

## Math 6331 Homework 4

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3.55

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Let  $y(n)$  be the number of ways to paint a strip of length  $n$ . Consider a strip of length  $n + 2$ .

If the first square is blue, then the next  $n + 1$  squares may be painted in any way as long as no two consecutive squares are red. Thus, there are  $y(n + 1)$  ways to paint  $n + 2$  squares with the first one blue.

If the first square is red, then the next square must be blue, and the subsequent  $n$  squares may be painted in any way as long as no two consecutive squares are red. Thus, there are  $y(n)$  ways to paint  $n + 2$  squares with the first one red.

The first square is either red or blue, so  $y(n + 2) = y(n + 1) + y(n)$ . The characteristic equation of this homogeneous difference equation is  $0 = \lambda^2 - \lambda - 1$ , which has roots  $\lambda_1 = \frac{1+\sqrt{5}}{2}$  and  $\lambda_2 = \frac{1-\sqrt{5}}{2}$ , so

$$y(n) = c_1 \lambda_1^n + c_2 \lambda_2^n = c_1 \left( \frac{1 + \sqrt{5}}{2} \right)^n + c_2 \left( \frac{1 - \sqrt{5}}{2} \right)^n$$

Since there are two ways to paint a strip of length 1, we have  $y(1) = 2$ . There are 3 ways to paint a strip of length 2 (red-blue, blue-red, blue-blue), so  $y(2) = 3$ . This implies that

$$\begin{aligned} 2 &= c_1 \lambda_1 + c_2 \lambda_2 \\ 3 &= c_1 \lambda_1^2 + c_2 \lambda_2^2 \end{aligned}$$

so

$$\begin{aligned} c_1 &= \frac{1}{\lambda_1 \lambda_2^2 - \lambda_2 \lambda_1^2} (2\lambda_2^2 - 3\lambda_2) \\ c_2 &= \frac{1}{\lambda_1 \lambda_2^2 - \lambda_2 \lambda_1^2} (3\lambda_1 - 2\lambda_1^2) \end{aligned}$$

We have  $\lambda_1^2 = \frac{1+2\sqrt{5}+5}{4} = \frac{3+\sqrt{5}}{2}$  and  $\lambda_2^2 = \frac{1-2\sqrt{5}+5}{4} = \frac{3-\sqrt{5}}{2}$ , and therefore

$$\begin{aligned} \lambda_1 \lambda_2^2 - \lambda_2 \lambda_1^2 &= \frac{(1 + \sqrt{5})(3 - \sqrt{5}) - (1 - \sqrt{5})(3 + \sqrt{5})}{4} \\ &= \frac{3 + 2\sqrt{5} - 5 - (3 - 2\sqrt{5} - 5)}{4} = \sqrt{5} \end{aligned}$$

so

$$\begin{aligned} c_1 &= \frac{6 - 2\sqrt{5} - 3 + 3\sqrt{5}}{2\sqrt{5}} = \frac{5 + 3\sqrt{5}}{10} \\ c_2 &= \frac{3 + 3\sqrt{5} - 6 - 2\sqrt{5}}{2\sqrt{5}} = \frac{5 - 3\sqrt{5}}{10} \end{aligned}$$

and

$$y(n) = \left( \frac{5 + 3\sqrt{5}}{10} \right) \left( \frac{1 + \sqrt{5}}{2} \right)^n + \left( \frac{5 - 3\sqrt{5}}{10} \right) \left( \frac{1 - \sqrt{5}}{2} \right)^n$$

**3.56**

Let  $y(n)$  be the number of ways to tile a hallway of length  $n$ . Consider a hallway of length  $n + 2$ . If the first tile is a blue tile, then there are  $y(n + 1)$  ways to tile the remaining  $n + 1$  tiles. If the first tile is a red tile, then there are  $y(n)$  ways to tile the remaining  $n$  tiles. Therefore,  $y(n + 2) = y(n + 1) + y(n)$ . This is the same equation as in 3.55, so we get

$$y(n) = c_1 \lambda_1^n + c_2 \lambda_2^n$$

for the same  $\lambda_1$  and  $\lambda_2$  from before but different  $c_1$  and  $c_2$ . In particular, since there is one way to tile a hallway of length 1 (with the blue tile) and two ways to tile a hallway of length 2 (with two blue tiles or one red tile), we have  $y(1) = 1$ , and  $y(2) = 2$ . This gives

