15. NUMBERS HAVE LOTS OF DIFFERENT NAMES!

a fun type of game with numbers	There are lots of number games that can make you look clairvoyant. One such game goes something like this:
	 YOU (speaking to another person): Think of a number, but don't tell me what it is! Do (this and this and this) to the number. I'll bet you ended up with (some number)—am I right? OTHER PERSON: You're right! How did you do that?
one such game	One such game is described below. A couple examples of 'playing the game' are given after the instructions.
	Get yourself a piece of paper and a pencil, and follow the instructions as you read through these steps. Use a calculator if needed.
	• STEP 1: Take the number of pets you own (0, 1, 2, etc.), and add 2 to this number. Write down your result, and circle it. If you own fewer than two pets, go on to STEP 2. Otherwise, skip to STEP 3.
	• STEP 2: (Only do this step if you own fewer than 2 pets.) Subtract the number of pets you own from 2. (That is, go '2 – number of pets'.) Multiply the result by your circled number. Write down the result, and put a box around it. Skip to STEP 4.
	• STEP 3: (Only do this step if you own 2 or more pets.) Take your number of pets, and subtract 2. (That is, go ' <i>number of pets</i> – 2'.) Take the opposite of your result. Multiply by your circled number. Write this new number down, and put a box around it. Go to STEP 4.
	• STEP 4: Take the number of pets you own, multiply it by itself, and add this result to the boxed number.
	Providing the instructions are given and followed correctly, you'll <i>always</i> end up with the number 4!
playing the game:	Here are a couple examples of playing the game.
3 pets	First, suppose you own 3 pets (use a calculator as needed): $_{3 \text{ pets}}$
	• STEP 1: $3 + 2 = 5$; write down the number 5 , and circle it.
	Since you own more than 2 pets, go to STEP 3.
	• STEP 3: $3 \text{ pets} = 1$; opposite is -1 ; $(-1) \cdot (5) = -5$
	Write down the number $\boxed{-5}$ and put a box around it.
	3 pets 3 pets
	• STEP 4: $3 \cdot 3 = 9$; $9 + (-5) = 4$
1 pet	Now, suppose you own 1 pet:
	• STEP 1: $1 + 2 = 3$: write down the number (3), and circle it.
	Since you own fewer than 2 pets, go to STEP 2.
	1 pet
	• STEP 2: $2 - 1 = 1; 1 \cdot (3) = 3;$ write down the number $3,$ and put a box around it. Go to STEP 4.
	• STEP 4: 1 pet 1 pet $1 + 3 - 4$
7x (2.5 - 191)	$\begin{array}{c} \cdot \\ \cdot $
$\frac{1}{2}$ - (3.3 x - 131)	copyright Dr. Carol JVF Burns 131

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You can vary the game as much as you'd like by replacing the 'number of pets' game variations with anything you might not know about the other person: the person's age how many cavities the person has . the number of cookies the person ate yesterday how many times the person exercised last week and on and on and on. Why does this work? Why does this work? It's a consequence of an extremely important aspect of mathematics: numbers have lots of different names. All the author did in constructing this particular little 'game' was to come up with two slightly unusual names for the number 4. (These names are given below: however, you may not yet have the mathematical tools needed to recognize them as the number 4.) If x > 2, here's the name for 4 that was used: ★ the names for 4 $4 = -(x-2)(2+x) + x^2$ that were used in the previous game If x < 2, here's the name for 4 that was used: $4 = (2 - x)(2 + x) + x^2$

EXERCISES	Using a calculator, if needed:
	1. Play the game, beginning with the number 0.
	2. Play the game, beginning with the number 7.

English synonyms In English, words that look different, but have (nearly) the same meaning, are called synonyms. For example, 'anxious' and 'fretful' are synonyms. But, there is no language in the world where the idea of 'different name, same meaning' is more prevalent than in the language of mathematics.

