

# Third Topology Test:

Monday 27 March

Last time:

$$\pi_1(S^1) = \mathbb{Z}$$

## Fundamental Theorem of Algebra

Any polynomial

$$a_n z^n + a_{n-1} z^{n-1} + \dots + a_1 z + a_0$$

with  $a_i \in \mathbb{C}$  and of degree  $n > 0$  has at least one zero in  $\mathbb{C}$ .

Proof Since  $a_n \neq 0$  a scalar multiple of the polynomial has the form

$$p(z) = z^n + a_{n-1} z^{n-1} + \dots + a_1 z + a_0$$

Let's suppose  $p(z) \neq 0$  for all  $z \in \mathbb{C}$ .

For  $\lambda \geq 0$  define a map

$$f_\lambda: S' \longrightarrow S'$$

by

$$f_\lambda(z) = \frac{p(\lambda z)}{|p(\lambda z)|}$$

Any two maps  $f_\lambda, f_{\lambda'}$  are homotopic via the homotopy

$$H_t(z) = \frac{p((1-t)\lambda + t\lambda')z}{|p((1-t)\lambda + t\lambda')z|}$$

Note that for  $\lambda = 0$  we have  $f_0$  is a constant function, and

thus has winding number 0.

Exercise: for large  $\lambda$  we

have that  $f_\lambda(z)$  is

homotopic to  $g_n: S^1 \rightarrow S^1, z \mapsto z^n$ .

But  $g_n$  has winding number  $n$ .

we  $g_n \simeq f_\lambda \simeq f_0$ , and  
winding number of  $f_0$  is 0.

But homotopic maps have  
the same winding number.

$n \neq 0$  is a contradiction.

$\square$



# Game Theory

A game involves

- $n$  players
- a set  $S_i$  of strategies for player  $i$ .
- a payoff function

$$v_i: S_1 \times S_2 \times \dots \times S_n \rightarrow \mathbb{R}$$

for player  $i$ ,  $i = 1, 2, \dots, n$ .

Example 2 players, Mary and John. They want to go to either the cinema (C) or soccer match (S) together.

$v_1(C, C) = 2$	$v_1(C, S) = 0$	$S_1 = \{C, S\}$ $S_2 = \{C, S\}$
$v_2(C, C) = 1$	$v_2(C, S) = 0$	
$v_1(S, C) = 0$	$v_1(S, S) = 1$	
$v_2(S, C) = 0$	$v_2(S, S) = 2$	

Example 2 2 players, each places a coin on the table. Player 1 wants coins to be the same. Player 2 wants coins to be different.

$$S_1 = \{H, T\}$$

$$S_2 = \{H, T\}$$

Payoff:

$v_1(H, H) = 1$	$v_1(H, T) = -1$
$v_2(H, H) = -1$	$v_2(H, T) = 1$
$v_1(T, H) = -1$	$v_1(T, T) = 1$
$v_2(T, H) = 1$	$v_2(T, T) = -1$

In a pure strategy game each player decides, beforehand, on a strategy to play.



A pure Nash equilibrium occurs if, having played the game, no player benefits from unilaterally changing his/her choice of strategy.

Example 1 There are two pure Nash equilibria: both go to the cinema, or both go to soccer.

Example 2 There is no pure Nash equilibrium in this game.