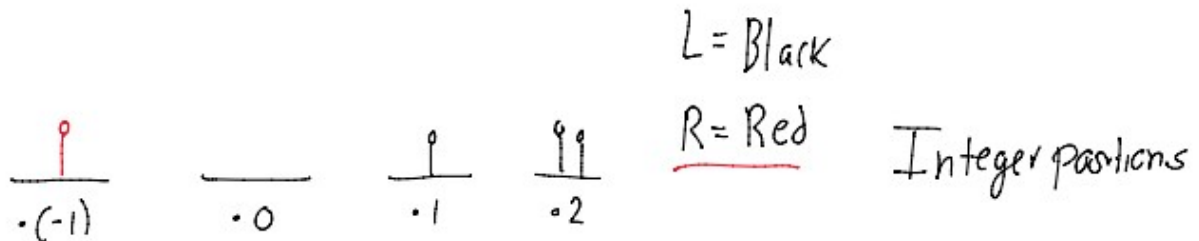


# Games & Computation

September 25, 2019

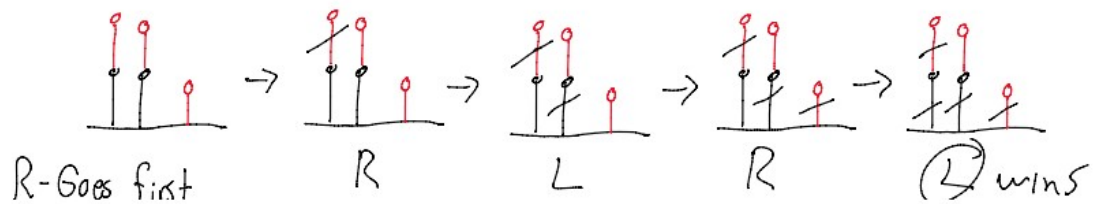
Day 7

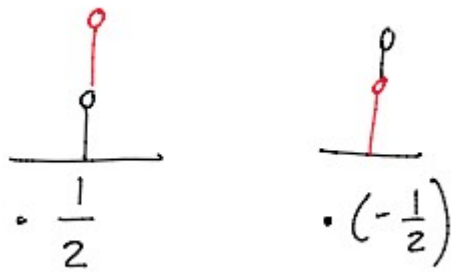
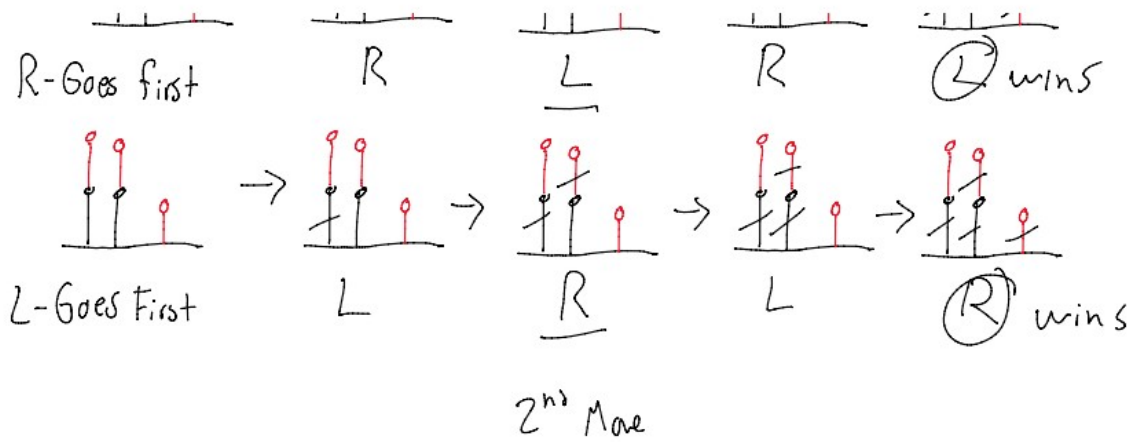
## HackenBush



## Fractional Positions

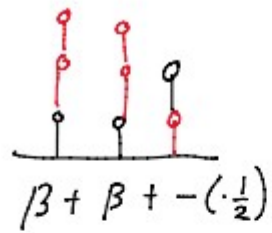
- Can we get these?
- An advantage at  $\frac{1}{2}$  :  $\alpha + \alpha = \bullet 1$
- $\alpha + \alpha + \bullet(-1) \equiv \bullet 0 \equiv P$



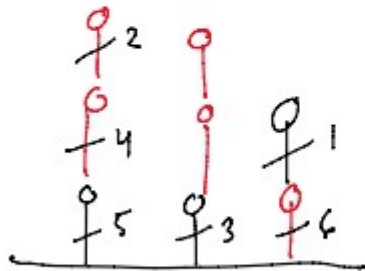


What about  $\frac{1}{4}$  ?

