

# Monotonic Sequence Games

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The Game on an Interval

The Game on the Rationals

Eine Kleine Game Theory

Open Questions



# Outline

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*Any  $\pi \in S_{mn+1}$  has either an increasing subsequence of length  $m+1$  or a decreasing subsequence of length  $n+1$ . ■*



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**Ex.** If  $m = 2$  and  $n = 3$  then  $mn + 1 = 7$ . A permutation in  $S_7$ , please!!



**The Game (Harary-S-West, 1983).** Given  $m, n \in \mathbb{Z}_{\geq 0}$ , players A and B form a sequence  $x_1 x_2 \dots$  of elements of  $S = [mn + 1]$  by:



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## Theorem

*The winner of the game on  $[mn + 1]$  where  $m \leq n$  is:*

$m \backslash n$	0	1	2	3	4	5	6	7
0	A	A	A	A	A	A	A	A
1		B	A	B	A	B	A	B
2			A	A	A	A	A	A
3				A	A	A	A	?
4					A	?	?	?

*where the patterns continue in each of the first 3 rows.* ■



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Theorem (Schensted, 1961)

*If  $x_i$  is placed in column  $j$  of  $l$ ,*

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$I$ :	$\epsilon$ ,	4,	2,	2 5,	2 3,	1 3,	1 3 6
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Since 6 was placed in the third column of  $I$  we have an increasing subsequence of length three ending at 6, e.g., 2 3 6.

**Theorem (Schensted, 1961)**

*If  $x_i$  is placed in column  $j$  of  $I$ ,*

*$j =$  length of a longest increasing subsequence ending at  $x_i$ ,*

Similarly build a *decreasing list*  $D$  by reversing the inequalities.



Play the same game with  $[mn + 1]$  replaced by  $\mathbb{Q}$ . As

$\pi = x_1 x_2 \dots$  is built, also build the *increasing list*  $I$ :

1. Initially  $I = \epsilon$ , the empty sequence.
2. If  $I = y_1 y_2 \dots$  when  $x_i$  is picked, have  $x_i$  replace the smallest  $y_j > x_i$  or append  $x_i$  to the right end of  $I$  if no such  $y_j$  exists.

**Ex.**  $\pi = 4\ 2\ 5\ 3\ 1\ 6$

$I:$	$\epsilon,$	4,	2,	2 5,	2 3,	1 3,	1 3 6
$D:$	$\epsilon,$	4,	4 2,	5 2,	5 3,	5 3 1,	

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**Ex.**  $\pi = 4\ 2\ 5\ 3\ 1\ 6$

$I$ :	$\epsilon$ ,	4,	2,	2 5,	2 3,	1 3,	1 3 6
$D$ :	$\epsilon$ ,	4,	4 2,	5 2,	5 3,	5 3 1,	6 3 1

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**Ex.**  $\pi = 4\ 2\ 5\ 3\ 1\ 6$

$I$ :	$\epsilon$ ,	4,	2,	2 5,	2 3,	1 3,	1 3 6
$D$ :	$\epsilon$ ,	4,	4 2,	5 2,	5 3,	5 3 1,	6 3 1

Since 6 was placed in the third column of  $I$  we have an increasing subsequence of length three ending at 6, e.g., 2 3 6.

**Theorem (Schensted, 1961)**

*If  $x_i$  is placed in column  $j$  of  $I$ , and in column  $k$  of  $D$*

*$j$  = length of a longest increasing subsequence ending at  $x_i$ ,*

*$k$  = length of a longest decreasing subsequence ending at  $x_i$ .*

Similarly build a *decreasing list*  $D$  by reversing the inequalities.



Build a *combined list*  $C$  by assigning colors red ( $R$ ), blue ( $B$ ), and purple ( $P$ ) to the  $x_i$  as follows:



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Build a *combined list C* by assigning colors red (*R*), blue (*B*), and purple (*P*) to the  $x_i$  as follows:

$x_i \in I$  and  $x_i \notin D \implies$  color  $x_i$  with *R*,

$x_i \notin I$  and  $x_i \in D \implies$  color  $x_i$  with *B*,

$x_i \in I$  and  $x_i \in D \implies$  color  $x_i$  with *P*.



