

# Game Theory, Fall 2022

## Problem Set 1

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1. ST Exercise 3.2.<sup>1</sup>

**Soln:** There are two players, the kicker (player 1) and the goalie (player 2). Each has two strategies,  $L$  or  $R$ , where obviously  $L$  denotes “left” and  $R$  denotes “right”. Thus, the strategy space is  $S_i = \{L, R\}$  for  $i = 1, 2$ . Suppose the winner obtains payoff 1 and the loser obtains payoff  $-1$ . Then, we have  $v_1(L, R) = v_1(R, L) = v_2(L, L) = v_2(R, R) = 1$  and  $v_1(L, L) = v_1(R, R) = v_2(L, R) = v_2(R, L) = -1$ . The matrix is in Figure 1.

|          |     | Player 2 |         |
|----------|-----|----------|---------|
|          |     | $L$      | $R$     |
| Player 1 | $L$ | $-1, 1$  | $1, -1$ |
|          | $R$ | $1, -1$  | $-1, 1$ |

Figure 1: The normal form game for Question 1

2. ST Exercise 3.3.

**Soln:** There are two players, 1 and 2. The strategy space for player  $i$  is  $S_i = \{S, C\}$ , where  $S$  represents Sutro Tower and  $C$  represents Coit Tower. Suppose meeting up yields payoff 1 to each of the players and not meeting up yields  $-1$ . Therefore,  $v_i(S, S) = v_i(C, C) = 1$  and  $v_i(S, C) = v_i(C, S) = -1$  for  $i = 1, 2$ . The matrix is in Figure 2.

3. ST Exercise 3.4.

**Soln:** Its game matrix is in Figure 3, where  $S$  stands for stag and  $H$  stands for hare.

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\*Special thanks go to Peixuan Fu and Shuang Wu, who wrote the last version of these solutions.

<sup>1</sup>“ST” refers to our textbook: *Game Theory: An Introduction* by Steven Tadelis.

|          |          |          |          |
|----------|----------|----------|----------|
|          |          | Player 2 |          |
|          |          | <i>S</i> | <i>C</i> |
| Player 1 | <i>S</i> | 1, 1     | -1, -1   |
|          | <i>C</i> | -1, -1   | 1, 1     |

Figure 2: The normal form game for Question 2

|          |          |          |          |
|----------|----------|----------|----------|
|          |          | Player 2 |          |
|          |          | <i>S</i> | <i>H</i> |
| Player 1 | <i>S</i> | 3, 3     | 0, 1     |
|          | <i>H</i> | 1, 0     | 1, 1     |

Figure 3: The normal form game for Question 3

4. Consider the first/second price auction environment we covered in class. Instead of 2 bidders, assume there are  $n$  bidders with value  $v_1, \dots, v_n$ .

- (a) Extend the first price auction to this case. As usual, if more than one bidder bid the same highest price, a winning bidder is randomly drawn from them with equal probabilities. (Use this tie breaking rule also for the next question).

**Soln:** There are  $n$  bidders,  $N = \{1, 2, \dots, n\}$ . Every bidder can bid a nonnegative price  $b_i \geq 0$ . Thus, bidder  $i$ 's strategy space is  $S_i = [0, +\infty)$ . The payoff function for bidder  $i$  is

$$v_i(b_i, b_{-i}) = \begin{cases} \frac{v_i - b_i}{|\{j | b_j = b_i\}|}, & \text{if } b_i \geq b_j \text{ for all } j, \\ 0, & \text{otherwise.} \end{cases}$$

- (b) Extend the second price auction to this case.

**Soln:** The set of players and strategy space are the same as first price auction,  $N = \{1, 2, \dots, n\}$ , and  $S_i = [0, +\infty)$ , for  $i \in N$ . The payoff function for player  $i$  is

$$v_i(b_i, b_{-i}) = \begin{cases} \frac{v_i - \max_{j \neq i} b_j}{|\{j | b_j = b_i\}|}, & \text{if } b_i \geq b_j \text{ for all } j, \\ 0, & \text{otherwise.} \end{cases}$$

5. ST Exercise 4.3.

- (a) **Soln:** There are two players, 1 and 2. The strategy space for player  $i$  is  $S_i = \{0, 1, 2\}$ . The game matrix is in Figure 4.
- (b) It is easy to check that none of player 1's strategy is strictly dominated. For player 2,  $b_2 = 0$  is strictly dominated by  $b'_2 = 2$ .

|          |   | Player 2 |      |          |
|----------|---|----------|------|----------|
|          |   | 0        | 1    | 2        |
| Player 1 | 0 | 1.5, 2.5 | 0, 4 | 0, 3     |
|          | 1 | 2, 0     | 1, 2 | 0, 3     |
|          | 2 | 1, 0     | 1, 0 | 0.5, 1.5 |

Figure 4: The normal form game for Question 5

- (c) In the first round, 0 for player 2 is deleted. In the second round,  $b_1 = 0$  for player 1 is strictly dominated by  $b'_1 = 2$ , and thus is deleted. In the third round,  $b_2 = 1$  for player 2 is strictly dominated by  $b'_2 = 2$ . Hence it is deleted in this round. In the last round,  $b_1 = 1$  for player 1 is strictly dominated by  $b'_1 = 2$ . Therefore, only  $\{2\} \times \{2\}$  survives IESDS.

6. ST Exercise 4.5.

**Soln:** There are two players in the game. We delete all strictly dominated strategies in each round. In the first round, U for player 1 is strictly dominated by M. In the second round, C for player 2 is strictly dominated by R. Hence  $\{M, D\} \times \{L, R\}$  survives iterated deletion of strictly dominated strategies.

|          |   | Player 2 |      |      |
|----------|---|----------|------|------|
|          |   | L        | C    | R    |
| Player 1 | U | 6, 8     | 2, 6 | 8, 2 |
|          | M | 8, 2     | 4, 4 | 9, 5 |
|          | D | 8, 10    | 4, 6 | 6, 7 |

Figure 5: The normal form game for Question 6