

# Unbounded Iterations of Floor Functions and the Flora Game

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## Abstract

Partition the set of games into subsets *CompGames* and *PrimGames*, precipitating a new 4-pile take-away game *Flora*. Let  $\varphi = (1 + \sqrt{5})/2$  denote the golden section. We investigate relationships between unbounded iterations of the floor function applied to various combinations of  $\varphi$  and  $\varphi^2$ . We use them to formulate an algebraic polynomial-time winning strategy for *Flora*, and also present recursive, arithmetic and morphic winning strategies for it. The arithmetic one is based on the Fibonacci numeration system. The four strategies differ in their computational efficiencies. We further show how to generate the sequences induced by the iterations using morphisms and and characterize them using the Fibonacci numeration system. We also exhibit an infinite array of such sequences.

**Keywords:** floor function, integer part function, combinatorial game theory, Fibonacci numeration system

**Mathematics Subject Classification:** 11B75, 11B39, 91A46

## 1 Introduction

As customary, we denote by  $\lfloor x \rfloor$  the integer part of  $x$ , commonly known as the *floor function*. It is the largest integer not exceeding  $x$ . Let  $\varphi = (1 + \sqrt{5})/2$  denote the golden section.

Two topics motivate this work. On the one hand, we wish to study what happens when we keep iterating the floor function with either  $\varphi$  or  $\varphi^2$  in various ways. Are any interesting relationships between them discernible even after an unbounded number of iterations, or total chaos takes over?

On the other hand, we aim at shedding more light on the class of impartial take-away games. This class appears to be partitioned into two disjoint

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subclasses: those that are easy to generalize to more than one or two piles, and those for which this seems to be very hard. A well-known representative of the former is Nim [2], and of the latter Wythoff's game [5]. Some progress in generalizing Wythoff to multiple piles was recently made. See [9], [20], [19]. Three-pile games that are *extensions* rather than generalizations of Wythoff were also given recently [8], [4].

Here we consider an extension of Wythoff to four piles. The efforts in defining a “right” extension and particularly in proving the validity of the winning strategy are considerably greater than those for three-pile extensions. We present four formulations of the winning strategy.

In §2 we investigate the unbounded iterations and come up with a wealth of relationships and identities. In §3 we define the subclasses *CompGames* and *PrimGames*, which motivate the definition of the 4-pile game, dubbed Flora. In §3.1 we formulate an algebraic winning strategy for the game, based on the results derived in §2, and prove that its complexity is poly-time. In §3.2 we formulate a recursive winning strategy which is deceptively simple, but appears to have higher computational complexity. We end in §3.3 with a polynomial-time arithmetic winning strategy, based on the Fibonacci numeration system. In §4 we indicate how to generate sequences induced by iterations of the floor function using morphisms. We apply it to one of the sequences in §4.1. In §4.2 we present our fourth, morphic, formulation of the winning strategy of the Flora game, which is also polynomial-time. In §4.3 we use results from §3.3 and §2 and make minor use of the language of §4, to characterize the representations of general cases of the sequences playing a major role in the algebraic formulation of the winning strategy of Flora. In §5 we show, by means of an example, how to produce infinite complementary arrays using sequences induced by the iterations. In the final Epilogue we wrap up and indicate natural further directions of research.

Let  $g(n, 1) = \lfloor n\varphi \rfloor$ ,  $h(n, 1) = \lfloor n\varphi^2 \rfloor$ ,  $u(n, 1) = g(n, 1)$ ,  $v(n, 1) = h(n, 1)$ , and for  $k \geq 2$ ,

$$\begin{aligned} g(n, k) &= \lfloor g(n, k-1)\varphi \rfloor, & h(n, k) &= \lfloor h(n, k-1)\varphi \rfloor, \\ u(n, k) &= \lfloor g(n, k-1)\varphi^2 \rfloor, & v(n, k) &= \lfloor h(n, k-1)\varphi^2 \rfloor. \end{aligned}$$

Let  $\Delta_g(n, k) = g(n+1, k) - g(n, k)$ ,  $\Delta_h(n, k) = h(n+1, k) - h(n, k)$ . For technical reasons we put

$$g(n, 0) = n, \quad h(n, 0) = g(n, 1).$$

Further, let  $F_{-1} = 1$ ,  $F_0 = 1$ ,  $F_n = F_{n-1} + F_{n-2}$  ( $n \geq 1$ ) be the Fibonacci sequence.

**Notation 1.** For  $k \geq 0$ ,  $s \in \mathbb{Z}$ , let  $G_k = \cup_{n=1}^{\infty} g(n, k)$ ,  $H_k = \cup_{n=1}^{\infty} h(n, k)$ ,  $U_k = \cup_{n=1}^{\infty} u(n, k)$ ,  $V_2 = \cup_{n=1}^{\infty} v(n, 2)$ ,  $G_k - s = \cup_{n=1}^{\infty} (g(n, k) - s)$  (subtracting  $s$  from every element of  $G_k$ ).

In particular,  $G_0 = \mathbb{Z}_{\geq 1}$ , and  $H_0 = G_1 = U_1$ .

**Note.** In our applications,  $s \in \{0, -1, -2, 2\}$ , most often 0.

## 2 Identities

After multiplying by the irrational  $\varphi$  and then throwing out the fractional part for an unbounded number of times, one might expect complete chaos among relationships involving  $g(n, k)$ ,  $h(n, k)$ ,  $u(n, k)$  and  $v(n, k)$ . It is thus surprising that there are many striking identities and relationships among them. Our purpose in this section is to prove a selection of them. Throughout it is useful to think of  $n$  as running over all values in  $[1, \infty)$  for every fixed, though arbitrary, value  $k$ .

**Theorem 1.** *For every  $k \in \mathbb{Z}_{\geq 1}$  and all  $n \in \mathbb{Z}_{\geq 1}$  the following holds:*

- (a) *The  $k + 1$  sequences  $G_k, H_k, H_{k-1}, \dots, H_2, H_1$  partition  $\mathbb{Z}_{\geq 1}$ .*
- (b)  $u(n, k + 1) = g(n, k) + g(n, k + 1) = g(n, k + 2) + 1$ .
- (c)  $h(n, k) = g(n, k + 1) + F_{k-1}$ .
- (d)  $u(n, k + 1) = h(n, k + 1) - F_k + 1 = g(n, k + 2) + 1$ .
- (e) (e1)  $h(n, k + 1) - h(n, k) = g(n, k) + F_{k-2} - 1$ .  
 (e2)  $h(n, k + 1) - g(n, k + 1) = g(n, k) + F_k - 1$ .  
 (e3)  $\lfloor u(n, k + 1)\varphi \rfloor = u(n, k + 2) + 1$ .
- (f) (f1) *Let*

$$S_1 = \{n \in \mathbb{Z}_{\geq 1} : \Delta_g(n, 1) = F_0\}, \quad S_2 = \{n \in \mathbb{Z}_{\geq 1} : \Delta_g(n, 1) = F_1\}.$$

*Then  $S_1$  and  $S_2$  split  $\mathbb{Z}_{\geq 1}$ ; and each of  $S_1$  and  $S_2$  is an infinite set.*

- (f2) *For all  $k \in \mathbb{Z}_{\geq 1}$  the following holds:  $\Delta_g(n, k) = F_{k-1}$  for all  $n \in S_1$  and  $\Delta_g(n, k) = F_k$  for all  $n \in S_2$ .*
- (f3) (i) *If  $\Delta_g(n + 1, k) = F_{k-1}$  for some  $n \in \mathbb{Z}_{\geq 1}$ , then  $\Delta_g(n, k) = \Delta_g(n + 2, k) = F_k$ .* (ii) *If  $\Delta_g(n + 1, k) = \Delta_g(n + 2, k) = F_k$  for some  $n \in \mathbb{Z}_{\geq 1}$ , then  $\Delta_g(n, k) = \Delta_g(n + 3, k) = F_{k-1}$ .*
- (f4)  $\Delta_g(n, k) = \Delta_h(n, k - 1) \in \{F_{k-1}, F_k\}$ , *and each of  $F_{k-1}$  and  $F_k$  is assumed for infinitely many  $n$ .*
- (f5) (i)  $\Delta_g(0, k) = 1$ , (ii)  $\Delta_h(0, k) = F_{k-1} + 1$ .
- (g)  $g(h(n, 1), k) = h(n, k + 1)$  (due to Lior Goldberg).
- (h) (h1)  $(G_2 + 2) \subset G_1$ .  
 (h2)  $G_2 \cup (G_2 + 2) = G_1$ .  
 (h3)  $U_2 \subset (G_1 - 2) \subset G_1 \cup U_2$ .  
 (h4)  $(V_2 - 1) \subset G_2$ .

We begin by recalling some elementary properties of the floor function. Let  $x, y$  be any real numbers. Denote by  $\{x\}$  the fractional part of  $x$ , so  $x = \lfloor x \rfloor + \{x\}$ . Then:

- $0 \leq \{x\} < 1$ ,  $x - 1 < \lfloor x \rfloor \leq x$ . Replacing  $x$  by  $-x$ ,  $-x - 1 < \lfloor -x \rfloor \leq -x$ , hence  $-1 \leq \lfloor x \rfloor + \lfloor -x \rfloor \leq 0$  and  $\lfloor x \rfloor + \lfloor -x \rfloor = 0$  if and only if  $x$  is an integer. For example,  $\lfloor \varphi \rfloor = 1$ ,  $\lfloor -\varphi \rfloor = -2$ ,  $\lfloor \varphi \rfloor + \lfloor -\varphi \rfloor = -1$ ; and  $\varphi^2 = \varphi + 1$  implies  $\{ \varphi \} = 1 - \varphi$ .
- $\lfloor x \rfloor + \lfloor y \rfloor \leq \lfloor x + y \rfloor \leq \lfloor x \rfloor + \lfloor y \rfloor + 1$ . This follows immediately from  $\lfloor x + y \rfloor = \lfloor \lfloor x \rfloor + \{x\} + \lfloor y \rfloor + \{y\} \rfloor = \lfloor x \rfloor + \lfloor y \rfloor + \lfloor \{x\} + \{y\} \rfloor$ .

