MA152 Solutions to Homework 3

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1. Firstly note that the third column dominates the second column. Removing the dominated column, we get

$$\begin{pmatrix} 5 & -2 \\ -3 & 5 \\ -2 & 6 \end{pmatrix}$$

Now the last row dominates the middle row, leaving

$$\begin{pmatrix} 5 & -2 \\ -2 & 6 \end{pmatrix}$$

There is no saddle point, and since this is a 2×2 matrix it means we can solve it by finding equalizing strategies.

Let $\mathbf{p} = (p \ 1-p)^T$ be Player I's strategy. The expected gain if Player II picks the first column is 5p - 2(1-p). The expected gain if Player II picks the second column is -2p + 6(1-p). Setting these to be equal, we get

$$5p - 2(1 - p) = -2p + 6(1 - p) \Rightarrow p = 8/15$$

So the value of the game is V = 5(8/15) - 2(7/15) = 26/15.

Let $\mathbf{q} = (q \ 1-q)^T$ be Player II's strategy. The expected payoff is Player I picks the first row is 5q - 2(1-q). For the second row, the expected payoff is -2q + 6(1-q). These are the same equations as before, so q = 8/15.

2. The payoff matrix in this case is

$$\begin{array}{ccc}
1 & 2\\
1 & -2\\
2 & -2 & 4
\end{array}$$

This is a 2×2 matrix with no saddle point, so we look for an equalizing strategy. Let $\mathbf{p} = (p \ 1-p)^T$ be Player I's strategy. The payoff if Player II selects the first column is p - 2(1-p). If Player II selects the second column, it is -2p + 4(1-p). Setting these equal we get p = 2/3. The value of the game is V = (2/3) - 2(1/3) = 0.

Let Let $\mathbf{q} = (q \ 1-q)^T$ be Player II's strategy. The payoff across the first row is q - 2(1-q), and across the second row is -2q + 4(1-q). These are the same equations as before, so q = 2/3.

- 3. (a) There is a saddle point in this matrix: the entry 0. The corresponding optimal strategies are $\mathbf{p} = (1 \ 0)$ and $\mathbf{q} = (0 \ 1)$, (since the players will choose the row and column that contain the saddle point).
 - (b) There is no saddle point in this matrix, so since it is a 2×2 matrix we know there will be a pair of equalizing strategies. Let $\mathbf{p} = (p \ 1 p)^T$ be Player I's strategy. The expected gain across the first column is 3p (1 p) and across the second column is 5(1 p). Setting these equal and solving, we get p = 2/3, and V = 3(2/3) (1/3) = 5/3.

Let $\mathbf{q} = (q \ 1 - q)^T$ be Player II's strategy. Then the expected payoff across the first row is 3q and across the second row is -q + 5(1-q). Setting these equal and solving, we get q = q = 5/9.

- 4. This is question 5(a) in Part II Chapter 2 of the textbook. The solution is given on page II-2 of the online "Solutions to Exercises".
- 5. The payoff matrix is

Let \mathbf{p}, \mathbf{q} be the optimal strategies for each player. By the assumption in the question, each entry of \mathbf{q} is positive. By the principle of indifference, the payoff down each column is equal to V.

This gives

$$\begin{array}{rcl} -2p_1 + 3p_2 - 4p_3 &=& V\\ 3p_1 - 4p_2 + 5p_3 &=& V\\ -4p_1 + 5p_2 - 6p_3 &=& V\\ p_1 + p_2 + p_3 &=& 1 \end{array}$$

Solving these equations yields $p_1 = 1/4$, $p_2 = 1/2$, $p_3 = 1/4$, V = 0.

These entries are all positive, so by the Principle of Indifference the expected payoff is the same no matter which row Player I chooses. So Player II has an equalizing strategy. Since the matrix is symmetric, the equations for this equalizing strategy are the same as those above, and hence $q_1 = 1/4$, $q_2 = 1/2$, $q_3 = 1/4$.

6. This is question 11 in Part II Chapter 2 of the textbook. The solution is given on page II-4 of the online "Solutions to Exercises".