

NAME (PRINT): _____
Last/Surname First/Given Name

STUDENT #: _____ SIGNATURE: _____

UNIVERSITY OF TORONTO MISSISSAUGA
DECEMBER 2017 FINAL EXAMINATION
MAT406H5F

Mathematical Introduction to Game Theory

Ilia Binder

Duration - 2 hours

Aids: 1 page(s) of single-sided Letter (8-1/2 x 11) sheet

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*Please note, once this exam has begun, you **CANNOT** re-write it.*

Qn. #	Value	Score
1	20	
2	20	
3	20	
4	20	
5	20	
Total	100	

Problem 1 (20points). Consider the following game. Two players start with a few piles of chips. A legal move consists of removing 1, 3, or 4 chips from one of the piles. The player who cannot make a move loses the game. Compute the SG-function for all one-pile starting positions. Is the position $(5, 11, 34)$ P - or N -position? If it is an N -position, describe all the winning moves. Justify your answer.

Problem 2 (20points). Player I draws a card at random from a full deck of 52 cards. After looking at the card, he bets either 1 or 3 that the card he drew is a face card (king, queen or jack, probability $3/13$). Then Player II either concedes or doubles. If she concedes, she pays I the amount bet (no matter what the card was). If she doubles, the card is shown to her, and Player I wins twice his bet from the player II if the card is a face card, and loses twice his bet to the player II otherwise.

- (1) Draw the Kuhn tree.
- (2) Find the equivalent strategic form.
- (3) Solve the game.

Problem 3 (20points). Find the safety levels, a maxmin strategy for each player, and all Nash Equilibria for the game given in the matrix form by the following bi-matrix.

$$\begin{pmatrix} (1, 4) & (2, 7) & (3, 2) & (2, 6) \\ (5, 2) & (0, 3) & (4, 1) & (6, 1) \\ (2, 3) & (3, 4) & (5, 4) & (3, 5) \end{pmatrix}$$

Problem 4 (20points). Consider a two-person cooperative game given by the following bi-matrix

$$\begin{pmatrix} (2, 0) & (3, -3) & (2, -1) & (10, -7) & (0, 0) \\ (7, 5) & (3, 1) & (3, 2) & (2, 1) & (-1, 2) \\ (2, 3) & (0, 0) & (1, 1) & (4, 5) & (-1, 4) \\ (-1, 0) & (8, 7) & (5, 6) & (3, 2) & (-1, 5) \end{pmatrix}.$$

- (1) Find all pure Pareto-optimal strategies.
- (2) Solve the game as a TU game.
- (3) Find the λ -transfer solution assuming it is an NTU game. You just need to provide the optimal agreement, not the value of λ .

Problem 5 (20points). Consider a weighted majority game with five players with the weights 1, 5, 10, 10, 22.

- (1) Describe the set of imputations of the game.
- (2) Describe the core of the game.
- (3) Compute the Shapley-Shubik power index.