**Lemma 1.** (i) Let  $s \in \mathbb{Z}$ . Each of the sequences  $G_k + s, H_k + s, U_k + s, V_2 + s$  is strictly increasing for every  $k \geq 1$ .

(ii) The sequences  $G_k, H_k$  split  $G_{k-1}$  for every  $k \geq 1$ .

**Proof.** (i) Follows from the fact that  $\varphi^2 = \varphi + 1 > \varphi > 1$ .

(ii) Since  $\varphi^{-1} + \varphi^{-2} = 1$ , the sequences  $G_1$  and  $H_1$  split  $\mathbb{Z}_{\geq 1} = G_0$  (see e.g., [5], §3), so the result holds for  $k = 1$ . For any  $k \geq 1$ , assume that  $G_k, H_k$  split  $G_{k-1}$ . Then

$$\begin{aligned} G_{k+1} \cup H_{k+1} &= \bigcup_n (g(n, k+1) \cup h(n, k+1)) = \bigcup_n (\lfloor g(n, k) \alpha \rfloor \cup \lfloor h(n, k) \alpha \rfloor) \\ &= \bigcup_n \lfloor g(n, k-1) \alpha \rfloor \text{ (by induction)} = \bigcup_n g(n, k) = G_k. \quad \blacksquare \end{aligned}$$

**Proof of Theorem 1 (a).** We noted that  $G_1$  and  $H_1$  split  $\mathbb{Z}_{\geq 1}$ . Suppose that  $G_k, H_k, H_{k-1}, \dots, H_2, H_1$  partition  $\mathbb{Z}_{\geq 1}$ . Then  $G_{k+1}, H_{k+1}, H_k, \dots, H_2, H_1$  partition  $\mathbb{Z}_{\geq 1}$ , since  $G_{k+1}, H_{k+1}$  split  $G_k$  by Lemma 1.  $\blacksquare$

**Note.** It follows from Lemma 1(ii) (or from (a)) that for any positive integers  $m, n$ ,  $\lfloor m\varphi \rfloor \neq \lfloor n\varphi^2 \rfloor$ . This property will be referred to in the sequel as *disjointness*.

**Proof of Theorem 1 (b).** By definition,

$$g(n, k+2) = \lfloor g(n, k+1) \varphi \rfloor = \lfloor \lfloor g(n, k) \varphi \rfloor \varphi \rfloor \leq \lfloor g(n, k) \varphi^2 \rfloor.$$

By disjointness,  $\lfloor g(n, k) \varphi^2 \rfloor \geq g(n, k+2) + 1$ . Conversely, multiply  $g(n, k) \varphi < g(n, k+1) + 1$  by  $\varphi$  to get,  $g(n, k) \varphi^2 < (g(n, k+1) + 1) \varphi$ , hence  $\lfloor g(n, k) \varphi^2 \rfloor \leq \lfloor (g(n, k+1) + 1) \varphi \rfloor$ . By disjointness this inequality is strict, so

$$\lfloor g(n, k) \varphi^2 \rfloor \leq \lfloor (g(n, k+1) + 1) \varphi \rfloor - 1 = g(n, k+2) + \lfloor \varphi \rfloor = g(n, k+2) + 1.$$

On the other hand,  $\lfloor g(n, k) \varphi^2 \rfloor = \lfloor g(n, k) (\varphi + 1) \rfloor = g(n, k) + g(n, k+1)$ .  $\blacksquare$

**Lemma 2.** For every  $k \in \mathbb{Z}_{\geq 1}$ ,

- (i)  $\lfloor F_{k-1} \varphi \rfloor \in \{F_k - 1, F_k\}$ .
- (ii)  $\lfloor F_{2k-2} \varphi^2 \rfloor = F_{2k} - 1$ ,  $\lfloor F_{2k-1} \varphi^2 \rfloor = F_{2k+1}$ .

**Proof.** (i) The ratios  $F_k/F_{k-1}$  are the convergents of the simple continued fraction expansion of  $\varphi = [1, 1, 1, \dots]$ . Therefore  $|F_{k-1}\varphi - F_k| < F_{k-1}^{-1}$  (see e.g., [12], ch. 10), so  $F_{k-1}\varphi - F_k = \delta$ , where  $-F_{k-1}^{-1} < \delta < F_{k-1}^{-1}$ . Thus  $\lfloor F_{k-1}\varphi \rfloor = F_k + \lfloor \delta \rfloor$ . The result follows if  $|\delta| < 1$ , which is the case for all  $k \geq 1$ , since  $F_{k-1} \geq F_0 = 1$ .

(ii) The ratios  $F_{k+2}/F_k$  are the convergents of the simple continued fraction expansion of  $\varphi^2 = [2, 1, 1, 1, \dots]$ . In fact,  $F_{2k+1}/F_{2k-1} < \varphi^2 < F_{2k}/F_{2k-2}$ . This follows easily from [12], ch. 10. Then  $F_{2k-1}\varphi^2 - F_{2k+1} = \delta$ , where  $0 < \delta < F_{2k-1}^{-1}$ , hence  $\lfloor F_{2k-1}\varphi^2 \rfloor = F_{2k+1}$ , since  $0 < \delta < 1$  for all  $k \geq 1$ . Similarly,  $F_{2k-2}\varphi^2 - F_{2k} = \delta$ , where  $-F_{2k-2}^{-1} < \delta < 0$ . Thus  $\lfloor F_{2k-2}\varphi^2 \rfloor = F_{2k} - 1$ , since  $-1 < \delta < 0$  for all  $k \geq 1$ . ■

**Lemma 3.** For every  $n \in \mathbb{Z}_{\geq 1}$ ,  $h(n, 2) - g(n, 3) = 2$ .

**Proof.** In Lemma 9 of [8] we proved the special case  $k = 2$  of **(d)**, namely  $h(n, 2) = u(n, 2) + 1$ . Thus  $h(n, 2) - g(n, 3) = h(n, 2) - g(n, 3) + 1$ . Clearly  $g(n, 3) = \lfloor \lfloor n\varphi \rfloor \varphi \rfloor \leq \lfloor g(n, 1)\varphi^2 \rfloor = h(n, 2)$ . But this inequality is strict by disjointness. Thus  $h(n, 2) - g(n, 3) \geq 2$ .

Conversely, multiply the inequality  $g(n, 1)\varphi < g(n, 2) + 1$  by  $\varphi$ , to get  $g(n, 1)\varphi^2 < (g(n, 2) + 1)\varphi$ . Therefore  $\lfloor g(n, 1)\varphi^2 \rfloor \leq \lfloor (g(n, 2) + 1)\varphi \rfloor$ . Again by disjointness, this inequality is strict. Now Lemma 9 of [8] asserts  $\lfloor g(n, 1)\varphi^2 \rfloor = h(n, 2) - 1$ . Therefore,  $h(n, 2) < \lfloor (g(n, 2) + 1)\varphi \rfloor + 1$ , so  $h(n, 2) - g(n, 3) < \lfloor g(n, 2)\varphi + \varphi \rfloor - g(n, 3) + 1 \leq 3$ . Hence  $h(n, 2) - g(n, 3) \leq 2$ . ■

**Notation 2.** For any positive integer  $N$ , denote by  $R(N)$  the representation of  $N$  in the Fibonacci numeration system. It has the form  $R(N) = (d_m, \dots, d_0)$  where  $N = \sum_{i=0}^m d_i F_i$ ,  $d_i \in \{0, 1\}$ ,  $d_i = 1 \implies d_{i-1} = 0$ ,  $i \geq 1$  [6]. The *position* of a representation is the subscript  $i$  of  $d_i$ . Thus,  $d_0$  is in position 0,  $d_1$  in position 1, etc.

**Proof of Theorem 1 (c).** For  $k = 1$ , this is Lemma 5 of [8], Sect. 5. For  $k = 2$ , it is Lemma 3 above. We proceed by induction on  $k$  for arbitrary  $n \in \mathbb{Z}_{\geq 1}$ . Suppose that  $h(n, k) = g(n, k+1) + F_{k-1}$  for some fixed  $k \geq 2$ . Multiply by  $\varphi$  and take the floor of both sides. This gives, by Lemma 2,  $h(n, k+1) = \lfloor (g(n, k+1) + F_{k-1})\varphi \rfloor \leq g(n, k+2) + \lfloor F_{k-1}\varphi \rfloor + 1 \leq g(n, k+2) + F_k + 1$ . Now [8] Sect. 6 implies that  $R(g(n, 2))$  ends in 01 for every  $n \in \mathbb{Z}_{\geq 1}$ . By Lemma 1, the same holds for  $g(n, k)$  and  $h(n, k)$  for every  $k \geq 3$  (but it does not hold for  $h(n, 2)$ ). Since  $R(F_k)$  ends in 00 for  $k \geq 2$ ,  $R(g(n, k+2) + F_k)$  also ends in 01 for  $k \geq 2$ , and so does  $h(n, k+1)$  for  $k \geq 2$ . But  $R(g(n, k+2) + F_k + 1)$  ends in 10. Hence  $h(n, k+1) = g(n, k+2) + F_k$ . ■

**Proof of Theorem 1 (d).** From **(b)** and **(c)**,  $u(n, k+1) = g(n, k+2) + 1 = h(n, k+1) - F_k + 1$ . The second follows once more from **(c)**. ■

We note that inspection shows that **(d)** does not hold for  $k < 1$ .

