

11/6/15

Combinatorial Games

Game 1 a pile

Start with n chips.

Players A, B alternately remove chips from the pile.

A move can remove $s \in S$ chips.

The winner is the player who takes the last chip.

ex
 $S = \{1, 2, 3, 4\}$.

$$n = 23$$

What is the optimal strategy?

Winning Positions - N

&

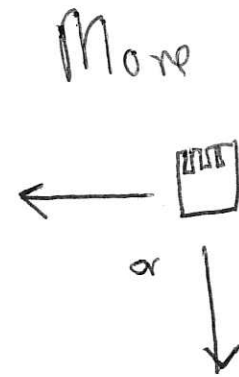
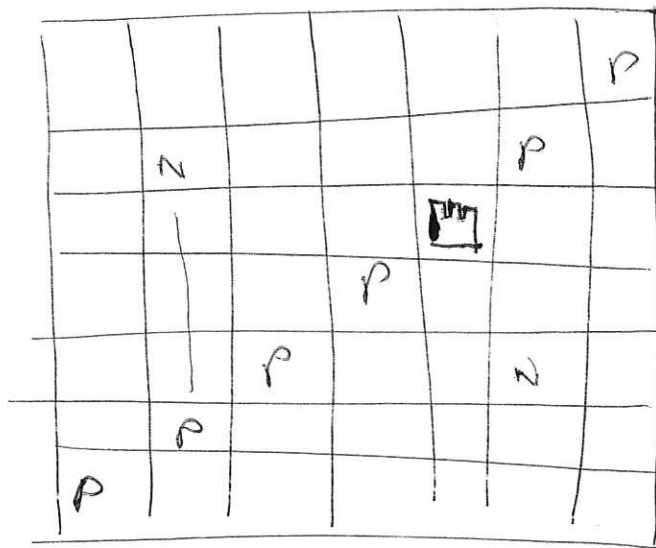
Losing Position - P

0, 5, 10, 15, ...

Variants: ① Change S

① If a player remove x then next player remove $\leq f(x)$.

Game 2



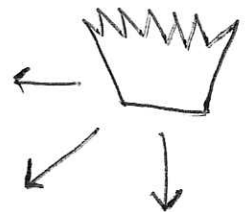
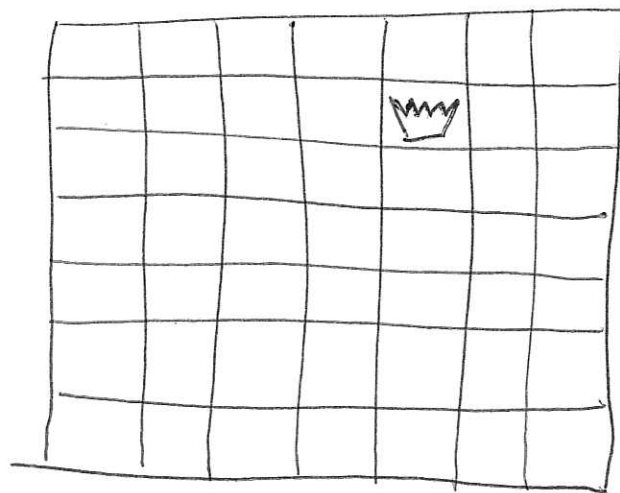
Equivalent to 2-pile nim

Game 3 Wythoff Nim

2 piles: Moves

① any number from one pile

② same number from both piles



3

Tic Tac Toe

$n \times n \times n \times \dots \times n$ game.

4

Geography

W is a set of words.

A & B alternately remove words from W .

Rule is that the first letter of the chosen word = last letter of previous word.

Abstraction

Represent each position of the game by a vertex of a digraph $D = (X, A)$.

(x, y) is an edge if there is a move that takes you from x to y .

We assume that D is finite and is acyclic i.e. no directed cycles.

The game starts with a token on vertex x_0 , say, and the players alternately move the token to x_1, x_2, \dots where $x_{i+1} \in N^+(x_i)$ - set of out-neighbors.

The game ends at x_m , where $N^+(x_m) = \emptyset$ - sink.
Last player to move is the winner.

