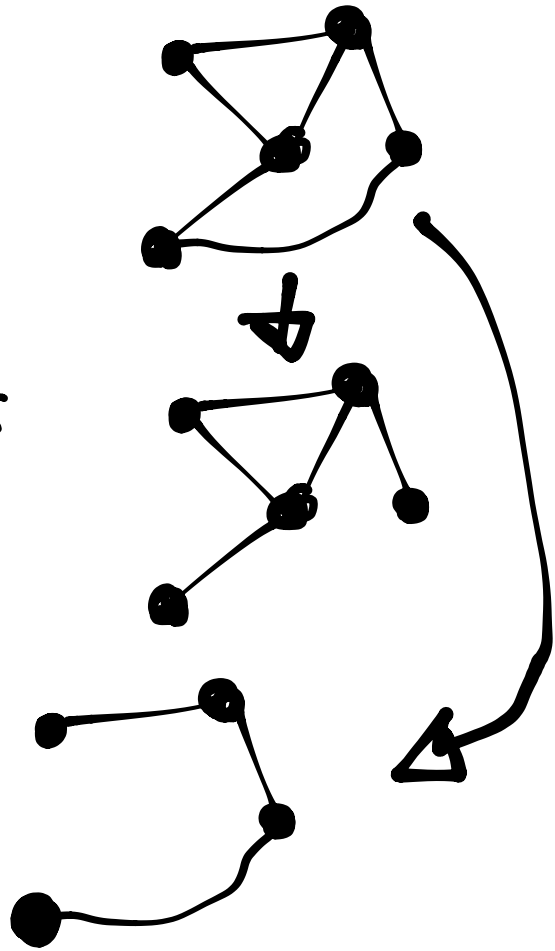


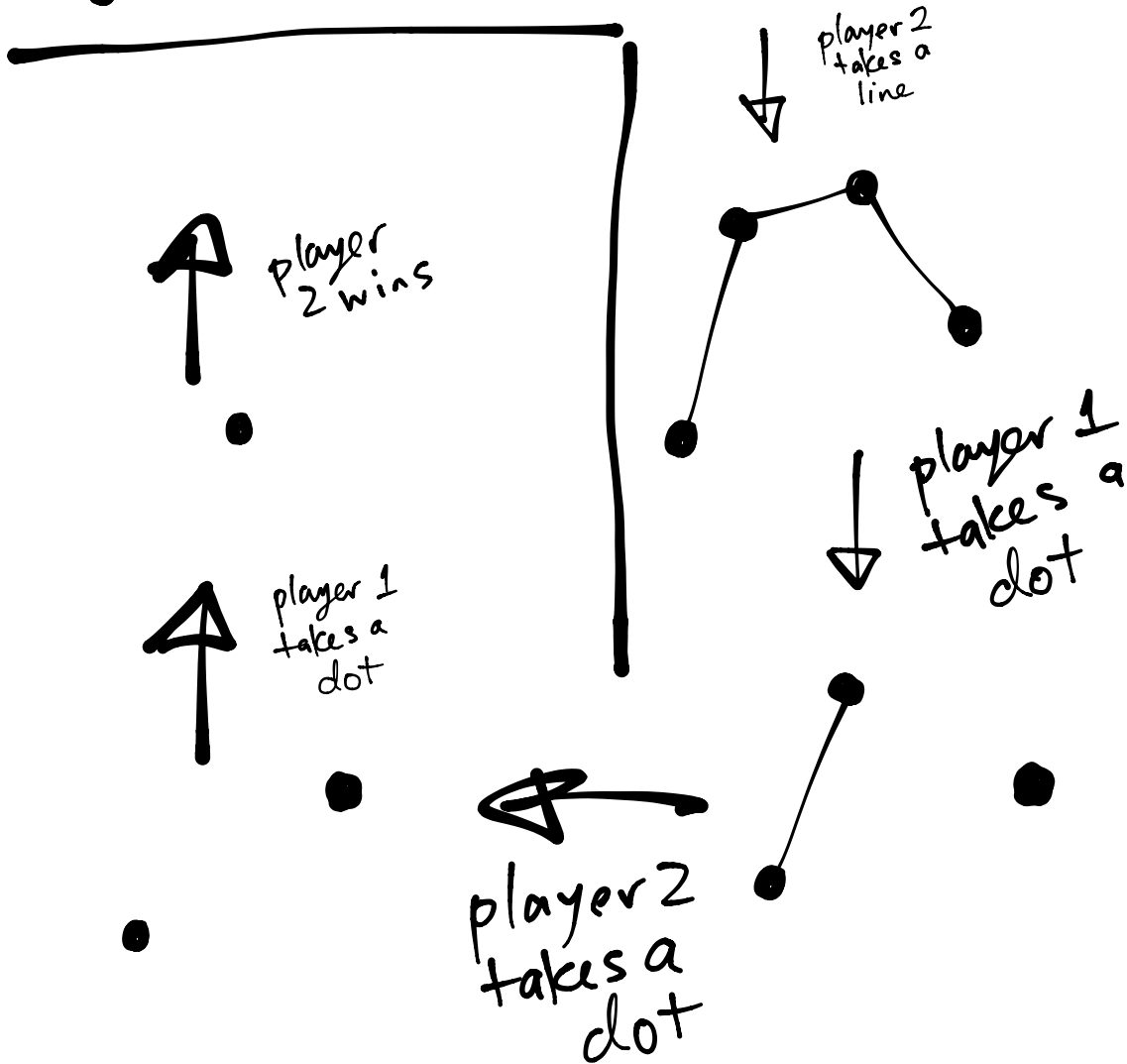
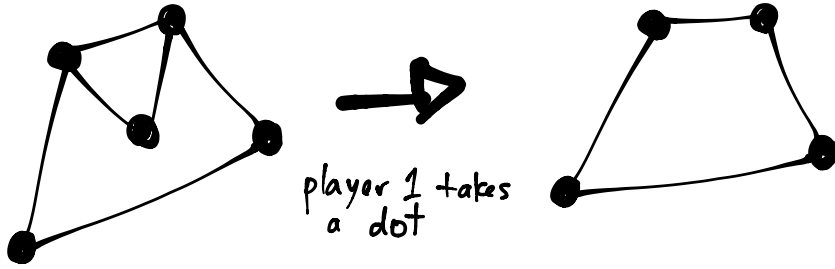
RULES OF CHOMP

