Stat 155 Fall 2009: Solutions to Homework 2

(was due September 17, 2009)

1. The Sprague-Grundy function of the 2×3 rectangular piece of chocolate for the game of Chomp is enumerated below. It was obtained using the graph on page 11 of the text, starting with assigning a value of 0 to the terminal position, and then using the definition of g.

$$g(_{\bigcirc}) = g(_{\bigcirc} \bullet) = g(_{\bigcirc} \bullet) = 0$$
$$g(_{\bigcirc} \bullet) = g(_{\bigcirc} \bullet) = 1$$
$$g(_{\bigcirc} \bullet \bullet) = g(_{\bigcirc} \bullet) = 2$$
$$g(_{\bigcirc} \bullet \bullet) = 3$$
$$g(_{\bigcirc} \bullet \bullet) = 4$$

2. The *P*-positions of G_1 are given by the positions x where $x \equiv 0 \mod 7$ or $x \equiv 2 \mod 7$. Thus, $g_1(100) = 0$.

Writing out the Sprague-Grundy values for G_2 , we see that they are periodic, with period 8.

 $g_2(x) = 0$, for $x \equiv 0, 1 \mod 8$, $g_2(x) = 1$, for $x \equiv 2, 3 \mod 8$, $g_2(x) = 2$, for $x \equiv 4, 5 \mod 8$, and $g_2(x) = 3$, for $x \equiv 6, 7 \mod 8$. Since $100 \equiv 4 \mod 8$, we have $g_2(100) = 2$. Finally, $g_2(100) = 100 \mod 21 = 16$. Then, using the sum theorem.

Finally, $g_3(100) = 100 \mod 21 = 16$. Then, using the sum theorem,

 $g(100, 100, 100) = g_1(100) \oplus g_2(100) \oplus g_3(100) = 0 \oplus 2 \oplus 16 = 18.$

Since the Sprague-Grundy value of the position is non-zero, it must be an N-position.

- 3. Note that (1, 2, 3) denotes 3 piles of "Lasker" heaps, not nim-heaps. By the sum theorem, $g(1, 2, 3) = g_1(1) \oplus g_2(2) \oplus g_3(3)$, where g_1, g_2, g_3 denote the Sprague-Grundy functions of the single pile Lasker's Nim games. Using the definition of the Sprague-Grundy function, the values of the g_i can be worked out. The only one different from regular nim is 3. Since, in addition to the usual nim moves, 3 can be split into the two smaller piles of sizes 2 and 1, we find that the Sprague-Grundy value of (3) is in fact 4. Thus we have $g(1, 2, 3) = 1 \oplus 2 \oplus 4 = 7$ and (1, 2, 3) is an N-position for Lasker's Nim.
- 4. The winning move is to split the pile with 3 chips into two smaller piles with 2 chips and 1 chip. This gives us the position (1, 2, 1, 2) which has Sprague-Grundy value 0.