

# Algorithmic Game Theory, Assignment 1

Agata Borkowska, UID: 1690550

February 12, 2017

## 1

### 1.1

### 1.2

Assuming Player I has a strategy  $(\frac{1}{2}, \frac{1}{2})$ , the payoff for Player II if they chose B would be  $\frac{1}{2} \cdot a + \frac{1}{2} \cdot c$ , and the payoff if they chose A is 0.

Therefore, for Player II to always prefer A over B,

$$\frac{1}{2} \cdot a + \frac{1}{2} \cdot c < 0$$

$$\Rightarrow a + c < 0$$

### 1.3

Let  $a, b, c, d = 0$ . Then for either player, a strategy  $(\lambda, 1 - \lambda)$  for any  $\lambda \in [0, 1]$ , the payoff is 0, and there are infinitely many such  $\lambda$ 's.