If some  $\beta \equiv \frac{1}{4}$  , then  $\beta + \beta (-\alpha) \equiv 0$

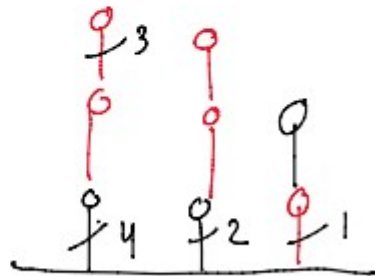


L - Goes First



2<sup>nd</sup> Player Win (R)

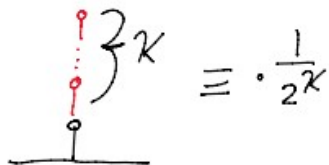
R - Goes First



2<sup>nd</sup> Player Win (L)

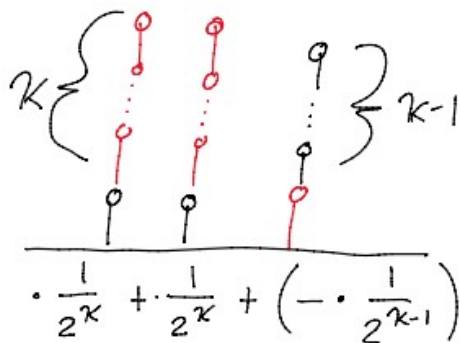
Familiarize These Positions

For every integer  $k$ ,  $\frac{1}{2^k}$  is the MB position



Lemma: For every pos. int.  $k$ , we have:

$$\frac{1}{2^k} + \frac{1}{2^k} \equiv \frac{1}{2^{k-1}}$$

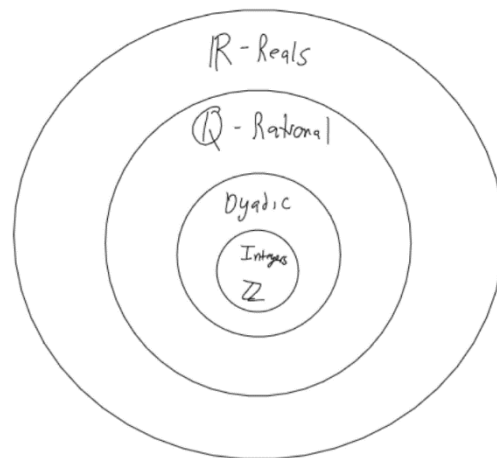


## Dyadic Numbers

- Any number that can be expressed as a fraction where the denominator is a power of 2 (and the numerator is an integer)
  - o 17/16

Proposition: Every dyadic number has a unique (finite) binary expansion

$$\begin{aligned} 83/64 &= 1/64 (83) \\ &= 1/64 (64 + 16 + 2 + 1) \\ &= 1 + 1/4 + 1/32 + 1/64 \\ &= 1/2^0 + 1/2^2 + 1/2^5 + 1/2^6 \end{aligned}$$



## Birthdays

- Even though dyadic numbers are static, let's imagine generating them
- Each step/day generates new numbers

Day 0	0													
Day 1	-1	0	1											
Day 2	-2	-1	$-\frac{1}{2}$	0	$\frac{1}{2}$	1	2							
Day 3	-3	-2	$-\frac{3}{2}$	$-\frac{3}{4}$	$-\frac{1}{2}$	$-\frac{1}{4}$	0	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	1	$\frac{3}{2}$	2	3

General Procedure: On Day 0, the number 0 is born. If  $a_1 < a_2 < a_3 \dots < a_l$

are the numbers born on days 0, ..., n, then on day n+1, the following numbers are born:

- Largest integer less than  $a_1$
- Smallest integer greater than  $a_l$
- The number  $(a_i + a_{i+1})/2$  for every  $1 \leq i \leq l-1$

Proposition Every open interval of real numbers  $(a, b)$ ,  $(a, \infty)$ ,  $(-\infty, b)$ , or even  $(-\infty, \infty)$  contains a unique oldest dyadic #'s. If we continue this to  $\infty$ , we get surreal #'s.

