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Hyper-Pieces

Conclusion

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Hyper-Bishops, Hyper-Rooks, and Hyper-Queens: Percentage of Safe Squares on Higher Dimensional Chess Boards

Jenna Shuffelton

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Question

What is the percentage of safe squares on an $n \times n$ board with n rooks placed?

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Question

What is the percentage of safe squares on an $n \times n$ board with n rooks placed? What about n bishops? Or queens? What do these problems look like with higher dimensions?

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Question

What is the percentage of safe squares on an $n \times n$ board with n rooks placed? What about n bishops? Or queens? What do these problems look like with higher dimensions?

Miller, Sheng, and Turek found that when placing *n* rooks on an $n \times n$ board, the percentage of safe squares converged to $1/e^2$ as $n \to \infty$.

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Notation and Definitions

Use *n* for sidelength, *k* for number of dimensions. Have a board configuration \mathcal{B} be attacking pieces placed on a board.

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Notation and Definitions

Use *n* for sidelength, *k* for number of dimensions. Have a board configuration \mathcal{B} be attacking pieces placed on a board.

$$X_{x_1,\ldots,x_k}(\mathcal{B}) \ := \ egin{cases} 1 & (x_1,\ldots,x_k) ext{ is safe under } \mathcal{B} \ 0 & ext{ otherwise.} \end{cases}$$

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$$S_n(\mathcal{B}) := \sum_{x_1,\dots,x_n=1}^n X_{x_1,\dots,x_n}(\mathcal{B}).$$
$$\mathbb{E}[S_n] = \sum_{x_1,\dots,x_n=1}^n \mathbb{E}[X_{x_1,\dots,x_n}(\mathcal{B})].$$
$$\mu_n := \frac{1}{n^k} \sum_{x_1,\dots,x_n=1}^n \mathbb{E}[X_{x_1,\dots,x_n}(\mathcal{B})].$$

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Higher Dimension Chessboards

Definition

A *k*-dimensional board has *k* dimensions with equal integer side length *n*. Boards are created by stacking alternating boards in the (k - 1)-dimensional subspace so that no two adjacent squares are the same color.

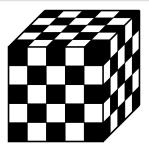


Figure: Depiction of a $5 \times 5 \times 5$ chessboard.

Combinatoric Preliminaries

Combinatorial Limit

Miller, Sheng, and Turek showed that for $a, b \in \mathbb{Z}$, with a positive,

$$\lim_{n\to\infty} \binom{n^2-an-b}{n} / \binom{n^2}{n} = \frac{1}{e^a}.$$

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This represents placing *n* pieces that each see an + b squares on an $n \times n$ chessboard.

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Generalized Combinatorial Limit - Cashman, Cooper, Marquez, Miller, Shuffelton

For positive integers a, k, m, c, d and any integer b, with k > m > k - c, we have

$$\lim_{n \to \infty} \binom{n^k - an^m + bn^{k-c}}{dn^{k-m}} / \binom{n^k}{dn^{k-m}} = \frac{1}{e^{da}}$$

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Interpreting the Combinitorial Limit

Generalized Combinatorial Limit

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$ $ n^k	Total spaces on chess board.
an ^m – bn ^k	^c Spaces attacked by piece.
dn ^{k-m}	Pieces placed on board.

Count setups where a space is safe, divide by total configurations, end with probability the space is safe on a random configuration.

Combinatoric Limit Proof

We have two parts. First is

$$\binom{n^{k}-an^{m}+bn^{k-c}}{dn^{k-m}} / \binom{n^{k}}{dn^{k-m}} = \prod_{i=0}^{an^{m}-bn^{k-c}-1} \left(1-\frac{dn^{k-m}}{n^{k}-i}\right)$$
$$= \prod_{i=0}^{an^{m}-bn^{k-c}-1} \left(1-\frac{d}{n^{m}}-\frac{di}{n^{m}(n^{k}-i)}\right).$$

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$$= \prod_{i=0}^{an^{m}-bn^{k-c}-1} \left(1-\frac{d}{n^{m}}-\frac{di}{n^{m}(n^{k}-i)}\right).$$

Know that $\lim_{n\to\infty} (1 - d/n^m)^{an^m} = 1/e^{da}$. Use this to bound the limit.