Different names can reveal various properties that a number has. For example, suppose that you have 36 pieces of candy. Here's the type of information that four different names for 36 might reveal:

name for 36	information revealed by name
$3 \cdot 12$	36 pieces of candy can be evenly distributed among 3 kids, by giving 12 pieces to each
$2 \cdot 8 + 5 \cdot 4$	give 8 pieces to each of 2 kids, and 4 pieces to each of 5 kids
$5 \cdot 7 + 1$	give 7 pieces to each of 5 kids, with 1 piece left over
$(72)(\frac{1}{2})$	give half a piece to each of 72 kids

2(66+t) - (1.7t+0.3t)

	(a) $2 \cdot 8 + 5 \cdot 4$ (b) $5 \cdot 7 + 1$ 4. Fill in the blanks below, by providing either the appropriate name for the number 60 (thought of as 60 pieces of candy), or the information revealed by the given name: name for 60 information revealed by name				
	$\frac{6 \cdot 10}{60 \text{ pieces of candy can be evenly distributed among}}$ $\frac{3 \text{ kids, by giving 20 pieces to each}}{3 \text{ kids, by giving 20 pieces to each}}$				
	give 7 pieces of candy to each of 8 kids, with 4 pieces left over				
	$\overline{16 \cdot 3 + 2 \cdot 6}$				
	$\frac{1}{3}(180)$				
getting a name that is useful to you	 The ability to take a number, and get a name for that number that is useful to you, is a key to success in mathematics. There are two favorite ways to get a new name for a number (without changing where the number lives on a number line): by adding zero; or by multiplying by one. Indeed, the numbers zero (0) and one (1) have very special properties in our number system: look below to see how you might be told about these properties, using the language of mathematics. Afterwards, the word 'theorem' (THEE-rum) is discussed; and then the power that these seemingly trivial properties give us is investigated. 				
THEOREM	For all real numbers x ,				
special properties of 0 and 1	$x + 0 = x$ and $x \cdot 1 = x$.				
	For all nonzero real numbers x ,				
	$rac{x}{x} = x \cdot rac{1}{x} = 1$.				
What is a 'Theorem'?	 A theorem is the name that mathematicians give to something having two properties: it is true; and it is important. 				

proving a result	 Fortunately, mathematicians have very careful ways of verifying that a result is <i>true</i>. The process of showing that a result is <i>true</i> is called proving the result. (A non-mathematician once asked a mathematician: "What do you do?" The mathematician's answer? "I prove theorems.") However, people don't always agree about how <i>important</i> something is. Mathematics is no exception. Things that don't seem quite worthy of being called 'theorems' are given other names: A proposition (prop-a-ZI-shun) is not quite important enough to be called a theorem. A lemma (LEM-ma) is usually a stepping-stone to a theorem. A corollary (KORE-a-larry) is usually an interesting consequence of a theorem. 					
theorems are to a mathematician, as tools are to a carpenter	Theorems are to a mathematician, as tools are to a carpenter. With the correct use of appropriate tools, a carpenter can build a beautiful, structurally sound building. With the correct use of appropriate theorems, mathematicians can give beautiful, structurally sound solutions to a wide variety of problems.					
translating the previous theorem	Next, let's discuss the content of the previous theorem. The following exercises lead you through the translation of the first part:					
EXERCISES	 (Refer to the previous theorem for all these exercises.) 5. What is the universal set for x in the sentence 'x + 0 = x'? How do yo know? 6. Translate: 'For all real numbers x, x + 0 = x.' That is, what is this 'for all' sentence telling you that you can DO? 7. What is the universal set for x in the sentence 'x · 1 = x'? How do yo know? 8. Translate: 'For all real numbers x, x · 1 = x.' That is, what is this 'for all sentence telling you that you can DO? 					
names for 0	The sentence 'For all real numbers x , $x + 0 = x$ ' informs us that adding zero does not change where a number lives; it only provides a new <i>name</i> for the number. That is, no matter what number x is currently 'holding', x and $x+0$ live at exactly the same place on a real number line: x + 0					
zero has lots of different names!	 when we rename a number by adding zero, we usually don't use the name for zero. (Like all other numbers, zero has lots of different names!) So, name(s) for zero are usually used? Since a number, when added to its oppalways yields zero, we have the ability to get lots of different names for Want to bring 2 into the picture? Then you might choose to add 0 of these forms: 2+(-2) or (-2)+2 or, most simply, 2-2 Want to bring ¹/₃ into the picture? Then you might choose to add 0 of these forms: ¹/₃+(-¹/₃) or (-¹/₃)+¹/₃ or, most simply, ¹/₃- 					

