

\* Today : Nim

Game state = some number of piles/heaps, consisting of some number ( $\geq 0$ ) of berries.

(order is irrelevant, but keep track of multiplicity)

A move consists of eating a non-zero number of berries from exactly one pile.

E.g. :  $(1, 2, 2) \xrightarrow{\text{move}} (0, 2, 2) \xrightarrow{\text{move}} (1, 1, 2) \xrightarrow{\text{move}} (1, 0, 2) \cdots$  (game states are tuples) ~~up to reordering~~

The game ends when there are no moves.

\* Easy cases

a non-zero # of

- If  $\exists$  exactly one pile of berries then the first player wins.

$\Rightarrow$  Any position of the form  $(m)$ , for ~~where~~  $m > 0$ , is an N-position.

- E Positions of the form  $(a, b)$  for  $a, b > 0$

(N)  $(5, 8)$  or

$(4, 4)$  P  
↓

$(2, 4) \rightarrow (2, 2)$   
↓  
...

\* Claim: A position of the form  $(a, b)$  where  $a, b \geq 0$  and  $a \neq b$  is an N-position  
 A position of the form  $(a, b)$  with  $a = b$  is a P-position.

Pf (sketch): If  $(a, b)$  is such that ~~always~~  $a \neq b$  and  $a, b \geq 0$ , then, suppose (WLOG) that  $a > b$

The winning move is

$$(a, b) \mapsto (b, b)$$

Subsequently, no matter what the second player does, the first player can "mirror" the move.

$$\text{E.g. } (4, 7) \rightarrow (4, 4) \rightarrow (1, 4) \rightarrow (1, 1)$$

Similarly, from a position of the form  $(a, a)$ , the only possible moves go to positions of the form  $(c, d)$  with  $c \neq d$ .

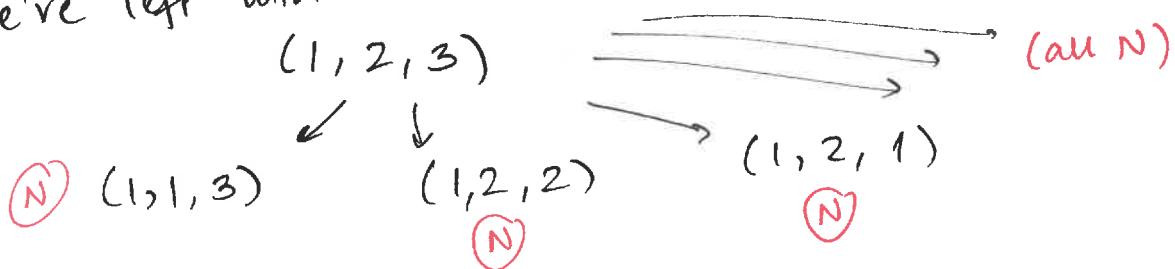
\* Lesson we learn: "Mirroring" is a good strategy to keep in mind.

Q: What about starting states with  $> 2$  non-empty piles?

E.g.  $(1, 2, 3)$

Observe: It's not in P1's favour to eat any single pile

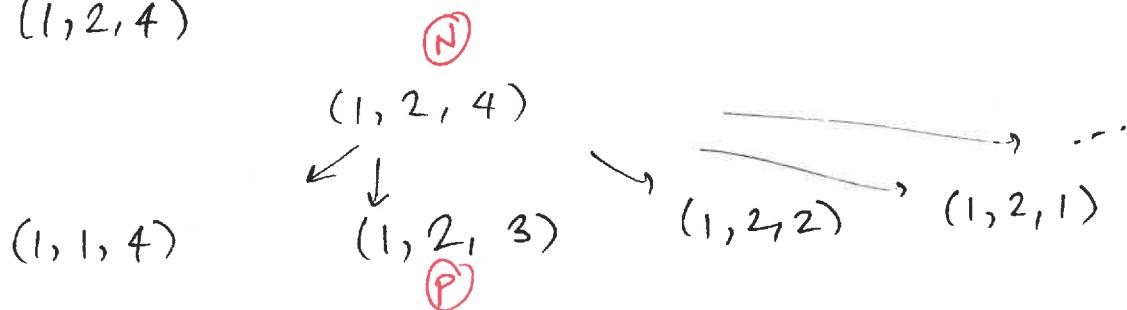
We've left with:



$\Rightarrow (1, 2, 3)$  is  $\textcircled{P}$ .

(Note:  $(1, 1, 3)$  is  $\textcircled{N}$  because there is a move to  $(1, 1, 0)$ , which is  $\textcircled{P}$ )

E.g.  $(1, 2, 4)$



$(1, 2, 4)$  is  $\textcircled{N}$  because it has a move to  $(1, 2, 3)$ , which is  $\textcircled{P}$ .

Let's work towards a solution

Given a position  $(m_1, m_2, \dots, m_k)$  we're going to compute its "nim-sum":  $m_1 \oplus m_2 \oplus \dots \oplus m_k$ .

= decimal corresponding to  
the XOR of the binary representation  
of  $m_1, m_2, m_3, \dots, m_k$ .

The nim-sum is defined in terms of XOR  
= exclusive or.

Given some  $m$ , we can convert it to binary.

E.g.  $m = 5 = \underline{1} \cdot 2^2 + \underline{0} \cdot 2^1 + \underline{1} \cdot 2^0 = 2^2 + 1$

$$5 = (101)_2$$

Expand  $m$  as a sum of distinct powers of 2,  
something like  $a_k \cdot 2^k + a_{k-1} \cdot 2^{k-1} + a_{k-2} \cdot 2^{k-2} + \dots + a_0 \cdot 2^0$

where each  $a_i$  is either 1 or 0.

$$\text{Then } m = (a_k a_{k-1} \dots a_0)_2$$

E.g.  $19 = 16 + 3 = 16 + 2 + 1 = 1 \cdot 2^4 + 0 \cdot 2^3 + 0 \cdot 2^2 + 1 \cdot 2^1 + 1 \cdot 2^0$

$$19 = (10011)_2$$

E.g. (nim sum) of  $(5, 7, 19)$

|                      |                       |                   |
|----------------------|-----------------------|-------------------|
| $5 =$                | $101_2$               | (column-wise XOR) |
| $\oplus 7 =$         | $111_2$               |                   |
| $\oplus 19 = \oplus$ | $\underline{10011}_2$ |                   |
| $\hline$             | $10001_2$             |                   |

$$\begin{bmatrix} 1 \oplus 1 = 0 \\ 1 \oplus 0 = 1 \\ 0 \oplus 1 = 1 \\ 0 \oplus 0 = 0 \end{bmatrix}$$