

8

Tournaments (n ≤ 6)

Tournaments are just what they look like. Team X beats team Y, indicated by an arrow directed from X to Y. All matches are one-on-one, every team plays every other team, and there are no draws.

The degree sequence for a tournament is an inventory of wins. For example the transitive 3-tournament has sequence 210, meaning the players have 2 wins, 1 win, and no wins. Degree sequences are far from unique.

The proper (or Condorcet) winner of a tournament beats all other players (with degree $n - 1$), but the existence of a proper winner is unlikely. By examining all possible states of the arrows, we can assign a probability to a tournament class as a random outcome (listed up to $n = 5$). From these we can find the probability of a proper winner for n players (see Table 8.1).

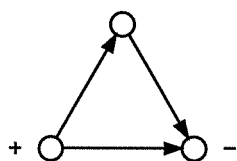
Converse tournaments (connected by the sign \sim) are related by reversing all of their arrows. Those tournaments not paired with a converse are self-converse.

n = 2

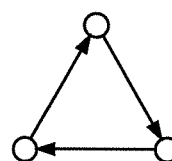


10

n = 3

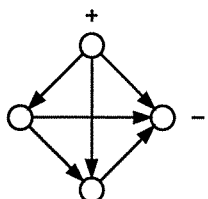


210 transitive $P = 3/4$

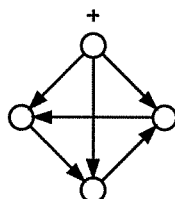


111 cyclic $P = 1/4$

n = 4

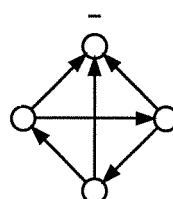


3210
 $P = 3/8$
transitive

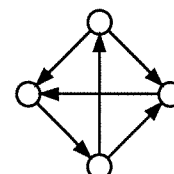


3111
 $P = 1/8$

\sim

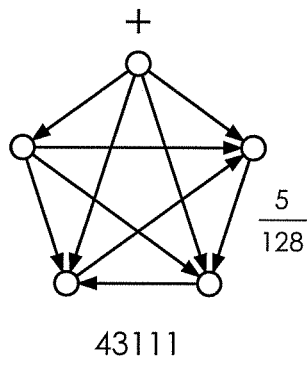
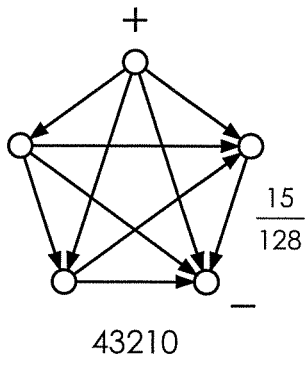


2220
 $P = 1/8$

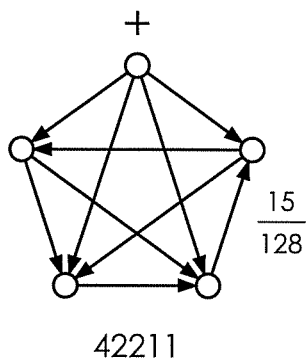
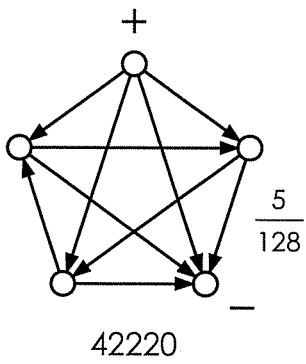
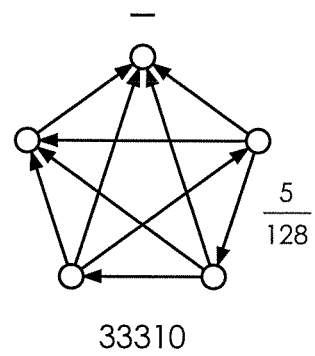


