

Game Theory and Applications (博弈论及其应用)

# **Chapter 4: Continuous Game and Applications**

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## Recap on Previous Chapter

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- Dominant strategy and dominant strategy equilibria
- How to find mixed strategy Nash equilibrium for strictly dominated strategies
- Rationalization and iteration of strictly dominated strategies

# Continuous Game

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A game  $G = \{N, \{A_i\}, \{u_i\}\}$  with complete information is **continuous** if each  $A_i$  is non-empty and compact, and  $u_i: A \rightarrow R$  are continuous.

- Many quantities are essentially continuous: If we're considering how many fish to catch in a season, where the measurement is in millions of tons.
- Cournot game ...

# How to Find Nash Equilibria

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- Finding Nash equilibrium for continuous strategies  $A_i$ :
  - (1) Find the best response correspondence for each player

Best response correspondence

$$B_i(a_{-i}) = \{a_i \in \operatorname{argmax}_{a_i \in A_i} u_i(a_i, a_{-i})\}$$

- (2) Find all Nash Equilibria  $(a_1^*, a_2^*, \dots, a_N^*)$  such that

$$a_i^* \in B_i(a_{-i}^*) \text{ for each player}$$

# Product Competition Model

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- Cournot Model (古诺竞争)
  - Strategy are outputs, prices are decided by outputs
- Bertrand Model (伯特兰德模型)
  - Strategies are prices, outputs are decides by prices

# Cournot Competition

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- Two firms compete by choosing how much to produce

$$G = \{\{1, 2\}, \{q_1, q_2\}, \{u_1, u_2\}\}$$

- Price

$$p(q_1, q_2) = a - q_1 - q_2$$

- Costs ( $i = 1, 2$ )

$$c_i(q_i) = cq_i$$

- Payoffs ( $i = 1, 2$ )

$$u_i(q_1, q_2) = (a - q_1 - q_2)q_i - cq_i$$

- Condition  $a > 0, c > 0, q_1 \geq 0, q_2 \geq 0$

# Cournot (Non-corporative=competition)

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Best Response Correspondence is given by

$$B_i(q_{-i}) = (a - c - q_{-i})/2$$

The Nash equilibria:  $\left\{\left(\frac{a-c}{3}, \frac{a-c}{3}\right)\right\}$  Payoff:  $\left\{\left(\frac{(a-c)^2}{9}, \frac{(a-c)^2}{9}\right)\right\}$

Proof.

$$u_i(q_1, q_2) = (a - c - q_1 - q_2)q_i$$

$$\frac{\partial u_1(q_1, q_2)}{\partial q_1} = a - c - q_2 - 2q_1 = 0$$

$$q_1 = (a - c - q_2)/2$$

Solve the equations  $q_1 = (a - c - q_2)/2$  and  $q_2 = (a - c - q_1)/2$

# Cournot (Corporative)

猜测：合作和竞争收益会一样吗？  
如果一样就没有必要合作了

Best Response Correspondence is given by

$$B_i(q_{-i}) = (a - c)/4$$

The Nash equilibria:  $\left\{\left(\frac{a-c}{4}, \frac{a-c}{4}\right)\right\}$  Payoff:  $\left\{\left(\frac{(a-c)^2}{8}, \frac{(a-c)^2}{8}\right)\right\}$

Proof.

$$u_1(q_1, q_2) + u_2(q_1, q_2) = (a - c - q_1 - q_2)(q_1 + q_2)$$

$$u_1(q_1, q_2) + u_2(q_1, q_2) = (a - c - x)x, x = q_1 + q_2$$

$$x = (a - c)/2$$

$1/3 > 1/4$  生产的少了

$1/9 < 1/8$  收益多了

**The corporative payoffs are better than the competition cases**



# Bertrand Model

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Strategic price rather than output

- Single product produced by 2 firms
- Each firm gives a price strategy  $q_1$  and  $q_2$
- Market price:  $\min\{q_1, q_2\}$
- Output demand is  $d = a - \min(q_1, q_2)$ ;
- Cost of firm  $i$  is  $C_i(q_i) = cq_i$  ( $a > c$ )
- Payoff:

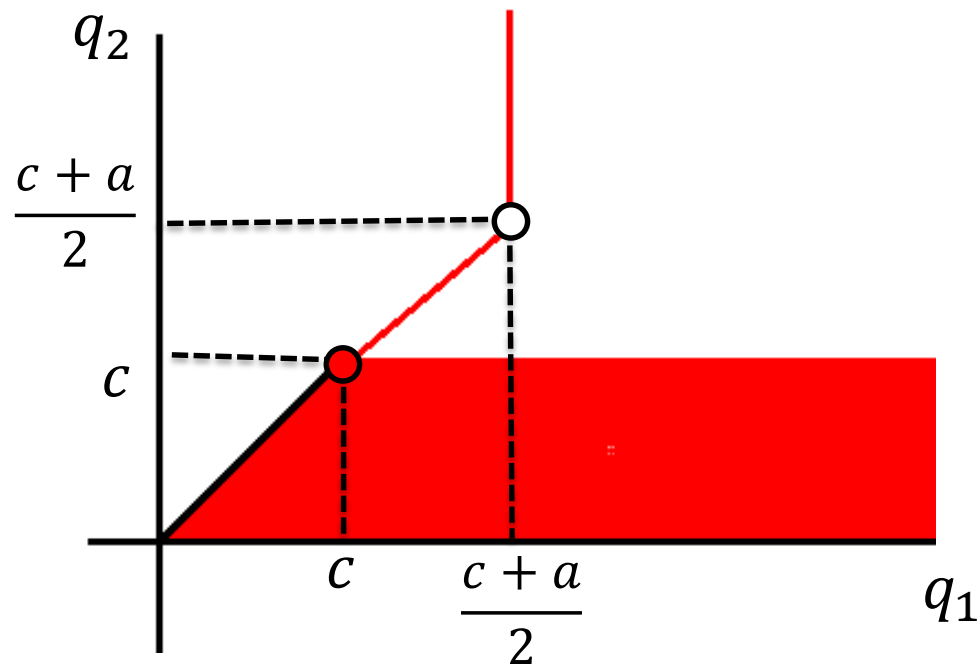
$$u_1(q_1, q_2) = \begin{cases} q_1(a - q_1) - c(a - q_1) & \text{if } q_1 < q_2 \\ q_1(a - q_1)/2 - c(a - q_1)/2 & \text{if } q_1 = q_2 \\ 0 & \text{if } q_1 > q_2 \end{cases}$$

(x-c)(a-x) 对称轴为(a+c)/2  
与x轴相交于c, a

## Best Response for $B_1(q_2)$

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$$B_1(q_2) = \begin{cases} \{q_1: q_1 > q_2\} & \text{if } q_2 < c \\ \{q_1: q_1 \geq q_2\} & \text{if } q_2 = c \\ \{q_1: q_1 = q_2 - \epsilon\} & \text{if } c < q_2 \leq (c + a)/2 \\ \{q_1: q_1 = (c + a)/2\} & \text{if } q_2 > (c + a)/2 \end{cases}$$

