## Stat 155 Fall 2009: Homework 2

Due September 17, 2009

- Please show all your steps. No credit will be given for just giving the answer, without any supporting work.
- Grading: 3 points for a complete solution, 2 points for an almost correct solution, 1 point for some correct work, 0 otherwise
- 1. Problem 2.1 on page 44 in "Game Theory, Alive".
- 2. Problem 2.11 on page 45 in "Game Theory, Alive".
- 3. Lasker's Nim (proposed by Edward Lasker, brother of Emanuel Lasker) is Nim as usual, with the following additional option: choose a heap, and split it into two smaller non-empty heaps (no chips are removed). For instance, starting with one pile of 3 chips, you can move to one pile of 2, 1, 0 chips, or to two piles with 2 chips and 1 chip respectively. Consider Lasker's Nim with a starting position of (1, 2, 3). Is this a *P*-position or an *N*-position?
- 4. If the given starting position in problem 3 is an N-position, what would be a winning move?