
Errata

TABLE 7.1 SIMULATION RESULTS FROM RA

The values in Table 7.1 on page 145 are incorrect. However, the pattern described matches the actual table. The table printed in the book was generated while exploring different valuation distributions. Below is an accurate table that matches the Python code in the project. Larry’s payoff when Rose and Colin play optimally will be 2.72.

Rose’s Shading	Colin’s Shading				
	1/6	2/6	3/6	4/6	5/6
1/6	0.08, 0.69	0.08, 1.04	0.08, 1.16	0.08, 1.04	0.08, 0.65
2/6	0.26, 0.82	0.26, 1.04	0.26, 1.14	0.26, 1.02	0.26, 0.64
3/6	0.44, 0.88	0.44, 1.02	0.44, 1.09	0.44, 0.98	0.44, 0.62
4/6	0.52, 0.84	0.52, 0.94	0.52, 0.99	0.52, 0.91	0.52, 0.58
5/6	0.41, 0.74	0.41, 0.82	0.41, 0.86	0.41, 0.79	0.41, 0.52

SECTION 9.3 MUXING IN GAMES

When encoding *Letter Jam*, I failed to omit J from the sequence, and so L, N, and O are all encoded one value too high in the example. The easiest way to correct this in the text is to make the following adjustments:

On page 169, lines 27-28: “For example, suppose Colin can see the five letters: L, C, B, O, N in clockwise order starting with the character to their left.”

On page 171, lines 7–18: “Continuing the example, Colin can see L, C, B, O, N and must send the signal of 17:

$$\underbrace{10}_L \oplus_{n21} \underbrace{2}_C \oplus_{n21} \underbrace{1}_B \oplus_{n21} \underbrace{13}_O \oplus_{n21} \underbrace{12}_N = 17$$

The number 17 has 3 complete 5s with 2 left-over 1s, so the first token must go to Player Three (the player with the O) and the second token must go to player Two (the player with the B). The word JOB will work (as the tokens in front of the wildcard are ignored).

Just like the situation with the gnomes, each player can now determine their letter. For example, the player with the C computes the sum of the letters both they and the clue-giver can see: $10 \oplus_{21} 1 \oplus_{21} 13 \oplus_{21} 12 = 15$. Knowing that the sum the clue-giver can see is a 17, they compute $17 \ominus_{21} 15 = 2$ and now know that they have a C.”