

Art of Problem Solving 2016 USAMO

USAMO 2016

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Day 1	April 19th
1	Let $X_1, X_2, \ldots, X_{100}$ be a sequence of mutually distinct nonempty subsets of a set S . Any two sets X_i and X_{i+1} are disjoint and their union is not the whole set S , that is, $X_i \cap X_{i+1} = \emptyset$ and $X_i \cup X_{i+1} \neq S$, for all $i \in \{1, \ldots, 99\}$. Find the smallest possible number of elements in S .
2	Prove that for any positive integer k ,
	$(k^2)! \cdot \prod_{j=0}^{k-1} \frac{j!}{(j+k)!}$
	is an integer.
3	Let $\triangle ABC$ be an acute triangle, and let I_B, I_C , and O denote its B -excenter, C -excenter, and circumcenter, respectively. Points E and Y are selected on \overline{AC} such that $\angle ABY = \angle CBY$ and $\overline{BE} \perp \overline{AC}$. Similarly, points F and Z are selected on \overline{AB} such that $\angle ACZ = \angle BCZ$ and $\overline{CF} \perp \overline{AB}$. Lines $\overrightarrow{I_BF}$ and $\overrightarrow{I_CE}$ meet at P . Prove that \overline{PO} and \overline{YZ} are perpendicular.
	Proposed by Evan Chen and Telv Cohl
Day 2	April 20th
4	Find all functions $f: \mathbb{R} \to \mathbb{R}$ such that for all real numbers x and y ,
	$(f(x) + xy) \cdot f(x - 3y) + (f(y) + xy) \cdot f(3x - y) = (f(x + y))^{2}.$
5	An equilateral pentagon $AMNPQ$ is inscribed in triangle ABC such that $M \in \overline{AB}$, $Q \in \overline{AC}$, and $N, P \in \overline{BC}$. Let S be the intersection of \overrightarrow{MN} and \overrightarrow{PQ} . Denote by ℓ the angle bisector of $\angle MSQ$. Prove that \overline{OI} is parallel to ℓ , where O is the circumcenter of triangle ABC , and I is the incenter of triangle ABC .
6	Integers n and k are given, with $n \geq k \geq 2$. You play the following game against an evil wizard.

Contributors: adihaya, tenniskidperson3, EulerMacaroni, El_Ectric, rrusczyk



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The wizard has 2n cards; for each i = 1, ..., n, there are two cards labeled i. Initially, the wizard places all cards face down in a row, in unknown order.

You may repeatedly make moves of the following form: you point to any k of the cards. The wizard then turns those cards face up. If any two of the cards match, the game is over and you win. Otherwise, you must look away, while the wizard arbitrarily permutes the k chosen cards and then turns them back face-down. Then, it is your turn again.

We say this game is winnable if there exist some positive integer m and some strategy that is guaranteed to win in at most m moves, no matter how the wizard responds.

For which values of n and k is the game winnable?



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