## A BILLIARD TABLE PROBLEM IN $E^n$

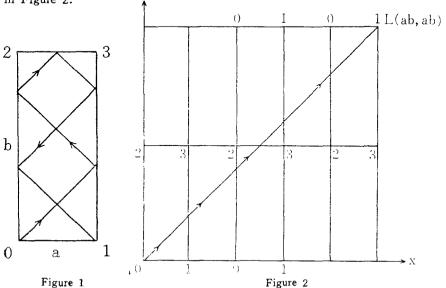
## By H. S. HAHN

To understand a general case in  $E^n$  we begin with a familiar billiard table problem in  $E^2$ .

1. In  $E^2$ . We consider first a billiard table and a shot satisfying the following three conditions: (i) The table dimension is  $a \times b$  where a and b are positive integers and relatively prime. (ii) One billiard ball is shot from the lower left-hand corner at a  $45^{\circ}$  angle to its sides. (iii) The ball travels indefinitely, unless it hits a corner in which case it stops.

THEOREM 1. The ball stops after traveling a total distance of  $\sqrt{2}$  ab while striking a-b-2 cushions, excluding the two corners of its departure and termination. If we name the four corners 0,1,2, and 3 as in Figure 1 (a=2, b=5), the ball will terminate at corner 1 if a is even, 2 if b is even, and 3 if both a and b are odd.

*Proof.* Consider a lattice in the first quadrant tessilated by  $a \times b$  rectangles as in Figure 2.



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By reflection, there is a 1-1 correspondence between the line x=y and the ball's actual path as in Figure 1, and between the intersections of the line x=y with the lattice and the cushions struck by the ball. The line x=y first intersects a lattice point L at (l,l), corresponding to the terminal corner, where l is the l.c. m. of a and b and hence l=ab, and en route intersects l/a-1(=b-1) vertical and l/b-1(=a-1) horizontal lattice lines. Accordingly, the ball strikes a+b-2 cushions before it strikes the corner.

To identify the corner which corresponds to the point L, we represent each reflection of the table by permutations  $P_1=(01)$  (23),  $P_2=(02)$  (13) and their combinations  $P_1P_2=P_2P_1=(03)$  (12), I the identity. In particular, the last table position whose corners contain L is given by

$$P_1^{b-1}P_2^{a-1}$$

because the table is being reflected along the *b*-side b-1 times and the *a*-side a-1 times, and the terminal corner can be found as a number which replaces the corner 3 by  $P_1^{b-1}, P_2^{a-1}$ . Since

$$P_1^{b-1}P_2^{a-1} = \begin{cases} P_2 = (02) \text{ (13) if } a \text{ is even,} \\ P_1 = (01) \text{ (23) if } b \text{ is even,} \\ I \text{ if both } a \text{ and } b \text{ are odd,} \end{cases}$$

the terminal corner is 1 if a is even, 2 if b is even, or 3 if both are odd, as stated in the theorem. Note that  $P_1P_2$  does not occur in the final position.

To extend the above theorem beyond the conditions of standardization described at the beginning, we may consider the case (a,b)=t(a',b') where t>1 and (a',b')=1. Then the number of cushions and the terminal corner on the table  $a\times b$  can be found from a similar table of reduced size  $a'\times b'$ , but the total distance traveled will be  $\sqrt{2}ab/t$   $(=t(\sqrt{2}a'b'))$  on the table  $a\times b$ . Secondly, we change the direction of the ball. If the ball is shot toward a point (1,r) for rational r, instead of (1,1) or a 45° from the sides of the table  $a\times b$ , then consider a table of size  $a'\times b'$  which is similar to a table of size  $a\times (b/r)$  and (ka,kb/r)=(a',b')=1 for some rational k. Then the number of cushions is  $a'+b'-2=k(a+\frac{b}{r})-2$  and the length of the ball's path is  $(\sqrt{2}a)$ 

$$a'b'/k$$
)  $(\sqrt{1+r^2}/\sqrt{2}) = kab\sqrt{1-r^{-2}}$  in the original table  $a \times b$ .

2. In  $E^n$ . Here we will try to generalize theorem 1 in a higher dimension. In  $E^3$ , In particular, a ball's path on a billiard table can be interpreted as a path of a light beam reflected on mirrored surfaces inlaid inside a rectangular

box. Call a generalized rectangular box a hyper box in  $E^n$  and name  $2^n$  corners by numbers  $0,1,2,\cdots$ ,  $2^n-1$  in the following fashion: Take a corner as the origin and name it 0 (zero). Then take n edges from 0 in an arbitrary order as the  $x_1, x_2, \cdots, x_n$  axes. Suppose the size of our hyper box is  $a_1 \times a_2 \times \cdots \times a_n$ , where  $a_i$  is a positive integer length along the  $x_i$  axis and  $(a_1, a_2, \cdots, a_n) = 1$ . Then the coordinate of a corner is one of the expressions

these n permutations generate a commutative group of order  $2^n$  and the final position of the reflected box will be  $\prod_{i=1}^n P_i^{\frac{1}{a_i}-1}$ . Hence the terminal corner can be identified by the number replaced by  $2^n-1$  in the above final position.

