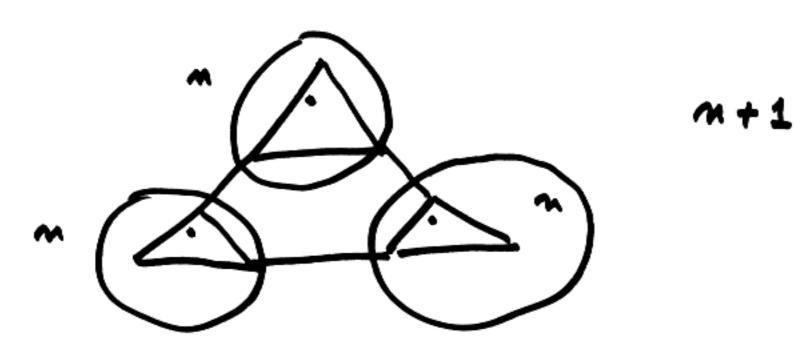
Feb 06, 2007



positions in case n+1

= 3 x positions im case m

Cm:= # positions im case m

$$\begin{cases} c_{1} = 3 \\ c_{1} = 3 \end{cases}$$

3, 3², 3³, ···

Claim
$$C_m = 3^m$$

$$C_{m+1} = 3^{m+1} = 3 \times C_m$$

positions (Pz, Pz,..., Pm) p. = 0,1,2 = peg # where disk i is (0), (1), (2) (1,0),(2,0) (0,0), (0,1), (1,1), (2,1) (0,2), (1,2), (2,2) (0,0,*)(1,0,*),(2,0,*)

Solving puzzle optimally what happens with last disk, n?

jus t moves Disk m disk # 1 () PAJCAL TRIANGLE

0 5K 5 M

$$(1 + x)^{-3} = 1 + 3x + 3x^{2} + 1$$

 $(1 + x)^{4} = 1 + 4x + 6x^{2} + 4x^{3} + x^{4}$
:

$$\binom{n}{1} = m$$

$$\binom{n}{2} = m$$

1, 2 2, 3 3, 4 1, 3 2, 4 1, 4

$$\binom{4}{2} = 6$$

n = 4

 $\binom{m}{2} = \frac{1}{2} m \times (m-1)$ 4^{3+} choice

account for the order otherwise we are double counting.

$$\binom{x}{2} = \frac{x \cdot (x-1)}{2}$$
 $\binom{x}{2} = \frac{x \cdot (x-1)}{2} = 6$

$$=5$$
 $(5/2)=10$

$$\frac{1}{2}(x-1) = \frac{5\times 4}{2} = 10$$

$$\binom{m}{3} = \frac{1}{6} m \frac{(m-1)(m-2)}{3^{n}}$$

1st 2nd 3rd overcounting e.g. {1,2,3}

$$\begin{pmatrix}
1,2,3\\
1,3,2\\
2,1,3\\
2,3,1\\
3,1,2\\
3,2,4
\end{pmatrix}$$

$$\binom{m}{4} = \frac{1}{4!} \binom{m-1}{m-2} \binom{m-3}{m-3}$$

$$6(\frac{5}{3}) = \frac{5 \times 4 \times 3 \times 4}{3 \times 2 \times 1} = 10$$

Symmetry in Pascal's triangle

K things

M things

M-K things

Picking K +> Picking w-k

E.g. M = 5Pick two things (5) = 10Pick 3 things $(5) = \frac{5 \times 24 \times 3}{3 \times 2 \times 1}$ = 10

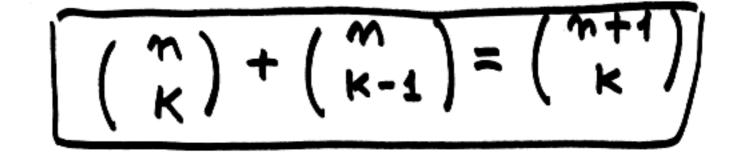
$$\binom{K}{K} = \frac{M(M-1)\cdots(M-K+1)}{K!}$$

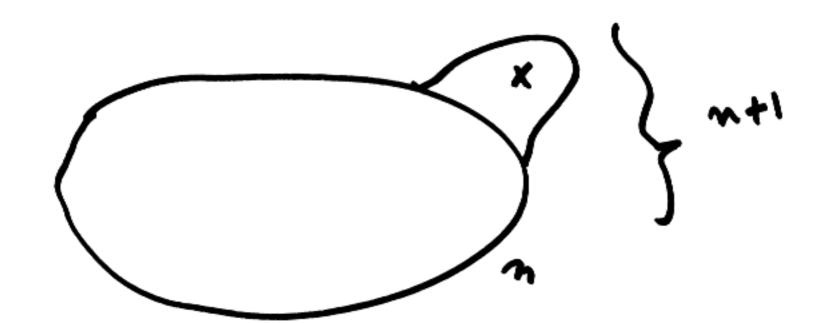
$$\frac{m(m-1)....21}{k!(m-k)!}$$

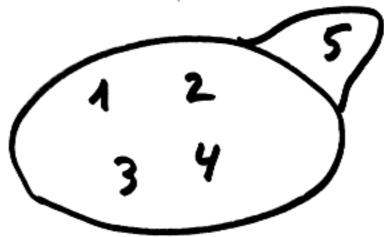
$$\begin{pmatrix} 7 \\ 4 \end{pmatrix} = \frac{7 \cdot 6 \cdot 5 \cdot 4}{4 \cdot 3 \cdot 2 \cdot 1} = \frac{7 \cdot 6 \cdot 5 \cdot 4 \cdot 3 \cdot 2 \cdot 1}{4 \cdot 3 \cdot 2 \cdot 1} = \frac{7!}{4!3!}$$

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

$$\binom{m}{k} = \binom{m-k}{n-k}$$







Excluding 5

$$\binom{5}{2} = \binom{4}{2} + \binom{4}{1}$$

Including 5

15 - puzzle

1 2 3 4 5 6 7 8 9 10 11 13 14 15

5. LL oy d

1 2 3 Y 5 6 7 8 9 10 11 12 13 15 1 Y

cannot be done!

NiM

Two piles

0.

good move -> 00 / 00

Strategy: a achieve same number in both piles.

How does this extend to more piles?

ch. Bouton 1901

Theory applies to impartial games.

graph: vertices en position edge N

Strategy

Reach P

opponent moves to N

Impartial game

- Two players, alternate
- same moves
- No chance
- complete information
- no ties/endgame

Player unable to move loses.

(Normal play)

Wins) (opposite MISETE Play

one pile
you take sobjects from
the pile where
se S

E.g. : 5 = {2,3}

TOPNIN PP

positions labels repeat in the PPNNN pattern

E.g. if pile has 22 things

P P N N N

20 21 (22) 23 24

take 2 to reach a P position

Nim addition (Nimbers) m m write m, m in binary n = 3, m = 5101 110 - nom = 6 3 D 5 = 6 n @ m = 0 abcd 0000 \d=1 C = 06=1 2=1 P-position \$ MID ... DNK=0

(M11...,MK)

S = { 1, 3 }

E.g.

PN repeats

What are the P positions in NIM?

two piles: (m, m)

n=m +> P position

More piles