# Lecture outline: Randomised and mixed strategies

# **Matching Pennies**

Player Odd

 Heads
 Tails

 Heads
 1, -1
 -1, 1

 Tails
 -1, 1
 1, -1

1. Solve the Matching Penny games: player Even plays Head with probability X and tails with (1-X), and Player Odd Y and (1-Y). What are X and Y?

Expected utility of both players:

$$E_{Even}(H) = 1Y + -1(1 - Y) = 2Y - 1$$

$$E_{Even}(T) = -1Y + 1(1 - Y) = 1 - 2Y$$

$$E_{Odd}(H) = -1X + 1(1 - X) = 1 - 2X$$

$$E_{Odd}(T) = 1X + -1(1 - X) = 2X - 1$$

2. In equilibrium, a player should randomise their selection to make their opponent indifferent between their own stategy.

$$E_{Even}(H) = E_{Odd}(T)$$

$$\Rightarrow 2Y - 1 = 1 - 2Y$$

$$\Rightarrow 4Y = 2$$

$$\Rightarrow Y = \frac{1}{2}$$

$$\Rightarrow (1-Y) = \frac{1}{2}$$

Similarly for *X*, therefore each player choose H and T with 50-50 probability.

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# **Security games**

### Adversary

		Terminal 1	Terminal 2
Defender -	Terminal 1	5, -3	-1, 1
	Terminal 2	-5, 5	2, -1

What are the strategies? They should not be just any random strategy – indifference rules!

1. For the Defender:

$$E(T1) = 5Y + -1(1 - Y) = 6Y - 1$$

$$E(T2) = -5Y + 2(1 - Y) = 2 - 7Y$$

$$E(T1) = E(T2)$$

$$\Rightarrow$$
  $6Y - 1 = 2 - YY$ 

$$\Rightarrow$$
 2 = 13 $Y$ 

$$\Rightarrow Y = \frac{3}{13}$$

$$\Rightarrow (1 - Y) = \frac{10}{13}$$

2. For the attacker:

$$E(T1) = -3X + 5(1 - X) = 5 - 8X$$

$$E(T2) = 1X + -1(1 - X) = 2X - 1$$

$$E(T1) = E(T2)$$

$$\Rightarrow$$
 5 - 8X = 2X - 1

$$\Rightarrow$$
 6 = 10 $X$ 

$$\Rightarrow X = \frac{6}{10}$$

$$\Rightarrow (1 - X) = \frac{4}{10}$$

# Mixed and pure equilibria example

Player 2

Player 1

	Left	Right
Up	3, 1	0, 0
Down	0, 0	1, 3

- 1. There can be mixed strategy equilibria even if there are already pure strategy equilibria. See the example: 3,1 and 1,3 are pure strategy equilibria, BUT!:
  - Player 1:  $E(U) = E(D) \rightarrow 3q = 1 q \rightarrow 4q = 1 \rightarrow q = 1/4$
  - Player 2:  $E(L) = E(R) \rightarrow p = 3(1-p) \rightarrow 4p = 3 \rightarrow p = 3/4$
- 2. So, Player 1 with (3/4U + 1/4D) and Player 2 with (1/4L + 3/4D).