CHMMC 2021-2022

Rules

- 1. You have 120 minutes to complete the test.
- 2. You may collaborate with your other teammates on this round. Otherwise, no other collaboration, computers, calculators, or other outside aid is permitted besides what is listed below.
- 3. You are, however, permitted to use ruler and compass but not a protractor.
- **4.** You can message an organizer **individually** in Slack to ask *only clarifying questions*. You may not receive a response if the question may help you solve the problems.
- **5.** This round will count towards 60% of the group round score, the team round being worth the other 40%. This group round score in turn is half the team score.
- 6. The top 10 teams will be recognized, where the procedure the break ties has been detailed on the Chmmc website.
- **7.** Your team needs to submit proofs to these problems. Directions for this are on the following page.

Directions

- Start your work on each problem at the top of a new page. "Parts" of multi-part problems may be started on the middle of a page.
- Each page of you submit must contain the problem number and team ID, written *clearly* at the top of the page. If you have multiple pages for a problem, number them and write the total number of pages for the problem (e.g. 1/3, 2/3, 3/3).
- Do not submit scratch work; you should only submit what you want the graders to see.
- Each problem is labelled a point value; more challenging problems may be labelled with more points. The total number of points available on this Round shall be labelled at the top of the Problems section. On multi-part problems, each part is also labelled a point value.
- For multi-part problems, you may solve the parts in any order and cite the assumed result of one part to solve another. Obviously, circular reasoning is not allowed.
- The word *compute* calls for an exact and simplified answer. Problems or parts of problems marked with compute shall be graded all-or-nothing. ALL OTHER PARTS OF THIS ROUND REQUIRE PROOF.
- Diagrams are not required for geometry problems.

Proof Round (33 Points Total)

Problem 1. [4] Find all ordered triples (a, b, c) of real numbers such that

$$(a-b)(b-c) + (b-c)(c-a) + (c-a)(a-b) = 0.$$

Problem 2. [4] For any positive integer n, let p(n) be the product of its digits in base-10 representation. Find the maximum possible value of $\frac{p(n)}{n}$ over all integers $n \ge 10$.

Problem 3. [6] Let $F(x_1, ..., x_n)$ be a polynomial with real coefficients in n > 1 "indeterminate" variables $x_1, ..., x_n$. We say that *F* is *n*-alternating if for all integers $1 \le i < j \le n$,

$$F(x_1,\ldots,x_i,\ldots,x_i,\ldots,x_n) = -F(x_1,\ldots,x_i,\ldots,x_i,\ldots,x_n),$$

i.e. swapping the order of indeterminates x_i, x_j flips the sign of the polynomial. For example, $x_1^2x_2 - x_2^2x_1$ is 2-alternating, whereas $x_1x_2x_3 + 2x_2x_3$ is not 3-alternating.

Note: two polynomials $P(x_1,...,x_n)$ and $Q(x_1,...,x_n)$ are considered equal if and only if each monomial constituent $\alpha x_1^{k_1}...x_n^{k_n}$ of P appears in Q with the same coefficient α , and vice versa. This is equivalent to saying that $P(x_1,...,x_n) = 0$ if and only if every possible monomial constituent of P has coefficient 0.

(1) [2] Compute a 3-alternating polynomial of degree 3.

(2) [4] Prove that the degree of any nonzero *n*-alternating polynomial is at least $\binom{n}{2}$.

Problem 4. [5] Show that for any three positive integers a, m, n such that m divides n, there exists an integer k such that gcd(a,m) = gcd(a+km,n).

Problem 5. [7] Find all functions $f : \mathbb{R} \to \mathbb{R}$ such that

$$f(f(x) + f(y)^2) = f(x)^2 + y^2 f(y)^3$$

Here \mathbb{R} denotes the usual real numbers.

Problem 6. [7] Let ABC be an acute triangle with orthocenter H. A point $L \neq A$ lies on the plane of ABC such that $\overline{HL} \perp \overline{AL}$ and LB : LC = AB : AC. Suppose $M_1 \neq B$ lies on \overline{BL} such that $\overline{HM_1} \perp \overline{BM_1}$ and $M_2 \neq C$ lies on \overline{CL} such that $\overline{HM_2} \perp \overline{CM_2}$. Prove that $\overline{M_1M_2}$ bisects \overline{AL} .