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Combinatoric Limit Proof Continued

Take extremes of the product, for

$$\left(1 - \frac{d}{n^m} - \frac{d(an^m - bn^{k-c} - 1)}{n^m(n^k - an^m + bn^{k-c} + 1)}\right)^{an^m - bn^{k-c}}$$

$$\leq \prod_{i=0}^{an^m - bn^{k-c} - 1} \left(1 - \frac{dn^{k-m}}{n^k - i}\right) \leq \left(1 - \frac{d}{n^m}\right)^{an^m - bn^{k-c}}$$

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Both upper and lower bounds converge to $\frac{1}{e^{da}}$ after some algebra.

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Theorem: Cashman, Cooper, Marquez, Miller, Shuffelton

Let $n, k, m, d, a \in \mathbb{Z}_{>0}$. Define μ_n as before, with dn^{k-m} attacking pieces placed, each of which attack an^m spaces. Then, the variance of the random variable with mean μ_n approaches 0 as n approaches infinity.

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Varianc	e Proof Sket	ch			

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- Begin with $Var(S_n/n^k) = Var(S_n)/n^{2k}$.
- Split into variance and covariance of the $X_{i_1,...,i_k}$.

• Find Var
$$(X_{i_1,...,i_k}) = \mu_n - \mu_n^2$$
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 Covariance when pieces can't attack each other cancels out.

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- Covariance when pieces can't attack each other cancels out.
- Times that pieces can attack each other is infinitesimal as $n \rightarrow \infty$.

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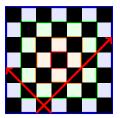
- Covariance when pieces can't attack each other cancels out.
- Times that pieces can attack each other is infinitesimal as $n \rightarrow \infty$.

• Conclude that $Var(S_n/n^k) \rightarrow 0$ as $n \rightarrow \infty$ for any board setup studied.

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Bishop	Counting				

Harder to work with Bishops than Rooks, as Bishops see a variable number of squares.

A Bishop at the outer edge sees *n* squares, while a bishop at the center sees 2n - 1 squares.



A bishop placed at (3, 1) on a 7 \times 7 chessboard.

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Bishop	s and Rings				

To more efficiently count, we define "rings" on the chessboard, starting with the 0^{th} ring being the center square, and working outwards. (We assume an odd *n* for easier calculation).

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To more efficiently count, we define "rings" on the chessboard, starting with the 0^{th} ring being the center square, and working outwards. (We assume an odd *n* for easier calculation).

A bishop placed in the *i*th ring sees 2n - 2i - 1 squares, and there are 8r squares in each ring.

Have (n-1)/2 rings, for

$$\mu_n = \frac{1}{n^2} \cdot \frac{\binom{n^2 - 2n + 1}{n}}{\binom{n^2}{n}} + \sum_{r=1}^{(n-1)/2} \frac{4(2r)}{n^2} \frac{\binom{n^2 - 2n + 2r + 1}{n}}{\binom{n^2}{n}}.$$

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2d Bishop Results

Can assume that n is odd, and the center term is an infinitesimal part of the final result. Lower terms in # of squares seen also vanish, for

$$\lim_{n \to \infty} \mu_n = \lim_{n \to \infty} \sum_{r=1}^{(n-1)/2} \left(\frac{8r}{n^2} \frac{\binom{n^2 - 2n + 2r}{n}}{\binom{n^2}{n}} \right)$$
$$= \lim_{n \to \infty} \sum_{r=1}^{(n-1)/2} \left(\frac{8r}{n^2} \prod_{\alpha=0}^{2n-2r} \frac{n^2 - n - \alpha}{n^2 - \alpha} \right)$$

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Then, we bound the product using extreme values of α , which lets us find bounds for the sum, giving us

$$\lim_{n\to\infty}\mu_n = \frac{2}{e^2} \approx 27.067\%.$$

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Queen	Results				

• Queens can be modeled as combination of Bishops and Rooks.