2211
 $P = 3/8$
4-cycle

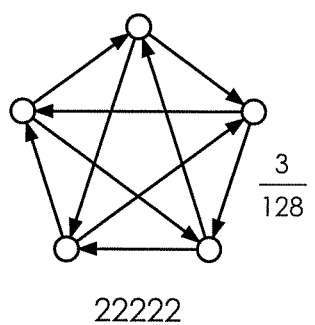
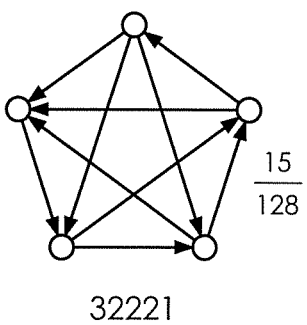
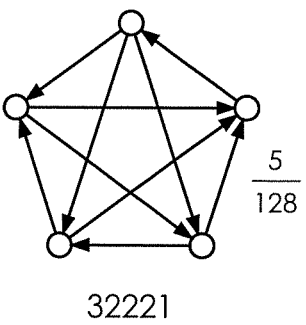
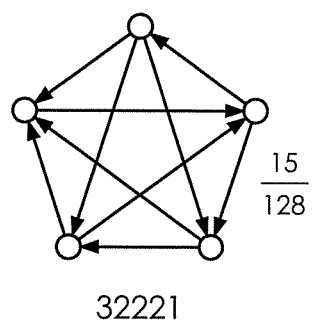
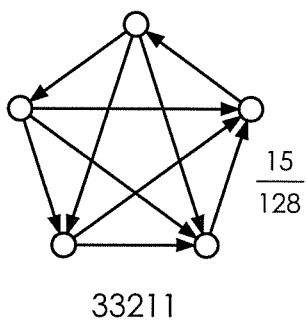
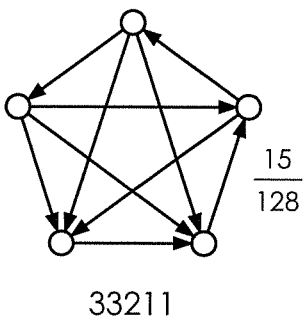
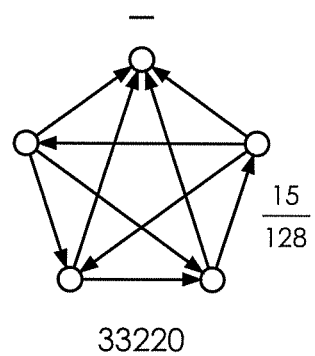
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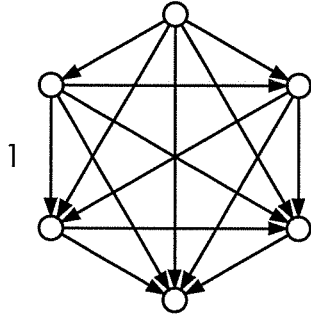
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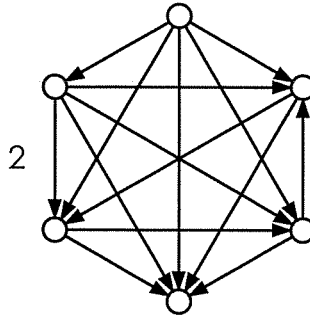
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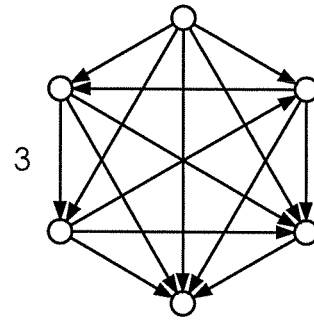
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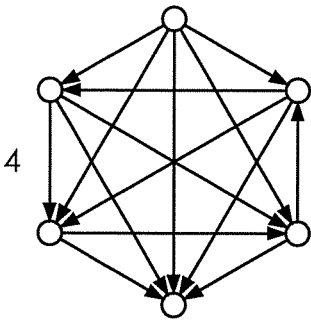
