MATH 576 Homework 3

We will use the notation of equating a position of a game with its set of positions to which the \mathcal{N} ext player can legally move. For a set of positions S, by *S we mean the set

 $\{*a:*a \text{ is the nimber associated with some position in } S\}.$

Problem 1 Write in words the ruleset of the octal game **0.454**. Find the first 10 Nimbers of this game.

The ruleset of the game is as follows. For some $n \in \mathbb{N}$, the game starts with a heap of n tokens. On a player's turn, they must do exactly one of the following:

- Remove one token from the heap and split the remaining tokens into exactly two non-empty heaps.
- Remove two tokens from the heap and, if any tokens remain, split them into exactly two non-empty heaps.
- Remove three tokens from the heap and split the remaining tokens into exactly two non-empty heaps.

We now compute the first 10 nimbers of this game. Let \underline{n} the game with n tokens. Using the notation above and minimum excludents, we compute that:

- 0 has nimber *0 since $*0 = *\emptyset = \emptyset$.
- 1 has nimber *0 since $*1 = *\emptyset = \emptyset$.
- $\underline{2}$ has nimber * since * $\underline{2}$ = *{ $\underline{0}$ } = {*0}.
- $\underline{3}$ has nimber * since * $\underline{3}$ = *{ $\underline{1} + \underline{1}$ } = {*0 + *0} = {*0}.
- 4 has nimber *2 since $*4 = *\{2+1, 1+1\} = \{*+*0, *0+*0\} = \{*, *0\} = \{*0, *\}.$
- 5 has nimber *2 since

$$*\underline{5} = *\{\underline{3} + \underline{1}, \underline{2} + \underline{2}, \underline{2} + \underline{1}, \underline{1} + \underline{1}\}$$

$$= \{* + *0, * + *, * + *0, *0 + *0\}$$

$$= \{*, *0, *, *0\} = \{*0, *\}.$$

• $\underline{6}$ has nimber *3 since

$$*\underline{6} = *\{\underline{4} + \underline{1}, \underline{3} + \underline{2}, \underline{3} + \underline{1}, \underline{2} + \underline{2}, \underline{2} + \underline{1}\}
= \{*2 + *0, * + *, * + *0, * + *, * + *0\}
= \{*2, *0, *, *0, *\} = \{*0, *, *2\}.$$

• 7 has nimber *4 since

$$*7 = *\{\underline{5} + \underline{1}, \underline{4} + \underline{2}, \underline{3} + \underline{3}, \underline{4} + \underline{1}, \underline{3} + \underline{2}, \underline{3} + \underline{1}, \underline{2} + \underline{2}\}$$

$$= \{*2 + *0, *2 + *, * + *, *2 + *0, * + *, * + *0, * + *\}$$

$$= \{*2, *3, *0, *2, *0, *, *0\} = \{*0, *, *2, *3\}.$$

• 8 has nimber * since

$$*8 = *{6 + 1, 5 + 2, 4 + 3, 5 + 1, 4 + 2, 3 + 3, 4 + 1, 3 + 2}
= {*3 + *0, *2 + *, *2 + *, *2 + *0, *2 + *, * + *, *2 + *0, * + *}
= {*3, *3, *3, *2, *3, *0, *2, *0} = {*0, *2, *3}.$$

• 9 has nimber * since

$$*9 = *\{7 + 1, 6 + 2, 5 + 3, 4 + 4, 6 + 1, 5 + 2, 4 + 3, 5 + 1, 4 + 2, 3 + 3\}$$

$$= \{*4 + *0, *3 + *, *2 + *, *2 + *2, *3 + *0, *2 + *, *2 + *, *2 + *0, *2 + *, * + *\}$$

$$= \{*4, *2, *3, *0, *3, *3, *3, *3, *2, *3, *0\} = \{*0, *2, *3, *4\}$$

• $\underline{10}$ has nimber *6 since

$$*\underline{10} = *\{\underline{8} + \underline{1}, \underline{7} + \underline{2}, \underline{6} + \underline{3}, \underline{5} + \underline{4}, \underline{7} + \underline{1}, \underline{6} + \underline{2}, \underline{5} + \underline{3}, \underline{4} + \underline{4}, \underline{6} + \underline{1}, \underline{5} + \underline{2}, \underline{4} + \underline{3}\}$$