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EXERCISE	9. Get names for zero that use each of the following numbers:
	(a) 5
	(b) $\frac{1}{2}$
	(c) 3.2
	(d) -7

names for 1	Similarly, when we rename a number by multiplying by one, we usually <i>don't</i> use the name '1' for one. (Like all other numbers, '1' has lots of different names!) Indeed, the second part of the previous theorem provides us with a multitude of names for the number 1:				
	For all nonzero real numbers x , $\frac{x}{x} = x \cdot \frac{1}{x} = 1$.				
	Translation: As long as x isn't zero, then ' $\frac{x}{x}$ ' and ' $x \cdot \frac{1}{x}$ ' are both just different names for the number 1:				
	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$				
Why are ' $\frac{x}{x}$ ' and ' $x \cdot \frac{1}{x}$ ' names for '1'?	The name ' $\frac{x}{x}$ ' for '1' (which is the 'horizontal fraction' form of $x \div x$) is a consequence of the fact that any nonzero number, when divided by itself, gives 1. For example,				
	$\frac{5}{5} = 5 \div 5 = 1$ and $\frac{1/2}{1/2} = \frac{1}{2} \div \frac{1}{2} = 1$ and $\frac{-1.35}{-1.35} = -1.35 \div (-1.35) = 1$.				
everything can be done with multiplication	Now, how about the name ' $x \cdot \frac{1}{x}$ ' for '1'? Recall from earlier sections that division is superfluous—it's not needed. Everything can be done with multiplication alone.				
the reciprocal of a nonzero real number	Remember that the reciprocal (re-SI-pro-kul) of a nonzero number x is the number $\frac{1}{x}$.				
	For example, the reciprocal of 2 is $\frac{1}{2}$, and the reciprocal of 1.3 is $\frac{1}{1.3}$.				
	Then, dividing by x is the same as multiplying by the reciprocal of x . That is,				
	dividing by x is the same as $x \div x = x \cdot \frac{1}{x}$ multiplying by the reciprocal of x				
'1' has lots of different names!	 Now you have the <i>ability</i> to get <i>lots of different names for</i> '1': Want to bring 2 into the picture? Then you might choose to multiply by 1 in our of these former. 				
	in any of these forms.				

$$\frac{2}{2}$$
 or $2 \cdot \frac{1}{2}$ or $\frac{1}{2} \cdot 2$

• Want to bring $\frac{1}{3}$ into the picture? Then you might choose to multiply by 1 in any of these forms:

$$\frac{1/3}{1/3} \qquad \text{or} \qquad 3 \cdot \frac{1}{3} \qquad \text{or} \qquad \frac{1}{3} \cdot 3$$

 $5\cdot rac{rac{1}{4}}{1-rac{3}{4}}\cdot 27\cdot rac{1/26}{1/26}$ http://www.onemathematicalcat.org

