

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise A, Question 1

Question:

A two person zero-sum game is represented by the following pay-off matrix for player A.

	B plays 1	B plays 2	B plays 3
A plays 1	3	2	3
A plays 2	-2	1	3
A plays 3	4	2	1

- Determine the play safe strategy for each player.
- Verify that there is a stable solution for this game and determine the saddle point.

Solution:

a

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	3	2	3	2	←
A plays 2	-2	1	3	-2	
A plays 3	4	2	1	1	
Column max	4	2	3		
		↑			

A should play 1 (row maximin = 2)

B should play 2 (column minimax = 2)

- row maximin = 2 = column minimax
 \therefore game is stable

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Exercise A, Question 2

Question:

Robert and Steve play a zero-sum game. This game is represented by the following pay-off matrix for Robert.

	Steve plays 1	Steve plays 2	Steve plays 3	Steve plays 4
Robert plays 1	-2	-1	-3	1
Robert plays 2	2	3	1	-2
Robert plays 3	1	1	-1	3

- a** Determine the play safe strategy for each player.
b Verify that there is no stable solution for this game.

Solution:

a

	S plays 1	S plays 2	S plays 3	S plays 4	Row min	
R plays 1	-2	-1	-3	1	-3	
R plays 2	2	3	1	-2	-2	
R plays 3	1	1	-1	3	-1	←
Column max	2	3	1	3		
			↑			

R should play 3 (row maximin = -1)

S should play 3 (column minimax = 1)

- b** row maximin \neq column minimax

$$-1 \neq 1$$

so game is not stable

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Exercise A, Question 3

Question:

A two person zero-sum game is represented by the following pay-off matrix for player A.

	B plays 1	B plays 2	B plays 3
A plays 1	-3	-2	2
A plays 2	-1	-1	3
A plays 3	4	-3	1
A plays 4	3	-1	-1

- Determine the play safe strategy for each player.
- Verify that there is a stable solution for this game and determine the saddle points.
- State the value of the game to player A.

Solution:

a

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	-3	-2	2	-3	
A plays 2	-1	-1	3	-1	←
A plays 3	4	-3	1	-3	
A plays 4	3	-1	-1	-1	←
Column max	4	-1	3		
		↑			

A should play 2 or 4 (row maximin -1)

B should play 2 (column minimax -1)

- b** Since row maximin = column minimax

$$-1 = -1$$

game is stable

Saddle points are (A2, B2) and (A4, B2).

- c** Value of the game is -1 to A (if A plays 2 or 4 and B plays 2 the value of the game is -1).

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Exercise A, Question 4

Question:

Claire and David play a two person zero-sum game, which is represented by the following pay-off matrix for Claire.

	D plays 1	D plays 2	D plays 3	D plays 4
C plays 1	7	2	-3	5
C plays 2	4	-1	1	3
C plays 3	-2	5	2	-1
C plays 4	3	-3	-4	2

- Determine the play safe strategy for each player.
- Verify that there is no stable solution for this game.
- State the value of the game for Claire if both players play safe.
- State the value of the game for David if both players play safe.
- Determine the pay-off matrix for David.

Solution:

a

	D plays 1	D plays 2	D plays 3	D plays 4	Row min	
C plays 1	7	2	-3	5	-3	
C plays 2	4	-1	1	3	-1	←
C plays 3	-2	5	2	-1	-2	
C plays 4	3	-3	-4	2	-4	
Column max	7	5	2	5		
			↑			

C plays 2 (row maximin = -1)
D plays 3 (column minimax = 2)

b $-1 \neq 2$

row maximin \neq column minimax
so no stable solution

c If C plays 2 and D plays 3, the value of the game is 1 to Claire

d *either* since the value of the game is 1 to Claire and it is a zero-sum game, the value of the game must be -1 to David
or

If C plays 2 and D plays 3 Claire wins 1, so David wins -1

e

	C plays 1	C plays 2	C plays 3	C plays 4
D plays 1	-7	-4	2	-3
D plays 2	-2	1	-5	3
D plays 3	3	-1	-2	4
D plays 4	5	-3	1	-2

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Exercise A, Question 5

Question:

Hilary and Denis play a two person zero-sum game, which is represented by the following pay-off matrix for Hilary.

	D plays 1	D plays 2	D plays 3	D plays 4	D plays 5
H plays 1	2	1	0	0	2
H plays 2	4	0	0	0	2
H plays 3	1	4	-1	-1	3
H plays 4	1	1	-1	-2	0
H plays 5	0	-2	-3	-3	-1

- Determine the play safe strategy for each player.
- Verify that there is a stable solution for this game and state the saddle points.
- State the value of the game for Hilary if both players play safe.
- State the value of the game for Denis if both players play safe.
- Determine the pay-off matrix for Denis.

Solution:

	D plays 1	D plays 2	D plays 3	D plays 4	D plays 5	Row min
H plays 1	2	1	0	0	2	0 ←
H plays 2	4	0	0	0	2	0 ←
H plays 3	1	4	-1	-1	3	-1
H plays 4	1	1	-1	-2	0	-2
H plays 5	0	-2	-3	-3	-1	-3
Column max	4	4	0	0	3	
			↑	↑		

- H plays 1 or 2
D plays 3 or 4
- row maximin = column minimax
 $0 = 0$
so game stable

saddle points (H1, D3) (H2, D3) (H1, D4) (H2, D4)
- The value of the game to Hilary = 0
- The value of the game to Denis = 0

e

	H plays 1	H plays 2	H plays 3	H plays 4	H plays 5
D plays 1	-2	-4	-1	-1	0
D plays 2	-1	0	-4	-1	2
D plays 3	0	0	1	1	3
D plays 4	0	0	1	2	3
D plays 5	-2	-2	-3	0	1

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Exercise B, Question 1

Question:

	Freya plays 1	Freya plays 2
Ellie plays 1	1	-5
Ellie plays 2	-1	6
Ellie plays 3	3	-3

Ellie and Freya play a zero-sum game, represented by the pay-off matrix for Ellie shown above. Use dominance to reduce the game to a 2×2 game. You must make your reasoning clear.

Solution:

Row 3 dominates row 1 ($3 > 1, -3 > -5$) so game can be reduced to

	Freya plays 1	Freya plays 2
Ellie plays 2	-1	6
Ellie plays 3	3	-3

Ellie would always choose to play row 3 over row 1

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Exercise B, Question 2

Question:

	Harry plays 1	Harry plays 2	Harry plays 3
Doug plays 1	-5	2	-1
Doug plays 2	2	-3	-6

Doug and Harry play a zero-sum game, represented by the pay-off matrix for Doug shown above. Use dominance to reduce the game to a 2×2 game. You must make your reasoning clear.

Solution:

Column 3 dominates 2 ($-1 < 2$ $-6 < -3$)

	Harry plays 1	Harry plays 3
Doug plays 1	-5	-1
Doug plays 2	2	-6

Harry would always choose to play 3 over 1

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Exercise B, Question 3

Question:

	Nick plays 1	Nick plays 2	Nick plays 3
Chris plays 1	1	2	3
Chris plays 2	-1	-3	1
Chris plays 3	2	-1	5

Chris and Nick play a zero-sum game, represented by the pay-off matrix for Chris shown above. Use dominance to reduce the game to a 2×2 game. You must make your reasoning clear.

Solution:

Row 1 dominates row 2 ($1 > -1, 2 > -3, 3 > 1$)

Chris would always choose to play 1 over 2

Column 1 (or column 2) dominates column 3

($1 < 3, -1 < 1, 2 < 5$ or $2 < 3, -3 < 1, -1 < 5$)

	Nick plays 1	Nick plays 2
Chris plays 1	1	2
Chris plays 3	2	-1

Nick would always choose 1 (or 2) over 3

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Exercise B, Question 4

Question:

- Verify that there is no stable solution.
- Determine the optimal mixed strategy and the value of the game to A.
- Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	2	-4
A plays 2	-1	3

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	2	-4	-4	
A plays 2	-1	3	-1	←
Column max	2	3		
	↑			

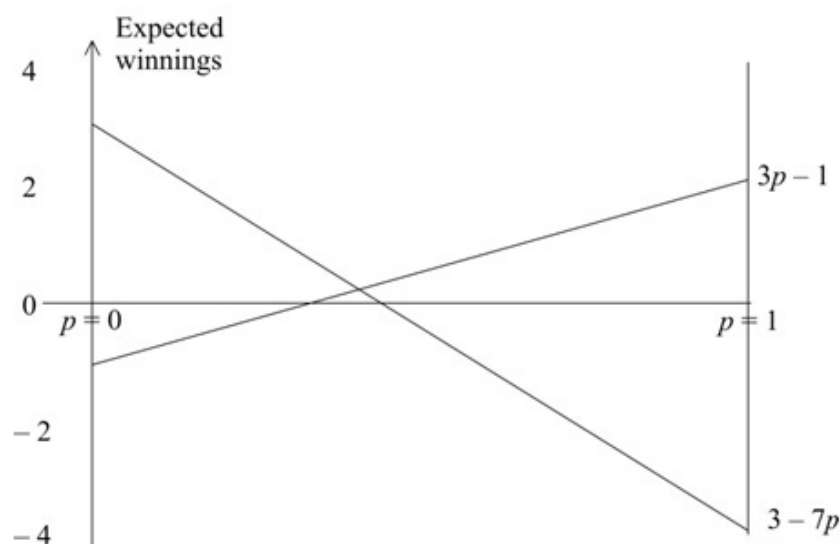
Since $2 \neq -1$ (column minimax \neq row maximin) the game is not stable

- b** Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winning are $2p - 1(1-p) = 3p - 1$

If B plays 2 A's expected winnings are $4p + 3(1-p) = 3 - 7p$



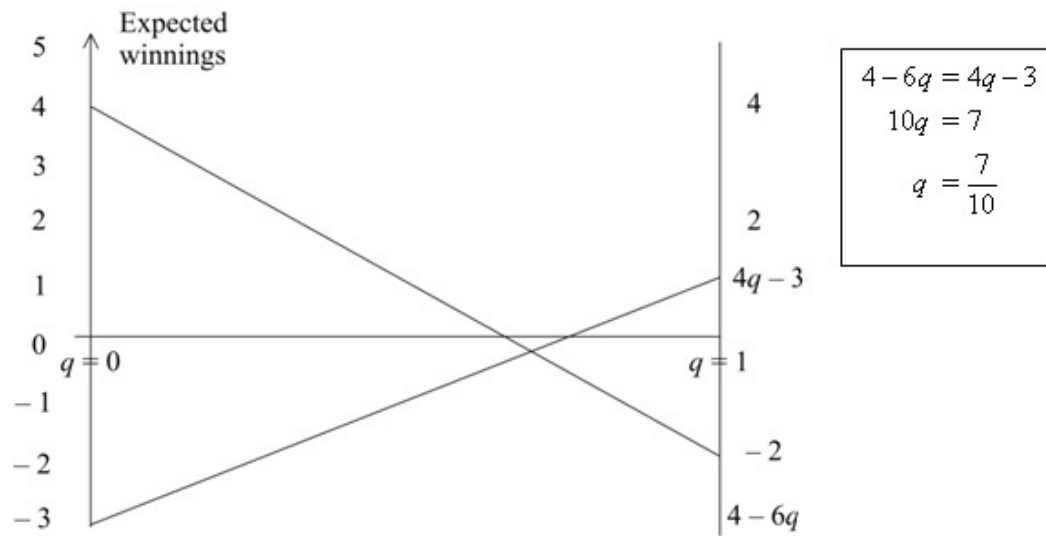
$$\begin{aligned}
 3p - 1 &= 3 - 7p \\
 10p &= 4 \\
 p &= \frac{2}{5}
 \end{aligned}$$

A should play 1 with probability $\frac{2}{5}$

A should play 2 with probability $\frac{3}{5}$

The value of the game to A is $3(\frac{2}{5}) - 1 = \frac{1}{5}$

- c Let B play 1 with probability q
 so B plays 2 with probability $(1-q)$
 If A plays 1 B's expected winnings are $-[2q - 4(1-q)] = 4 - 6q$
 If A plays 2 B's expected winnings are $-[-q + 3(1-q)] = 4q - 3$



