Bad Maths That Give The Right Answer

2020 DMM Power Round

Introduction

Consider the following scenario: A student is asked to simplify the fraction $\frac{16}{64}$, and computes

$$\frac{1\emptyset}{\emptyset 4} = \frac{1}{4}.$$

As we all know, the method is incorrect, but the answer is correct. In this round, we will explore these "lucky fractions" in greater detail.

Lucky Triples

Define a *lucky triple* (x, y, z) to be a triple such that

$$\frac{\overline{xy}}{\overline{yz}} = \frac{x}{z},$$

where \overline{xy} denotes the two-digit number xy in base 10. In this way, if a student incorrectly "cancels out the y's", they would be lucky and still get the correct answer. As shown above, (1, 6, 4) is an example of a lucky triple. In order to rule out trivial lucky triples, we require that $x, y, z \ge 1$, and we don't count triples where x = y = z. So, although $\frac{22}{22} = \frac{2}{2}$ and $\frac{00}{04} = \frac{0}{4}$, both (2, 2, 2) and (0, 0, 4) are *not* lucky triples.

[3] **Problem 1.** Find the other three lucky triples.

This quickly gets rather boring, so we make the problem more interesting by considering lucky triples in different bases. Let us define a *lucky b-triple* to be a triple in base b such that

$$\frac{\overline{xy}}{\overline{yz}} = \frac{x}{z}.$$

In other words, we want (x, y, z) to be integers that satisfy

$$\frac{b \cdot x + y}{b \cdot y + z} = \frac{x}{z}$$

Again, we have the restrictions that $1 \le x, y, z < b$, and we do not count the case of x = y = z. We also define the function $\lambda(b)$ to be the number of lucky *b*-triples. For example, $\lambda(10) = 4$, and the four lucky triples are (1, 6, 4), and the three that you computed in problem 1. For the remainder of this section, we will mostly practice computing $\lambda(b)$ and finding lucky *b*-triples for small values of *b* to gain some intuition about this strange function.

Problem 2. Find, with proof, the following values:

[2] (a)
$$\lambda(3)$$

- [3] (b) $\lambda(4)$
- [3] (c) $\lambda(6)$
- [4] (d) $\lambda(9)$
- [4] **Problem 3.** Find, with proof, the smallest base b such that $\lambda(b) > 2$.
- [3] **Problem 4.** Find a triple (x, y, z) such that (x, y, z) is a lucky b_1 -triple and a lucky b_2 -triple, where $b_1 \neq b_2$, or prove that none exist.

Properties of λ

Now that we have some practice with computing the values of the function λ , let us explore some properties about the λ function. After all, calculations are worthless if we learn nothing from them.

[2] **Problem 5.** Prove that if p is prime, then $\lambda(p) = 0$.

Problem 6. Recall that a proper factor of b is a factor other than 1 or b. For example, 2 and 3 are proper factors of 6, but 1 and 6 are not.

- [2] (a) Prove that if (x, y, z) is a lucky b-triple, where b 1 is prime, then y = b 1.
- [2] (b) Prove that when b-1 is prime, $\lambda(b)$ is exactly equal to the number of proper factors of b.
- [1] (c) Prove that $\lambda(b)$ is greater than or equal to the number of proper factors of b.
- [2] (d) Prove that if b is odd and not prime, $\lambda(b)$ is greater than the number of proper factors of b.

Problem 7. With the lucky 10-triple (x, y, z) = (1, 6, 4), note that we have $2x \le z \le y$.

- [4] (a) Prove that if (x, y, z) is a lucky b-triple, then the above inequality must hold, that is, $2x \le z \le y$.
- [2] (b) Can any of the inequalities above be strict? In other words, can we prove that 2x < z or z < y for all lucky *b*-triples (x, y, z)?

An Algorithmic Approach

The earlier results give us insights into how to generate lucky triples with y = b - 1. In this section, we will develop an algorithm to find all the non-trivial lucky *b*-triples with y < b - 1. Assume that (x, y, z) is a lucky *b*-triple. We will start by picking a prime factor *p* of b - 1, and we define $l = \frac{b-1}{n}$.

- [1] **Problem 8.** Prove that either $p \mid y$ or $p \mid bx z$.
- [3] **Problem 9.** Prove that if $p \mid bx z$, then there exists a prime q such that q is a factor of b 1 and y is divisible by q.

Problem 10. The result of problem 9 suggest that we only need to consider the case of $p \mid y$. Given this assumption, prove the following:

- [4] (a) Let us define $m = \frac{y}{p}$ and $k = \frac{yz}{px} = \frac{mz}{x}$. Find a lucky *b*-triple in terms of p, b, m, k, and l.
- [2] (b) Prove that $k \equiv m \mod l$, that is, m and k have the same remainder when divided by l.
- [3] (c) Find the best upper and lower bounds for k in terms of b, m, and l. Note that while 0 is obviously a lower bound for k, it is not the best lower bound.

Using the above results, we can delineate a quick algorithm to find all lucky b-triples with y < b - 1. As an interesting result, we can prove that any lucky b-triple (x, y, z) must satisfy gcd(y, b - 1) > 1.

Final thoughts

The following problems are considered extra credit, and not answering them will not negatively impact your score. However, due to the extreme difficulty of the problems, we *strongly* recommend finishing the earlier problems before tackling these for the sake of using your time efficiently.

Problem 11. Prove or disprove the following:

- [5] (a) $\lambda(b)$ is odd if and only if $b = 4n^2$ for some positive integer n.
- [5] (b) There exists infinite values of n such that there does not exist a b with $\lambda(b) = n$.
- [5] (c) $\lambda(b) < b$ for all b.
- [5] (d) There are infinitely many b such that $\lambda(b) = 2$.