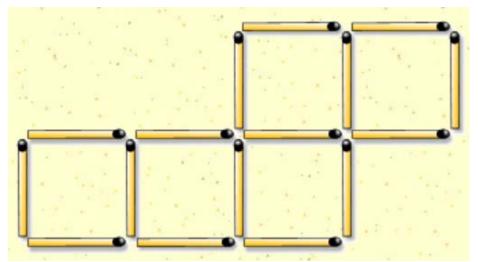
CSIT113: Problem Solving

Week 3B: Games

Matchstick Games

- Play with one or more piles of matches
- Two players take turns to make a move
- Moves: removing one or more matches from one of the piles, following the rule
- The game ends when it is no longer possible to make a move
- The player whose turn it is to move is the loser, and the other is the winner



Matchstick Games

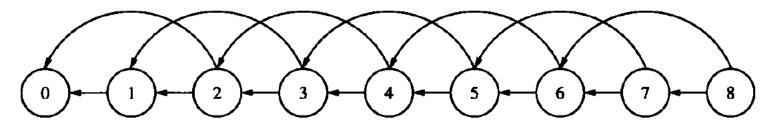
- It is an example of an impartial, two-person game with complete information:
 - Impartial: Rules of moving apply equally to both players
 - Complete: Both players know the complete state of the game
- A winning position: one from which a perfect player is always assured of a win
- A winning strategy: an algorithm for choosing moves from winning positions that guarantees a win

Easy Matchstick Games

- One pile of matches
- Allowed move: remove 1 or 2 matches

Labelling positions

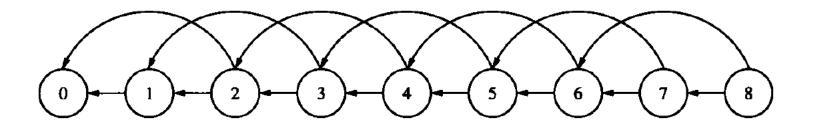
- Using a directed graph
 - Has a set of nodes and a set of edges.
 - Each edge is from one node to another node



- From node 0: there are no edges.
- At node 1: one match remains, there is exactly one move: remove the remaining match
- From all other nodes: there are two edges. One may remove one or two matches

Labelling positions

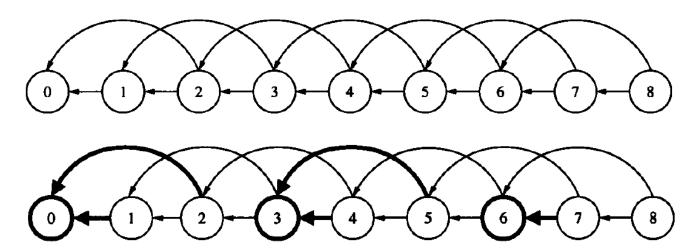
- Losing node: every edge from the node is to a winning position
- Winning node: there is an edge from the node to a losing position
- What are losing nodes and winning nodes in the graph?



Labelling positions

• Losing nodes: 0,3,6

• Winning nodes: 1,2,4,5,7,8

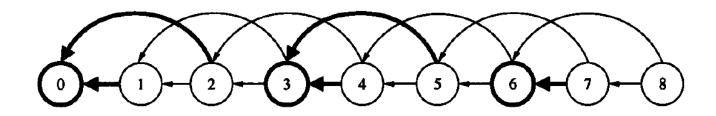


• Pattern:

- a losing position: the one with the number of matches is a multiple of 3
- all others are winning positions

Winning strategy

What is the winning strategy?



• Winning strategy: remove one or two matches so as to leave the opponent in a position where the number of matches is a multiple of 3

Winning strategy

- Winning strategy is obtained by characterising the losing positions
- End positions are losing positions
- From a losing position that is not an end position, every move is to a winning position
- From a winning position, it is always possible to apply the winning strategy resulting in a losing position

Winning strategy

```
{ n is a multiple of 3, and n≠0}
If 1≤n then n:=n-1
    If 2≤n then n:=n-2
    {n is not a multiple of 3}
    n:= n - (n mod 3)
    {n is a multiple of 3}
```

The winner is decided by the starting position.

- If the starting position is a losing position, the second player is guaranteed to win
- If the starting position is a winning position, the first player is guaranteed to win