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## Hex Must Have a Winner: An Inductive Proof

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The game of Hex is an excellent example of a game for which a winning strategy is known to exist, even though it is not known what the strategy is. It is easy to show the existence of a strategy once it is known that either black or white must win, that is, that Hex cannot end in a draw. The available proofs of the latter fact are all rather difficult (see, for instance, [1, pp. 334-338]). In this note we give a simple proof.

A Hex board is a parallelogram divided into  $m$  rows and  $n$  columns of hexagons. Players alternate turns placing black and white stones on the board with the objective of completing a chain from one side of the board to the opposite side, one player seeking a chain joining top to bottom, the other joining right to left. We will show that the game cannot end without a winner. Specifically, whenever a Hex board is completely filled with black and white stones, there must be either a black chain from right to left or a white chain from top to bottom. And, equivalently, there must be either a white chain from right to left or a black chain from top to bottom. Consequently, one of the players must have achieved his objective and won the game.

We will prove our proposition by induction on  $m$  and  $n$ , the dimensions of the board. The proposition is clear for a  $1 \times n$ ,  $m \times 1$ , or  $2 \times 2$  board. Now we assume it true for any board smaller than  $m \times n$ . Consider the  $(m-1) \times n$  board obtained by deleting row  $m$ . By the inductive hypothesis there is either a black chain from column 1 to column  $n$  or else a white chain  $W_1$  from row 1 to row  $m-1$ . In the former case we are done, so we assume the latter. It follows from an analogous argument involving deletion of row 1 that there must be a white chain  $W_2$  from row 2 to row  $m$ . We assume that  $W_1$  and  $W_2$  do not meet, or else we would be done.

By deleting column  $n$  and then column 1 we can show in a similar manner that there are nonintersecting black chains  $B_1$  from column 1 to column  $n-1$  and  $B_2$  from column 2 to column  $n$ . Since these horizontal black chains do not meet, the number of rows  $m$  must be greater than 2.

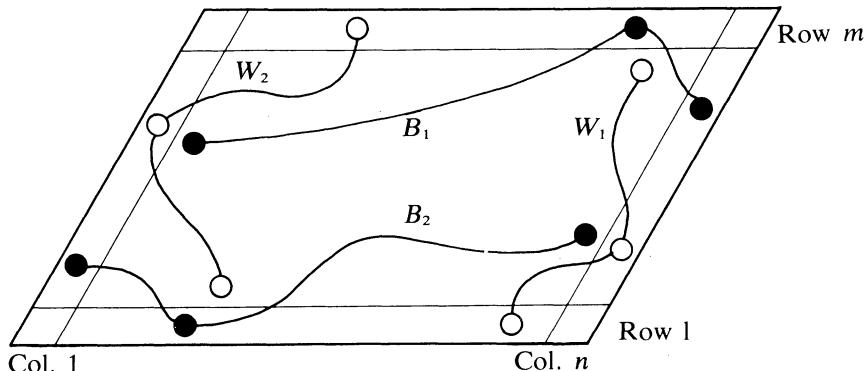


FIGURE 1

Similarly, since the vertical chains  $W_1$  and  $W_2$  do not meet, the number of columns  $n$  must be greater than 2.

We now consider the  $(m-2) \times (n-2)$  board (See FIGURE 1) obtained by deleting rows 1 and  $m$  and columns 1 and  $n$ . In this board we apply the inductive hypothesis in its equivalent form: there must be either a white chain from column 2 to column  $n-1$  or a black chain from row 2 to row  $m-1$ . We assume, without loss of generality, the former. This chain  $W_3$  must intersect chains  $W_1$  and  $W_2$ , so  $W_1$ ,  $W_2$  and  $W_3$  together form a white chain from row 1 to row  $m$ . This completes the proof.

We note, in conclusion, that this proof can easily be modified to deal with other games of this sort, for instance, Bridge-it.

#### Reference

[1] Anatole Beck, Michael Bleicher, and Donald Crowe, *Excursions into Mathematics*, Worth, New York, 1969.

## A Double Butterfly Theorem

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To the extensive annals of geometric lepidopterology we add a further modification of the well-known butterfly problem. Let us define a “**butterfly**,” denoted by  $)(B)$ , as the two triangles formed by the diagonals and two opposite sides of a convex quadrilateral, and refer to these triangles as

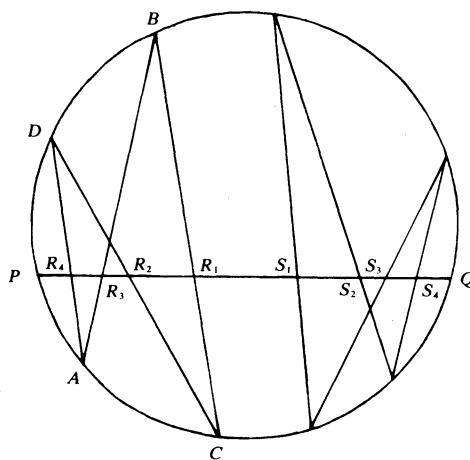


FIGURE 1.

“wings” of the butterfly. FIGURE 1, depicting two butterflies inscribed in a circle, illustrates our main result:

**THEOREM.** *Let  $PQ$  be a fixed chord of a circle. Let  $)(R)$  and  $)(S)$  be inscribed in the circle and oriented such that their wings cut  $PQ$  (in order from left to right) at  $R_4, R_3, R_2, R_1$ , and  $S_1, S_2, S_3, S_4$ , respectively. If  $PR_1 = QS_1$ ,  $PR_2 = QS_2$ , and  $PR_3 = QS_3$ , then  $PR_4 = QS_4$ .*

*Proof.* Consider  $)(R)$ . Denoting by  $(UVWX)$  the double ratio on points  $U, V, W$ , and  $X$ , we have

$$(PR_4R_3Q) = \frac{\sin \angle PAB}{\sin \angle BAD} \div \frac{\sin \angle PAQ}{\sin \angle QAD}, \quad (PR_2R_1Q) = \frac{\sin \angle PCB}{\sin \angle BCD} \div \frac{\sin \angle PAQ}{\sin \angle QCD}.$$