

# NIM Games

William Gasarch- U of MD

# NIM Games

NIM(1,2,3):

# NIM Games

NIM(1,2,3):

1. Player I and Player II are looking at  $n$  stones.

# NIM Games

NIM(1,2,3):

1. Player I and Player II are looking at  $n$  stones.
2. They alternate removing 1,2, or 3 stones, Player I goes first.

# NIM Games

NIM(1,2,3):

1. Player I and Player II are looking at  $n$  stones.
2. They alternate removing 1,2, or 3 stones, Player I goes first.
3. The first one who can't move loses.

# NIM Games

NIM(1,2,3):

1. Player I and Player II are looking at  $n$  stones.
2. They alternate removing 1,2, or 3 stones, Player I goes first.
3. The first one who can't move loses.

We assume they both play perfectly. For which  $n$  does Player I win? For which  $n$  does Player II Win?

# NIM Games

NIM(1,2,3):

1. Player I and Player II are looking at  $n$  stones.
2. They alternate removing 1,2, or 3 stones, Player I goes first.
3. The first one who can't move loses.

We assume they both play perfectly. For which  $n$  does Player I win? For which  $n$  does Player II Win?

Play with 10 stones on white board.

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = \text{II}$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$													

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//												

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = II$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	$II$	$I$											

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/										

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/									

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//								

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/							

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/						

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/	/					

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/	/	//				

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/	/	//	/			

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/	/	//	/	/		

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/	/	//	/	/	/	

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/	/	//	/	/	/	//

# NIM Games-Win Table for 1,2,3

**Win Table** Key is that

- ▶  $W(0) = //$ . If there are 0 stones then Player II wins.
- ▶ If from  $n$  Player I can get to a II-spot then Player I wins. Otherwise Player II wins.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	/	/	//	/	/	/	//	/	/	/	//

Player II wins iff  $n \equiv 0 \pmod{4}$ .

# NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$															

# NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//														

# NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/													

# NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//												

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/											

# NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/										

# NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/									

# NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/								

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//							

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/						

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/	//					

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/	//	/				

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/	//	/	/			

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/	//	/	/	/		

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/	//	/	/	/	/	

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/	//	/	/	/	/	//

## NIM Games-Win Table for 1,3,4

Work on the win table for 1,3,4 together. I give you 5 minutes

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$W$	//	/	//	/	/	/	/	//	/	//	/	/	/	/	//

Player II wins iff  $n \equiv 0, 2 \pmod{7}$ .

# Spotting Win Patterns for $(1, n, n + 1)$ -NIM

# Spotting Win Patterns for $(1, n, n + 1)$ -NIM

1)  $(1, 2, 3)$  NIM is a mod 4 pattern.

# Spotting Win Patterns for $(1, n, n + 1)$ -NIM

- 1)  $(1, 2, 3)$  NIM is a mod 4 pattern.
- 2)  $(1, 3, 4)$  NIM is a mod 7 pattern.

# Spotting Win Patterns for $(1, n, n + 1)$ -NIM

- 1)  $(1, 2, 3)$  NIM is a mod 4 pattern.
- 2)  $(1, 3, 4)$  NIM is a mod 7 pattern.
- 3)  $(1, 4, 5)$  NIM is YOU FIND OUT

# Spotting Win Patterns for $(1, n, n + 1)$ -NIM

- 1)  $(1,2,3)$  NIM is a mod 4 pattern.
- 2)  $(1,3,4)$  NIM is a mod 7 pattern.
- 3)  $(1,4,5)$  NIM is YOU FIND OUT
- 4)  $(1,5,6)$  NIM is YOU FIND OUT

# Spotting Win Patterns for $(1, n, n + 1)$ -NIM

- 1)  $(1,2,3)$  NIM is a mod 4 pattern.
- 2)  $(1,3,4)$  NIM is a mod 7 pattern.
- 3)  $(1,4,5)$  NIM is YOU FIND OUT
- 4)  $(1,5,6)$  NIM is YOU FIND OUT
- 5)  $(1,6,7)$  NIM is YOU FIND OUT

