2}{3} \cdot 2^{n} - \frac{2}{3}$$

2m = # of positions in puzzle

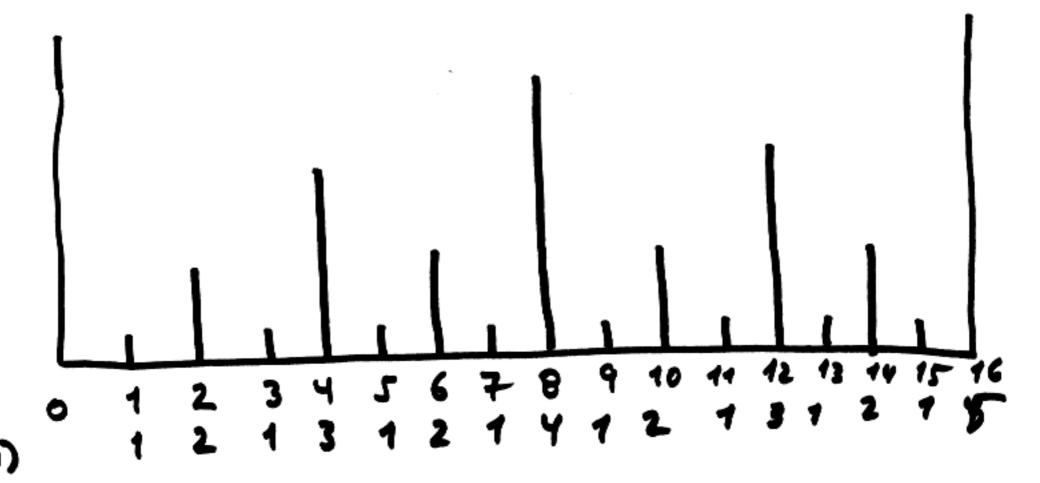
steps & = positions

Ruler function

p(m) = bit that changes in gray code m-1 m

= # bits that change in binary code m-1 + m

GRAY		BINARY	0(m)
M	4321	4	1, 7, ,
0	0000	0000	+
1	0 00 1	0001	1
2	0011	0010	2
3	0010	0011	1



$$12 = 2^{2 \times 3}$$

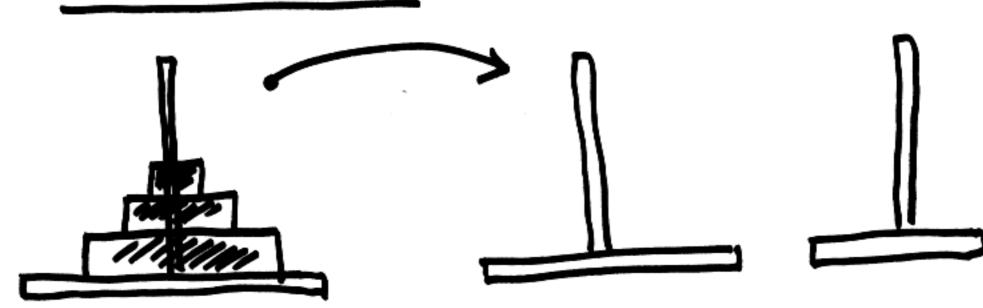
$$7$$

$$2 \text{ highest power of 2}$$

$$9(12) = 3$$

This gives a recipe to construct the Gray code (solve the hight puzzle or pick a bimary lock)

Hanoi Towers



- . one rivy at a time
- . with no:

2000

Unique optimal solution (optimal = least number of steps)

suppose we know how to solve it if we had 3 rings.

