

# The Elusive Perfect Problem

“Do No Harm” activities in an enrichment program for  
“unenriched” students

Paul Zeitz

University of San Francisco  
San Francisco Math Circle

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Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- 1 Introduction
- 2 The San Francisco Math Circle
- 3 Good and Bad Problems
- 4 Example: Trapezoidal Numbers
- 5 Example: Codes and Communication

# SF Math Circle: Joint Work

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

■ Started Fall 2005

# SF Math Circle: Joint Work

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Started Fall 2005
- Matthias Beck (SFSU), Brandy Wieggers (MSRI), PZ (USF)

# SF Math Circle: Joint Work

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

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- MSRI

# SF Math Circle: Joint Work

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

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- MSRI
- Generous Donors

# SF Math Circle: Joint Work

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Started Fall 2005
- Matthias Beck (SFSU), Brandy Wieggers (MSRI), PZ (USF)
- MSRI
- Generous Donors
- Instructors, Teachers, Students, Parents

# What Type of Circle?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Students: Unenriched — Already enriched
- Diversity: High — Low
- Recruitment: Teacher — Self — Parents
- Time: After-school — Evening/Weekend
- Length: Short — Long
- Level: Math doesn't suck! — Olympiad
- Instruction: Small groups — Pure Lecture



# What Type of Circle?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Students: **Unenriched** — Already enriched
- Diversity: **High** — Low
- Recruitment: **Teacher** — Self — Parents
- Time: **After-school** — Evening/Weekend
- Length: **Short** (50 min) — Long
- Level: **Math doesn't suck!** — Olympiad
- Instruction: **Small groups** — Pure Lecture

# The Circle in Action

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



# The Circle in Action

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



# The Circle in Action

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



# The Circle in Action

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



# What Makes a Problem Bad?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

**Good and Bad  
Problems**

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

Anything that inhibits

# What Makes a Problem Bad?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

Anything that inhibits

■ Confidence

# What Makes a Problem Bad?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

Anything that inhibits

- Confidence
- Conversation/Argument



# What Makes a Problem Bad?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

Anything that inhibits

- Confidence
- Conversation/Argument
- Quick mathematical feedback

# What Makes a Problem Bad?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

Anything that inhibits

- Confidence
- Conversation/Argument
- Quick mathematical feedback
- Physical, tangible interaction with the world

# What Makes a Problem Bad?

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

Anything that inhibits

- Confidence
- Conversation/Argument
- Quick mathematical feedback
- Physical, tangible interaction with the world
- INVESTIGATION

# Examples of Bad Problems

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

**Good and Bad  
Problems**

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

# Examples of Bad Problems

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

**Good and Bad  
Problems**

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

## ■ “Count ...”

# Examples of Bad Problems

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- “Count . . .”  
(without easy verification)

# Examples of Bad Problems

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- “Count . . .”  
(without easy verification)
- “Prove. . .”

# Examples of Bad Problems

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- “Count . . .”  
(without easy verification)
- “Prove . . .”  
(without student-generated question)



# Examples of Bad Problems

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- “Count . . .”  
(without easy verification)
- “Prove. . .”  
(without student-generated question)
- “Is it possible to . . . ?”

# Examples of Bad Problems

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San Francisco Math Circle

Good and Bad Problems

Example: Trapezoidal Numbers

Example: Codes and Communication

- “Count . . .”  
(without easy verification)
- “Prove. . .”  
(without student-generated question)
- “Is it possible to . . . ?”  
(without student-generated question)

# Two Styles for Good Problems

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

**Good and Bad  
Problems**

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

# Two Styles for Good Problems

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Hard, but with “scaffolding”

# Two Styles for Good Problems

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Hard, but with “scaffolding”
  - Warm-up problems

# Two Styles for Good Problems

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Hard, but with “scaffolding”
  - Warm-up problems
  - Hint rationing

# Two Styles for Good Problems

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Hard, but with “scaffolding”
  - Warm-up problems
  - Hint rationing
  - Trained helpers

# Two Styles for Good Problems

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Hard, but with “scaffolding”
  - Warm-up problems
  - Hint rationing
  - Trained helpers
- Easier, stand-alone



# Example: Trapezoidal Numbers

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

**Example:  
Trapezoidal  
Numbers**

Example:  
Codes and  
Communica-  
tion

# Example: Trapezoidal Numbers

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- A number is *trapezoidal* if it can be expressed as a sum of consecutive positive integers.