# Spotting Win Patterns for $(1, n, n + 1)$ -NIM

- 1)  $(1,2,3)$  NIM is a mod 4 pattern.
- 2)  $(1,3,4)$  NIM is a mod 7 pattern.
- 3)  $(1,4,5)$  NIM is YOU FIND OUT
- 4)  $(1,5,6)$  NIM is YOU FIND OUT
- 5)  $(1,6,7)$  NIM is YOU FIND OUT
- n)  $(1,n,n+1)$  NIM is YOU FIND OUT

# A Computer Can Generate The Win Table

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for  $(1, 6, 7)$  up to 1000.

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for  $(1, 6, 7)$  up to 1000.

Lets write a program for it!

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for  $(1, 6, 7)$  up to 1000.

Lets write a program for it!

The following almost works.

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for (1, 6, 7) up to 1000.

Lets write a program for it!

The following almost works.

$W(0) = //$  (Player II wins if there are 0 stones.)

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for (1, 6, 7) up to 1000.

Lets write a program for it!

The following almost works.

$W(0) = //$  (Player II wins if there are 0 stones.)

For  $n = 1$  to 1000

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for (1, 6, 7) up to 1000.

Lets write a program for it!

The following almost works.

$W(0) = II$  (Player II wins if there are 0 stones.)

For  $n = 1$  to 1000

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for (1, 6, 7) up to 1000.

Lets write a program for it!

The following almost works.

$W(0) = II$  (Player II wins if there are 0 stones.)

For  $n = 1$  to 1000

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

Do you see why this does not quite work?

# A Computer Can Generate The Win Table

Lets say you want to find the Win table for (1, 6, 7) up to 1000.

Lets write a program for it!

The following almost works.

$W(0) = II$  (Player II wins if there are 0 stones.)

For  $n = 1$  to 1000

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

Do you see why this does not quite work?

$n - 6$  or  $n - 7$  might be  $< 0$ .

How to fix this?

# The Mathematical Fix

# The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

# The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

In Python  $W[-1]$  means wrap-around.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

In Python  $W[-1]$  means wrap-around.

Google AI tells me that Ada, FORTRAN, Pascal, and APL allow negative indices in arrays.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

In Python  $W[-1]$  means wrap-around.

Google AI tells me that Ada, FORTRAN, Pascal, and APL allow negative indices in arrays.

I suspect you don't know those languages.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

In Python  $W[-1]$  means wrap-around.

Google AI tells me that Ada, FORTRAN, Pascal, and APL allow negative indices in arrays.

I suspect you don't know those languages.

You suspect that I don't.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

In Python  $W[-1]$  means wrap-around.

Google AI tells me that Ada, FORTRAN, Pascal, and APL allow negative indices in arrays.

I suspect you don't know those languages.

You suspect that I don't. Actually Pascal was my first language.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

In Python  $W[-1]$  means wrap-around.

Google AI tells me that Ada, FORTRAN, Pascal, and APL allow negative indices in arrays.

I suspect you don't know those languages.

You suspect that I don't. Actually Pascal was my first language.

I would recommend still using Python but checking for if the index is negative.

## The Mathematical Fix

For  $i = -7$  to  $0$   $W(i) = I$ .

$W(0) = II$ .

For  $n = 1$  to  $1000$

$W(n) = I$  if  $W(n - 1) = II$  OR  $W(n - 6) = II$  OR

$W(n - 7) = II$ .

$W(n) = II$  otherwise.

This works.

However,

Java does not allow negative indices in arrays.

In Python  $W[-1]$  means wrap-around.

Google AI tells me that Ada, FORTRAN, Pascal, and APL allow negative indices in arrays.

I suspect you don't know those languages.

You suspect that I don't. Actually Pascal was my first language.

