

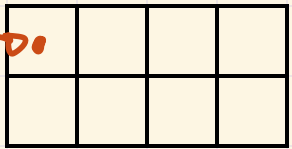
MATH 2301

* Further examples of games (impartial, combinatorial)

** Chomp

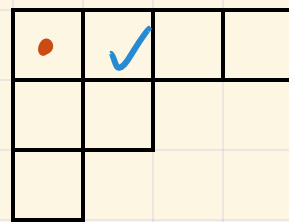
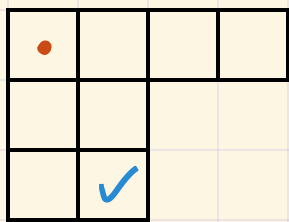
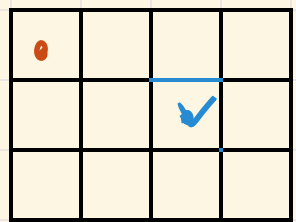
Starting state: an $m \times n$ bar of chocolate

poisoned

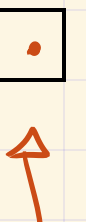
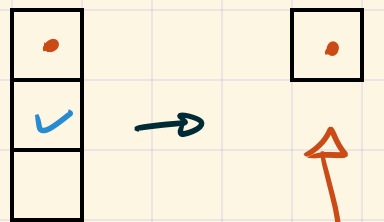


A move consists of picking a square and eating all the chocolate below &

to the right. The person who cannot eat any non-poisoned squares loses. (So 1×1 is a losing position.)



(N)



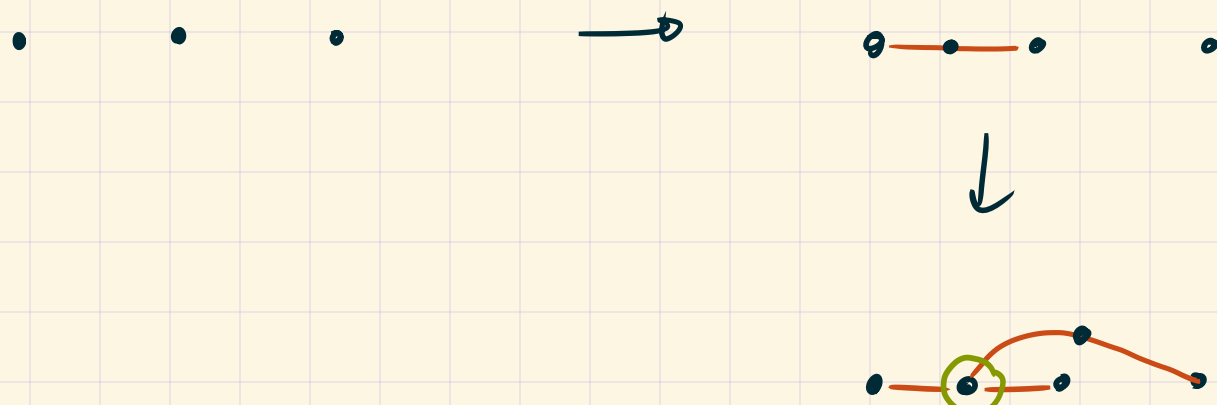
terminal, losing position (P)

** Sprouts

Starting state = a number of dots

E.g. . . .

Moves: Connect two existing dots by a (curved) line, not passing through any existing dots, and draw a third dot on your segment, making sure that no dot has > 3 incident segments.



