

# Take-Away Triangles

Karl Vyhmeister

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## 1 Introduction

As described in Matt Parker's Math Puzzle #9, a Take-Away Triangle's initial state  $T_0$  is an equilateral triangle with numerical values assigned to its vertices.

For a triangle

$$T_n = \triangle ABC ; \text{val}(A) = a, \text{val}(B) = b, \text{val}(C) = c$$

$$T_{n+1} = \triangle DEF; \angle D = \angle ADB, \angle E = \angle BEC, \angle F = \angle CFA$$

$$d = |a - b|, e = |b - c|, f = |c - a|$$

I will explore what properties are necessary for  $\text{sum}(T_n) = \text{sum}(T_{n+1})$ , and more general cases.

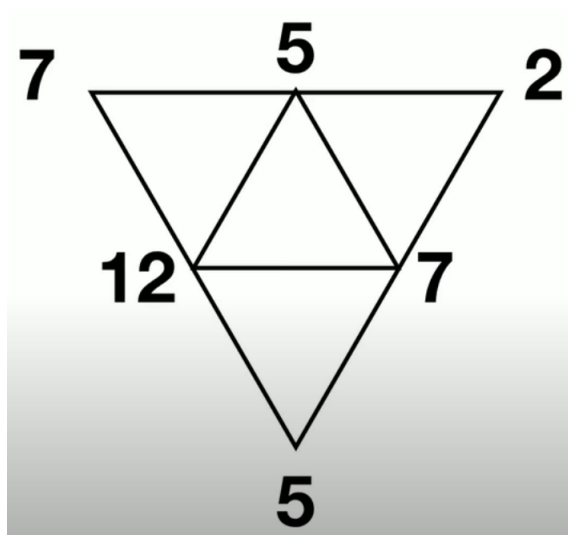


Figure 1: Example From Matt Parker's video

## 2 Fixed-sum Case

For a triangle  $T_n = \triangle ABC$ , we can assume  $a \geq b \geq c$ .

With vertices in no particular order,  $T_{n+1} = \triangle A'B'C'$  with values  $a' \geq b' \geq c'$ .

$$a' = a - c, \begin{cases} a' = a - b, & c' = b - c \\ b' = b - c, & c' = a - b \end{cases}$$

If we wish to preserve our sum, we can now solve

$$a + b + c = a' + b' + c' = \text{sum} \quad (1)$$

$$a + b + c = (a - c) + (a - b) + (b - c) \quad (2)$$

$$a + b + c = 2a - 2c \quad (3)$$

$$a = b + 3c \quad (4)$$

$$\text{sum} = 2a - 2c \quad (5)$$

$$a = \frac{\text{sum}}{2} + c \quad (6)$$

$$b = \frac{\text{sum}}{2} - 2c \quad (7)$$

$$c \leq \frac{\text{sum}}{6} \quad (8)$$

$$a' = \frac{\text{sum}}{2}, \begin{cases} c > \frac{\text{sum}}{12}: & b' = 3c, & c' = \frac{\text{sum}}{2} - 3c \\ c \leq \frac{\text{sum}}{12}: & b' = \frac{\text{sum}}{2} - 3c, & c' = 3c \end{cases} \quad (9)$$

$$a' = \frac{\text{sum}}{2} + c' = \frac{\text{sum}}{2} \quad (10)$$

$$c' = 0 \quad (11)$$

$$b' = \frac{\text{sum}}{2} \quad (12)$$

$$\begin{cases} c = \frac{\text{sum}}{6} \\ c = 0 \end{cases} \quad (13)$$

$$\begin{cases} c = \frac{\text{sum}}{6}: & a = \frac{2 * \text{sum}}{3} & b = \frac{\text{sum}}{6} \\ c = 0: & a = \frac{\text{sum}}{2} & b = \frac{\text{sum}}{2} \end{cases} \quad (14)$$

We have now determined that there are two cases in which  $T_{n+1}$  will have the same sum as the  $T_n$ . In either case,  $T_{n+1}$  will have values of  $\frac{\text{sum}}{2}, \frac{\text{sum}}{2}, 0$ ; this set of values will then generate itself for all future iterations.

### 3 Reverse Iteration

How can we reach a state  $T_{n+1}$  with values  $x, y, z$ , from state  $T_n$  with values  $a, b, c$ . Given  $x, y$ , and  $z$  in no particular order and  $a \geq b \geq c$  we can assign  $x = a - b$ ,  $y = a - c$ ,  $z = b - c$ .

$$b = a - x, \quad c = a - x - z, \quad c = a - y \quad (15)$$

$$y = x + z \quad (16)$$

This indicates that for any  $T_n$ ,  $n > 0$ , the value of one vertex must equal the sum of the other two.

$$x = a - b, \quad z = b - c \quad (17)$$

$$b = a - x \quad (18)$$

$$c = a - x - z \quad (19)$$

Given  $x$  and  $z$ , we may choose any  $a$ ; our  $b$  and  $c$  are determined. If we wish for our new  $a, b$ , and  $c$  to have a prior state, then they must satisfy our equation of  $a = b + c$ .

$$b = a - x, \quad c = a - x - z, \quad a = b + c \quad (20)$$

$$b = b + c - x \quad (21)$$

$$c = x \quad (22)$$

$$a = 2x + z = y + x \quad (23)$$

$$b = x + z = y \quad (24)$$

Given that  $x$  and  $z$  are in no order, We now have two possible backwards-iterable solutions for any  $T_n = \triangle XYZ$  where  $y \geq x \geq z$ :

$$T_{n-1} = \triangle ABC \begin{cases} a=y+x, & b=y, & c=x \\ a=y+z, & b=y, & c=z. \end{cases}$$

For the example  $x = 3$ ,  $z = 5$ ,  $y = 8$  our solutions are:  $a = 13$ ,  $b = 8$ ,  $c = 5$  and  $a = 11$ ,  $b = 8$ ,  $c = 3$ . Matching with our earlier fixed-sum results, for  $a + b + c = x + y + z$  it must hold that  $2y + 2(x \text{ or } z) = x + y + z \implies y = (z \text{ or } x) - (x \text{ or } z) = x + z \implies (x \text{ or } z) = 0$ .

### 4 Conclusion

The puzzle stated by Matt Parker is as follows: find three starting numbers, not summing to 14, which eventually reaches a state  $T_n$  such that the sum of any  $T_{n+m}$  equals 14. Given our findings on fixed-sum iteration, our values at  $T_{n+m}$  must be 7, 7, 0.

Any starting values of the form  $a, a - 7, a - 7$  or  $a, a, a - 7$  will produce 7, 7, 0 at the next step.

We can also reach 7, 7, 0 arbitrarily many steps from our starting values by making use of the principles derived above (e.g.  $T_0 = 7 * (n + 1), 7 * n, 7$ ).