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Autore	Taylor Alan D
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Nota di contenuto	1 Escalation -- 1.1. Introduction -- 1.2. Game-Tree Analyses -- 1.3. Limitations and Back-of-the-Envelope Calculations -- 1.4. Statement of O'Neill's Theorem -- 1.5. Conclusions -- Exercises -- 2 Conflict -- 2.1. Introduction -- 2.2. Dominant Strategies and Nash Equilibria -- 2.3. Prisoner's Dilemma -- 2.4. A Game-Theoretic Model of the Arms Race -- 2.5. Chicken -- 2.6. Game-Theoretic Models of the Cuban Missile Crisis -- 2.7. Conclusions -- Exercises -- 3 Yes-No Voting -- 3.1. Introduction -- 3.2. Swap Robustness and the Nonweightedness of the Federal System -- 3.3. Trade Robustness and the Nonweightedness of the Procedure to Amend the Canadian Constitution -- 3.4. Statement of the Characterization Theorem -- 3.5. Conclusions -- Exercises -- 4 Political Power -- 4.1. Introduction -- 4.2. The Shapley-Shubik Index of Power -- 4.3. Calculations for the European Economic Community -- 4.4. A Theorem on Voting Blocs -- 4.5. The Banzhaf Index of Power -- 4.6. Two Methods of Computing Banzhaf Power -- 4.7. Ordinal Power: Incomparability -- 4.8. Conclusions -- Exercises -- 5 Social Choice -- 5.1. Introduction -- 5.2. Five Examples of Social Choice Procedures -- 5.3. Four Desirable Properties of Social Choice Procedures -- 5.4. Positive Results—Proofs -- 5.5. Negative Results—Proofs -- 5.6. The

Condorcet Voting Paradox -- 5.7. A Glimpse of Impossibility -- 5.8. Conclusions -- Exercises -- 6 More Escalation -- 6.1. Introduction -- 6.2. Statement of the Strong Version of O'Neill's Theorem -- 6.3. Proof (by Mathematical Induction) of the Strong Version of O'Neill's Theorem -- 6.4. Vickrey Auctions -- 6.5. Vickrey Auctions as a Generalized Prisoner's Dilemma -- 6.6. Conclusions -- Exercises -- 7 More Conflict -- 7.1. Introduction -- 7.2. The Yom Kippur War -- 7.3. The Theory of Moves -- 7.4. Models of Deterrence -- 7.5. A Probabilistic Model of Deterrence -- 7.6. Two-Person Zero-Sum Games -- 7.7. Conclusions -- Exercises -- 8 More Yes-No Voting -- 8.1. Introduction -- 8.2. A Magic Square Voting System -- 8.3. Dimension Theory and the U.S. Federal System -- 8.4. Vector-Weighted Voting Systems -- 8.5. Conclusions -- Exercises -- 9 More Political Power -- 9.1. Introduction -- 9.2. The Johnston Index of Power -- 9.3. The Deegan-Packel Index of Power -- 9.4. The Power of the President -- 9.5. Ordinal Power: Comparability -- 9.6. The Chair's Paradox -- 9.7. Conclusions -- Exercises -- 10 More Social Choice -- 10.1. Introduction -- 10.2. Social Welfare Functions -- 10.3. May's Theorem for Two Alternatives -- 10.4. Arrow's Impossibility Theorem -- 10.5. Single Peakedness— Theorems of Black and Sen -- 10.6. Conclusions -- Exercises -- Attributions -- References.

Sommario/riassunto

interest in a particular application, however, often depends on his or her general interest in the area in which the application is taking place. My experience at Union College has been that there is a real advantage in having students enter the course knowing that virtually all the applications will focus on a single discipline—in this case, political science. The level of presentation assumes no college-level mathematical or social science prerequisites. The philosophy underlying the approach we have taken in this book is based on the sense that we (mathematicians) have tended to make two errors in teaching non-science students: we have overestimated their comfort with computational material, and we have underestimated their ability to handle conceptual material. Thus, while there is very little algebra (and certainly no calculus) in our presentation, we have included numerous logical arguments that students in the humanities and the social sciences will find accessible, but not trivial. The book contains five main topics: a model of escalation, game-theoretic models of international conflict, yes-no voting systems, political power, and social choice. The first part of the text is made up of a single chapter devoted to each topic. The second part of the text revisits each topic, again with a single chapter devoted to each. The organization of the book is based on pedagogical considerations, with the material becoming somewhat more sophisticated as one moves through the ten chapters. On the other hand, within any given chapter there is little reliance on material from earlier chapters, except for those devoted to the same topic.