# Example: Trapezoidal Numbers

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- A number is *trapezoidal* if it can be expressed as a sum of consecutive positive integers.
- Find all trapezoidal numbers.

# Example: Trapezoidal Numbers

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- A number is *trapezoidal* if it can be expressed as a sum of consecutive positive integers.
- Find all trapezoidal numbers.
- Answer: all positive integers, except  $1, 2, 4, 8, 16, \dots$

# Example: Trapezoidal Numbers

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- A number is *trapezoidal* if it can be expressed as a sum of consecutive positive integers.
- Find all trapezoidal numbers.
- Answer: all positive integers, except 1, 2, 4, 8, 16, . . . .
- Bad: Algebra (my plan)

# Example: Trapezoidal Numbers

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- A number is *trapezoidal* if it can be expressed as a sum of consecutive positive integers.
- Find all trapezoidal numbers.
- Answer: all positive integers, except  $1, 2, 4, 8, 16, \dots$
- Bad: Algebra (my plan)
- Good: What the students invented (dots)

# Algebraic Argument

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

**Example:  
Trapezoidal  
Numbers**

Example:  
Codes and  
Communica-  
tion

# Algebraic Argument

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

**Example:  
Trapezoidal  
Numbers**

Example:  
Codes and  
Communica-  
tion

$$\blacksquare T = \frac{(a + \ell)}{2}n$$



# Algebraic Argument

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = \frac{(a + \ell)}{2}n$
- $T = \frac{(2a + n - 1)}{2}n$

# Algebraic Argument

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = \frac{(a + \ell)}{2}n$
- $T = \frac{(2a + n - 1)}{2}n$
- $T = \frac{\textit{odd} \cdot \textit{even}}{2}$

# Algebraic Argument

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = \frac{(a + \ell)}{2}n$
- $T = \frac{(2a + n - 1)}{2}n$
- $T = \frac{\text{odd} \cdot \text{even}}{2}$
- The smaller of these two factors equals  $n$ ; the larger equals  $a + \ell$ .

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

**Example:  
Trapezoidal  
Numbers**

Example:  
Codes and  
Communica-  
tion

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

**Example:  
Trapezoidal  
Numbers**

Example:  
Codes and  
Communica-  
tion

■  $T = 36$

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = 36$ 
  - $2T = 72 = 8 \cdot 9$

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = 36$ 
  - $2T = 72 = 8 \cdot 9$
  - $n = 8, a + l = 9$

