### Switches puzzle, hints and solution

#### Peter Rowlett

Sheffield Hallam University p.rowlett@shu.ac.uk

### Switches puzzle

- ► For complicated reasons that don't matter, a set of switches is wired so that if the following rules are not followed, an alarm will sound:
  - 1. The switch on the right may be turned on and off at will;
  - 2. Any other switch may be turned on or off only if the switch to its immediate right is on and all other switches to its right are off.
- ➤ Starting with all switches on, what is the smallest number of moves to turn all switches off without activating the alarm if there are 6 switches in the row?

# Problem-solving hints

# 1. Plan

### Problem-solving

- ▶ Draw a diagram.
- ▶ Invent a notation (e.g. a grid of numbered switches with 1 for on and 0 for off).

| Sw 1 | Sw 2 | Sw 3 | Sw 4 | Sw 5 | Sw 6 |
|------|------|------|------|------|------|
| 1    | 1    | 1    | 1    | 1    | 1    |

### Problem-solving

- ▶ Draw a diagram.
- ▶ Invent a notation (e.g. a grid of numbered switches with 1 for on and 0 for off).

| Move  | Sw 1 | Sw 2 | Sw 3 | Sw 4 | Sw 5 | Sw 6 |
|-------|------|------|------|------|------|------|
| start | 1    | 1    | 1    | 1    | 1    | 1    |
| 1     | 1    | 1    | 1    | 1    | 0    | 1    |
| 2     | 1    | 1    | 1    | 1    | 0    | 0    |
| 3     | 1    | 1    | 0    | 1    | 0    | 0    |
| :     | i    | i    | i    | i    | ÷    | i    |

### Problem-solving

- Draw a diagram.
- ► Invent a notation (e.g. a grid of numbered switches with 1 for on and 0 for off).

| Move  | Sw 1 | Sw 2 | Sw 3 | Sw 4 | Sw 5 | Sw 6 |
|-------|------|------|------|------|------|------|
| start | 1    | 1    | 1    | 1    | 1    | 1    |
| 1     | 1    | 1    | 1    | 1    | 0    | 1    |
| 2     | 1    | 1    | 1    | 1    | 0    | 0    |
| 3     | 1    | 1    | 0    | 1    | 0    | 0    |
| :     | i    | i    | i    | :    | i    | i    |

► Try a simpler problem (in this case, fewer switches).

### Solution for 3 switches

| Move  | Sw 1 | Sw 2 | Sw 3 |
|-------|------|------|------|
| start | 1    | 1    | 1    |
| 1     |      |      |      |
| :     | :    | :    | :    |

| Move  | Sw 1 | Sw 2 | Sw 3 |
|-------|------|------|------|
| start | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    |
| 2     |      |      |      |
| :     | :    | :    | :    |

| Move  | Sw 1 | Sw 2 | Sw 3 |
|-------|------|------|------|
| start | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    |
| 2     | 0    | 1    | 0    |
| 3     |      |      |      |
| i     | :    | :    | i    |

| Move  | Sw 1 | Sw 2 | Sw 3 |
|-------|------|------|------|
| start | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    |
| 2     | 0    | 1    | 0    |
| 3     | 0    | 1    | 1    |
| 4     |      |      |      |
| :     | :    | :    | ÷    |

| Move  | Sw 1 | Sw 2 | Sw 3 |
|-------|------|------|------|
| start | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    |
| 2     | 0    | 1    | 0    |
| 3     | 0    | 1    | 1    |
| 4     | 0    | 0    | 1    |
| 5     |      |      |      |

| Move  | Sw 1 | Sw 2 | Sw 3 |
|-------|------|------|------|
| start | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    |
| 2     | 0    | 1    | 0    |
| 3     | 0    | 1    | 1    |
| 4     | 0    | 0    | 1    |
| 5     | 0    | 0    | 0    |

### Solution for 4 switches

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    |      |      |      |      |
| :    | :    | :    | :    | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    |      |      |      |      |
| :    | :    | :    | :    | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    |      |      |      |      |
| :    | :    | :    | :    | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    |      |      |      |      |
| :    | :    | :    | :    | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    | 0    | 1    | 0    | 1    |
| 5    |      |      |      |      |
| :    | :    | :    | :    | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    | 0    | 1    | 0    | 1    |
| 5    | 0    | 1    | 1    | 1    |
| 6    |      |      |      |      |
| :    | :    | :    | :    | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    | 0    | 1    | 0    | 1    |
| 5    | 0    | 1    | 1    | 1    |
| 6    | 0    | 1    | 1    | 0    |
| 7    |      |      |      |      |
| :    | :    | :    |      | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    | 0    | 1    | 0    | 1    |
| 5    | 0    | 1    | 1    | 1    |
| 6    | 0    | 1    | 1    | 0    |
| 7    | 0    | 0    | 1    | 0    |
| 8    |      |      |      |      |
| :    | :    | :    | :    | :    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    | 0    | 1    | 0    | 1    |
| 5    | 0    | 1    | 1    | 1    |
| 6    | 0    | 1    | 1    | 0    |
| 7    | 0    | 0    | 1    | 0    |
| 8    | 0    | 0    | 1    | 1    |
| 9    |      |      |      |      |
| :    | :    | :    | i    | i    |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    | 0    | 1    | 0    | 1    |
| 5    | 0    | 1    | 1    | 1    |
| 6    | 0    | 1    | 1    | 0    |
| 7    | 0    | 0    | 1    | 0    |
| 8    | 0    | 0    | 1    | 1    |
| 9    | 0    | 0    | 0    | 1    |
| 10   |      |      |      |      |

