## 200[0-3] Putnam Problems

Below are a few problems selected from the Putnam exams of 2000 to 2003. I avoided the "easiest" problems, which are more widely discussed. These are 2nd or 3rd easiest, in my opinion. This is "surprise" format: we'll look at these without prior announcement. For solutions see the Putnam Archive.

## **Problems:**

**2000 A3:** The octagon  $P_1P_2P_3P_4P_5P_6P_7P_8$  is inscribed in a circle, with the vertices around the circumference in the given order. Given that the polygon  $P_1P_3P_5P_7$  is a square of area 5, and the polygon  $P_2P_4P_6P_8$  is a rectangle of area 4, find the maximum possible area of the octagon.

2000 B2: Prove that the expression

$$\frac{\gcd(m,n)}{n} \binom{n}{m}$$

is an integer for all pairs of integers  $n \ge m \ge 1$ .

**2001 A2:** You have coins  $C_1, C_2, ..., C_n$ . For each k,  $C_k$  is biased so that, when tossed, it has probability 1/(2k+1) of falling heads. If the n coins are tossed, what is the probability that the number of heads is odd? Express the answer as a rational function of n.

**2001 B3:** For any positive integer n, let  $\langle n \rangle$  denote the closest integer to  $\sqrt{n}$ . Evaluate

$$\sum_{n=1}^{\infty} \frac{2^{\langle n \rangle} + 2^{-\langle n \rangle}}{2^n}.$$

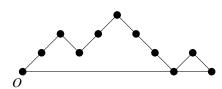
**2002 A4:** In Determinant Tic-Tac-Toe, Player 1 enters a 1 in an empty  $3 \times 3$  matrix. Player 0 counters with a 0 in a vacant position, and play continues in turn until the  $3 \times 3$  matrix is completed with five 1's and four 0's. Player 0 wins if the determinant is 0 and player 1 wins otherwise. Assuming both players pursue optimal strategies, who will win and how?

**2002 B2:** Consider a polyhedron with at least five faces such that exactly three edges emerge from each of its vertices. Two players play the following game:

Each player, in turn, signs his or her name on a previously unsigned face. The winner is the player who first succeeds in signing three faces that share a common vertex.

Show that the player who signs first will always win by playing as well as possible.

**2003 A5:** A Dyck *n*-path is a lattice path of *n* upsteps (1,1) and *n* downsteps (1,-1) that starts at the origin *O* and never dips below the *x*-axis. A return is a maximal sequence of contiguous downsteps that terminates on the *x*-axis. For example, the Dyck 5-path illustrated has two returns, of length 3 and 1 respectively.



Show that there is a one-to-one correspondence between the Dyck n-paths with no return of even length and the Dyck (n-1)-paths.

**2003 B2:** Let *n* be a positive integer. Starting with the sequence  $1, \frac{1}{2}, \frac{1}{3}, \dots, \frac{1}{n}$ , form a new sequence of n-1 entries  $\frac{3}{4}, \frac{5}{12}, \dots, \frac{2n-1}{2n(n-1)}$  by taking the averages of two consecutive entries in the first sequence. Repeat the averaging of neighbors on the second sequence to obtain a third sequence of n-2 entries, and continue until the final sequence produced consists of a single number  $x_n$ . Show that  $x_n < 2/n$ .

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