$$\begin{aligned} 1 &= c_1 \lambda_1 + c_2 \lambda_2 \\ 2 &= c_2 \lambda_1^2 + c_2 \lambda_2^2 \end{aligned}$$

so

$$\begin{aligned} c_1 &= \frac{1}{\lambda_1 \lambda_2^2 - \lambda_2 \lambda_1^2} (\lambda_2^2 - 2\lambda_2) \\ c_2 &= \frac{1}{\lambda_1 \lambda_2^2 - \lambda_2 \lambda_1^2} (2\lambda_1 - \lambda_1^2) \end{aligned}$$

Using the calculations from 3.55, we get

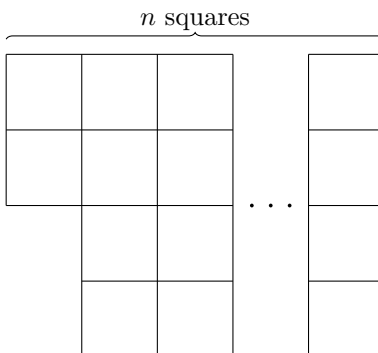
$$\begin{aligned} c_1 &= \frac{3 - \sqrt{5} - 2 + 2\sqrt{5}}{2\sqrt{5}} = \frac{5 + \sqrt{5}}{10} \\ c_2 &= \frac{2 + 2\sqrt{5} - 3 - \sqrt{5}}{2\sqrt{5}} = \frac{5 - \sqrt{5}}{10} \end{aligned}$$

and

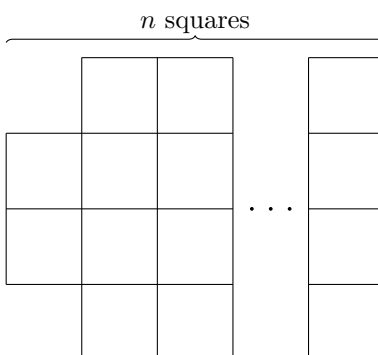
$$y(n) = \left( \frac{5 + \sqrt{5}}{10} \right) \left( \frac{1 + \sqrt{5}}{2} \right)^n + \left( \frac{5 - \sqrt{5}}{10} \right) \left( \frac{1 - \sqrt{5}}{2} \right)^n$$

## 3.74

- (a) Let a  $y$ -hallway of length  $n$  be a  $2 \times n$  hallway on top of a  $2 \times (n-1)$  hallway with the extra two squares on top being on the left end, as below (Figure 1). Let  $y(n)$  be the number of tilings of a  $y$ -hallway of length  $n$ .

Figure 1: A  $y$ -hallway of length  $n$ .

Let a  $z$ -hallway of length  $n$  be a  $2 \times n$  hallway with two  $1 \times (n-1)$  hallways on top and bottom, with the extra two squares in the middle hanging out to the left, as below (Figure 2). Let  $z(n)$  be the number of tilings of a  $z$ -hallway of length  $n$ .

Figure 2: A  $z$ -hallway of length  $n$ .

Now consider a  $4 \times (n+2)$  hallway. The leftmost two columns of every tiling of this hallway must look like one and only one of the four possibilities below, where the shaded areas represent tiles.

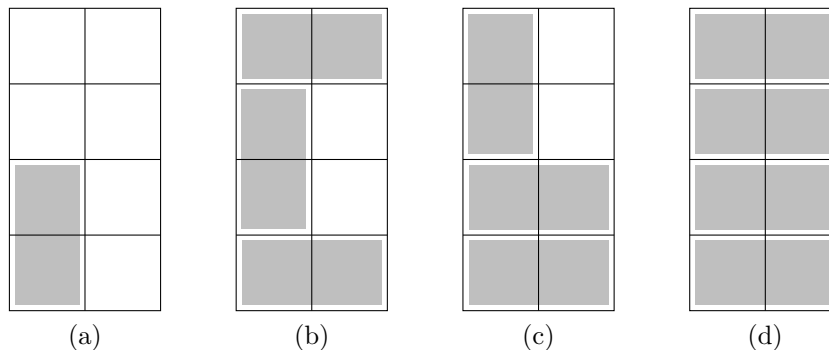


Figure 3: Four possible beginnings for a tiling of a  $4 \times (n + 2)$  hallway.