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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$$\begin{array}{lllllll} I: & \epsilon, & 4, & 2, & 2 \ 5, & 2 \ 3, & 1 \ 3, \\ D: & \epsilon, & 4, & 4 \ 2, & 5 \ 2, & 5 \ 3, & 1 \ 3 \ 6 \end{array}$$



Build a *combined list*  $C$  by assigning colors red ( $R$ ), blue ( $B$ ), and purple ( $P$ ) to the  $x_i$  as follows:

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$C$ :  $\epsilon,$



Build a *combined list*  $C$  by assigning colors red ( $R$ ), blue ( $B$ ), and purple ( $P$ ) to the  $x_i$  as follows:

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$$\begin{array}{lllllll} I: & \epsilon, & 4, & 2, & 2 \ 5, & 2 \ 3, & 1 \ 3, & 1 \ 3 \ 6 \\ D: & \epsilon, & 4, & 4 \ 2, & 5 \ 2, & 5 \ 3, & 5 \ 3 \ 1, & 6 \ 3 \ 1 \\ C: & \epsilon, & \overset{4}{P}, & & & & & \end{array}$$



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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$$\begin{array}{lllllll} I: & \epsilon, & 4, & 2, & 2 \ 5, & 2 \ 3, & 1 \ 3, & 1 \ 3 \ 6 \\ D: & \epsilon, & 4, & 4 \ 2, & 5 \ 2, & 5 \ 3, & 5 \ 3 \ 1, & 6 \ 3 \ 1 \\ C: & \epsilon, & \overset{4}{P}, & \overset{2}{P} \overset{4}{B}, & \overset{2}{P} \overset{5}{P}, & & & \end{array}$$



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 x_i \notin I \quad \text{and} \quad x_i \in D &\implies \text{color } x_i \text{ with } B, \\
 x_i \in I \quad \text{and} \quad x_i \in D &\implies \text{color } x_i \text{ with } P.
 \end{aligned}$$

**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$$\begin{array}{l}
 I: \quad \epsilon, \quad 4, \quad 2, \quad 2 \ 5, \quad 2 \ 3, \quad 1 \ 3, \quad 1 \ 3 \ 6 \\
 D: \quad \epsilon, \quad 4, \quad 4 \ 2, \quad 5 \ 2, \quad 5 \ 3, \quad 5 \ 3 \ 1, \quad 6 \ 3 \ 1 \\
 C: \quad \epsilon, \quad \overset{4}{P}, \quad \overset{2 \ 4}{P \ B}, \quad \overset{2 \ 5}{P \ P}, \quad \overset{2 \ 3 \ 5}{R \ P \ B},
 \end{array}$$



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$$\begin{array}{l} I: \quad \epsilon, \quad 4, \quad 2, \quad 2 \ 5, \quad 2 \ 3, \quad 1 \ 3, \quad 1 \ 3 \ 6 \\ D: \quad \epsilon, \quad 4, \quad 4 \ 2, \quad 5 \ 2, \quad 5 \ 3, \quad 5 \ 3 \ 1, \quad 6 \ 3 \ 1 \\ C: \quad \epsilon, \quad \overset{4}{P}, \quad \overset{2 \ 4}{P \ B}, \quad \overset{2 \ 5}{P \ P}, \quad \overset{2 \ 3 \ 5}{R \ P \ B}, \quad \overset{1 \ 3 \ 5}{P \ P \ B}, \end{array}$$



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$R$  and  $P$  are called *redish* and *draining red* is  $R \leftarrow \epsilon$ ,  $P \leftarrow B$ .



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Build a *combined list C* by assigning colors red (*R*), blue (*B*), and purple (*P*) to the  $x_i$  as follows:

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*B* and *P* are called *bluish* and *draining blue* is  $B \leftarrow \epsilon$ ,  $P \leftarrow R$ .

**Algorithm for C.** 1. Initially  $C = \epsilon$ .



Build a *combined list C* by assigning colors red (*R*), blue (*B*), and purple (*P*) to the  $x_i$  as follows:

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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$$\begin{aligned} I: & \epsilon, & 4, & 2, & 2 \ 5, & 2 \ 3, & 1 \ 3, & 1 \ 3 \ 6 \\ D: & \epsilon, & 4, & 4 \ 2, & 5 \ 2, & 5 \ 3, & 5 \ 3 \ 1, & 6 \ 3 \ 1 \\ C: & \epsilon, & P, & P \ B, & P \ P, & R \ P \ B, & P \ P \ B, & P \ P \ P \end{aligned}$$

*R* and *P* are called *redish* and *draining red* is  $R \leftarrow \epsilon$ ,  $P \leftarrow B$ .  
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**Algorithm for C.** 1. Initially  $C = \epsilon$ .

