

Some Notes on Game Bounds

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requirements for the degree Master of Arts
in Mathematics

by

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Abstract

In this work we establish some game bounds. For each finite birthday, N , we find the smallest positive number and the greatest game born by day N , as well as the smallest and the largest positive infinitesimals. As for each particular birthday we provide the extreme values for those types of games, these results extend those in [1, page 214].

The main references in the theory of combinatorial games are ONAG [1] and WW [2]. We'll use the notation and some fundamental results from WW—mainly from its first six chapters—to establish some bounds to the size of the games.

Chapter 1

Basic Definitions

Given a game $G = \{L | R\}$ where L, R are two sets of games we'll write $G = \{G^L | G^R\}$, so G^L (G^R) will stand for the typical Left (Right) option of G .

Definition 1 *The sum of two games $G = \{G^L | G^R\}$ and $H = \{H^L | H^R\}$ is defined by*

$$G + H = \{G^L + H, G + H^L | G^R + H, G + H^R\}.$$

Definition 2 *The negative of a game G is*

$$-G = \{-G^R | -G^L\}.$$

We write $G - H$ for $G + (-H)$.

Definition 3 *A game in which the second player to move is the winner is a zero game, 0.*

Definition 4 *The partial order is defined by (see ONAG, page 78, for a more formal approach)*

$G > H$ (G is bigger than H) iff $G - H$ is won by Left, whoever starts.

$G = H$ (G is equal to H) iff $G - H$ is a zero game.

$G < H$ (G is smaller than H) iff $G - H$ is won by Right, whoever starts.