**Proof of Theorem 1 (e1).** Subtracting **(c)** from **(c)** with  $k$  replaced by  $k+1$  gives  $h(n, k+1) - h(n, k) = g(n, k+2) - g(n, k+1) + F_{k-2}$ . Substituting

the value of  $g(n, k + 2)$  from **(b)** yields the desired result. ■

**(e2)** Follows from **(e1)**, where we replace  $h(n, k)$  by its value from **(c)**. ■

**(e3)** We have,

$$\begin{aligned} \lfloor u(n, k + 1)\varphi \rfloor &= \lfloor \lfloor g(n, k)\varphi^2 \rfloor \varphi \rfloor = \lfloor (g(n, k) + g(n, k + 1))\varphi \rfloor \\ &\leq g(n, k + 1) + g(n, k + 2) + 1 = u(n, k + 2) + 1, \end{aligned}$$

where the last equality follows from **(b)**. On the other hand,

$$\lfloor (g(n, k) + g(n, k + 1))\varphi \rfloor \geq g(n, k + 1) + g(n, k + 2) = u(n, k + 2).$$

Hence by disjointness,  $\lfloor u(n, k + 1)\varphi \rfloor = u(n, k + 2) + 1$ . ■

We recall the following special case of Lemma 2 of [5]:

**Lemma I.** *For integers  $i > j \geq 0$  and integer  $N_{i+1} \in \mathbb{Z}_{\geq 1}$ , let  $R(N_{i+1}) = F_i + F_{i-2} + \dots + F_j$ , where  $j = 0$  if  $i$  is even,  $j = 1$  if  $i$  is odd. Then  $N_{i+1} = F_{i+1} - 1$ .*

This is the analog in the Fibonacci numeration system of the decimal  $99 \dots 9$ .

**Proof of Theorem 1 (f1).** For any  $n \in \mathbb{Z}_{\geq 1}$ , clearly  $\varphi - 1 < \Delta_g(n, 1) < \varphi + 1$ , so  $\Delta_g(n, 1) \in \{1, 2\} = \{F_0, F_1\}$ . This shows already that  $S_1, S_2$  split  $\mathbb{Z}_{\geq 1}$ . Moreover, if  $\Delta_g(n, 1) = 1$  for all large  $n$ , then, since  $h(n, 1)$  is increasing, we would have  $g(n, 1) \cap h(n, 1) \neq \emptyset$  for infinitely many  $n \in \mathbb{Z}_{\geq 1}$ , contradicting the complementarity of the 2 sequences. If  $\Delta_g(n, 1) = 2$  for all large  $n$ , then also  $\Delta_h(n, 1) = 2$  for all large  $n$  by complementarity. But a direct computation shows that  $\Delta_h(n, 1) = \Delta_g(n, 1) + 1 = 3$  for all  $n \in \mathbb{Z}_{\geq 1}$ , another contradiction. Thus each of  $S_1$  and  $S_2$  is infinite as claimed. ■

**(f2)** We proceed by induction on  $k$ . Suppose that for some  $k \geq 1$ ,  $\Delta_g(n, k) = F_{k-1}$  for all  $n \in S_1$ , and  $\Delta_g(n, k) = F_k$  for all  $n \in S_2$ . This holds trivially for  $k = 1$  by **(f1)**. For now let's assume that  $n \in S_1$ . Then

$$\Delta_g(n, k+1) = \lfloor g(n+1, k)\varphi \rfloor - \lfloor g(n, k)\varphi \rfloor < g(n+1, k)\varphi - g(n, k)\varphi + 1 = F_{k-1}\varphi + 1$$

by the induction hypothesis. Also,

$$\Delta_g(n, k+1) > g(n+1, k)\varphi - g(n, k)\varphi - 1 = F_{k-1}\varphi - 1.$$

So  $\lfloor F_{k-1}\varphi \rfloor \leq \Delta_g(n, k+1) \leq \lfloor F_{k-1}\varphi \rfloor + 1$ . Then Lemma 2 implies that  $\Delta_g(n, k) \in \{F_k - 1, F_k, F_k + 1\}$ .

In the proof of **(c)** above, it was mentioned that  $R(g(n+2, 2))$  ends in 01. The same thus holds for  $R(g(n+1, k+1))$  and  $R(g(n, k+1))$  for all  $k \geq 1$ , since  $G_{k+1}$  is a subsequence of  $G_2$  for all  $k \geq 1$ . Therefore  $R(\Delta_g(n, k+1))$  ends in 00, the same as  $R(F_k)$ . But  $R(F_k + 1)$  ends in 01, and Lemma I implies that  $R(F_k - 1)$  ends in 10, or in 01, depending on whether  $k$  is even or odd. Hence  $\Delta_g(n, k+1) = F_k$  for all  $n \in S_1$ . The same proof shows that  $\Delta_g(n, k+1) = F_{k+1}$  for all  $n \in S_2$ . ■

**(f3)** This follows easily for  $k = 1$  by considering the size of  $\varphi$ . For all  $k \geq 1$  it follows from **(f2)**. ■

**(f4)**. This follows directly from **(f1)** and **(f2)**. ■

**Note**. Part of the proof of **(f4)** follows directly from **(d)**:

$$h(n+1, k+1) - g(n+1, k+2) = h(n, k+1) - g(n, k+2) = F_k.$$

Hence  $\Delta_h(n, k+1) = \Delta_g(n, k+2)$ . But this establishes the equality part of **(f4)** only for  $k \geq 3$  and doesn't prove the membership part.

**(f5)**. (i) Induction on  $k$ . (ii) By definition,  $\Delta_h(0, k) = h(1, k) - h(0, k) = h(1, k)$ . The result for  $h(1, k)$  follows directly from (i) and **(c)**. ■

**(g)**. For  $k = 1$ ,  $h(n, 2) = \lfloor h(n, 1)\varphi \rfloor = g(h(n, 1), 1)$ . If the assertion holds for any  $k \geq 1$ , then  $h(n, k+2) = \lfloor h(n, k+1)\varphi \rfloor = \lfloor g(h(n, 1), k)\varphi \rfloor = g(h(n, 1), k+1)$ . ■

**(h1)**. Clearly  $G_2 \subset G_1$ , so for every  $n \in \mathbb{Z}_{\geq 1}$ ,  $g(n, 2) = g(m, 1)$  for some  $m \in \mathbb{Z}_{\geq 1}$ . By **(c)**,  $g(n, 2)+1 = h(n, 1) \notin G_1$ . But then  $g(n, 2)+2 = g(m+1, 1) \in G_1$  by **(f4)** for  $k = 1$ . ■

The following is a special case of *Property 1*, Sect. 5 of [5]:

**Lemma II**. *The set of numbers  $\{R(N) : N \in G_1\}$  ends in an even (possibly 0) number of 0s, hence the complementary set of numbers  $\{R(N) : N \in H_1\}$  ends in an odd number of 0s.*

**(h2)**. By **(h1)**,  $G_2 \cup (G_2 + 2) \subseteq G_1$ . Choose any  $g(n, 1) \in G_1$ . If  $g(n, 1) \in (G_2 + 2)$ , we are done. So suppose that  $g(n, 1) = g(m, 2) + 2$  for no  $m \in \mathbb{Z}_{\geq 1}$ . By **(c)**,  $g(m, 2) + 1 = h(m, 1)$  for all  $m \in \mathbb{Z}_{\geq 1}$ , so by disjointness,  $g(n, 1) = g(m, 2) + 1$  for no  $m \in \mathbb{Z}_{\geq 1}$ . But then  $g(n, 1) = g(m, 2)$  for some  $m \in \mathbb{Z}_{\geq 1}$  by **(f4)** for  $k = 1$ , so  $g(n, 1) \in G_2$ . ■

**(h3)**. The following is immediately implied by **(f3)**: (a) if  $g(n, 1) - 1 \notin G_1$ , then  $g(n, 1) - 2 \in G_1$ ; and, conversely, (b) if  $g(n, 1) - 1 \in G_1$ , then  $g(n, 1) - 2 \notin G_1$ . Consider case (b). Lemma II then implies that  $R(g(n, 1)-1)$  ends in an even positive number of 0s, and  $R(g(n, 1))$  ends in 01. By Lemma I,  $R(g(n, 1) - 2)$  then ends in 10. We now show that  $R(\lfloor g(n, 1)\varphi^2 \rfloor)$  ends in 10 for all  $n \in \mathbb{Z}_{\geq 1}$ .

Now  $R(g(n, 1))$  ends in  $F_{2k-2}$  for some  $k \in \mathbb{Z}_{\geq 1}$ . By Lemma 2(ii),  $\lfloor F_{2k-2}\varphi^2 \rfloor = F_{2k} - 1$ , and  $R(F_{2k} - 1)$  ends in 10 by Lemma I, the same as  $R(g(n, 1) - 2)$  for case (b). This proves that  $R(\lfloor g(n, 1)\varphi^2 \rfloor)$  ends in 10 for all  $n \in \mathbb{Z}_{\geq 1}$ , and the right-hand-side of **(h3)**. On the other hand, let  $N \in U_2$ . Then  $R(N)$  ends in 10, and so  $N + 1$  and  $N + 2$  are both in  $G_1$ . Thus  $N \in G_1 - 2$ , proving the left-hand-side of **(h3)**. ■

**(h4)**. In the proof of **(h3)** we showed that  $R(\lfloor g(n, 1)\varphi^2 \rfloor)$  ends in 10 for all  $n \in \mathbb{Z}_{\geq 1}$ . Since  $R(h(n, 1))$  ends in an odd number of 1s for all  $n \in \mathbb{Z}_{\geq 1}$  by Lemma II, it follows that  $R(v(n, 2))$  ends in an odd number  $N \geq 3$  of 1's. Then Lemma I implies that  $R(v(n, 2) - 1)$  ends in 01. Theorem 3 of [8] states that  $R(G_2)$  is the set of all numbers whose representation ends in 01, so  $(V_2 - 1) \subset G_2$ . ■

### 3 An Application: The Flora Game

The class of impartial take-away games appears to be partitioned into two disjoint subclasses:

- *CompGames* (composite games), and
- *PrimGames*.<sup>1</sup>

Informally, *CompGames* are games that are easy to generalize to more than one or two piles; *PrimGames* are those for which this seems to be very hard. A well-known representative of the former is Nim, and of the latter, Wythoff's game. Some progress in generalizing Wythoff to multiple piles was recently made. Two 3-pile games that are *extensions* rather than generalizations of Wythoff were also given recently. It appears that, largely, a game belongs to class *CompGames* if it decomposes into a *disjunctive* sum of subgames, such as Nim, which is the Nim-sum of its pile sizes; and it belongs to class *PrimGames* if it is not decomposable. Hence the names *CompGames* (*composite* games) and *PrimGames* (not decomposable – *prime*). Whereas for the former there are theories for both the impartial as well as for the partizan case, there is no general theory for the latter yet, and we believe that these “lone wolf” games should be investigated more seriously.