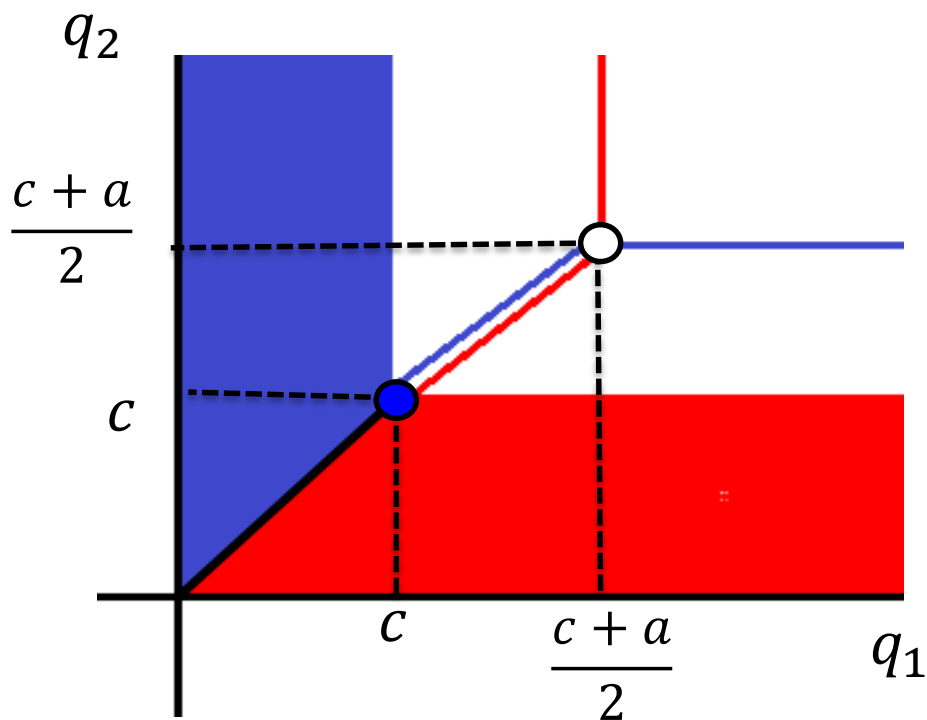


# Nash Equilibrium

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$(q_1^*, q_2^*)$  satisfies  $q_1^* \in B_1(q_2^*)$  and  $q_2^* \in B_2(q_1^*)$

Intersection of the graphs of the best response function



The unique Nash Equilibrium  $(c, c)$

# Bertrand Model with Different Product

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- $N = \{1,2\}$  with different products
- Price  $\{q_1, q_2\}$ ;
- Demand ( $a > 1$ )
$$d_1(q_1, q_2) = 10 - aq_1 + q_2$$
$$d_2(q_1, q_2) = 10 - aq_2 + q_1$$
- Cost of firm  $i$  is  $C_i(x) = cx$

Exercise: Find its Nash equilibrium

# The Hotelling Game

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- Two hotels  $\{1, 2\}$
- Choose prizes:  $\{p_1, p_2\}$
- Firm 1 and 2 are located at the end of left and right endpoints of the interval  $[0, 1]$ , respectively.
- The cost for each person is  $c$
- Consumers are uniform distributed in  $[0, 1]$
- If a consumer is located at  $x$ , then the payoff of visiting hotel  $i$  is

$$u_c(x, 1) = v - p_1 - tx, u_c(x, 2) = v - p_2 - t(1 - x)$$

# Payoffs and Best Responses

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What are firms' payoff ?

$$u_1(p_1, p_2) = \left( \frac{1}{2} + \frac{p_2 - p_1}{2t} \right) (p_1 - c)$$

$$u_2(p_1, p_2) = \left( \frac{1}{2} + \frac{p_1 - p_2}{2t} \right) (p_2 - c)$$

What are best response?

$$B_1(p_2) = \frac{c + t + p_2}{2}$$

$$B_2(p_1) = \frac{c + t + p_1}{2}$$

NE:  $(c + t, c + t)$

# Symmetric Game

A game is **symmetric** if any player's payoff  $u_i(a_i, a_j, a_{-i,j})$  can be converted into any other player's payoff  $u_j(a_j, a_i, a_{-i,j})$  simply by re-arranging the player's "names"

**Theorem.** Any symmetric game has a symmetric NE, where each player uses the same strategy

		Prisoner 2	
		Confess( c )	Don't confess(d)
Prisoner 1	Confess(c)	-6      -6	0      -12
	Don't confess(d)	-12      0	-1      -1

# Partnership Model

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Two persons start a firm.

Their efforts  $\{e_1, e_2\}$

Equally split the profits of the firm  $\pi(e_1, e_2) = se_1e_2$

The cost of effort is  $ce_i^2/2$

If they work separately and do not monitor each other

What is the Nash equilibrium if  $s > c$ ?



# Existence of Equilibria for Infinite Games

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**(Nash)** Every finite game has a mixed strategy NE

**(Debreu, Glicksberg, Fan)** Consider a strategic form game  $\{N, \{A_i\}, \{u_i\}\}$  such that for each player

- $A_i$  is compact and convex
- $u_i(a_i, a_{-i})$  is continuous in  $a_{-i}$
- $u_i(a_i, a_{-i})$  is continuous and concave in  $a_i$

There exists a pure strategy Nash equilibrium

# A More Powerful Theorem

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**(Glicksberg)** Consider a strategic form game  $\{N, \{A_i\}, \{u_i\}\}$  such that for each player