Ex. Game 1

$$V(D) = \{0, 1, 2, \dots, n\}$$

$$(x, y) \in A \cdot \text{iff } x - y \in \{1, 2, 3, 4\}$$

Game 2

$$V(D) = \{0, 1, \dots, m\} \times \{0, 1, \dots, n\}$$

$$(x, y) \in N^+(x', y') \text{ iff either}$$

$$\textcircled{1} x = x' \text{ \& } y < y'$$

$$\textcircled{2} x < x' \text{ \& } y = y'$$

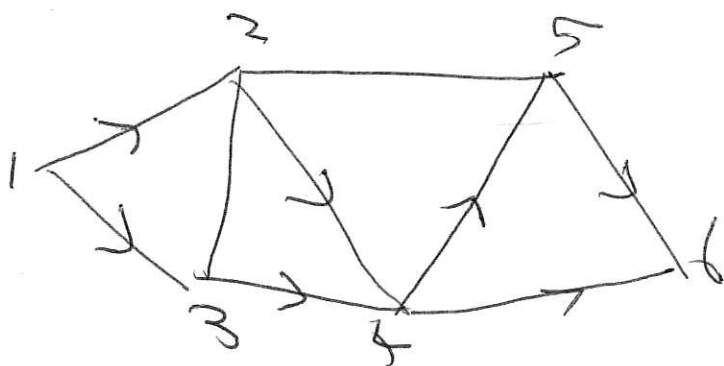
⋮
⋮
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⋮

We argue next that such a game must end.

A topological numbering of a digraph

$D = (X, A)$ is a map $f: X \rightarrow [n]$, $|X| = n$

such that $(x, y) \in A \Rightarrow f(x) < f(y)$.



Thus

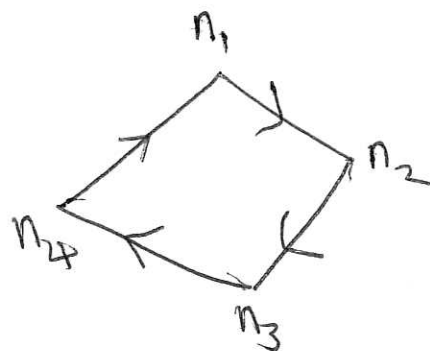
A finite digraph D is acyclic iff it has at least one topological numbering.

Proof

Suppose there is numbering.

$$n_1 < n_2 < n_3 < n_4 < n_1$$

contradiction

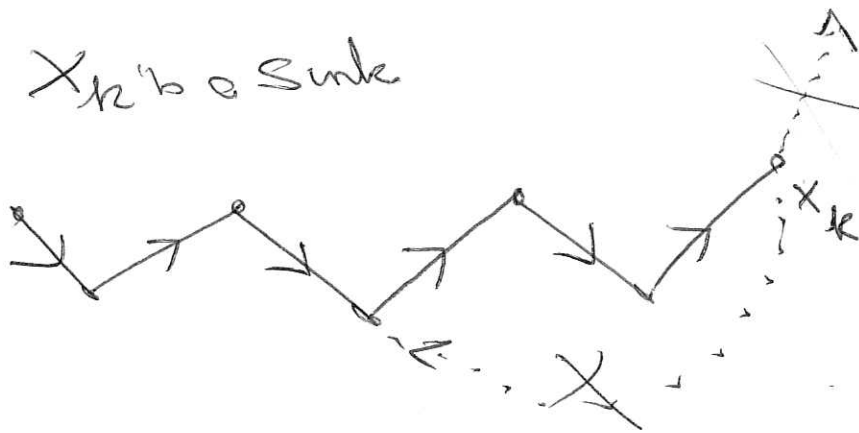


Suppose next that D is acyclic.