B should play 1 with probability $\frac{7}{10}$

B should play 2 with probability $\frac{3}{10}$

The value of the game to B is $4\left(\frac{3}{10}\right) - 3 = -\frac{1}{5}$

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Exercise B, Question 5

Question:

- Verify that there is no stable solution.
- Determine the optimal mixed strategy and the value of the game to A.
- Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	-3	5
A plays 2	2	-4

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	-3	5	-3	←
B plays 2	2	-4	-4	
Column max	2	5		
	↑			

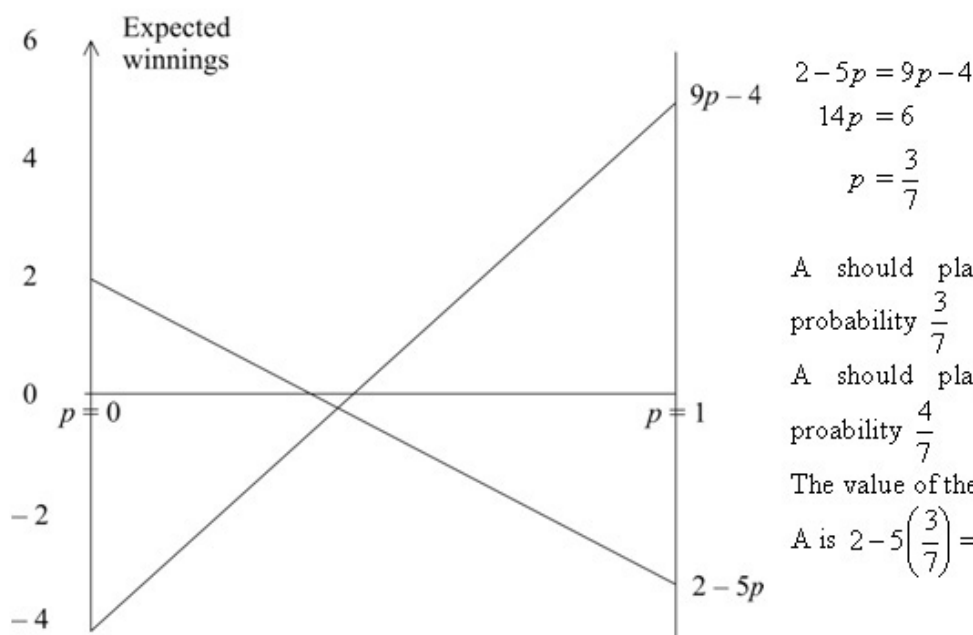
Since $2 \neq -3$ (column minimax \neq row maximin) the game is not stable

- b** Let A play row 1 with probability p

So A plays row 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $-3p + 2(1-p) = 2-5p$

If B plays 2 A's expected winnings are $5p - 4(1-p) = 9p - 4$

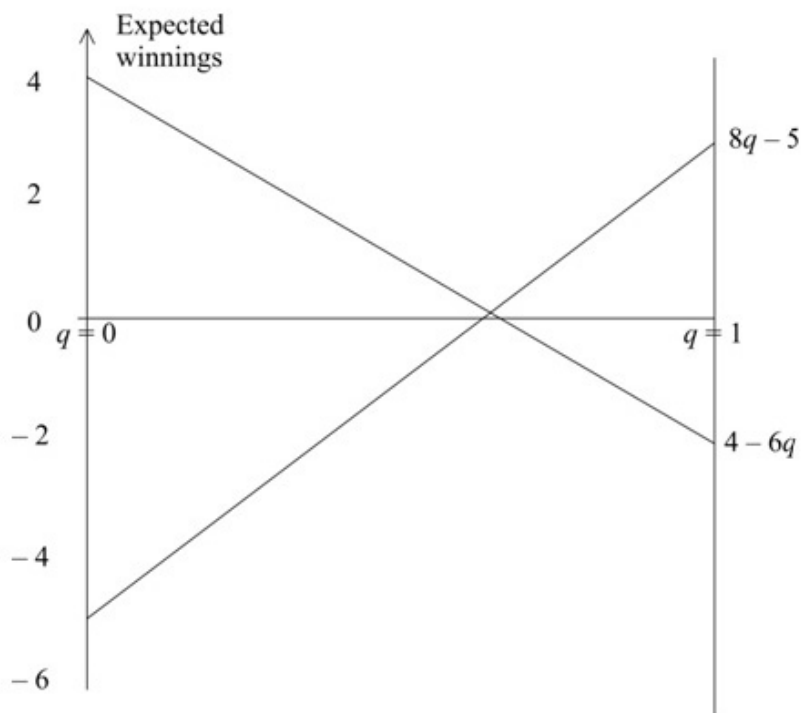


- c** Let B play column 1 with probability q

So B plays column 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[-3q + 5(1-q)] = 8q - 5$

If A plays 2 B's expected winnings are $-[2q - 4(1-q)] = 4 - 6q$



$$8q - 5 = 4 - 6q$$

$$14q = 9$$

$$q = \frac{9}{14}$$

B should play 1 with probability $\frac{9}{14}$

B should play 2 with probability $\frac{5}{14}$

The value of the game to B is $8\left(\frac{9}{14}\right) - 5 = \frac{1}{7}$.

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Exercise B, Question 6

Question:

- Verify that there is no stable solution.
- Determine the optimal mixed strategy and the value of the game to A.
- Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	5	-1
A plays 2	-2	1

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	5	-1	-1	←
A plays 2	-2	1	-2	
Column max	5	1		
		↑		

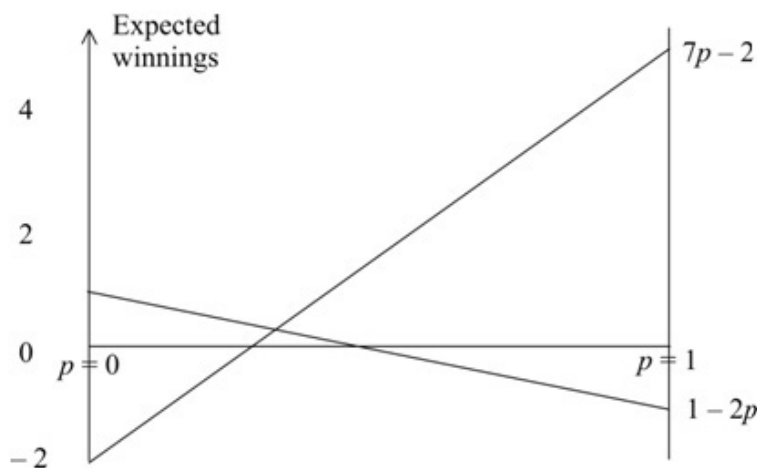
Since $-1 \neq 1$ (column minimax \neq row maximin) the game is not stable

b Let A play row 1 with probability p

So A plays row 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $5p - 2(1-p) = 7p - 2$

If B plays 2 A's expected winnings are $-p + 1(1-p) = 1 - 2p$



$$7p - 2 = 1 - 2p$$

$$9p = 3$$

$$p = \frac{1}{3}$$

A should play 1 with probability $\frac{1}{3}$

A should play 2 with probability $\frac{2}{3}$

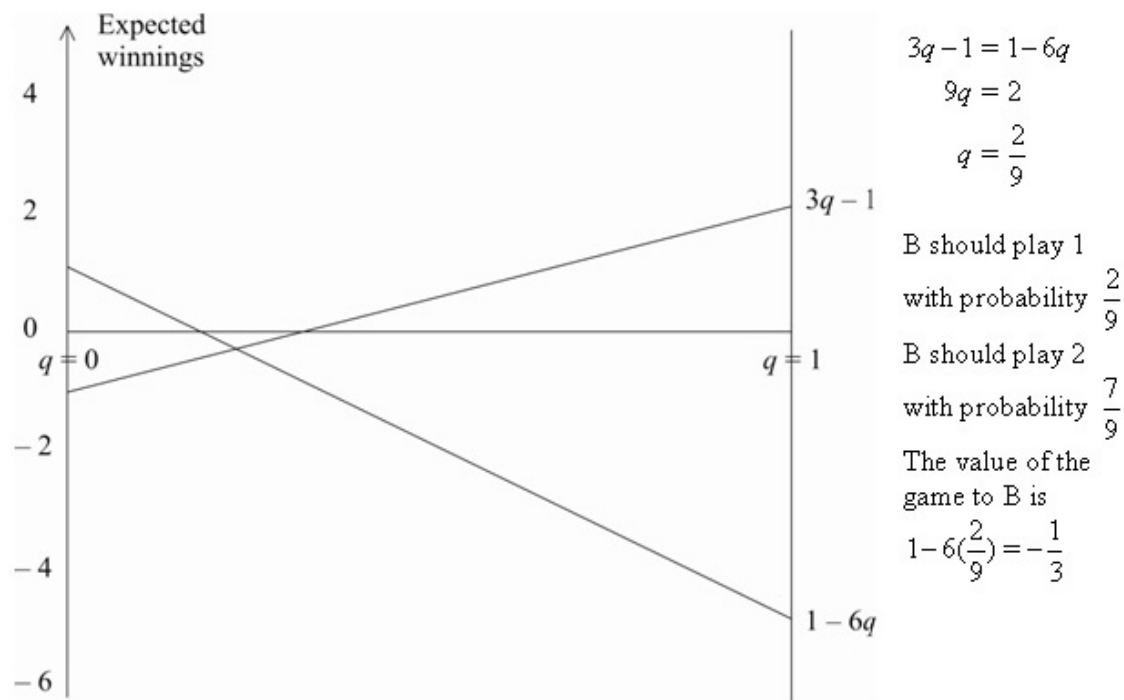
The value of the game to A is $7\left(\frac{1}{3}\right) - 2 = \frac{1}{3}$

c Let B play column 1 with probability q

so B plays column 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[5q - 1(1-q)] = 1 - 6q$

If A plays 2 B's expected winning are $-[-2q + 1(1-q)] = 3q - 1$



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Exercise B, Question 7

Question:

- Verify that there is no stable solution.
- Determine the optimal mixed strategy and the value of the game to A.
- Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	-1	3
A plays 2	1	-2

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	-1	3	-1	←
A plays 2	1	-2	-2	
Column max	1	3		
	↑			

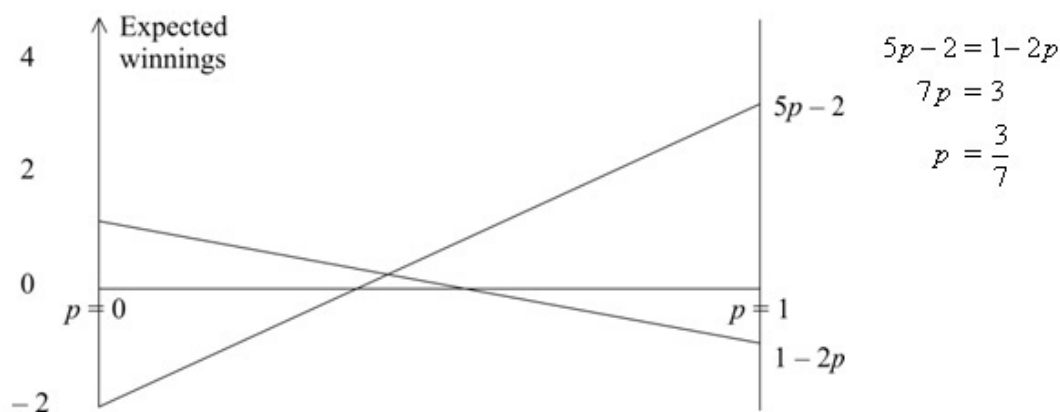
Since $1 \neq -1$ (column minimax \neq row maximin) the game is not stable