Here we study an extension of Wythoff to *four* piles. The efforts in defining a “right” extension, and particularly in proving the validity of the winning strategy, are considerably greater than those for *three*-pile extensions. We present four winning strategies, recursive, algebraic, arithmetic and morphic. The recursive is the easiest to describe, but seems to be hardest computationally. The algebraic depends on iterations of the floor function, the arithmetic on the Fibonacci numeration system and the morphic on a morphism. The latter three are polynomial time winning strategies.

The Flora game is a 2-player game played on 4 piles of tokens. We denote positions of Flora by  $(a_1, a_2, a_3, a_4)$  with  $0 \leq a_1 \leq a_2 \leq a_3 \leq a_4$ . It goes without saying that every pile must contain a nonnegative number of tokens at all times.

The end position is  $T_0 := (0, 0, 0, 0)$ . The first player unable to move (because the present position is  $T_0$ ) loses; the opponent wins.

There are 3 rules of move:

- I. Any positive number of tokens from up to 3 piles may be removed.
- II. From a nonzero position one can move to  $T_0$  if any of the following 3 conditions hold: (i) two piles have the same size, (ii)  $a_3 - a_2 = 1$ , (iii)  $a_1 = h(n, 1)$  and  $a_2 < h(n, 2) - 2$  for some  $n \in \mathbb{Z}_{\geq 1}$ .
- III. If  $0 < a_1 < a_2 < a_3 < a_4$ , one can remove  $p > 0$  from  $a_3$ ,  $q > 0$  from  $a_4$  and an arbitrary nonnegative integer from  $a_1$  and  $a_2$ , subject to:
  - (i)  $q = p$  if  $a_4 - a_3 \notin V_2$ , except for the proviso that if  $a_3 - p$  is the second

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<sup>1</sup>It's different from the partition into *MathGames* and *PlayGames* defined in [7].

smallest component in the quadruple moved to, then  $p \neq 5$ .

(ii)  $q = p + 1$  if  $a_4 - a_3 \in V_2$ .

We say that a move in Flora is *legal* if it is consistent with the rules (I)-(III).

**Note.** If the position moved to under rule III(i) is  $(b_1, b_2, b_3, b_4)$ , then  $a_3 - p = b_i$ ,  $a_4 - p = b_j$  for some  $1 \leq i < j \leq 4$ . Then  $a_4 - a_3 = b_j - b_i = t$  for some  $t \in \mathbb{Z}_{\geq 1}$ , and normally  $t \neq p$ .

### 3.1 Algebraic Formulation of the $P$ -positions

The set of  $P$ -positions of a game is the set of game positions from which the second (*Previous*) player can force a win. The set of all  $P$ -positions of a game is denoted  $\mathcal{P}$ . In particular, for Flora,  $T_0 \in \mathcal{P}$ .

Let

$$\begin{aligned} A_n &= h(n, 1), & B_n &= g(n, 3), & C_n &= h(n, 2), & D_n &= h(n, 3), \\ A &= \cup_{n=1}^{\infty} A_n, & B &= \cup_{n=1}^{\infty} B_n, & C &= \cup_{n=1}^{\infty} C_n, & D &= \cup_{n=1}^{\infty} D_n, \\ T_n &:= (A_n, B_n, C_n, D_n), & T &= \cup_{n=0}^{\infty} T_n. \end{aligned}$$

A prefix of  $T$  of size 19 is shown in Table 1. We shall presently show that  $T$  constitutes the set of  $P$ -positions of Flora. Assuming the truth of this assertion, we illustrate simple moves in instances of Flora.

**Examples.** (i) From each of the positions  $(4, 6, 9, 9)$ ,  $(5, 8, 9, 14)$ ,  $(7, 8, 11, 20)$  one can move to  $T_0 \in \mathcal{P}$  by II.

(ii) From  $(6, 7, 9, 14)$ , one can move to  $(5, 6, 8, 12) \in \mathcal{P}$  by I.

(iii) From  $(19, 21, 22, 32)$  can move as follows:  $19 \rightarrow 9$ ,  $21 \rightarrow 11$ ,  $22 \rightarrow 7$ ,  $32 \rightarrow 17$ , resulting in  $(7, 9, 11, 17) \in \mathcal{P}$  by III(i).

(iv) From  $(24, 29, 32, 37)$ , one can move to  $(5, 6, 8, 12) \in \mathcal{P}$  by III(ii) (since  $37 - 32 = 5 \in V_2$ ).

**Notation 3.** For  $n \in \mathbb{Z}_{\geq 1}$ , let  $\Delta_{DC}(n) := h(n, 3) - h(n, 2)$ ,  $\Delta_{DB}(n) := h(n, 3) - g(n, 3)$ ,  $\Delta_{DA}(n) := h(n, 3) - h(n, 1)$ ,  $\Delta_{CB}(n) := h(n, 2) - g(n, 3)$ ,  $\Delta_{CA}(n) := h(n, 2) - h(n, 1)$ ,  $\Delta_{BA}(n) := g(n, 3) - h(n, 1)$ ,  $\Delta(n) = \Delta_{DC}(n) \cup \Delta_{DB}(n) \cup \Delta_{DA}(n) \cup \Delta_{CB}(n) \cup \Delta_{CA}(n) \cup \Delta_{BA}(n)$ ,  $\Delta = \cup_{n=1}^{\infty} \Delta(n)$ .

**Lemma 4.** (i)  $\Delta_{DC}(n) = g(n, 2)$ ,

(ii)  $\Delta_{DB}(n) = g(n, 2) + 2$ ,

(iii)  $\Delta_{DA}(n) = u(n, 2)$ ,

(iv)  $\Delta_{CB}(n) = 2$ ,

(v)  $\Delta_{CA}(n) = g(n, 1)$ ,

(vi)  $\Delta_{BA}(n) = g(n, 1) - 2$ ,

(vii)  $\Delta = \mathbb{Z}_{\geq 1} \setminus V_2$ ,

(viii)  $\Delta = \cup_{n=1}^{\infty} (\Delta_{DC}(n) \cup \Delta_{DB}(n) \cup \Delta_{DA}(n))$ .

**Proof.** (i) This is Theorem 1 (**e1**) for  $k = 2$ .

(ii) Theorem 1 (**e2**) for  $k = 2$ .

Table 1:  $P$ -positions of Flora.

$n$	$h(n, 1)$	$g(n, 3)$	$h(n, 2)$	$h(n, 3)$
0	0	0	0	0
1	2	1	3	4
2	5	6	8	12
3	7	9	11	17
4	10	14	16	25
5	13	19	21	33
6	15	22	24	38
7	18	27	29	46
8	20	30	32	51
9	23	35	37	59
10	26	40	42	67
11	28	43	45	72
12	31	48	50	80
13	34	53	55	88
14	36	56	58	93
15	39	61	63	101
16	41	64	66	106
17	44	69	71	114
18	47	74	76	122

(iii)  $\Delta_{DA}(n) = (h(n, 3) - h(n, 2)) + (h(n, 2) - h(n, 1)) = g(n, 2) + g(n, 1) = u(n, 2)$   
by Theorem 1 **(e1)** and **(b)**.

(iv) Theorem 1 **(c)**.

(v) Theorem 1 **(e1)**.

(vi)  $\Delta_{BA}(n) : (g(n, 3) - h(n, 2)) + (h(n, 2) - h(n, 1)) = g(n, 1) - 2$ .

(vii) Notice that for every  $n \in \mathbb{Z}_{\geq 1}$ ,  $g(n, 2) \in G_1$ ,  $g(n, 2) + 2 \in G_1$  (by Theorem 1 **(h1)**),  $2 \in U_2$ ,  $g(n, 1) - 2 \in G_1 \cup U_2$  (by **(h3)**). It then follows from (iii) and (v) that  $\Delta = G_1 \cup U_2$ . The result follows since the sets  $G_1, U_2, V_2$  clearly partition  $\mathbb{Z}_{\geq 1}$ .

(viii) Follows from (i)-(iii), (vii) and Theorem 1 **(h2)**. ■

**Lemma 5.** For fixed  $n \in \mathbb{Z}_{\geq 1}$ , let  $0 < t < g(n, 2)$ ,  $t \notin V_2$ . Then there exists  $0 \leq m < n$  such that  $t \in \Delta_{DC}(m) \cup \Delta_{DB}(m) \cup \Delta_{DA}(m)$ .

**Proof.** We have  $t < g(n, 2) = \Delta_{DC}(n) < \Delta_{DB}(n) < \Delta_{DA}(n)$ . It then follows from Lemma 4(viii), that there must be some  $m < n$  for which  $t \in \Delta_{DC}(m) \cup \Delta_{DB}(m) \cup \Delta_{DA}(m)$ . ■

**Theorem 2.** The set  $T$  constitutes the set of  $P$ -positions of the game Flora.

**Proof.** To begin with we note the following facts:

- Lemma 1 implies that each of the sequences  $A_n, B_n, C_n, D_n$  is increasing (Lemma 1).
- $A, B, C, D$  partition  $\mathbb{Z}_{\geq 1}$  (Theorem 1 (a)).

It evidently suffices to prove the following two statements:

- (A) Every move from any position in  $T$  results in a position outside  $T$ .
- (B) For every position outside  $T$  there is a move into a position in  $T$ .

(A) Clearly there is no legal move  $T_1 \rightarrow T_0$ . Suppose that there are positions  $T_n, T_m$  with  $m < n, n \geq 2$  such that there is a legal move  $T_n \rightarrow T_m$ . This move must be of type III, since  $A, B, C, D$  partition  $\mathbb{Z}_{\geq 1}$ , from which it follows easily, using Lemma 4, that  $A_n < B_n < C_n < D_n$  for  $n \geq 2$ .

