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About Computations for Chomp and iChomp

The talk will report on computations for the game Chomp: - a collection of all losing (P-) positions up to some size, - a conjecture about the density of P-positions, - a method for finding 1-parameter families of P-positions, - a computation determining Sprague-Grundy (SG) numbers for positions up to a maximum number of tiles, - a formula for SG numbers for positions with tiles in two rows, - an isotropic variant of Chomp that we call iChomp, and - a method of how to compute the SG number for positions in iChomp from SG numbers for Chomp positions.