The number of tilings with each beginning in Figure 3 are

- (a)  $y(n + 2)$
- (b)  $z(n + 1)$
- (c)  $y(n + 1)$
- (d)  $x(n)$

It follows that  $x(n + 2) = x(n) + y(n + 2) + y(n + 1) + z(n + 1)$ .

Now consider a  $y$ -hallway of length  $n + 1$ . There are two possibilities for the leftmost two columns, shown in Figure 4. There are  $x(n)$  tilings for the first possibility, and, by symmetry,  $y(n)$  tilings for the second possibility. Thus,  $y(n + 1) = x(n) + y(n)$ .

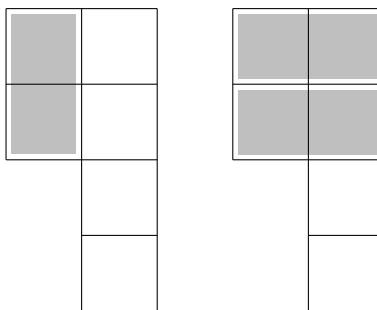
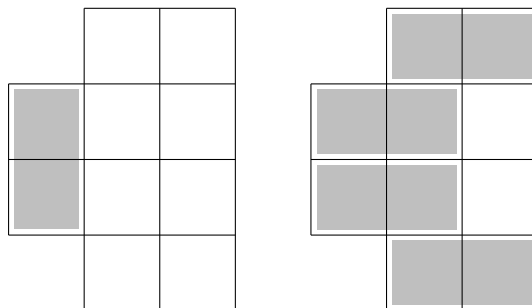


Figure 4: Two possible beginnings for a tiling of a  $y$ -hallway of length  $n + 1$ .

Finally, consider a  $z$ -hallway of length  $n + 2$ . There are two possibilities for the leftmost three columns, shown in Figure 5. There are  $x(n + 1)$  tilings for the first possibility and  $z(n)$  tilings for the second, so  $z(n + 2) = x(n + 1) + z(n)$ .

Figure 5: Two possible beginnings for a tiling of a  $z$ -hallway of length  $n + 2$ .

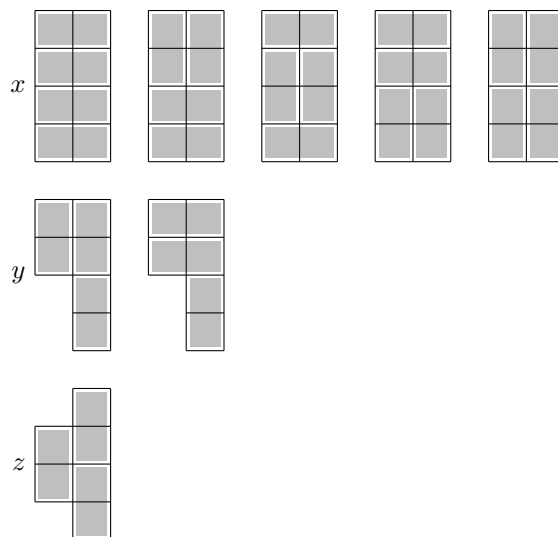
This gives the system of three equations

$$x(n+2) = x(n) + y(n+2) + y(n+1) + z(n+1)$$

$$y(n+1) = x(n) + y(n)$$

$$z(n+2) = x(n+1) + z(n)$$

- (b) It is obvious that  $x(1) = 1$ ,  $y(1) = 1$ , and  $z(1) = 1$ . Figure 6 shows the possible tilings of a  $4 \times 2$  hallway, a  $y$ -hallway of length 2, and a  $z$ -hallway of length 2.

Figure 6: The possible tilings of a hallway,  $y$ -hallway, and  $z$ -hallway of length 2.

It is easy to see from this that  $x(2) = 5$ ,  $y(2) = 2$ , and  $z(2) = 1$ . We can use the system from (a) and these initial conditions to compute  $x(10) = 18061$ ; see the table of values obtained by iteratively applying the system in Table 1.

