

Discrete Mathematics

Unit 1- Theorems

Schroeder-Bernstein's Theorem

Given two sets X and Y , we will write $X \sim Y$ to denote the existence of a bijection from X to Y . One easily checks that \sim is transitive, i.e. if $X \sim Y$ and $Y \sim Z$, then $X \sim Z$. The purpose of this note is to prove the following result:

Theorem 1 (Cantor-Schroder-Bernstein) - If $f : A \rightarrow B$ and $g : B \rightarrow A$ are both injections, then $A \sim B$.

In other words, the theorem states that if A and B are sets, and there are injections $f : A \rightarrow B$ and $g : B \rightarrow A$, then there is a bijection $h : A \rightarrow B$.

Here's the strategy of the proof : First, we apply f to all of A to obtain a set $B_1 \subseteq B$. Next, apply g to all of B_1 to get a set $A_2 \subseteq A$. Iterating this, we keep bouncing back and forth between smaller and smaller subsets of A and B until the process stabilizes and we end up with some sets $A \subseteq A$ and $B \subseteq B$ for which $f(A) = B$ and $g(B) = A$. This implies that $A \sim B$. The next task is to show that $A - A \sim B - B$, which turns out to be not so hard. Finally, we conclude that $A \sim B$.

PROOF OUTLINE

1. We may assume that A and B are disjoint.
2. For x in A , form the sequence $x_0 = x$, $x_1 = g^{-1}(x_0)$, $x_2 = f^{-1}(x_1)$, $x_3 = g^{-1}(x_2)$,
3. Note that the even-indexed terms lie in A and the odd-indexed terms lie in B .
4. For each x in A , two scenarios are possible:
 - (a) For some n , x_{n+1} does not exist and the sequence terminates. In this case, n is said to be the order of x .
 - (b) The sequence $\{x_n\}$ is infinite (perhaps, periodic). The order of x is then said to be infinite.
5. Observe that A is a union of three disjoint subsets, A_{odd} , A_{even} , and A_{∞} , consisting of elements of respectively odd, even, and infinite order.
6. Similarly, B is a disjoint union of B_{odd} , B_{even} , and B_{∞} .
7. Observe that f maps A_{even} onto B_{odd} , and A_{∞} onto B_{∞} .
8. Observe that g maps B_{even} onto A_{odd} .
9. Conclude that $x \mapsto (f(x), x \in A_{\text{even}} \cup A_{\infty} \ g^{-1}(x), x \in A_{\text{odd}})$ is a bijection $A \rightarrow B$.

The Well-Ordering Principle

The well-ordering principle says that the positive integers are **well-ordered**. An **ordered set** is said to be **well-ordered** if each and every nonempty subset has a smallest or least element.

- Note that this property is not true for subsets of the integers (in which there are arbitrarily small negative numbers) or the positive **real numbers** (in which there are elements arbitrarily close to zero).
- Well-ordering principle states that The set \mathbb{N} is well-ordered.
- Example. The following sets are well-ordered:

(1) $\mathbb{N} \cup \{0\}$

(2) $\mathbb{N} \cup \{-1, 0\}$

(3) $\mathbb{N} \cup \{-3, -2, -1\}$

(4) $\{n \in \mathbb{N} : n > 5\}$

- Example. The following sets are NOT well-ordered.

(1) \mathbb{R} (the open interval $(0, 2)$ is a non-empty subset of \mathbb{R} but it has no smallest element)

(2) \mathbb{Z} (the set of negative integers is a non-empty subset of \mathbb{Z} but with no smallest element)

(3) the interval $[0, 1]$ (because $(0, 1)$ is a non-empty subset of $[0, 1]$ without smallest element)

Recursive Definition

A **recursive definition** (sometimes called an **inductive definition**) for a sequence $(a_n)_{n \in \mathbb{N}}$ consists of a **recurrence relation**: an equation relating a term of the sequence to previous terms (terms with smaller index) and an **initial condition**: a list of a few terms of the sequence (one less than the number of terms in the recurrence relation).

Here are a few recursive definitions for sequences:

- $a_n = 2a_{n-1}$ with $a_0 = 1$.
- $a_n = 2a_{n-1}$ with $a_0 = 27$.
- $a_n = a_{n-1} + a_{n-2}$ with $a_0 = 0$ and $a_1 = 1$.

In these cases, if you are given n , you cannot calculate a_n directly, you first need to find a_{n-1} (or a_{n-1} and a_{n-2}).

The division algorithm

The division algorithm for integers states that given any two integers a and b , with $b > 0$, we can find integers q and r such that $0 \leq r < b$ and $a = bq + r$.