- b** Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $-p + (1-p) = 1-2p$

If B plays 2 A's expected winnings are $3p - 2(1-p) = 5p - 2$



A should play 1 with probability $\frac{3}{7}$

A should play 2 with probability $\frac{4}{7}$

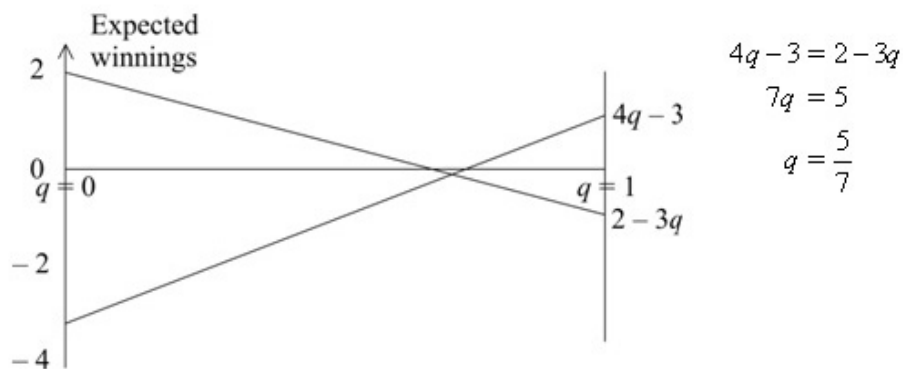
The value of the game to A is $1 - 2\left(\frac{3}{7}\right) = \frac{1}{7}$

c Let B play 1 with probability q

So B plays 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[-q + 3(1-q)] = 4q - 3$

If A plays 2 B's expected winnings are $-[q - 2(1-q)] = 2 - 3q$



$$4q - 3 = 2 - 3q$$

$$7q = 5$$

$$q = \frac{5}{7}$$

B should play 1 with probability $\frac{5}{7}$

B should play 2 with probability $\frac{2}{7}$

The value of the game to B is $4\left(\frac{5}{7}\right) - 3 = -\frac{1}{7}$

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Exercise C, Question 1

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to A.

	B plays 1	B plays 2	B plays 3
A plays 1	-5	2	2
A plays 2	1	-3	-4

Solution:

a

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	-5	2	2	-5	
A plays 2	1	-3	-4	-4	←
Column max	1	2	2		
	↑				

Since $1 \neq -4$ (column minimax \neq row maximin) the game is not stable

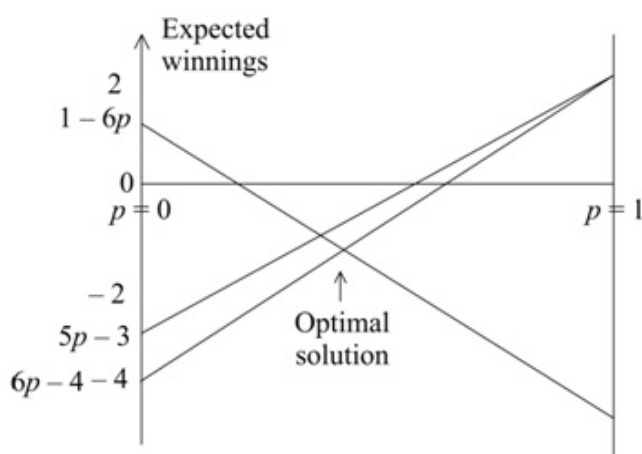
- b Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $-5p + 1(1-p) = 1-6p$

If B plays 2 A's expected winnings are $2p - 3(1-p) = 5p-3$

If B plays 3 A's expected winnings are $2p - 4(1-p) = 6p-4$



$$6p - 4 = 1 - 6p$$

$$12p = 5$$

$$p = \frac{5}{12}$$

A should play 1 with

probability $\frac{5}{12}$

A should play 2 with

probability $\frac{7}{12}$

The value of the game to A is

$$1 - 6\left(\frac{5}{12}\right) = -\frac{3}{2}$$

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Exercise C, Question 2

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to A.

	B plays 1	B plays 2	B plays 3
A plays 1	2	6	-2
A plays 2	-1	-4	3

Solution:

a

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	2	6	-2	-2	←
A plays 2	-1	-4	3	-4	
Column max	2	6	3		
	↑				

Since $2 \neq -2$ (column minimax \neq row maximin) the game is not stable

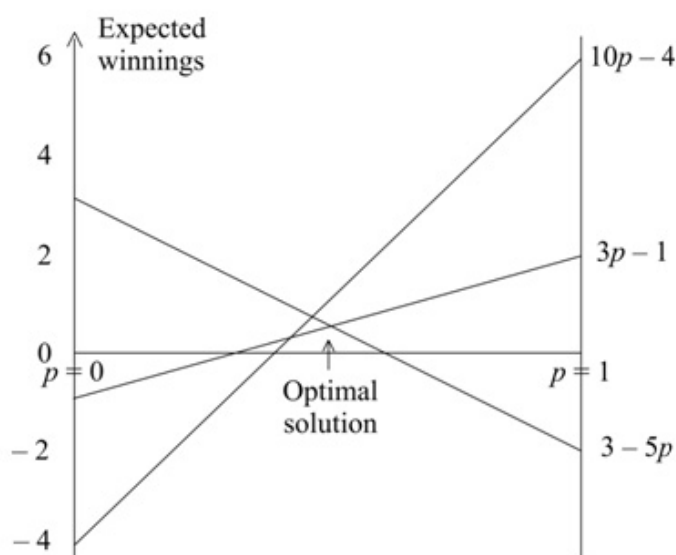
- b Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $2p - (1-p) = 3p - 1$

If B plays 2 A's expected winnings are $6p - 4(1-p) = 10p - 4$

If B plays 3 A's expected winnings are $-2p + 3(1-p) = 3 - 5p$



$$\begin{aligned}
 3p - 1 &= 3 - 5p \\
 8p &= 4 \\
 p &= \frac{1}{2}
 \end{aligned}$$

A should play 1 with probability $\frac{1}{2}$

A should play 2 with probability $\frac{1}{2}$

The value of the game to A is

$$3\left(\frac{1}{2}\right) - 1 = \frac{1}{2}$$

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Exercise C, Question 3

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to A.

	B plays 1	B plays 2	B plays 3
A plays 1	-2	3	6
A plays 2	5	1	-4

Solution:

a

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	-2	3	6	-2	←
A plays 2	5	1	-4	-4	
Column max	5	3	6		
		↑			

Since $3 \neq -2$ (column minimax \neq row maximin) the game is not stable

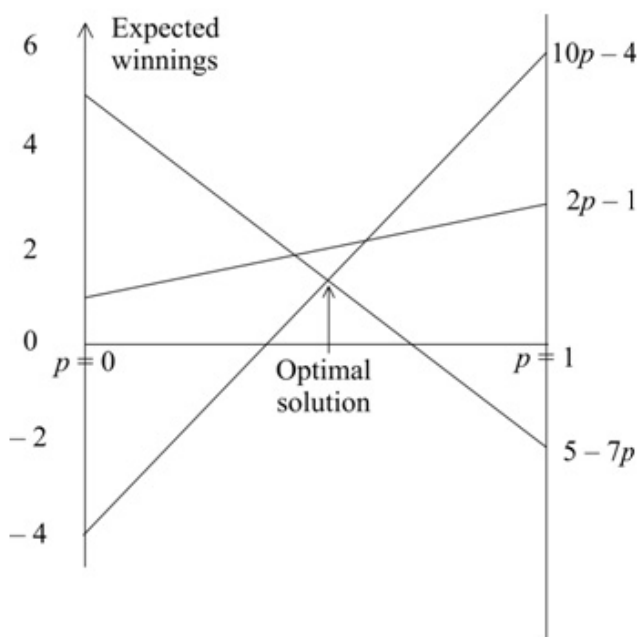
- b Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $-2p + 5(1-p) = 5-7p$

If B plays 2 A's expected winnings are $3p + 1(1-p) = 2p+1$

If B plays 3 A's expected winnings are $6p - 4(1-p) = 10p-4$



$$10p - 4 = 5 - 7p$$

$$17p = 9$$

$$p = \frac{9}{17}$$

A should play 1 with

probability $\frac{9}{17}$

A should play 2 with

probability $\frac{8}{17}$

The value of the game to A is

$$10\left(\frac{9}{17}\right) - 4 = \frac{22}{17}$$

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Exercise C, Question 4

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to A.

	B plays 1	B plays 2	B plays 3
A plays 1	5	-2	-4
A plays 2	-3	1	6

Solution:

a

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	5	-2	-4	-4	
A plays 2	-3	1	6	-3	←
Column max	5	1	6		
		↑			

Since $1 \neq -3$ (column minimax \neq row maximin) the game is not stable

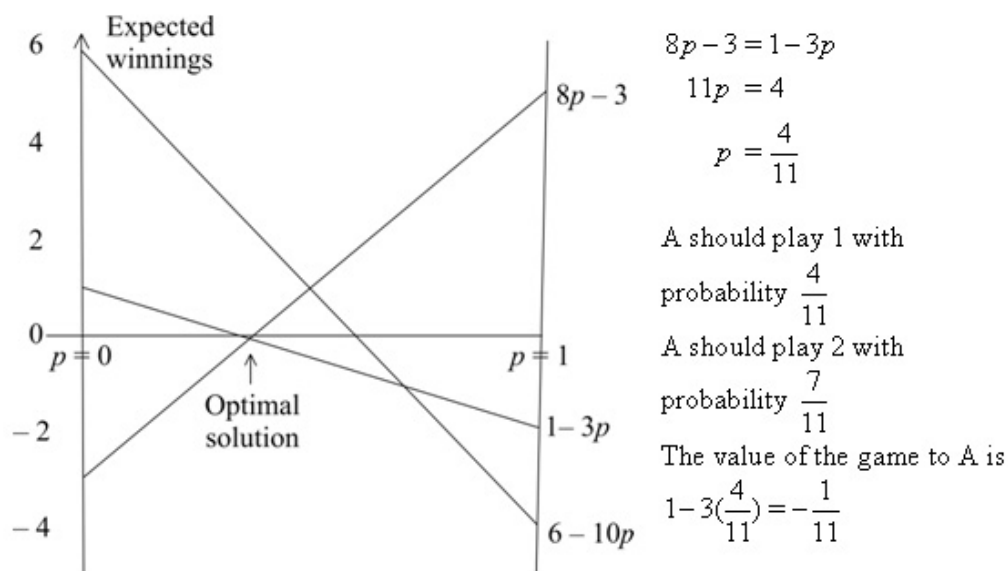
- b Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $5p - 3(1-p) = 8p - 3$

If B plays 2 A's expected winnings are $-2p + 1(1-p) = 1 - 3p$

If B plays 3 A's expected winnings are $-4p + 6(1-p) = 6 - 10p$



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Exercise C, Question 5

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	-1	1
A plays 2	3	-4
A plays 3	-2	2

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	-1	1	-1	←
A plays 2	3	-4	-4	
A plays 3	-2	2	-2	
Column max	3	2		
		↑		

Since $2 \neq -1$ (column minimax \neq row maximin) the game is not stable

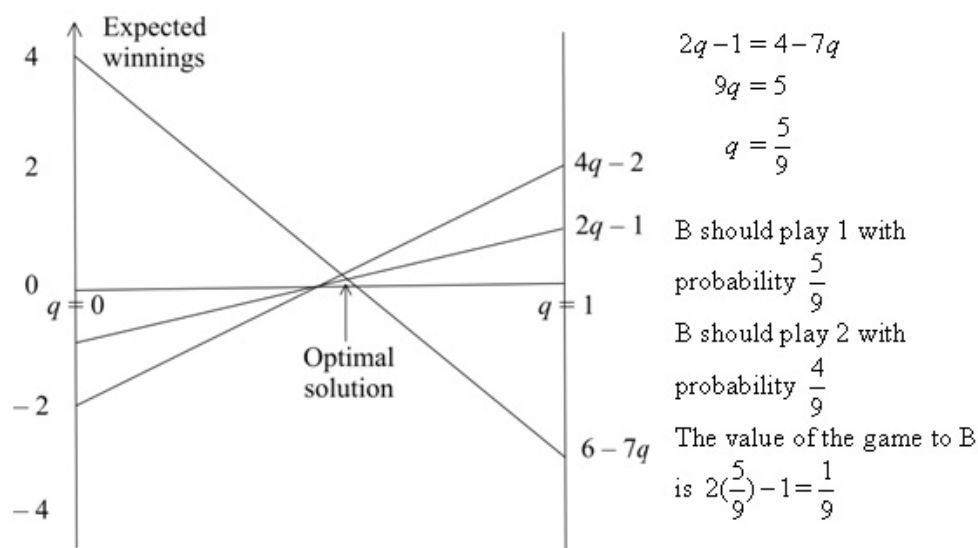
- b Let B play 1 with probability q

So B plays 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[-q+1(1-q)]=2q-1$