By Lemma 4(vii),  $\Delta_{DC}(n) \notin V_2$ , so we have to consider only move III(i). We first show that  $D_n - p$  can only be  $D_m$ . It cannot be  $A_m$ , since then  $C_n - p < A_m$  has no place in row  $m$  of  $T$ . Suppose  $D_n - p = B_m$ . Then  $C_n - p = A_m$ . But  $\Delta_{BA}(m) < \Delta_{BA}(n) = g(n, 1) - 2 < \Delta_{DC}(n) = g(n, 2)$ , contradicting the move rule III(i). Suppose  $D_n - p = C_m$ . Since  $C_n - B_n = 2$  for all  $n \in \mathbb{Z}_{\geq 1}$ , we have  $C_n - p = A_m$ . But  $\Delta_{CA}(m) = \Delta_{BA}(m) + 2 \leq \Delta_{BA}(n) + 1 = g(n, 1) - 1 < \Delta_{DC}(n) = g(n, 2)$ , again contradicting move rule III(i). Thus indeed  $D_n - p = D_m$ .

Suppose  $C_n - p = C_m$ . Subtracting,  $\Delta_{DC}(n) = \Delta_{DC}(m)$ , so  $g(n, 2) = g(m, 2)$  which is impossible for  $m < n$  since the sequence  $g(\ell, 2)$  is strictly increasing. Suppose  $C_n - p = B_m = C_m - 2$ . Then  $\Delta_{DC}(n) = \Delta_{DB}(m) = \Delta_{DC}(m) + 2$  which is possible if and only if  $p = 5$  and  $m = n - 1$ . But this case is excluded by the proviso. Finally, suppose that  $C_n - p = A_m$ . Then  $\Delta_{DC}(n) = \Delta_{DA}(m)$ . By Lemma 4 this is equivalent to  $g(n, 2) = u(m, 2)$ . This is possible for no  $m < n$  by disjointness.

(B) Let  $(a_1, a_2, a_3, a_4) \notin T, 0 \leq a_1 \leq a_2 \leq a_3 \leq a_4$ . If there is equality in any of these or  $a_3 - a_2 = 1$ , a move of type I or II leads to  $T_0$ . So we may assume  $0 < a_1 < a_2 < a_2 + 1 < a_3 < a_4$ . By the complementarity of  $A, B, C, D$ ,  $a_1$  appears in precisely one component of precisely one  $T_n, n \geq 1$ . If  $a_1 = D_n$ , move  $a_2 \rightarrow A_n, a_3 \rightarrow B_n, a_4 \rightarrow C_n$ .

So suppose that  $a_1 = C_n$ .

If  $a_4 \geq D_n$ , move  $a_2 \rightarrow A_n, a_3 \rightarrow B_n, a_4 \rightarrow D_n$ . So assume  $a_4 < D_n$ . Let

$$t := a_4 - a_3.$$

We consider 2 cases.

(a)  $t \notin V_2$ , and (b)  $t \in V_2$ .

(a)  $t \notin V_2$ . We have

$$0 < t = a_4 - a_3 < D_n - a_3 < D_n - a_1 = D_n - C_n = \Delta_{DC}(n) = g(n, 2).$$

By Lemma 5, there exists  $m < n$  such that either (i)  $t = \Delta_{DC}(m)$ , or (ii)  $t = \Delta_{DB}(m)$ , or (iii)  $t = \Delta_{DA}(m)$ .

For case (i), move  $(a_1, a_2, a_3, a_4) \rightarrow (A_m, B_m, C_m, D_m)$ . This is a legal move:  $a_1 = C_n > A_n > A_m$ , and  $a_2 > a_1 = C_n > B_n > B_m$ ,  $a_3 > a_1 = C_n > C_m$ ,  $a_4 = a_3 + D_m - C_m > D_m$ , so this move (as well as in the remainder of this proof) is of the form III.

For case (ii), move  $a_1 \rightarrow A_m, a_2 \rightarrow C_m, a_3 \rightarrow B_m, a_4 \rightarrow D_m$ . This is a legal move:  $a_1 = C_n > A_n > A_m$ ,  $a_2 > a_1 = C_n > C_m$ ,  $a_3 > a_1 = C_n > C_m > B_m$ ,  $a_4 = a_3 + D_m - B_m > D_m$ .

For case (iii), move  $a_1 \rightarrow B_m, a_2 \rightarrow C_m, a_3 \rightarrow A_m, a_4 \rightarrow D_m$ . This is a legal move:  $a_1 = C_n > B_n > B_m$ ,  $a_2 > a_1 = C_n > C_m$ ,  $a_3 > a_1 = C_n > C_m > A_m$ ,  $a_4 = a_3 + D_m - A_m > D_m$ .

(b)  $t \in V_2$ . To remind ourselves,  $t = a_4 - a_3$  and we have  $a_1 = C_n, a_4 < D_n$ . Now  $t - 1 \in (V_2 - 1)$ . Since  $(V_2 - 1) \subset G_2$  (Theorem 1 (h4)), we have  $t - 1 = g(m, 2)$  for suitable  $m \in \mathbb{Z}_{\geq 1}$ . Also  $\Delta_{DC}(m) = g(m, 2)$  (Lemma 4 (i)). So we move:  $(a_1, a_2, a_3, a_4) \rightarrow (A_m, B_m, C_m, D_m)$ . This is a legal move:

- $m < n$ , since  $\Delta_{DC}(m) = a_4 - a_3 - 1 < D_n - a_1 = D_n - C_n = \Delta_{DC}(n)$ .
- $a_1 = C_n > A_n > A_m, a_2 > a_1 = C_n > B_n > B_m, a_3 > a_1 = C_n > C_m, a_4 = a_3 + 1 + D_m - C_m > a_1 + D_m - C_m = C_n + D_m - C_m > D_m$ .

So suppose that  $a_1 = B_n$ .

If  $a_4 \geq D_n$ , then move  $a_2 \rightarrow A_n, a_3 \rightarrow C_n, a_4 \rightarrow D_n$ . This is a legal move, since  $a_2 > a_1 = B_n > A_n$  and

$$a_3 \geq a_2 + 1 \geq a_1 + 2 = B_n + 2 = C_n.$$

Therefore we may assume  $a_4 < D_n$ . The proof is similar to the above case  $a_1 = C_n$ . We have  $a_3 \geq C_n$ , and  $0 < t - 1 < t = a_4 - a_3 < D_n - a_3 \leq \Delta_{DC}(n)$ . Hence by Lemma 5 there is  $m < n$  such that, for case (a), either (i)  $t = \Delta_{DC}(m)$ , or (ii)  $t = \Delta_{DB}(m)$ , or (iii)  $t = \Delta_{DA}(m)$ . For case (b) we have  $t - 1 = g(m, 2)$  for some  $m \in \mathbb{Z}_{\geq 1}$ .

(a)  $t \notin V_2$ .

For case (i), move  $a_2 \rightarrow A_m, (a_3, a_4) \rightarrow (C_m, D_m)$ . This is a legal move:  $a_2 > a_1 = B_n > A_n > A_m, a_3 \geq C_n > C_m$ ,

$$a_4 = a_3 + D_m - C_m \geq C_n + D_m - C_m > D_m.$$

For case (ii), move  $a_1 \rightarrow A_m, a_2 \rightarrow C_m, a_3 \rightarrow B_m, a_4 \rightarrow D_m$ . This is a legal move:  $a_1 = B_n > A_n > A_m, a_2 \geq a_1 + 1 = B_n + 1 = C_n - 1 \geq C_m, a_3 > a_1 = B_n > B_m, a_4 = a_3 + D_m - B_m \geq C_n + D_m - B_m > D_m$ .

For case (iii), move  $a_1 \rightarrow B_m, a_2 \rightarrow C_m, a_3 \rightarrow A_m, a_4 \rightarrow D_m$ . This is a legal move:  $a_1 = B_n > B_m, a_2 \geq a_1 + 1 = B_n + 1 = C_n - 1 \geq C_m, a_3 > a_1 = B_n > B_m > A_m, a_4 = a_3 + D_m - A_m > D_m$ .

(b)  $t \in V_2$ . We have  $t = a_4 - a_3, a_1 = B_n, a_4 < D_n$ . As in case (b) above, we move  $(a_1, a_2, a_3, a_4) \rightarrow (A_m, B_m, C_m, D_m)$ . This is a legal move:

- $m < n$ , since  $\Delta_{DC}(m) = a_4 - a_3 - 1 < D_n - a_3 - 1 \leq D_n - C_n - 1 < \Delta_{DC}(n)$ .
- $a_1 = B_n > A_n > A_m$ ,  $a_2 > a_1 = B_n > B_m$ ,  $a_3 \geq C_n > C_m$ ,  $a_4 = a_3 + 1 + D_m - C_m \geq C_n + 1 + D_m - C_m > D_m$ .

Finally, we consider the case  $a_1 = A_n = h(n, 1)$ .

If  $a_2 < h(n-2) - 2$  we can move to  $T_0$  (rule (II)(iii)). Otherwise,  $a_2 \geq h(n-2) - 2 = B_n$ . Since  $a_3 - a_2 > 1$ , we have  $a_3 \geq B_n + 2 = C_n$ . If  $a_4 \geq D_n$ , then at least one of the inequalities for  $a_2, a_3, a_4$  is strict, since  $(a_1, a_2, a_3, a_4) \notin T$ . Then move  $(a_1, a_2, a_3, a_4) \rightarrow (A_n, B_n, C_n, D_n)$ . If  $a_4 < D_n$  then for case (a) there is  $m < n$  such that  $0 < t = a_4 - a_3 < \Delta_{DC}(n)$ . Hence by Lemma 5, there is  $m < n$  such that either (i)  $t = \Delta_{DC}(m)$ , or (ii)  $t = \Delta_{DB}(m)$ , or (iii)  $t = \Delta_{DA}(m)$ . For case (b),  $0 < t - 1 = g(m, 2)$  for some  $m \in \mathbb{Z}_{\geq 1}$ .

