The function f will generate the next iteration of the Difference function. It works as follows:

Enumerate all permutations of the input which are of length 2

Sort these permutations, so  $\{2,1\}$  becomes  $\{1,2\}$ 

Sort the permutations list; put this into the variable 'sorted'

We now have the permutations of  $\{a,b,c\}$  thus:  $\{\{a,b\},\{a,b\},\{b,c\},\{b,c\},\{a,c\},\{a,c\}\}\}$  so we can take every other one of these to get  $\{a,b\},\{b,c\},\{a,c\}$ .

We map the 'subtract' function over these, and take the absolute value, so we have: {abs(a-b),abs(b-c),abs(a-c)} which is the definition of the function.

A demonstration of how it works, to get what it stabilises to. This example is symbolic; it will never terminate because a, b and c will never stop changing; we will keep on subtracting for ever because *Mathematica* doesn't know when the output reaches zero and thus the subtractions stop. We sort the output in order that we don't keep oscillating between  $\{0,1,0\}$  and  $\{0,0,1\}$ , for example.

```
FixedPoint[Sort[f[#]] &, {a, b, c}]
(*this is the way we get what it stabilises to,
but don't execute this as it will never stop!*)
```

The 'real-life' example given in the problem:

```
FixedPoint[Sort[f[#]] &, {15, 39, 8}]
{0, 1, 1}
```

To crack the bigger problem, define a modified GCD function that can cope with GCD[0, a]; in this case, we take GCD[0,a]==a.

```
defGCD[a_, b_] := If[a == 0 | | b == 0, Max[a, b], GCD[a, b]]
```

This is the form of f that I have worked out. It works as follows:

It is called with three variables; we define three local ones that contain the function's parameters but sorted such that  $a \ge b \ge c$ .

We then move into the Which statement; this catches the case that any a == any b, when we break with the already-proven Abs[a-c].

If the parameters are not of the form  $\{a,a,b\}$ , we then move into the True block of the Which statement, which contains a procedure, here described line by line.

If a-c is coprime to b-c, return 1,

```
else define a local variable ans = (a-b) mod (b-c)
If ans == 0, return b-c
```

else if ans > (b-c)/2, return b-c-ans (since the divisors are 'mirrored' across half of (b-c), for example with {a,8,2} as a changes from 8 to 14, we get 6,1,2,3,2,1,6 corresponding to 0,1,2,3,4,5,6

else return our calculated value of ans, (a-b) mod (b-c)

end procedure

Then we define another function which can interpret being called with a list: we want derived F[a,b,c] to be the same as derived F[a,b,c].

```
derivedF[ai_, bi_, ci_] := Module[{a, b, c, ans},
  (With[{w = Sort[{ai, bi, ci}]}, a = w[[3]]; b = w[[2]]; c = w[[1]];];
   Which [a = b, Abs[a - c],
    a = c, Abs[a - b],
    b = c, Abs[b-a],
    True, (
          If[GCD[a-c, b-c] = 1, 1,
           ans = Mod[a-b, b-c];
           Which [ans == 0, b - c,
            ans > (b-c) / 2, b-c-ans,
            True, ans]]
   ]
  )
 ]
derivedF[1_List] := derivedF[1[[1]], 1[[2]], 1[[3]]]
 (*split up the list if it's called with a list; now d[a,b,c] ==d[{a,b,c}]*)
```

Here's where Mathematica really comes into its own; we can use Manipulate to compare the function output easily for a range of inputs. Here, we Manipulate over the range of  $1 \le a,b,c \le 20$  - this is all the third line of the function specifies. The more interesting line is line 2, which returns a list of values: the function returned by the derived function and the actual calculated value. This was how I tested my hypotheses, and how I checked easily whether my derived version was right (simply add Equal@@ before the first curly brace to get a True: this is right, or a False: this derived value is wrong.

```
Manipulate[
 {derivedF[Sort[{a, b, c}, Less]], FixedPoint[Sort[f[#]] &, {a, b, c}][[2]]},
 {{a, 1, Dynamic[a]}, 1, 20, 1},
 {{b, 1, Dynamic[b]}, 1, 20, 1}, {{c, 1, Dynamic[c]}, 1, 20, 1}]
```

