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Practice questions: Combinatorial Game Theory

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Practice questions: Combinatorial Game Theory

2/2 points (ungraded)

1. In the context of combinatorial game theory, what does an arena refer to?

☐ An enclosed area that is often circular in shape.

☒ A graph in which each vertex summarizes a possible state of the game, and edges describe how to evolve from one state to another.

☐ A graph in which each vertex is a player.



2. What is a strategy?

☒ A function that associates a vertex in the arena with a decision for a given player.

☐ A rooted tree.

☐ A function that computes an approximate solution to the TSP.



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