

Using an Interactive Platform to Generate Insights on Some Combinatorial Games

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We used AI to develop an interactive platform which we then used to generate data to evaluate positions for a variety of combinatorial games on integer partitions. This data allowed us to formulate a number of conjectures, some of which we subsequently proved. We will describe some of the games and the results that we find most compelling. Emphasis would be on what new opportunities embedment of AI could open up in research in Combinatorics.