Let  $II P_i^{\frac{l}{a_i}-1} = II P_i^{\epsilon_i}$  where  $\epsilon_i = 1$  or 0 according to whether  $\frac{l}{a_i} - 1$  is odd or even. And  $\frac{l}{a_i} - 1$  is odd if  $l/a_i$  is even. If we denote the exponent of 2 in the prime power representation of an integer j by  $|j|_2$  (e.g.  $|40|_2 = |2^35|_2 = 3$ ),  $l/a_i$  is even iff  $|a_i|_2 < |l|_2$ . Hence

$$\varepsilon_{i} = \begin{cases} 1 & \text{if } |a_{i}|_{2} < |l|_{2}, \\ 0 & \text{if } |a_{i}|_{2} = |l|_{2}. \end{cases}$$

Since the permutation  $P_n^{\varepsilon_n}$  causes replacement of  $2^n-1$  by  $2^n-1-\varepsilon_n2^{n-1}$  and  $P_n^{\varepsilon_n}$  causes replacement of the latter by  $2^n-1-\varepsilon_n2^{n-1}-\varepsilon_{n-1}2^{n-2}$  again, and so on, the terminal corner will be

$$2^{\mathbf{n}} - 1 - \sum_{i=1}^{\mathbf{n}} \varepsilon_i 2^{i-1} = \sum 2^{i-1} - \sum \varepsilon_i 2^{i-1} = \sum_{i=1}^{\mathbf{n}} (1 - \varepsilon_i) 2^{i-1}.$$

Therefore, the corner we are looking for can be expressed

$$C = \sum_{i=1}^{n} \delta_{i} 2^{i-1}, \text{ when } \delta_{i} = \begin{cases} 1 \text{ if } |a_{i}|_{2} = |l|_{2} \\ 0 \text{ if otherwise} \end{cases}$$

For instance, if all  $a_i$ 's are odd,  $\prod_i P_i^{s_i} = I$ , the identity and  $C = \sum_{i=1}^n \delta_i 2^{i-1} = \sum_{i=1}^n \delta_i 2^{i-1} = 2^n - 1$ . Among the  $2^n$  elements of the group the permutation  $P_1 P_2 \cdots P_n$  which would replace  $2^n - 1$  by 0 never occurs in the final position because  $\frac{l}{a_i} - 1$  cannot be all odd i.e.  $l/a_i$  cannot be all even to satisfy  $(a_1, a_2, \dots, a_n) = 1$ . When the ball is hit toward the point  $(1, 1, \dots, 1)$  from 0 (the distance of the two points is  $\sqrt{n}$ ), the ball will pass the points  $(1, 1, \dots, 1)$ ,  $(2, 2, \dots, 2)$ ,  $\dots$ , until it hits a side (n-1) dimensional box) and reflects there.

Summarizing the above argument we state the following theorem.

$$(\varepsilon_1 a_1, \varepsilon_2 a_2, \dots, \varepsilon_n a_n)$$
 with  $\varepsilon_i = 0$  or 1.

We name this corner by the number

$$\varepsilon_1 + \varepsilon_2 2 + \varepsilon_3 2^2 + \varepsilon_4 2^3 + \cdots + \varepsilon_n 2^{n-1}$$
,

one of  $0, 1, 2, \dots, 2^n-1$ . Figures 3 and 4 show boxes with properly named corners. In this setting the equation of the initial direction of

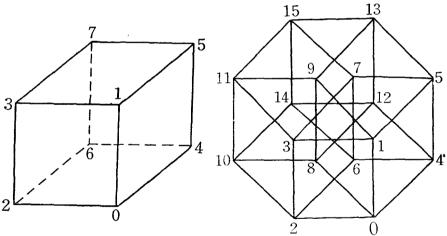


Figure 3. A box in  $E^3$ 

Figure 4. A box in E4

a ball's path would be  $x_1=x_2=\cdots=x_n$  and the number of cushions would be  $\sum_{i=1}^n (l/a_i-1)$ , where l is the l.c.m. of the  $a_1$ 's. Since at every cushion our hyper box is reflected and its reflected position can be expressed by a combination of the following n permutations of order 2:

THEOREM 2. In  $E^n$ , the ball stops after traveling a total distance of  $\sqrt{n}l$  while striking the sides of a hyper box of size  $a_1 \times a_2 \times \cdots \times a_n \sum_{i=1}^n (l/a_i-1)$ 

times, excluding the two corners of its departure and termination. If we name the corner  $(\varepsilon_1 a_1, \ \varepsilon_2 a_2, \cdots, \ \varepsilon_n a_n)$  with  $\varepsilon_i = 0$  or 1 by  $\sum \varepsilon_i 2^{i-1}$ , then the ball will terminate at the corner  $\sum_{i=1}^n \delta_i 2^{i-1}$ , where  $\delta_i$  is defined by  $\delta_i = \begin{cases} 1 & \text{if } |a_i|_2 = |l|_2, \\ 0 & \text{otherwise.} \end{cases}$ 

REMARKS. 1. In case  $a_1, a_2, \dots, a_n$  are pairwise relatively prime, the distance traveled by the ball is  $\sqrt{n}a_1a_2\cdots a_n$  and this implies that the ball has to pass through every unit hyper box  $a_1 \times a_2 \times \dots \times a_n$  once and only once. 2. In figure 1 if we que a ball from the corner 2, it will terminate at 3. An interesting fact is that if we shoot a ball from any point on the table but not on the two known paths from a corner to another, then it will travel a loop of length exactly equal to two times that of the ball's path from corner to corner. (Shoot the ball parallel to the usual direction.)

## References

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