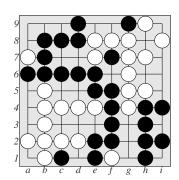
For a go position and a color, a *chain* (also called *solid block*) is a maximal connected set of stones of that color. Answer these questions for this position, from Figure 3.1 in *Mathematical Go: Chilling Gets the Last Point* by Berlekamp and Wolfe. (i) Give the number of black chains, white chains, black stones, white stones, black territory, white territory and the current score (e.g. Black by x or White by y or tied). (ii) Assume White now makes a non-pass move, and then both players pass. What is a best move for White? Explain briefly. (iii) From the position, assume White makes some number of non-pass moves and that Black passes after each and then White passes. What is the best score that White can achieve? Explain briefly.



- 2. a) In your own words, explain what it means for two games to be equivalent (text, defn 2.9). b) Give an example of two domineering games with non-isomorphic game trees that are equivalent. c) What is the usual way to check whether games G and H are equivalent? Illustrate with your answer to b).
- 3. Recall that the game notation (left options, right options) for the game 2 is {1 | }. (a) Give the game notation for the game 1.

(b) Recall that for impartial games, when we give the game notation, we give the game options only for one player, e.g. {\*1,\*0} is the game notation for \*2. Why do we do this?
(c) Which of these are true? Explain. \*0 = 0. \*1 = 1. \*1 = \*. \*2 = 2. \*2 = 2\*.

4. Below are two domineering games G (with 4 cells) and H (3 cells). For G and for H, draw the complete game tree: do not prune any options. Explain why G and H are both in the outcome class N. Find a game K such that G+K and H+K are in different outcome classes. Are G and H equivalent? Explain briefly.



- 5. chapter 2 (text p41 ff) Exercise 1
- 6. " Exercise 3
- 7. " Exercise 4
- 8. " Exercise 5
- 9. " Exercise 6
- 10. " Exercise 7
- 11. " Exercise 8
- 12. (a) In combinatorial game theory, what does the statement below mean? Explain completely.

statement: 1 < 2.

(b) Prove the statement.

The following questions refer to the hackenbush article by Tom Davis.

- 13. Prove that the game at the top of page 3 is a P-position.
- 14. Prove that game B in section 7 satisfies the equation  $B + B \equiv 1$
- 15. Prove that the game 1/2 (second line of diagram, start of section 12) is equivalent to the game B in the previous question.