```
theory Warmup-Problem-A

imports

Complex-Main

HOL-Number-Theory.Cong

begin
```

## 0.1 Warmup problem A

```
Solve the equation 3^x = 4y + 5 in the integers.
```

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We begin with the following lemma:
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```
lemma even-power-3: [3\hat{k} = 1::int] \pmod{4} \longleftrightarrow even \ k
proof —
have [3\hat{k} = (-1::int)\hat{k}] \pmod{4}
by (intro\ cong\text{-pow})\ (auto\ simp:\ cong\text{-def})
thus ?thesis
by (auto\ simp:\ cong\text{-def}\ minus\text{-one-power-iff})
qed
```

Here is an alternative proof — hopefully it will be instructive in doing calculations mod n.

```
lemma [3\hat{k} = 1::int] \pmod{4} \longleftrightarrow even k
proof (cases even k)
      case True
      then obtain l where 2*l = k by auto
      then have [3\hat{k} = (3\hat{2})\hat{l}] \pmod{4} (is cong - ... -)
            by (auto simp add: power-mult)
      also have [... = (1::int)^{\hat{}}] \pmod{4}  (is cong - ... -)
            by (intro cong-pow) (simp add: cong-def)
      also have [... = 1] \pmod{4} by auto
      finally have [3\hat{k} = 1::int] \pmod{4}.
      thus ?thesis using ⟨even k⟩ by blast
next
      case False
      then obtain l where 2*l+1=k
            using oddE by blast
      then have [3\hat{k} = 3\hat{k} = 3
      also have [... = (3^2)^1 * 3] \pmod{4} (is cong - ... -)
            by (metis power-mult power-add power-one-right cong-def)
      also have [... = (1::int)^{1} * 3] \pmod{4} (is cong - ... -)
            by (intro cong-mult cong-pow) (auto simp add: cong-def)
      also have [... = 3] \pmod{4} by auto
      finally have [3\hat{k} \neq 1::int] \pmod{4} by (auto simp add: cong-def)
      then show ?thesis using ⟨odd k⟩ by blast
qed
```

This allows us to prove the theorem, provided we assume x is a natural number.

```
theorem warmupA-natx:
fixes x :: nat and y :: int
shows 3\widehat{\ }x = 4*y + 5 \longleftrightarrow even \ x \wedge y = (3\widehat{\ }x - 5) \ div \ 4
proof —
have even \ x \wedge y = (3\widehat{\ }x - 5) \ div \ 4 if 3\widehat{\ }x = 4*y + 5
proof —
from that have [3\widehat{\ }x = 4*y + 5] \ (mod \ 4) by auto
also have [4*y + 5 = 5] \ (mod \ 4)
by (metis \ cong-mult-self-left \ cong-add-reancel-0)
also have [5 = 1::int] \ (mod \ 4) by (auto \ simp \ add: \ cong-def)
finally have [(3::int)\widehat{\ }x = 1] \ (mod \ 4).
hence even \ x using even-power-3 by auto
thus ?thesis using that by auto
qed
moreover have 3\widehat{\ }x = 4*y + 5 if even \ x \wedge y = (3\widehat{\ }x - 5) \ div \ 4
```

```
proof -
   from that have even x and y-form: y = (3\hat{x} - 5) div 4 by auto
   then have [3\hat{x} = 1::int] \pmod{4} using even-power-3 by blast
   then have ((3::int)\hat{x} - 5) \mod 4 = 0
     by (simp add: cong-def mod-diff-cong)
   thus ?thesis using y-form by auto
 qed
 ultimately show ?thesis by blast
qed
To consider negative values of x, we'll need to venture into the reals:
lemma powr-int-pos:
 fixes x y :: int
 assumes *: 3 powr x = y
 shows x > \theta
proof (rule ccontr)
 assume neg-x: \neg x \ge 0
 then have y-inv: y = inverse ((3::nat) \hat{n}at (-x)) (is y = inverse (?n::nat))
   using powr-real-of-int and * by auto
 hence real ?n * of\text{-}int y = 1 by auto
 hence ?n * y = 1 using of-int-eq-iff by fastforce
 hence ?n = 1
  by (metis nat-1-eq-mult-iff nat-int nat-numeral-as-int numeral-One of-nat-mult zmult-eq-1-iff)
 hence nat(-x) = 0 by auto
 thus False using neg-x by auto
qed
corollary warmupA:
 fixes x y :: int
 shows 3 powr x = 4*y + 5 \longleftrightarrow x \ge 0 \land even x \land y = (3 \cap at x) - 5) div 4
proof
 assume assm: 3 powr x = 4*y + 5
 then have x \geq 0 using powr-int-pos by fastforce
 hence 3 powr (nat x) = 4*y + 5 using assm by simp
 hence (3::real) (nat x) = 4*y + 5 using powr-realpow by auto
 hence with-nat: 3 \hat{\ } (nat \ x) = 4*y + 5 using of-int-eq-iff by fastforce
 hence even (nat \ x) \land y = (3 \widehat{\ } (nat \ x) - 5) \ div \ 4 \ using warmup A-natx by auto
 thus x \ge 0 \land even \ x \land y = (3 \cap (at \ x) - 5) \ div \ 4 \ using \ (x \ge 0) \ and \ even-nat-iff by auto
next
 assume assm: x \ge 0 \land even \ x \land y = (3 \cap at \ x) - 5) \ div \ 4
 then have 3 (nat x) = 4 * y + 5 using warmupA-natx and even-nat-iff by blast
 thus 3 powr x = 4*y + 5 using assm powr-real-of-int by fastforce
qed
end
```