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = 36$

- $2T = 72 = 8 \cdot 9$

- $n = 8, a + l = 9$

- $T = 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8.$



# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = 36$

- $2T = 72 = 8 \cdot 9$

- $n = 8, a + l = 9$

- $T = 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8.$

- $T = 22$

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = 36$

- $2T = 72 = 8 \cdot 9$

- $n = 8, a + l = 9$

- $T = 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8.$

- $T = 22$

- $2T = 44 = 4 \cdot 11$

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = 36$

- $2T = 72 = 8 \cdot 9$

- $n = 8, a + \ell = 9$

- $T = 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8.$

- $T = 22$

- $2T = 44 = 4 \cdot 11$

- $n = 4, a + \ell = 11$

# Algebraic Examples

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- $T = 36$

- $2T = 72 = 8 \cdot 9$

- $n = 8, a + l = 9$

- $T = 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8.$

- $T = 22$

- $2T = 44 = 4 \cdot 11$

- $n = 4, a + l = 11$

- $T = 4 + 5 + 6 + 7.$

# Dots to the Rescue! $2 + 3 + 4 + 5 + 6 = ?$

## The Elusive Perfect Problem

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Outline

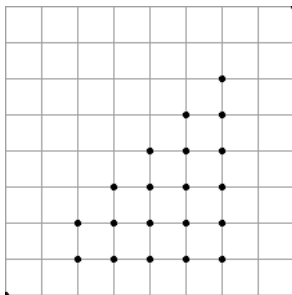
Introduction

The San Francisco Math Circle

Good and Bad Problems

Example: Trapezoidal Numbers

Example: Codes and Communication



$$2 + 3 + 4 + 5 + 6 = 5 \cdot 4$$

## The Elusive Perfect Problem

Paul Zeitz

Outline

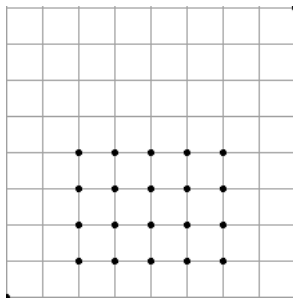
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



$$2 + 3 + 4 + 5 + 6 + 7 = ?$$

## The Elusive Perfect Problem

Paul Zeitz

Outline

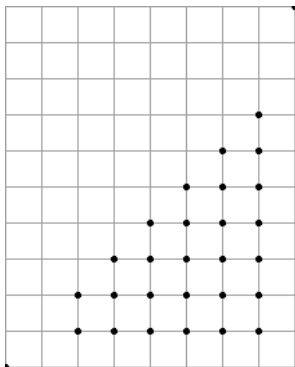
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



$$2 + 3 + 4 + 5 + 6 + 7 = ?$$

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

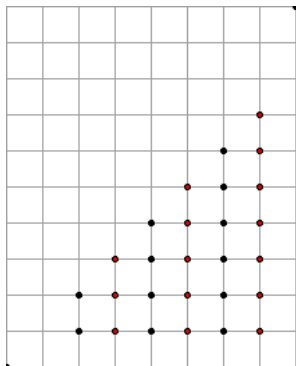
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion





$$2 + 3 + 4 + 5 + 6 + 7 = ?$$

## The Elusive Perfect Problem

Paul Zeitz

Outline

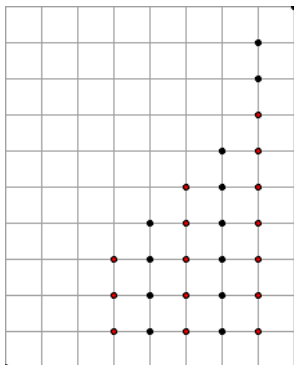
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



$$2 + 3 + 4 + 5 + 6 + 7 = ?$$

## The Elusive Perfect Problem

Paul Zeitz

Outline

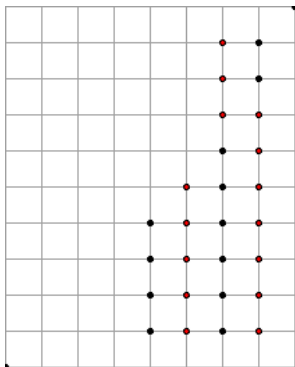
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

**Example:**  
Trapezoidal  
Numbers

**Example:**  
Codes and  
Communica-  
tion



$$2 + 3 + 4 + 5 + 6 + 7 = 3 \cdot 9$$

## The Elusive Perfect Problem

Paul Zeitz

Outline

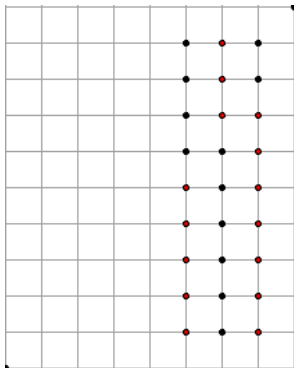
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