$$= \{* + *0, *4 + *, *3 + *, *2 + *2, *4 + *0, *3 + *, *2 + *, *2 + *2, *3 + *0, *2 + *, *2 + *\}$$

$$= \{*, *5, *2, *0, *4, *2, *3, *0, *3, *3, *3\} = \{*0, *, *2, *3, *4, *5\}.$$

Problem 2 Consider the octal game **0.4** (remove one token from a heap; split the remaining tokens into two nonempty heaps). Let G(n) be the Grundy value of the game **0.4** with a starting position of n tokens in a single heap. Let H(n) be the Grundy value of Dawson's Kayles (**0.07**) starting from an initial position of n pins in a row. Prove that for $n \ge 0$, G(n+1) = H(n).

We proceed by induction on n. The claim holds for n = 0 holds since the game 0.4 with 1 token and Dawson's Kayles with 0 tokens both have no legal moves and thus both have nimber *0. The claim holds for n = 1 for the same reasoning.

Now, let $n \ge 2$, and suppose that for all n' < n, we have G(n' + 1) = H(n'). Observe that by the choice of the octal game, we have

$$G(n+1) = \max(\{G(a) + G(b) \mid a, b > 0, a+b = n\}). \tag{*}$$

We can then write

$$\begin{split} H(n) &= \max(\{H(a) + H(b) \mid a, b \geq 0, a + b = n - 2\}) & \text{(definition of Dawson's Kayles)} \\ &= \max(\{G(a+1) + G(b+1) \mid a, b \geq 0, a + b = n - 2\}) & \text{(induction hypothesis)} \\ &= \max(\{G(k) + G(m) \mid k - 1 \geq 0, m - 1 \geq 0, k - 1 + m - 1 = n - 2\}) & (a = k - 1, b = m - 1) \\ &= \max(\{G(k) + G(m) \mid k, m \geq 1, k + m = n\}) & \text{(simplifying)} \\ &= \max(\{G(k) + G(m) \mid k, m > 0, k + m = n\}) & (x \geq 1 \iff x > 0 \text{ for all } x \in \mathbb{Z}) \\ &= G(n+1). & \text{(by } \star) \end{split}$$

Problem 3 Let H(n) be the Grundy value of Dawson's Kayles (0.07) starting from an initial position of n pins in a row. Let J(n) be the Grundy value of Dawson's Chess (0.137) on a $3 \times n$ board. Prove that for $n \geq 0$, H(n+1) = J(n).

Let \underline{n} be the game of Dawson's Kayles with n tokens, and let \overline{n} be the game of Dawson's Chess with n tokens. We proceed by induction on n. For the base case, we verify that:

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• For n = 0, we have

$$*\underline{0} = *\underline{1} = *\overline{0} = *\varnothing = \varnothing,$$

so $0, 1, \overline{0}$ all have nimber *0 and thus H(1) = J(0).

• For n = 1, we have

$$H(2) = \max(*\underline{2}) = \max(*\{\underline{0}\}) = \max(\{*0\}) = \max(*\{\overline{0}\}) = \max(*\overline{1}) = J(1).$$

• For n=2, we have

$$H(3) = \max(*\underline{3}) = \max(*\{\underline{1}\}) = \max(\{*0\}) = \max(*\{\overline{0}\}) = \max(*\overline{2}) = J(2).$$

Now, let $n \ge 3$, and suppose that for all n' < n, we have H(n'+1) = J(n'). From Problem 2, we have

$$H(n+1) = \{H(a) + H(b) \mid a, b \ge 0, a+b = n-1\}. \tag{*}$$

We can then write

$$\begin{split} J(n) &= \max(\{J(a) + J(b) \mid a, b \geq 0, a + b = n - 3\} \cup \{J(n - 2)\}) & \text{(by rules of } \mathbf{0.137}) \\ &= \max(\{H(a + 1) + H(b + 1) \mid a, b \geq 0, a + b = n - 3\} \cup \{H(n - 1)\}) & \text{(induction hypothesis)} \\ &= \max(\{H(k) + H(m) \mid k - 1 \geq 0, m - 1 \geq 0, k - 1 + m - 1 = n - 3\} \cup \{H(n - 1)\}) \\ &= \max(\{H(k) + H(m) \mid k, m \geq 1, k + m = n - 1\} \cup \{H(n - 1)\}) & \text{(since } H(0) = *0) \\ &= \max(\{H(k) + H(m) \mid k, m \geq 1, k + m = n - 1\}) & \text{(combining sets)} \\ &= H(n + 1). & \text{(by } \star) \end{split}$$

Problem 4 Let a and b be positive integers. Prove that the Subtraction- $\{a,b\}$ game is periodic with period a + b and preperiod 0.