2. Each  $x_i$  inserts a *P* into the corresponding space of C.



Build a *combined list C* by assigning colors red (*R*), blue (*B*), and purple (*P*) to the  $x_i$  as follows:

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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

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*R* and *P* are called *redish* and *draining red* is  $R \leftarrow \epsilon$ ,  $P \leftarrow B$ .

*B* and *P* are called *bluish* and *draining blue* is  $B \leftarrow \epsilon$ ,  $P \leftarrow R$ .

**Algorithm for C.** 1. Initially  $C = \epsilon$ .

2. Each  $x_i$  inserts a *P* into the corresponding space of C.

3. Drain *red* from the closest *redish* element to the right of the new *P* (if any), and drain *blue* from the closest *bluish* element to the left of the new *P* (if any).



Build a *combined list C* by assigning colors red (*R*), blue (*B*), and purple (*P*) to the  $x_i$  as follows:

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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$I$ :  $\epsilon, \quad 4, \quad 2, \quad 2 \ 5, \quad 2 \ 3, \quad 1 \ 3, \quad 1 \ 3 \ 6$

$D$ :  $\epsilon, \quad 4, \quad 4 \ 2, \quad 5 \ 2, \quad 5 \ 3, \quad 5 \ 3 \ 1, \quad 6 \ 3 \ 1$

$C$ :  $\epsilon,$

*R* and *P* are called *redish* and *draining red* is  $R \leftarrow \epsilon, P \leftarrow B$ .

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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$$\begin{array}{lllllll} I: & \epsilon, & 4, & 2, & 2 \ 5, & 2 \ 3, & 1 \ 3, & 1 \ 3 \ 6 \\ D: & \epsilon, & 4, & 4 \ 2, & 5 \ 2, & 5 \ 3, & 5 \ 3 \ 1, & 6 \ 3 \ 1 \\ C: & \epsilon, & \overset{4}{P}, & & & & & \end{array}$$

$R$  and  $P$  are called *redish* and *draining red* is  $R \leftarrow \epsilon$ ,  $P \leftarrow B$ .

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**Algorithm for C.** 1. Initially  $C = \epsilon$ .

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Build a *combined list C* by assigning colors red (*R*), blue (*B*), and purple (*P*) to the  $x_i$  as follows:

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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$I$ :  $\epsilon, \quad 4, \quad 2, \quad 2 \ 5, \quad 2 \ 3, \quad 1 \ 3, \quad 1 \ 3 \ 6$

$D$ :  $\epsilon, \quad 4, \quad 4 \ 2, \quad 5 \ 2, \quad 5 \ 3, \quad 5 \ 3 \ 1, \quad 6 \ 3 \ 1$

$C$ :  $\epsilon, \quad \overset{4}{\uparrow} P,$

*R* and *P* are called *redish* and *draining red* is  $R \leftarrow \epsilon, P \leftarrow B$ .

*B* and *P* are called *bluish* and *draining blue* is  $B \leftarrow \epsilon, P \leftarrow R$ .

**Algorithm for C.** 1. Initially  $C = \epsilon$ .

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**Ex.**  $\pi = 4 \ 2 \ 5 \ 3 \ 1 \ 6$

$I$ :  $\epsilon, \quad 4, \quad 2, \quad 2 \ 5, \quad 2 \ 3, \quad 1 \ 3, \quad 1 \ 3 \ 6$

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*R* and *P* are called *redish* and *draining red* is  $R \leftarrow \epsilon, P \leftarrow B$ .

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## Theorem (Otago-S)

*The winner of the game on  $\mathbb{Q}$  where  $m \leq n$  is:*

$m \backslash n$	0	1	2	3	4	5	6	7
0	A	A	A	A	A	A	A	A
1		B	B	B	B	B	B	B
2			A	B	A	B	A	B
3				A	A	A	A	A
4					A	A	A	A

*where the patterns continue in each of the first 5 rows.* ■



# Outline

The Game on an Interval

The Game on the Rationals

**Eine Kleine Game Theory**

Open Questions



Let  $G$  be a 2-person, “last player to move wins” game with no draw positions.