①

- You are given a graph which consists of dots and lines
- Players take turns either removing a single line or removing a dot and all connected lines
- The winner is the player to remove the last dot



EXAMPLE GAME ⁽²⁾



GAME

1

③



GAME 2



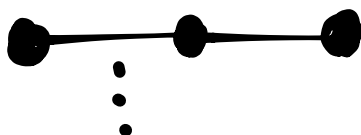
QUESTIONS

④

- IS THERE A STRATEGY FOR PLAYER 1 TO ALWAYS WIN GAME 1? WHAT ABOUT PLAYER 2?
- WHAT ABOUT GAME 2?

GAMES 1 & 2
USE LINEAR
GRAPHS:

⑤



QUESTION :

IS THERE A
STRATEGY SO
THAT PLAYER 1
CAN WIN ON ANY
LINEAR GRAPH?

ANSWER:

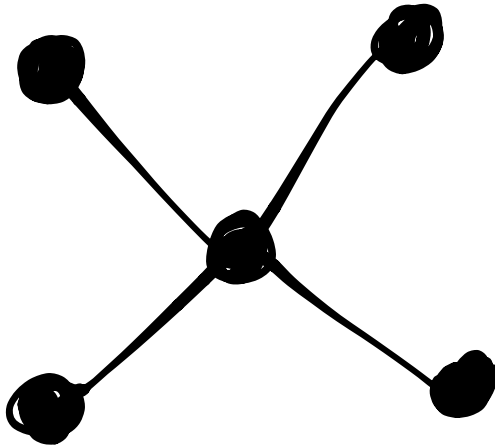
6

PLAYER 1
REMOVES THE
MIDDLE DOT
(IF ODD # OF DOTS)
OR MIDDLE LINE
(IF EVEN # OF DOTS)