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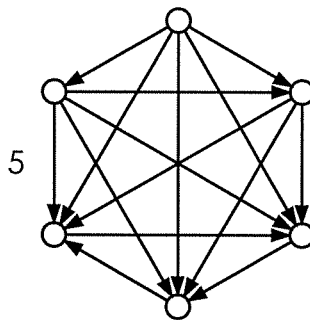
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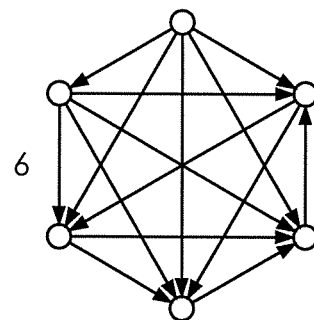
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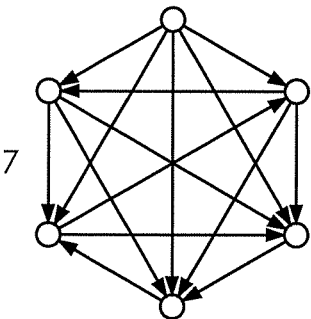
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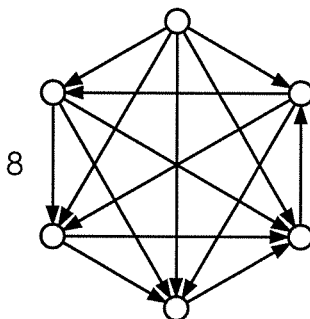
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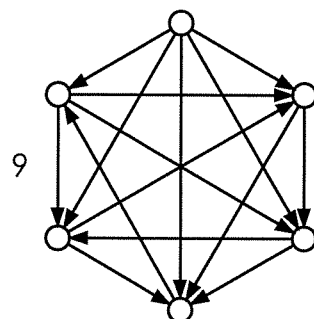
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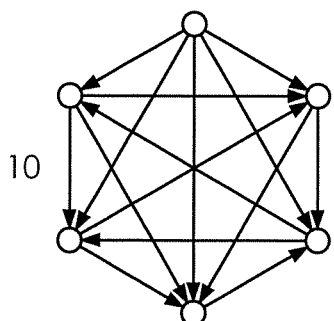
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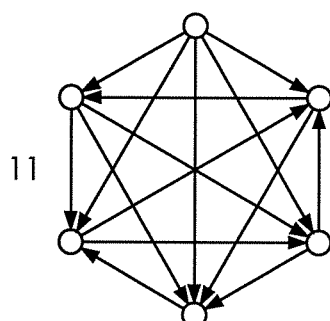
