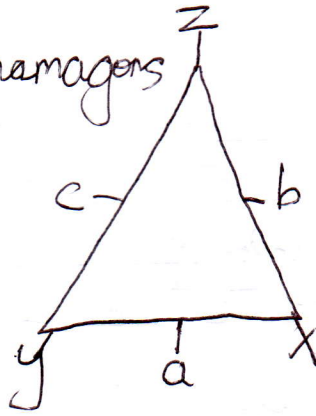


## Multiplication Arithmagons

Q1.



The three edge numbers are  $a, b, c$ . Choose a pair of factors of  $a$ , let  $a = xy$ . Let us see if one of the factors is common with  $b$  let  $x$  be common factor of  $a$  and  $b$ . Then, in the vertex between  $a$  and  $b$  write  $x$ . In the vertex between  $a$  and  $c$  write  $y$  but if  $y$  is not a common factor of  $a, c$  then pair of factors  $x, y$  doesn't work. Then you have to repeat choice of factors of  $a$ . If  $y$  is common to  $a, c$  then write  $\frac{c}{y} = z$ . if  $\frac{b}{x} \neq z$  then the pair of factors  $x, y$  does not work. Then you move on to the next pair of factors of  $a$ .

Q2.

$$\begin{array}{r} \cancel{xyz} \\ \cancel{abc} \\ \hline \cancel{xyz} \\ \cancel{abc} \\ \hline \end{array} \quad \begin{array}{r} \cancel{xyz} \\ \cancel{abc} \\ \hline \cancel{abc} \\ \cancel{xyz} \\ \hline \end{array}$$

$$= \frac{\cancel{xy} \cancel{xz} \cancel{yz}}{\cancel{abc} \cancel{xyz}}$$

$$= \frac{x^2 y^2 z^2}{xyz}$$

$$= xyz$$

$\therefore$  Product of edge numbers is always the square of product of vertex numbers.

Q3. Case 1: Only edge number changing is a.  
 a is scaled by a factor of  $n$ ,  $n \in \mathbb{R}$ ,  $n > 0$   
 the scale by which  $x$  and  $y$  have to be multiplied  
 has to be the same so that  $z$  can compensate for  
 the scaling.

$\therefore$  The square root of  $x$  and  $y$  is  $\sqrt{n}$ . This is why  
 $n$  should be positive

$\therefore$  The scaling of  $z$  should be  $\frac{1}{\sqrt{n}}$ .

Case 2: Only edge numbers changing are a and b.  
 a and b are scaled by a factor of  $n$  each,  $n \in \mathbb{R}$ ,  $n > 0$ .

$y$  is scaled by a factor of  $g$ ,  $g > 0$ .

$x$  is scaled by a factor of  $k$ ,  $k > 0$ .

$z$  is scaled by a factor of  $i$ ,  $i > 0$ .

$$\therefore gk = n \quad \text{--- (1)}$$

$$ki = n \quad \text{--- (2)}$$

$$gi = 1 \quad \text{--- (3)}$$

$$\text{(1)} = \text{(2)} \implies$$

$$\frac{g}{i} = 1 \quad \text{--- (4)}$$

$$\text{(4)} \times \text{(3)} \implies$$

$$g = 1$$

$$\therefore k = n$$

$$i = 1$$

$\therefore$  Only  $x$  is scaled by a factor of  $n$ .

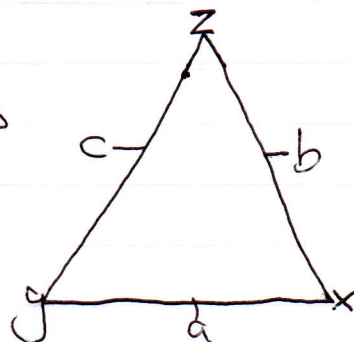
Case 3: When  $a, b, c$  are all scaled by a factor of  $n$   
 $x, y, z$  all scaled by  $\sqrt{n}$

Q4. The only arithemagon possible is

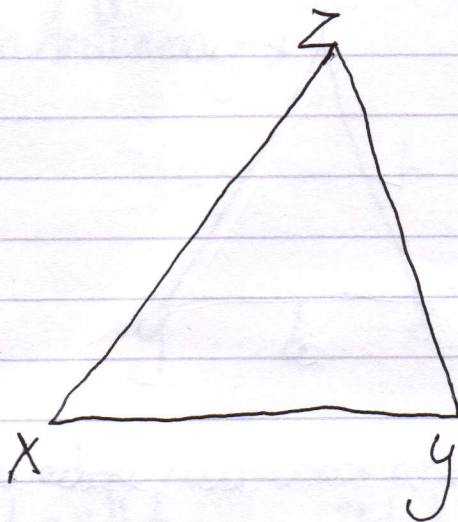
$$a, b, c \in \mathbb{Z}$$

$$y = \bar{n}, n > 1, x = mn, m \in \mathbb{Z}$$

$$z = ln, l \in \mathbb{Z}$$



Q5.



~~$x \in \mathbb{R}$~~   $x = x^{\frac{1}{2}}$   $y = Lx^{\frac{1}{2}}$   $z = mx^{\frac{1}{2}}$

~~$y \in \mathbb{R}$~~   $x \in \mathbb{R}$   $L \in \mathbb{R}$   $m \in \mathbb{R}$

X can only be raised by half. Here's why:

$$Lx^{1-\frac{1}{n}} mx^{1-\frac{1}{n}} = Lm$$

$$(x^{1-\frac{1}{n}})(x^{1-\frac{1}{n}}) = x'$$

$$x^{2-\frac{2}{n}} = x'$$

$$2-\frac{2}{n} = 1$$

$$\text{or } 2 = 1 + \frac{2}{n}$$

$$\text{or } 1 = \frac{2}{n}$$

$$\therefore n = 2$$

Q6. All three vertices can be irrational if the edge is rational