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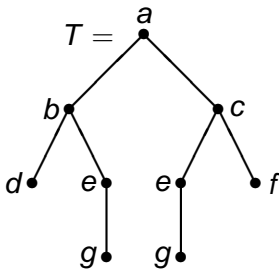


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**Ex.**





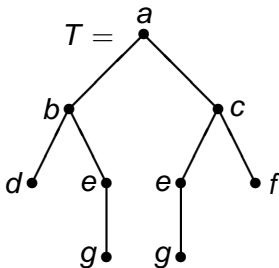
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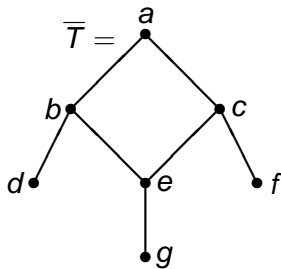
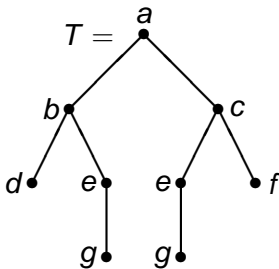
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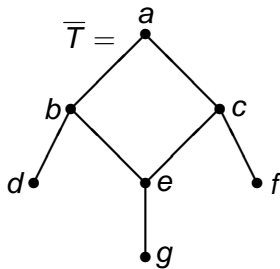
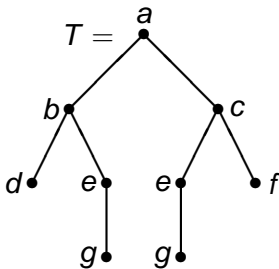
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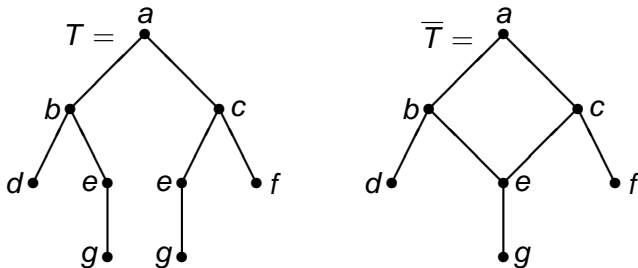
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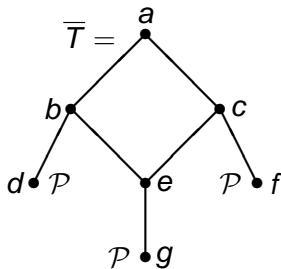
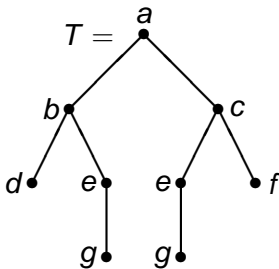
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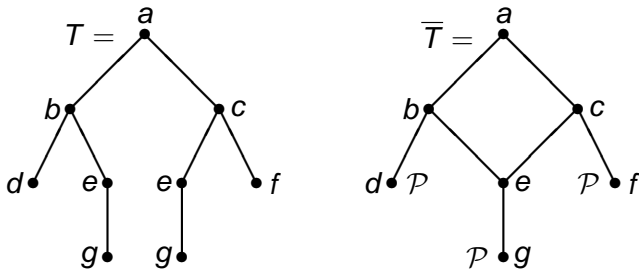
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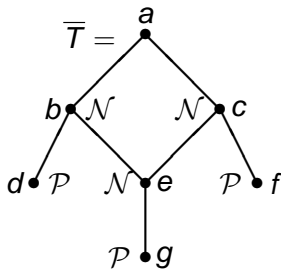
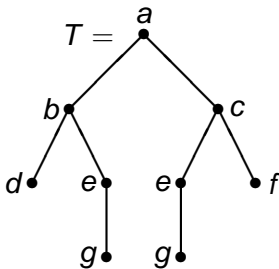
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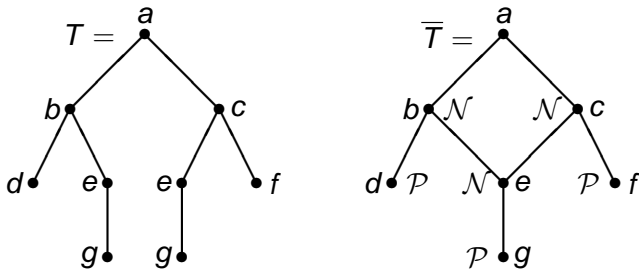
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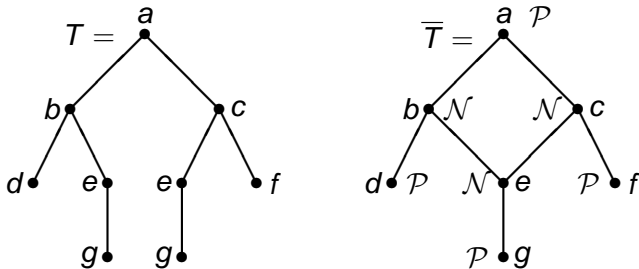
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If the same position  $w$  is a child of both  $v$  and  $v'$  then identify the copies of  $w$  to get a (di)graph  $\bar{T}$ .