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EXERCISE	10. (Compare with exercise 9.) Get names for '1' that use each of the following numbers:
	(a) 5
	(b) $\frac{1}{2}$
	(c) $\frac{3}{3}$
	(d) -7
sentences of the form a = b = c	A common mathematical shorthand which deserves some attention was intro- duced in the previous theorem. The sentence
	$\frac{x}{x} = x \cdot \frac{1}{x} = 1$
	has the form
	a = b = c;
	that is.
	something = something = something.
	When people write ' $a = b = c$ ', they <i>really</i> mean to write
	a=b and $b=c$,
	but they get lazy. That is,
	a = b = c is a shorthand for $a = b$ and $b = c$.
When is a sentence of the form a = b = c	In order for a sentence of the form ' $a = b = c$ ' to be true, BOTH ' $a = b$ ' and ' $b = c$ ' must be true. That is, a must equal b , and b must equal c . It follows that a must equal c .
true?	Consequently, when a sentence of the form ' $a = b = c$ ' is TRUE, this means that a, b , and c are just different names for the same number:
	a.
	b
	C
\star	Precisely: For all real numbers a , b , and c ,
sentence ' $a = b = c$ '	$a = b = c \iff (a = b \text{ and } b = c)$.
	The mathematical word 'AND' is defined via the following truth table:
	A B A AND B
	$\mathbf{\hat{T}}$ $\mathbf{\hat{F}}$ $\mathbf{\hat{F}}$
	\mathbf{F} T \mathbf{F}
	\mathbf{F} \mathbf{F} \mathbf{F}
	Thus, an 'AND' sentence is true only when both subsentences are true.
	The mathematical words 'AND' and 'OR', and the symbol \iff . will be
	discussed in future sections.

EXERCISES	11. Decide whether each sentence is true, false, or sometimes true/sometimes false:
	(a) $1 = \frac{4}{4} = 4 \cdot \frac{1}{4}$
	(b) $2+3=5+1=6$
	(c) $1 + 2 + 3 = 1 + 5 = 6$
	(d) $1 = \frac{t}{t} = t \cdot \frac{1}{t} = \frac{1}{t} \cdot t$
	(e) $4 = 4 + 0 = 0 + 4$
	(f) $1 + (2+3) + 4 = 5 = 1 + 5 = 6 + 4 = 10$
	12. The sentence ' $a = b = c = d$ ' is a shorthand—for what?

Why isn't $(\frac{0}{0})$ a name for the number (1)?

Recall that 0 was excluded from the universal set for x in the sentence

$$\frac{x}{x} = x \cdot \frac{1}{x} = 1$$

Why is this? That is, why isn't ' $\frac{0}{0}$ ' a name for the number '1'? Here's the idea. We want the pair of sentences

$$a = c$$
 and $a = b \cdot c$

to *always* have the same truth values. If one is true, so is the other. If one is false, so is the other. Study the examples below:

compare
$$\overbrace{3}^{\text{true}}$$
 and $\overbrace{6}^{\text{true}}$ $\overbrace{9}^{\text{true}}$ $\overbrace{9}^{\text{t$

The idea is illustrated by the pair of (true) sentences ' $\frac{6}{3} = 2$ ' and ' $6 = 3 \cdot 2$ ':



with 2 in each, gives 6 objects.

suppose that $\left(\frac{0}{0}\right)$, is to be a name for the number c

division by zero is not allowed

Keeping this in mind, let's claim that ' $\frac{0}{0}$ ' is supposed to be a name for the number 'c'. Then, the following two equations would need to have the same truth values:

$$\begin{array}{c}
0 \\
0 \\
c
\end{array} \quad \text{and} \quad 0 = \underbrace{0 \cdot c}$$

Notice, however, that the equation $0 = 0 \cdot c$ is true for all real numbers c! (Why? Any number, when multiplied by zero, gives zero.) Therefore, since the equations are supposed to have the same truth values, $\frac{0}{0} = c$ would also need to always be true.

But if $\binom{0}{0} = c$ is always true, then the symbol $\binom{0}{0}$ would have to be a name for *every possible real number*. Think of the mass confusion that would result!

In one instance, $\left(\frac{0}{0}\right)$ might represent the number 1. In another instance, it might represent the number -5. To avoid the problem entirely, it has been decided that ' $\frac{0}{0}$ ' is *undefined*—it doesn't represent *any* real number it's nonsensical—it's not allowed. Sorry!