$n$	1	2	3	4	5	6	7	8	9	10
$x(n)$	1	5	11	36	95	281	781	2245	6336	18061
$y(n)$	1	2	7	18	54	149	430	1211	3456	9792
$z(n)$	1	1	6	12	42	107	323	888	2568	7224

Table 1: Computed values of  $x(n)$ ,  $y(n)$ , and  $z(n)$  for  $n = 1, 2, \dots, 10$ .

**3.75**

Summing the three equations gives

$$\Delta x(t) + \Delta y(t) + \Delta z(t) = -x(t) + \frac{1}{3}y(t) + \frac{2}{3}z(t) + \frac{1}{3}x(t) - \frac{1}{3}y(t) + \frac{1}{3}z(t) + \frac{2}{3}x(t) - z(t) = 0$$

so  $x(t) + y(t) + z(t) = \text{constant}$  because we are working over  $t = 0, 1, 2, \dots$ . Since, initially,  $x(0) = .5$ ,  $y(0) = .3$ , and  $z(0) = .2$ , we must have  $x(t) + y(t) + z(t) = 1$  for all  $t$ . Substituting  $z(t) = 1 - x(t) - y(t)$  into the original equations gives

$$\begin{aligned}\Delta x(t) &= -x(t) + \frac{1}{3}y(t) + \frac{2}{3}(1 - x(t) - y(t)) = -\frac{5}{3}x(t) - \frac{1}{3}y(t) + \frac{2}{3} \\ \Delta y(t) &= \frac{1}{3}x(t) - \frac{1}{3}y(t) + \frac{1}{3}(1 - x(t) - y(t)) = -\frac{2}{3}y(t) + \frac{1}{3}\end{aligned}$$

The second equation is the same as  $y(t+1) - \frac{1}{3}y(t) = \frac{1}{3}$ . Since  $u(t) = \left(\frac{1}{3}\right)^t$  is a solution of the homogeneous equation  $u(t+1) - \frac{1}{3}u(t) = 0$ , and  $y_p(t) = \frac{1}{2}$  is a solution of the equation for  $y$ , a general solution for  $y(t)$  is  $y(t) = \frac{1}{2} + c\left(\frac{1}{3}\right)^t$ , for some constant  $c$ .

Plugging in to the  $x(t)$  equation above gives

$$x(t+1) + \frac{2}{3}x(t) = -\frac{1}{3}\left(\frac{1}{2} + c\left(\frac{1}{3}\right)^t\right) + \frac{2}{3} = \frac{1}{2} - c\left(\frac{1}{3}\right)^{t+1}$$

Then  $u(t) = \left(-\frac{2}{3}\right)^t$  is a solution of the homogeneous equation  $u(t+1) + \frac{2}{3}u(t) = 0$ , and

$$\begin{aligned}x(t) &= u(t) \sum \frac{\frac{1}{2} - c\left(\frac{1}{3}\right)^{t+1}}{u(t+1)} = \left(-\frac{2}{3}\right)^t \sum \frac{\frac{1}{2} - c\left(\frac{1}{3}\right)^{t+1}}{\left(-\frac{2}{3}\right)^{t+1}} \\ &= -\frac{3}{2} \cdot \left(-\frac{2}{3}\right)^t \sum \left[ \frac{1}{2} \cdot \left(-\frac{3}{2}\right)^t - \frac{c}{3} \cdot \left(-\frac{1}{2}\right)^t \right] \\ &= -\frac{3}{2} \cdot \left(-\frac{2}{3}\right)^t \left[ \frac{1}{2} \cdot \frac{1}{-\frac{3}{2} - 1} \cdot \left(-\frac{3}{2}\right)^t - \frac{c}{3} \cdot \frac{1}{-\frac{1}{2} - 1} \cdot \left(-\frac{1}{2}\right)^t + d' \right] \\ &= \frac{3}{10} - \frac{c}{3} \cdot \left(\frac{1}{3}\right)^t + d \left(-\frac{2}{3}\right)^t\end{aligned}$$

for some constants  $d, d'$ . Applying the initial conditions  $x(0) = .5$  and  $y(0) = .3$ , we get  $c = -\frac{1}{5}$  and  $d = \frac{2}{15}$ .

