

## Learning mathematical induction through experiencing authentic problem solving

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## The anomaly of MI in the JC syllabus

- Not within any field of mathematics but rather it is a technique.
- This 'abnormality' would perhaps suggest a different way of teaching.
- This workshop sets the pedagogy of the technique of mathematical induction within its natural environment of problem solving where
  - a problem is explored,
  - a conjecture is made,
  - and an attempt to prove the conjecture using some techniques is made on the basis of the earlier exploration.



## ex-pe-ri-ence [ik-speer-ee-uh ns] noun

- a particular instance of personally encountering or undergoing something: My encounter with the bear in the woods was a frightening experience.
- the process or fact of **personally** observing, encountering, or undergoing something: business experience.
- the observing, encountering, or undergoing of things generally as they occur in the course of time: to learn from experience; the range of human experience.
- knowledge or practical wisdom gained from what one has observed, encountered, or undergone: a man of experience.
- *Philosophy.* the totality of the cognitions given by perception; **all that is perceived, understood, and remembered.**

## Learning Experience

- Must be personal



- Must be memorable

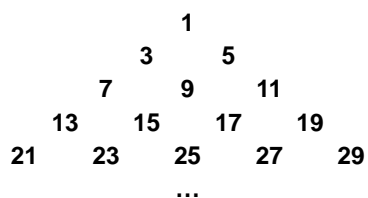


- Must be understood



### Problem 1

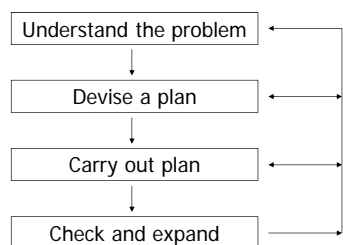
Find and prove some number patterns from the pyramid of consecutive odd numbers below where the  $n$ -th row contains  $n$  odd numbers.



### Problem 1

- By exploring, students will make their own conjectures in an authentic manner.
- By seeing where the conjecture came from, ideas of how to prove it (may be by MI) are formed.

### Polya's Problem Solving Strategy



### Problem 2

Make a conjecture for a formula in closed form for the series

$$\frac{1}{1 \times 2} + \frac{1}{2 \times 3} + \frac{1}{3 \times 4} + \dots + \frac{1}{n \times (n+1)}$$

Use mathematical induction to prove your conjecture.

## Problem 2

- Let students ‘see’ your problem solving framework by writing down the ‘template’ on a portion of the whiteboard.
- The overarching strategy will then be more clear and students can be scaffolded.
- Use UP, DP, CP, C/E.



## Smart as Einstein

Here is a proof by mathematical induction that you are as smart as Einstein!

**Theorem:** I am as smart as Einstein.

**Proof:** Let  $P(n)$  be the statement: All  $n$  persons in a group containing  $n$  persons have the same IQ.

$P(1)$  is obviously true.

Suppose  $P(k)$  is true for some positive integer  $k$ .

Take a group  $X$  of  $k+1$  persons.

Remove a person A from the group, leaving behind a group  $X'$  of  $k$  persons.

By the induction hypothesis, all the  $k$  persons in  $X'$  have the same IQ.

Remove a person B from  $X'$  and put back the first removed person A, thus forming a set  $X''$  of  $k$  persons. By the induction hypothesis, all the  $k$  persons in  $X''$  have the same IQ.

Finally, put back the second removed person B to re-form the group  $X$  with  $k+1$  persons, all of whom have the same IQ. Thus if  $P(k)$  is true, then  $P(k+1)$  is also true.

Since  $P(1)$  is true and  $P(k) \Rightarrow P(k+1)$ , by mathematical induction,  $P(n)$  is true for all positive integers  $n$ , i.e. all  $n$  persons in a group containing  $n$  persons have the same IQ. Finally, put me in a group with Einstein, and I will be as smart as he is!



## Smart as Einstein

- “Thinking out of the box” is often misused when people do so without first “mastering the box”!
- The discipline of mathematics requires working within the boxes (or conditions).



## Smart as Picasso

- Master the box - Inspiration exists but it has to find you working.



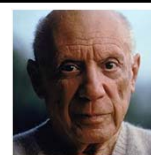
Portrait of wife Olga,  
1917



Portrait of self,  
1907

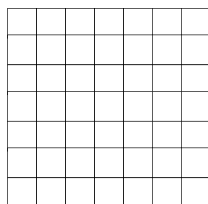


Portrait of mother,  
1896



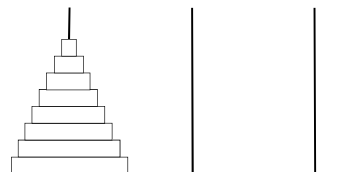
### H3 Problems

Find the number of squares in an  $n$  by  $n$  grid consisting of 1 by 1 square cells. (The figure shows a 7 by 7 grid.)



### H3 Problems

A tower of  $n$  circular discs of different diameters is stacked on one of the three vertical pegs as shown below.



The task is to transfer the entire tower to another peg by a number of moves subject to the following rules:

- (i) each move carries exactly one disc; and
- (ii) no disc can be placed on a smaller one.

What is the minimum number of moves required to accomplish the task?

### Final Problem

Let  $a^{(n)}$  denote  $a^{a^{a^{\dots^a}}}$ , a tower of  $n$   $a$ 's.

Find the smallest integer  $m$  such that

$$g^{(n)} < 3^{(m)}.$$

