M1C03 Lecture 15

The Principle of Mathematical Induction

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Announcement(s)

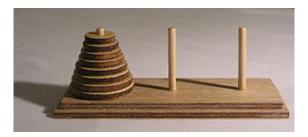
- Quiz 5 and Assignment 2 are due Friday.
- 2 Test 1 details are on Avenue.
- Test review on Thursday.

Overview

We continue with *The Principle of Mathematical Induction*.

Reference: Lakins, Section 3.1.

Last time



Goal: Move the stack to the third peg.

Rules:

- 1. You can only move one piece at a time (by taking it from the top of a stack and putting it on another peg).
- 2. You cannot put a piece on top of a smaller piece.

Theorem

For all positive integers n, it is possible to win the game with n pieces in the stack.

The Principle of Mathematical Induction

Let P(n) be a statement that depends on an arbitrary positive integer n.

IF

- **●** *P*(1) AND
- ② For all positive integers n, if P(n), then P(n+1)

THEN for all positive integers n, P(n).

Theorem

For all positive integers n, it is possible to win the game with n pieces in the stack.

Exercise

Theorem

For all positive integers n, the fewest number of moves needed to win the game with n pieces is $2^n - 1$.

Example

Theorem

Every positive integer is larger than 5.

Proof.

We give a proof by induction.

Induction Step: Assume 5 < n. Since 0 < 1, we know that n < n+1 (order property 1).

Since 5 < n and n < n + 1, it follows by the transitive property of < that 5 < n + 1.

Thus, it follows by induction that 5 < n for all positive integers n.

Example

$$1 + 2 + 3 + \cdots + n$$

Theorem

For all positive integers n, $\sum_{i=1}^{n} i = \frac{n(n+1)}{2}$.

Theorem

For all positive integers n, $4^n - 1$ is divisible by 3.

Challenge

You are allowed to cut a pizza in n straight lines. What is the largest possible number of pieces of pizza?