Problem Set: Due October 5, 2006

STUDENT ID NUMBER: _____

Please do NOT place any other identifying information on this sheet or on any sheets which you may attach.

Please show all work necessary to reach your answer. You may attach sheets, typed or handwritten, to this sheet, or write on the back of these sheets.

1) Assume a unidimensional policy space with two actors, the "House" **H** and the "President" **P.** Furthermore, assume a status quo **SQ**. Now assume a "presidential veto", which is a rule such that the "President" can overrule any policy change made by the "House," and force policy back to the status quo. (Note: please do not assume any other institutions or rules other than those listed here.)

a) Demonstrate by drawing a line, three points (SQ, H, and P), and the two actor's preferred to sets, that the veto empowers a President who is closer to SQ than the House.

b) What is the only circumstance in which the outcome of the "veto game" shown above would result in a policy that is at the President's and at the House's ideal points? Demonstrate this by drawing a second line, ideal points, and preferred to sets.

2) Assume a legislative body which we will call the SENATE which runs by unanimous consent and no other rules of procedure, so that Senators can FILIBUSTER in order to stop action on a bill. Further assume a CLOTURE rule such that it takes a vote of 3/5 of the Senators to cut off debate and force a vote on a bill or on an amendment.

Draw a line with the four relevant points, label these points clearly, and show how the filibuster rule can privilege the status quo, relative to what would be expected in an open rule system with no filibusters.

3) The "chicken game" is described by Dixit and Skeath (pg. 111) as a game with payoffs arrayed such that both players most prefer to win ("hang tough") and having the other be chicken ("swerve"), but both least prefers the crash of two cars. Thus, the payoffs should be arranged such that HANG TOUGH/SWERVE > SWERVE/SWERVE > SWERVE/HANG TOUGH > HANG TOUGH/HANG TOUGH, and the mirror image for the other player.

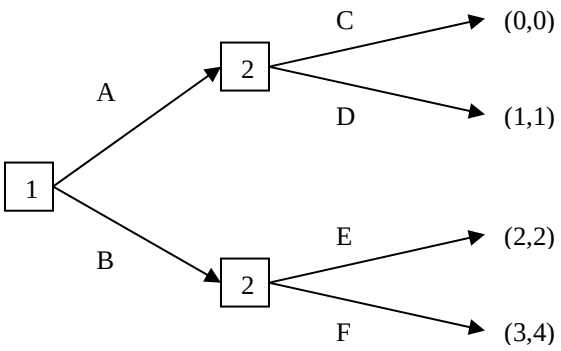
The serious clash between police and protestors at the Seattle WTO meetings in 1999 could be thought of as a chicken game gone very wrong. Before the violence started, the protestors may have assumed that by refusing to leave, they could force police to allow widespread demonstrations (it is the liberal Pacific NW after all!). Similarly, the police may have thought that they could keep the protestors contained, under the belief that the police were serious about enforcing the law.

a) Model this interaction as a "chicken game" labeling the best outcome "4" and the worst "1".

b) What important features of police/protestor interaction fail to be captured by this game?

4) Solve the following games

Draw the normal form of the following game and find the Nash



Determine which strategies are dominated, if any, and find the Nash for each game

	Left	Center	Right
Up	5,9	0,1	4,3
Middle	3,2	0,9	1,1
Down	2,8	0,1	8,4

	Left	Rightr
Up	1,1	0,0
Down	0,0	5,5

	W	X	Y	Z
Up	3,6	4,10	5,0	0,8
Middle	2,6	3,3	4,10	1,1
Down	1,5	2,9	3,0	4,6

5) Using the SDA analysis system (http://sda.berkeley.edu), answer the following questions:

a) In 1980, what percentage of STRONG DEMOCRATS (v301) thought that "Intelligent" described Ronald Reagan EXTREMELY WELL?

_____

b) In the same year, what percentage of STRONG REPUBLICANS felt the same way?

_____

c) In 1996, of those respondents who thought the economy has GOTTEN BETTER (v960385), what percentage said they voted for Dole in the post election survey?

_____

d) In the 2004 National Election Study, what percentage of:

Blacks (no mixed race) said they voted? _____

White (no mention of other race) said they voted? _____