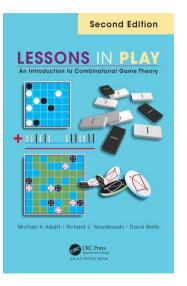
There's just one thing I got to know Can you tell me please, who won?

- Crosby, Stills and Nash

Lessons in Play Outcome Classes

Rintse van de Vlasakker 03-03-2020



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Fundamental theorem of combinatorial games

In a game between Albert and Bertha, with Albert moving first, either Albert can force a win moving first, or Bertha can force a win moving second (not both).

The four outcome classes

Class	Name	Definition
\mathcal{N}	Fuzzy	Next player can force a win (First player win)
\mathcal{P}	Zero	Previous player can force a win (Second player win)
\mathcal{L}	Positive	Left can force a win (regardless of starting player)
\mathcal{R}	Negative	Right can force a win (regardless of starting player)

Outcome class	When right moves first		
Outcome class	Right wins	Left wins	
When left moves first	Left wins	\mathcal{N}	\mathcal{L}
when left moves first	Right wins	${\cal R}$	\mathcal{P}

Outcome Functions (of position *G*)

$$O_L(G) = \begin{cases} \textcircled{e}, & \text{if Left can force a win moving first} \\ \textcircled{e}, & \text{if Left cannot force a win moving first} \end{cases}$$

$$O_R(G) = \begin{cases} \textcircled{black}{llow}, & \text{if Right can force a win moving first} \\ \textcircled{black}{llow}, & \text{if Right cannot force a win moving first} \end{cases}$$

$$O(G) = (O_L(G), O_R(G))$$

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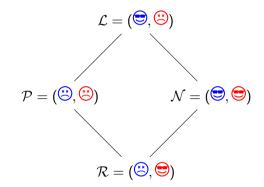
Relation to Outcome Classes

Class	Outcome Function
\mathcal{N}	$O(G) = ({\ensuremath{\overline{\bigcirc}}}, {\ensuremath{\overline{\bigcirc}}})$
\mathcal{P}	$O(G) = (\stackrel{\textcircled{\scriptsize{\scriptsize{\scriptsize{(C)}}}}{\scriptsize{\scriptsize{(C)}}}}{, \stackrel{\textcircled{\scriptsize{\scriptsize{(C)}}}{\scriptsize{\scriptsize{(C)}}}})$
\mathcal{L}	O(G) = (e, e)
\mathcal{R}	$O(G) = (\stackrel{\textcircled{\otimes}}{=}, \stackrel{\textcircled{\otimes}}{=})$

Outcome classes	$O_R(G) = \overline{r}$	$O_R(G) = $
$O_L(G) = {\textcircled{\scriptsize e}}$	\mathcal{N}	\mathcal{L}
$O_L(G) = \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ $	\mathcal{R}	\mathcal{P}

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Partial order



From a game position: The moves available to Left (Left's options): \mathcal{G}^L . The moves available to Right (Right's options): \mathcal{G}^R .

Game position *G*, consists of its options \mathcal{G}^L and \mathcal{G}^R : $\mathcal{G} = \{ \mathcal{G}^L \mid \mathcal{G}^R \}$

Outcome Class from Options

Possible moves	Some $G^R \in \mathcal{R} \cup \mathcal{P}$	All $G^R \in \mathcal{L} \cup \mathcal{N}$
Some $G^L \in \mathcal{L} \cup \mathcal{P}$	$\mathcal N$	\mathcal{L}
All $G^L \in \mathcal{R} \cup \mathcal{N}$	${\mathcal R}$	\mathcal{P}