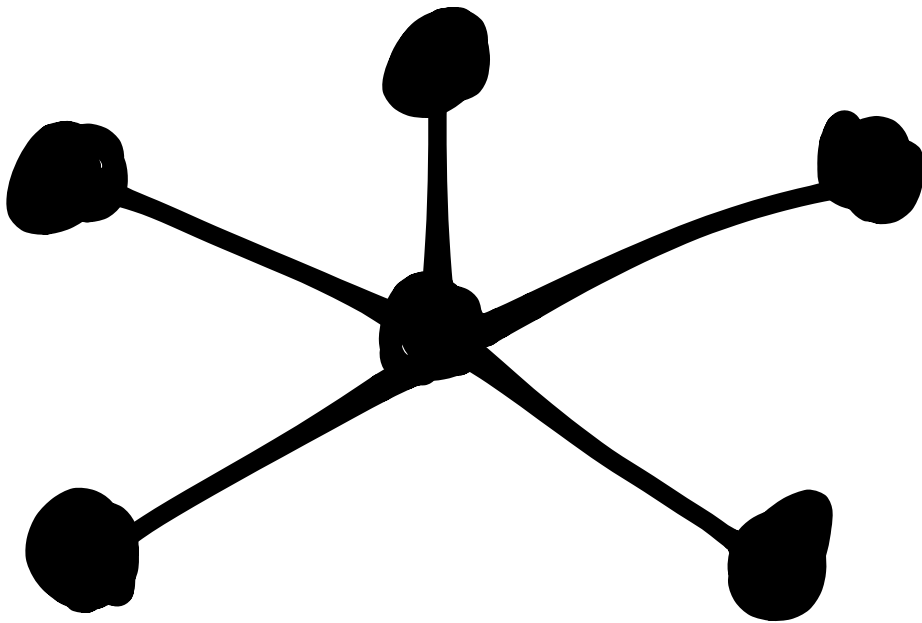
THEN, PLAYER 1
MIMICS PLAYER 2
ON THE REMAINING
2 IDENTICAL
GRAPHS.

GAME 3

⑦



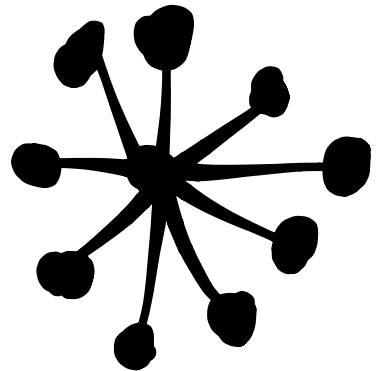
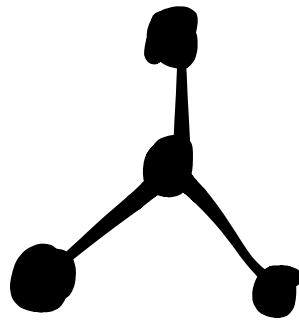
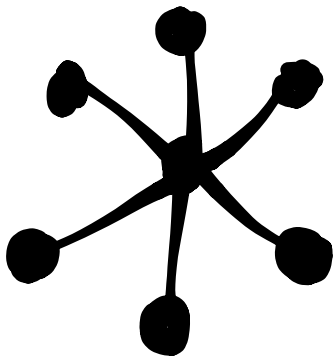
GAME 4



GAMES 3 & 4 (8)

USE "STAR" GRAPHS

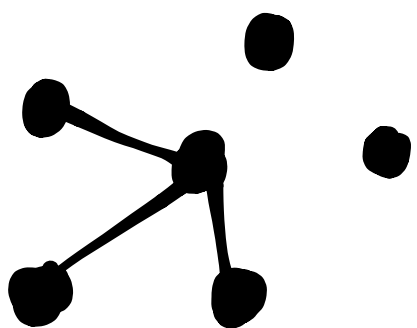
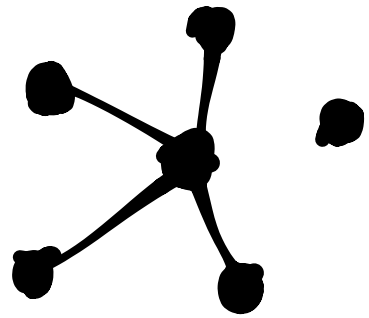
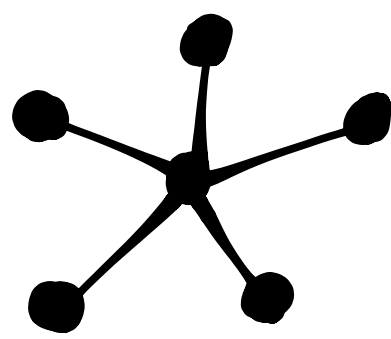
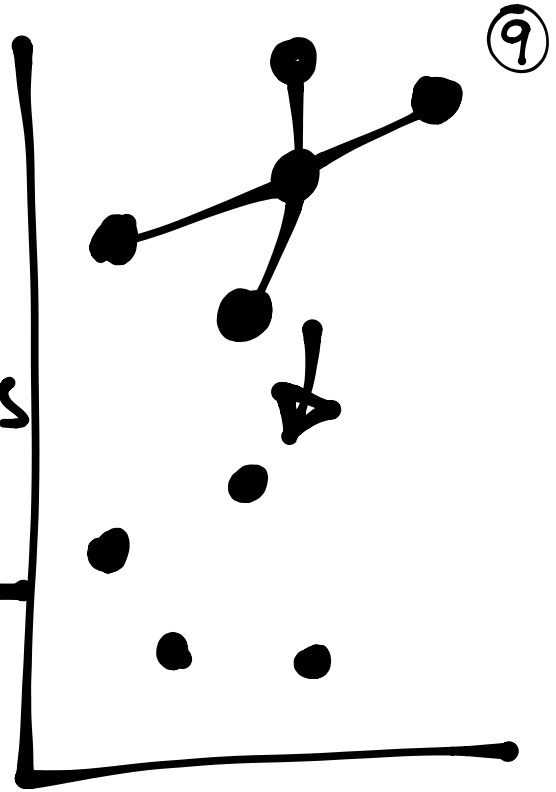
QUESTION: IS
THERE A STRATEGY
SO THAT PLAYER 1
ALWAYS WINS WITH
A STAR GRAPH?