(a)  $t \notin V_2$ . For case (i) move  $(a_1, a_2, a_3, a_4) \rightarrow (A_m, B_m, C_m, D_m)$ . This is a legal move, since  $m < n$  implies  $a_1 = A_n > A_m$ ,  $a_2 \geq B_n > B_m$ ,  $a_3 \geq C_n > C_m$ ,  $D_n > D_m$ . For case (ii), move  $a_1 \rightarrow A_m$ ,  $a_2 \rightarrow C_m$ ,  $a_3 \rightarrow B_m$ ,  $a_4 \rightarrow D_m$ . This is a legal move:  $a_1 = A_n > A_m$ ,  $a_2 \geq B_n = C_n - 2 > C_m$ , where the strict inequality follows since  $C_n - C_m \geq 3$  (Theorem 1 (f4) for  $k = 3$ ). Also  $a_3 \geq C_n > B_n > B_m$ ,  $a_4 = a_3 + D_m - B_m > D_m$ . For case (iii) move  $a_1 \rightarrow B_m$ ,  $a_2 \rightarrow C_m$ ,  $a_3 \rightarrow A_m$ ,  $a_4 \rightarrow D_m$ . We have to prove the legality of this move. We begin by showing that  $a_1 = A_n > B_m$ . Notice that

$$\begin{aligned} t &= a_4 - a_3 = \Delta_{DA}(m) = u(m, 2) \quad (\text{Lemma 4}) \\ &< \Delta_{DC}(n) = g(n, 2) \quad (\text{Lemma 4}) \\ &= h(n, 1) - 1 \quad (\text{Theorem 1 (c)}). \end{aligned}$$

Thus  $h(n, 1) > u(m, 2) + 1$ . But  $h(n, 1) = A_n$  and  $u(m, 2) = g(m, 3) + 1$  (by Theorem 1 (d)) =  $B_m + 1$ , so indeed  $A_n > B_m + 2 > B_m$ . Next,

$$\begin{aligned} a_2 &\geq B_n = g(n, 3) = h(n, 2) - 2 \quad (\text{Theorem 1 (d)}) \\ &> h(n-1, 2) \quad (\text{Theorem 1 (f4)}) = C_{n-1} \geq C_m. \end{aligned}$$

Also  $a_3 \geq C_n > C_m > A_m$  and  $a_4 = a_3 + D_m - A_m \geq C_n + D_m - A_m > D_m$ .

(b)  $t \in V_2$ . We have  $t = a_4 - a_3$ ,  $a_1 = A_n$ ,  $a_4 < D_n$ ,  $t - 1 = g(m, 2) = \Delta_{DC}(m)$  for some  $m \in \mathbb{Z}_{\geq 1}$ . As above we move  $(a_1, a_2, a_3, a_4) \rightarrow (A_m, B_m, C_m, D_m)$ . This is a legal move:

- $m < n$ , since  $\Delta_{DC}(m) = a_4 - a_3 - 1 < D_n - C_n - 1 < \Delta_{DC}(n)$ .
- $a_1 = A_n > A_m$ ,  $a_2 \geq B_n > B_m$ ,  $a_3 \geq C_n > C_m$ ,  $a_4 = a_3 + 1 + D_m - C_m > C_n + D_m - C_m > D_m$ . ■

**Theorem 3.** *The algebraic winning strategy of Flora precipitates a polynomial-time algorithm for consummating a win.*

**Proof.** Given a position  $(a_1, a_2, a_3, a_4)$  of Flora with  $0 \leq a_1 \leq a_2 \leq a_3 \leq a_4$ . Its input size is  $O(\log a_1 + \log a_2 + \log a_3 + \log a_4)$ . Whether or not move rules II(i) or II(ii) apply can be checked trivially. We know (Theorem 1 (a)) that  $a_1$  is precisely one of  $g(n, 3)$ ,  $h(n, 3)$ ,  $h(n, 2)$ ,  $h(n, 1)$ . We have to find out which it is, and the corresponding value of  $n$ .

Suppose first that  $a_1 = \lfloor \lfloor \lfloor n\varphi \rfloor \varphi \rfloor \varphi$ . Using the inequality  $x - 1 < \lfloor x \rfloor \leq x$ , a straightforward computation shows that  $\lfloor a_1\varphi^{-3} \rfloor + 1 \leq n \leq \lfloor (a_1 + 1)\varphi^{-3} \rfloor + 1$ . Computing  $\varphi$  to  $O(\log a_1)$  places gives the range for the candidate values of  $n$  and for each of them (one or two), we have to compute  $g(n, 3)$ , comparing it with  $a_1$ . A similar computation can be done for  $h(n, 3)$ ,  $h(n, 2)$ ,  $h(n, 1)$ . (Notice that there is not necessarily an integer candidate  $n$  for some of these ranges. For example, if we suppose that  $a_1 = h(n, 3)$ , then we get  $\lfloor a_1\varphi^{-4} \rfloor + 1 \leq n \leq \lfloor a_1\varphi^{-4} + 2\varphi^{-2} \rfloor$ .) The same method also indicates whether or not  $a_4 - a_3 \in V_2$ , or whether move rule II(iii) applies. All these computations can be done in linear time in the input size.

Finally, we use a binary search to find  $m \in [0, n]$  such that if  $a_4 - a_3 \notin V_2$ , then  $h(m, 3) - h(m, 2) = a_4 - a_3$  or some other difference of the columns in the  $m$ -th row is  $a_4 - a_3$ . Similarly for the case  $a_4 - a_3 \in V_2$ . ■

### 3.2 Recursive Formulation of the $P$ -positions

Let  $S \subseteq \mathbb{Z}_{\geq 1}$  and  $\bar{S} = \mathbb{Z}_{\geq 1} \setminus S$ . The ‘‘Minimum EXcludant’’ of  $S$  is defined by

$$\text{mex } S = \min \bar{S} = \text{least positive integer not in } S.$$

In particular, the mex of the empty set is 1. (This somewhat nonstandard definition of the mex function is needed for §5.)

Let  $T'_0 = (0, 0, 0, 0)$ ,  $T'_1 = (2, 1, 3, 4)$ . If  $T'_m := (A'_m, B'_m, C'_m, D'_m)$  has already been defined for all  $m < n$  ( $n \geq 2$ ), then let

$$\begin{aligned} A'_n &= \text{mex}\{A'_i, B'_i, C'_i, D'_i : 0 \leq i < n\}, \\ B'_n &= \begin{cases} B'_{n-1} + 3 & \text{if } A'_n - A'_{n-1} = 2 \\ B'_{n-1} + 5 & \text{otherwise,} \end{cases} \\ C'_n &= B'_n + 2, \\ D'_n &= \begin{cases} D'_{n-1} + 5 & \text{if } A'_n - A'_{n-1} = 2 \\ D'_{n-1} + 8 & \text{otherwise.} \end{cases} \end{aligned}$$

Let  $T' := \cup_{n=0}^{\infty} T'_n$ .

**Theorem 4.** *The set  $T'$  constitutes the set of  $P$ -positions of the game Flora.*

**Proof.** We show that for all  $m \in \mathbb{Z}_{\geq 0}$ ,  $A'_m = A_m$ ,  $B'_m = B_m$ ,  $C'_m = C_m$ ,  $D'_m = D_m$ . Suppose this holds for all  $m < n$  ( $n \geq 1$ ). Let  $E = \text{mex}\{A_i, B_i, C_i, D_i :$

$0 \leq i < n$ . The value  $E$  cannot have been assumed in any of the four sequences for  $m < n$ , since  $A, B, C, D$  split  $\mathbb{Z}_{\geq 1}$ , so  $E \geq A_n$ . If  $E > A_n$ , then  $A_n$  would never be assumed since the sequences are strictly increasing, again contradicting the complementarity of the sequences. Thus  $A_n = E = A'_n$ , and the other 3 equalities follow from Theorem 2 (f). ■

The definition of the set  $T'$  is straightforward; it doesn't use the functions  $h, g$  used for defining  $T$ . Thus the recursive computation of  $T'$  looks easier than that of the set  $T$ . Moreover, the proof of Theorem 4 is very short, and that of Theorem 2 is long.

However, the proof of Theorem 4 leans heavily on Theorems 2 and 1. Let's examine how easy the computation of  $T'$  is. If the initial position of the game is  $(a_1, a_2, a_3, a_4)$ , the input size is  $\log a_1 + \log a_2 + \log a_3 + \log a_4$ . The time needed to compute whether the position is a  $P$ -position or not, however, is proportional to  $a_1 + a_2 + a_3 + a_4$ , because the unwieldy mex function seems to require scanning previous entries of the sequences  $A_n, B_n, C_n, D_n$ . So the algorithm isn't all that easy; in fact, it requires exponential space (and hence exponential time)! But the decision problem whether or not  $(a_1, a_2, a_3, a_4)$  is a  $P$ -position using  $T$  is polynomial, since it requires computation of  $\varphi$  only up to  $O(\log a_1)$  bits (see [5], §3). So the bottom line is that Theorem 4 looks easy but is hard, whereas Theorem 2 looks hard but is easy.

### 3.3 Arithmetic Formulation of the $P$ -positions

For  $N \in \mathbb{Z}_{\geq 1}$ , let  $R(N) = (d_m, \dots, d_0)$  be the representation of  $N$  in the Fibonacci numeration system (recall Notation 2). Then  $(d_m, \dots, d_0, 0)$  is the *left shift* of  $R(N)$ .

**Theorem 5.**  *$R(A)$  is the set of all representations that end in an odd number of 0-bits in the Fibonacci numeration system,  $R(B)$  the set of all representations that end in 001,  $R(C)$  the set of all representations that end in a positive even number of 0-bits, and  $R(D)$  the set of all representations that end in 101. Moreover, for every  $n \in \mathbb{Z}_{\geq 1}$ ,  $R(C_n)$  is the left shift of  $R(A_n)$ .*

See Table 3.3 for an example.

