

Week 3. Static games with complete information II: Nash equilibrium

Exercise 1: Iterated elimination of dominated strategies I (previous exercise 4)

Exercise 2: Iterated elimination of dominated strategies II (previous exercise 5)

Exercise 3: Nash equilibrium vs dominance solvability

Prove the following statements:

- (i) If a pure strategy $S_j^{(i)}$ is dominated and $\sigma = (\sigma^{(1)}, \dots, \sigma^{(n)})$ is a Nash equilibrium, then $\sigma_j^{(i)} = 0$.
- (ii) If the game is dominance solvable such that the unique outcome of iterated elimination of dominated strategies is some pure strategy $s = (s^{(1)}, \dots, s^{(n)})$, then s is a Nash equilibrium.

[Hint: In each case prove by contradiction. For example, for (i) assume that these was a Nash equilibrium with $\sigma_j^{(i)} > 0$, and show that this would yield some contradiction.]

Exercise 4: Best responses

Consider the stag hunt game:

		<u>player 2</u>	
		Stag	Hare
<u>player 1</u>	Stag	$\begin{pmatrix} 10, 10 \\ 6, 0 \end{pmatrix}$	$\begin{pmatrix} 0, 6 \\ 6, 6 \end{pmatrix}$
	Hare		

Suppose player 1 uses the mixed strategy $(x, 1 - x)$, where x is player 1's probability to Stag. Similarly, player 2's strategy is $(y, 1 - y)$.

- (i) For given x, y compute the players' payoffs $\pi^{(1)}(x, y), \pi^{(2)}(x, y)$ (see Remarks 2.6, 2.7).
- (ii) For a given y compute player 1's best response $\text{BR}(y)$. In particular, show that there is some y^* such that all $x \in [0, 1]$ are a best response.
- (iii) Draw the two best response correspondences $\text{BR}(x), \text{BR}(y)$ into a $x - y$ plane. How often do they intersect? What does it mean if they intersect.