We argue first that there is at least one sink

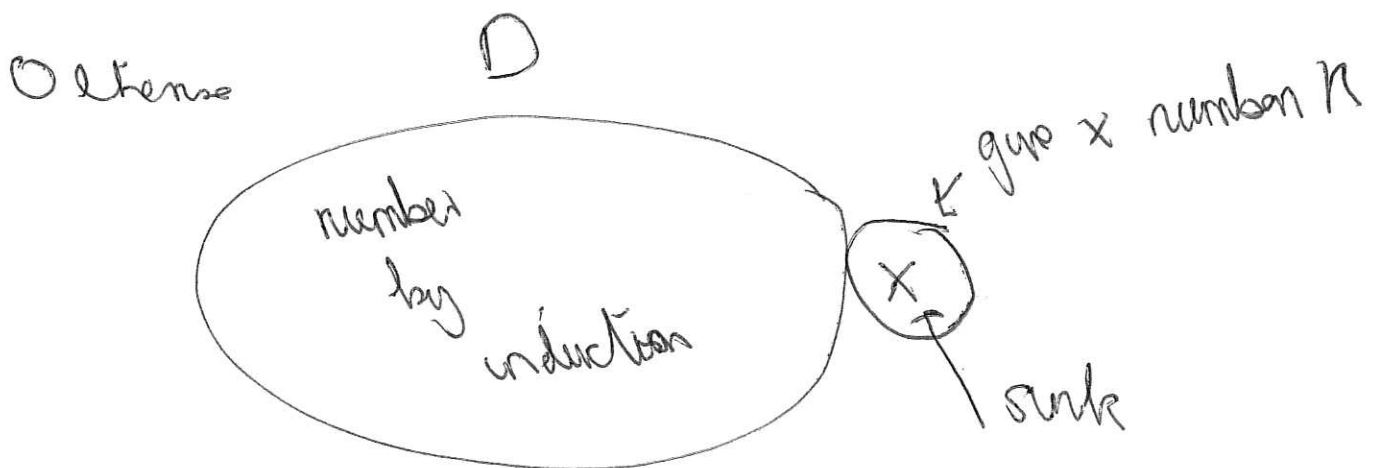
Let $P = (x_1, x_2, \dots, x_k)$ be a longest path

Claim: x_k is a sink



Now we use induction on $|X|$.

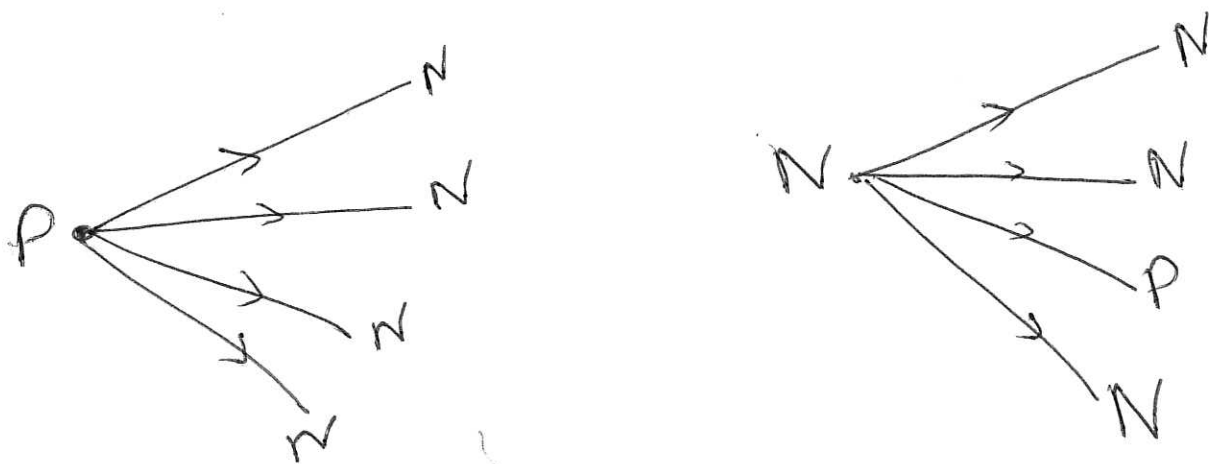
If $|X| = 1$ then there is a topological numbering



The positions of a game are partitioned into

N (winning positions) — next player will win

P (losing positions) — previous player will win



$$x \in N \text{ iff } N^+(x) \cap P \neq \emptyset$$

Positions of game must alternate

$N \ P \ N \ P \ N \ P$