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Introduction	2d Bishops And Queens	Line-Pieces	Hyper-Pieces	Conclusion	Appendix 0000
Queen	Results				

- Queens can be modeled as combination of Bishops and Rooks.
- Combining the two pieces gives

$$\mu_n = \sum_{r=0}^{(n-1)/2} \frac{4(2r)}{n^2} \cdot \frac{\binom{n^2-4n+2r+1}{n}}{\binom{n^2}{n}}$$

• Evaluating gives a convergence to $\frac{2}{e^4}$ percent of squares being safe.

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Introduction	2d Bishops And Queens	Line-Pieces ●੦੦੦	Hyper-Pieces	Conclusion	Appendix 0000
Line Ro	oks				

Definition

A line-rook attacks any square that shares n^{k-1} planes with it, which is equivalent to having all but one coordinate be equal.

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Introduction	2d Bishops And Queens	Line-Pieces ●੦੦੦	Hyper-Pieces	Conclusion	Appendix 0000
Line Ro	oks				

Definition

A line-rook attacks any square that shares n^{k-1} planes with it, which is equivalent to having all but one coordinate be equal.

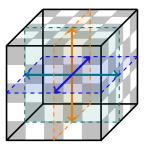


Figure: Movement of a line-rook placed at (3,3,3) on a $5\times5\times5$ chessboard.

Introduction 000000000	2d Bishops And Queens	Line-Pieces o●oo	Hyper-Pieces	Conclusion	Appendix 0000
l ine-Ro	ooks Limit				

Line-Rooks see kn - k + 1 spaces, anywhere on the board.

Line-Rooks Limit

Line-Rooks see kn - k + 1 spaces, anywhere on the board.

Result

For n^{k-1} line-rooks on an $n \times n$ board, have

$$\lim_{n \to \infty} \binom{n^k - kn + k - 1}{n^{k-1}} / \binom{n^k}{n^{k-1}} = \frac{1}{e^k}$$

This means the probability a square is safe tends towards $\frac{1}{e^k}$ as *n* grows large.

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- n^{k-1} line-rooks more than covers a *k*-dimensional board with *n* spaces to a side.
- In 3 dimensions, $n^2/2$ enough to cover the board.
- Unknown in higher dimensions.

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• n^{k-1} line-rooks more than covers a *k*-dimensional board with *n* spaces to a side.

- In 3 dimensions, $n^2/2$ enough to cover the board.
- Unknown in higher dimensions.
- In 3 dimensions, converges to $\frac{1}{e^{3/2}}$.

Introduction	2d Bishops And Queens	Line-Pieces ○○●○	Hyper-Pieces	Conclusion	Appendix 0000
l ine-Bi	shons				

Definition

In k dimensions, a k-dimensional line-bishop attacks as a normal bishop inside any plane it resides in, and does not attack any other spaces.

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duction	2d Bishops And Queens	Line-Pieces oo●o	Hyper-Pieces	Conclusion	Appendix 0000
ne-Ris	hons				

Definition

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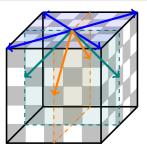


Figure: Movement of a line-bishop placed at (3,3,5) on a $5 \times 5 \times 5$ chessboard, meaning that $r_2 = 0$ and $r_3 = 2$.

