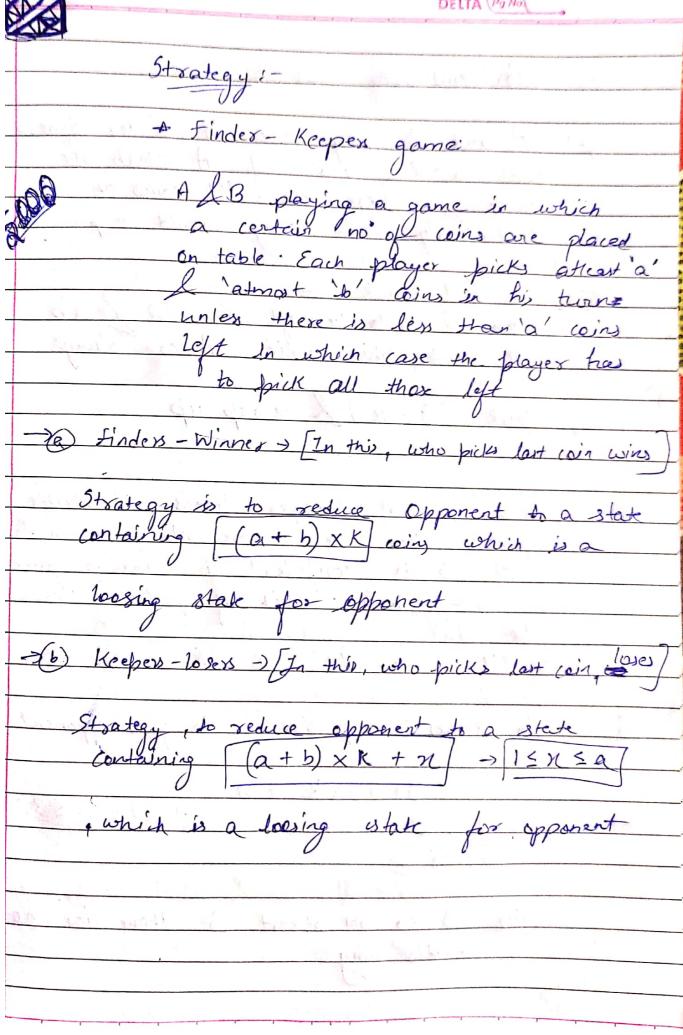
DELTA PO NO Game theory: Combinatorial frame theory no randomization like Coin toss cases - wing lose or tie including initial posit Given = set of end at some player on Choose who ever removes last coin, wins.



	Date
	DELTA Fg No.
	Problems.
1	8-1 A and B play game of finder-winners
-	g-1 A and B play game of finder-winners with a = 2 & b=6. If A start the
	game I there are 74 coins on table
A Property and the Party and t	game of there are 74 coins on table initially, how many should A pick?
	Mad and will be a state of the
	A will pick 2
	then B wille be left with 72 lab
	Then B wille be left with 72 & ab  B Kuch shi Karle q A can always
1.	pick (8-n) & wrap up
1	The season to be to the season of the season
1	D
1	game when these were N coin on table
1	If B is these were N coin on table
-	1 3 is confident of curning games
	be N'19 to some of following canno
-	(a) 94 (b) 92 (d) 76 (d)
	9 67
	In Keeper losex - aim is to aive openent
	give opponent
	$(3+5)\chi K + n$
The second second	$\frac{1}{2}\left(1\leq n\leq 3\right)$
No. of Concession, Name of Street, or other Persons, Name of Street, or ot	0. (66)
1	
1	Coz B Ko bhi adleast 3 whome figi no
	that's why
1	



	DELIA (1911)
	A lays first, a = 1, b=6. What B-should pick swands after A?
	A plans lixt and because of the
	1 - 1 b = 0. What D should
	pick invictorly after IT
8	A will love in a contract of
	the soid was any case but the
	A will loss in any case. But the moi of wins B picks, depends on A's pick
(4)	In a
	In a game of Keeper - Loses, 126 coins.
71 3	
	A plays first, a=3 b=6 who wing
	1 A line of the state of the st
3	If A want to win, he should leave (3+6) XK+n
	he should leave (3+6)X/C+n
100	1-c 9K+1, 9K+2, 9K+3 coins
	an on table in a solution of the solution of t
	He can do this by picking 6 coins I have can win
<del>- 1</del>	Next wisi- on son the drawling as si
(	
7 7	1) have of Nin > Gifg Top Codes
<u> </u>	
	2 Grundy Numbers Mex function > Ofg / Topcoder
	0 10
	3 Sprague - Grandy > 67/9
ALT.	Theorem
200	A BULL OTHER SHALL MINE
	2141-11-18-

9	
, <b>-</b> )	How to apply 5 pragge - grunly
	theoran - 2
	5teps:
SAL A	The same was the Allerthan
->	Break composite games into sub-game
	Then for each sub-game, calculate grundy no at that position
)	A 3-48-37
2-1	Then calculate XOR of all calculated grundy numbers
-5	If the XOR value is non-zero
	then player who is going to make
46.5	the turn (first player) will win else
	he is destined to love, no matter
	After this (Practice problems) what-
	SPOJ (MLM game, RESNOY, GAME 3)
	GAME 31, NGM, NUMGAME,
	NIM GAME, MATGAME,
	REMGAME