So, $\begin{pmatrix} 0 \\ 0 \end{pmatrix}$ is undefined. Similarly, the symbol $\begin{pmatrix} a \\ 0 \end{pmatrix}$ is undefined for all nonzero real numbers a. To see why, consider something like $\begin{pmatrix} 2 \\ 0 \end{pmatrix}$. What number should $\begin{pmatrix} 2 \\ 0 \end{pmatrix}$ represent? Let's claim that $\begin{pmatrix} 2 \\ 0 \end{pmatrix}$ is a name for the number c'. Then, the following two equations must have the same truth values:

$$2 = c$$
 and $2 = 0 \cdot c$

Notice, however, that the equation $2 = 0 \cdot c$ is false for all real numbers c! (Why? Any number, when multiplied by zero, gives zero; and zero is not equal to 2.) Therefore, $\frac{2}{0} = c$ is also *always* false. Consequently, the symbol $\frac{2}{0}$ doesn't represent any real number.

This discussion is usually summarized by saving that 'division by zero isn't allowed'.

The seemingly trivial properties:

- adding 0 to a number doesn't change it
- multiplying a number by 1 doesn't change it ٠

become *incredibly powerful tools*, when used in conjunction with other arithmetic skills. They give you the power to get a name for a number that is useful for you. Here's an example:

The author has a favorite combread recipe: easy and quick to make, healthful, making cornbread inexpensive, and delicious. The only problem is that making it required dirtying a 1-cup measure, a $\frac{1}{4}$ -cup measure, and a $\frac{1}{3}$ -cup measure. Why wash three utensils when only one would suffice? So, the author decided to 'rename' the ingredient amounts, so that only a $\frac{1}{4}$ -cup measure is needed.

> For example, the recipe calls for $\frac{1}{3}$ cup vegetable oil. A new name for ' $\frac{1}{3}$ ' is needed, that expresses $\frac{1}{3}$ in terms of $\frac{1}{4}$. The re-naming process illustrated next exploits certain arithmetic skills: some re-grouping, re-ordering, and working with fractions and signed (+/-) numbers. For now, don't worry if there are some steps that you don't fully understand; concentrate mainly on the appearance of 'adding zero' and 'multiplying by one':

the power of

adding 0 and

multiplying by 1

 $11(12.\overline{54})$



The final name for $\frac{1}{3}$ is much more useful: put in $\frac{1}{4}$ cup, plus one-third of a $\frac{1}{4}$ cup!

The author could have gotten the 'new name' by applying the 'transforming tools' in a different way:

$$\frac{1}{3} = \frac{1}{3} \cdot \underbrace{\left(\begin{array}{c} \frac{1}{4} \cdot 4 \right)}_{\text{Multiply by 1}}}_{\text{Want to bring }\frac{1}{4} \text{ into the picture?}}$$

$$= \underbrace{\left(4 \cdot \frac{1}{3}\right) \cdot \frac{1}{4}}_{\text{Multiply by 1 in an appropriate form!}}_{\text{form!}}$$

$$= \underbrace{\left(4 \cdot \frac{1}{3}\right) \cdot \frac{1}{4}}_{\text{Te-order; re-group}}$$

$$= \frac{4}{3} \cdot \frac{1}{4}$$

$$= \underbrace{\left(1 + \frac{1}{3}\right) \cdot \frac{1}{4}}_{\text{Tename }\frac{4}{3} \text{ as } 1 + \frac{1}{3}}_{\text{Tename }\frac{4}{3} \text{ as } 1 + \frac{1}{3}}$$

$$= 1 \cdot \frac{1}{4} + \frac{1}{3} \cdot \frac{1}{4}$$

$$= \frac{1}{4} + \frac{1}{3} \cdot \frac{1}{4}$$

One thing you should be noticing is that although the ideas being used are simple—adding 0 and multiplying by 1—these ideas can't be fully implemented without appropriate arithmetic skills.

one more time, with feeling

 $139 \cdot 1 \text{ (prime)}$

simplifying an expression: a true mathematical sentence results Remember that to simplify an expression means to get a different name for the expression, that in some way is simpler. In the previous example, the author simplified the expression $(\frac{1}{3})$ to get the new name $(\frac{1}{4} + \frac{1}{3} \cdot \frac{1}{4})$. In this situation, the 'new name' appears to be much more complicated than the original name, but is better suited for the current use.