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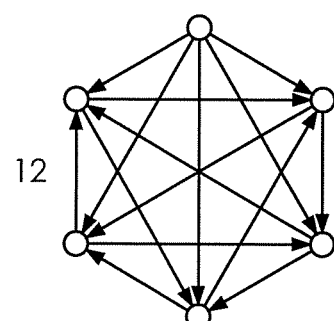
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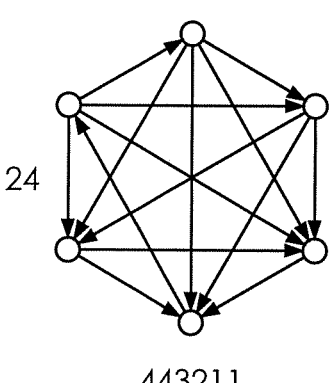
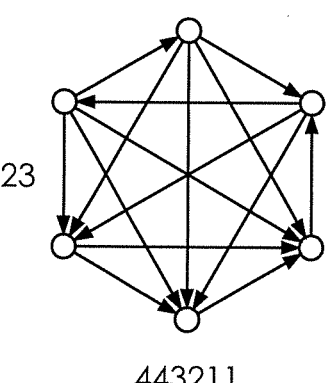
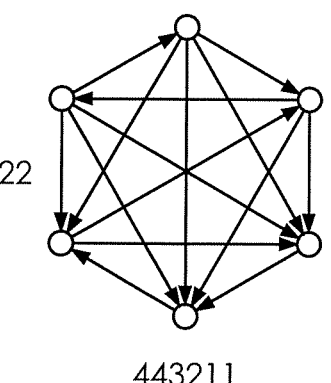
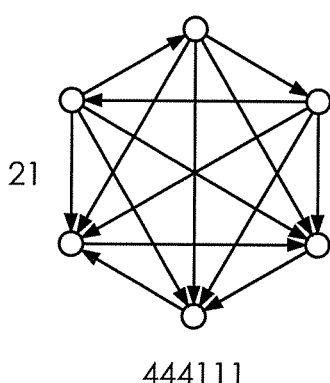
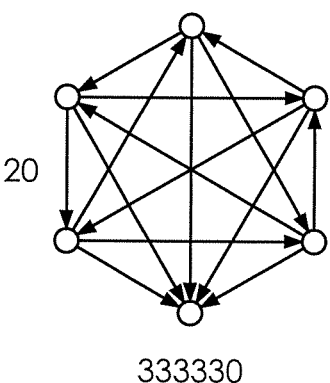
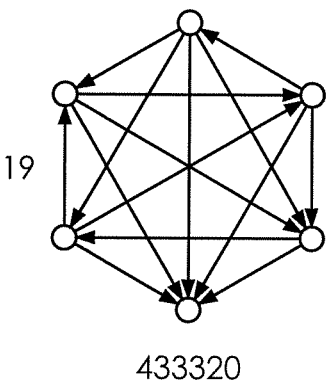
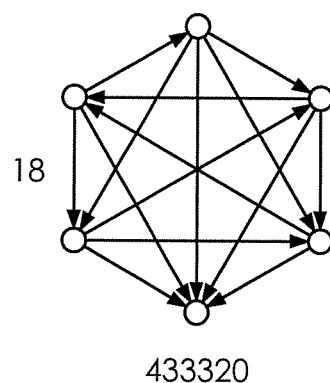
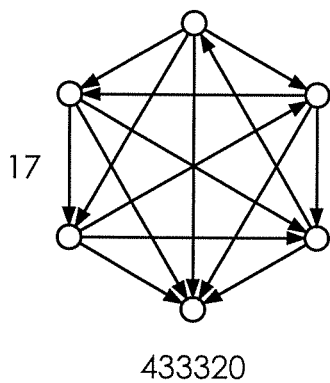
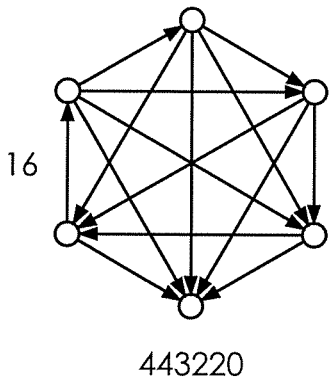
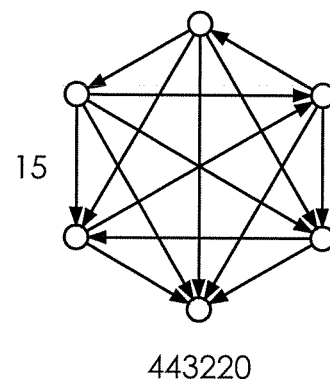
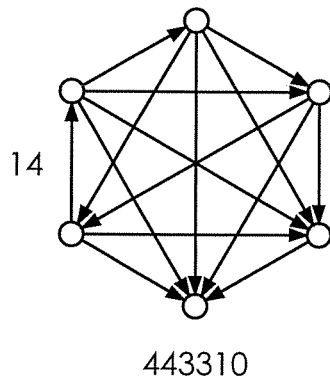
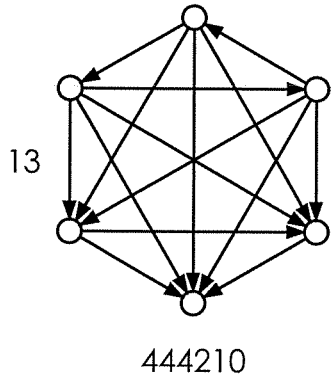
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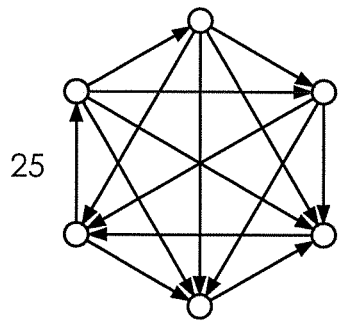


