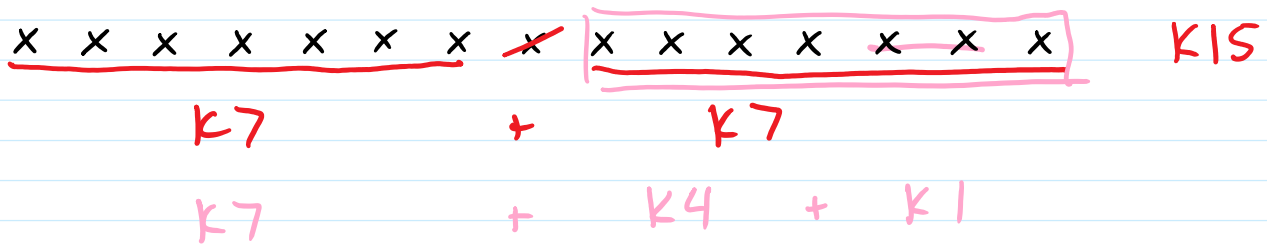
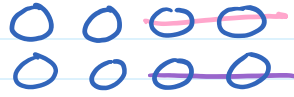


Start with row of n pins

On each turn, take 1 or 2 adjacent pins

If no possible moves, you lose  
*normal - last move wins*



## Game Positions

Game position = set of positions you can move to

In traditional 1-row Nim

$$\perp = \{\} = \emptyset$$

$$0 = \{\perp\}$$

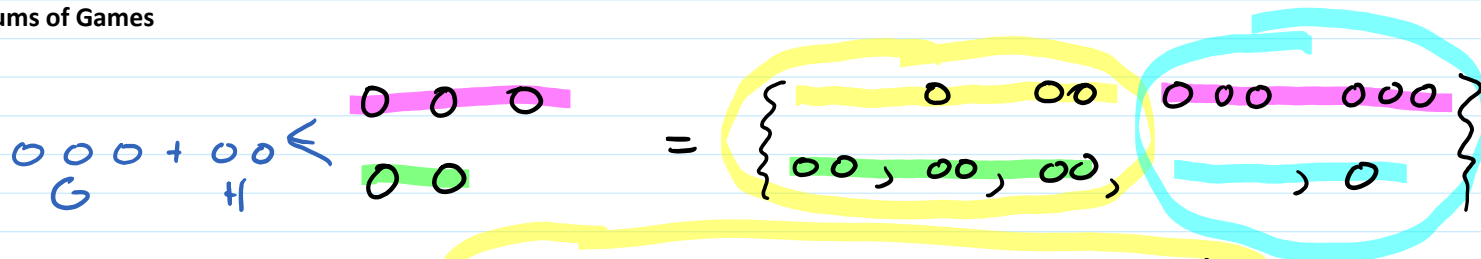
$$00 = \{\perp, 0\}$$

$$000 = \{\perp, 0, 00\}$$

$$0000 = \{\perp, 0, 00, 000\}$$

⋮

Sums of Games



$$G+H = \{ G' + H \mid G' \text{ is an option of } G \}$$

$$\cup \{ G + H' \mid H' \text{ is an option of } H \}$$

XXXX  $\approx$  0

For impartial, normal games  $G, G'$ , say  $G \approx G'$  if and only if

for any game  $H$ ,  $G+H$   $G'+H$  are both  $\begin{matrix} N \\ P \end{matrix}$  or both  $\begin{matrix} N \\ P \end{matrix}$  → winning  
↙ losing  
outcome class

00      0

Is  $*2 \approx *1$ ?  
 Nimbers  
NO

$*2 + *2$        $*1 + *2$   
 $\begin{matrix} 00 \\ 00 \end{matrix}$  P       $\begin{matrix} 0 \\ 00 \end{matrix}$  N

P  $k4 + k1 + k4 + k1$   
 ↓  
 N  $k3 + k1 + k4 + k1$   
 N  $(k3 + k1 + k1) + k4$   
 N  $(k3 + k1 + k1) + 0$   
 H      G

Is  $*5 \approx *3$ ?  
NO

$*5 + *3$        $*3 + *3$   
 $\begin{matrix} 00000 \\ 000 \end{matrix}$  N      P

Conjecture:  $\forall m, n \in \mathbb{N}, m \neq n \rightarrow *m \not\approx *n$

$*m \approx *n$   
 ↓  
 $n = m$

Is  $*2 + *1 \approx *3$  YES

$*2 + *1 + *0$   
 $\begin{matrix} 00 \\ 0 \end{matrix}$  N

$*3 + *0$   
 $\begin{matrix} 000 \\ 0 \end{matrix}$  N

$*2 + *1 + *1$   
 $\begin{matrix} 00 \\ 00 \\ 0 \end{matrix}$  N

$*3 + *1$   
 $\begin{matrix} 000 \\ 0 \end{matrix}$  N

$*2 + *1 + *2$   
 $\begin{matrix} 00 \\ 00 \\ 00 \end{matrix}$  N

$*3 + *2$   
 $\begin{matrix} 000 \\ 00 \end{matrix}$  N

$*2 + *1 + *3$   
 $\begin{matrix} 00 \\ 0 \\ 000 \end{matrix}$  P

$*3 + *3$   
 $\begin{matrix} 000 \\ 000 \end{matrix}$  P

$*2 + *1 + *4$   
 $\begin{matrix} 00 \\ 0 \\ 0000 \end{matrix}$  N

$*3 + *4$   
 $\begin{matrix} 000 \\ 0000 \end{matrix}$  N

Conjecture:  $*n + *m \approx *(n \oplus m)$   
 bitwise exclusive or

## Properties of Equivalence

For all finite, impartial, normal games  $G, H, K$

$$G \approx H \rightarrow G, H \text{ have same outcome class}$$
$$G \approx G$$

$\begin{array}{c} G + \ast 0 \\ \parallel \\ G \end{array}$        $\begin{array}{c} H + \ast 0 \\ \parallel \\ H \end{array}$

