

1) $N = \{1, \dots, n\}$ $X = \{x_1, \dots, x_n\} \in [0, 1]^n$ ($x_1 + \dots + x_n = 1$)
 (n is odd)

For each $i \in N$, $x \succeq_i y$ iff $x_i \geq y_i$

Core(\succeq) = \emptyset (DEF)

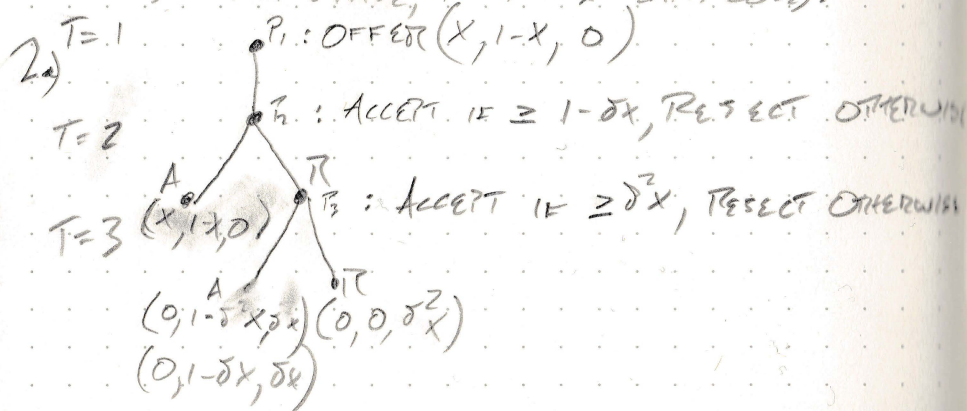
Two Approaches:

a) For any $x \in X$ subtract ϵ from each n and for any $y \in Y$ add some ϵ to each n such that $(y_i \geq x_i) \geq \frac{n+1}{2}$ \square

b) Choose any $x \in X$. Without loss of generality assume $x_1 > 0$. Define Y as $(0, x_2 + \frac{x_1}{n-1}, \dots, x_n + \frac{x_1}{n-1})$. $Y \in X$. $Y \succeq_i x$ for all $i \neq 1$. Thus $Y \succ x$ and there exists no $x \in X$ such that $x \succeq_i y$ for all $y \in X$. Thus, Core(\succeq) = \emptyset \square

1b) $y = (\frac{1}{3}, \frac{1}{3}, \frac{1}{3})$ $x = (0, \delta, 1-\delta)$

DEF: There are alternatives w, z such that $x \succeq z \succeq w \succeq y$
 Fix $0 < \epsilon < \delta$. Let $w := (z_3 - \epsilon, \frac{1}{3} + \epsilon, 0)$
 and $z := (1 - \epsilon, 0, \epsilon)$. Then $x \succeq z \succeq w \succeq y$. \square
 (Note that the transitive preference relation is intransitive, implying an empty core).



IF THE GAME REACHES T=3, PLAYER 3 WILL PROPOSE TO KEEP ALL THE BENEFITS $(0, 0, \delta^2 x)$. HER DECISION RULE WILL THUS BE TO ACCEPT ANY OFFER $\geq \delta^2 x$. KNOWING THIS, P2 WILL OFFER $(0, 1-\delta x, \delta x)$. GIVEN THIS PART OF PLAY, P1 SHOULD OFFER A DIVISION OF $(x, 1-x, 0)$. THIS UNIQUE SPE WILL BE ACCEPTED IN THE FIRST ROUND.

2b) THE CONTINUATION VALUE $v_i(T, G)$ IS THE VALUE TO PLAYER i OF CONTINUING THE GAME TO ROUND T AND SUBGAME G . WE KNOW THAT $v_i(3, G) = 0$. SINCE P3 WILL KEEP THE WHOLE SURPLUS IN ROUND 3, $(0, 0, \delta^2 x)$, HER CONTINUATION VALUE MUST BE THE DIFFERENCE BETWEEN HER ROUND 3 AND ROUND 2 PAYOUTS $v_3(3, G) = \delta^2 x - 0 = \delta^2 x$. SO WE CAN CONCLUDE THAT $v_3(2, G) = \delta^2 x$. P2 WILL LIKE WISE HAVE A CONTINUATION VALUE OF $v_2(2, G) = (1-x) - (1-\delta x)$.

3a) THIS EXPLANATION RELIES ON THE "KNIFE-EDGE" NATURE OF INDIFFERENCE. TO GET THE OTHER PLAYERS TO VOTE FOR A DISTRIBUTION OF BENEFITS WHERE THEY GET NOTHING, A PROPOSER WOULD SIMPLY HAVE TO OFFER SOME INFINITESIMAL EPSILON. *

b) BECAUSE THERE IS SOME CHANCE THAT THEY WILL BE RECOGNIZED AND THUS ABLE TO KEEP ALL THE BENEFITS IN THE FINAL PERIOD.

c) BECAUSE FUTURE BENEFITS WILL BE DISCOUNTED. *(AND THE OTHER PLAYERS WON'T HAVE A BEST RESPONSE)

4. $v_i = \frac{1}{n}$ (PROB. OF RECOGNITION) * $[1 - \frac{n-1}{2} \delta^n]$ (BENEFITS OF A SUCCESSFUL PROPOSAL) + $\frac{n-1}{n}$ (PROB. OF NON-RECOGNITION) * $(\frac{1}{2})$ (PROB. OF RECEIVING A POSITIVE SHARE) $\delta^n v_i$ (DISCOUNTED CONTINUATION VALUE). THE FINAL SENTENCE GIVES THE OFFERS THAT WILL BE MADE IN THE (UNIQUE) SPE. A POTENTIAL TYPO: THE DEFER x_i MADE TO $\frac{n-1}{2}$ OTHER PLAYERS IS $\frac{\delta}{n}$ TO $\frac{n-1}{2}$ OTHERS

(THIS IS NOT STATED)