. Move top 3 disks

4

Move last disk to destination

. Move top3 disks to destination



hanoi (n, 5, D, A) =

- . hanoi(n-1, 5, A, D)
- . move disk n from 5 to D
- . hanoi(n-1, A, D, S)

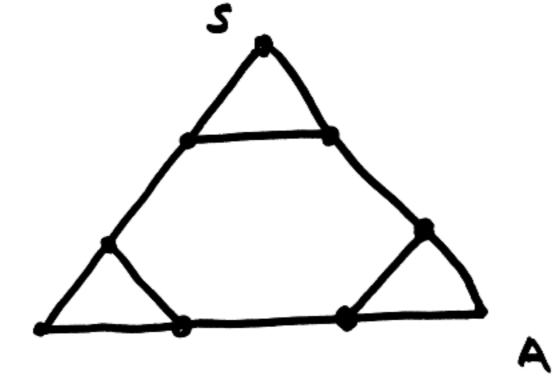
Recursive procedure

M	hm	
1	1	2-1
2	3	4 - 1
3	7	8 - 1
4	15	16-1
5	31	35-1

Recursion:

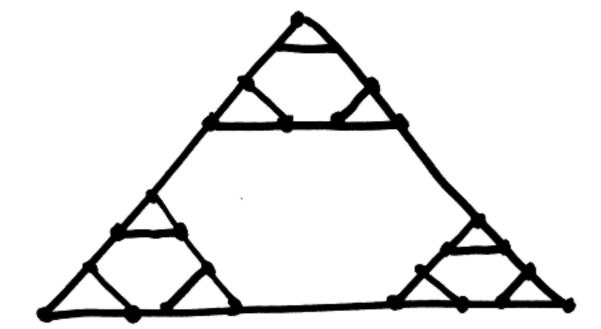
What is the graph of the puzzle? (8) : collection of vertius Agraph u edges rer tices positions edges moves Chinese nings graph





D





0

Recursion

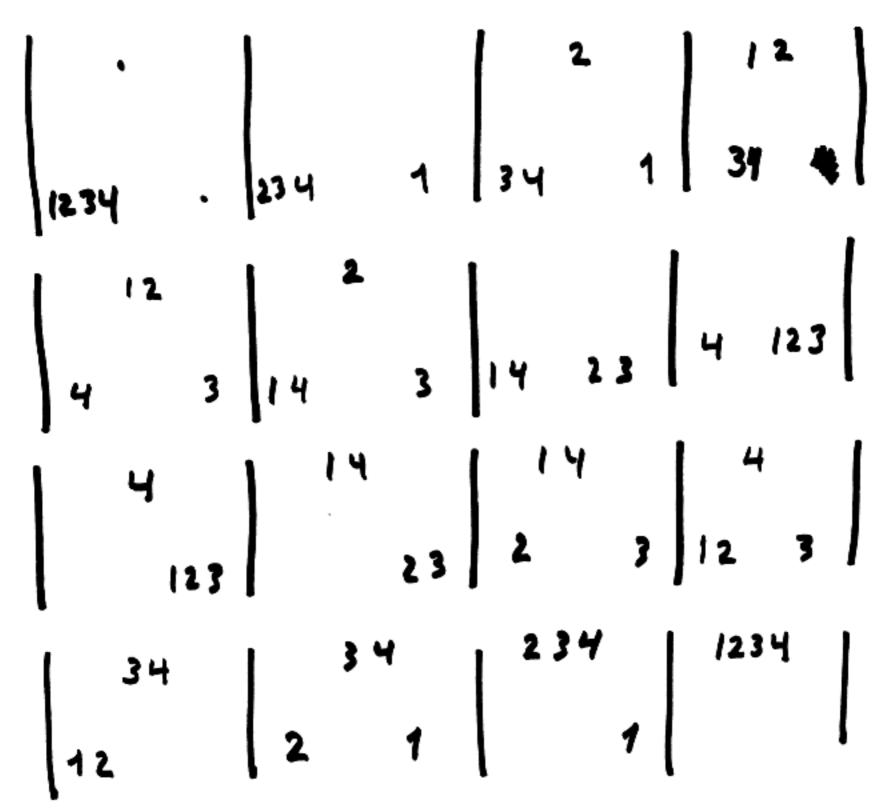
$$n = n \cdot (m-1) \cdot \cdots \quad 3 \cdot 2 \cdot 1$$

$$= \text{things}$$

$$n=3 \quad 3! = 3 \cdot 2 \cdot 1 = 6$$

Recursively.

$$factorial(n) = \begin{cases} n + factorial(n-1) \\ n > 1 \end{cases}$$



sequential revery other move

. in other moves: move dick other thans.

