

Mike Mudge the magician examines magic squares.

This topic was first introduced to PCW readers in October 1987. The return visit is inspired by *Invitation To Number Theory with Pascal*, Donald D Spencer, Camelot Publishing, 1989. This excellent book includes a 25 page treatment of magic and related squares: 'Not only are magic squares fun to construct, they also provide excellent programming exercises for the microcomputer user.'

A simple magic square, of order n^* , is defined to be a square array containing the integers from 1 to n^2 and such that the sum of each row, column and principal diagonal is a constant. (This magic constant clearly has the value $C_1 = n(n^2 + 1)/2$.) The earliest known magic square, called the lo-shu, is attributed to the Chinese Emperor Yu, who, in about 2200 BC, is said to have found a symbolic representation of

8	1	6
3	5	7
4	9	2

where $n=3$ & $C_1=15$, on the back of a tortoise.

*Magic squares are said to be of odd order if $n = 2m + 1$, of singly even order if $n = 2(2m + 1)$ and of doubly even order if $n = 4m$.

A square is defined to be bimagic if it is magic and the square formed by squaring each of its numbers is also magic; the latter will have magic constant $C_2 = n(n^2 + 1)(2n^2 + 1)/6$. A square is defined to be trimagic if it is bimagic and the square formed by cubing each of its numbers is also magic: the latter will have magic constant $n^3(n^2 + 1)/2/4$.

A non-simple magic square, of order n , uses the integers from a specified starting value, s , up to $s + n^2$, where $s=2,3,4...$ The magic

constant is given by $n(n^2 + 1)/2 + n(s-1)$.

Problem 1 Describe and implement an algorithm to construct a magic square with given order, n , and starting value, s .

Problem 2 Attempt to establish and implement an algorithm to construct bimagic, trimagic and so on squares.

Problem 3 Consider the construction of magic squares whose elements are: (a) Prime numbers (Fig 1); (b) Consecutive prime numbers. Can anyone better the order three magic squares of consecutive ten-digit primes found by Henry Nelson of California?

A multiplication magic square has its magic constant, M , defined by the continued product along any row, column or principal diagonal. For example:

18	1	12
4	6	9
3	36	2

$M = 216$.

A geometric magic square is obtained using elements which are a given base raised to the powers of the corresponding elements of a magic square — it is clearly a multiplication magic square. For example, from

8	1	6
3	5	7
4	9	2

$C=15$,

and base 2, obtain

256	2	64
8	32	128
16	512	4

where $M = 2^{15} = 32768$.

A heterosquare, of order n , is defined to be a square array containing the integers from 1 to n^2 and such that all rows, columns and principal diagonals have different sums.

A talisman square, of order n , is defined to be a square array containing the integers from 1 to n^2 and such that the

difference between any integer and each of its neighbours (either row-, column- or diagonal-wise) is (in modulus) greater than some given constant, D .

For example:

5	15	9	12
10	1	6	3
13	16	11	14
2	8	4	7

where $D = 2$. Spencer tells us that: 'The study of these squares is so new, in fact, that no rules for construction are known'... neither is there theory to yield D_{max} as a function of n .

Problems 4, (5), ((6)) Establish and implement an algorithm to construct multiplication magic squares, (heterosquares), (talismanic squares)).

Two further thoughts: (i) Show that (excluding rotations and reflections) there are 880 distinct simple magic squares of order 4 and 275305224 of order 5; (ii) Can a talismanic square also be magic?

Attempts at some or all of the above problems may be sent to Mike Mudge, 22 Gorsfach, Pwll-trap, St Clears, Carmarthen, Dyfed SA33 4AQ, tel: 0994 231121, to arrive by 1 July 1991. Any communications received will be judged, using suitable subjective criteria, and a prize will be awarded by PCW to the 'best' contribution arriving by the closing date. It would be appreciated if such submissions contained a brief description of the hardware used, details of programs, run times and a summary of the results obtained; together with suggestions for further work in this area, all in a form suitable for publication in PCW. Please note that submissions can only be returned if a suitable stamped addressed envelope is provided.

LEISURE LINES

Brainteasers courtesy of JJ Clessa.

Quickie

Two children, a boy and a girl, are walking along a street eating fruit. The child eating the apple says 'I'm a girl'; the child eating the pear says 'I'm a boy'. Assuming at least one of them is lying, what is the boy eating?

Prize Puzzle

Regular readers of this column may have deduced that I'm not a great fan of crypto-arithmetic puzzles since I've never before included one. However, there's always a first time, and I rather like this one, so I'll try it for this month's prize puzzle. It should yield to a micro-whirring method of solution, so get the programs written and running:

DAD and MUM are two relatively prime numbers (that is, they have no common factors). When I tell you that DAD/MUM gives the recurring decimal:

.LOVELOVELOVE..... you should be able to tell me what digit each letter represents.

Answers on postcards or backs of sealed envelopes — no letters please — to: May Prize Puzzle, PCW Editorial, VNU House, 32-34 Broadwick Street, London W1A 2HG, to arrive not later than the last day of May 1991. Good Luck!

Winner, February 1991

A good entry for this puzzle, which obviously set the micros moving. From the 140-odd (some of them very odd indeed!) entries we randomly chose our winner, who is Mr J Lee of Walthamstow, London. Congratulations Mr Lee, your prize is on its way. The three required answers are: 93084, 548834, and 9926315.

To all the not-so-lucky ones, don't give up — it could be your turn next.

101	29	83	3	61	19	37
53	71	89	43	31	5	41
59	113	41	7	11	73	29
			67	17	23	13
C = 213			C = 120			

Fig 1

Mike Mudge welcomes correspondence on any subject within the area of number theory and computational mathematics. Particularly welcome are suggestions for future Numbers Count articles.