

## Mathematics 121 – Game Theory

### Homework Assignment No. 2

- Everybody knows the game of tic-tac-toe on a three-by-three board.
  - Does the first player win or loose? Or are there optimal strategies so that the game ends at least in a draw?
  - Find an optimal strategy for the first player.
  - Invent rules for tic-tac-toe, played on a four-by-four board. Find a partner to play this game a couple of times and improve the rules until the games become more interesting.
  - Answer question (a) for your rules on a four-by-four board.
- A simplified version of the game of Nim has the following rules. A number of  $n$  matches are placed upon a table. Players alternatively take either 1 or 2 matches from the pile. Whoever takes the last match wins the game.
  - Let  $t_n$  be the game tree for a game starting with  $n$  matches, not including the labeling. If  $n > 2$ , show that  $t_n = [t_{n-1} \oplus t_{n-2}]$
  - Find the game trees for  $n = 1$  and  $n = 2$ .
  - Use the recursion to find the game trees  $t_n$  for  $n = 1, 2, 3, 4$  and  $5$ , including the labeling by the players. Also, indicate at the leaves who is winning or loosing the game.
  - Carry out Zermelo's algorithm and list all winning strategies for  $n = 5$ . Is there more than one winning strategy?
  - Use the recursion to find an explicit formula for the number of nodes (including the leaves) for the game tree  $t_n$
- Using the theorem about maximinis and minimaxes, which of the following matrices could occur as the table in the strategic form of a two-player zero-sum game?

$$A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$$

$$B = \begin{pmatrix} 1 & 4 & 2 \\ 7 & 5 & 8 \\ 3 & 6 & 9 \end{pmatrix}$$

- Is there a two-player game so that each player has 2 strategies and so that the game tree has exactly 9 leaves? Can the matrix  $B$  from the previous problem indeed be the matrix of a game?
- The following tree shows a two-player zero-sum.
  - Find all strategies for player 1 (Caribbean blue) and player 2 (pure magenta).

- b. Find the strategic form of the game
- c. Use the strategic form to find
  - i. The value of the game.
  - ii. All optimal strategies for both players.