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Use generalization of rings to count the number of spaces seen:

$$s := nk! - 2r_2 - \sum_{i=3}^{k} (i! - (i-1)!)r_i.$$

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Have percentage of safe spaces when placing n^{k-1} be

$$\mu_n = \frac{1}{n^k} \sum_{r_k=0}^{n/2} \sum_{r_{k-1}=0}^{r_k} \cdots \sum_{r_2=0}^{r_3} 2^{k-3} (k-1) k 8 r_2 \frac{\binom{n^k - (k! - \frac{s}{n})n}{n^{k-1}}}{\binom{n^k}{n^{k-1}}}.$$

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In 3 dimensions,

$$\lim_{n\to\infty}\mu_n = \frac{-1+9e^2-2e^3}{3e^6} \approx 2.0929\%.$$

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Hyper-F	Rooks				

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Definition

A hyper-rook attacks any piece that shares at least one coordinate with it.

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Hyper-F	Rooks				

Definition

A hyper-rook attacks any piece that shares at least one coordinate with it.

Sees roughly $kn^{k-1} - an^{k-2}$ spaces, so with *n* hyper-rooks placed, average percentage of safe squares is

$$\mu_n = \binom{n^k - kn^{k-1} - an^{k-2}}{n} / \binom{n^k}{n}$$

Converges to $1/e^k$.

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Introduction	2d Bishops And Queens	Line-Pieces	Hyper-Pieces ○●○○○	Conclusion	Appendix 0000
Hyper-l	Bishops				

Can define a regular Bishop as

$$(x-i) + (y-j) = 0,$$

 $(x-i) - (y-j) = 0.$

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For higher dimensions, we add the new coordinates, in the possible diagonal subspaces.

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Hyper-	Bishops				

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 $(x-i) - (y-j) = 0.$

For higher dimensions, we add the new coordinates, in the possible diagonal subspaces. For example in 3 dimensions, a hyper-bishop at (i, j, k) attacks

$$(x-i) + (y-j) + (z-k) = 0,$$

$$(x-i) + (y-j) - (z-k) = 0,$$

$$(x-i) - (y-j) + (z-k) = 0,$$

$$(x-i) - (y-j) - (z-k) = 0.$$

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Definition

In general, for a *k*-dimensional chessboard, a hyper-bishop at (a_1, a_2, \ldots, a_k) can attack the areas defined by any possible version of

$$(x_1 - a_1) \pm (x_2 - a_2) \pm \cdots \pm (x_k - a_k) = 0.$$

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• Only attacks spaces of the same color.

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Definition

In general, for a *k*-dimensional chessboard, a hyper-bishop at (a_1, a_2, \ldots, a_k) can attack the areas defined by any possible version of

$$(x_1 - a_1) \pm (x_2 - a_2) \pm \cdots \pm (x_k - a_k) = 0.$$

- Only attacks spaces of the same color.
- In a 2-dimensional subspace, moves like a 2-dimensional bishop.
- Main weakness is being incredibly difficult to work with.

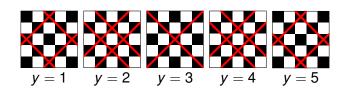


Figure: Spaces attacked by a hyper-bishop placed at (3,3,3) on a $5 \times 5 \times 5$ board.

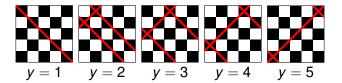


Figure: Spaces attacked by a hyper-bishop placed at (1, 1, 1) on a $5 \times 5 \times 5$ board.

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Hyper-l	Bishop Boun	ds			

Lack a good way to count spaces attacked.



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Hyper-B	Bishop Boun	ds			

Lack a good way to count spaces attacked.

For k = 3, we found very bad bounds by looking at the most extreme cases of spaces seen in the corners and center.

$$\frac{1}{e^3} \leq \lim_{n \to \infty} \mu_n \leq \frac{1}{e^{3/2}}.$$

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For k = 3, we found very bad bounds by looking at the most extreme cases of spaces seen in the corners and center.

$$\frac{1}{e^3} \leq \lim_{n\to\infty} \mu_n \leq \frac{1}{e^{3/2}}.$$

As a result, hyper-queens are similarly difficult, with bounds of

$$\frac{1}{e^6} \leq \lim_{n \to \infty} \mu_n \leq \frac{1}{e^{9/2}}.$$

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Future	Work				

- Alternative ways of describing higher dimensional bishops.
- Better methods of counting spaces seen by line-bishops and hyper-bishops, and the associated better bounds and easier to calculate limits.
- Bounds on the number of line-rooks needed to dominate in k dimensions for k > 3.