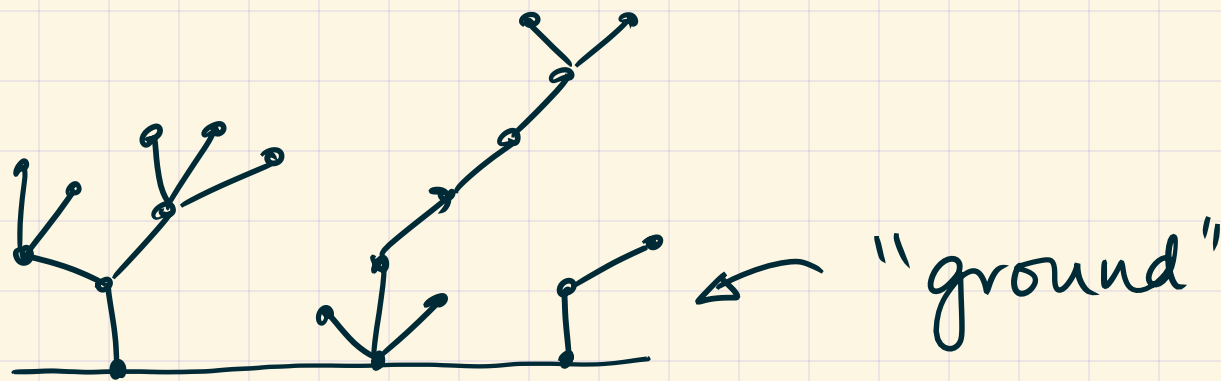
this spot can no longer be connected to anything.

[Look up on wikipedia!]

** Kayles

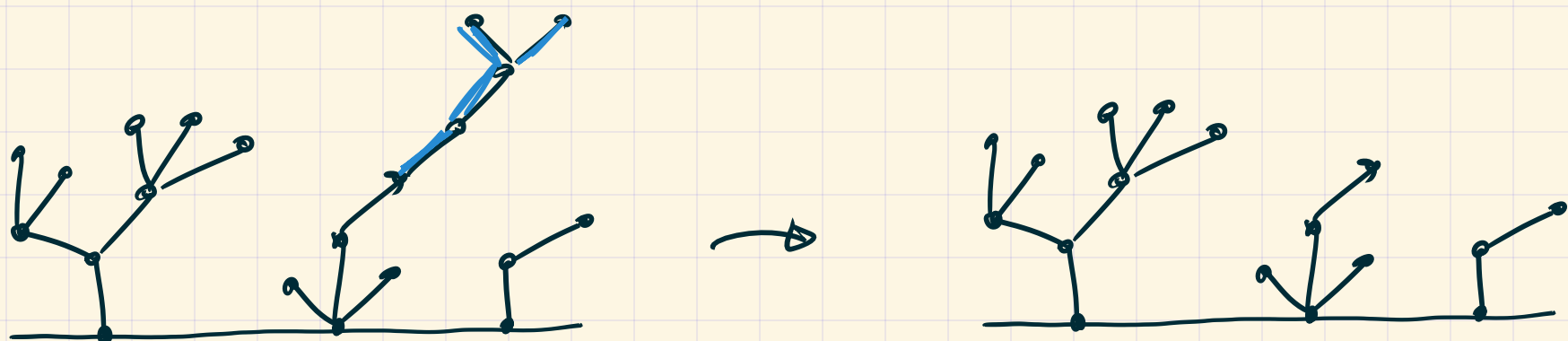
[Look up on wikipedia]

** Hackenbush



State: A number of trees connected to the ground.

Move: Snip a single edge. Anything no longer connected to the ground disappears



** All games above have lots of variants!

** Recap: In principle, we can analyse any of these games!

- 1) Draw the game graph from the starting position
- 2) Label the terminal positions as "P"
- 3) Work backwards, labelling positions as "N" or "P".

But this gets complicated quickly!

** Back to nim

Some special cases ($k > 0$)

1) A single pile of k berries is trivially "N".

2) Two equal piles: (k, k) with $k > 0$.

This is a "P" position.

The previous player uses a "mirroring" strategy:

If the next move is $(k-m, k)$,

the move after that should be $(k-m, k-m)$.

Eg. $(4, 4) \rightsquigarrow (4, 2) \rightsquigarrow (2, 2)$

↑ a (k, k) type position again

** Key: (k, k) cannot lead to $(0, 0)$

3) Two unequal piles (m, n) with $m \neq n$.
is an "N" position.

Winning strategy : Equalise the piles.

Eg. $(4, 7)$ to $(4, 4)$

** General case (3 or more piles).

E.g. $(2, 1, 3)$ is "P"

What are some bad moves for the next player?

- Eating a whole pile (any of the three).
- $(2, 1, 2)$ is bad.
- $(2, 1, 1)$, $(1, 1, 3)$ are bad.

⇒ no good moves...

E.g. : $(4, 5, 17)$??

Next goal : Find a "value" for each game state, from which the losing positions are clear.