# 1 Homework sheet 2 - Nash equilibrium in normal form games

1. Compute the Nash equilibrium (if they exist) in pure strategies for the following games:

#### Solution

$$\begin{pmatrix} (5,\underline{3}) & (70,-1) & (\underline{4},2) \\ (\underline{6},\underline{7}) & (\underline{71},2) & (2,1) \end{pmatrix}$$
 
$$\begin{pmatrix} (\underline{6},\underline{7}) & (2,1) & (4,6) \\ (0,4) & (\underline{3},\underline{8}) & (2,3) \\ (1,2) & (1,\underline{5}) & (1,1) \end{pmatrix}$$
 
$$\begin{pmatrix} (\underline{\pi},\underline{e}) & (1-\pi,\sqrt(e)) \\ (\sqrt(2),1/e) & (\underline{2},\underline{1}) \end{pmatrix}$$

2. For what values of  $\alpha$  does a Nash equilibrium exist in pure strategies for the following game:

$$\begin{pmatrix} (3,5) & (2-\alpha,\alpha) \\ (4\alpha,6) & (\alpha,\alpha^2) \end{pmatrix}$$

#### Solution

- $(r_1, s_1)$  is a pure strategy Nash equilibrium if:  $3 \ge 4\alpha$  and  $5 \ge \alpha$ Thus  $(r_1, s_1)$  is a Nash equilibrium iff  $\alpha \ge 3/4$ .
- $(r_1, s_2)$  is a pure strategy Nash equilibrium if:  $2 \alpha \ge \alpha$  and  $\alpha \ge 5$ This is not possible.
- $(r_2, s_1)$  is a pure strategy Nash equilibrium if:  $4\alpha \geq 3$  and  $6 \geq \alpha^2$ Thus  $(r_2, s_1)$  is a Nash equilibrium iff  $4/3 \leq \alpha \leq \sqrt{6}$
- $(r_2, s_2)$  is a pure strategy Nash equilibrium if:  $\alpha \geq 2 - \alpha$  and  $6 \leq \alpha^2$ Thus  $(r_2, s_2)$  is a Nash equilibrium iff  $\alpha \geq \sqrt{6}$
- 3. Consider the following game:

Suppose two vendors (of an identical product) must choose their location along a busy street. It is anticipated that their profit is directly related to their position on the street.

If we allow their positions to be represented by a points  $x_1, x_2$  on the  $[0,1]_{\mathbb{R}}$  line segment then we have:

$$u_1(x_1, x_2) = \begin{cases} x_1 + (x_2 - x_1)/2, & \text{if } x_1 \le x_2 \\ 1 - x_1 + (x_2 - x_1)/2, & \text{otherwise} \end{cases}$$

and

$$u_1(x_1, x_2) = \begin{cases} x_2 + (x_2 - x_1)/2, & \text{if } x_2 \le x_1 \\ 1 - x_2 + (x_2 - x_1)/2, & \text{otherwise} \end{cases}$$

By considering best responses of each player, identify the Nash equilibrium for the game.

#### Solution

Consider  $x_j < 1/2$ , if  $x_i = x_j$  then  $u_i(x_i, x_j) = 1/2$ . However  $u_i(x_j + \epsilon, x_j) = 1 - x_2 - \epsilon/2 > 1/2 - \epsilon/2$  for some (arbitrarily) small  $\epsilon > 0$ . Thus for arbitrarily small  $\epsilon$ ,  $x_i^* = x_j + \epsilon$ . If  $x_j > 1/2$  a similar argument gives  $x_i^* = x_j - \epsilon$ . If  $x_j = 1/2$ , considering  $x_i = x_j$  we see that neither player has an incentive to move.

Thus we conclude:

$$x_i^* = \begin{cases} x_j + \epsilon, & \text{if } x_j < 1/2\\ x_j - \epsilon & \text{if } x_j > 1/2\\ x_j & \text{if } x_j = 1/2 \end{cases}$$

So the Nash equilibrium for this problem is  $(\tilde{x}_1, \tilde{x}_2) = (1/2, 1/2)$ .

4. Consider the following game:

$$\begin{pmatrix} (3,2) & (6,5) \\ (1,4) & (2,3) \end{pmatrix}$$

Plot the expected utilities for each player against mixed strategies and use this to obtain the Nash Equilibria.

#### Solution

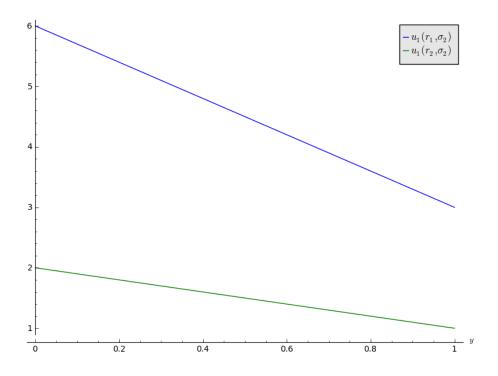
We have:

$$u_1(r_1, (y, 1 - y)) = 3y + 6 - 6y = 6 - 3y$$
  
$$u_2(r_2, (y, 1 - y)) = y + 2 - 2y = 2 - y$$

Here is a plot of this:

We see that  $r_2$  is dominated by  $r_1$ . For player 2, we have:

$$u_1((x, 1-x), s_1) = 2x + 4 - 4x = 4 - 2x$$



$$u_2((x, 1-x), s_2) = 5x + 3 - 3x = 3 + 2x$$

Here is a plot of this:

As  $r_2$  is dominated, we see from the plot that the Nash equilibrium is  $(r_1, s_2)$ .

