

Lecture #11

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Strategic Form Games. (Normal-Form or Matrix Games).

(A) All participants act simultaneously and without knowledge of other player's actions (or thoughts/intentions etc.)

(B) Main Ingredients:

- ◊ The set of players (I)
- ◊ The strategies ($S_i \in I$)
- ◊ The payoffs: ($U_i \in I$).

(C) In general, we may also need

- ◊ The game form.
(Captures order of play)

- ◊ Information set.
(Models asymmetric information or incomplete information situations).



STRATEGIC FORM GAME:

A strategic form game is a triplet

$$\langle I, (S_i)_{i \in I}, (u_i)_{i \in I} \rangle$$

such that

- I is a finite set of players
- S_i is the set of actions (strategies) available to player $i \in I$.
- $s_i \in S_i$ is an action (strategy) for player i .
- $u_i: S \rightarrow \mathbb{R}$ $\{ S = \prod_i S_i \}$
is the payoff function of player i
& S = the set of all strategy profiles.

Notation:

$$s_{-i} = [s_j]_{j \neq i} \quad \left\{ \begin{array}{l} \text{vectors of actions} \\ \text{for all players} \\ \text{except } i. \end{array} \right.$$

$$S_{-i} = \prod_{j \neq i} S_j \quad \left\{ \begin{array}{l} \text{set of strategy} \\ \text{profiles for all players} \\ \text{except } i. \end{array} \right.$$

$$(s_i, s_{-i}) \in S \quad \left\{ \begin{array}{l} \text{A} \\ \text{STRATEGY PROFILE} \\ \text{or} \\ \text{OUTCOME.} \end{array} \right.$$

Best Response

$$B_i(s_{-i}) \in \arg \max_{s_i \in S_i} u_i(s_i, s_{-i})$$

A strategy of i that maximizes his utility provided that other players have selected s_{-i} .

We would like for every one to choose their best responses and ~~st~~ not deviate from it:

Choose s^* p.t.

$$\forall i \in I. B_i(s_{-i}^*) = s_i^*$$

PARTNERSHIP GAME

		Friend ₂	
		Work Hard	Shirk
Friend ₁	Work Hard	(2, 2) *	(-1, 1)
	Shirk	(1, -1)	(0, 0) *

$B_1(-, WH) = WH$

$B_1(-, S) = S$

$B_2(WH, -) = WH$

$B_2(S, -) = S$

More Complex Game

Matching Penny

		Mismatcher	
		H	T
Matcher	H	(1, -1)	(-1, 1)
	T	(-1, 1)	(1, -1)

ROCK-PAPER-SCISSORS

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		P ₂		
		Rock	Paper	Scissors
P ₁	Rock	(0,0)	(-1,1)	(1,-1)
	Paper	(1,-1)	(0,0)	(-1,1)
	Scissors	(-1,1)	(1,-1)	(0,0)

Neither of these two games (both 0-sum) has a PURE-STRATEGY-NASH-EQ.

DOMINANT STRATEGY.

A strategy $s_i \in S_i$ is dominant for player i if

$$u_i(s_i, s_{-i}) \geq u_i(s'_i, s_{-i})$$

$$\forall s'_i \in S_i \wedge \forall s_{-i} \in S_{-i}.$$

STRICTLY DOMINATED STRATEGY.

A strategy $s_i \in S_i$ is strictly dominated for player i if

$$u_i(s'_i, s_{-i}) > u_i(s_i, s_{-i})$$

$$\exists s'_i \in S_i \wedge \forall s_{-i} \in S_{-i}.$$

WEAKLY DOMINATED STRATEGY

A strategy $s_i \in S_i$ is weakly dominated for player i if

$$\exists s'_i \in S_i$$

$$\forall s_{-i} \in S_{-i} \quad u_i(s'_i, s_{-i}) \geq u_i(s_i, s_{-i})$$

$$\wedge$$

$$\exists s_{-i} \in S_{-i} \quad u_i(s'_i, s_{-i}) > u_i(s_i, s_{-i})$$

CKR+P (Common Knowledge of Rationality & Payoffs)

→ Iterated Elimination of Strictly Dominated Strategies

$j := 0;$
for each $i \in I$
 $S_i^0 := S_i;$

$j := j+1;$
loop
for each $i \in I$

$$S_i^j := \left\{ s_i \in S_i^{j-1} \mid \nexists s_i' \in S_i^{j-1} \forall s_{-i} \in S_{-i}^{j-1} \right. \\ \left. u_i(s_i', s_{-i}) > u_i(s_i, s_{-i}) \right\}$$

$$S_i^\infty := \bigcap_{k=0}^\infty S_i^k;$$

$$S^\infty := \prod_i S_i^\infty$$

DOMINANT STRATEGY EQUILIBRIUM.