Therefore, the solution of the original equations is

$$\begin{aligned}x(t) &= \frac{3}{10} + \frac{1}{15} \left(\frac{1}{3}\right)^t + \frac{2}{15} \left(-\frac{2}{3}\right)^t \\ y(t) &= \frac{1}{2} - \frac{1}{5} \left(\frac{1}{3}\right)^t \\ z(t) &= \frac{1}{5} + \frac{2}{15} \left(\frac{1}{3}\right)^t - \frac{2}{15} \left(-\frac{2}{3}\right)^t\end{aligned}$$

## 3.76

- (a) Let  $\mathcal{A}$  be the event that  $A$  wins, let  $\mathcal{B}$  be the event that  $B$  wins, and let  $\mathcal{N}$  be the event that neither wins (the game goes on forever). Let  $[n, t]$  be the event that player  $A$  has  $t$  chips on turn  $n$ .

All probabilities conditioned on the state of the game at turn  $n$  depend only on how many chips each player has at turn  $n$ , rather than the exact history of the game. Assuming a fixed total number of chips, any probability conditioned on the state of the game at turn  $n$  actually depends only on the number of chips  $t$  that player  $A$  has on turn  $n$  (since  $B$  must have the total minus  $t$  chips). Hence, the function  $u(t) = P(\mathcal{A} \mid [n, t], [n_1, t_1], \dots, [t_k, n_k])$  for any  $n > n_1 > \dots > n_k$  is well-defined.

As long as  $t$  is not 0 or the total number of chips, then conditioning on the complementary events  $[n+1, t-1] \mid [n, t]$  and  $[n+1, t+1] \mid [n, t]$  allows us to write

$$\begin{aligned} P(\mathcal{A} \mid [n, t]) &= P(\mathcal{A} \mid [n+1, t-1], [n, t])P([n+1, t-1] \mid [n, t]) \\ &\quad + P(\mathcal{A} \mid [n+1, t+1], [n, t])P([n+1, t+1] \mid [n, t]) \end{aligned}$$

which implies that

$$\begin{aligned} u(t) &= u(t-1)P([n+1, t-1] \mid [n, t]) + u(t+1)P([n+1, t+1] \mid [n, t]) \\ &= (1-p)u(t-1) + pu(t+1) \end{aligned}$$

because by assumption  $P([n+1, t-1] \mid [n, t]) = 1-p$ , and  $P([n+1, t+1] \mid [n, t]) = p$ .

- (b) Suppose that at the beginning of the game  $A$  has  $a$  chips and  $B$  has  $b$  chips. Suppose that  $A$  wins on turn  $n$ ; then we have

$$u(a+b) = P(\mathcal{A} \mid [n, a+b]) = 1$$

Now suppose that  $A$  loses on turn  $n$ ; then we have

$$u(0) = P(\mathcal{A} \mid [n, 0]) = 0$$

Assume that  $p \neq 0$ . Rewriting the difference equation from above gives

$$u(t+2) - \frac{1}{p}u(t+1) + \frac{1-p}{p}u(t) = 0$$

which has characteristic equation  $\lambda^2 - \frac{1}{p}\lambda + \frac{1-p}{p} = 0$ . This equation has roots  $\lambda = 1, \frac{1}{p} - 1$ , so a general solution of the difference equation is

$$u(t) = c_1 + c_2 \left( \frac{1}{p} - 1 \right)^t$$

for constants  $c_1$  and  $c_2$ . Using the condition  $u(0) = 0$  gives  $c_1 = -c_2$ , and  $u(t) = c_1 \left[ 1 - \left( \frac{1}{p} - 1 \right)^t \right]$ .

Applying the condition  $u(a+b) = 1$  gives  $c_1 = \frac{1}{1 - \left( \frac{1}{p} - 1 \right)^{a+b}}$ , so

$$u(t) = \frac{1 - \left( \frac{1}{p} - 1 \right)^t}{1 - \left( \frac{1}{p} - 1 \right)^{a+b}}$$

Finally, the probability that  $A$  wins is just

$$P(\mathcal{A}) = P(\mathcal{A} \mid [1, a]) = u(a) = \frac{1 - \left( \frac{1}{p} - 1 \right)^a}{1 - \left( \frac{1}{p} - 1 \right)^{a+b}}$$

Note: using symmetry to obtain  $P(\mathcal{B})$  shows that  $P(\mathcal{B}) = 1 - P(\mathcal{A})$ , which implies that  $P(\mathcal{N}) = 0$ , that is, the game must eventually end after finitely many turns.