

# 1 Proofs with Cases, and Exploitation of Symmetry

We shall now do a proof which looks things we have seen before, but which introduces a novel concept, which is casewise consideration of the premise.

**Proposition 1.** *Integers  $x$  and  $y$  are the same parity if and only if  $x + y$  is even.*

We'll prove each direction separately, for clarity.

**Proposition 2.** *If integers  $x$  and  $y$  have the same parity then  $x + y$  is even.*

*Proof.* There are two ways for  $x$  and  $y$  to have the same parity, and they must be addressed separately.

**Case I:  $x$  and  $y$  are both even.** Then  $x = 2k$  for some integer  $k$ , and  $y = 2\ell$  for some integer  $\ell$ , so  $x + y = 2k + 2\ell = 2(k + \ell)$ ; since  $k + \ell$  is an integer,  $x + y$  is even.

**Case II:  $x$  and  $y$  are both odd.** Then  $x = 2k + 1$  for some integer  $k$ , and  $y = 2\ell + 1$  for some integer  $\ell$ , so  $x + y = 2k + 1 + 2\ell + 1 = 2(k + \ell + 1)$ ; since  $k + \ell + 1$  is an integer,  $x + y$  is even.  $\square$

Note that we divided the premise into two possibilities: the space of values of  $x$  and  $y$  with the same parity gives rise to two specific possibilities. After a fashion, we partitioned the set of possible  $x$  and  $y$  values into two parts and addressed each individually.

The key thing to make certain of, when doing a casewise proof, is that all cases are actually handled. In a simple two-case system like this it's not difficult, but many famous proofs have made use of a great many cases (specifically, both the 1976 Appel-Haken proof of the Four-Color Theorem, whose bulk it devoted to asserting that the thousands of computer-generated cases were in fact exhaustive and Wiles' 1993 proof of Fermat's last theorem, which was in fact *missing* a key case when originally presented and took 2 years to fix).

We also have a casewise argument for the converse.

**Proposition 3.** *If integers  $x$  and  $y$  are such that  $x + y$  is even, then  $x$  and  $y$  have the same parity.*

*Proof.* We shall instead prove the contrapositive, which has the premise that  $x$  and  $y$  have different parity, and the conclusion that  $x + y$  is odd.

There are two ways for  $x$  and  $y$  to have different parity, and they must be addressed separately.

**Case I:  $x$  is even and  $y$  is odd.** Then  $x = 2k$  for some integer  $k$ , and  $y = 2\ell + 1$  for some integer  $\ell$ , so  $x + y = 2k + 2\ell + 1 = 2(k + \ell) + 1$ ; since  $k + \ell$  is an integer,  $x + y$  is odd.

**Case II:  $x$  is odd and  $y$  is even.** Then  $x = 2\ell + 1$  for some integer  $\ell$ , and  $y = 2k$  for some integer  $k$ , so  $x + y = 2\ell + 1 + 2k = 2(k + \ell) + 1$ ; since  $k + \ell$  is an integer,  $x + y$  is odd.  $\square$

You might have noticed that case II was awfully similar to case I there, to the extent that we could have simply appealed to symmetry and handwave through saying "this is identical to case I, except with  $x$  and  $y$ 's expansions reversed". In fact, using a clever and quite common exploitation of symmetry, we can prove the above proposition without cases at all:

**Proposition 4.** *If integers  $x$  and  $y$  are such that  $x + y$  is even, then  $x$  and  $y$  have the same parity.*

*Proof.* We shall instead prove the contrapositive, which has the premise that  $x$  and  $y$  have different parity, and the conclusion that  $x + y$  is odd.

If  $x$  and  $y$  have different parity, then one of them is even and one of them is odd. Without loss of generality, we may presume  $x$  is even and  $y$  is odd. Then  $x = 2k$  for some integer  $k$ , and  $y = 2\ell + 1$  for some integer  $\ell$ , so  $x + y = 2k + 2\ell + 1 = 2(k + \ell) + 1$ ; since  $k + \ell$  is an integer,  $x + y$  is odd.  $\square$

The key clever phrase there was “without loss of generality”. It was an admission that  $x$  and  $y$  serve interchangeable roles in the problem statement, and thus when a property (i.e. being even) belongs to one of them, it can be assigned arbitrarily to a particular one (i.e.  $x$ ), with confidence that the same argument would prevail if we were attach that property to the name  $y$  instead.

Below is an extensive and attractive proof, which makes use of both casewise argumentation *and* invokes a symmetry-simplifying specification as above.

**Theorem 1.** *If every one of the fifteen segments between vertices of a regular hexagon is colored red or blue, then three of the hexagons vertices are joined by segments of the same color.*

*Proof.* Let us call the vertices of the hexagon  $x_1, x_2, x_3, x_4, x_5, x_6$ , and consider the five segments between  $x_1$  and each of the other five. If we color each of these 5 segments red or blue, it is certain that 3 of the segments are the same color (since the possible color-distributions among the 5 segments are: 5 the same color, 4 one color and 1 the other color, or 3 one color and 2 the other color; no matter which distribution we choose, 3 segments are guaranteed to be the same color). Without loss of generality, we may call the color of these three segments “red”. Thus,  $x_1$  is joined to some  $x_a, x_b$ , and  $x_c$  by red segments. Now, we shall consider the possible colors of the segments among  $x_a, x_b$ , and  $x_c$ :

**Case I: The segment between  $x_a$  and  $x_b$  is red.** Then, the three points  $x_1, x_a$ , and  $x_b$  are mutually joined by red segments.

**Case II: The segment between  $x_a$  and  $x_c$  is red.** Then, the three points  $x_1, x_a$ , and  $x_c$  are mutually joined by red segments.

**Case III: The segment between  $x_b$  and  $x_c$  is red.** Then, the three points  $x_1, x_b$ , and  $x_c$  are mutually joined by red segments.

**Case IV: None of the segments among  $x_a, x_b$ , and  $x_c$  are red.** Then all three of them are blue, so the three points  $x_a, x_b$ , and  $x_c$  are mutually joined by blue segments.

□

One could simplify this argument by reducing cases I–III into a single case.

A nongeometric interpretation of this fact: if 6 people get together, then either three of them are mutually acquainted or three of them are mutually strangers. This follows from associating each person with a vertex, and coloring the segment between two people red or blue depending on their acquaintance.