## Statistical Analysis of Pile Games using Symbolic Computation

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## Abstract.

The Maple packages. This article is accompanied by three Maple packages

- SnakesAndLadders.txt
- PosPileGames.txt
- GenPileGames.txt

They are available, along with numerous input and output files, from the front of this article

http://www.math.rutgers.edu/~zeilberg/mamarim/mamarimhtml/pile.html

## References

[LT] Ho-Hon Leung and Thotsaporn "Aek" Thanatipanonda, A Probabilistic Two-Pile Game, to appear. https://arxiv.org/abs/1903.03274.

[MM] David Mccune and Lori Mccune, *Counting your chickens with Markov chains*, Mathematics Magazine **92** (2019), 162-172.

[T] Thotsaporn "Aek" Thanatipanonda, A Quantitative Study on Average Number of Spins of Two-Player Dreidel, https://arxiv.org/abs/1907.11851

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