Notice that the process of simplifying $\frac{1}{3}$ gave rise to a *true mathematical sentence* of the form:

$original \ expression = different \ name$	(comment)
$= yet \ different \ name$	(comment)
=	
= desired name	(comment)

There are two things to notice about this sentence:

• It's a sentence of the form $a = b = c = d = \cdots$; it's just being formatted in a slightly different way:

a = b	(How did we get from a to b ?)
= c	(How did we get from b to $c?$)
= d	(How did we get from c to d ?)
$= \cdots$	

The different formatting is for aesthetic reasons (to be discussed momentarily), and to easily allow the addition of comments into the sentence.

• The sentence is *true*, because you're just getting different names for the same expression.

Whenever you sin	mplify an express	on, a true r	nathematical	sentence of the form	$a = b = c = \cdots$	results.
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The format that has been illustrated for simplifying an expression is desirable for the following reasons:

- The original expression stands out at the top of the first (left-most) column.
- The final (desired) name stands out at the bottom of the second column.
- The third (optional) column lets you comment on how you are getting each new name in the simplification process.

If there aren't too many steps required in simplifying an expression, then you can certainly 'string it out' on one line. But, in general, if you can't fit it on one line, then you should use either the illustrated format, or a slight variation that is appropriate for longer expressions, as discussed next.

Why the

special formatting

when simplifying

an expression?



AVOID 'dangling' equal signs It is considered poor mathematical style to leave an equal sign 'dangling' at the end of a sentence, like this:



simplifying an expression versus solving a sentence One reason so much time has been spent in this text helping you to distinguish between *expressions* and *sentences* is that you do different things with *expressions than you do with sentences*.

The most common thing to do with an *expression*? Simplify it!

The most common thing to do with a *sentence*? Solve it!

The process of 'solving a sentence', and the format to be used when solving a sentence, will be discussed in future sections.

EXERCISES web practice	Go to my homepage http://onemathematicalcat.org and navigate to my Algebra I course, which has about 170 sequenced lessons. It can be used as
	a complete year-long high school course, or one semester in college. You're currently looking at the pdf version—you'll see that the HTML version has unlimited, randomly-generated, online and offline practice in every section. It's all totally free. Enjoy!

END-OF-SECTION EXERCISES	For problems 13–17: Classify each entry as a mathematical expression (EXP) or a mathematical sentence (SEN).
	If an EXPRESSION, then give a simplest name for the expression.
	Classify the truth value of each entry that is a sentence: (always) true (T); (always) false (F); or sometimes true/sometimes false (ST/SF).
	13. $2 \cdot 8 + 5 \cdot 4$
	14. $2 \cdot 8 + 5 \cdot 4 = 16 + 20 = 36$
	15. $2 \cdot 8 + 5 \cdot 4 = 16 = 20 = 16 + 20 = 36$
	16. $x + 0 = x$
	17. $0 = 3 + (-3) = (-5) + 5 = 7 - 7$

SECTION SUMMARY NUMBERS HAVE LOTS OF DIFFERENT NAMES!