ANSWER:

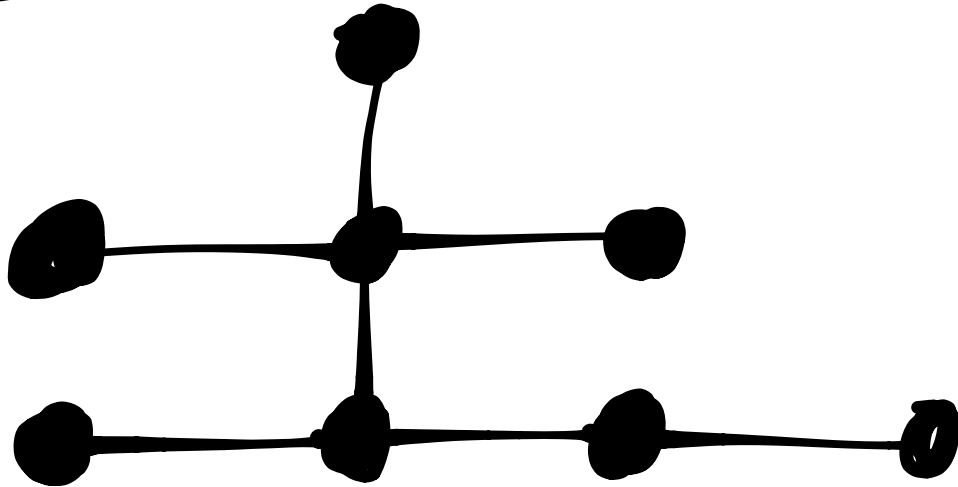
IF ODD # OF
DOTS,
PLAYER 1 REMOVES
CENTER DOT

