

Determine all isosceles triangles with side lengths a, b, c such that

$$a = y - x$$

$$b = x + z$$

$$c = y - z$$

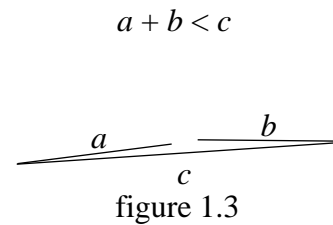
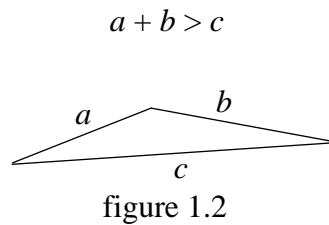
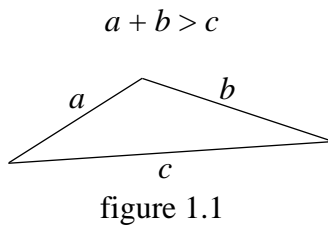
$$x + y + z < 10$$

$$x, y, z \in \mathbb{Z}^+$$

Side lengths a, b and c must all be less than 8 and greater than 0. For any given side length x , where $x \in \mathbb{Z}^+, x \geq 1$ because $x \neq 0$. Assuming side lengths $a, b = 1$, then $c_{\max} = 7$, as $1 + 1 + 7 = 9 < 10$.

Integers x, y and z can be given similarly, with values less than 9. Side length $b > a, c$, as b is given by $x + z$ as opposed to conjugate form $x - z$, similar to $a = y - x$ or $c = y - z$. Assuming edge case $x = 7, z = 1, b = 8$.

The values of x, y and z can be computed such that x, y and z satisfy their given bounds. Given $a, b < c, a + b > c$ in any proper triangle. Not all values a, b, c that satisfy these bounds are viable (fig. 1.1 – 1.3).



A pruned exhaustive search approach can be taken when solving for viable a, b, c values. A general structure of this is given. The algorithm described below is of $O(n^3)$ time complexity.

triangles = 0

remain = 9 (Remain is the total sum $x + y + z$ can equal)

for i in remain (Iterates for every possible value $0 \leq i < 9$)

$y = i + 1$

 remain – i

for j in remain (Iterates for the remaining values where $x + y + z < 9$)

$x = j + 1$

remain – j

for k in remain (Iterates for the remaining values where $x + y + z < 9$)

$z = k + 1$

$a = y - x$ (Calculate a, b, c values)

$b = x + z$

$c = y - z$

if ($a > 0$) and ($c > 0$) (Checks if the side lengths are greater than 0)

sides = [a, b, c]

sort(sides)

if sides₁ + sides₂ > sides₃ (Checks if a triangle exists)

if sides₁ = sides₂ or sides₂ = sides₃ (Checks if the triangle is isosceles)

triangles + 1 (Adds to the number of possible triangles)

There are 12 possible triangles that satisfy the given specifications

The viable triangles are the T, where every column indicates a sequence of possible a, b, c values.

$$T = \begin{pmatrix} 2 & 3 & 3 & 2 & 4 & 4 & 4 & 3 & 3 & 2 & 5 & 6 \\ 2 & 2 & 3 & 3 & 2 & 3 & 4 & 3 & 4 & 4 & 2 & 2 \\ 2 & 3 & 2 & 3 & 4 & 3 & 2 & 4 & 3 & 4 & 5 & 6 \end{pmatrix}$$

The corresponding x, y, z values are given by V, where every column indicates a possible sequence of x, y, z values.

$$V = \begin{pmatrix} 1 & 1 & 1 & 2 & 1 & 1 & 1 & 2 & 2 & 3 & 1 & 1 \\ 3 & 4 & 4 & 4 & 5 & 5 & 5 & 5 & 5 & 5 & 6 & 7 \\ 1 & 1 & 2 & 1 & 1 & 2 & 3 & 1 & 2 & 1 & 1 & 1 \end{pmatrix}$$