

\* EAP arrangements update: They will be handled centrally, but please send me a reminder email with your EAP so I can forward it to the exam office just to be doubly sure.

\* Final office hrs: Posted on Wattle

\* Last time: sums & equivalence of games

Def: We say  $G_1 \sim G_2$  if for any  $H$ , the games  $G_1 + H$  and  $G_2 + H$  have the same outcome.

Game  $\equiv$  impartial combinatorial game.

Rmk: If  $G_1 \sim G_2$  then  $G_1$  &  $G_2$  have the same outcome. (To see this, add an empty game to both sides, i.e., take  $H = \text{empty game}$ )

Rmk: The relation  $\sim$  is an equivalence relation.

(Exercise!)

Warning: <sup>Even</sup> if  $G_1$  and  $G_2$  have the same outcome,

they are not necessarily equivalent!

Example:  $G_1$  is chomp  $\begin{bmatrix} \cdot & \cdot \\ \cdot & \cdot \end{bmatrix} \rightsquigarrow \textcircled{N}$  position.

$G_2$  is nim  $(1, 2) \rightsquigarrow \textcircled{N}$  position

Claim:  $G_1 \not\sim G_2$ . How to show this?

Find a game  $H$ , such that  $G_1 + H$  and  $G_2 + H$  have different outcomes.

Hard question: how to find such an  $H$ ???

Some experiments

Idea 1: Take  $H = G_1$ ,

We know:  $G_1 + G_1$  is a P-position  
(Two copies of the same game is always P, because P2 can mirror.)

What about  $G_2 + G_1 \stackrel{?}{=} G_1 + G_2$ ?

$(\begin{bmatrix} \cdot & \cdot \\ \cdot & \cdot \end{bmatrix}, (1, 2)) \rightarrow$  This is an N-position!

$\downarrow$

$(\begin{bmatrix} \cdot & \cdot \\ \cdot & \cdot \end{bmatrix}, (1)) \rightarrow$  This is P by inspection.

Since  $G_1 + H$  &  $G_2 + H$  have different outcomes for  $H = G_1$ , and so  $G_1 \not\sim G_2$ .

Lemma: Let  $G$  be any game.

Let  $L$  be any game which is in a P-position.

Then,  $G+L \sim G$ .

Pf: We have to check the following (crazy) thing:

If  $H$  is any game, then we want  $(G+L)+H$  and  $G+H$  to have the same outcome.

Let us check this.

Let  $S$  be the game  $G+H$ .

Check:  $S+L$  and  $S$  have the same outcome.

Case 1: Suppose  $S$  is an N-position. Winning strategy for ~~S~~  $S+L$ .

- P1 makes the optimal move in  $S$ .
- P2 can either move in  $L$ , or in (what happens to)  $S$ ; but both are P states.
- So, P1 can counter in each case to produce a (P, P) type state again.

$\Rightarrow S+L$  is also an N-position!

Case 2: Suppose  $S$  is a P-position.

Let's check that  $S+L$  is also a P-position.

P2 has a winning strategy as follows:

- If P1 moves in  $S$ , P2 counters in  $S$ .
- If P1 moves in  $L$ , P2 counters in  $L$ .

Since both ~~S~~  $S+L$  and  $S$  are P-states, P2 wins.

$\Rightarrow$  Lemma, which says that  $G+L \sim G$  for any losing (i.e. P-position) game  $L$ .

Theorem: Let  $G_1$  and  $G_2$  be games. Then,  $G_1 \sim G_2$  if and only if  $G_1+G_2 \sim \emptyset$ , which is true if and only if  $G_1+G_2$  is a P-position.

Pf: Suppose  $G_1 \sim G_2$ . Using Lemma ~~we want~~

Pf: Suppose  $G_1 \sim G_2$ . We want to show that  $G_1+G_2 \sim \emptyset$ .

Let  $H$  be any game. Consider  $G_1+G_2+H$  vs  $\emptyset+H=H$ .

The game  $G_1 + G_2 + H = G_1 + (G_2 + H)$

has the same outcome as  $G_2 + (G_2 + H)$ .

(b/c  $G_1 \sim G_2$ ).

$$(G_2 + G_2 + H) = \underbrace{(G_2 + G_2)}_{\text{is a P-position!}} + H$$

Lemma  $\Rightarrow (G_2 + G_2) + H$  has the same outcome  
as  $H$ !

$\Rightarrow G_1 + G_2 \sim \emptyset$ , finishes one direction of iff

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Other direction, assume  $G_1 + G_2 \sim \emptyset$

Need to show that  $G_1 \sim G_2$  no next time.