A strategy profile S^* is the dominant strategy equilibrium if for each player i ,

$S_i^* = s_i^*$ is a dominant strategy.



PRISONER'S DILEMMA

		Prisoner 2.		
		Confess	Don't Confess	Suicide
Prisoner 1	Confess	(-2, -2)	(0, -3)	(-2, -10)
	Don't Confess	(-3, 0)	(-1, -1)	(0, -10)
	Suicide	(-10, -2)	(-10, 0)	(-10, -10)

◊ Suicide is dominated for both players
⇒ Eliminate Suicide.

◊ Don't Confess is dominated for both players
⇒ Eliminate Don't confess.

$$S^\infty = \{ (\text{Confess}, \text{Confess}) \}$$

DOMINANT STRATEGY EQUILIBRIUM

(Follows from CKR).

MIXED STRATEGIES (NASH)

Σ_i = Probability Measures over the Pure Strategies S_i (for player i)

$\sigma_i \in \Sigma_i$ = MIXED STRATEGY of player i

$\sigma_i = (p_{i1}, p_{i2}, \dots, p_{ik})$
corresponding to i 's strategies
 $s_{i1}, s_{i2}, \dots, s_{ik}$

$Pr[s_{ij} \in S_i \text{ is played}] = p_{ij}$

$p_{ij} \geq 0 \quad \sum p_{ij} = 1.$

$\Sigma = \prod_{i \in I} \Sigma_i$ = Mixed strategy profiles.

$\sigma \in \Sigma$

PLAYERS RANDOMIZE INDEPENDENTLY:

$u_i(\sigma) = \int_s u_i(s) d\sigma(s)$
 $= \sum p_{ij} u_i(s_{ij}, \sigma_{-i})$

MIXED STRATEGY NASH EQ.

Defn:

A mixed strategy profile σ^* is a (mixed strategy) Nash Equilibrium, if

$$\forall i \in I \quad \forall \sigma_i \in \Sigma_i \quad u_i(\sigma_i^*, \sigma_{-i}^*) \geq u_i(\sigma_i, \sigma_{-i}^*)$$

NASH'S THEOREM:

Every finite game has a mixed strategy Nash Equilibrium.

Matching Pennies:

		Matcher		
		H	T	
Mismatcher	H	(-1, 1)	(1, -1)	It has a Unique Mixed Strategy Nash Equilibrium: $(\frac{1}{2}, \frac{1}{2}), (\frac{1}{2}, \frac{1}{2})$
	T	(1, -1)	(-1, 1)	

BoS (Battle of Sexes Game)

		Female	
		Opera	Football
Male	Opera	(1, 4)	(0, 0)
	Football	(0, 0)	(4, 1)

Two Pure Nash Equilibria

+ One Mixed Nash Equilibrium

$$\left(\left(\frac{4}{5}, \frac{1}{5} \right), \left(\frac{1}{5}, \frac{4}{5} \right) \right)$$

KAKUTANI'S FIXED POINT THEOREM

Let $f: A \rightrightarrows A$; $x \in A \mapsto f(x) \in A$.
 be a correspondence
 satisfying the following conditions:

- (A) $A =$ Compact, convex and non-empty subset of a finite dimensional Euclidean space.
- (B) $\forall x \in A$ $f(x) \neq \emptyset$
- (C) $\forall x \in A$ $f(x) =$ Convex Set
- (D) $f(x)$ has a closed graph

$$\{x^n, y^n\} \rightarrow \{x, y\} \text{ with } y^n \in f(x^n) \\ \Rightarrow y \in f(x).$$

Then f has a fixed point

$$\exists x^* \in A \quad x^* \in f(x^*) \quad \square$$

Corollary: Nash Mixed Strategy Equilibria:

$f =$ Best responses ...