5. Assume a soccer player (player 1) is taking a penalty kick and has the option of shooting left or right:  $S_1 = \{SL, SR\}$ . A goalie (player 2) can either dive left or right:  $S_2 = \{DL, DR\}$ . The chances of a goal being scored are given below:

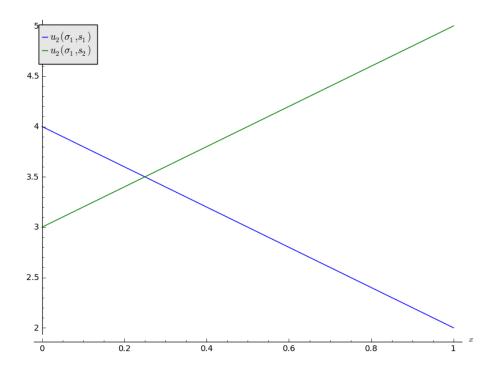
$$\begin{pmatrix} .8 & .15 \\ .2 & .95 \end{pmatrix}$$

i. Assume the utility to player 1 if the probability of scoring and the utility to player 2 the probability of a goal not being scored. What is the Nash equilibrium for this game?

### Solution

We see that this is a zero sum game with bi-matrix:

$$\begin{pmatrix} (.8,.2) & (.15,.85) \\ (.2,.8) & (.95,.05) \end{pmatrix}$$



There are no pure Nash equilibria. To obtain the NE, we use the Equality of Payoffs theorem:

$$.2x + .8(1 - x) = (.85x + .05(1 - x)) \Rightarrow x = 15/28$$
$$.8y + .15(1 - y) = .2y + .95(1 - y) \Rightarrow y = 4/7$$

So the Nash Equilibrium is  $\{(15/28, 13/28), (4/7, 3/7)\}.$ 

ii. Assume that player 1 now has a further strategy available: to shoot in the middle:  $S_1 = \{SL, SM, SR\}$  the probabilities of a goal being scored are now given:

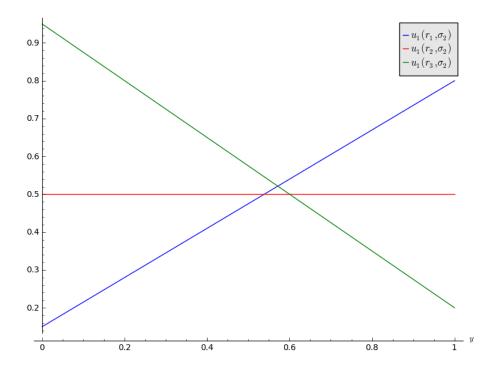
$$\begin{pmatrix}
.8 & .15 \\
.5 & .5 \\
.2 & .95
\end{pmatrix}$$

Obtain the new Nash equilibrium for the game.

#### Solution

There are various approaches to this game, one is to apply the equality of payoffs theorem to all possible supports. Another is to plot the utilities:

We see that  $B_1 = \{r_1, r_3\}$ , by the equality theorem this gives  $UD_1 = \{r_1, r_3\}$  and so the Nash equilibria is the same as before.



6. In the notes the following theorem is given:

Every normal form game with a finite number of pure strategies for each player, has at least one Nash equilibrium.

Prove the theorem for 2 player games with  $|S_1| = |S_2| = 2$ . I.e. prove the above result in the special case of  $2 \times 2$  games.

## Solution

Let us consider the  $2 \times 2$  game:

$$\begin{pmatrix} (a_{11}, b_{11}) & (a_{12}, b_{12}) \\ (a_{21}, b_{21}) & (a_{22}, b_{22}) \end{pmatrix}$$

There is no pure strategy Nash equilibrium if either:

- 1.  $a_{11} < a_{21}$  and  $b_{21} < b_{22}$  and  $a_{22} < a_{21}$  and  $b_{21} < b_{11}$  or
- 2.  $a_{11} > a_{21}$  and  $b_{21} > b_{22}$  and  $a_{22} > a_{21}$  and  $b_{21} > b_{11}$

In each of these cases we use the Euqality of payoffs theorem:

$$u_1(r_1, \sigma_2) = u_2(r_2, \sigma_2)$$

$$a_{11}y + a_{12}(1-y) = a_{21}y + a_{22}(1-y)$$

which gives:

$$y = \frac{a_{12} - a_{22}}{a_{12} - a_{22} + a_{21} - a_{11}}$$

Similarly:

$$x = \frac{b_{12} - b_{22}}{b_{12} - b_{22} + b_{21} - b_{11}}$$

In both cases the 0 < x, y < 1 as required.