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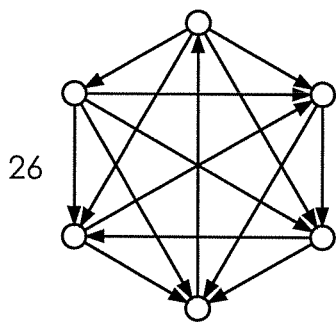


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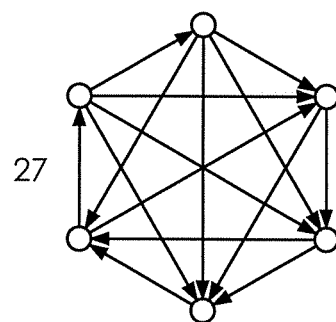




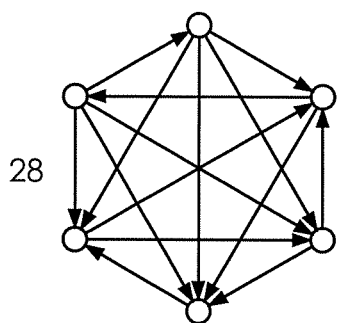
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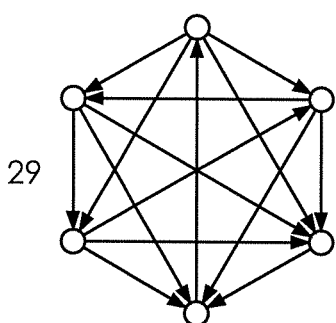
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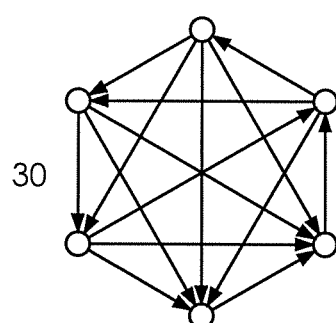
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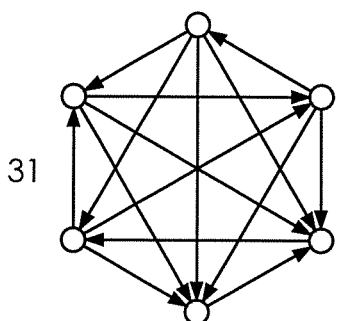
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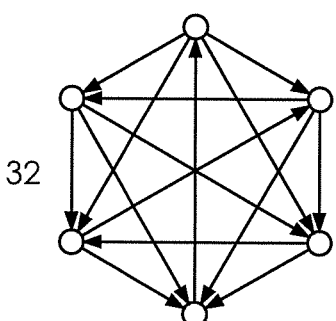
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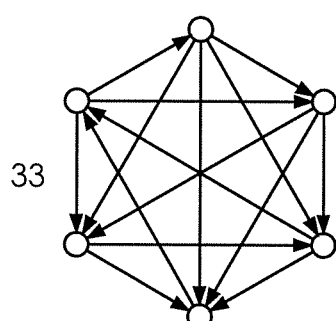
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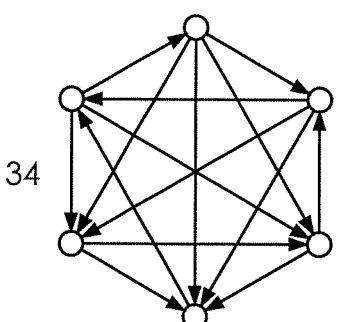
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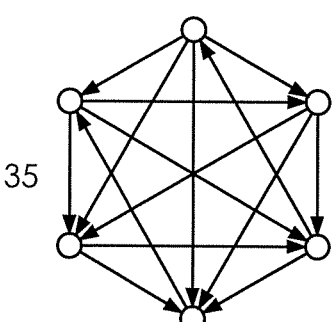
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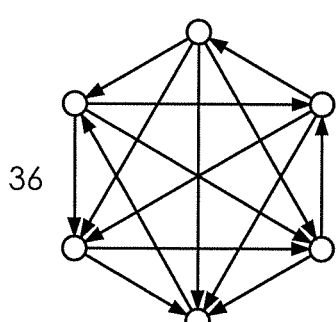
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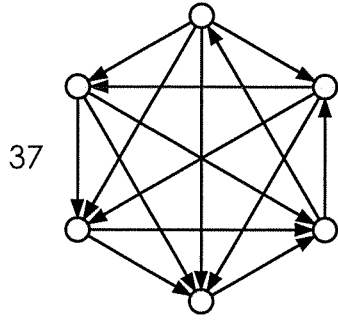
