Mathematical Logic & Dirichlet's Principle Session 1

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Albion Online Intellectual Club

- 1. Introduction
- 2. Mathematical Logic
- 3. Dirichlet's Principle
- 4. Conclusion

Introduction

Tutor Introduction



Tutor: Jude Mbroh University: Imperial College London Degree: MEng Aeronautical Engineering Experience: Flight Dynamics Technical Lead at ICL Rocketry; tutored students in A-Level Maths & Further Maths The series of sessions will cover multiple areas of maths within the logic problems so students can form connections between topics.

- Core Focus: Teach students the basics of logical reasoning, truth tables, logical operators (AND, OR, NOT, IMPLIES), and problem-solving strategies.
- Number Theory: Use logic puzzles involving divisibility, prime numbers, or modular arithmetic.
- Geometry: Introduce logic problems related to geometric shapes or properties.
- Algebra: Create logic puzzles based on solving equations or inequalities.
- Probability: Incorporate logic problems involving probability (applications in medicine or other real-world themes).

Questions will be introduced using multiple different branches of mathematics.

- $\cdot\,$ Combinatorics: Use the principle to solve counting problems.
- Number Theory: Apply the principle to problems involving remainders or divisibility.
- Geometry: Use the principle to solve problems about points, lines, or shapes.
- Applications: Use a chessboard to demonstrate the principle.

Mathematical Logic

What is Mathematical Logic?

- A systematic way to analyse and solve problems using reasoning.
- Helps us understand how to make valid arguments and draw conclusions.

Example: Logical Operators

Р	Q	$P \land Q$ (AND)
Т	Т	Т
Т	F	F
F	Т	F
F	F	F

Problem Statement:

You are a contestant on a game show. You are presented with three doors:

- Behind one door is a **car** (the prize you want).
- Behind the other two doors are goats.

The Game Proceeds as Follows:

- 1. You pick one of the three doors (e.g., Door 1).
- 2. The host, who knows what's behind each door, opens one of the remaining two doors, revealing a goat (e.g., Door 3).
- 3. The host then asks you: "Do you want to **stay with your original choice** or **switch to the other unopened door**?"

Task 1 - Monty Hall Problem: Visualisation



Should you switch or stay?

Problem Statement:

A very large military band marched in a **square formation** on a parade ground. They then regrouped into a **rectangle** such that the number of rows increased by 5.

Question: How many musicians were in the band?

Visualisation:

- Square Formation: $n \times n$
- Rectangle Formation: $(n + 5) \times m$

Task 3 - Deductive Reasoning

Problem Statement:

- Both Alice and Bob have a positive integer drawn on their foreheads.
- Each can see the other's number but not their own.
- An observer tells them: "The number 50 is either the sum or the product of the two numbers."
- Alice says: "I do not know my number."
- Bob replies: "I do not know my number either."



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Dirichlet's Principle

Introduction to Dirichlet's Principle

Definition: In combinatorics, Dirichlet's box principle states that if n balls are to be placed into k boxes, and n > k, then at least one box must contain more than one ball.

Objects



Prove that in any group of 5 points placed inside an equilateral triangle of side length 1, at least two points must be at most $\frac{1}{2}$ units apart.



In the English language, what is the smallest number of words in a sequence such that at least two words must start with the same letter?

Question: How do you determine this number for every language?

Task 6 - Aliens Visiting Earth

Some aliens are visiting Earth. The captain of their ship wants to send explorers to all 195 countries. Given that each explorer goes to a country at random, how many explorers must be sent out to guarantee that there will be at least two explorers in the same country?