IF EVEN # OF
DOTS,
YOU CAN ALWAYS
FORCE YOUR
OPPONENT TO
HAVE EVEN #
DOTS
& LINES

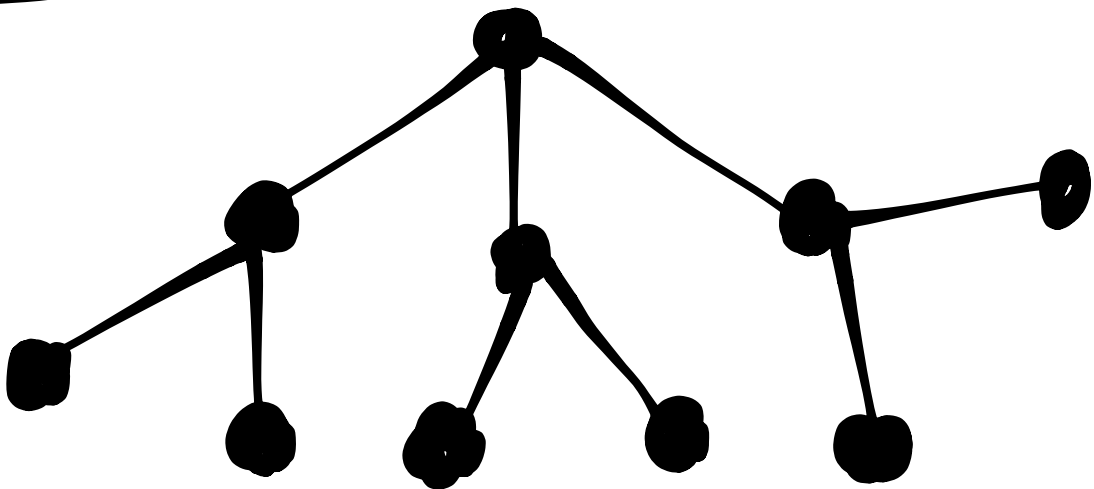


GAME 5

10



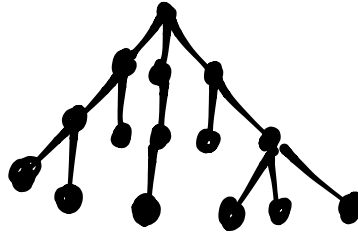
GAME 6



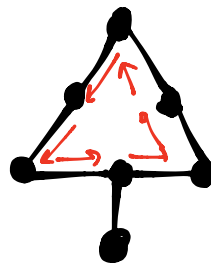
ALL GRAPHS SO FAR HAVE BEEN "TREES"

— MEANING THE GRAPH IS CONNECTED AND CONTAINS NO LOOPS OR CYCLES

TREE:

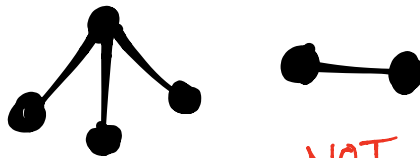


NOT A TREE:



HAS A LOOP!

NOT A TREE:



NOT CONNECTED!

QUESTION:

CAN PLAYER 1 ALWAYS WIN

CHOMP ON A TREE?

(12)

STRATEGY FOR PLAYER 1 TO WIN ON A TREE:

ALWAYS FORCE
OPPONENT TO HAVE
EVEN # OF DOTS
AND LINES

CAN THIS ALWAYS
BE DONE?

IMPORTANT HINTS:

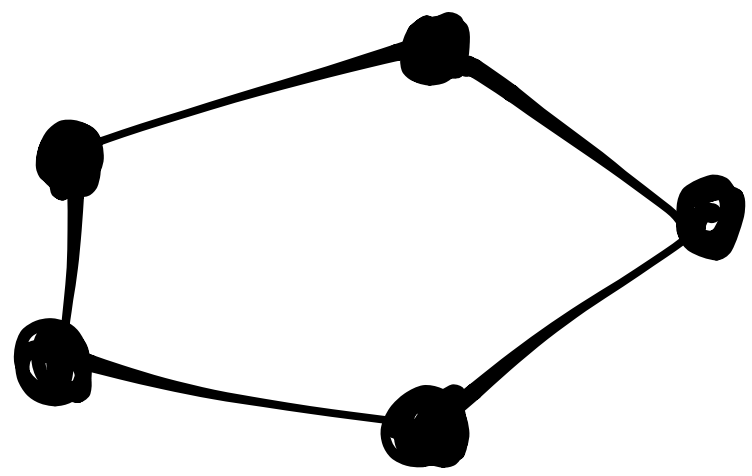
● ON A TREE,
 $\# \text{ DOTS} = \# \text{ LINES} + 1$

(WHY?)

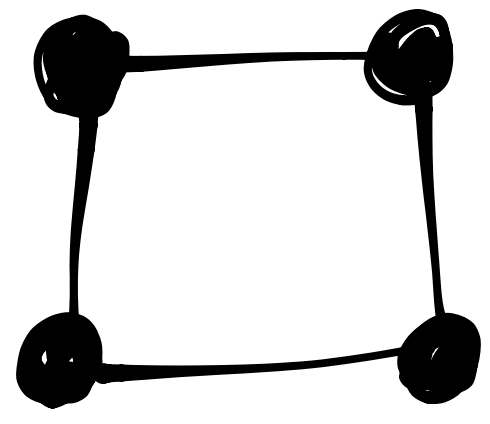
● ON ANY GRAPH WITH
ODD # DOTS, SOME DOT
HAS EVEN # OF LINES
ATTACHED

(WHY?)

