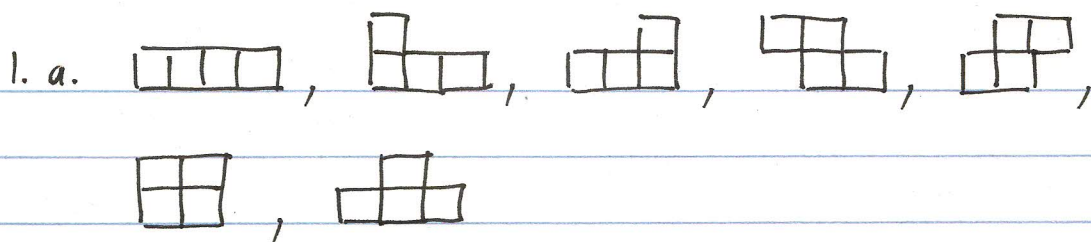
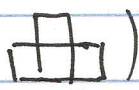



Saturday 11/7/15.

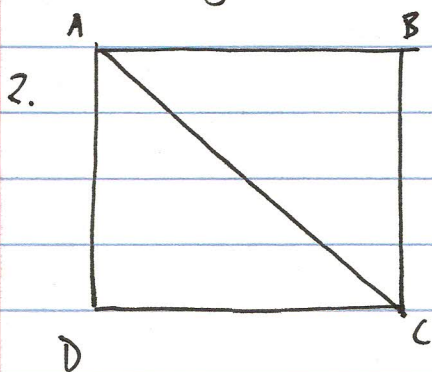
Teaching Seminar worksheet solutions.



b. Divide the  $4 \times 7$  rectangle into  $1 \times 1$  squares, & colour the squares alternately black & white (like a chessboard).

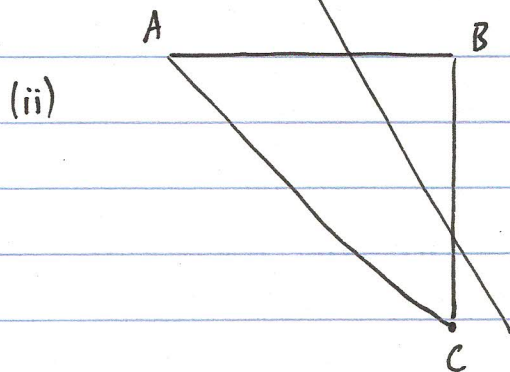
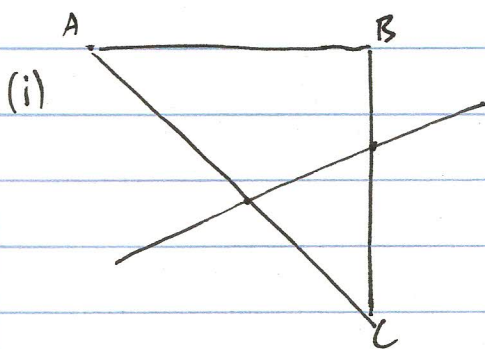
Notice that all the tiles except the last one () cover ~~an~~ 2 black squares & 2 white squares, whereas  will cover 3 black & 1 white or vice versa. But the  $4 \times 7$  rectangle has the same number of black & white squares (14 of each).

This shows that it is not possible to tile the rectangle using the 7 tetrominos.

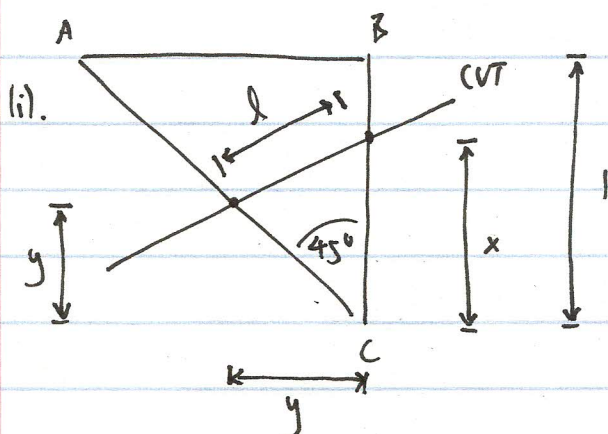


(up to the symmetry switching A & C)

There are two possible types of cut:



Draw a diagram & introduce notation.