NEW IN THIS SECTION	HOW TO READ	MEANING
special property of 0		For all real numbers x , $x+0 = x$. Adding zero to a number doesn't change the num- ber's identity; it doesn't change where the number lives on a number line; it only changes its name.
special property of 1		For all real numbers $x, x \cdot 1 = x$. Multiplying a number by 1 doesn't change the number's identity; it doesn't change where the number lives on a number line; it only changes its name.
theorem	'THEE-rum'	A name that mathematicians give to something that is TRUE and IMPORTANT (\bigstar that has been proved).
proving a result		the process of showing that a result (that is, a theorem, proposition, lemma, corollary, \dots) is TRUE
proposition	'prop-a-ZI-shun'	a mathematical result that is not quite important enough to be called a theorem
lemma	'LEM-ma'	a mathematical result that is usually a stepping-stone to a theorem
corollary	'KORE-a-larry'	a mathematical result that is usually an interesting consequence of a theorem
usual names for 0: For all real numbers x , x + (-x) = 0		When we get a new name for a number by adding zero, we usually don't use the name 0 for zero. Instead, we use the fact that a number, added to its opposite, al- ways gives 0.
reciprocal	're-SI-pro-kul'	The reciprocal of a nonzero number x is the new number $\frac{1}{x}$. For example, the re- ciprocal of 2 is $\frac{1}{2}$.
usual names for 1 : For nonzero real numbers x , $\frac{x}{x} = x \cdot \frac{1}{x} = 1$		When we get a new name for a number by multiplying by 1, we usually don't use the name 1 for one. Instead, we use the fact that a nonzero number, divided by itself, always gives 1. Equivalently, a nonzero number, multiplied by its reciprocal, al- ways gives 1.

NEW IN THIS SECTION	HOW TO READ	MEANING
sentences of the form a = b = c		Shorthand for ' $a = b$ and $b = c$ '. In order for the sentence ' $a = b = c$ ' to be true, BOTH ' $a = b$ ' and ' $b = c$ ' must be true. When the sentence ' $a = b = c$ ' is true, this means that a , b , and c are just different names for the same number.
What kind of sentence arises when you simplify an expression?		Whenever you simplify an expression, a true mathematical sentence of the form $a = b = c = \cdots$ results.
preferred format for simplifying an expression		original expression = alternate name1 = alternate name2 = = final name The original expression stands out in the first column; the final (desired) name stands out at the bottom of the second column. Be sure to line up the '=' signs.
preferred format for simplifying a long expression		<pre>very long original expression = alternate name1 = = final name If the original expression is very long, don't even try to put the first simplification on the same line. Go down to the next line, indent a bit, and start lining up the '=' signs from there.</pre>

SOLUTIONS TO EXERCISES: NUMBERS HAVE LOTS OF DIFFERENT NAMES!

IN-SECTION EXERCISES:

1. STEP 1: (0) = 0 pets 1. STEP 1: (0) + 2 = 2; write down the number (2), and circle it. Since you own fewer than 2 pets, go to STEP 2.

STEP 2: $2 - \underbrace{0}_{0}^{0 \text{ pets}} = 2;$ $2 \cdot (2) = [4];$ write down the number [4], and put a box around it. Go to STEP 4.

STEP 4: $\begin{array}{c} 0 \text{ pets} & 0 \text{ pets} \\ 0 & 0 \end{array} = 0 ; \quad 0 + 4 = 4 \end{array}$

7 pets

2. STEP 1: 7 + 2 = 9; write down the number (9), and circle it. Since you own more than 2 pets, go to STEP 3.

STEP 3: 7 - 2 = 5; opposite is -5; $(-5) \cdot 9 = -45$. Write down the number -45 and put a box around it.

STEP 4: 7 pets 7 pets 7 pets = 49 ; 49 + (-45) = 4

3. $2 \cdot 8 + 5 \cdot 4$: give 2 pieces of candy to each of 8 kids, and 5 pieces of candy to each of 4 kids; OR

give 2 pieces to each of 8 kids, and 4 pieces to each of 5 kids; OR

give 8 pieces to each of 2 kids, and 5 pieces to each of 4 kids.

 $5\cdot 7+1\colon$ give 5 pieces of candy to each of 7 kids, with 1 piece left over.

