

MATH 381 Exam 1

October 27, 2025

Name (as on Gradescope): _____

Student #: _____

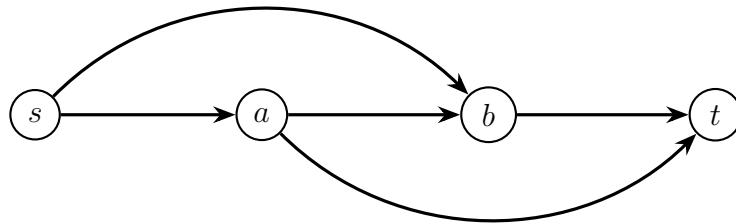
Problem:	1	2	3	Total
Points:	10	9	11	30

INSTRUCTIONS:

- You have 50 minutes to take the test.
- Write your solution below the problem. There is scratch paper at the back of the test.
- If you need extra space to write your solution, use the paper at the back and indicate on which page your solution continues.
- The test is double-sided. Make sure you are reading the backs of pages!
- Unless otherwise stated, show all your work for full credit.
- You are allowed to use one $8.5'' \times 11''$ sheet of notes, front and back.
- Calculators are not allowed.

Good luck!

1. (10 points) Water is being sent through the following network of one-way pipes, modeled as a directed graph with source s and sink t . The maximum number of gallons of water per minute that each pipe can transfer is shown in the accompanying table.



Pipe	Capacity (gal/min)
s to a	20
s to b	10
a to b	7.5
a to t	10
b to t	18.5

The Python code on the next page begins to construct an OR-Tools solver to find the maximum amount of water this network can transport. Complete the code by filling in the empty spaces in the code. Please **carefully** read the following:

- Not every line of code might be needed. If you think you do not need a line of code, simply do not fill in the blank spaces in that line.
- Do not add extra lines of code.
- The code does not actually solve the problem and print the result; do not add these lines, just leave them omitted.
- You do not need to get the syntax exactly correct (for example, capitalization) but it shouldn't be too far off.

```
from ortools.linear_solver import pywraplp

solver = pywraplp.Solver.CreateSolver("GLOP")

### Create the variables, one for each pipe. ###

x_sa = solver.Var(      ,      , "x_sa")
x_sb = solver.Var(      ,      , "x_sb")
x_ab = solver.Var(      ,      , "x_ab")
x_at = solver.Var(      ,      , "x_at")
x_bt = solver.Var(      ,      , "x_bt")

### Set the objective. ###

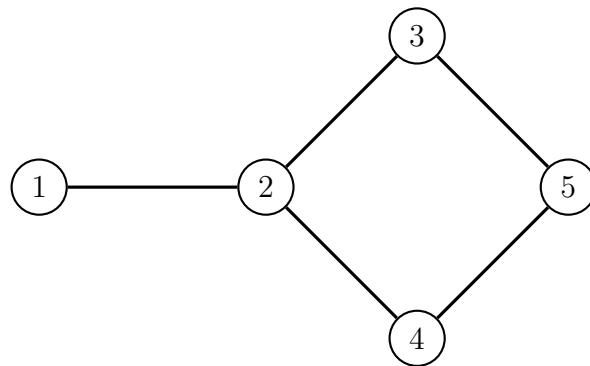
solver.Maximize( )

### Create the constraints. ###

solver.Add( )
solver.Add( )
solver.Add( )
solver.Add( )
solver.Add( )
```

2. (9 points) A company wants to build stores at various locations across a city. A graph model of the city is shown below, with the nodes being the possible store locations. If a store is built at a location, then people from that location as well as each neighboring location will go to that store. For example, if a store is built at location 3, then people from locations 2, 3, and 5 will shop there.

The company's goal is to build stores so that every location either has a store or is neighboring a location with a store. They want to minimize the number of stores needed to do this.



The Python code on the next page begins to construct an OR-Tools solver to find the minimum number of stores needed to satisfy the company's goals. Complete the code by filling in the empty spaces in the code. **Unlike the previous problem, you will need to decide the names of the variables yourself.**

Please recall the following (same as last problem):

- Not every line of code might be needed. If you think you do not need a line of code, simply do not fill in the blank spaces in that line.
- Do not add extra lines of code.
- The code does not actually solve the problem and print the result; do not add these lines, just leave them omitted.
- You do not need to get the syntax exactly correct (for example, capitalization) but it shouldn't be too far off.

```
from ortools.linear_solver import pywraplp

solver = pywraplp.Solver.CreateSolver("SAT")

### Create the variables. ###

    = solver.Var(      ,      ,      )

    = solver.Var(      ,      ,      )

### Set the objective. ###

solver.Minimize(      )

### Create the constraints. ###

solver.Add(      )

solver.Add(      )

solver.Add(      )

solver.Add(      )

solver.Add(      )
```

3. Consider a two-player zero-sum game with the following payoff matrix for Player 1.

		P2	
		Strategy C	Strategy D
P1	Strategy A	8	7
	Strategy B	2	4

Player 1 reasons as follows:

- If I play the mixed strategy (x_A, x_B) , then my expected payoff will be $8x_A + 2x_B$ if Player 2 plays Strategy C, and $7x_A + 4x_B$ if Player 2 plays Strategy D.
 - At equilibrium these two numbers should be equal, so $8x_A + 2x_B = 7x_A + 4x_B$, or $x_A = 2x_B$.
 - In addition $x_A + x_B = 1$, so solving the system of equations gives $(2/3, 1/3)$ as my optimal strategy.
- (a) (2 points) If Player 1 plays $(2/3, 1/3)$ and Player 2 knows this, what will Player 1's expected payoff be?
- (b) (6 points) Find
 - an actual optimal strategy for Player 1, and
 - the expected payoff for Player 1 at equilibrium (that is, the value of the game).

You can do this by solving a linear program or through another method. There is extra space on the next page.

PROBLEM 3 CONTINUED ON NEXT PAGE.

- (c) (3 points) Among the non-pure strategies (that is, mixed strategies (x_A, x_B) where $x_A > 0$ and $x_B > 0$), is $(2/3, 1/3)$ the most optimal? Explain your answer.

END OF EXAM. EXTRA SCRATCH PAPER NEXT.

