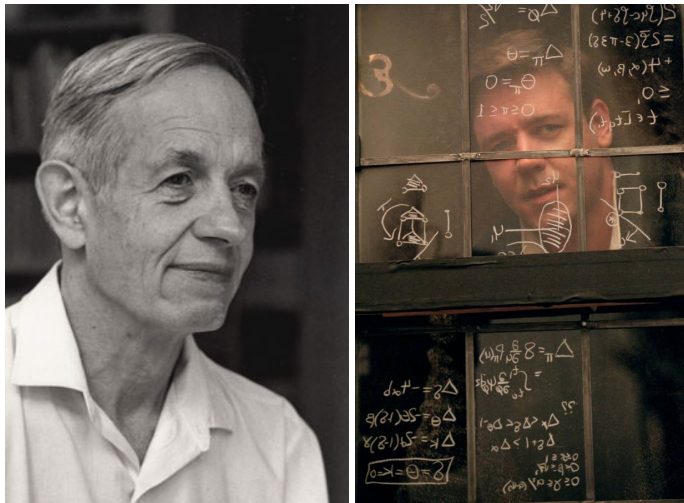


# Nash Equilibrium



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# Nash Equilibrium



John Forbes Nash.

(princeton.edu, Universal Pictures/DreamWorks)

# Nash Equilibrium

- In general, we will say that two strategies  $s_1$  and  $s_2$  are in Nash equilibrium (NE) if:
  1. under the assumption that agent  $i$  plays  $s_1$ , agent  $j$  can do no better than play  $s_2$ ; and
  2. under the assumption that agent  $j$  plays  $s_2$ , agent  $i$  can do no better than play  $s_1$ .
- Neither agent has any incentive to deviate from a NE.
- Eh?

# Nash Equilibrium

- Let's consider the payoff matrix for the grade game:

		$j$	
		Y	X
$i$	Y	2, 2	1, 4
	X	4, 1	3, 3

- Here the Nash equilibrium is  $(Y, Y)$ .
- If  $i$  assumes that  $j$  is playing  $Y$ , then  $i$ 's **best response** is to play  $Y$ .
- Similarly for  $j$ .

# Nash Equilibrium

- If two strategies are best responses to each other, then they are in Nash equilibrium.

# Nash Equilibrium

- In a game like this you can find the NE by cycling through the outcomes, asking if either agent can improve its payoff by switching its strategy.

		$j$	
		Y	X
$i$	Y	2	1
	X	4	3

- Thus, for example,  $(X, Y)$  is not an NE because  $i$  can switch its payoff from 1 to 2 by switching from  $X$  to  $Y$ .

# Nash Equilibrium

## ■ More formally:

A pair of strategies  $(i^*, j^*)$  is a **Nash equilibrium solution** to the game  $(A, B)$  if:

$$\forall i, a_{i^*, j^*} \geq a_{i, j^*}$$

$$\forall j, b_{i^*, j^*} \geq b_{i^*, j}$$

## ■ That is, $(i^*, j^*)$ is a **Nash equilibrium** if:

- If  $j$  plays  $j^*$ , then  $i^*$  gives the best outcome for  $i$ .
- If  $i$  plays  $i^*$ , then  $j^*$  gives the best outcome for  $j$ .

# Nash Equilibrium

- Unfortunately:

1. Not every interaction scenario has a pure strategy NE.
2. Some interaction scenarios have more than one NE.



# Nash Equilibrium

- This game has two pure strategy NEs,  $(C, C)$  and  $(D, D)$ :

		$j$	
		D	C
$i$	D	5 3	1 2
	C	0 2	3 3

- In both cases, a single agent can't unilaterally improve its payoff.

# Nash Equilibrium

- This game has no pure strategy NE:

		$j$	
		D	C
$i$	D	2 1	1 2
	C	0 2	1 1

- For every outcome, one of the agents will improve its utility by switching its strategy.
- We can find a form of NE in such games, but we need to go beyond pure strategies.

# Nash equilibria?

- Consider this scenario (again):

		$j$	
		C	D
$i$	A	1 2	4 3
	B	2 3	3 2

- Are there any Nash equilibria?