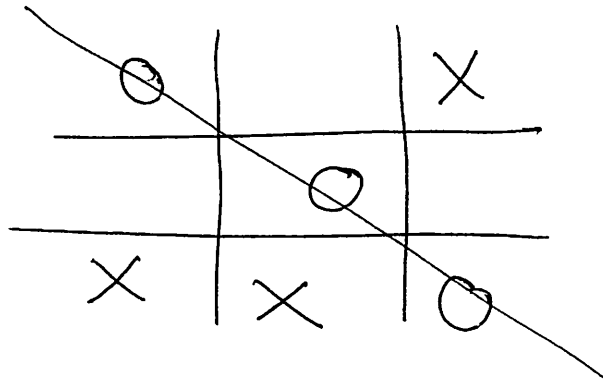


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# Tic Tac Toe & Generalisations



The board consists of  $[n]^d$

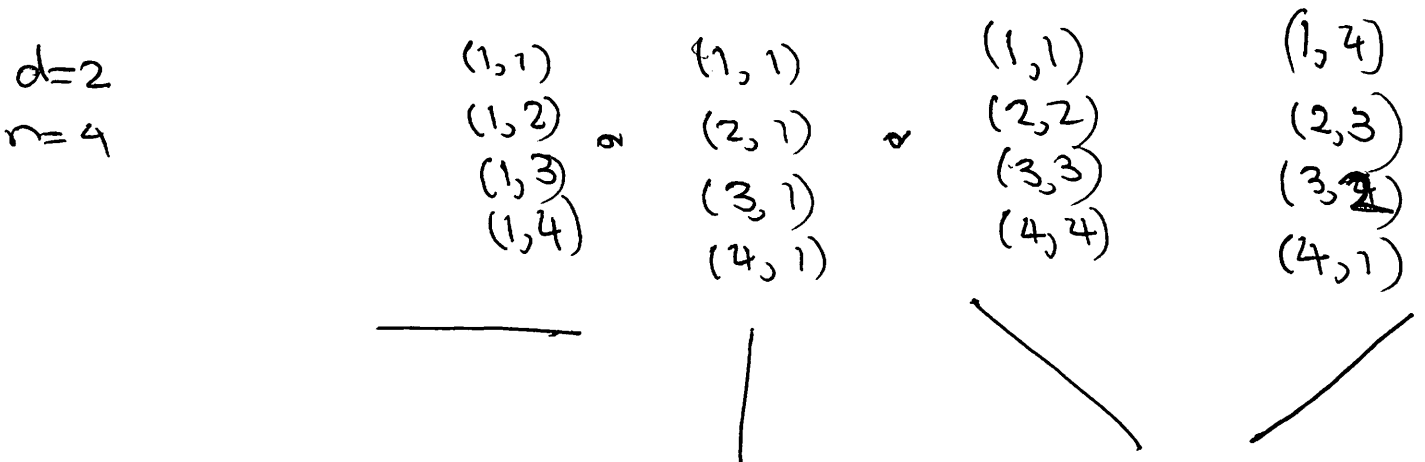
A line is a set of points

$$(x_j^{(1)}, x_j^{(2)}, \dots, x_j^{(d)}), \quad j=1, 2, \dots, n$$

where each  $x_j^{(i)}$  is either (i)  $k, k, k, \dots, k$

for some  $k \in [n]$  or (ii)  $1, 2, \dots, n$  or (iii)

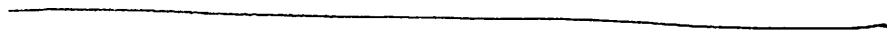
$$n, n-1, n-2, \dots, 1$$



# Lemma 1

The number of winning line is

$$\frac{(n+2)^d - n^d}{2}$$



$$X_j^{(1)}, X_j^{(2)}, \dots, X_j^{(d)}$$

$$j = 1, 2, \dots, n$$



$$\begin{array}{r} n \cdot \text{choices}^{(1)} \\ + \\ 1 \quad (11) \\ + \\ 1 \quad (111) \end{array}$$

$$\begin{array}{r} - n^d \\ \text{---} \\ 1 \quad 2 \quad 3 \quad 10 \\ 1 \quad 2 \quad 4 \quad 10 \\ 1 \quad 2 \quad 4 \quad 10 \\ 1 \quad 2 \quad 4 \quad 10 \end{array}$$

Some point repeated  
n times.

Two players. Red plays (X player) and Blue plays, each take turns occupying (coloring) a point. A player wins if he/she colors a complete line.

Draw if nobody colors a line.

Summary

the number of days  $\leq$  number of days  $\leq$  number of days

level

Foot

each day  $\leq$  number of days  $\leq$  number of days

number of days  $\leq$  number of days, number of days  $\leq$  number of days

number of days  $\leq$  number of days  $\leq$  number of days

number of days  $\leq$  number of days  $\leq$  number of days

number of days  $\leq$  number of days  $\leq$  number of days

number of days  $\leq$  number of days  $\leq$  number of days

number of days  $\leq$  number of days

## Lemma 2

Player 1 can always get a draw, at least.