### Define Positions

$$\gamma = \{ \alpha, \dots, \alpha_m \mid B_1, \dots, B_n \}$$

Thus :

$$0 = \{ \mid \} \equiv \bullet \circ \text{ and } *0 \equiv \text{Type P.}$$

We get numbers based on using numbers from previous day.

$$\begin{array}{l}
 \underline{1} = \{ 0 \mid \} , \quad -1 = \{ \mid 0 \} , \quad *1 = \{ 0 \mid 0 \} \quad // \quad \gamma = \{ \alpha \mid B \} \\
 \text{Left} \qquad \qquad \text{Right} \qquad \qquad \text{Both} \\
 \text{move} \qquad \qquad \text{move} \qquad \qquad \text{have same move}
 \end{array}$$

Next day:

$$-2 = \{ -1, 0 \}, \quad 2 = \{ -1, 0, 1 \} \quad \dots \quad \frac{1}{2} = \{ -1, 0, 1 \}, \quad -\frac{1}{2} = \{ -1, 0, 1 \}$$
$$-2 = \{ -1 \}, \quad 2 = \{ 1 \}$$

$$\{ -1, 1 \} = 0$$

$$*2 = \{ 0, *1, 0, *1 \}$$

$$\uparrow = \{ 0, *1 \} \quad // \text{UP position}$$

$$\downarrow = \{ *1, 0 \} \quad // \text{Down position}$$

We can construct these to  $\infty$ .

if  $w$  is the simplest infinite #, then simplest infinitesimal # is  $\frac{1}{w}$ .

$$w \cdot \frac{1}{w} = 1$$

Back to the Party

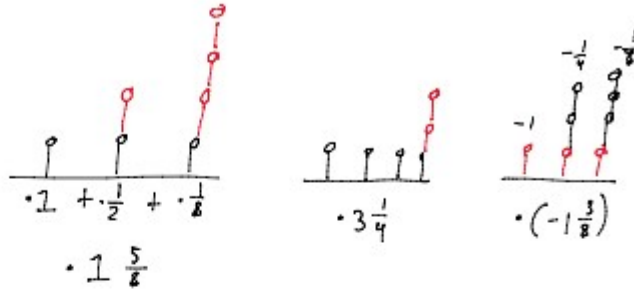
- Dyadic positions – HB positions associated w/ dyadic numbers

Every dyadic #  $\neq 0$  w/ binary expression  $2^{d_1} + 2^{d_2} + \dots + 2^{d_n}$

where  $d_1 > d_2 > \dots > d_n$  are integers (+/-)

Define position  $\cdot q = \cdot 2^{d_1} + \cdot 2^{d_2} + \dots + \cdot 2^{d_k}$

- R-red  
+ L-black

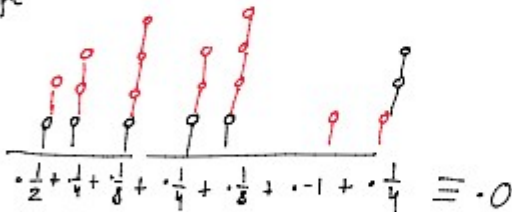


$$\cdot(-q) \equiv -(\cdot q)$$

Lemma. Let  $a_1, \dots, a_n$  be #'s, each being 0 or of the form  $\pm 2^k$  for  $k \in \mathbb{Z}$

If  $a_1 + \dots + a_n = 0$ , then  $\cdot a_1 + \dots + \cdot a_n \equiv 0$ .

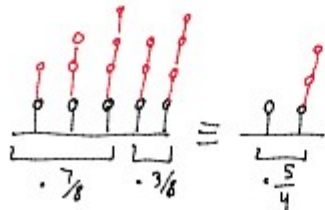
Example



Thm. If  $p, q$  are dyadic #'s, then

$$1. -(\cdot p) \equiv \cdot(-p)$$

$$2. (\cdot p) + (\cdot q) \equiv \cdot(p+q)$$



Obs. For a dyadic #  $q$ ,

$$q \text{ is type } \begin{cases} L & \text{if } q > 0 \\ P & \text{if } q = 0 \\ R & \text{if } q < 0 \end{cases}$$