

# Multiplayer Rock-Paper-Scissors

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# RPS as a Magma

We will view the game of RPS as a magma. We let  $A := \{r, p, s\}$  and define a binary operation  $f: A^2 \rightarrow A$  where  $f(x, y)$  is the winning item among  $\{x, y\}$ .

	<i>r</i>	<i>p</i>	<i>s</i>
<i>r</i>	<i>r</i>	<i>p</i>	<i>r</i>
<i>p</i>	<i>p</i>	<i>p</i>	<i>s</i>
<i>s</i>	<i>r</i>	<i>s</i>	<i>s</i>

# Selection Games

A *selection game* is a game consisting of a collection of items  $A$ , from which a fixed number of players  $n$  each choose one, resulting in a tuple  $a \in A^n$ , following which the round's winners are those who chose  $f(a)$  for some fixed rule  $f: A^n \rightarrow A$ . RPS is a selection game, and we can identify each such game with an  *$n$ -ary magma*  $\mathbf{A} := (A, f)$ .

# Properties of RPS

The game RPS is

- 1 conservative,
- 2 essentially polyadic,
- 3 strongly fair, and
- 4 nondegenerate.

These are the properties we want for a multiplayer game, as well.

# Properties of RPS: Conservativity

We say that an operation  $f: A^n \rightarrow A$  is *conservative* when for any  $a_1, \dots, a_n \in A$  we have that  $f(a_1, \dots, a_n) \in \{a_1, \dots, a_n\}$ . We say that **A** is conservative when each round has at least one winning player.

# Properties of RPS: Essential Polyadicity

We say that an operation  $f: A^n \rightarrow A$  is *essentially polyadic* when there exists some  $g: \text{Sb}(A) \rightarrow A$  such that for any  $a_1, \dots, a_n \in A$  we have  $f(a_1, \dots, a_n) = g(\{a_1, \dots, a_n\})$ . We say that  $\mathbf{A}$  is essentially polyadic when a round's winning item is determined solely by which items were played, not taking into account which player played which item or how many players chose a particular item.

# Properties of RPS: Strong Fairness

Let  $A_k$  denote the members of  $A^n$  which have  $k$  distinct components for some  $k \in \mathbb{N}$ . We say that  $f$  is *strongly fair* when for all  $a, b \in A$  and all  $k \in \mathbb{N}$  we have  $|f^{-1}(a) \cap A_k| = |f^{-1}(b) \cap A_k|$ . We say that  $\mathbf{A}$  is strongly fair when each item has the same chance of being the winning item when exactly  $k$  distinct items are chosen for any  $k \in \mathbb{N}$ .

# Properties of RPS: Nondegeneracy

We say that  $f$  is *nondegenerate* when  $|A| > n$ . In the case that  $|A| \leq n$  we have that all members of  $A_{|A|}$  have the same set of components. If  $\mathbf{A}$  is essentially polyadic with  $|A| \leq n$  it is impossible for  $\mathbf{A}$  to be strongly fair unless  $|A| = 1$ .

## Variants with More Items

The French version of RPS adds one more item: the well. This game is not strongly fair but is conservative and essentially polyadic. The recent variant Rock-Paper-Scissors-Spock-Lizard is conservative, essentially polyadic, strongly fair, and nondegenerate.

	<i>r</i>	<i>p</i>	<i>s</i>	<i>w</i>		<i>r</i>	<i>p</i>	<i>s</i>	<i>v</i>	<i>l</i>
<i>r</i>	<i>r</i>	<i>p</i>	<i>r</i>	<i>w</i>	<i>r</i>	<i>r</i>	<i>p</i>	<i>r</i>	<i>v</i>	<i>r</i>
<i>p</i>	<i>p</i>	<i>p</i>	<i>s</i>	<i>p</i>	<i>p</i>	<i>p</i>	<i>p</i>	<i>s</i>	<i>p</i>	<i>l</i>
<i>s</i>	<i>r</i>	<i>s</i>	<i>s</i>	<i>w</i>	<i>s</i>	<i>r</i>	<i>s</i>	<i>s</i>	<i>v</i>	<i>s</i>
<i>w</i>	<i>w</i>	<i>p</i>	<i>w</i>	<i>w</i>	<i>v</i>	<i>v</i>	<i>p</i>	<i>v</i>	<i>v</i>	<i>l</i>
					<i>l</i>	<i>r</i>	<i>l</i>	<i>s</i>	<i>l</i>	<i>l</i>

# Result for Two-Player Games

The only “valid” RPS variants for two players use an odd number of items.