If A plays 2 B's expected winnings are $-[3q-4(1-q)]=4-7q$

If A plays 3 B's expected winnings are $-[-2q+2(1-q)]=4q-2$



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Exercise C, Question 6

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	-5	4
A plays 2	3	-3
A plays 3	1	-2

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	-5	4	-5	
A plays 2	3	-3	-3	
A plays 3	1	-2	-2	←
Column max	3	4		
	↑			

Since $3 \neq -2$ (column minimax \neq row maximin) the game is not stable

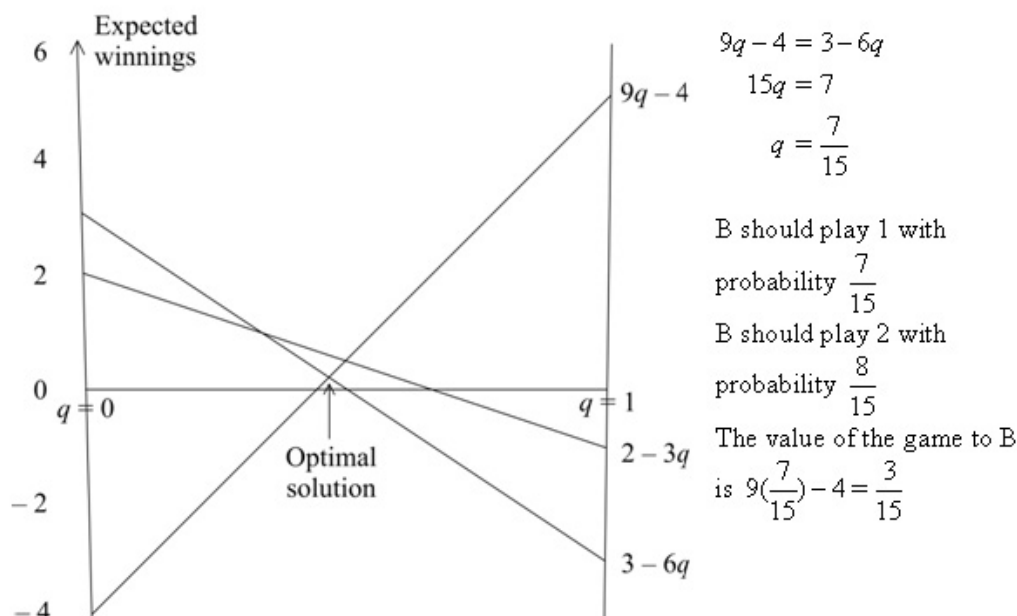
- b Let B play 1 with probability q

So B plays 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[-5q + 4(1-q)] = 9q - 4$

If A plays 2 B's expected winnings are $-[3q - 3(1-q)] = 3 - 6q$

If A plays 3 B's expected winnings are $-[q - 2(1-q)] = 2 - 3q$



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Exercise C, Question 7

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	-3	2
A plays 2	-1	-2
A plays 3	2	-4

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	-3	2	-3	
A plays 2	-1	-2	-2	←
A plays 3	2	-4	-4	
Column max	2	2		
	↑	↑		

Since $2 \neq -2$ (column minimax \neq row maximin) the game is not stable

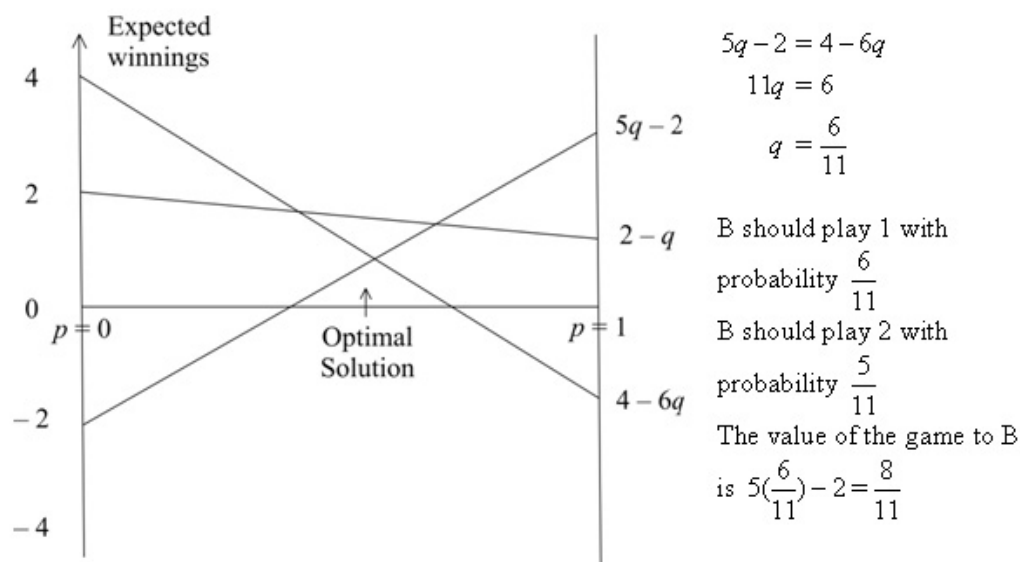
- b Let B play 1 with probability q

So B plays 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[-3q + 2(1-q)] = 5q - 2$

If A plays 2 B's expected winnings are $-[-q - 2(1-q)] = 2 - q$

If A plays 3 B's expected winnings are $-[2q - 4(1-q)] = 4 - 6q$



Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise C, Question 8

Question:

- a Verify that there is no stable solution.
b Determine the optimal mixed strategy and the value of the game to B.

	B plays 1	B plays 2
A plays 1	2	-3
A plays 2	-2	4
A plays 3	1	-1

Solution:

a

	B plays 1	B plays 2	Row min	
A plays 1	2	-3	-3	
A plays 2	-2	4	-2	
A plays 3	1	-1	-1	←
Column max	2	4		
	↑			

Since $2 \neq -1$ (column minimax \neq row maximin) the game is not stable

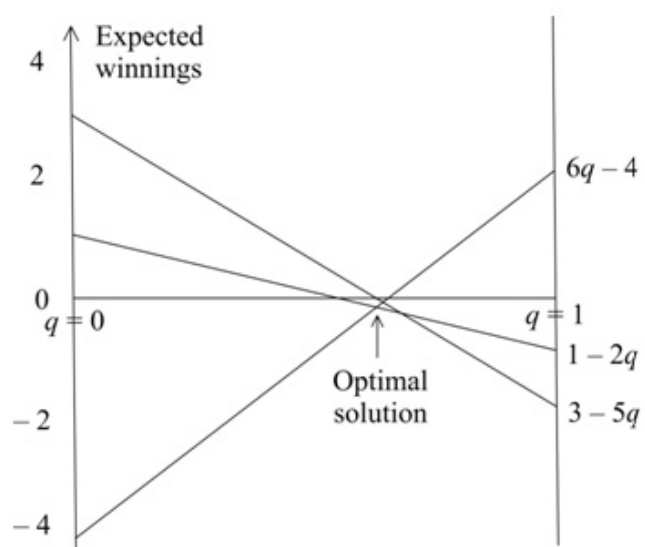
- b Let B play 1 with probability q

So B plays 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-(2q - 3(1-q)) = 3 - 5q$

If A plays 2 B's expected winnings are $-(-2q + 4(1-q)) = 6q - 4$

If A plays 3 B's expected winnings are $-(q - 1(1-q)) = 1 - 2q$



$$6q - 4 = 1 - 2q$$

$$8q = 5$$

$$q = \frac{5}{8}$$

B should play 1 with probability $\frac{5}{8}$

B should play 2 with probability $\frac{3}{8}$

The value of the game to B is $6\left(\frac{5}{8}\right) - 4 = -\frac{1}{4}$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 1

Question:

Formulate the game below as a linear programming problems for player A, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2
A plays 1	-1	1
A plays 2	3	-4
A plays 3	-2	2

Solution:

Add 5 to all elements

	B plays 1	B plays 2
A plays 1	4	6
A plays 2	8	1
A plays 3	3	7

Let A play 1 with probability p_1

and A play 2 with probability p_2

and A play 3 with probability p_3

Let the value of the game to A be v and $V = v + 5$

Maximise $P = V$

Subject to $4p_1 + 8p_2 + 3p_3 \geq V \Rightarrow V - 4p_1 - 8p_2 - 3p_3 + r = 0$

$6p_1 + p_2 + 7p_3 \geq V \Rightarrow V - 6p_1 - p_2 - 7p_3 + s = 0$

$p_1 + p_2 + p_3 \leq 1 \Rightarrow p_1 + p_2 + p_3 + t = 1$

$p_1, p_2, p_3, r, s, t \geq 0$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 2

Question:

Formulate the game below as a linear programming problems for player A, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2	B plays 3
A plays 1	-5	4	1
A plays 2	3	-3	2
A plays 3	1	-2	-1

Solution:

Add 6 to all elements

	B plays 1	B plays 2	B plays 3
A plays 1	1	10	7
A plays 2	9	3	8
A plays 3	7	4	5

Let A play 1 with probability p_1

and A play 2 with probability p_2

and A play 3 with probability p_3

Let the value of the game to A be v and $V = v + 6$

Maximise $P = V$

Subject to $p_1 + 9p_2 + 7p_3 \geq V \Rightarrow V - p_1 - 9p_2 - 7p_3 + r = 0$

$10p_1 + 3p_2 + 4p_3 \geq V \Rightarrow V - 10p_1 - 3p_2 - 4p_3 + s = 0$

$7p_1 + 8p_2 + 5p_3 \geq V \Rightarrow V - 7p_1 - 8p_2 - 5p_3 + t = 0$

$p_1 + p_2 + p_3 \leq 1 \Rightarrow p_1 + p_2 + p_3 + u = 1$

$p_1, p_2, p_3, r, s, t, u \geq 0$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 3

Question:

Formulate the game below as a linear programming problems for player A, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2	B plays 3
A plays 1	-3	2	-1
A plays 2	-1	-2	1
A plays 3	2	-4	-2

Solution:

Add 5 to all elements

	B plays 1	B plays 2	B plays 3
A plays 1	2	7	4
A plays 2	4	3	6
A plays 3	7	1	3

Let A play 1 with probability p_1

Let A play 2 with probability p_2

Let A play 3 with probability p_3

Let the value of the game to A be v and $V = v + 5$

Maximise $P = V$

Subject to

$$2p_1 + 4p_2 + 7p_3 \geq V \Rightarrow V - 2p_1 - 4p_2 - 7p_3 + r = 0$$

$$7p_1 + 3p_2 + p_3 \geq V \Rightarrow V - 7p_1 - 3p_2 - p_3 + s = 0$$

$$4p_1 + 6p_2 + 3p_3 \geq V \Rightarrow V - 4p_1 - 6p_2 - 3p_3 + t = 0$$

$$p_1 + p_2 + p_3 \leq 1 \Rightarrow p_1 + p_2 + p_3 + u = 1$$

$$p_1, p_2, p_3, r, s, t, u \geq 0$$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 4

Question:

Formulate the game below as a linear programming problems for player A, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2	B plays 3
A plays 1	2	-3	-1
A plays 2	-2	4	1
A plays 3	1	-1	0

Solution:

