

Greedy quasigroups

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A *greedy quasigroup* Q_s , is a quasigroup structure on the natural numbers generated by fixing $0 \cdot 0 = s$. The number s is called the *seed*. The rest of the multiplication table is filled in using a greedy algorithm. For example, Q_0 is an elementary 2-group. I will discuss algebraic properties, including whether the Q_s are isomorphic to each other, and properties of the multiplication groups. Finally I will briefly discuss applications to the theory of combinatorial games.