We may assume (by scaling) square ABCD has side length 1.

Condition: Two parts have equal area.

$$\text{Area of lower part} = \frac{1}{2}xy = \frac{1}{2} \text{area}(\triangle ABC) = \frac{1}{4}$$

i.e., require  $xy = \frac{1}{2}$ .

Goal: Minimize length  $l$  of cut.

$$l = \sqrt{y^2 + (x-y)^2} = \sqrt{x^2 - 2xy + 2y^2} \quad \dagger$$

Equivalently, minimize  $z := l^2 = x^2 - 2xy + 2y^2$   
subject to  $xy = \frac{1}{2}$ .

Eliminate  $y$ :  $y = \frac{1}{2x}$   $\dagger\dagger \Rightarrow z = x^2 - 1 + \frac{1}{2x^2}$

Find critical points:  $\frac{dz}{dx} = 2x - \frac{2}{2x^3} = 2x - \frac{1}{x^3}$

$$\frac{dz}{dx} = 0 \Leftrightarrow x^4 = \frac{1}{2}, \quad x = \frac{1}{2^{1/4}} \quad (x > 0)$$

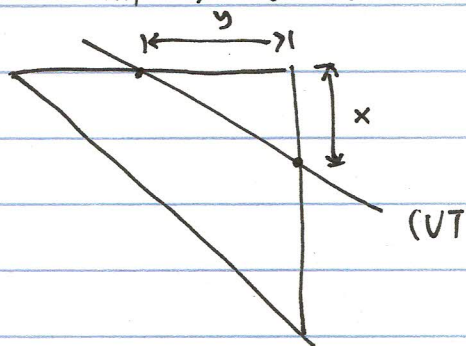
(check this is a minimum:  $\frac{d^2z}{dx^2} = 2 + \frac{3}{x^4} > 0$ .)

Position of cut:  $x = \frac{1}{2^{1/4}} = 0.841$ ,  $y = \frac{1}{2x} = \frac{1}{2^{3/4}} = 0.595$

$$\text{Length } l = \sqrt{(x^2 - 2xy + 2y^2)} = \sqrt{\left(\frac{1}{\sqrt{2}} - 1 + \frac{1}{\sqrt{2}}\right)}$$

$$= \sqrt{(\sqrt{2} - 1)}. \quad (= 0.644)$$

(case (ii) is similar (and easier))



(condition:  $xy = 1/2$ .)

Minimize  $z = l^2 = x^2 + y^2$

Eliminate  $y$ :  $z = x^2 + \frac{1}{4x^2}$  ( $y = \frac{1}{2x}$ )

$$\frac{dz}{dx} = 2x - \frac{1}{2x^3} = 0$$

$$\Leftrightarrow x^4 = \frac{1}{4}, \quad x = \frac{1}{\sqrt{2}}$$

$\therefore$  Position of cut is

$$x = \frac{1}{\sqrt{2}}, \quad y = \frac{1}{\sqrt{2}}$$

$$\left. \begin{array}{l} \frac{d^2z}{dx^2} = 2 + \frac{3}{2x^4} > 0 \Rightarrow \text{min.} \end{array} \right\}$$

$$\text{Length } l = \sqrt{x^2 + y^2} = 1.$$

So case (i) gives shortest cut.

## Notes on Q1b.

It's natural to first try to construct a tiling by trial & error. After some time, you may get the impression it's impossible. Now, need to prove it's impossible. Some people had seen a related problem: if we remove two opposite corners from a chessboard ( $8 \times 8$  square) it's impossible to cover the remaining squares by  $2 \times 1$  rectangular tiles. The idea of the two solutions is the same (colour the squares alternately black & white as usual, & consider the colours of squares a tile can cover).