

Schur Numbers

We are counting in whole numbers always starting at the number 1. 1, 2, 3,

Schur numbers tell you highest number that you can count to using k different colours before you're forced to have an all same-coloured solution to $a + b = c$.

You're trying to **avoid** this:

Two numbers of the same colour **add up to** another number **of the same colour**.

In other words:

- If you have **red 2** and **red 3**,
then **red 5** would break the rule (because $2 + 3 = 5$, and they're all red).
- If you have **blue 2**,
then **blue 4** would break the rule (because $2 + 2 = 4$ and they're all blue).

So, you want to colour the numbers so this never happens!

Example

- Let's say $k = 1$. For 1 colour, let's say red, we can only count up to the number 1.

1

The reason we can't write a red 2

1 2

is that **red 1 + red 1 = red 2** and we are not allowed to have two numbers of the same colour that add up to a number of the same colour.

So if we have only 1 colour, we can only count up to the number 1. $S(1) = 1$

- For $k = 2$. For 2 colours, let's say red and blue:

1 2

Now we have to decide what colour to colour the number 3. We can choose either colour we like, since the only way to make 3 is $1 + 2$. 1 and 2 are already different colours, so we are guaranteed that $a = 1$, $b = 2$ and $c = 3$ won't **all** be the same colour.

If we choose red for 3, can you find a colour to colour the number 4?

1 2 3

What if we choose blue for 3, can you find a colour to colour the number 4?

1 2 3

With 2 colours, what is the highest number you can count up to without breaking the rule?

$S(2) = ?$

- For $k = 3$. For 3 colours, red, blue and green

Is this a valid colouring?

1 2 3 4 5 6 7 8

Is this a valid colouring?

1 2 3 4 5 6 7 8 9

Can you find the highest number you can count to using 3 colours?

$S(3) = ?$

Can you find $S(4)$?

A computer was used to find $S(5)$. How many bytes of data were needed to find $S(5)$?

Check out this numberphile video on Schur Numbers:

<https://youtu.be/57V8Ud7PL8k>