(An introduction and a solution)

By Shalom Dickson

The problem is introduced and explained on page (1). Do not view page (2) if you wish to arrive at a solution independently.

## (1) PROBLEM EXPLANATION

## **INTRODUCTION**

A street-fighting tournament is a competition between more than 2 fighters. In general, the competitors may be paired at the primary stage, and the winners of each battle are further paired until one victor emerges from the final fight. The *dimensionality of the tournament* refers to the highest number of fights occurring at a single level. For instance, in a certain tournament, 8 fighters are paired into 4 groups, so that the initial 4 winners are paired into 2 groups, and the last two winners compete for the title. In this case, there are 3 levels or stages and the tournament dimensionality is 4 (occurring at the first level). A *strictly sequential tournament* (SST) begins with only two fighters and the winner competes with the next fighter in their first fight, and the winner from this faces the next first-time fighter until the last one has been fought. The SST has a dimensionality of 1.

## FAIR OR UNFAIR STRICTLY SEQUENTIAL TOURNAMENTS

In an unfair SST, fight winners earn 1 point per victory regardless of their fight history. A fighter who has been weakened by previous fights stands to gain the same 1 point as their opponent whose current fight is their first. The challenge is to design a set of scoring rules that reward loss or victory based on the competitors' fight history.

#### **DEFINITIONS**

Challenger: The first-time fighter.

Defender: Winner of the previous fight.

#### ILLUSTRATION

A flowchart illustrating the fight sequence for a strictly sequential tournament.



Battle 1 is between Fighter 1 and Fighter 2; Battle 2 is between Fighter 3 and (Fighter 1 or Fighter 2); Battle 4 is between Fighter 4 and (Fighter 1 or Fighter 2 or Fighter 3).

# PARADOXICAL BLANK PAGE



# PARADOXICAL BLANK PAGE

# (2) SOLUTION INTRODUCTION

## **SCORING RULES**

WINNER LOSER

If defender:  $+(1 \times h)$  If defender:  $-(1 \times (1/h))$ 

If challenger:  $+(1 \times (1/h))$  If challenger:  $-(1 \times h)$ 

## **DEFINITIONS**

h: highest number of fights by any of the two opponents, including the current fight.

## THE 'INVERTED BUTTERFLY' TABLE

The scoring rules are implemented for a 7-fighter tournament in the "inverted butterfly" table below.

	-1/2	-1/3	-1/4	-½	-1/6	-1/6	F7	+6	+6	+5	+4	+3	+2	
		-1/2	-1/3	-1/4	-½ <sub>5</sub>	-½	F6	+5	+5	+4	+3	+2		
			-1/2	-1/3	-1/4	-1/4	F5	+4	+4	+3	+2			
				-1/2	-1/3	-1/3	F4	+3	+3	+2				
					-1/2	-1/2	F3	+2	+2					
						-1	F2	+1						
					-1		F1		+1					
F7	F6	F5	F4	F3	F2	F1	0	F1	F2	F3	F4	F5	F6	<b>F7</b>
-6	-5	-4	-3	-2	-1		F1		+1	+1/2	+1/3	+1/4	+1/5	+1//6
-6 -6	-5 -5	-4 -4	-3 -3	-2 -2	-1	-1	F1 F2	+1	+1	+½ +½ +½	+½ +½	+1/4	+½ +½	+½ +½
					-1	-1		+1	+1					
-6	-5	-4	-3		-1	-1	F2	+1	+1		+1/3	+1/4	+1/5	+1/6
-6 -5	-5 -4	-4 -3	-3		-1	-1	F2 F3	+1	+1		+1/3	+½ +½	+1/5	+½ +½
-6 -5 -4	-5 -4 -3	-4 -3	-3		-1	-1	F2 F3 F4	+1	+1		+1/3	+½ +½	+½ +½ +½ +½	+½6 +½5 +¼

# NOT THE END.

Contact <u>mail@shalomdickson.com</u> <u>shalomdickson@yahoo.com</u>