I would recommend still using Python but checking for if the index is negative.

You will be doing this on the next HW.

# A Computer Can Play Perfectly NIM Perfectly

# A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$													

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	$II$												

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	<i>W</i>	<i>W</i>	<i>I</i>										

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	<i>W</i>	<i>W</i>	<i>L</i>	<i>W</i>									

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	<i>W</i>	<i>W</i>	<i>L</i>	<i>W</i>	<i>L</i>								

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/								

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/							

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//						

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/					

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//				

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/			

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/		

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!  $W(9) = //$ . So Player I removes 3.

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!  $W(9) = //$ . So Player I removes 3.

Player II is looking at 9 and knows he can't win :-(. Lets say he removes 1.

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!  $W(9) = //$ . So Player I removes 3.

Player II is looking at 9 and knows he can't win :-(. Lets say he removes 1.

Player I is now looking at 8. By spots  $W(8 - 1) = W(7) = //$  so removes 1.

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!  $W(9) = //$ . So Player I removes 3.

Player II is looking at 9 and knows he can't win :-(. Lets say he removes 1.

Player I is now looking at 8. By spots  $W(8 - 1) = W(7) = //$  so removes 1.

etc.

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!  $W(9) = //$ . So Player I removes 3.

Player II is looking at 9 and knows he can't win :-(. Lets say he removes 1.

Player I is now looking at 8. By spots  $W(8 - 1) = W(7) = //$  so removes 1.

etc.

If Player I is in a position where he can't win he can still see if

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!  $W(9) = //$ . So Player I removes 3.

Player II is looking at 9 and knows he can't win :-(. Lets say he removes 1.

Player I is now looking at 8. By spots  $W(8 - 1) = W(7) = //$  so removes 1.

etc.

If Player I is in a position where he can't win he can still see if

## A Computer Can Play Perfectly NIM Perfectly

We assume computer is Player I. Similar holds for if Comp was Player II.

We already saw that a computer program can generate the win table.

Using the win table the computer can play perfectly

Example using Win Table for 1, 3, 4.

$n$	0	1	2	3	4	5	6	7	8	9	10	11	12
$W$	//	/	//	/	/	/	//	/	//	/	/	/	/

If  $n = 12$  then Player I looks to see if any of  $W(12 - 1) = //$  OR  $W(12 - 3) = //$  OR  $W(12 - 4) = //$ .

Ah Ha!  $W(9) = //$ . So Player I removes 3.

Player II is looking at 9 and knows he can't win :-(. Lets say he removes 1.

Player I is now looking at 8. By spots  $W(8 - 1) = W(7) = //$  so removes 1.

etc.

If Player I is in a position where he can't win he can still see if

# NIM and AI

# NIM and AI

1) It is easy to write a program that plays NIM perfectly

# NIM and AI

- 1) It is easy to write a program that plays NIM perfectly
- 2) Want to TRAIN an AI to play NIM perfectly.

# NIM and AI

- 1) It is easy to write a program that plays NIM perfectly
- 2) Want to TRAIN an AI to play NIM perfectly.
- 3) If you train it against a perfect player it might not do well since there are moves it will never see.

# NIM and AI

- 1) It is easy to write a program that plays NIM perfectly
- 2) Want to TRAIN an AI to play NIM perfectly.
- 3) If you train it against a perfect player it might not do well since there are moves it will never see.
- 4) Train it against imperfect player. An  $x$ -player makes the right move  $x$ -percent of the time and otherwise makes a random move.

# NIM and AI

- 1) It is easy to write a program that plays NIM perfectly
- 2) Want to TRAIN an AI to play NIM perfectly.
- 3) If you train it against a perfect player it might not do well since there are moves it will never see.
- 4) Train it against imperfect player. An  $x$ -player makes the right move  $x$ -percent of the time and otherwise makes a random move.
- 5) Research question: If an AI-player is going to face  $y$ -players then what is  $x$  so that the AI should train against  $x$ -players?