Week 6 Cornes without chance Tom Morley

Nim & How to WIN Importial Gamers reversible Examples, MEX ALL Importable agames are

*n nim heap of size n

*1+*2+*3=0 15t player lose

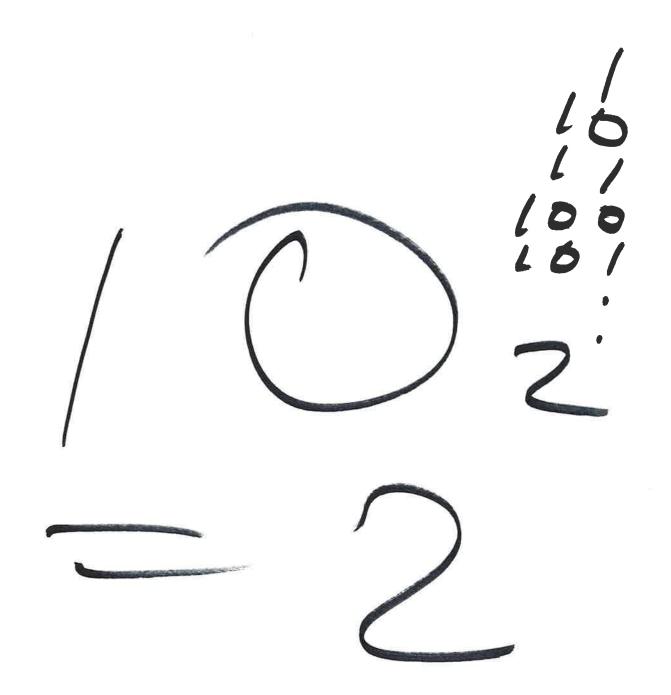
*n all by itself

proper lose n= 0

proper win n = 0

ITOT *a+*b+*-+*c=*d d is computable from Inim out by c... *1+*2+*3=*0 *2+*3+*7 = *6

第一件 14-39 1001 49+*11+2=0



POBLEM

*11 + *13 + *10 = ?what = the (or x)
best ist move?

Thm if (テ= 気*る, *しか..., * こり tren G = + & where d = minimal Excluded natural number in 20,60....

G= {*0,*1,*2,*5,*7}

$$= \{x_0, x_1, x_2\}$$

 $= x_3$
 $= MEX(0,1,2)$

MEX (0,3,2,1,1)=4MEX (2,3,17,1,6,12)=0MEX (1,4,70,3,5,17)=5

MEX (0)1,2-3,4,5,6,7,9)

G 15 impatial if D Every left more 15 also a right more and visa versa Evan more 12

A subtration game
£1,2,53

START WITH A heap of Size

n. A more (for Either

player) 15 remove 1,200 5

m o 1 2 3 4 5 6
GM D 1 2 6 1 2 ?

SUBTRACT 1,2 m5

Subtraction Jones

Sashs... > 3... remove a , b, - or c coins (15+ player with no moves loss) G(n)=d '14 Game with n coins is = # &

Suppose & 15 impartial then by induction G= { 40, 46, ... * 6} In which case G= # d whore d = Minimal encluded

be Easbi-.., c3

Induction If G = 0 Hum G = *0

HM: Grundy IF Gts impartial then G=*n for some n. Grundy value of G

$$+2++3$$
 $5*0,*1)+23$
 $=5*0,*1,+23$
 $=5*0,*1+*3,*0+*2$
 $*1+*2,*2+*2$
 $=5*3,*2,*2,*3,*0$
 $=41$ by minimal excluded

Ocal Bame J 100 00 remore 1 coin & Spit into 2 hon-0123 ampty 0057 piles

QUZ for week 6

- @ FIND the nim sum of 1,5 and 11
- 3 FIND the MEX 64 50,1,2,3,8,4,11,53
 - For the subtration game 5/12/53 of IND G(7)
 - 5 FIND GL41 for the Subtration game & 112133

F/W