## Theorem

*Let  $\mathbf{A}$  be a selection game with  $n = 2$  which is essentially polyadic, strongly fair, and nondegenerate and let  $m := |A|$ . We have that  $m \neq 1$  is odd. Conversely, for each odd  $m \neq 1$  there exists such a selection game.*

## Definition (RPS magma)

Let  $\mathbf{A} := (A, f)$  be an  $n$ -ary magma. When  $\mathbf{A}$  is conservative, essentially polyadic, strongly fair, and nondegenerate we say that  $\mathbf{A}$  is an RPS *magma*. When  $\mathbf{A}$  is an  $n$ -magma of order  $m$  with these properties we say that  $\mathbf{A}$  is an RPS( $m, n$ ) *magma*. We also use RPS and RPS( $m, n$ ) to indicate the classes of such magmas.

# Result for Multiplayer Games

## Theorem

*Let  $\mathbf{A}$  be a selection game with  $n$  players and  $m$  items which is essentially polyadic, strongly fair, and nondegenerate. For all primes  $p \leq n$  we have that  $p \nmid m$ . Conversely, for each pair  $(m, n)$  with  $m \neq 1$  such that for all primes  $p \leq n$  we have that  $p \nmid m$  there exists such a selection game.*

# Proof (Forward Direction)

Since  $\mathbf{A}$  is nondegenerate we must have that  $m > n$ .

Since  $\mathbf{A}$  is strongly fair we must have that

$|f^{-1}(a) \cap A_k| = |f^{-1}(b) \cap A_k|$  for all  $k \in \mathbb{N}$ . As the  $m$  distinct sets  $f^{-1}(a) \cap A_k$  for  $a \in A$  partition  $A_k$  and are all the same size we require that  $m \mid |A_k|$ . When  $k > n$  we have that  $A_k = \emptyset$  and obtain no constraint on  $m$ .

## Proof (Forward Direction)

When  $k \leq n$  we have that  $A_k$  is nonempty. As we take  $\mathbf{A}$  to be essentially polyadic we have that  $f(x) = f(y)$  for all  $x, y \in A_k$  such that  $\{x_1, \dots, x_n\} = \{y_1, \dots, y_n\}$ . Let  $B_k$  denote the collection of unordered sets of  $k$  distinct elements of  $A$ . Note that the size of the collection of all members  $x \in B_k$  such that  $\{x_1, \dots, x_n\} = \{z_1, \dots, z_k\}$  for distinct  $z_i \in A$  does not depend on the choice of distinct  $z_i$ . This implies that for a fixed  $k \leq n$  each of the  $m$  items must be the winner among the same number of unordered sets of  $k$  distinct elements in  $A$ . We have that  $|B_k| = \binom{m}{k}$  so we require that  $m \mid |B_k| = \binom{m}{k}$  for all  $k \leq n$ .

# Proof (Forward Direction)

Let

$$d(m, n) := \gcd \left( \left\{ \binom{m}{k} \mid 1 \leq k \leq n \right\} \right).$$

Since  $m \mid \binom{m}{k}$  for all  $k \leq n$  we must have that  $m \mid d(m, n)$ . Joris, Oestreicher, and Steinig showed that when  $m > n$  we have

$$d(m, n) = \frac{m}{\text{lcm}(\{k^{\varepsilon_k(m)} \mid 1 \leq k \leq n\})}$$

where  $\varepsilon_k(m) = 1$  when  $k \mid m$  and  $\varepsilon_k(m) = 0$  otherwise. Since we have that  $m \mid d(m, n)$  and  $d(m, n) \mid m$  it must be that  $m = d(m, n)$  and hence

$$\text{lcm} \left( \left\{ k^{\varepsilon_k(m)} \mid 1 \leq k \leq n \right\} \right) = 1.$$

This implies that  $\varepsilon_k(m) = 0$  for all  $2 \leq k \leq n$ . That is, no  $k$  between 2 and  $n$  inclusive divides  $m$ . This is equivalent to having that no prime  $p \leq n$  divides  $m$ , as desired.

# Items as a Function of Players

Our numerical condition also allows us to fix the number of items  $m$  and ask how many players  $n$  may use that number of items.

## Theorem

*Given a fixed  $m$  there exists an  $RPS(m, n)$  magma if and only if  $n < t(m)$  where  $t(m)$  is the least prime dividing  $m$ .*

# Algebraic Properties of RPS Magmas

The class RPS is not closed under taking subalgebras. The French variant is a subalgebra of Rock-Paper-Scissors-Spock-Lizard. The class of RPS magmas is as far from being closed under products as possible.

## Theorem

*Let  $\mathbf{A}$  and  $\mathbf{B}$  be nontrivial RPS  $n$ -magmas with  $n > 1$ . The magma  $\mathbf{A} \times \mathbf{B}$  is not an RPS magma.*

This can be done by showing that the product  $\mathbf{A} \times \mathbf{B}$  is not conservative.

# Current Directions

- 1 Geometric interpretation as in tournaments.
- 2 Asymptotics on conservativity.
- 3 Properties of clones. Note the connection with cyclic/symmetric groups.

Thank you.