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

Exercise 1: Iterated elimination of dominated strategies I

Construct a 2-player game such that:

- 1. Both players have 3 actions.
- 2. The game cannot be solved by elimination of dominated strategies.
- 3. The game can be solved by iterated elimination of dominated strategies.

Exercise 2: Iterated elimination of dominated strategies II

Consider the following 3-players game. Here the first player chooses a row, the second player chooses a column, and the third player chooses a matrix.

Can you solve this game using iterated elimination of strategies?

$$\begin{array}{cccc} \text{Matrix 1} & \text{Matrix 2} \\ & \text{Col 1} & \text{Col 2} & \text{Col 1} & \text{Col 2} \\ \text{Row 1} & \begin{pmatrix} (2,1,6) & (3,2,3) \\ (0,4,0) & (1,0,0) \end{pmatrix} & \text{Row 1} & \begin{pmatrix} (1,-1,4) & (2,1,4) \\ (-1,4,0) & (0,0,3) \end{pmatrix} \end{array}$$

Exercise 3: Nash equilibrium vs dominance solvability

Prove the following statements:

- (i) If a pure strategy $s_j^{(i)}$ is dominated by a pure strategy $s_k^{(i)}$ 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 $s = (s^{(1)}, \ldots, s^{(n)})$, then s is a Nash equilibrium.

[Suggestion: One could use contradiction to prove the above statements. 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:

$$\begin{array}{c|c} & \underline{\text{player 2}} \\ \\ \underline{\text{player 1}} & \text{Stag} & (10, 10) & (0, 6) \\ \\ & \text{Hare} & (6, 0) & (6, 6) \end{array}$$

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 (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 BR(x), BR(y) into a x-y plane. How often do they intersect? What does it mean if they intersect.