

Locke qanda



1) How does an agent reason about Lock's options in a single-play dilemma?

In the state of nature, there are four preferences. The first preference is to attack and not be attacked. The second preference is to not attack and not be attacked. The third preference is to Attack and be attacked. The fourth preference is to not attack and be attacked. 2) Was Bramhall justified in

calling Hobbes' Leviathan a " rebel's catechism"? Yes. According to Bramhall,

if everyone where to decide when to obey the sovereign and when to disobey the sovereign, then we would let ourselves be ruled over at our own

pleasure. If at anytime we felt it was inconvenient to be ruled over because

we felt threatened, then there is no stability, and thus we have a rebel

catechism, or a doctrine and reason for us to rebel due to Hobbes rebellion

cause of being able to succeed when threatened. 3) Why would agents in a

Lockean state of nature want to leave it for a civil society? 4) What does

Locke's law of nature require of rational beings? Locke's law of nature

requires that you a being must preserve yourself at all costs and at all times.

5) How des Locke differ from Hobbes on the question of whether there is

property in the state of nature There is no property in the state of nature in

Hobbes, it is just man vrs man. For Locke, you can have a property in the

state of nature, which is from the labor of your hands. Locke has two

conditions which is you must leave as much and as good for others and you

must not take more of God's creations than you need. 6) What is the "

paradox of being governed" and does Locke's theory suffer from it? The

paradox of being governed is how can a group of people being unruly,

promote a person to rule them, if that person was original from that group of

unruly people. Another point is how the people can be ruled by a ruler if they

themselves appoint a ruler. Are you truly being ruled if you can hire an fire a

person who is ruling you. Locke does not suffer from this relationship. 7) How does the agent reason about his options in a coordination game? A coordination game is a scenario in which society wins rather than individual. Driving on the right side of the road is an example. 8) What is Hampton's notions of a governing convention and how does such a convention come about? The governing convention comes about when you solve the coordination game. It comes of War and Majority vote and maintains unless it is undermined by the majority rule. It comes about when people come together. 9) In Hampton's theory, what is the difference between convention consent and endorsement consent? Convention consent is I support Obama, he doesn't win, but I still approve of the government. Endorsement consent is I support John McCain, he wins, and I continue to support him. 10) What is Hampton's Stratification solution to the paradox of being governed?