Figure 1: Simple Majority Rule in One Dimension
Figure 2: Modelling a Legislative Committee's Strategy for Writing a Bill

Committee members preferences

Pareto set

Legislators preferences

Status quo

Lmed
Figure 3: Majority Rule when Preferences are Single-Peaked in 2 Dimensions
Figure 4: Game Tree for the game of Chicken

The game tree represents the strategic interaction between two players, where each player has two choices: 'S' (Stay) or 'H' (Hawk). The payoffs are represented as numbers: lower values are unfavorable, and higher values are favorable.

- At the root (I), player 1 has the option to 'R' (Rear) or 'C' (Center). If player 1 chooses 'R', the game ends, and the payoffs are 0,0. If player 1 chooses 'C', the game proceeds to the next level.

- At level II, player 2 observes player 1's choice and decides between 'S' or 'H'. If player 2 chooses 'S', the payoffs are -5,10. If player 2 chooses 'H', the payoffs are 10,-5.

- At level III, player 2's choice is again observed, and the payoffs are -100,-100 if both choose to 'H', otherwise, the payoffs revert to the previous levels' outcomes.

The game tree illustrates the sequential decision-making process and the potential outcomes for each player's strategy.
Figure 5: Graph Showing Value of Contributing or Not given others’ Behaviors in a PD

Payoff

Value of not contributing

Value of contributing

n = 0

n = N - 1

n: Number of other participants
Figure 6: Graph Showing Value of Contributing or Not given others' Behaviors in an Assurance Game