**Example:  
Trapezoidal  
Numbers**

Example:  
Codes and  
Communica-  
tion



$$13 \times 4 = ?$$

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

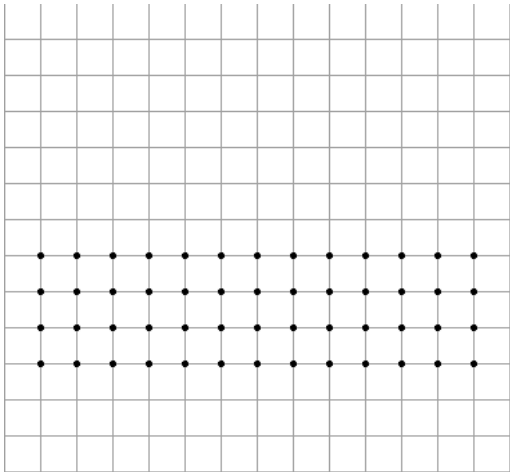
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



$$13 \times 4 = ?$$

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

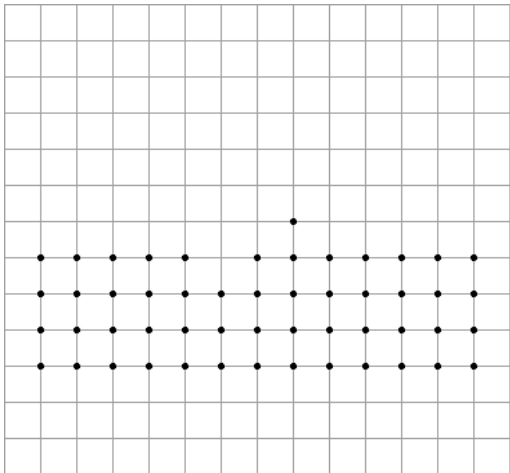
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



$$13 \times 4 = ?$$

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

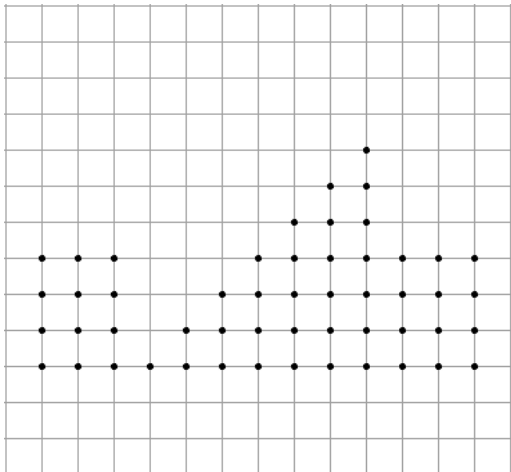
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



$$13 \times 4 = ?$$

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

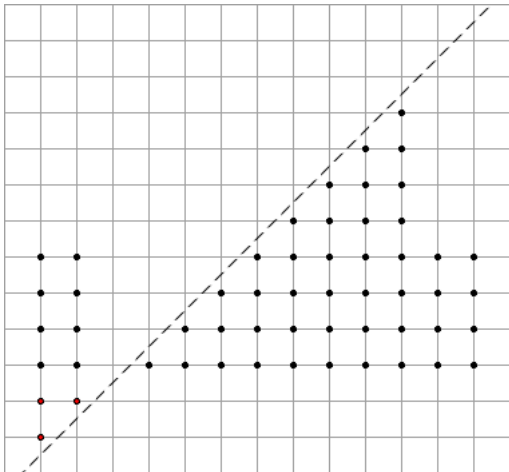
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



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The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

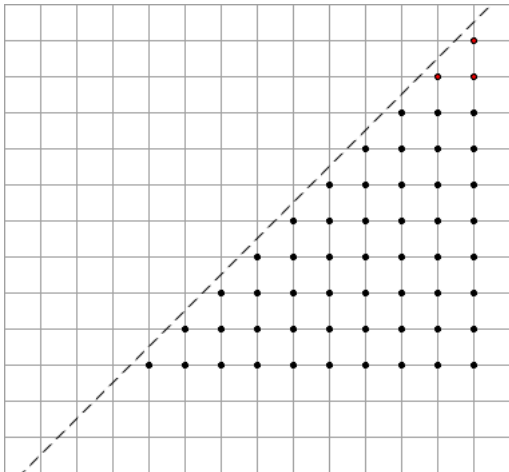
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion





$$13 \times 4 = 3 + 4 + \cdots + 9 + 10$$

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

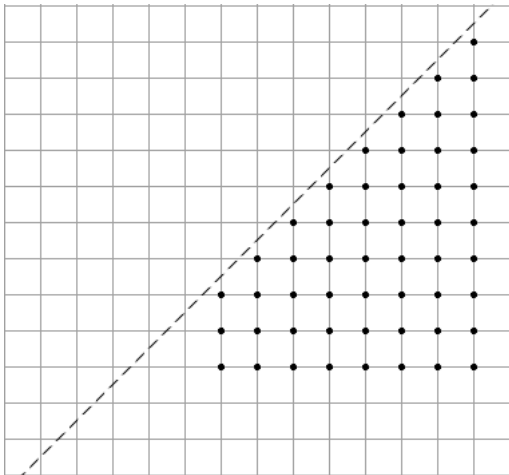
Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



# Example: Codes and Communication

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

# Example: Codes and Communication

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Warmup problem I: “Do you know what I know?” (Zvonkin)

# Example: Codes and Communication

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Warmup problem I: “Do you know what I know?” (Zvonkin)
  - Opaque cards are labeled  $1/2$ ,  $2/3$ , or  $3/4$ .

# Example: Codes and Communication

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

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  - Opaque cards are labeled  $1/2$ ,  $2/3$ , or  $3/4$ .
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# Example: Codes and Communication

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communication

- Warmup problem I: “Do you know what I know?” (Zvonkin)
  - Opaque cards are labeled  $1/2$ ,  $2/3$ , or  $3/4$ .
  - Two opposing players sit opposite one another
  - Moderator holds up a card so that each player sees one side.

# Example: Codes and Communication

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Warmup problem I: “Do you know what I know?” (Zvonkin)
  - Opaque cards are labeled  $1/2$ ,  $2/3$ , or  $3/4$ .
  - Two opposing players sit opposite one another
  - Moderator holds up a card so that each player sees one side.
  - First player to say which number her opponent sees wins.

# Example: Codes and Communication

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

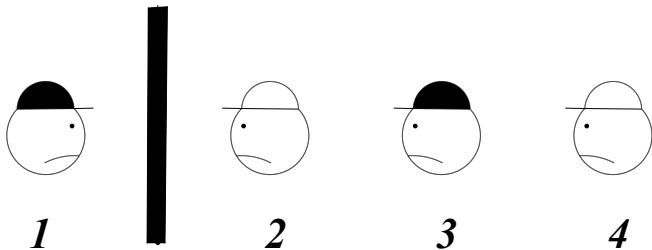
Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



# Example: Codes and Communication

## ■ Warmup problem II : Heads in the Sand



The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communication

# First “hard” problem

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

# First “hard” problem

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Ten people are lined up, all facing forward.

# First “hard” problem

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Ten people are lined up, all facing forward.
- Hats are placed on them (black or white, no pattern).

# First “hard” problem

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Ten people are lined up, all facing forward.
- Hats are placed on them (black or white, no pattern).
- A person can **ONLY** see the hat colors of the people in front of him or her.

# First “hard” problem

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San Francisco Math Circle

Good and Bad Problems

Example: Trapezoidal Numbers

Example: Codes and Communication

- Ten people are lined up, all facing forward.
- Hats are placed on them (black or white, no pattern).
- A person can **ONLY** see the hat colors of the people in front of him or her.
- Starting from the rear, each person will say what color their hat is. The moderator will tell them if they are right or wrong. They are **ONLY** allowed to say “black” or “white.”

# First “hard” problem

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

Assume that they can meet for a strategy meeting before the hats are put on. How can they maximize the number of correct answers?

# First “hard” problem

## The Elusive Perfect Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion



# First “hard” problem

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Crux idea is parity. How to hint this?

# First “hard” problem

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Crux idea is parity. How to hint this? With MORE PROBLEMS!

# First “hard” problem

The Elusive  
Perfect  
Problem

Paul Zeitz

Outline

Introduction

The San  
Francisco  
Math Circle

Good and Bad  
Problems

Example:  
Trapezoidal  
Numbers

Example:  
Codes and  
Communica-  
tion

- Crux idea is parity. How to hint this? With MORE PROBLEMS!
- Trained student helpers/performers