Without loss of generality, suppose $a \leq b$. Let \underline{n} be the Subtraction- $\{a,b\}$ game with n tokens, and let G(n)be the Grundy value of \underline{n} . Note that \underline{n} always has at most two options, so $G(n) \in \{*0, *, *2\}$ for all $n \geq 0$. It suffices to show that for all $n \ge 0$, G(n) = G(n + a + b).

We first prove a lemma: for all $n \geq 0$, we claim we have

$$G(n) = *0 \iff G(n+a+b) = *0. \tag{*}$$

 (\Rightarrow) Observe that for all $n \geq 0$, if \underline{n} is a \mathcal{P} -position, then n+a+b is a \mathcal{P} -position: if the \mathcal{N} ext player takes a tokens, the Previous player can take b tokens to reduce the heap to $\underline{n} \in \mathcal{P}$, and if the Next player takes b tokens the \mathcal{P} revious player can take a tokens to reduce the heap to $\underline{n} \in \mathcal{P}$. Since all \mathcal{P} -positions have nimber *0, we have that for all $n \ge 0$, we have $G(n) = *0 \implies G(n+a+b) = *0$.

 (\Leftarrow) Suppose that $n+a+b\in\mathcal{P}$ but $\underline{n}\in\mathcal{N}$. Since $n+a+b=\{n+b,n+a\}\in\mathcal{P}$, we have that $\underline{n+b}, \underline{n+a} \in \mathcal{N}$. Since $\underline{n+b} = \{\underline{n+b-a}, \underline{n}\} \in \mathcal{N}$ and $\underline{n} \in \mathcal{N}$, we have $\underline{n+b-a} = \{\underline{n+b-2a}, \underline{n-a}\} \in \mathcal{N}$ \mathcal{P} . Thus, $n-a \in \mathcal{N}$. Since $n+a=\{\underline{n}, n+a-b\} \in \mathcal{N}$ and $\underline{n} \in \mathcal{N}$, we have $n+a-b=\{n-b, n+a-2b\}$. Thus, $n-b \in \mathcal{N}$. But then $\underline{n} = \{n-a, n-b\}$ has only options in \mathcal{N} and thus $\underline{n} \in \mathcal{P}$, a contradiction.

Thus, the lemma holds. We observe that for all $0 \le n < a$, we have G(n) = 0 since $\underline{n} = \emptyset$. So for all n < a, we have G(n) = *0 = G(n + a + b) from the lemma.

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Now, let $n \geq a$, and suppose that for all n' < n, we have G(n') = G(n' + a + b). We show that G(n) =

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Case 1: n < b. Then $G(n) = \max(\{G(n-a)\})$, so $G(n) \in \{*0, *\}$.

Case 1.1: G(n) = *0. Then G(n + a + b) = *0 by the lemma.

Case 1.2: G(n) = *. Since $G(n) = \max\{G(n-a)\} = *$, we must have G(n-a) = *0, and thus by the lemma we have G(n+b) = *0. Also, we have $G(n+a) = \max\{G(n), G(n+a-b)\}$, and since G(n) = * we have $G(n+a) \neq *$. So $\{G(n+b), G(n+a)\}$ contains *0 but not *, and thus

$$G(n+a+b) = \max\{G(n+b), G(n+a)\} = * = G(n).$$

So in both cases, G(n) = G(n + a + b).

Case 2: $n \ge b$. We have

G(n+a+b).

$$G(n) = \max(\{G(n-a), G(n-b)\})$$
 (definition)

$$= \max(\{G((n-a) + (a+b)), G((n-b) + (a+b))\})$$
 (induction hypothesis)

$$= \max(\{G((n+a+b)-a), G((n+a+b)-b)\})$$
 (rearranging)

$$= G(n+a+b).$$
 (definition)

Therefore, the Subtraction- $\{a, b\}$ game is periodic with period a + b and preperiod 0.

