

NIM

MATH CIRCLE (ADVANCED) 12/02/2012

Recall from last time the idea of dividing a game into **P-positions** and **N-positions**.

A P-position is one that is winning for the previous player (that is, the one who just moved) while a N-position is one that is winning for the next player.

Therefore, if a game starts in a P-position, Player II wins, while if the game starts in a N-position, Player I wins.

The game of Nim: Suppose we have k piles of stones, with n_1 stones in the first pile, n_2 stones in the second pile, etc. Player I and Player II take turns removing any number (at least one!) stone from a single pile. The player who takes the last stone wins.

We will write the above game as (n_1, n_2, \dots, n_k) -Nim.

0) a) List the P-positions and N-positions for Nim played with only one pile ($k = 1$).

The only P-position is (0) .

b) For what values of n_1 does Player I win?

Player I wins all games.

1) a) Play Nim with piles of size 6 and 4 (i.e. $(6, 4)$ -Nim). Who wins?

Player I wins.

b) Explain the winning strategy.

Player I first moves to position $(4, 4)$. Then he plays so that both piles always have the same number after his turn.

2) a) Characterize the P-positions and N-positions for (n_1, n_2) -Nim.

(n_1, n_2) is a P-position if and only if $n_1 = n_2$.

b) For what pairs (n_1, n_2) does Player I win?

Player I wins (n_1, n_2) -Nim if and only if $n_1 \neq n_2$.

The Nim-sum (denoted by \oplus) of two numbers is computed as follows. Convert the numbers to binary, then add (in binary) WITHOUT carrying any digits, and finally convert back to decimal form. For example,

$$60 \oplus 47 \rightarrow \begin{array}{r} 1 \ 1 \ 1 \ 1 \ 0 \ 0 \\ 1 \ 0 \ 1 \ 1 \ 1 \ 1 \\ \hline 0 \ 1 \ 0 \ 0 \ 1 \ 1 \end{array} \rightarrow 10011_2 = 19.$$

3) Compute the following Nim-sums:

a) $6 \oplus 4$

2

b) $12 \oplus 12$

0

c) $25 \oplus 8$

17

d) $3 \oplus 4 \oplus 5$

2

e) $19 \oplus 60 \oplus 47$

0

f) $2 \oplus 2 \oplus 2 \oplus 2$

0

g) $5 \oplus 2 \oplus 2 \oplus 2$

7

4) Write out P-positions and N-positions for (n_1, n_2, n_3) -Nim for $n_1 + n_2 + n_3 \leq 6$. Think of ways to minimize the number of positions you need to write out!

First note that without loss of generality $n_1 \geq n_2 \geq n_3$ (why?). Further, if $n_3 = 0$ see 2)a). Therefore we also assume $n_3 > 0$.

The only P-position satisfying the above are: $(3, 2, 1)$.

The N-positions are $(1, 1, 1), (2, 1, 1), (2, 2, 1), (3, 1, 1)$.

5) a) Prove that $a \oplus b = 0$ if and only if $a = b$.

If $a = b$ all the binary digits are the same, so $a \oplus b = 0$. If $a \neq b$ then (at least) one pair of binary digits do not match, hence $a \oplus b \neq 0$.

b) Restate 2) in terms of Nim-sums.

(n_1, n_2) is a P-position if and only if $n_1 \oplus n_2 = 0$.

6) a) Characterize the P-positions and N-positions for (n_1, n_2, n_3) -Nim.

See 8).

b) For what triples (n_1, n_2, n_3) does Player I win?

See 8).

7)* Prove 6)a).

See 8).

8)* Characterize the P-positions and N-positions for (n_1, n_2, \dots, n_k) -Nim. Prove your answer!

(n_1, n_2, \dots, n_k) is a P-position if and only if $n_1 \oplus n_2 \oplus \dots \oplus n_k = 0$.

The result follows from the two statements:

i) If (n_1, n_2, \dots, n_k) is a P-position then any move results in a N-position.

ii) If (n_1, n_2, \dots, n_k) is a N-position then it is possible to move to a P-position.

i) is straightforward to prove using the Nim-sums.

For ii), suppose $n_1 \oplus n_2 \oplus \dots \oplus n_k = x \neq 0$. Let i be the leftmost nonzero digit of x in its binary representation. Thus, for some j , the i th digit in the binary representation of n_j is also nonzero. Check that removing $n_j - (x \oplus n_j)$ from the j th pile works.

∞) Solve the following games (i.e. try to characterize the P-positions and N-positions and try to prove your answer. However, this may not be possible!).

a) l -Subtraction Game: Similar to (n_1, n_2, \dots, n_k) -Nim, except players can remove at most l stones.

(n_1, n_2, \dots, n_k) is a P-position if and only if $n_1 \pmod{l+1} \oplus n_2 \pmod{l+1} \oplus \dots \oplus n_k \pmod{l+1} = 0$.

b) Greedy Nim: Similar to (n_1, n_2, \dots, n_k) -Nim, except players can only remove stones from the largest pile.

A position is a P-position if and only if there are an even number of largest piles.

c) Multiple Pile Nim: Similar to (n_1, n_2, \dots, n_k) -Nim, except players can also remove the same number of stones from both piles.

Some small p-Positions when $k = 2$ and $n_1 \geq n_2$ are $(0, 0), (2, 1), (5, 3), (7, 4), (10, 6)$.

Some problems are taken from:

- D. Fomin, S. Genkin, I. Itenberg “Mathematical Circles (Russian Experience)”