Add 4 to all elements

	B plays 1	B plays 2	B plays 3
A plays 1	6	1	3
A plays 2	2	8	5
A plays 3	5	3	4

Let A play 1 with probability p_1

Let A play 2 with probability p_2

Let A play 3 with probability p_3

Let the value of the game to A be v and $V = v + 4$

Maximise $P = V$

Subject to

$$6p_1 + 2p_2 + 5p_3 \geq V \Rightarrow V - 6p_1 - 2p_2 - 5p_3 + r = 0$$

$$p_1 + 8p_2 + 3p_3 \geq V \Rightarrow V - p_1 - 8p_2 - 3p_3 + s = 0$$

$$3p_1 + 5p_2 + 4p_3 \geq V \Rightarrow V - 3p_1 - 5p_2 - 4p_3 + t = 0$$

$$p_1 + p_2 + p_3 \leq 1 \Rightarrow p_1 + p_2 + p_3 + u = 1$$

$$p_1, p_2, p_3, r, s, t, u \geq 0$$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 5

Question:

Formulate the game below as a linear programming problem for player B, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2	B plays 3
A plays 1	-5	2	3
A plays 2	1	-3	-4

Solution:

	A plays 1	A plays 2			A plays 1	A plays 2
B plays 1	5	-1	Adding	B plays 1	9	3
B plays 2	-2	3	4 to all	B plays 2	2	7
B plays 3	-3	4	elements	B plays 3	1	8

Let B play 1 with probability q_1

Let B play 2 with probability q_2

Let B play 3 with probability q_3

Let the value of the game to B be v and $V = v + 4$

Maximise $P = V$

Subject to

$$9q_1 + 2q_2 + q_3 \geq V \quad V - 9q_1 - 2q_2 - q_3 + r = 0$$

$$3q_1 + 7q_2 + 8q_3 \geq V \quad V - 3q_1 - 7q_2 - 8q_3 + s = 0$$

$$q_1 + q_2 + q_3 \leq 1 \quad q_1 + q_2 + q_3 + t = 1$$

$$q_1, q_2, q_3, r, s, t \geq 0$$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 6

Question:

Formulate the game below as a linear programming problems for player B, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2	B plays 3
A plays 1	-5	4	1
A plays 2	3	-3	2
A plays 3	1	-2	-1

Solution:

	A plays 1	A plays 2	A plays 3			A plays 1	A plays 2	A plays 3
B plays 1	5	-3	-1	Adding 5	B plays 1	10	2	4
B plays 2	-4	3	2	to all	B plays 2	1	8	7
B plays 3	-1	-2	1	elements	B plays 3	4	3	6

Let B play 1 with probability q_1

Let B play 2 with probability q_2

Let B play 3 with probability q_3

Let the value of the game to B be v and $V = v + 5$

Maximise $P = V$

Subject to

$$10q_1 + q_2 + 4q_3 \geq V \Rightarrow V - 10q_1 - q_2 - 4q_3 + r = 0$$

$$2q_1 + 8q_2 + 3q_3 \geq V \Rightarrow V - 2q_1 - 8q_2 - 3q_3 + s = 0$$

$$4q_1 + 7q_2 + 6q_3 \geq V \Rightarrow V - 4q_1 - 7q_2 - 6q_3 + t = 0$$

$$q_1 + q_2 + q_3 \leq 1 \Rightarrow q_1 + q_2 + q_3 + u = 1$$

$$q_1, q_2, q_3, r, s, t, u \geq 0$$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 7

Question:

Formulate the game below as a linear programming problems for player B, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2	B plays 3
A plays 1	-3	2	-1
A plays 2	-1	-2	1
A plays 3	2	-4	-2

Solution:

	A plays 1	A plays 2	A plays 3			A plays 1	A plays 2	A plays 3
B plays 1	3	1	-2	Adding 3	B plays 1	6	4	1
B plays 2	-2	2	4	to all	B plays 2	1	5	7
B plays 3	1	-1	2	elements	B plays 3	4	2	5

Let B play 1 with probability q_1

Let B play 2 with probability q_2

Let B play 3 with probability q_3

Let the value of the game to B be v and $V = v + 3$

Maximise $P = V$

Subject to:

$$6q_1 + q_2 + 4q_3 \geq V \Rightarrow V - 6q_1 - q_2 - 4q_3 + r = 0$$

$$4q_1 + 5q_2 + 2q_3 \geq V \Rightarrow V - 4q_1 - 5q_2 - 2q_3 + s = 0$$

$$q_1 + 7q_2 + 5q_3 \geq V \Rightarrow V - q_1 - 7q_2 - 5q_3 + t = 0$$

$$q_1 + q_2 + q_3 \leq 1 \Rightarrow q_1 + q_2 + q_3 + u = 1$$

$$q_1, q_2, q_3, r, s, t, u \geq 0$$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 8

Question:

Formulate the game below as a linear programming problems for player B, writing the constraints as equalities and clearly defining your variables.

	B plays 1	B plays 2	B plays 3
A plays 1	2	-3	-1
A plays 2	-2	4	1
A plays 3	1	-1	0

Solution:

	A plays 1	A plays 2	A plays 3			A plays 1	A plays 2	A plays 3
B plays 1	-2	2	-1	Adding	B plays 1	3	7	4
B plays 2	3	-4	1	5 to all	B plays 2	8	1	6
B plays 3	1	-1	0	elements	B plays 3	6	4	5

Let B play 1 with probability q_1

Let B play 2 with probability q_2

Let B play 3 with probability q_3

Let the value of the game to B be v and $V = v + 5$

Maximise $P = V$

Subject to:

$$3q_1 + 8q_2 + 6q_3 \geq v \Rightarrow V - 3q_1 - 8q_2 - 6q_3 + r = 0$$

$$7q_1 + q_2 + 4q_3 \geq V \Rightarrow V - 7q_1 - q_2 - 4q_3 + s = 0$$

$$4q_1 + 6q_2 + 5q_3 \geq 1v \Rightarrow V - 4q_1 - 6q_2 - 5q_3 + t = 0$$

$$q_1 + q_2 + q_3 \leq 1 \Rightarrow q_1 + q_2 + q_3 + u = 1$$

$$q_1, q_2, q_3, r, s, t, u \geq 0$$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 9

Question:

Using your answer to question 1,

- a write down an initial simplex tableau to solve the zero-sum game below, for player A,
- b use the simplex algorithm to determine A's best strategy.

	B plays 1	B plays 2
A plays 1	-1	1
A plays 2	3	-4
A plays 3	-2	2

Solution:

a

b.v.	V	p_1	p_2	p_3	r	s	t	value
r	①	-4	-8	-3	1	0	0	0
s	1	-6	-1	-7	0	1	0	0
t	0	1	1	1	0	0	1	1
P	-1	0	0	0	0	0	0	0

b

b.v.	V	p_1	p_2	p_3	r	s	t	value	
V	1	-4	-8	-3	1	0	0	0	$R1+1$
s	0	-2	7	-4	-1	1	0	0	$R2-R1$
t	0	①	1	1	0	0	1	1	$R3$ no change
P	0	-4	-8	-3	1	0	0	0	$R4+R1$

b.v.	V	p_1	p_2	p_3	r	s	t	values	
V	1	0	-4	1	1	0	3	3	$R1+4R3$
s	0	0	⑨	-2	-1	1	2	2	$R2+2R3$
p_1	0	1	1	1	0	0	1	1	$R3$ no change
P	0	0	-4	1	1	0	4	4	$R4+4R3$

b.v.	V	p_1	p_2	p_3	r	s	t	value	
V	1	0	0	$\frac{1}{9}$	$\frac{5}{9}$	$\frac{4}{9}$	$\frac{35}{9}$	$\frac{44}{9}$	$R1+4R2$
p_2	0	0	1	$\frac{-2}{9}$	$\frac{-1}{9}$	$\frac{1}{9}$	$\frac{2}{9}$	$\frac{2}{9}$	$R2+9$
p_1	0	1	0	$\frac{11}{9}$	$\frac{1}{9}$	$\frac{-1}{9}$	$\frac{7}{9}$	$\frac{7}{9}$	$R3-R2$
P	0	0	0	$\frac{1}{9}$	$\frac{5}{9}$	$\frac{4}{9}$	$\frac{35}{9}$	$\frac{44}{9}$	$R4+4R2$

$$V = \frac{44}{9} \text{ so } v = \frac{44}{9} - 5 = \frac{-1}{9} \quad p_1 = \frac{7}{9} \quad p_2 = \frac{2}{9} \quad p_3 = 0$$

A should play 1 with probability $\frac{7}{9}$, play 2 with probability $\frac{2}{9}$ and play 3 never

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 10

Question:

Using your answer to question 5,

- a write down an initial simplex tableau to solve the zero-sum game below, for player B,
- b use the simplex algorithm to determine B's best strategy.

	B plays 1	B plays 2	B plays 3
A plays 1	-5	2	3
A plays 2	1	-3	-4

Solution:

a

b.v.	V	q_1	q_2	q_3	r	s	t	value
r	(1)	-9	-2	-1	1	0	0	0
s	1	-3	-7	-8	0	1	0	0
t	0	1	1	1	0	0	1	1
P	-1	0	0	0	0	0	0	0

b

b.v.	V	q_1	q_2	q_3	r	s	t	value	Row operations
V	1	-9	-2	-1	1	0	0	0	$R2+1$
s	0	(6)	-5	-7	-1	1	0	0	$R2-R1$
t	0	1	1	1	0	0	1	1	$R3$ no change
P	0	-9	-2	-1	1	0	0	0	$R4+R1$

b.v.	V	q_1	q_2	q_3	r	s	t	value	Row operations
v	1	0	$-\frac{19}{2}$	$-\frac{23}{2}$	$-\frac{1}{2}$	$\frac{3}{2}$	0	0	$R1+9R2$
q_1	0	1	$-\frac{5}{6}$	$-\frac{7}{6}$	$-\frac{1}{6}$	$\frac{1}{6}$	0	0	$R2 \div 6$
t	0	0	$\frac{11}{6}$	($\frac{13}{6}$)	$\frac{1}{6}$	$-\frac{1}{6}$	1	1	$R3-R2$
P	0	0	$-\frac{19}{2}$	$-\frac{23}{2}$	$-\frac{1}{2}$	$\frac{3}{2}$	0	0	$R4+9R2$

b.v.	V	q_1	q_2	q_3	r	s	t	value	Row operations
v	1	0	$\frac{3}{13}$	0	$\frac{5}{13}$	$\frac{8}{13}$	$\frac{69}{13}$	$\frac{69}{13}$	$R1+\frac{23}{2}R3$
q_1	0	1	$\frac{2}{13}$	0	$-\frac{1}{13}$	$\frac{1}{13}$	$\frac{7}{13}$	$\frac{7}{13}$	$R2+\frac{7}{6}R3$
q_3	0	0	$\frac{11}{13}$	1	$\frac{1}{13}$	$-\frac{1}{13}$	$\frac{6}{13}$	$\frac{6}{13}$	$R3+\frac{15}{6}$
P	0	0	$\frac{3}{13}$	0	$\frac{5}{13}$	$\frac{8}{13}$	$\frac{69}{13}$	$\frac{69}{13}$	$R4+\frac{23}{2}R3$

$$V = \frac{69}{13} \text{ so } V = \frac{69}{13} - 4 = \frac{17}{13} \quad q_1 = \frac{7}{13} \quad q_2 = 0 \quad q_3 = \frac{6}{13}$$

B should play 1 with probability $\frac{7}{13}$, play 2 never and play 3 with probability $\frac{6}{13}$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 11

Question:

	B plays 1	B plays 2	B plays 3
A plays 1	-5	4	1
A plays 2	3	-3	2
A plays 3	1	-2	-1

Using your answer to question 2,

- a** write down an initial simplex tableau to solve the zero-sum game, for player A,
- b** use the simplex algorithm to determine A's best strategy.

Using your answer to question 6,

- c** write down an initial simplex tableau to solve the zero-sum game, for player B,
- d** use the simplex algorithm to determine B's best strategy.