- $A_i$  is compact and convex
- $u_i(a)$  is continuous in  $a$

**There exists a mixed strategy Nash equilibrium**

For continuous pure strategy space, the space of mixed strategy has infinite dimension

# War of attribution

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- Two players involve in a costly dispute (e.g., two animals fighting over prey)
  - Each animal chooses time at which it intends to give up
  - Once an animal has given up, the other gets all the prey
  - Animals split the prey equally if give up simultaneously
  - Each animal prefers as short a fight as possible
- 
- Let time be a continuous variable  $[0, +\infty]$
  - The value to player  $i$  is  $v_i$  for the prey
  - The unit cost of each player is  $c$  for each unit of time

# Strategy Game

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- Two players  $N = \{1,2\}$
- Strategies: Each player's strategies  $b_i \in [0, +\infty)$
- The payoff for player  $i$  is

$$u_i(b_1, b_2) = \begin{cases} -cb_i & \text{if } b_i < b_j \\ \frac{1}{2}v_i - cb_i & \text{if } b_i = b_j \\ v_i - cb_j & \text{if } b_i > b_j \end{cases}$$

where  $j$  is another player

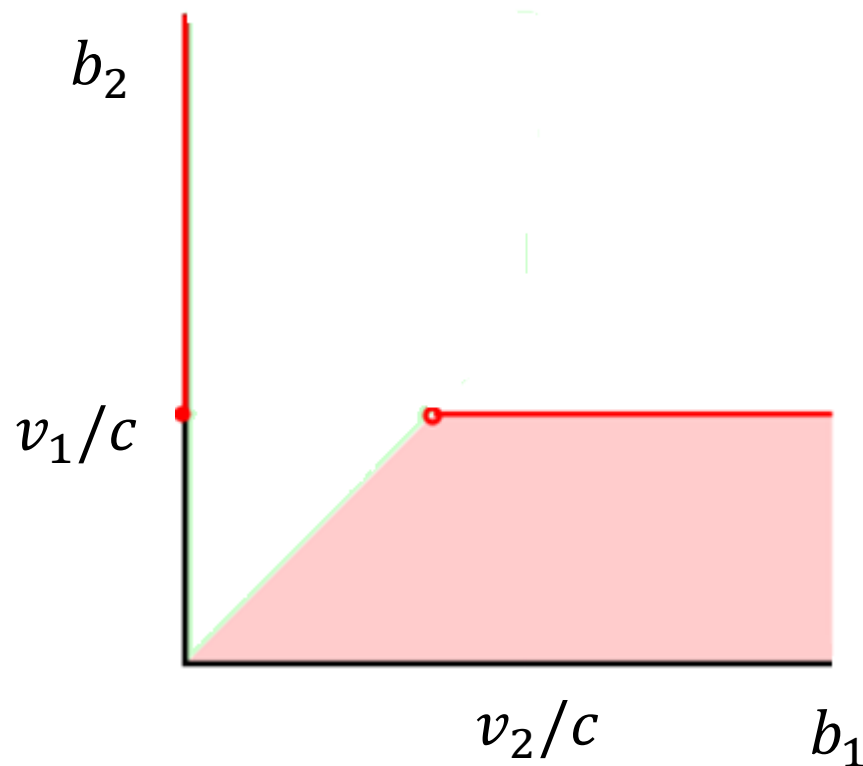
$b_i$  时间

$b_j$  对手的时间

# The Best Response

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$$B_1(b_2) = \begin{cases} \{b_1: b_1 > b_2\} & \text{if } b_2 < v_1/c \\ \{b_1: b_1 = 0 \text{ or } b_1 > b_2\} & \text{if } b_2 = v_1/c \\ \{b_1: b_1 = 0\} & \text{if } b_2 > v_1/c \end{cases}$$



# The Best Response

---

$$B_i(b_j) = \begin{cases} \{b_i: b_i > b_j\} & \text{if } b_j < v_i/c \\ \{b_i: b_i = 0 \text{ or } b_i > b_j\} & \text{if } b_j = v_i/c \\ \{b_i: b_i = 0\} & \text{if } b_j > v_i/c \end{cases}$$

## Nash Equilibrium

$$(b_1 = 0, b_2 > v_1/c)$$

$$(b_1 > v_2/c, b_2 = 0)$$

