

* Recap: We have seen:

- (1) The winning strategy for nim
- (2) Nimber labelling for nim-positions (using XOR)
- (3) Grundy labelling for any game position \Rightarrow outcome class
- (4) Nimber = Grundy label for a nim position
- (5) Formal addition of games:

$G_1 + H$ means we play G_1 & H in parallel,
making a move in any one game at a time.

Q: If we know the outcome classes / Grundy labels
of G_1 & H , what can we say about $G_1 + H$?

E.g. • If $H = \emptyset$ then $G_1 + \emptyset$ has the same Grundy
label & outcome class as G_1 .
 • If $H = G_1$ then $G_1 + G_1$ has an outcome class
of P [and therefore, a Grundy label of *0]

* Knowing just the outcome classes of G_1 & H , we can't
usually say anything about the outcome class
of $G_1 + H$.

E.g. (1) G_1 = nim game (3) } $G_1 + H$
 H = nim game (2) } also N, has nimber/
 (both N) Grundy label *1

(2) $G_1 = H =$ nim game (3) } $G_1 + H = G_1 + G_1$
 (both N) is P.

* An equivalence relation on games

Defn: Say that $G \approx G'$ if ;
for any game H , the games $G+H$ and
 $G'+H$ have the same outcome class.

Check :

- (1) $G \approx G$ for each G ? Clearly true
- (2) $G \approx G'$ then $G' \approx G$? Also clearly true
- (3) If $G \approx G'$ & $G' \approx G''$ then $G \approx G''$?

Let H be any game .

$G+H$ has the same outcome class as $G'+H$
 $G'+H$ has the same outcome class as $G''+H$
 $\Rightarrow G+H$ has the same outcome class as $G''+H$
(proves transitivity)

Some properties ~

- (1) Suppose $G \approx G'$ then they must have the same outcome class. (take $H = \emptyset$ in the def.)
- (2) Suppose $G \approx G'$. then $G+G'$ is a P game .

If $H = G'$, we have $G+G'$ & $G'+G'$ have the same outcome class & $G'+G'$ is a P game

Examples

- (1) $G = \text{nim game}$ (2) $\left. \begin{array}{l} \\ \end{array} \right\} \text{take } H = G$
- (3) $G' = \text{nim game}$

G1+H is a P game (nimber $10_2 \oplus 10_2 = *0$)

$G^I + H$ is an N game (nimber $11_2 \oplus 10_2 = 01_2 = *1$)

$$(2) \quad G = \text{nim game}(2) \quad \left. \begin{array}{l} \\ \end{array} \right\} \text{ Is } G \approx G' ?$$

- Is it true that $G+H$ & $G'+H$ have the same outcome class? \rightarrow seems difficult to check
 - Is it true if H is any other nim game?

In this case we can compute the number for H , suppose that is $*h$.

$G_1 + H$ has nimber $\alpha_2 \oplus \alpha_h$

$G_1 + h$ has nimber $(\ast 2 \oplus \ast 2) \oplus \underset{\text{II}}{\ast 2} \oplus \ast h$

$$= *_2 \oplus *_h.$$

* Fact : In fact, $G \approx G'$.

Theorem: $G \approx G'$ if and only if $G + G'$ is a P-game.

By the theorem, $G \approx G'$.

$$\text{E.g., } G = \text{nim} (3, 1) \rightarrow 1l_2 \oplus 0l_2 = 10_2 = *2$$

$$G^1 = \text{nim}(7, 5) \rightarrow 111_2 \oplus 101_2 = 10_2 = *2.$$

$\Rightarrow G \approx G'$ by theorem & $G \approx \text{nim}(2)$

E.g. $G_1 = \text{nim } (5, 10, 7) = \text{nim sum } *8$

$$\begin{array}{r} \rightarrow \\ \begin{array}{r} 101_2 \\ 1010_2 \\ \oplus \quad 111_2 \\ \hline 1000_2 \end{array} \end{array}$$

$$G'_1 = \text{nim } (8) \Rightarrow G_1 \approx G'_1$$

Corollary: Any nim game G is equivalent to a nim game with a single pile of beans; namely with size = number of G_i .

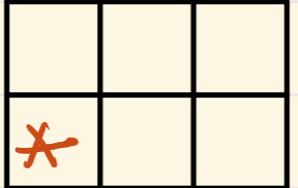
Let G be any (impartial, combinatorial) game.

Recall that G has a Grundy label.

Thm: Let G_1 & H be two games with Grundy labels $*g$ & $*h$.

Then $G_1 + H$ has Grundy label $*g \oplus *h$

\uparrow
nim-sum!

Example/: $G_1 =$  chomp

Exercise

$H =$ subtraction game with $S = \{1, 2\}$

$$\& n = 5$$

The Grundy label of the combined game $G+H$ is going to be $*g + *h$

Thm (Sprague-Grundy theorem): Let G be any game.
Let $*_G$ be its Grundy label.
Then $G \approx G'$, where G' is a nim game with a
single pile of size $*_G$!

⇒ EVERY impartial combinatorial game is
equivalent to nim!