Problem 5 Lasker's Nim is the following variation of Nim: on their turn, a player may remove any number of tokens from any one heap, or split a heap of tokens into two nonempty heaps (in octal game notation, this is **4.333**...). Compute the first 10 Nimbers of Lasker's Nim.

Let \underline{n} be the game of Lasker's Nim. We now compute the first 10 nimbers of this game. Using minimum excludents, we compute that:

- 0 has nimber *0 since $*0 = *\emptyset = \emptyset$.
- 1 has nimber * since $*1 = *\{0\} = \{*0\}$.
- $\underline{2}$ has nimber *2 since $*\underline{2} = *\{0, \underline{1}, \underline{1} + \underline{1}\} = \{*0, *, * + *\} = \{*0, *, *0\} = \{*0, *\}.$
- $\underline{3}$ has nimber *4 since * $\underline{3}$ = * $\{\underline{0}, \underline{1}, \underline{2}, \underline{2} + \underline{1}\}$ = {*0, *, *2, *2 + *1} = {*0, *, *2, *3}.
- $\underline{4}$ has nimber *3 since

$$*4 = *{0, 1, 2, 3, 3 + 1, 2 + 2}$$

$$= {*0, *, *2, *4, *4 + *, *2 + *2}$$

$$= {*0, *, *2, *5, *0}$$

$$= {*0, *, *2, *5}.$$

• $\underline{5}$ has nimber *5 since

$$*\underline{5} = *\{\underline{0}, \underline{1}, \underline{2}, \underline{3}, \underline{4}, \underline{4} + \underline{1}, \underline{3} + \underline{2}\}$$

$$= \{*0, *, *2, *4, *3, *3 + *, *4 + *2\}$$

$$= \{*0, *, *2, *4, *3, *2, *6\}$$

$$= \{*0, *, *2, *3, *4, *6\}.$$

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• 6 has nimber *6 since

$$\begin{split} *\underline{6} &= *\{\underline{0}, \underline{1}, \underline{2}, \underline{3}, \underline{4}, \underline{5}, \underline{5} + \underline{1}, \underline{4} + \underline{2}, \underline{3} + \underline{3}\} \\ &= \{*0, *, *2, *4, *3, *5, *5 + *, *3 + *2, *4 + *4\} \\ &= \{*0, *, *2, *4, *3, *5, *4, *, *0\} \\ &= \{*0, *, *2, *3, *4, *5\}. \end{split}$$

• 7 has nimber *8 since

$$*7 = \{0, \underline{1}, \underline{2}, \underline{3}, \underline{4}, \underline{5}, \underline{6}, \underline{6} + \underline{1}, \underline{5} + \underline{2}, \underline{4} + \underline{3}\}$$

$$= \{*0, *, *2, *4, *3, *5, *6, *7, *7, *7\}$$

$$= \{*0, *, *2, *3, *4, *5, *6, *7\}$$

• 8 has nimber *7 since

$$*8 = *{0, 1, 2, 3, 4, 5, 6, 7, 7 + 1, 6 + 2, 5 + 3, 4 + 4}
= {*0, *, *2, *4, *3, *5, *6, *8, *8 + *, *6 + *2, *5 + *4, *3 + *3}
= {*0, *, *2, *4, *3, *5, *6, *8, *9, *4, *, *0}
= {*0, *, *2, *3, *4, *5, *6, *8, *9}.$$

• 9 has nimber *9 since

$$*9 = *{0, 1, 2, 3, 4, 5, 6, 7, 8, 8 + 1, 7 + 2, 6 + 3, 5 + 4}
= {*0, *, *2, *4, *3, *5, *6, *8, *7, *7 + *, *8 + *2, *6 + *4, *5 + *3}
= {*0, *, *2, *4, *3, *5, *6, *8, *7, *6, *10, *2, *6}
= {*0, *, *2, *3, *4, *5, *6, *7, *8, *10}$$

• 10 has nimber *10 since

$$*10 = *{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 9 + 1, 8 + 2, 7 + 3, 6 + 4, 5 + 5}
= {*0, *, *2, *4, *3, *5, *6, *8, *7, *9, *9 + *, *7 + *2, *8 + *4, *6 + *3, *5 + *5}
= {*0, *, *2, *4, *3, *5, *6, *8, *7, *9, *8, *5, *12, *5, *0}
= {*0, *, *2, *3, *4, *5, *6, *7, *8, *9, *12}.$$