GAME 7



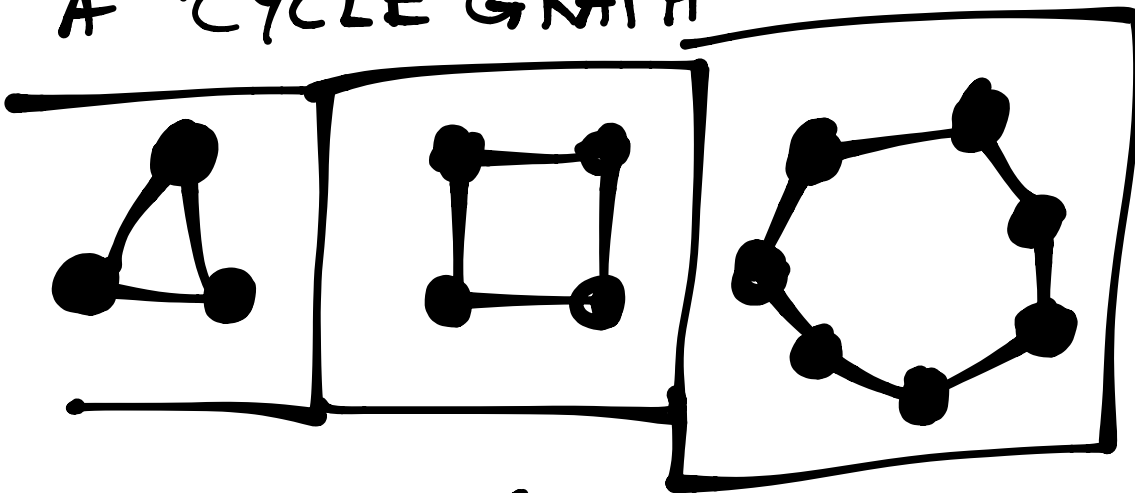
GAME 8



QUESTION:

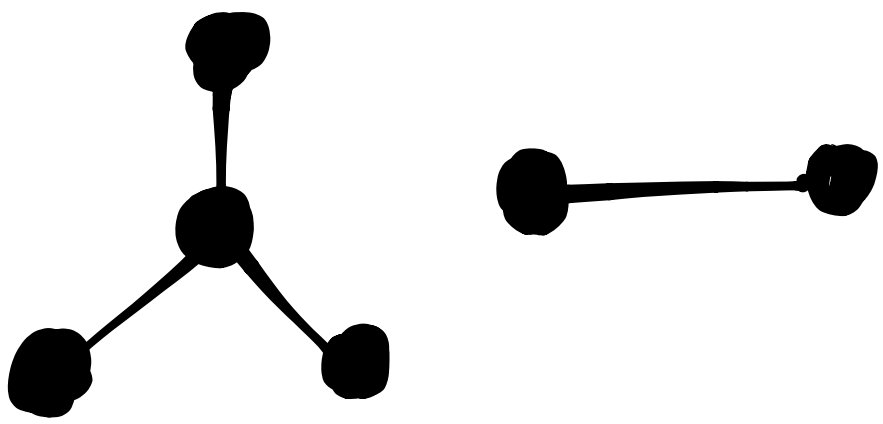
DOES PLAYER 1
HAVE A STRATEGY
TO ALWAYS WIN
GAMES 7 & 8?
WHAT ABOUT
PLAYER 2?

GAMES 7 & 8 USE
A "CYCLE GRAPH"

