

Part I (due at the beginning of class Wednesday, October 29, 2025)

Read pages 13–19 (most of Chapter 3).

Remember that what you turn in for Part I should have 3 parts, as mentioned in the syllabus:

- (a) Your responses to the reading questions below.
- (b) Your own questions/comments on the reading.
- (c) The amount of time you spent on Part I (including the time spent reading).

Reading Questions

1. Using the reduced game from Exercise 2 in Chapter 2, find the following:
 - (a) The expected value for Colin C if Rose plays A $\frac{3}{4}$ of the time and D $\frac{1}{4}$ of the time.
 - (b) The expected value for Colin E if Rose plays A $\frac{3}{4}$ of the time and D $\frac{1}{4}$ of the time.
 - (c) The expected value for Rose A if Colin plays C $\frac{2}{3}$ of the time and E $\frac{1}{3}$ of the time.
 - (d) The expected value for Rose D if Colin plays C $\frac{2}{3}$ of the time and E $\frac{1}{3}$ of the time.

Here's the reduced game for your reference:

		Colin	
		C	E
Rose	A	1	2
	D	2	0

Part II: Exercises (prepare for class Wednesday, October 29, 2025)

1. Chapter 2 Exercise 4
2. Chapter 2 Exercise 6
3. Find the oddments for Rose and Colin in the reduced game from Chapter 2 Exercise 2
4. Chapter 3 Exercise 3

Part III: Homework Problems (due Wednesday, November 5 at the beginning of class)

1. We had examples in class of a game that had 3 saddle points and all the saddle points were in the same row (and we agreed they could be in the same column).
 - (a) Is this always the case? As in, if a game has 3 saddle points, must those saddle points be all in the same row or all in the same column? Prove or disprove (give an explained counterexample) your answer.

- (b) Generalize your answer to part (a): if your answer was yes, then for what numbers of saddle points must the saddle points all be in the same row/column? If your answer was no, what configurations are possible for saddle points? Form as strong a conjecture as you can and prove it or form as many conjectures as you can and disprove all of them with explained counter examples.