

Final Exam, Math 49s

Game Theory and Democracy

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Your Name:

Honor Pledge Signature:

Instructions: This is a three hour, closed book exam. No collaboration on this exam is allowed, but you may use a single $8\frac{1}{2} \times 11$ piece of paper, front and back, that you have prepared in advance. All answers should be written in the space provided, but you may use the backs of pages if necessary.

Express your answers in essay form so that all of your ideas are clearly presented. Partial credit will be given for partial solutions which are understandable. If you want to make a guess, clearly say so. Partial credit will be maximized if you accurately describe what you know and what you are not sure about. Good luck on the exam!

Problem 1. Determine the winners according to the following vote counting methods of the preferential ballot election with candidates A, B, C, D and margin of victory matrix

$$M = \begin{bmatrix} 0 & 15 & -9 & 3 \\ -15 & 0 & 4 & 1 \\ 9 & -4 & 0 & 2 \\ -3 & -1 & -2 & 0 \end{bmatrix}.$$

(a) Borda Count:

(b) Instant Runoff Borda:

(c) Least Worst Defeat:

(d) Ranked Pairs:

Problem 2. Essay Problem. Note that there are many correct answers. Credit will be awarded based on well reasoned arguments, so explain your answers precisely.

(a) In the election in the previous problem, which candidate do you believe most deserves to win and why?

(b) Which vote counting method do you generally like the most and why? Does your favorite method give the result you think is best in this case?

Problem 3. Proof that Instant Runoff Borda is Condorcet. For this problem, assume that ties do not occur.

(a) Explain why the sum of all of the candidates' row sums of the margin of victory matrix must be zero.

(b) Prove that when there is a Condorcet winner (a candidate that beats all other candidates in head-to-head match ups), then this Condorcet winner is not eliminated in the first round of Instant Runoff Borda.

(c) Prove that Instant Runoff Borda is a Condorcet method.

Problem 4. Determine the equilibrium strategies $p = (p_A, p_B, p_C, p_D)$ of each of the symmetric two-player zero sum games with payoff matrices listed below.

(a)

$$\begin{bmatrix} 0 & -1 & 7 & -4 \\ 1 & 0 & -2 & 3 \\ -7 & 2 & 0 & -5 \\ 4 & -3 & 5 & 0 \end{bmatrix}$$

(b)

$$\begin{bmatrix} 0 & 5 & -8 & 10 \\ -5 & 0 & 2 & -3 \\ 8 & -2 & 0 & -7 \\ -10 & 3 & 7 & 0 \end{bmatrix}$$

(c)

$$\begin{bmatrix} 0 & -1 & 6 & -5 \\ 1 & 0 & 2 & 12 \\ -6 & -2 & 0 & 8 \\ 5 & -12 & -8 & 0 \end{bmatrix}$$

Problem 5. For each of the “Rock, Paper, Scissors” type games diagrammed below, find the equilibrium strategy $p = (p_A, p_B, p_C, \dots)$ for the game.

(a)

(b)

(c)

(d)

(e)

(f)

Problem 6. In this problem, the quality of your comments, not the quantity, will be the basis for your grade.

(a) Summarize one of your favorite essays by one of your classmates.

(b) Discuss the essay. You may describe the ways you agree or disagree with the essay, add additional analysis, or provide any other comments you think are interesting.

Problem 7. In this problem, the quality of your comments, not the quantity, will be the basis for your grade.

(a) Summarize another one of your favorite essays by one of your classmates.

(b) Discuss the essay. You may describe the ways you agree or disagree with the essay, add additional analysis, or provide any other comments you think are interesting.

Problem 8. In this problem, the quality of your comments, not the quantity, will be the basis for your grade.

(a) In your opinion, what was the most interesting idea discussed in the class?

(b) In your opinion, what was the most interesting idea NOT discussed in the class?