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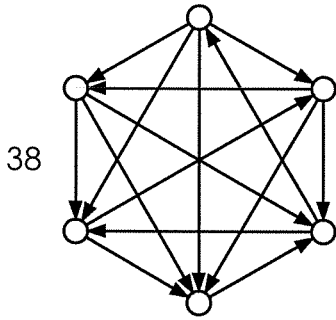
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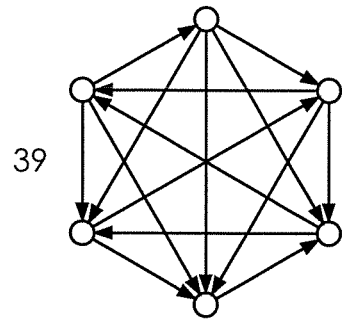
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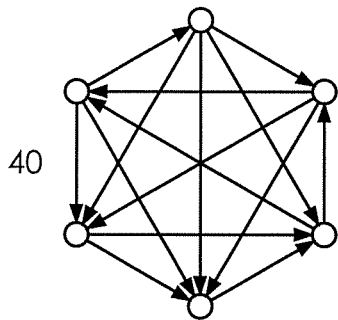
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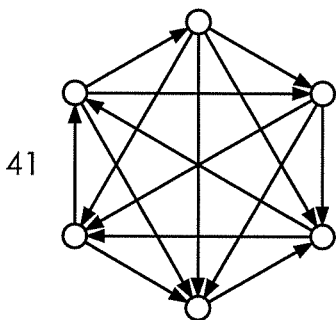
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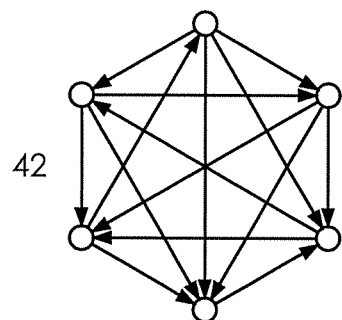
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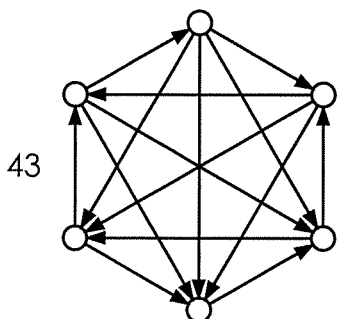
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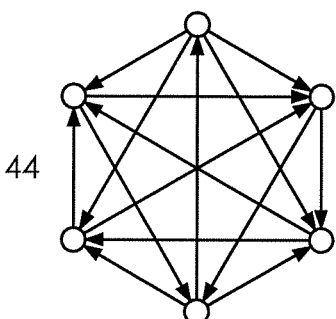
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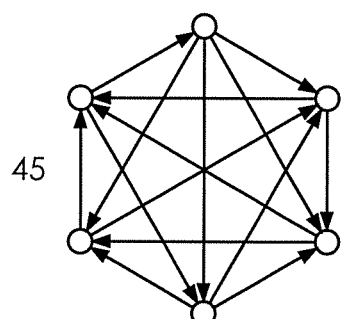
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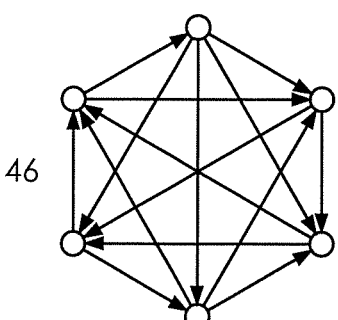
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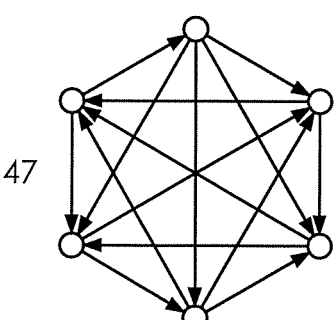
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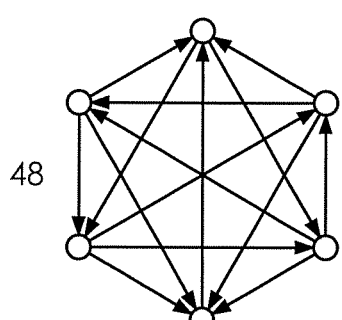