Remarks

- disk that moves is given by ruler function.

- odd) (even

A

7

· t

move in opposite direction.

SA

m disks

m even

n odd

odd) (even

ريم نحي

PUZZLE --- graph

position \to vertex

move \to edge

Hanoi towers

position = arrangement of disks

in a legal. way.

To give a position is enough (4) to say what disks are where.

excode a position

(P1,P2,..., Pm)

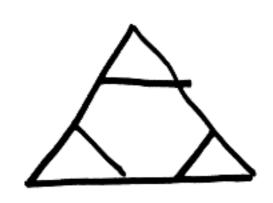
termary bits Pi = 8,1,2

pi:= peg # where disk i is.

~="4" <u>ti</u>

T (2,1,1,0)

graph of puzzle

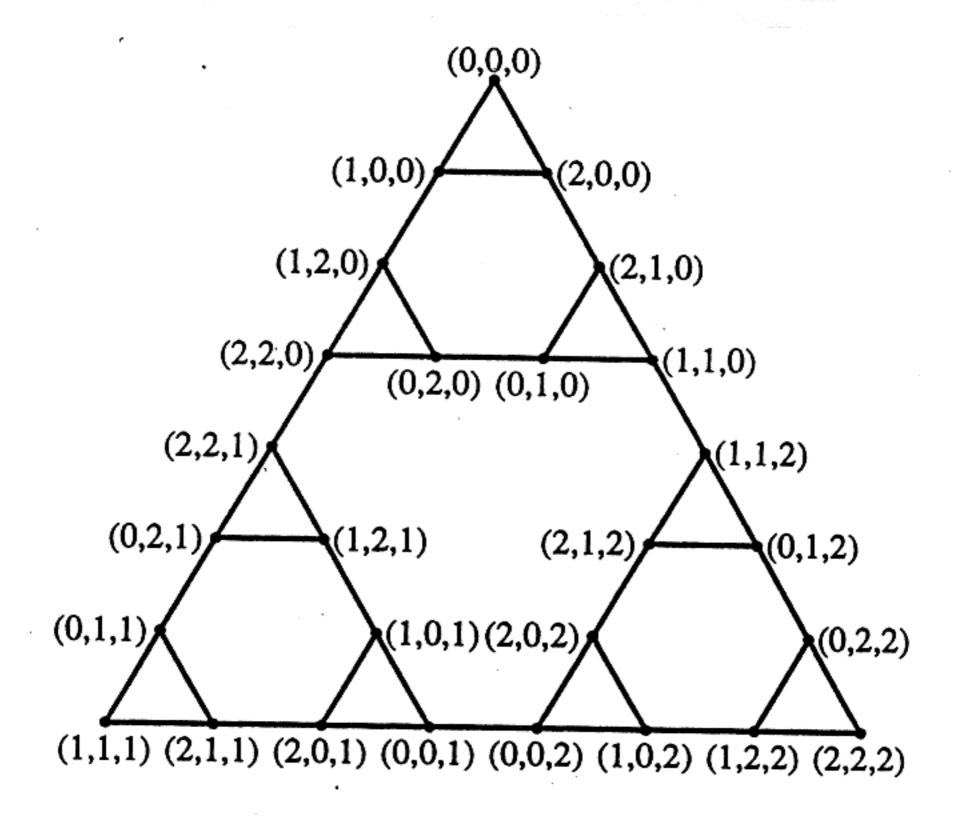


$$(1+x)^2 = 1 + 2x + x^2$$
 | 2 | $(1+x)^3 = 1 + 3x + 3x^2 + x^3$ | 3 7 |

Pasal triangle w/parity







Graph of Hanoi Towers puzzle with three disks.