

Math 122 HW due April 26, 2010

Consider the following 2-person zero-sum games, wherein the payoffs represent gains to the row player and losses to the column player.

1. For each game below (both of which have saddlepoints), give the maximin strategy for the row player and the minimax strategy for the column player and identify the saddlepoint.

$$\begin{bmatrix} 12 & 10 \\ 8 & 4 \end{bmatrix}$$

$$\begin{bmatrix} 10 & 10 & 19 \\ 8 & -4 & 9 \\ 11 & 12 & 16 \end{bmatrix}$$

2. Give an example of a 2-player game with 2 rows and 2 columns that does not have a saddlepoint.