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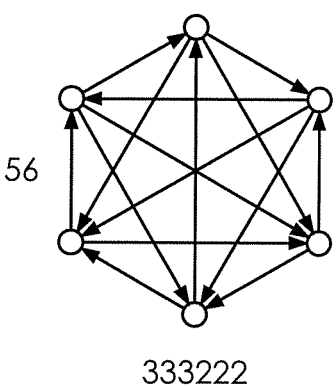
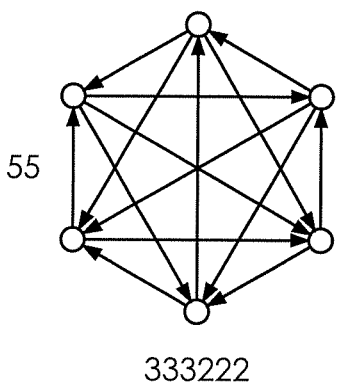
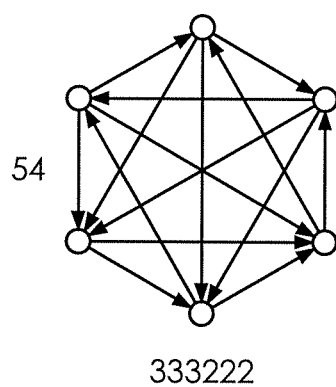
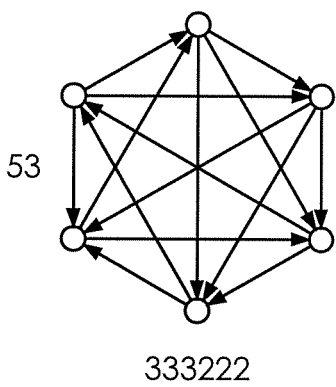
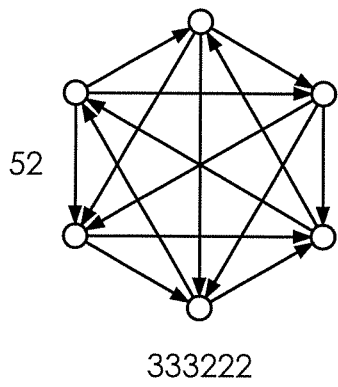
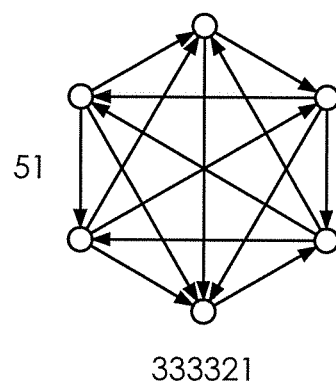
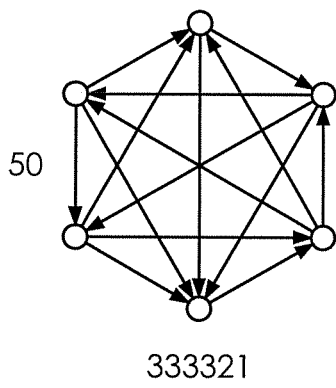
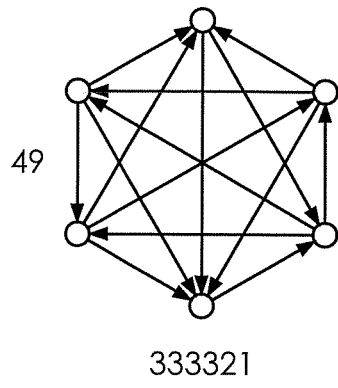


Table 8.1 Numbers of Tournaments

n	T(n)	*self-converse	#Hamiltonian	Condorcet probability $n/2^{n-1}$
1	1	1	1	1
2	1	1	0	1
3	2	2	1	3/4
4	4	2	1	1/2
5	12	8	6	5/16
6	56	12	35	3/16
7	456	88	353	7/64
8	6 880	176	6 008	1/16
9	191 536	2752	178 133	9/256
10	9 733 056	8784	9 355 949	5/256

*Alistair Farrugia, Univ of Malta

#A Hamiltonian tournament has at least one n-cycle. Equivalently, every node is reachable from every node.

Table 8.2 Converse pairs for n = 6

1	sc	21	sc	39	sc
2	~ 3	22	sc	40	~ 41
3	~ 2	23	~ 25	43	sc
4	sc	24	sc	44	~ 48
5	~ 13	26	~ 29	45	~ 49
6	~ 14	27	~ 30	46	~ 50
7	~ 15	28	~ 31	47	~ 51
8	~ 16	32	sc	52	sc
9	~ 17	33	~ 37	53	~ 54
10	~ 18	34	~ 38	55	sc
11	~ 19	35	sc	56	sc
12	~ 20	36	~ 42		