The numbers q and r should be thought of as the quotient and remainder that result when b is divided into a . Of course the remainder r is non-negative and is always less than the divisor, b .

Examples:

1. If $a = 9$ and $b = 2$, then $q = 4$ and $r = 1$.
2. If $a = 12$ and $b = 17$, then $q = 0$ and $r = 12$.

We know that $a = bq + r$. Dividing on both sides of the equation by b yields

$$3. \quad a/b = q + r/b.$$

Thus it follows that $q \leq a/b$. (Remember that $0 \leq r < b$.)

The Euclidian Algorithm: Greatest Common Divisor

GCD of two numbers is the largest number that divides both of them. A simple way to find GCD is to factorize both numbers and multiply common prime factors.

The Euclidean Algorithm for finding $\text{GCD}(A,B)$ is as follows:

- If $A = 0$ then $\text{GCD}(A,B)=B$, since the $\text{GCD}(0,B)=B$, and we can stop.
- If $B = 0$ then $\text{GCD}(A,B)=A$, since the $\text{GCD}(A,0)=A$, and we can stop.
- Write A in quotient remainder form ($A = B \cdot Q + R$)
- Find $\text{GCD}(B,R)$ using the Euclidean Algorithm since $\text{GCD}(A,B) = \text{GCD}(B,R)$

The algorithm is based on the below facts.

- If we subtract a smaller number from a larger (we reduce a larger number), GCD doesn't change. So if we keep subtracting repeatedly the larger of two, we end up with GCD.
- Now instead of subtraction, if we divide the smaller number, the algorithm stops when we find remainder 0.

Example:

Find the GCD of 270 and 192

- $A=270, B=192$
- $A \neq 0$
- $B \neq 0$
- Use long division to find that $270/192 = 1$ with a remainder of 78. We can write this as: $270 = 192 * 1 + 78$
- Find $\text{GCD}(192,78)$, since $\text{GCD}(270,192)=\text{GCD}(192,78)$
 $A=192, B=78$

- $A \neq 0$
- $B \neq 0$
- Use long division to find that $192/78 = 2$ with a remainder of 36. We can write this as:
- $192 = 78 * 2 + 36$
- Find $\text{GCD}(78,36)$, since $\text{GCD}(192,78)=\text{GCD}(78,36)$
 $A=78, B=36$
- $A \neq 0$
- $B \neq 0$
- Use long division to find that $78/36 = 2$ with a remainder of 6. We can write this as:
- $78 = 36 * 2 + 6$
- Find $\text{GCD}(36,6)$, since $\text{GCD}(78,36)=\text{GCD}(36,6)$
 $A=36, B=6$
- $A \neq 0$
- $B \neq 0$
- Use long division to find that $36/6 = 6$ with a remainder of 0. We can write this as:
- $36 = 6 * 6 + 0$
- Find $\text{GCD}(6,0)$, since $\text{GCD}(36,6)=\text{GCD}(6,0)$
 $A=6, B=0$
- $A \neq 0$
- $B = 0, \text{GCD}(6,0)=6$

So we have shown:

$$\text{GCD}(270,192) = \text{GCD}(192,78) = \text{GCD}(78,36) = \text{GCD}(36,6) = \text{GCD}(6,0) = 6$$

$$\text{GCD}(270,192) = 6$$

Fundamental Theorem of Arithmetic

It states that every positive integer n , $n \geq 2$, can be expressed as the product of one or more prime numbers.

Let's prove that this is true. Recall that a number n is prime if its only positive factors are one and n . On the contrary, n is composite if it's not prime. Since a factor of a number must be no larger than the number itself, this means that a composite number n always has a factor larger than 1 but smaller than n . This, in turn, means that we can write n as $a*b$, where a and b are both larger than 1 but smaller than n .

Proof by induction on n .

Base: 2 can be written as the product of a single prime number, 2.

Induction: Suppose that every integer between 2 and k can be written as the product of one or more primes. We need to show that $k + 1$ can be written as a product of primes. There are two cases:

Case 1: $k + 1$ is prime. Then it is the product of one prime, i.e. itself.

Case 2: $k + 1$ is composite. Then $k + 1$ can be written as $a*b$, where a and b are integers such that a and b lie in the range $[2, k]$.

By the induction hypothesis, a can be written as a product of primes $p_1 p_2 \dots p_i$ and b can be written as a product of primes $q_1 q_2 \dots q_j$.

So then $k + 1$ can be written as the product of primes $(p_1 p_2 \dots p_i) * (q_1 q_2 \dots q_j)$.

In both cases $k + 1$ can be written as a product of primes, which is what we needed to show.