## THEORY OF ANNIHILATION GAMES

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Throughout, R = (V(R), E(R)) is a finite loopless digraph with vertex set V(R) and edge set  $E(R) \subset V(R) \times V(R)$ , which may contain cycles. Let  $F(u) = \{v \in V(R): (u, v) \in E(R)\}, Z =$  nonnegative integers,  $GF(2)^n =$  the *n*-fold cartesian product of GF(2).

Put any number of stones on distinct vertices of R. Two players play alternately. Each player at his turn moves one stone from a vertex u to some  $v \in F(u)$ . If v was occupied, both stones get removed (*annihilation*). The player making the last move wins. If there is no last move, the game is a tie.

Such an annihilation game belongs to a large class of combinatorial games discussed in [1], [3], which are analyzable by the Generalized Sprague-Grundy Function (GSG-function)  $G: V(R) \rightarrow Z \cup \{\infty\}$  [1], [2], [3] with associated counter function  $c: V^f(R) \rightarrow Z$ , where  $V^f(R) = \{u \in V(R): G(u) < \infty\}$  [2]. Here R is the game-graph of the game.

Our main result is the construction of a complete strategy for the game, which is polynomial in n = |V(R)|.

Let C(R) be the game-graph of the annihilation game on R, also called the *contrajunctive compound* of R. If  $V(R) = \{u_1, \ldots, u_n\}$ , the vertices of V(C(R)) (= game positions) constitute the set of all *n*-tuples  $\overline{u} = (\alpha_1, \ldots, \alpha_n)$  over GF(2), where  $\alpha_i = 1$  if and only if a stone is on  $u_i$ . Also  $(\overline{u}, \overline{v}) \subset E(C(R))$  if and only if there is a move from  $\overline{u}$  to  $\overline{v}$ . Thus V(C(R)) is identical with the linear space  $GF(2)^n$  under the operation  $\bigoplus$ ,  $\Sigma'$  of Nim-sum (below: Generalized Nim-sum [1], [3]).

LEMMA 1. Let

 $C^{f}(R) = \{\overline{u} \in V(C(R)): \ G(\overline{u}) < \infty\}, \quad C_{i}(R) = \{\overline{u} \in V(C(R)): \ G(\overline{u}) = i < \infty\}.$ 

Then

(i)  $C^{f}(R)$  is a linear subspace of V(C(R)).

(ii) G is a homomorphism from  $C^{f}(R)$  onto  $GF(2)^{t}$  with kernel  $C_{0}(R)$ ( $t = O(\log_{2} n)$ ). In fact,

$$G(\overline{u}) < \infty \Rightarrow G(\overline{u} \oplus \overline{v}) = G(\overline{u}) \oplus G(\overline{v}).$$

(iii)  $\{C_i(R): 0 \le i < 2^t\} = C^f(R)/C_0(R).$ 

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