

\* 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:

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

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

E.g. • If  $H = \emptyset$  <sup>no possible moves</sup> then  $G+\emptyset$  has the same Grundy label & outcome class as  $G$ .

• If  $H = G$  then  $G+G$  has an outcome class of  $P$  [and therefore, a Grundy label of  $\neq 0$ ]

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

E.g. (1)  $G = \text{nim game } (3)$  }  $G+H$   
 $H = \text{nim game } (2)$  } also  $N$ , has nimber / Grundy label  $\neq 1$   
 (both  $N$ )

(2)  $G = H = \text{nim game } (3)$  }  $G+H = G+G$   
 (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)

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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

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Examples

(1)  $G = \text{nim game (2)}$  } take  $H = G$   
 $G' = \text{nim game (3)}$  }

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

$G'+H$  is an N game (number  $11_2 \oplus 10_2 = 01_2 = *1$ )

(2)  $G = \text{nim game } (2)$  } Is  $G \approx G' ??$   
 $G' = \text{nim game } (2, 2, 2)$

- 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  $*h$ .

$G+H$  has number  $*2 \oplus *h$

$G'+H$  has number  $(*2 \oplus *2) \oplus *2 \oplus *h$   
 $\quad \quad \quad \parallel$   
 $\quad \quad \quad *0$

$= *2 \oplus *h$ .

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

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

E.g.  $G = \text{nim } (2)$  }  $G+G'$  has nim-sum  $*0$   
 $G' = \text{nim } (2, 2, 2)$  } is a P-game

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

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E.g.  $G = \text{nim } (3, 1) \rightarrow 11_2 \oplus 01_2 = 10_2 = *2$

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

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

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

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

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

Corollary: Any nim game  $G$  is equivalent to a nim game with a single pile of berries, namely with size = number of  $G$ .

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Let  $G$  be any (impartial, combinatorial) game.

Recall that  $G$  has a Grundy label.

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

Then  $G+H$  has Grundy label  $*g \oplus *h$   
↑  
nim-sum!

Example/:  $G =$ 

*		

 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  $g$ !

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$\Rightarrow$  EVERY impartial combinatorial game is equivalent to nim!