**Proof.** The proof is similar to that of Theorem 3 of [8]. For every  $m \in \mathbb{Z}_{\geq 1}$ ,  $R(\lfloor m\varphi \rfloor)$  ends in an even number of 0-bits (including 0 0-bits), and  $R(\lfloor m\varphi^2 \rfloor)$  ends in an odd number of 0-bits ([5], §4). Hence  $R(A)$  is the set of all numbers that end in an odd number of 0-bits in the Fibonacci numeration system, whereas each of the other 3 representations ends in an even number of 0-bits. Now  $R(C)$  is the set of all numbers that end in a positive even number of 0-bits ([8]), hence  $R(B)$  and  $R(D)$  each end in a 1-bit. Recall that  $C_n = B_n + 2$ . If  $R(B)$  would contain a number with representation ending in 101, then adding 2 to it would end in 1 (since  $2+3=5$  is the next Fibonacci number), contradicting the form of  $R(C_n)$ . Therefore  $R(B)$  is the set of all numbers ending in 001. By complementarity,  $R(D)$  is therefore the set of all numbers ending in 101.

Table 3.3: Representation of the  $P$ -positions in the Fibonacci numeration system.

21	13	8	5	3	2	1	$A_n$	$n$	$B_n$	34	21	13	8	5	3	2	1
					1	0	2	1	1								1
			1	0	0	0	5	2	6					1	0	0	1
			1	0	1	0	7	3	9				1	0	0	0	1
		1	0	0	1	0	10	4	14			1	0	0	0	0	1
	1	0	0	0	0	0	13	5	19			1	0	1	0	0	1
	1	0	0	0	1	0	15	6	22		1	0	0	0	0	0	1
	1	0	1	0	0	0	18	7	27		1	0	0	1	0	0	1
	1	0	1	0	1	0	20	8	30		1	0	1	0	0	0	1
1	0	0	0	0	1	0	23	9	35	1	0	0	0	0	0	0	1
1	0	0	1	0	0	0	26	10	40	1	0	0	0	1	0	0	1

34	21	13	8	5	3	2	1	$C_n$	$n$	$D_n$	55	34	21	13	8	5	3	2	1
					1	0	0	3	1	4							1	0	1
			1	0	0	0	0	8	2	12					1	0	1	0	1
			1	0	1	0	0	11	3	17				1	0	0	1	0	1
		1	0	0	1	0	0	16	4	25			1	0	0	0	1	0	1
	1	0	0	0	0	0	0	21	5	33			1	0	1	0	1	0	1
	1	0	0	0	1	0	0	24	6	38		1	0	0	0	0	1	0	1
	1	0	1	0	0	0	0	29	7	46		1	0	0	1	0	1	0	1
	1	0	1	0	1	0	0	32	8	51		1	0	1	0	0	1	0	1
1	0	0	0	0	1	0	0	37	9	59	1	0	0	0	0	0	1	0	1
1	0	0	1	0	0	0	0	42	10	67	1	0	0	0	1	0	1	0	1

Since  $R(A)$  is the set of all representations ending in an odd number of 0-bits, and  $R(C)$  is the set of all representations ending in a positive even number of 0-bits, the latter is the left shift of the former. Suppose that  $R(C_m)$  is the left shift of  $R(A_m)$  for every  $m < n$ . If  $R(C_n)$  would not be the left shift of  $R(A_n)$ , then it would be assumed later on (by complementarity), contradicting the strict increase of  $C$ . ■

This formulation of the  $P$ -positions is also easily seen to lead to a polynomial-time winning strategy.

## 4 The Morphic Approach

In this section we show how to construct  $G_k$  recursively by a morphism for every  $k \in \mathbb{Z}_{\geq 1}$ . Similar methods can be used to construct other functions defined in §2. We also present our fourth, morphic, formulation of the  $P$ -positions of the game Flora. We resort to the language of *words*. A word is any sequence over

some alphabet. Here we restrict attention to binary words. A *subword* (or *factor*) of a word is any contiguous subset of symbols. Thus 00101 and 101100 are subwords of the word  $w = 010010110001$ . The *length* of a (sub)word is the number of its symbols, counting multiplicities. The lengths of the above 2 subwords and of  $w$  are 5, 6 and 12 respectively. The length of any (sub)word  $w$  is denoted by  $|w|$ .

#### 4.1 Morphism for $G_k$

Define the morphism  $1 \rightarrow 10, 0 \rightarrow 1$ . Its fixed point is the word:  $F = 1011010110110\dots$ , also known as the Fibonacci word. For  $k \geq 1$ , the characteristic function  $\chi_k$  of  $G_k$  is defined by

$$\chi_k(m) = \begin{cases} 1 & \text{if } \exists n \text{ s.t. } g(n, k) = m \\ 0 & \text{otherwise.} \end{cases}$$

**Definition 1.** Given a binary word  $W$ . A *run* of 0s is any (possibly empty) subword of  $W$  consisting solely of 0s, flanked on the left and right by a 1-bit. A *block* is any subword consisting of a 1-bit followed by a run of 0s.

**Theorem 6.** For every  $k \geq 1$ , the “substitution morphism” for producing the characteristic function  $\chi_k$  of  $G_k$ , beginning with  $10^{F_{k-1}-1}$ , is:

$$10^{F_{k-1}-1} \rightarrow 10^{F_k-1}, \quad 0^{F_{k-2}} \rightarrow 10^{F_{k-1}-1}.$$

**Proof.** The substitution morphism is well-defined. Indeed, the initial block of length  $F_{k-1}$  is mapped into a block  $B_1$  of length  $F_k$ . In the second iteration, the prefix of length  $F_{k-1}$  of  $B_1$  is again mapped into  $B_1$ . The remaining abutting suffix of  $B_1$  consists of  $F_{k-2}$  0s, so it is mapped into a block  $B_2$  of length  $F_{k-1}$ . In the third iteration,  $B_1$  and  $B_2$  are generated again, and then the block  $B_2$  of length  $F_{k-1}$  generates a block  $B_1$ . Thus for all subsequent iterations only blocks of the form  $B_1$  and  $B_2$  are generated, and there is never any parsing conflict.

Notice that for  $G_1$ , the “substitution morphism” is simply the well-known morphism  $1 \rightarrow 10, 0 \rightarrow 1$ , which produces  $F$ . Moreover,  $\chi_1 = F$ . See e.g., [1], ch. 9 and [11].

Since  $\chi_1 = 1011010110110\dots$ , Theorem 1(f) implies that  $\chi_2 = 10010100100100100100\dots$ , where we inserted into  $\chi_1$   $F_1 - F_0 = 1$  zero to each run of  $F_0 - 1 = 0$  zeros (i.e., one 0 between every consecutive 1s), and  $F_2 - F_1 = 1$  zero to each run of  $F_1 - 1 = 1$  zeros. Doing this yields distances between consecutive 1s in  $\chi_2$  of  $F_1$  and  $F_2$ , precisely at the locations where the distances between consecutive 1s of  $\chi_1$  are  $F_0$  and  $F_1$  respectively. Similarly,  $\chi_3 = 1000010010000100001001000010010000\dots$ , where we inserted into  $\chi_2$   $F_2 - F_1 = 1$  zero to each run of  $F_1 - 1 = 1$  zero, and  $F_3 - F_2 = 2$  zeros to each run of  $F_2 - 1 = 2$  zeros.

In general, for producing  $\chi_{k+1}$  from  $\chi_k$ , we add to  $\chi_k$   $F_k - F_{k-1} = F_{k-2}$  zeros to each run of  $F_{k-1} - 1$  zeros and  $F_{k+1} - F_k = F_{k-1}$  zeros to each run of

$F_k$  zeros. This yields blocks of sizes  $F_k$  and  $F_{k+1}$  respectively, at the locations specified by Theorem 1(f).

Assume inductively that the substitution morphism

$$10^{F_{k-1}-1} \rightarrow 10^{F_k-1}, \quad 0^{F_{k-2}} \rightarrow 10^{F_{k-1}-1}$$

produces  $\chi_k$ , so it generates distances between consecutive 1s of  $F_{k-1}$  and  $F_k$  at the locations specified by Theorem 1(f). Then the substitution morphism

$$10^{F_k-1} \rightarrow 10^{F_{k+1}-1}, \quad 0^{F_{k-1}} \rightarrow 10^{F_k-1}$$

produces  $\chi_{k+1}$ , since it adds  $F_{k+1} - F_k$  to the  $F_k$  0s of the long 0-runs of  $\chi_k$ , and  $F_k - F_{k-1}$  0s to the  $F_{k-1}$  short 0-runs of  $\chi_k$ . ■

## 4.2 Morphic Formulation of of the $P$ -positions

Denote terms of  $A_n, B_n, C_n, D_n$  by  $a, b, c, d$  respectively.

**Theorem 7.** *The morphism*

$$bac \rightarrow bacda, \quad da \rightarrow bac,$$

*beginning with  $bac$ , generates the characteristic function of the  $P$ -positions of the Flora game.*

**Proof.** The proof is rather similar to that of Theorem 6, and is therefore omitted. ■

This theorem also leads to a polynomial-time winning strategy, since induction shows that for every  $k \in \mathbb{Z}_{\geq 1}$ , the  $k$ -th application of the morphism generates a word of length  $F_{k+2}$ .

Notice that if we replace  $bac$  by 1 and  $da$  by 0, we get back our old morphic friend  $1 \rightarrow 10, 0 \rightarrow 1$ .

## 4.3 Characterization of the Sequences $G, H$ , by the Fibonacci Numeration System

We know from Lemma II and §3.3, that  $R(g(n, 1))$  ends in an even number of 0s,  $R(h(n, 1))$  in an odd number of 0s,  $R(h(n, 2))$  in an even positive number of 0s,  $R(h(n, 3))$  in 101, and  $R(g(n, 3))$  in  $10^s 1$ ,  $s \geq 2$ . What's the general pattern?

**Theorem 8.** (i)  $R(G_1)$  is the set of all representations that end in an even number of 0s,  $R(H_1)$  is the set of all representations that end in an odd number of 0s,  $R(G_2)$  is the set of all representations that end in a 1-bit, and  $R(H_2)$  is the set of all representations that end in an even positive number of 0s.

