Math 321: A little more induction

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Spring 2021

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Proofs by induction

Induction is a method to prove something is true for all natural numbers. Common Induction

- (Base case) Show P(0);
- (Inductive step) Consider an arbitrary *n*. Assume P(n), show P(n+1),

Strong Induction

• Consider an arbitrary *n*. Assume P(k) for all k < n, show P(n).

Nested Induction

An inductive argument can be part of a larger proof. You can even have an inductive argument inside a larger inductive argument!

- Suppose you want to prove a statement of the form "for all natural numbers n, and m, they satisfy some property P(n, m)".
- You might try to prove this by induction on *n*.
 - That is, you prove that P(0, m) is true for all m; and
 - You assume P(n, m) is true for all m and you show P(n + 1, m) is true for all m.
- Those two steps are themselves statements about all natural numbers *m*, and you might prove them by induction on *m*.

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- Those two steps are themselves statements about all natural numbers *m*, and you might prove them by induction on *m*.

Let's see an example.

Let's imagine we go down to the beach toplay a game, call it buckets of fish.

- The setup is, there are finitely many buckets in a row, each bucket contains a finite number of fish, and we have a large supply of extra fish to use as needed.
- There are two players. On your turn, you remove a fish from one bucket, and then adding as many extra fish as you want to each of the buckets to the left.
- For example, you could take a fish from bucket 3, and then put 3 fish in bucket 0, no fish in bucket 1, and 2000 fish in bucket 2.
- The winner is whoever takes the very last fish.

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Must this game ever end? Or could we possibly collaborate to play buckets of fish forever?

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A warm-up

Let's first see that any player can always force the game to end after finitely many moves.

Theorem

Any player may force buckets of fish to end after finitely many moves.

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Theorem

Any player may force buckets of fish to end after finitely many moves.

Proof.

No fish can ever be added to the rightmost bucket. So if you always grab a fish from the rightmost bucket, you'll reduce its number by 1 with no way of increasing. Continually play with this strategy and the game will eventually end, no matter what your opponent does.

Any play of buckets of fish ends after finitely many moves, no matter how the two players play.

Proof.

We will prove this by induction on the number n of buckets.

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Any play of buckets of fish ends after finitely many moves, no matter how the two players play.

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We will prove this by induction on the number n of buckets. The base case n = 1 is trivial: if there is one bucket, then the game consists of taking turns taking a fish from that bucket, so it ends in k turns where k is the number of fish in the bucket.

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So focus on the inductive step. Assume that any game with n buckets always ends after finitely many steps, and consider a game with n + 1 many buckets, where the last bucket has k many fish.

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So focus on the inductive step. Assume that any game with n buckets always ends after finitely many steps, and consider a game with n + 1 many buckets, where the last bucket has k many fish.

We will prove this game must always end by induction on k.

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In game of buckets of fish with n + 1 many buckets and k fish in the last bucket, the game always ends no matter how the players play.

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Proof (Base case).

The base case k = 1 isn't too hard. If a player ever takes the one fish in the last bucket, then the game becomes an n bucket game, which we know must end by inductive hypothesis. If both players ignore the last bucket as long as they can, they're essentially playing an n bucket game. It must end after finitely many steps, so eventually someone is forced to empty the last bucket.

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A similar idea gives the inductive step.

In game of buckets of fish with n + 1 many buckets and k fish in the last bucket, the game always ends no matter how the players play.

Proof (Inductive step).

Suppose that any n + 1 bucket game where the last bucket has k fish game is forced to end. Consider an n + 1 bucket game where the last bucket has k + 1 many fish.

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If a player ever takes a fish from the last bucket, it becomes an n + 1 bucket game where the last bucket has k fish. By inductive hypothesis, we know such a game must eventually end.

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Proof (Inductive step).

Suppose that any n + 1 bucket game where the last bucket has k fish game is forced to end. Consider an n + 1 bucket game where the last bucket has k + 1 many fish.

If a player ever takes a fish from the last bucket, it becomes an n + 1 bucket game where the last bucket has k fish. By inductive hypothesis, we know such a game must eventually end. The two players can try to avoid taking a fish from the last bucket as long as possible. But this is in effect playing an n bucket game, which must end after finitely many steps. So eventually someone must take a fish from the last bucket.

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