### Proof

Strategy Stealing: If player 2 has a winning strategy, then player 1 could make an arbitrary first move, and then win by following player 2's strategy.

~~A plays  $x_1$~~  A imagines playing  $x_1$   
Suppose B would win by playing  $y_1$   
Indeed A plays  $y_1$  and follows B's strategy

# Permutation

$$U = \begin{bmatrix} 15 & 1 & 8 & 1 & 11 \\ 01 & P & 5 & 7 & 2 \\ 3 & P & * & 2 & 10 \\ 10 & + & + & 2 & 0 \\ 11 & 2 & 8 & 2 & 15 \end{bmatrix}$$

When is there a permutation?

### Example

$\rightarrow$  is there a permutation  $1 \leq i \leq n$  &  $1 \leq j \leq n$   
 such that  $i \neq j$  and  $i \neq j$

When is there a permutation?

$\checkmark$   $n=1$

$\checkmark$  is there a permutation  $p=1$

$S=10$

$\checkmark$  is there a permutation  $j \leq 10$

is there a permutation  $i \leq 10$

# Pairing Strategy

11	1	8	1	12
6	2	2	9	10
3	7	*	9	3
6	7	4	4	10
12	5	8	5	11

$n=5$

When is these a pairing strategy?

## Lemma 3

If  $n \geq 3^d - 1$  and  $n$  is odd or  $\downarrow$   
 $n \geq 2^d - 1$  and  $n$  is even then

there is a pairing strategy.

$d=2$        $n \geq 3$  and  $n$  odd ✓       $n=5$  ✓

$n \geq 6$  and  $n$  even ✓

$n=4$  or  $7$  ✗ are draws



# Generalisation of Tic-Tac-Toe.

We have a family  $\mathcal{F} = A_1, A_2, \dots, A_N \subseteq A$   
 ( $A_i$  corr. to lines).

A move consists of one player choosing uncolored  $a \in A$  and giving it a color.

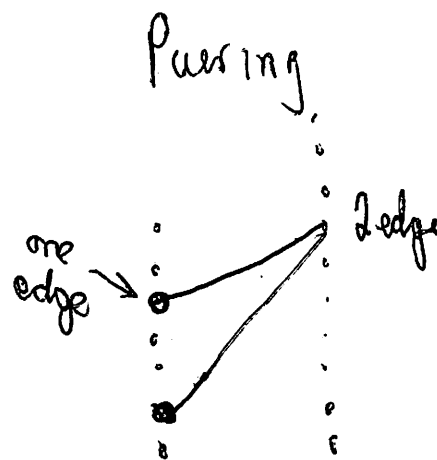
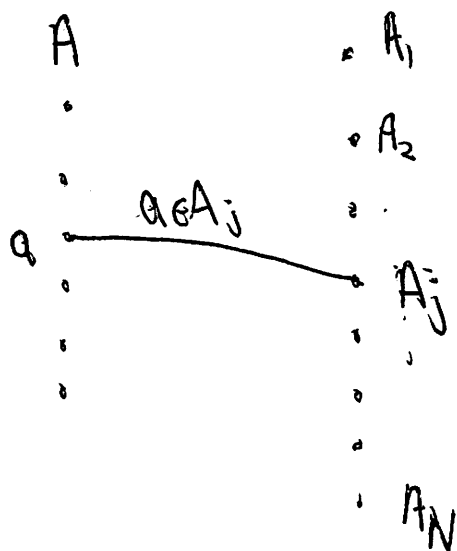
A player wins by coloring a whole  $A_i$

$$\left[ \text{In Tic Tac Toe : } |A_i| = 3 \text{ \& } N = \frac{(d+2)^n - d^n}{2} \right]$$