(ii) For every  $n \in \mathbb{Z}_{\geq 1}$ ,  $R(h(n, 1))$  is the left shift of  $R(g(n, 1))$ ; and  $R(h(n, 2))$  is the left shift of  $R(h(n, 1))$ .

(iii) For every  $k \in \mathbb{Z}_{\geq 3}$  and all  $n \in \mathbb{Z}_{\geq 1}$ ,  $R(G_k)$  is the set of all representations that end in the word  $10^s 1$  for all  $s \geq k - 1$ , and  $R(H_k)$  is the set of all representations that end in the word  $10^{k-2} 1$  (left 1-bit in position  $k - 1$ ).

**Proof.** Items (i) and (ii) are already known from Theorem 5 and Lemma II, and are included here only for the sake of completeness. We only have to point out the statement about  $R(G_2)$ , which follows from the fact that  $G_2, H_2, H_1$  split the positive integers (see also [8], Theorem 3).

(iii) Induction on  $k$ . The base case  $k = 3$  was proved in Theorem 5. For  $k \geq 3$ , suppose that we already proved that  $R(G_k)$  is the set of all representations that end in  $10^s 1$  for all  $s \geq k - 1$ , and  $R(H_k)$  is the set of all representations that end in  $10^{k-2} 1$ . It clearly remains only to show that  $R(G_{k+1})$  is the set of all representations that end in  $10^s 1$  for all  $s \geq k$ , and  $R(H_{k+1})$  is the set of all representations that end in the word  $10^{k-1} 1$ . Recall Theorem 1 (c):  $h(n, k) = g(n, k+1) + F_{k-1}$ . If  $R(G_{k+1})$  would contain a number, say  $g(n, k+1)$ , with representation ending in  $10^{k-1} 1$  (with leftmost 1-bit in position  $k$ ), then adding  $F_{k-1}$  to it would result in a word with representation ending in  $0^k 1$  because  $F_{k-1} + F_k = F_{k+1}$  is the *next* Fibonacci number. But then  $R(h(n, k))$  would end in  $10^s 1$  for some  $s \geq k$ , contradicting the induction hypothesis. Thus  $R(H_{k+1})$  is the set of all representations that end in the word  $10^{k-1} 1$ . Since  $G_{k+1}, H_{k+1}, H_k, \dots, H_2, H_1$  split the integers,  $R(H_{k+1})$  is the set of all representations that end in the word  $10^{k-1} 1$ . ■

**Notes.** (1) The general pattern of the representation of the suffixes of  $H_k$  for  $k \geq 3$  is quite different from that of  $H_1$  and  $H_2$ , and both of these are different from each other. The same holds for  $G_k$ ,  $k \geq 3$  and  $G_1$  and  $G_2$ . Therefore the induction proof could not have begun with  $k = 1$  or  $2$ .

(2) The statement in (i) about  $R(G_1)$  and  $R(H_1)$  is Theorem 9.1.15 (see also Corollary 9.1.14) in [1], credited there to [10]. (It is also Lemma II above.) The proof method of [1] follows [3].

**Membership Problem.** Fix some  $k \in \mathbb{Z}_{\geq 1}$ . Given  $N \in \mathbb{Z}_{\geq 1}$ . Then  $N$  is in precisely one of  $G_k, H_k, H_{k-1}, \dots, H_2, H_1$  (Theorem 1 (a)). Can the following problem be solved in polynomial time?

**Problem.** Determine the set in which  $N$  lies.

**Corollary 1.** *The membership problem can be solved in linear time.*

**Proof.** This can be proved by generalizing the method for computing  $n$  in Theorem 3 to the case of arbitrary  $k$ . But a more “elegant” method is to compute the Fibonacci representation of  $N$ , which can be done in linear time in the input size  $\Theta(\log N)$ . Theorem 8 then implies that the membership problem can be solved by scanning the suffix of  $R(N)$ , at most all of its  $\Theta(\log N)$  bits. ■

## 5 Infinite Complementary Arrays

The doubly infinite *Stolarsky Array*  $A$  with entries  $A(i, j)$ ,  $i, j \geq 1$  [18], is defined as follows: For every  $m \geq 1$ ,  $A(m, 1) = \text{mex}\{A(i, j) : i < m, j \geq 1\}$ ,  $A(m, 2) = \lfloor A(m, 1)\varphi + 1/2 \rfloor$ , and for all  $i \geq 1$ ,  $j \geq 3$ ,  $A(i, j) = A(i, j-1) + A(i, j-2)$ . Then every positive integer appears precisely once in

$A$ . A beginning portion is exhibited in Table 2. Many variations, interspersions and dispersions have since been given, see e.g., [14], [15]. All are doubly infinite,  $\lim_{j \rightarrow \infty} (A(i, j+1) - A(i, j)) = \infty$  for every  $i \geq 1$ , and every positive integer appears precisely once in  $A$ .

Table 2: The Stolarsky array

1	2	3	5	8	13	...
4	6	10	16	26	42	...
7	11	18	29	47	76	...
9	15	24	39	63	102	...
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$

For every  $k \geq 1$ , define the Flora-Array  $L_K$  with the  $k+1$  rows  $H_1, H_2, \dots, H_k, G_k$ . This array has a different character. By Theorem 1(a), this *singly*-infinite array also has the property that every positive integer appears precisely once. Moreover,  $A(i, j+1) - A(i, j) \in \{F_i, F_{i+1}\}$  is bounded for every fixed  $i$  and all  $j \geq 1$ , but  $\lim_{i \rightarrow \infty} (A(i, j+1) - A(i, j)) = \infty$ . Table 3 depicts the case  $k = 6$ . The two bottom lines, below the horizontal line, illustrate the fact that  $G_7, H_7$  split  $G_6$ , so replacing  $G_6$  by  $H_7$  and  $G_7$  constitutes  $L_7$ .

Table 3: A complementary Flora array  $L_6$  with 7 rows

$n$	1	2	3	4	5	6	7	8	9	10	11	12	13
$H_1$	2	5	7	10	13	15	18	20	23	26	28	31	34
$H_2$	3	8	11	16	21	24	29	32	37	42	45	50	55
$H_3$	4	12	17	25	33	38	46	51	59	67	72	80	88
$H_4$	6	19	27	40	53	61	74	82	95	108	116	129	142
$H_5$	9	30	43	64	85	98	119	132	153	174	187	208	229
$H_6$	14	48	69	103	137	158	192	213	247	281	302	336	370
$G_6$	1	22	35	56	77	90	111	124	145	166	179	200	221
$H_7$	22	77	111	166	221	255	310	344	...				
$G_7$	1	35	56	90	124	145	179	200	234	268	289	323	...

## 6 Epilogue

We have generated sequences consisting of nested arbitrary applications of the floor function to  $\varphi$  and  $\varphi^2$ , established many identities and relationships involving them and then applied them to formulate an algebraic winning strategy to the game Flora. We also presented recursive, arithmetic and morphic formulations of the winning strategy. In addition, we characterized the main sequences

by means of the Fibonacci numeration system, and generated infinite complementary arrays of the sequences.

Can some of the relationships of the iterated floor functions be generalized to reals other than  $\varphi$  and  $\varphi^2$ ? As a first step, in the definition of  $g(n, k)$  and  $h(n, k)$ , we could interchange  $\varphi$  with  $\varphi^2$ , studying the ensuing sequences and the games implied by them. Specifically, define  $g'(n, 1) = \lfloor n\varphi^2 \rfloor$ ,  $h'(n, k) = \lfloor n\varphi \rfloor$ , and for  $k \geq 2$ ,  $g'(n, k) = \lfloor g'(n, k-1)\varphi^2 \rfloor$ ,  $h'(n, k) = \lfloor g'(n, k-1)\varphi^2 \rfloor$ . If we define  $G'_i, H'_i$  in the obvious way, it's straightforward to see that then the first item of Theorem 1, is preserved, namely  $G'_k, H'_k, H'_{k-1}, \dots, H'_2, H'_1$  partition  $\mathbb{Z}_{\geq 1}$ . What games can be spawned from this partition?

More generally, it would be well to investigate which of the above results hold for which classes of positive reals beyond  $\varphi$ . For example, Lemma 1 and Theorem 1(a) clearly hold if we replace  $\varphi$  by any irrational  $\alpha \in (1, 2)$  and  $\varphi^2$  by  $\beta = \alpha/(\alpha - 1)$ . Perhaps large parts of Theorem 1 can be generalized for the case where  $\alpha = (2 - t + \sqrt{t^2 + 4})/2$ ,  $\beta = \alpha + t$ , where  $t$  is any given positive integer, since then the simple continued fraction of  $\alpha$  is  $[1, t, t, t, \dots]$ , so the numeration system arguments used in the proof of (c) and (d) of Theorem 1 carry over in a simple way. What games are induced by these relationships?

The notion of arbitrary iterations of the floor function appeared in [17] and [13]. In the former, the iterations are with *rational* numbers whose sizes depend on the iteration depth; in the latter, the aim is to represent the positive integers in the form of iterated floor functions involving  $\varphi$  and  $\varphi^2$ . These are quite different from our iterations of the floor function.

The Raleigh game [8] is a 3-pile extension — not generalization — of Wythoff's game. Flora is an extension of Raleigh. Although Flora appears not to be decomposable into sums of more elementary games, we were able to formulate for it three polynomial-time winning strategies. The one based on the Fibonacci numeration system is of particular interest. It demonstrates once again that numeration systems can make strategies of games in PrimGame efficient, similarly to appropriate data structures — see [16].

We can also define a 5-pile extension of Flora, but in the sequence of games with increasing number of piles, both the definition of the games and the validity proof of their strategies seem to become more difficult. For example, whereas the union of the differences  $\Delta$  between the 3 columns of the  $P$ -positions of Raleigh covers all of  $\mathbb{Z}_{\geq 1}$ , the same union for the four columns of the  $P$ -positions of Flora leaves out  $V_2$ . But perhaps a pattern for these games will emerge. This possibility may not be so far-fetched, since, as we saw, e.g., in §4.3, the general behavior begins only with  $k = 3$  (corresponding to a game with 4 piles).

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