



QUESTION WORKBOOK

Game theory: play safe and stable solutions

Decision Mathematics 2 · Year FM

6 questions · 21 marks

NAVY SCREEN EDITION

SECTION A · Warm-up

- A1** A pay-off matrix has the entry 5 where the first row meets the second column. State what this means for each player. [2]

- A2** A game has row minima 4 and 2, and column maxima 7, 4 and 9. State whether it is stable and give the value if it is. [2]

SECTION B · Standard

- B1** A game has rows R1 (4, 2, 6), R2 (1, 5, 3) and R3 (3, 3, 2). Find both play-safe strategies and say whether the game is stable. [5]

- B2** A second game has rows R1 (5, 3, 7), R2 (6, 4, 8) and R3 (2, 1, 3). Show that it has a stable solution and give the value and the strategies. [4]

- B3** For that second game, reduce the matrix as far as possible using dominance and comment on the result. [4]

SECTION C · Stretch

- C1** Explain why the row player's maximin can never exceed the column player's minimax, and what it means when the two are equal. [4]