A pairing strategy is a sequence  $x_1, x_2, \dots, x_{2N}$

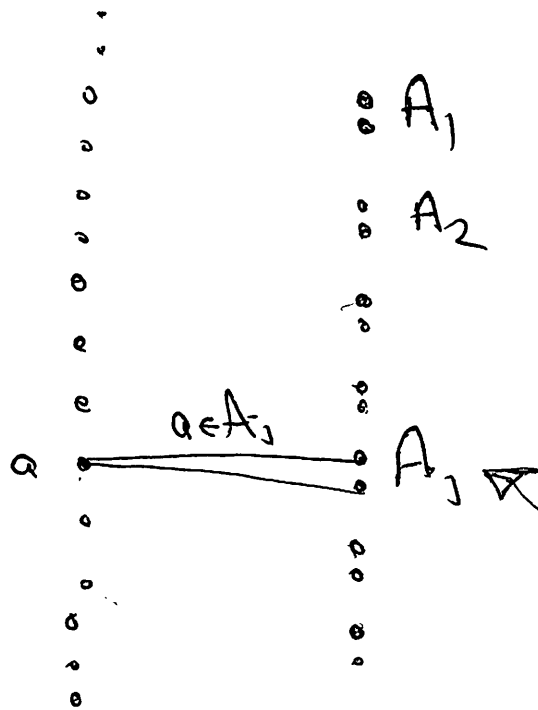
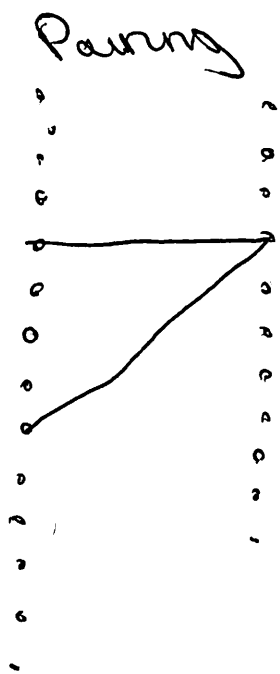
of distinct members of  $A$  such that  $\{x_{2i-1}, x_{2i}\} \subseteq A_i$

for  $i=1, 2, \dots, N$ .









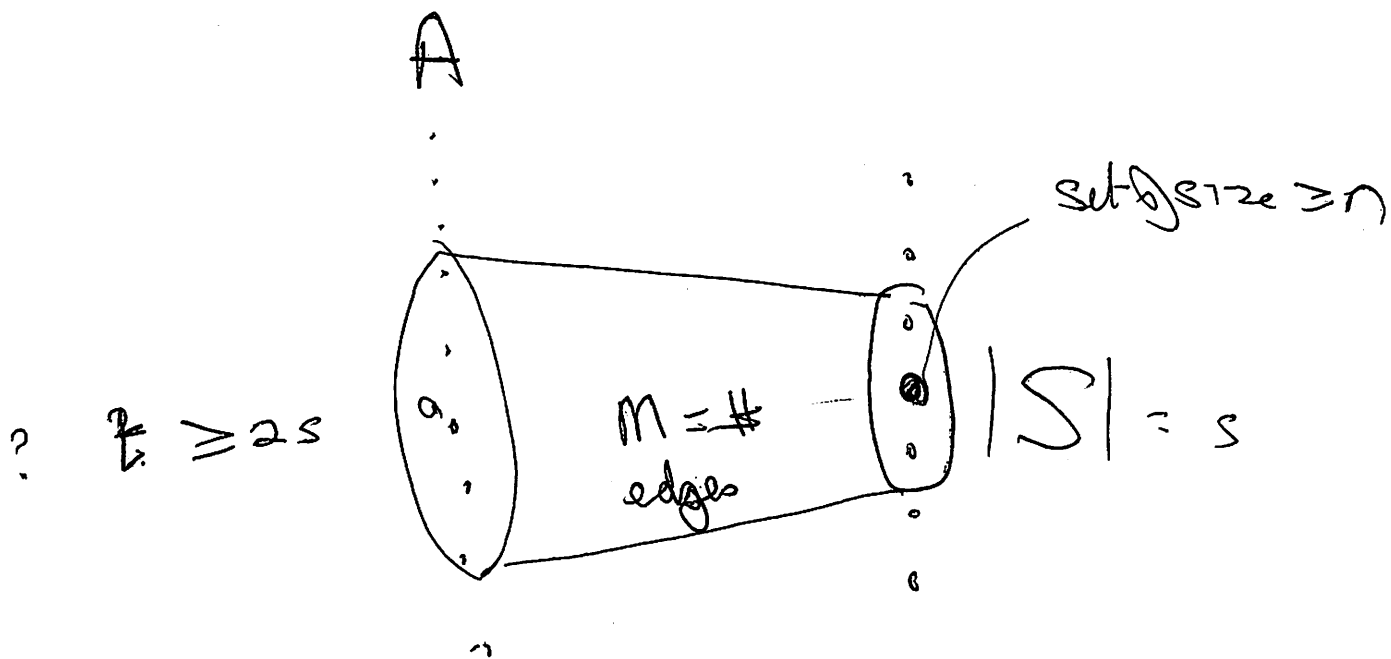
There is a pairing if there is a matching from RHS into LHS

Hall's theorem says that pairing strategy exists iff

$$(*) \quad \left| \bigcup_{A \in \mathcal{G}} A \right| \geq 2|\mathcal{G}|, \forall \mathcal{G} \in \mathcal{F}$$

Corollary

if  $|A_i| \geq n$  and if every  $a \in A$  is in at most  $\frac{n}{2}$  sets of  $\mathcal{F}$  then  $(*)$  holds.



$$sn \leq m \leq \frac{E}{2}$$