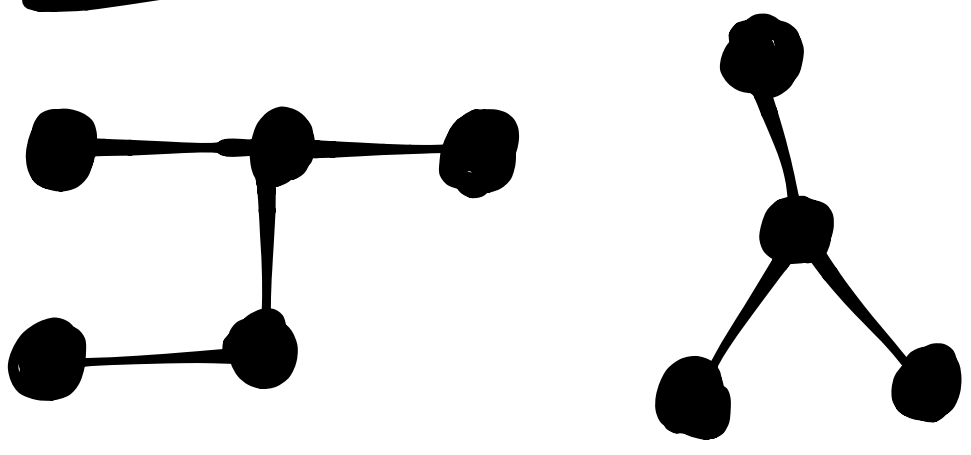


WHICH PLAYER CAN
ALWAYS WIN
CHOMP ON A CYCLE?

GAME 9



GAME 10



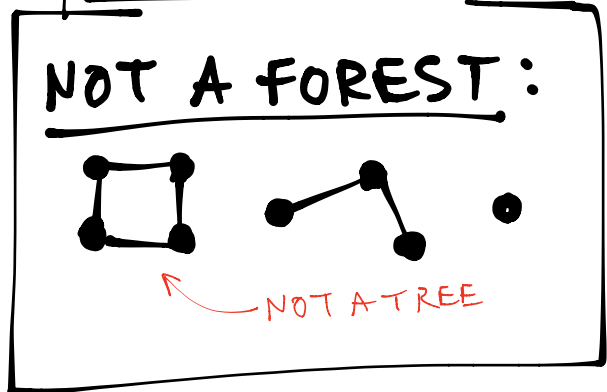
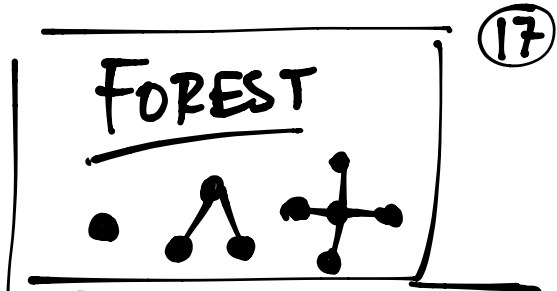
WHICH PLAYER
HAS A STRATEGY
TO ALWAYS
WIN GAME 9?
GAME 10?

POTENTIAL STRATEGY:

ALWAYS FORCE
YOUR OPPONENT TO
HAVE EVEN # DOTS
AND EVEN # LINES

GAMES 9 & 10
 USE GRAPHS
 CALLED "FORESTS"

— MEANING
 SEVERAL SEPARATE
 TREES



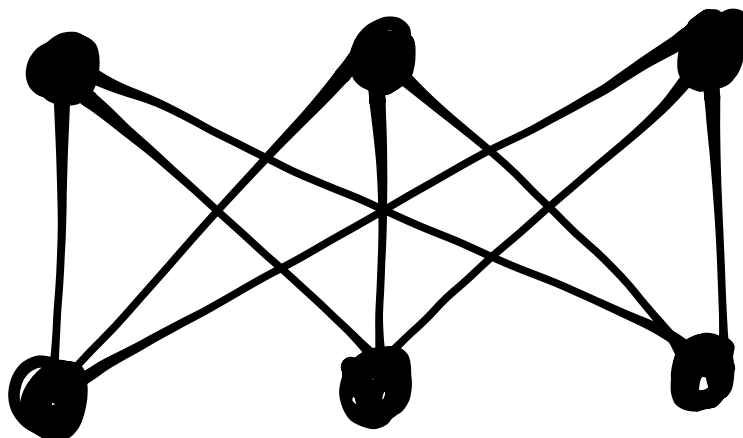
WHICH PLAYER ALWAYS HAS
 A WINNING STRATEGY
 PLAYING CHOMP ON A FOREST?