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Thank you!

Any questions?

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Line-Bi	shops Rings				

• Rings become less nice, as each space sees a (mostly) unique number of other spaces.

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Line-Bi	shops Rings				

- Rings become less nice, as each space sees a (mostly) unique number of other spaces.
- Can still generalize, with our old two dimensional rings becoming *r*₂.
- Now have k 1 dimensions of rings, from r₂ to r_k, with the r_i rings existing within a *i*-dimensional subspace of the board.

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Line-Bi	shops Rings				

- Rings become less nice, as each space sees a (mostly) unique number of other spaces.
- Can still generalize, with our old two dimensional rings becoming *r*₂.
- Now have k 1 dimensions of rings, from r₂ to r_k, with the r_i rings existing within a *i*-dimensional subspace of the board.
- Increasing in $r_i \implies (i-1)^2(i-2)!$ fewer spaces attacked.
- For bishop in rings (r_2, \ldots, r_k) , sees

$$nk! - 2r_2 - \sum_{i=3}^{k} (i! - (i-1)!)r_i$$

spaces.

To save space, we notate

$$s := nk! - 2r_2 - \sum_{i=3}^{k} (i! - (i-1)!)r_i.$$

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To save space, we notate

$$s := nk! - 2r_2 - \sum_{i=3}^{k} (i! - (i-1)!)r_i.$$

This lets us define the percentage of safe spaces when placing n^{k-1} line-bishops as

$$\mu_n = \frac{1}{n^k} \sum_{r_k=0}^{n/2} \sum_{r_{k-1}=0}^{r_k} \cdots \sum_{r_2=0}^{r_3} 2^{k-3} (k-1) k 8 r_2 \frac{\binom{n^k - (k! - \frac{s}{n})n}{n^{k-1}}}{\binom{n^k}{n^{k-1}}}.$$

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Limit as $n \to \infty$ can be evaluated, but have not found a simplification for arbitrary *k*.

Line-Bishop Safe Spaces, k = 3

When k = 3, we find that the percentage of safe spaces with n^{k-1} line-bishops is

$$\lim_{n\to\infty}\mu_n = \lim_{n\to\infty}\frac{1}{n^3}\sum_{r_3=0}^{n/2}\sum_{r_2=0}^{r_3}48r_2\prod_{\alpha=0}^{6n-4r_3-2r_2}\left(1-\frac{n^2}{n^3-\alpha}\right).$$

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Evaluating, have

$$\lim_{n\to\infty}\mu_n = \frac{-1+9e^2-2e^3}{3e^6} \approx 2.0929\%.$$

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Evaluating, have

$$\lim_{n\to\infty}\mu_n = \frac{-1+9e^2-2e^3}{3e^6} \approx 2.0929\%.$$

- Extremely messy expression. Does not improve for higher dimensions.
- Lower percentage than line-rooks.

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Line-Q	ueens				

• Same approach as regular queens, of blending bishops and rooks.

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Line-Qu	ueens				

- Same approach as regular queens, of blending bishops and rooks.
- As a result, just as messy as line-bishops, just with an extra kn – k spaces seen from the rook movement.

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Line-Q	ueens				

- Same approach as regular queens, of blending bishops and rooks.
- As a result, just as messy as line-bishops, just with an extra kn – k spaces seen from the rook movement.
- For *k* = 3, have

$$\lim_{n \to \infty} \frac{1}{n^3} \sum_{r_3=1}^{n/2} \sum_{r_2=1}^{r_3} 48r_2 \prod_{\alpha=0}^{9n-4r_3-2r} \left(1 - \frac{n^2}{n^3 - \alpha}\right)$$
$$= \frac{-1 + 9e^2 - 2e^3}{3e^9} \approx 0.1042\%.$$