| Move | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|------|------|------|------|------|
| 0    | 1    | 1    | 1    | 1    |
| 1    | 1    | 1    | 0    | 1    |
| 2    | 1    | 1    | 0    | 0    |
| 3    | 0    | 1    | 0    | 0    |
| 4    | 0    | 1    | 0    | 1    |
| 5    | 0    | 1    | 1    | 1    |
| 6    | 0    | 1    | 1    | 0    |
| 7    | 0    | 0    | 1    | 0    |
| 8    | 0    | 0    | 1    | 1    |
| 9    | 0    | 0    | 0    | 1    |
| 10   | 0    | 0    | 0    | 0    |

# A hint: notice a pattern

#### Notice: 3 switches

| Move  | Sw 1 | Sw 2 | Sw 3 |
|-------|------|------|------|
| start | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    |
| 2     | 0    | 1    | 0    |
| 3     | 0    | 1    | 1    |
| 4     | 0    | 0    | 1    |
| 5     | 0    | 0    | 0    |

We deal with the first digit, then have to go from 1 0 to 0 0.

#### Notice:

#### 4 switches

We deal with the first digit, then have to go from
1 0 0
to
0 0.

| Move  | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|-------|------|------|------|------|
| start | 1    | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    | 1    |
| 2     | 1    | 1    | 0    | 0    |
| 3     | 0    | 1    | 0    | 0    |
| 4     | 0    | 1    | 0    | 1    |
| 5     | 0    | 1    | 1    | 1    |
| 6     | 0    | 1    | 1    | 0    |
| 7     | 0    | 0    | 1    | 0    |
| 8     | 0    | 0    | 1    | 1    |
| 9     | 0    | 0    | 0    | 1    |
| 10    | 0    | 0    | 0    | 0    |

## Going from $0 \ 0 \ 0 \ to \ 1 \ 0 \ 0$

- So think about the number of moves required to convert n swithes from all off to only the leftmost switch on. Call this  $G_n$  and express this in terms of  $G_{n-1}$ .
- ► (Try some smaller cases!)
- ► (Convince yourself that it takes the same number of moves to turn the left-most switch on as off in these circumstances.)

# A stronger hint

#### Notice:

#### 4 switches

► The part before  $G_3$  is the case with 2 fewer switches:

| Move  | Sw 1 | Sw 2 | Sw 3 | Sw 4 |
|-------|------|------|------|------|
| start | 1    | 1    | 1    | 1    |
| 1     | 1    | 1    | 0    | 1    |
| 2     | 1    | 1    | 0    | 0    |
| 3     | 0    | 1    | 0    | 0    |
| 4     | 0    | 1    | 0    | 1    |
| 5     | 0    | 1    | 1    | 1    |
| 6     | 0    | 1    | 1    | 0    |
| 7     | 0    | 0    | 1    | 0    |
| 8     | 0    | 0    | 1    | 1    |
| 9     | 0    | 0    | 0    | 1    |
| 10    | 0    | 0    | 0    | 0    |

# 2. Carry out your plan

#### A stronger hint

▶ Let  $M_n$  be the number of moves required if there are n swiches in the row. Express  $M_n$  in terms of  $M_{n-2}$  and  $G_{n-1}$ .

### 3. Review

### Answers

#### Answer

- $ightharpoonup G_n = 2G_{n-1} + 1.$
- $M_n = M_{n-2} + G_{n-1} + 1.$

#### Answer

$$ightharpoonup G_n = 2G_{n-1} + 1.$$

$$ightharpoonup M_n = M_{n-2} + G_{n-1} + 1.$$

| n | $G_n$ |
|---|-------|
| 2 | 3     |
| 3 | 7     |
| 4 | 15    |
| 5 | 31    |

| n | $M_n$ |
|---|-------|
| 3 | 5     |
| 4 | 10    |
| 5 | 21    |
| 6 | 42    |

► Answer for 6 switches: 42.

#### Reflect on what happened

- ▶ In groups now, think about the process of solving this problem.
  - ► What went well?
  - ► What went wrong?
  - ► Could you have avoided the dead ends, or were they a necessary part of solving the problem?
  - ▶ What do you wish you had known when you first attempted the problem?
- ▶ Also think about what you have learned and whether you can use this to write down a different problem you can now solve.