Solution:

a

b.v.	V	p_1	p_2	p_3	r	s	t	u	value
r	(1)	-1	-9	-7	1	0	0	0	0
s	1	-10	-3	-4	0	1	0	0	0
t	1	-7	-8	-5	0	0	1	0	0
u	0	1	1	1	0	0	0	1	1
P	-1	0	0	0	0	0	0	0	0

b

b.v.	V	p_1	p_2	p_3	r	s	t	u	value	Row operations
V	1	-1	-9	-7	1	0	0	0	0	$R1+1$
s	0	-9	(6)	3	-1	1	0	0	0	$R2-R1$
t	0	-6	1	2	-1	0	1	0	0	$R3-R1$
u	0	1	1	1	0	0	0	1	1	$R4$ no change
P	0	-1	-9	-7	1	0	0	0	0	$R5+R1$

b.v.	V	p_1	p_2	p_3	r	s	t	u	value	Row operations
V	1	$-\frac{29}{2}$	0	$-\frac{5}{2}$	$-\frac{1}{2}$	$\frac{3}{2}$	0	0	0	$R1+9R2$
p_2	0	$-\frac{3}{2}$	1	$\frac{1}{2}$	$-\frac{1}{6}$	$\frac{1}{6}$	0	0	0	$R2 \div 6$
t	0	$-\frac{9}{2}$	0	$\frac{3}{2}$	$-\frac{5}{6}$	$-\frac{1}{6}$	1	0	0	$R3-R2$
u	0	($\frac{5}{2}$)	0	$\frac{1}{2}$	$\frac{1}{6}$	$-\frac{1}{6}$	0	1	1	$R4-R2$
P	0	$-\frac{29}{2}$	0	$-\frac{5}{2}$	$-\frac{1}{2}$	$\frac{3}{2}$	0	0	0	$R5+9R2$

b.v.	V	p_1	p_2	p_3	r	s	t	u	value	Row operations
V	1	0	0	$\frac{2}{5}$	$\frac{7}{15}$	$\frac{8}{15}$	0	$\frac{29}{5}$	$\frac{29}{5}$	$R1+\frac{29}{2}R4$
p_2	0	0	1	$\frac{4}{5}$	$-\frac{1}{15}$	$\frac{1}{15}$	0	$\frac{3}{5}$	$\frac{3}{5}$	$R2+\frac{3}{2}R4$
t	0	0	0	$\frac{12}{5}$	$-\frac{8}{15}$	$-\frac{7}{15}$	1	$\frac{9}{5}$	$\frac{9}{5}$	$R3+\frac{9}{2}R4$
p_1	0	1	0	$\frac{1}{5}$	$\frac{1}{15}$	$-\frac{1}{15}$	0	$\frac{2}{5}$	$\frac{2}{5}$	$R4+\frac{5}{2}$
P	0	0	0	$\frac{2}{5}$	$\frac{7}{15}$	$\frac{8}{15}$	0	$\frac{29}{5}$	$\frac{29}{5}$	$R5+\frac{29}{2}R4$

$$V = \frac{29}{5}, \text{ so } v = \frac{29}{5} - 6 = \frac{-1}{5}, \quad p_1 = \frac{2}{5} \quad p_2 = \frac{3}{5} \quad p_3 = 0$$

A should play 1 with probability $\frac{2}{5}$

A should play 2 with probability $\frac{3}{5}$

A should play 3 never

c

b.v.	V	q_1	q_2	q_3	r	s	t	u	value
r	(1)	-10	-1	-4	1	0	0	0	0
s	1	-2	-8	-3	0	1	0	0	0
t	1	-4	-7	-6	0	0	1	0	0
u	0	1	1	1	0	0	0	1	1
P	-1	0	0	0	0	0	0	0	0

d

b.v.	V	q_1	q_2	q_3	r	s	t	u	value	Row operations
V	1	-10	-1	-4	1	0	0	0	0	$R1+1$
s	0	(8)	-7	1	-1	1	0	0	0	$R2-R1$
t	0	6	-6	-2	-1	0	1	0	0	$R3-R1$
u	0	1	1	1	0	0	0	1	1	$R4$ no change
P	0	-10	-1	-4	1	0	0	0	0	$R5+R1$

b.v.	V	q_1	q_2	q_3	r	s	t	u	value	Row operations
V	1	0	$-\frac{39}{4}$	$-\frac{11}{4}$	$-\frac{1}{4}$	$\frac{5}{4}$	0	0	0	$R1+10R2$
q_1	0	1	$-\frac{7}{8}$	$\frac{1}{8}$	$-\frac{1}{8}$	$\frac{1}{8}$	0	0	0	$R2+8$
t	0	0	$-\frac{3}{4}$	$-\frac{11}{4}$	$-\frac{1}{4}$	$-\frac{3}{4}$	1	0	0	$R3-6R2$
u	0	0	($\frac{15}{8}$)	$\frac{7}{8}$	$\frac{1}{8}$	$-\frac{1}{8}$	0	1	1	$R4-R2$
P	0	0	$-\frac{39}{4}$	$-\frac{11}{4}$	$-\frac{1}{4}$	$\frac{5}{4}$	0	0	0	$R5+10R2$

b.v.	V	q_1	q_2	q_3	r	s	t	u	value	Row operations
V	1	0	0	$\frac{9}{5}$	$\frac{2}{5}$	$\frac{3}{5}$	0	$\frac{26}{5}$	$\frac{26}{5}$	$R1+\frac{39}{4}R4$
q_1	0	1	0	$\frac{8}{15}$	$-\frac{1}{15}$	$\frac{1}{15}$	0	$\frac{7}{15}$	$\frac{7}{15}$	$R2+\frac{7}{8}R4$
t	0	0	0	$-\frac{6}{5}$	$-\frac{1}{5}$	$-\frac{4}{5}$	1	$\frac{2}{5}$	$\frac{6}{15}$	$R3+\frac{3}{4}R4$
q_2	0	0	1	$\frac{7}{15}$	$\frac{1}{15}$	$-\frac{1}{15}$	0	$\frac{8}{15}$	$\frac{8}{15}$	$R4+\frac{15}{8}R4$
P	0	0	0	$\frac{9}{5}$	$\frac{2}{5}$	$\frac{3}{5}$	0	$\frac{26}{5}$	$\frac{26}{5}$	$R5+\frac{39}{4}R4$

$$V = \frac{26}{5}, \text{ so } v = \frac{26}{5} - 5 = \frac{1}{5} \quad q_1 = \frac{7}{15} \quad q_2 = \frac{8}{15} \quad q_3 = 0$$

B should play 1 with probability $\frac{7}{15}$

B should play 2 with probability $\frac{8}{15}$

B should play 3 never

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise D, Question 12

Question:

	B plays 1	B plays 2	B plays 3
A plays 1	-3	2	-1
A plays 2	-1	-2	1
A plays 3	2	-4	-2

Using your answer to question 3,

- a** write down an initial simplex tableau to solve the zero-sum game, for player A,
- b** use the simplex algorithm to determine A's best strategy.

Using your answer to question 7,

- c** write down an initial simplex tableau to solve the zero-sum game, for player B,
- d** use the simplex algorithm to determine B's best strategy.

Solution:

a

b.v.	V	p_1	p_2	p_3	r	s	t	u	value
r	(1)	-2	-4	-7	1	0	0	0	0
s	1	-7	-3	-1	0	1	0	0	0
t	1	-4	-6	-3	0	0	1	0	0
u	0	1	1	1	0	0	0	1	1
P	-1	0	0	0	0	0	0	0	0

b

b.v.	V	p_1	p_2	p_3	r	s	t	u	value	Row operations
V	1	-2	-4	-7	1	0	0	0	0	$R1+1$
s	0	-5	1	(6)	-1	1	0	0	0	$R2-R1$
t	0	-2	-2	4	-1	0	1	0	0	$R3-R1$
u	0	1	1	1	0	0	0	1	1	$R4$ no change
P	0	-2	-4	-7	1	0	0	0	0	$R5+R1$

b.v.	V	p_1	p_2	p_3	r	s	t	u	value	Row operations
V	1	$-\frac{47}{6}$	$-\frac{17}{6}$	0	$-\frac{1}{6}$	$\frac{7}{6}$	0	0	0	$R1+7R2$
p_3	0	$-\frac{5}{6}$	$\frac{1}{6}$	1	$-\frac{1}{6}$	$\frac{1}{6}$	0	0	0	$R2 \div 6$
t	0	($\frac{4}{3}$)	$-\frac{8}{3}$	0	$-\frac{1}{3}$	$-\frac{2}{3}$	1	0	0	$R3-4R2$
u	0	$\frac{11}{6}$	$\frac{5}{6}$	0	$\frac{1}{6}$	$-\frac{1}{6}$	0	1	1	$R4-R2$
P	0	$-\frac{47}{6}$	$-\frac{17}{6}$	0	$-\frac{1}{6}$	$\frac{7}{6}$	0	0	0	$R5+7R2$

b.v.	V	p_1	p_2	p_3	r	s	t	u	value	Row operations
V	1	0	$-\frac{37}{2}$	0	$-\frac{17}{8}$	$-\frac{11}{4}$	$\frac{47}{8}$	0	0	$R1+\frac{47}{6}R3$
p_3	0	0	$-\frac{3}{2}$	1	$-\frac{3}{8}$	$-\frac{1}{4}$	$\frac{5}{8}$	0	0	$R2+\frac{5}{6}R3$
p_1	0	1	-2	0	$-\frac{1}{4}$	$-\frac{1}{2}$	$\frac{3}{4}$	0	0	$R3 \div \frac{4}{3}$
u	0	0	($\frac{9}{2}$)	0	$\frac{5}{8}$	$\frac{3}{4}$	$-\frac{11}{8}$	1	1	$R4-\frac{11}{6}R3$
P	0	0	$-\frac{37}{2}$	0	$-\frac{17}{8}$	$-\frac{11}{4}$	$\frac{47}{8}$	0	0	$R5+\frac{47}{6}R3$

b.v.	V	p_1	p_2	p_3	r	s	t	u	value	Row operations
V	1	0	0	0	$\frac{4}{9}$	$\frac{1}{3}$	$\frac{2}{9}$	$\frac{37}{9}$	$\frac{37}{9}$	$R1 + \frac{37}{9}R4$
p_3	0	0	0	1	$-\frac{1}{6}$	0	$\frac{1}{6}$	$\frac{1}{3}$	$\frac{1}{3}$	$R2 + \frac{3}{2}R4$
p_1	0	1	0	0	$\frac{1}{36}$	$-\frac{1}{6}$	$\frac{5}{36}$	$\frac{4}{9}$	$\frac{4}{9}$	$R3 + 2R4$
p_2	0	0	1	0	$\frac{5}{36}$	$\frac{1}{6}$	$-\frac{11}{36}$	$\frac{2}{9}$	$\frac{2}{9}$	$R4 + \frac{9}{2}$
P	0	0	0	0	$\frac{4}{9}$	$\frac{1}{3}$	$\frac{2}{9}$	$\frac{37}{9}$	$\frac{37}{9}$	$R5 + \frac{37}{2}R4$

$$V = \frac{37}{9} \text{ so } v = \frac{37}{9} - 5 = \frac{-8}{9} \quad p_1 = \frac{4}{9} \quad p_2 = \frac{2}{9} \quad p_3 = \frac{3}{9}$$