**Ex.**



Let  $\ell(v) = \begin{cases} \mathcal{N} & \text{if the next player wins from position } v, \\ \mathcal{P} & \text{if the previous player wins from position } v. \end{cases}$

Now label all terminal  $v \in \bar{T}$  with  $\mathcal{P}$ , and work upwards using:

(i) if there is a  $\mathcal{P}$ -child of  $v$  then let  $\ell(v) = \mathcal{N}$

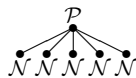
(ii) if all children of  $v$  are  $\mathcal{N}$  then let  $\ell(v) = \mathcal{P}$



(i)



(ii)







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*The winner of the game on  $\mathbb{Q}$  where  $m = n \geq 3$  is A.*

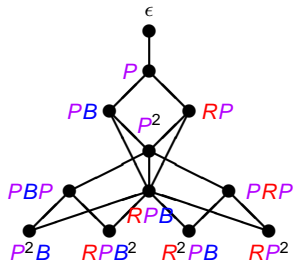




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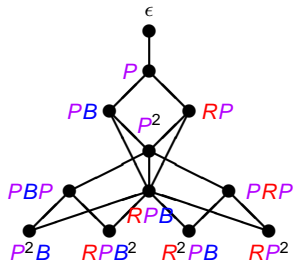




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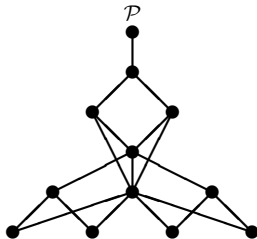
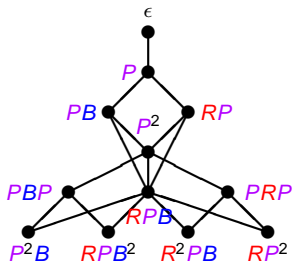




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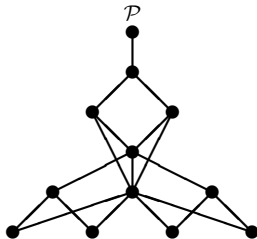
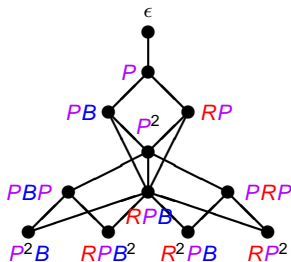




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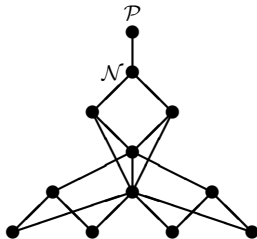
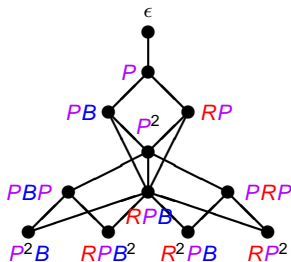




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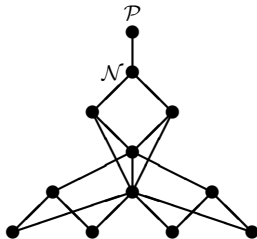
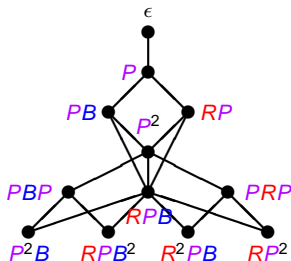




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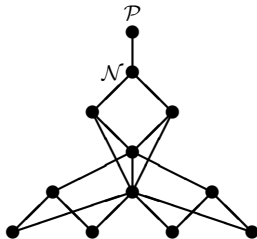
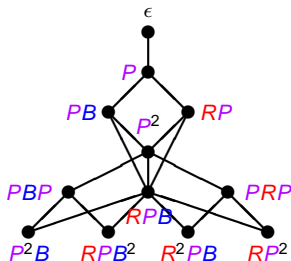




