Finishing the DP algorithm

Given starting condition x, y with $0 \le x, y$ and x + y > 0, we fill out the matrix M[., .] as follows:

- ▶ We set *M*[0,0] to 2
- ► We set M[1,0], M[2,0], M[0,1], and M[0,2] all to 1 (these are the cases where Player 1 wins immediately).
- For all other pairs i, j with i ≤ x and j ≤ y, we set M[i, j] to 1 if and only if at least one of the following is set to 2:
 - ► *M*[*i* − 1, *j*]
 - ► M[i 2, j]
 - ► *M*[*i*, *j* − 1]
 - ► *M*[*i*, *j* − 2]

Otherwise, we set M[i, j] = 2.

Class exercise: Fill out the matrix for x = 4, y = 3.

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