EVEN # DOTS

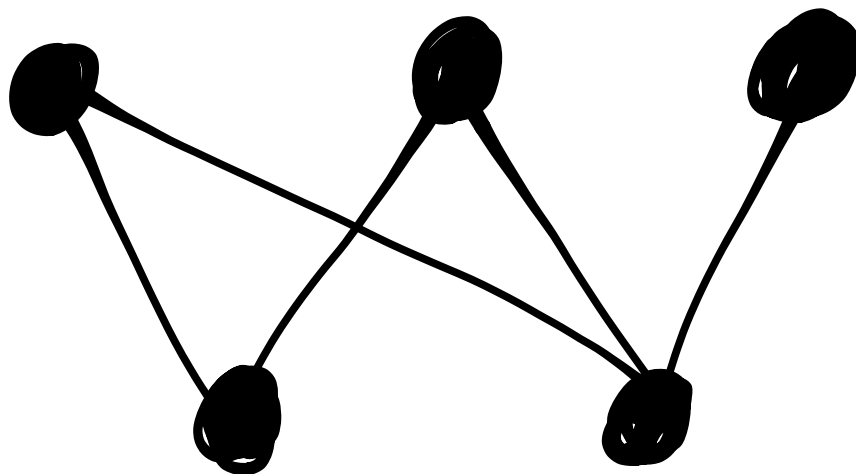
ODD # DOTS

EVEN # LINES	?	?
ODD # LINES	?	?

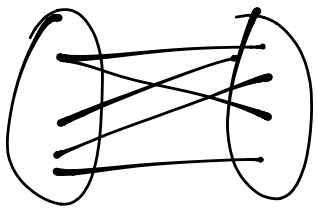
GAME 11 :



GAME 12 :



GAMES 11 & 12
USE "BIPARTITE"
GRAPHS:

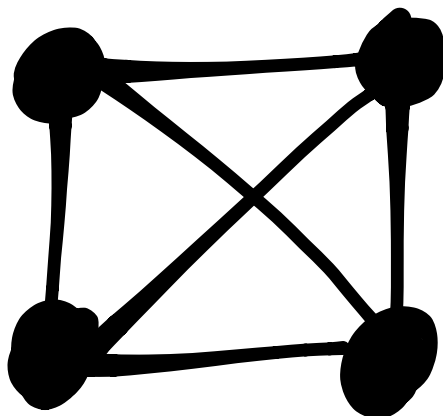


DOES THE STRATEGY
FROM BEFORE WORK?

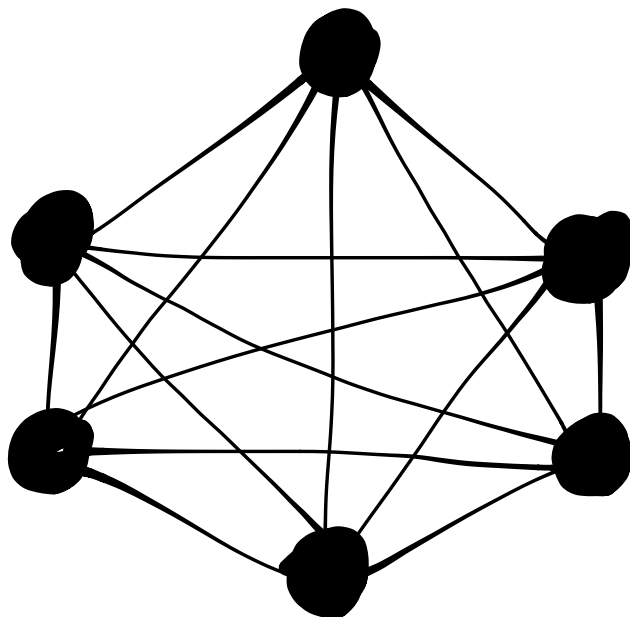
WHICH PLAYER HAS
A WINNING STRATEGY
WITH A BIPARTITE
GRAPH?

	EVEN # DOTS	ODD # DOTS
EVEN # LINES		
ODD # LINES		

GAME 13:



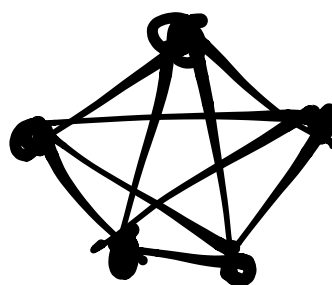
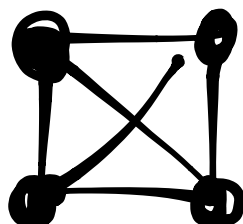
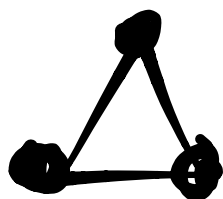
GAME 14:



GAMES 13 & 14

USE COMPLETE

GRAPHS :



PLAYER 1 ALWAYS
HAS A WINNING
STRATEGY ...

UNLESS

DOTS = MULTIPLE
OF 3