4.

1.name for 60information revealed by name $6 \cdot 10$ give 6 pieces of candy to each of 10 kids; or give 10 pieces of candy
to each of 6 kids $3 \cdot 20$ or $20 \cdot 3$ 60 pieces of candy can be evenly distributed among 3 kids, by giving
20 pieces to each $7 \cdot 8 + 4$ or $8 \cdot 7 + 4$ give 7 pieces of candy to each of 8 kids, with 4 pieces left over $16 \cdot 3 + 2 \cdot 6$ give 16 pieces to each of 3 kids, and 2 pieces to each of 6 kids; OR
give 3 pieces to each of 16 kids, and 6 pieces to each of 2 kids; OR
give 3 pieces to each of 3 kids, and 2 pieces to each of 2 kids; OR
give 3 pieces to each of 16 kids, and 2 pieces to each of 6 kids.

 $\frac{1}{3}(180)$ give one-third of a piece to each of 180 kids

5. The universal set for x is \mathbb{R} because the theorem says 'For all real numbers $x \dots$ '.

6. You can add zero to any real number, and this doesn't change the identity of the number. Adding zero gives a new *name* for a number, but doesn't change where it *lives* on a real number line. Consequently, the number 0 is often given the fancy name 'additive identity'.

7. The universal set for x is \mathbb{R} because the theorem says 'For all real numbers $x \dots$ '.

8. You can multiply any real number by 1, and this doesn't change the identity of the number. Multiplying by 1 gives a new *name* for a number, but doesn't change where it *lives* on a real number line. Consequently, the number 1 is often given the fancy name 'multiplicative identity'.

- 9. (a) 0 = 5 + (-5) = (-5) + 5 = 5 5(b) $0 = \frac{1}{2} + (-\frac{1}{2}) = (-\frac{1}{2}) + \frac{1}{2} = \frac{1}{2} - \frac{1}{2}$ (c) 0 = 3.2 + (-3.2) = (-3.2) + 3.2 = 3.2 - 3.2
- (d) 0 = (-7) + 7 = 7 + (-7)
- 10. (a) $1 = \frac{5}{5} = 5 \cdot \frac{1}{5} = \frac{1}{5} \cdot 5$
- (b) $1 = \frac{1/2}{1/2} = \frac{1}{2} \cdot 2 = 2 \cdot \frac{1}{2}$
- (c) $1 = \frac{3.2}{3.2} = 3.2 \cdot \frac{1}{3.2} = \frac{1}{3.2} \cdot 3.2$

(d) $1 = \frac{-7}{-7} = -7 \cdot \frac{1}{-7} = \frac{1}{-7} \cdot (-7)$ When a negative number comes after a centered dot, it is customary to put the negative number insides parentheses, because $\frac{1}{-7} \cdot -7$ can look somewhat confusing.

11. (a) true

(b) Since 2+3=5+1 is false, the entire sentence 2+3=1+5=6 is false. Students sometimes 'string' things together with equal signs as they work through a calculation, using '=' to mean something like 'I'm going on to the next step'. DON'T DO THIS! BE CAREFUL!

- (c) true: 1 + 2 + 3 = 1 + 5 is true, and 1 + 5 = 6 is true.
- (d) true for all nonzero real numbers t; not defined if t = 0
- (e) true

(f) 1 + (2+3) + 4 = 5 is false; 5 = 1 + 5 is false; 1 + 5 = 6 + 4 is false; 6 + 4 = 10 is true. The entire sentence is FALSE because there is at least one 'piece' that is false. (Indeed, in this case, three of the four subsentences are false!)

12. a = b = c = d is shorthand for: a = b and b = c and c = d

END-OF-SECTION EXERCISES:

- 13. EXP (simplest name: 36)
- 14. SEN, true
- 15. SEN, false (Don't use '=' to mean that you're going on to the next step!)
- 16. SEN, always true
- 17. SEN, true