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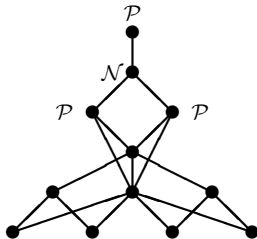
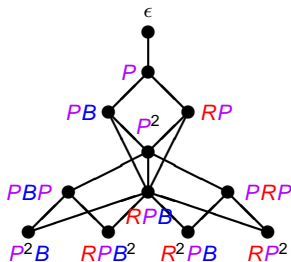




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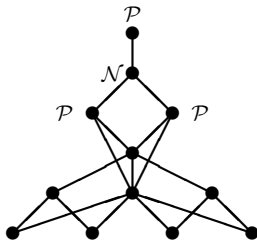
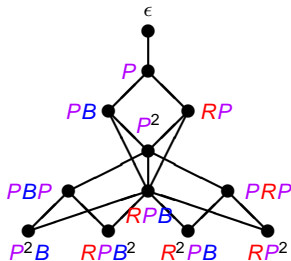




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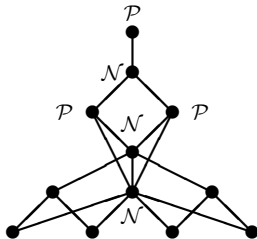
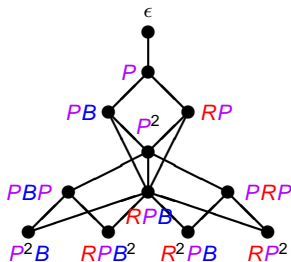




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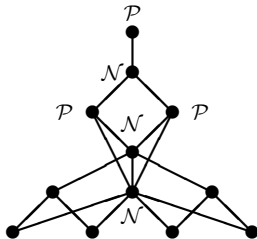
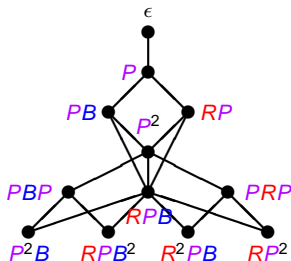




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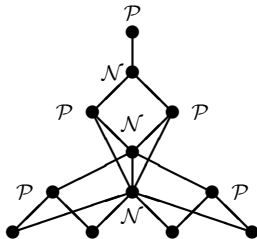
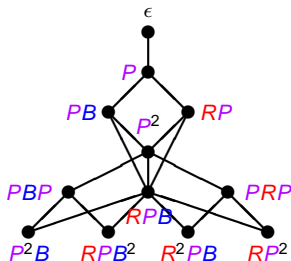




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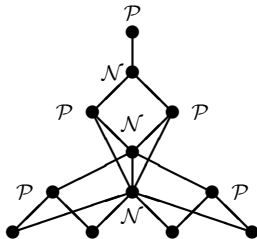
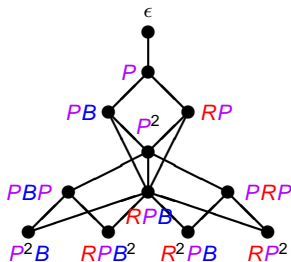




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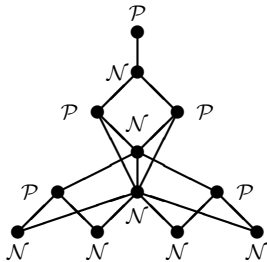
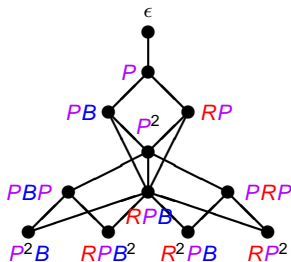




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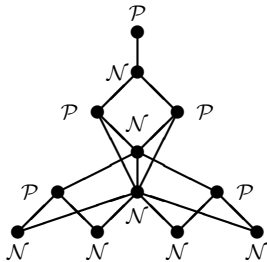
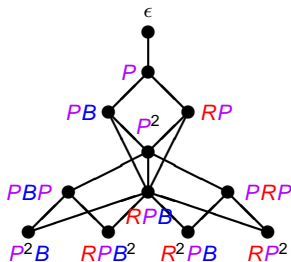




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# Outline

The Game on an Interval

The Game on the Rationals

Eine Kleine Game Theory

Open Questions



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HAPPY  
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