A should play 1 with probability $\frac{4}{9}$

A should play 2 with probability $\frac{2}{9}$

A should play 3 with probability $\frac{3}{9}$

c

b.v.	V	q_1	q_2	q_3	r	s	t	u	value
r	(1)	-6	-1	-4	1	0	0	0	0
s	1	-4	-5	-2	0	1	0	0	0
t	1	-1	-7	-5	0	0	1	0	0
u	0	1	1	1	0	0	0	1	1
P	-1	0	0	0	0	0	0	0	0

d

b.v.	V	q_1	q_2	q_3	r	s	t	u	value	Row operations
V	1	-6	-1	-4	1	0	0	0	0	$R1 + 1$
s	0	2	-4	2	-1	1	0	0	0	$R2 - R1$
t	0	(5)	-6	-1	-1	0	1	0	0	$R3 - R1$
u	0	1	1	1	0	0	0	1	1	$R4$ no change
P	0	-6	-1	-4	1	0	0	0	0	$R5 + R1$

b.v.	V	q_1	q_2	q_3	r	s	t	u	value	Row operations
V	1	0	$\frac{-41}{5}$	$\frac{-26}{5}$	$\frac{-1}{5}$	0	$\frac{6}{5}$	0	0	$R1+6R3$
s	0	0	$\frac{-8}{5}$	$\frac{12}{5}$	$\frac{-3}{5}$	1	$\frac{-2}{5}$	0	0	$R3-2R3$
q_1	0	1	$\frac{-6}{5}$	$\frac{-1}{5}$	$\frac{-1}{5}$	0	$\frac{1}{5}$	0	0	$R3+5$
u	0	0	$\frac{11}{5}$	$\frac{6}{5}$	$\frac{1}{5}$	0	$\frac{-1}{5}$	1	1	$R4-R3$
P	0	0	$\frac{-41}{5}$	$\frac{-26}{5}$	$\frac{-1}{5}$	0	$\frac{6}{5}$	0	0	$R5+6R3$

b.v.	V	q_1	q_2	q_3	r	s	t	u	value	Row operations
V	1	0	0	$\frac{-8}{11}$	$\frac{6}{11}$	0	$\frac{5}{11}$	$\frac{41}{11}$	$\frac{41}{11}$	$R1+\frac{41}{5}R4$
s	0	0	0	$\frac{36}{11}$	$\frac{-5}{11}$	1	$\frac{-6}{11}$	$\frac{8}{11}$	$\frac{8}{11}$	$R2+\frac{8}{5}R4$
q_1	0	1	0	$\frac{5}{11}$	$\frac{-1}{11}$	0	$\frac{1}{11}$	$\frac{6}{11}$	$\frac{6}{11}$	$R3+\frac{6}{5}R4$
q_2	0	0	1	$\frac{6}{11}$	$\frac{1}{11}$	0	$\frac{-1}{11}$	$\frac{5}{11}$	$\frac{5}{11}$	$R4+\frac{11}{5}$
P	0	0	0	$\frac{-8}{11}$	$\frac{6}{11}$	0	$\frac{5}{11}$	$\frac{41}{11}$	$\frac{41}{11}$	$R5+\frac{41}{5}R4$

b.v.	V	q_1	q_2	q_3	r	s	t	u	value	Row operations
V	1	0	0	0	$\frac{4}{9}$	$\frac{2}{9}$	$\frac{1}{3}$	$\frac{35}{9}$	$\frac{35}{9}$	$R1+\frac{8}{11}R2$
q_3	0	0	0	1	$\frac{-5}{36}$	$\frac{11}{36}$	$\frac{-1}{6}$	$\frac{2}{9}$	$\frac{2}{9}$	$R2+\frac{36}{11}$
q_1	0	1	0	0	$\frac{-1}{36}$	$\frac{-5}{36}$	$\frac{1}{6}$	$\frac{4}{9}$	$\frac{4}{9}$	$R3-\frac{5}{11}R2$
q_2	0	0	1	0	$\frac{1}{6}$	$\frac{-1}{6}$	0	$\frac{1}{3}$	$\frac{1}{3}$	$R4-\frac{6}{11}R2$
P	0	0	0	0	$\frac{4}{9}$	$\frac{2}{9}$	$\frac{1}{3}$	$\frac{35}{9}$	$\frac{35}{9}$	$R5+\frac{8}{11}R2$

$$V = \frac{35}{9} \text{ so } v = \frac{35}{9} - 3 = \frac{8}{9} \quad q_1 = \frac{4}{9} \quad q_2 = \frac{3}{9} \quad q_3 = \frac{2}{9}$$

B should play 1 with probability $\frac{4}{9}$

B should play 2 with probability $\frac{3}{9}$

B should play 3 with probability $\frac{2}{9}$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise E, Question 1

Question:

A two-person zero-sum game is represented by the following pay-off matrix for player A. Find the best strategy for each player and the value of the game.

		B	
		I	II
A	I	4	-2
	II	-5	6

Solution:

	B plays 1	B plays 2	Row min	
A plays 1	4	-2	-2	←
A plays 2	-5	6	-5	
Column max	4	6		
	↑			

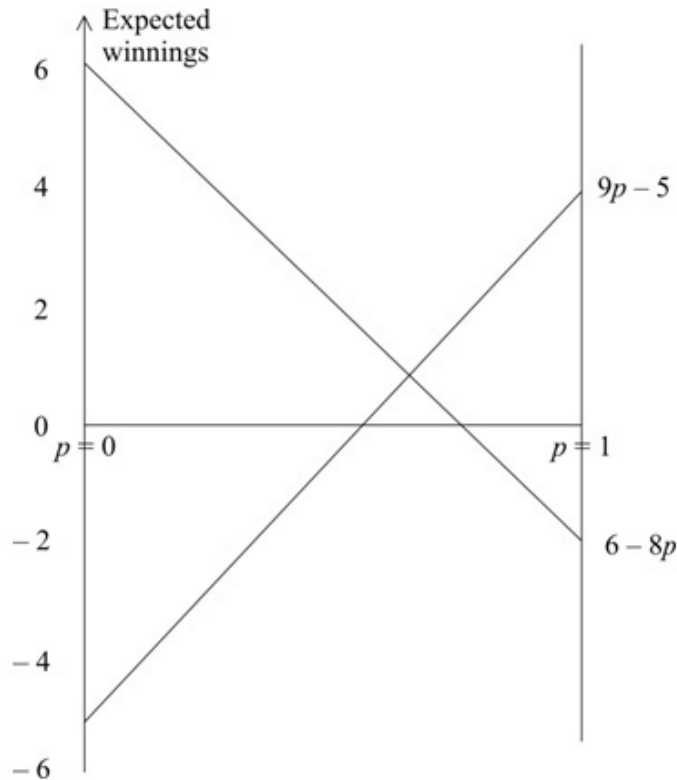
No stable solution since $4 \neq -2$ (column minimax \neq row maximin)

Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $4p - 5(1-p) = 9p - 5$

If B plays 2 A's expected winnings are $-2p + 6(1-p) = 6 - 8p$



$$9p - 5 = 6 - 8p$$

$$17p = 11$$

$$p = \frac{11}{17}$$

A should play 1 with

probability $\frac{11}{17}$

A should play 2 with

probability $\frac{6}{17}$

The value of the game to A is

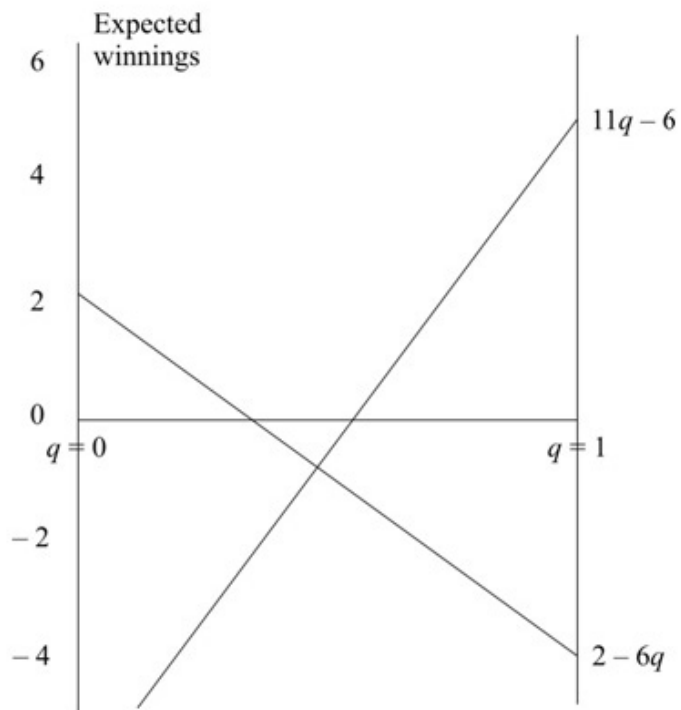
$$\frac{14}{17}$$

Let B play 1 with probability q

Let B play 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[4q - 2(1-q)] = 2 - 6q$

If A plays 2 B's expected winnings are $-[-5q + 6(1-q)] = 11q - 6$



$$11q - 6 = 2 - 6q$$

$$17q = 8$$

$$q = \frac{8}{17}$$

B should play 1 with
probability $\frac{8}{17}$

B should play 2 with
probability $\frac{9}{17}$

The value of the game to B is
 $\frac{-14}{17}$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise E, Question 2

Question:

Ben and Greg play a zero-sum game, represented by the following pay-off matrix for Ben.

	Greg plays 1	Greg plays 2	Greg plays 3
Ben plays 1	-5	4	3
Ben plays 2	1	-1	-4

a Explain why this matrix might be reduced to

	Greg plays 1	Greg plays 2
Ben plays 1	-5	3
Ben plays 2	1	-4

b Hence find the best strategy for each player and the value of the game.

Solution:

a Column 3 dominates column 2 (since $3 < 4$ and $-4 < -1$)

b

	A play 1	A play 2	Row min	
B plays 1	-5	3	-5	
B plays 2	1	-4	-4	←
Col max	1	3		
	↑			

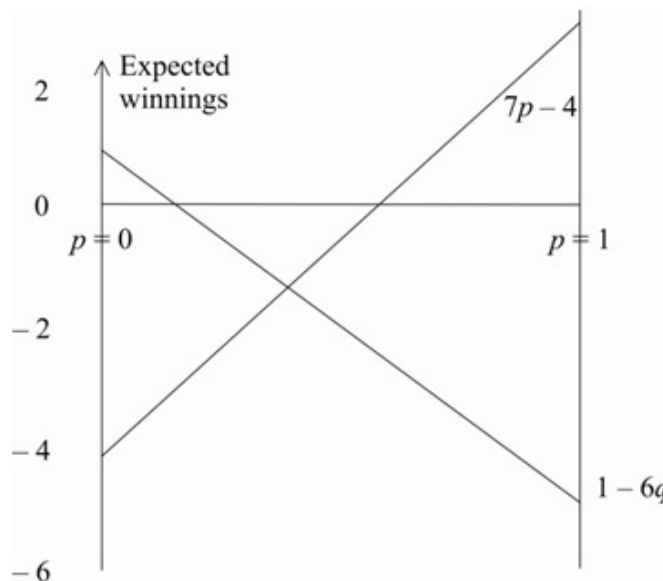
Since $1 \neq -4$ (column minimax \neq row maximin) game is not stable

Let A play 1 with probability p

So A plays 2 with probability $(1-p)$

If B plays 1 A's expected winnings are $-5p + 1(1-p) = 1-6p$

If B plays 2 A's expected winnings are $3p - 4(1-p) = 7p - 4$



$$7p - 4 = 1 - 6p$$

$$13p = 5$$

$$p = \frac{5}{13}$$

A should play 1 with probability

$$\frac{5}{13}$$

A should play 2 with probability

$$\frac{8}{13}$$

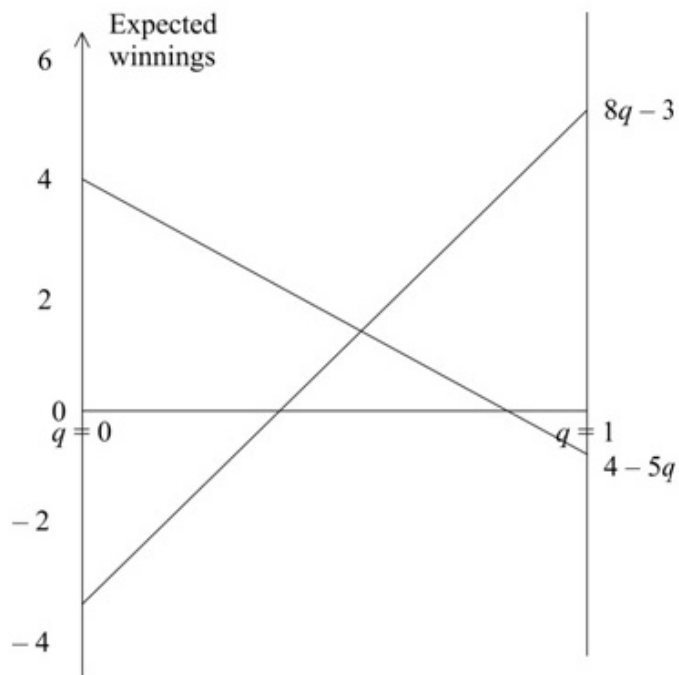
The value of the game is $\frac{-17}{13}$

Let B play 1 with probability q

Let B play 2 with probability $(1-q)$

If A plays 1 B's expected winnings are $-[-5q + 3(1-q)] = 8q - 3$

If A plays 2 B's expected winnings are $-[q - 4(1-q)] = 4 - 5q$



$$8q - 3 = 4 - 5q$$

$$13q = 7$$

$$q = \frac{7}{13}$$

B should play 1 with probability $\frac{7}{13}$

B should play 2 with probability $\frac{6}{13}$

The value of the game is $\frac{17}{13}$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise E, Question 3

Question:

Cait and Georgi play a zero-sum game, represented by the following pay-off matrix for Cait.

