

Good proofs are:

- 1. correct
- 2. complete
- 3. clear
- 4. brief
- 5. "elegant"
- 6. well-organized
- 7. in order

Fermat's Last Thm:

$$\forall n > 2, \neg \exists x, y, z \in \mathbb{N}^+ \\ x^n + y^n = z^n$$

Problem:

Find a sequence of moves to go from

A	B	C
D	E	F
H	G	

to

A	B	C
D	E	F
G	H	

Legal Move: Slide a letter into a adjacent blank square.

Thm: There is no sequence of legal moves to invert G&H and return all other letters to their original position.

Natural Order

1	2	3
4	5	6
7	8	9

Row moves

Ex:

A	B	C
D	G	
E	F	H

 \implies

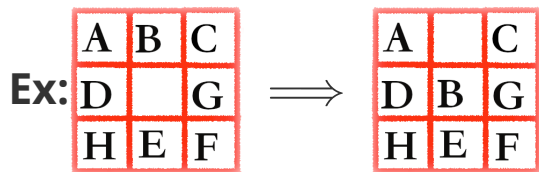
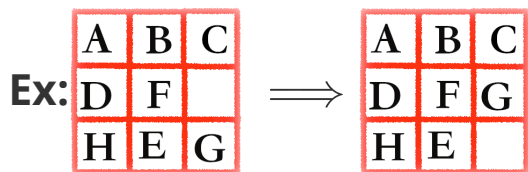
A	B	C
D		G
E	F	H

Lemma 1:

A row move does not change the order of the items.

Proof: Obvious. In a row move, we move an item from cell i into an adjacent cell $i-1$ or $i+1$. Nothing else moves. Hence the order of items is preserved. \square

Column moves

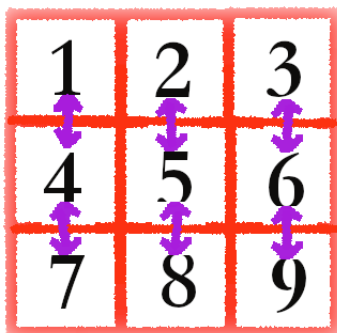


Lemma2:

A column move changes the relative order of precisely 2 pairs of items.

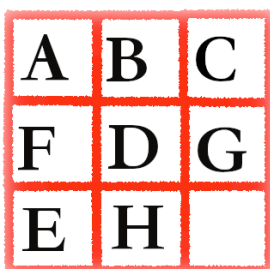
Proof: In a column move, we move an item in cell i to a blank spot in cell $i-3$ or $i+3$. When an item moves 3 positions, it changes order with 2 items ($i-1, i-2$ or $i+1, i+2$). \square

Order Changes in Column moves:



Def:

A pair of letter $L1 \& L2$ form an **inversion**, also known as an inverted pair, if $L1$ precedes $L2$ in alphabet, but $L1$ appears after $L2$ in the puzzle.



(D,F), (E,F), (E,G) — 3 inversions in the left puzzle.

Lemma 3:

During a move, the number of inversions can only increase by 2, decrease by 2 or stay same.

Pf: Row move : No changes (by Lemma 1)

Column move: 2 pairs change order (by Lemma 2) — Note: In a column move, two pairs reverse their order. If they were in order, they become inverted. If they were inverted, they become in order.

A: both pairs were in order originally before the column move. \Rightarrow number of inversions $\uparrow 2$

B: both pairs were inverted originally before the column move. \implies number of inversions $\downarrow 2$

C: one of the pairs inverted while one of the pairs which is not inverted \implies stays the same. \square

Corollary 1: During a move, the parity (evenness/oddness) of the number of inversions does not change.

Pf: Adding or subtracting 2 does not change the parity. \square

Lemma 4:

In every state reachable from

A	B	C
D	E	F
H	G	

, the parity of the number of inversions is odd.

Pf: by induction. (Note: Invariant proofs are always by induction.)

Inductive hypothesis: $P(n)$: After any sequence of n moves from

A	B	C
D	E	F
H	G	

, the parity of the number of inversions is odd.

Base Case: $n=0$, the number of inversions in the start state is 1. \implies parity is odd. And the hypothesis is satisfied.

Inductive Step: For $n \geq 0$, show $P(n) \implies P(n+1)$

Consider any sequence of $n+1$ moves, m_1, \dots, m_{n+1}

By **I.H.** ($P(n)$) we know that parity after m_1, \dots, m_n is odd.

By **Corollary 1**, we know parity of the number of inversions does not change during m_{n+1} . \implies the parity after $m_1, m_2, \dots, m_n, m_{n+1}$ is odd. $\implies P(n+1)$. \square

Pf of Thm: The parity of the number of inversions in desired state is even(0). By Lemma 4, the

desired state cannot be reached from

A	B	C
D	E	F
H	G	

 \square

Strong Induction Axiom

Let $P(n)$ be any predicate. If $P(0)$ is true &
 $\forall n, (P(0) \wedge P(1) \wedge P(2) \dots \wedge P(n)) \implies P(n+1)$ is true, then $\forall n, P(n)$ is true.

Unstacking Game

Thm: All strategies for the n -block game produce the same score $S(n) = \frac{n(n-1)}{2}$.

Ex: $S(8) = 28$

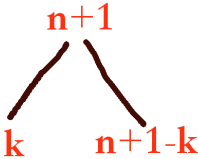
Pf: By strong induction.

I.H. $P(n)$

BaseCase: $n = 1, S(1) = 0$;

Inductive Step: Assume $P(1), P(2), \dots, P(n)$ to prove $P(n+1)$.

Look at $n+1$ blocks



, $1 \leq k \leq n$.

$$\begin{aligned}
 S(n+1) &= k(n+1-k) + P(k) + P(n+1-k) \\
 &= k(n+1-k) + \frac{k(k-1)}{2} + \frac{(n+1-k)(n+1-k-1)}{2} \\
 &= \frac{2k(n+1-k) + k(k-1) + (n+1-k)(n-k)}{2} \\
 &= \frac{(n+1-k)(n+k) + k^2 - k}{2} \\
 &= \frac{n^2 + nk + n + k - nk - k^2 + k^2 - k}{2} \\
 &= \frac{n^2 + n}{2} \\
 &= \frac{(n+1)(n+1-1)}{2} \square
 \end{aligned}$$