Let us consider the Rock-paper-scissors game. In groups of 6, let us compete in a tournament to see who is the best player.

The competition is a round-robin tournament (each player plays everyone else). Record your matches in the table below: where a one is placed in position *(i,j)* if player *i* beats player *j*.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Player1 | Player2 | Player3 | Player4 | Player5 | Player6 |
| Player1 |  |  |  |  |  |  |
| Player2 |  |  |  |  |  |  |
| Player3 |  |  |  |  |  |  |
| Player4 |  |  |  |  |  |  |
| Player5 |  |  |  |  |  |  |
| Player6 |  |  |  |  |  |  |

Wins and Rank:

|  |  |  |
| --- | --- | --- |
|  | WINS | RANK |
| Player1 |  |  |
| Player2 |  |  |
| Player3 |  |  |
| Player4 |  |  |
| Player5 |  |  |
| Player6 |  |  |

1. Should the person with more victories always be the first?
2. What if we used a google approach? Could this be different?

Consider each player as a node and for each game, insert an arrow from the losser to the winner.

(Optional to draw it)



Compute the hyperlink matrix and with the aid of a computer/calculator, find the Google rank and compare with the original rank

|  |  |  |  |
| --- | --- | --- | --- |
|  | WINS | RANK | GoogleRank |
| Player1 |  |  |  |
| Player2 |  |  |  |
| Player3 |  |  |  |
| Player4 |  |  |  |
| Player5 |  |  |  |
| Player6 |  |  |  |