	Georgi plays 1	Georgi plays 2	Georgi plays 3
Cait plays 1	-5	2	3
Cait plays 2	1	-3	-4
Cait plays 3	-7	0	1

- Identify the play safe strategies for each player.
- Verify that there is no stable solution to this game.
- Use dominance to reduce the game to a 2×3 game, explaining your reasoning.
- Find Cait's best strategy and the value of the game to her.
- Write down the value of the game to Georgi.

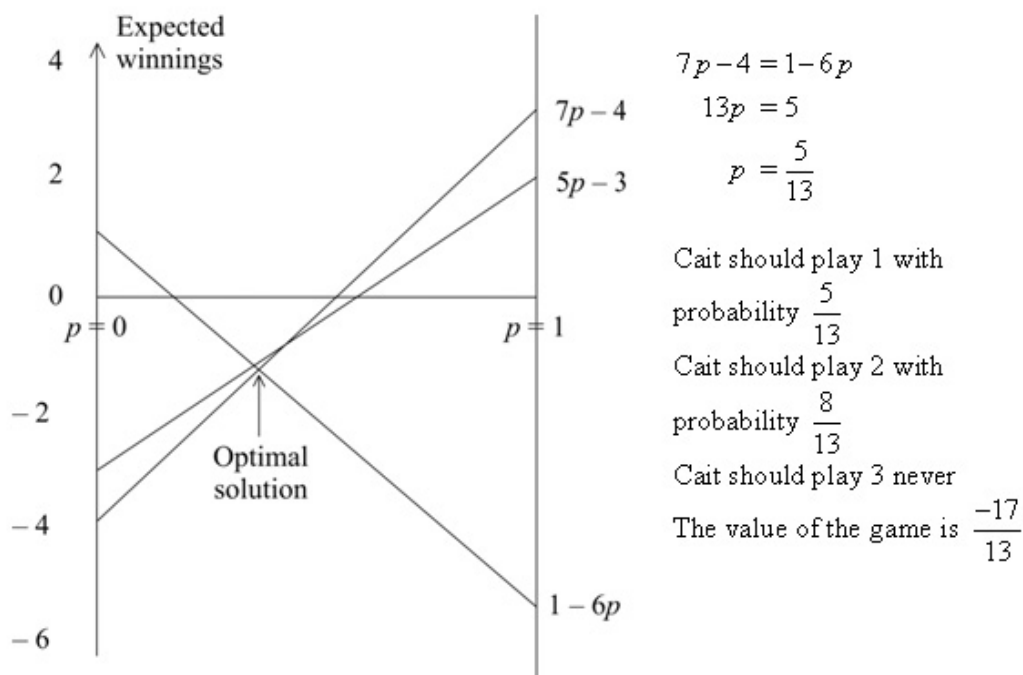
Solution:

	G plays 1	G plays 2	G plays 3	Row min	
C plays 1	-5	2	3	-5	
C plays 2	1	-3	-4	-4	←
C plays 3	-7	0	1	-7	
Column max	1	2	3		
	↑				

- a** Play safe: Cait plays 2 Georgi plays 1
- b** $1 \neq -4$ (column minimax \neq row maximin) so no stable solution
- c** Row 1 dominates row 3 (since $-5 > -7$ $2 > 0$ $3 > 1$)

	G plays 1	G plays 2	G plays 3
C plays 1	-5	2	3
C plays 2	1	-3	-4

- d** Let C play 1 with probability p
 So C plays 2 with probability $(1-p)$
 If G plays 1 C's expected winnings are $-5p + 1(1-p) = 1-6p$
 If G plays 2 C's expected winnings are $2p - 3(1-p) = 5p-3$
 If G plays 3 C's expected winnings are $3p - 4(1-p) = 7p-4$



- e** The value of the game to Georgi is $\frac{17}{13}$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise E, Question 4

Question:

A two person zero-sum game is represented by the following pay-off matrix for player A.

	B plays 1	B plays 2	B plays 3
A plays 1	2	-1	-3
A plays 2	-2	1	4
A plays 3	-3	1	-3
A plays 4	-1	2	-2

- Verify that there is no stable solution to this game
- Explain the circumstances under which a row, x , dominates a row, y .
- Reduce the game to a 3×3 game, explaining your reasoning.
- Formulate the 3×3 game as a linear programming problem for player A. Write the constraints as inequalities and define your variables.

Solution:

a

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	2	-1	-3	-3	
A plays 2	-2	1	4	-2	←
A plays 3	-3	1	-3	-3	
A plays 4	-1	2	-2	-2	←
Column max	2	2	4		
	↑	↑			

Since $2 \neq -2$ (column minimax \neq row maximin) there is no stable solution.

b A row x dominates a row y , if, in each column, the element in row $x \geq$ the element in row y .

c Row 4 dominates row 3

	B plays 1	B plays 2	B plays 3
A plays 1	2	-1	-3
A plays 2	-2	1	4
A plays 3	-1	2	-2

d Add 4 to all elements

	B plays 1	B plays 2	B plays 3
A plays 1	6	3	1
A plays 2	2	5	8
A plays 3	3	6	2

Let A play 1 with probability p_1

Let A play 2 with probability p_2

Let A play 3 with probability p_3

Let the value of the game to A be v so $V = v + 4$

Maximise $P = V$

Subject to:

$$6p_1 + 2p_2 + 3p_3 \geq V$$

$$3p_1 + 5p_2 + 6p_3 \geq V$$

$$p_1 + 8p_2 + 2p_3 \geq V$$

$$p_1 + p_2 + p_3 \leq 1$$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise E, Question 5

Question:

A two person zero-sum game is represented by the following pay-off matrix for player A.

	B plays 1	B plays 2	B plays 3
A plays 1	5	-1	1
A plays 2	-1	-4	4
A plays 3	3	-2	-1

- Identify the play safe strategies for each player.
- Verify that there is no stable solution to this game.
- Use dominance to reduce the game to a 3×2 game, explaining your reasoning.
- Write down the pay-off matrix for player B.
- Find B's best strategy and the value of the game.

Solution:

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	5	-3	1	-3	
A plays 2	-1	-4	4	-4	
A plays 3	3	2	-1	-1	←
Column max	5	2	4		
		↑			

a Play safe (A plays 1, B plays 2)

b Since $2 \neq -1$ (column minimax \neq row maximin) there is no stable solution

c Column 2 dominates column 1 ($-3 < 5, -4 < -1, 2 < 3$) B would always choose to minimise A's winnings by playing 2 rather than 1

	B plays 2	B plays 3
A plays 1	-3	1
A plays 2	-4	4
A plays 3	2	-1

d

	A plays 1	A plays 2	A plays 3
B plays 2	3	4	-2
B plays 3	-1	-4	1

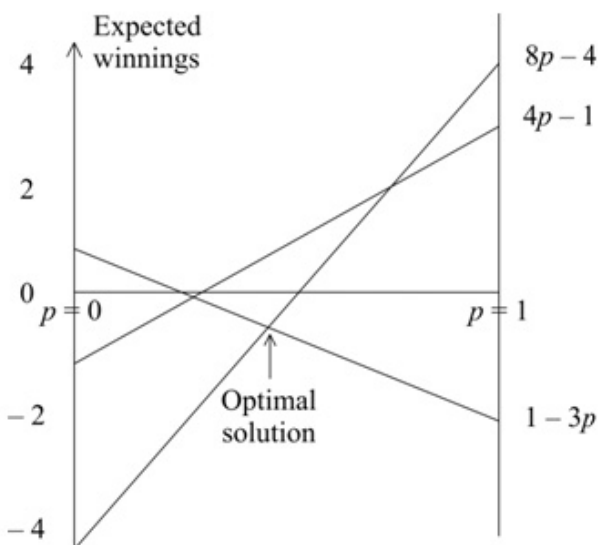
e Let B play 2 with probability p

So B plays 3 with probability $(1-p)$

If A plays 1 B's expected winnings are $3p - 1(1-p) = 4p - 1$

If A plays 2 B's expected winnings are $4p - 4(1-p) = 8p - 4$

If A plays 3 B's expected winnings are $-2p + 1(1-p) = 1 - 3p$



$$8p - 4 = 1 - 3p$$

$$11p = 5$$

$$p = \frac{5}{11}$$

B should play 2 with probability $\frac{5}{11}$

B should play 3 with probability $\frac{6}{11}$

The value of the game is $\frac{-4}{11}$

Solutionbank D2

Edexcel AS and A Level Modular Mathematics

Exercise E, Question 6

Question:

A two person zero-sum game is represented by the following pay-off matrix for player A.

	B plays1	B plays2	B plays3
A plays1	2	7	-1
A plays2	5	0	8
A plays3	-2	3	5

- Identify the play safe strategies for each player.
- Verify that there is no stable solution to this game.
- Write down the pay-off matrix for player B.
- Formulate the game for player B as a linear programming problem. Define your variables and write your constraints as equations.
- Write down an initial tableau that you could use to solve the game for player B.

Solution:

	B plays 1	B plays 2	B plays 3	Row min	
A plays 1	2	7	-1	-1	
A plays 2	5	0	8	0	←
A plays 3	-2	3	5	-2	
Column max	5	7	8		
	↑				

a Play safe is (A plays 2, B plays 1)

b Since $5 \neq 0$ (column minimax \neq row maximin) there is no stable solution

c

	A plays 1	A plays 2	A plays 3
B plays 1	-2	-5	2
B plays 2	-7	0	-3
B plays 3	1	-8	-5

d Adding 9 to all elements

	A plays 1	A plays 2	A plays 3
B plays 1	7	4	11
B plays 2	2	9	6
B plays 3	10	1	4

Let B play 1 with probability p_1 , play 2 with probability p_2 and play 3 with probability p_3 .

Let v = value of the game to B and $V = v + 9$

Maximise $P = V$

Subject to:

$$7p_1 + 2p_2 + 10p_3 \geq V \Rightarrow V - 7p_1 - 2p_2 - 10p_3 + r = 0$$

$$4p_1 + 9p_2 + p_3 \geq V \Rightarrow V - 4p_1 - 9p_2 - p_3 + s = 0$$

$$11p_1 + 6p_2 + 4p_3 \geq V \Rightarrow V - 11p_1 - 6p_2 - 4p_3 + t = 0$$

$$p_1 + p_2 + p_3 \leq 1 \Rightarrow p_1 + p_2 + p_3 + u = 1$$

$$\text{where } p_1, p_2, p_3, r, s, t, u \geq 0$$

e

b.v.	V	P_1	P_2	P_3	r	s	t	u	value
r	1	-7	-2	-10	1	0	0	0	0
s	1	-4	-9	-1	0	1	0	0	0
t	1	-11	-6	-4	0	0	1	0	0
u	0	1	1	1	0	0	0	1	1
P	-1	0	0	0	0	0	0	0	0