



'समानो मन्त्रः समितिः समानी'

**UNIVERSITY OF NORTH BENGAL**

B.A./B.Sc. Honours 2nd Semester Examination, 2022

**CC4-ECONOMICS**

**MATHEMATICAL ECONOMICS**

Time Allotted: 2 Hours

Full Marks: 60

*The figures in the margin indicate full marks.  
All symbols are of usual significance.*

**GROUP-A**

1. Answer any **four** questions from the following: 3×4 = 12
- (a) What do you mean by Game theory?
  - (b) Explain the concept of differential equation.
  - (c) Define pay-off.
  - (d) Explain the concept of oscillation related with cobweb model.
  - (e) Define knife edge problem related Harrod-Domar Growth model.
  - (f) Explain the concept of saddle point in Game theory.

**GROUP-B**

**Answer any four questions from the following** 6×4 = 24

- 2. State the rules of dominance in connection with a Two-Person-Zero-Sum Game.
- 3. Outline the Domar's Growth model.
- 4. The following pay-off matrix in a two person game is given

$$\begin{array}{c} B_1 \quad B_2 \quad B_3 \\ \begin{array}{l} A_1 \\ A_2 \\ A_3 \end{array} \left[ \begin{array}{ccc} 1 & 3 & 6 \\ p & 5 & 10 \\ 6 & 2 & 3 \end{array} \right] \end{array}$$

For what values of  $p$  the game will have a saddle point at the entry (2, 2) i.e at  $a_{22}$ ?

- 5. Describe Solow model mathematically.

6. Write the assumptions of Two Person Zero Sum game.
7. What do you mean by Fair Game and Strictly determinable game?

**GROUP-C**

**Answer any two questions from the following**

12×2 = 24

8. Describe the cobweb model mathematically and diagrammatically. 12
9. Consider the pay-off 3+3+3+3

		Player B					
		$B_1$	$B_2$	$B_3$	$B_4$		
Player A	$A_1$	[	-6	-1	4	3	]
	$A_2$	[	7	-2	5	7	]

- (a) Check if the Game bears a “saddle point”.
  - (b) Find A’s expected pay-off equation corresponding to A’s pure strategy.
  - (c) Find the relevant strategies of A and B
  - (d) Find the optimal strategy of A and B.
10. Explain Samuelson Multiplier Acceleration Interaction model. 12
  11. Find the value of the game by using the mixed strategy. 12

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