equivalence  
relation

reflexive

symmetric

transitive

$$G \approx H \rightarrow H \approx G$$

$$\underline{G \approx H} \text{ and } \underline{H \approx K} \rightarrow G \approx K$$

$$G + H \approx H + G \text{ commutative}$$

$$(G + H) + K \approx G + (H + K) \text{ associative}$$

Lemmas

L1: Any position  $G+H$  is an  $N$  position if  $G, H$  are in different outcome classes and is a  $P$  position if  $G, H$  are both  $P$  positions.

$N+P = N$   
 $P+N = N$   
 $P+P = P$   
 $N+N = ??$   
 $\downarrow$   
 $\downarrow 3 + \downarrow 2$  is  $N$   
 $\downarrow \quad \downarrow$   
 $\downarrow 3 + \downarrow 3$  is  $P$

Proof: by induction on length of game

$\neq 0$  is  $P$

$P$  positions act as  $0$  in  $+$

L2: For every  $P$  position  $A$  and every position  $G$ ,  $(G+A) \cong G$

Proof: Suppose  $A$  is a  $P$  position and  $G$  is any position

L3:  $G \cong G'$  if and only if  $G+G'$  is a  $P$  position

Proof:  $\rightarrow$ : Suppose  $G \cong G'$ .

$\leftarrow$ : Suppose  $G+G'$  is a  $P$  position

## Sprague-Grundy

THM (Sprague-Grundy) Every finite, impartial normal game is equivalent to some number.

Proof: by induction on length of game

cor: Let  $G = \{G_1, \dots, G_m\}$  where  $G_1 \approx *n_1$  ...  $G_m \approx *n_m$

then  $G \approx * \text{mex}(n_1, \dots, n_m)$   
 $\rightarrow$  minimum excludant = smallest nonneg int not in set  $\text{mex}(\{0, 1, 4, 7, 8\}) = 2$

cor: If  $G_1 \approx *n_1$  and  $G_2 \approx *n_2$  then  $G_1 + G_2 \approx *(n_1 \oplus n_2)$

Proof:

$\rightarrow \underline{\emptyset} = \{\} \quad \text{mex}(\emptyset) = 0 \quad \underline{\neq 0}$   
 $\downarrow$   
 $\underline{x} = \{\underline{\emptyset}\} = \neq \text{mex}(\{0\}) \quad \underline{\neq 1}$   
 $\underline{x} \underline{x} = \{x\} \approx \{0, 1\} \quad \text{mex}(\{0, 1\}) \neq 0$   
 $\underline{x} \underline{x} \underline{x} = \{x, \underline{\emptyset}\} \quad \text{mex}(\{0, 1\}) = 2 \quad \underline{\neq 2}$   
 $\underline{x} \underline{x} \underline{x} \underline{x} = \{x \underline{x}, x \underline{x}, \underline{x}\} \quad \text{mex}(\{0, 1, 2\}) \neq 3$   
 $\underline{x} \underline{x} \underline{x} \underline{x} \underline{x} = \{x \underline{x} \underline{x}, x \underline{x} \underline{x}, x \underline{x}, x \underline{x}, \underline{x}\} \quad \text{mex}(\{3, 2, 0\}) \neq 1$   
 $\underline{x} \underline{x} \underline{x} \underline{x} \underline{x} \underline{x} = \{x \underline{x} \underline{x} \underline{x}, x \underline{x} \underline{x} \underline{x}, x \underline{x} \underline{x}, x \underline{x} \underline{x}, x \underline{x} \underline{x}, \underline{x}\} \quad \text{mex}(\{3, 2, 0\}) \neq 1$   
 $\underline{x} \underline{x} \underline{x} \underline{x} \underline{x} \underline{x} \underline{x} =$

$x \quad x = x + x$   
 $\neq 0 + 0$   
 $\neq 0 + (1 \oplus 1)$   
 $\neq 0$

$\begin{array}{r} 01 \\ 10 \\ \hline 11 \end{array}$   
 $\neq 4$

$\overset{9}{\text{XXXXXXXXXX}} \quad \overset{6}{\text{XXXXXX}} \quad \overset{1}{\text{X}} \quad \overset{7}{\text{XXXXXXXXXX}}$   
 $\neq 4 \quad \neq 3 \quad \neq 1 \quad \neq 2$   
 $\neq 3 + \neq 3$   
 $\neq (3 \oplus 3)$   
 $\neq 0$

$\text{0000}$   
 $\text{000}$   
 $\text{0}$   
 $\text{00}$

$\begin{array}{r} 100 \\ 011 \\ 001 \\ 010 \\ \hline 100 \\ \hline 100 \\ 100 \\ \hline 000 \end{array}$