

Randomization and Mixed Strategies

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Mixed strategies

- So far, we have been discussing how to achieve NE by players selecting their **pure strategies**
- In principle, players can also **randomize over their pure strategies**
- Let's see an example!

Example

- Rock, paper, scissors game
- Pure strategies = {R, S, P}
- Any dominated strategies?
- Pure NE?

	R	S	P
R	0,0	1,-1	-1,1
S	-1,1	0,0	1,-1
P	1,-1	-1,1	0,0



Example

- Rock, paper, scissors game
- Pure strategies = {R, S, P}
- Any dominated strategies? **No**
- Pure NE? **No**
- **Claim:** there is a NE if player choose with probability $1/3$ each of his pure strategies

	R	S	P
R	0,0	1,-1	-1,1
S	-1,1	0,0	1,-1
P	1,-1	-1,1	0,0



Reminder!

- A **payoff matrix** only shows the payoffs for **pure-strategy profiles**
- For mixed strategies, use **expected value (utility)**
 - X : a random variable

$$E[X] = \sum x \cdot p(x)$$

- $E[X]$: Expected value of X
- A weighted average of different values of X

Expected utilities

$$E\left[U_1\left(R,\left(\frac{1}{3},\frac{1}{3},\frac{1}{3}\right)\right)\right] = \frac{1}{3}0 + \frac{1}{3}1 + \frac{1}{3}(-1) = 0$$

$$E\left[U_1\left(S,\left(\frac{1}{3},\frac{1}{3},\frac{1}{3}\right)\right)\right] = \frac{1}{3}(-1) + \frac{1}{3}0 + \frac{1}{3}1 = 0$$

$$E\left[U_1\left(P,\left(\frac{1}{3},\frac{1}{3},\frac{1}{3}\right)\right)\right] = \frac{1}{3}1 + \frac{1}{3}(-1) + \frac{1}{3}0 = 0$$

$$\Rightarrow E\left[U_1\left(\left(\frac{1}{3},\frac{1}{3},\frac{1}{3}\right),\left(\frac{1}{3},\frac{1}{3},\frac{1}{3}\right)\right)\right] = \frac{1}{3}0 + \frac{1}{3}0 + \frac{1}{3}0 = 0$$

Definition 1

Definition: Mixed strategies

A mixed strategy p_i is a randomization over i 's pure strategies

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A mixed strategy p_i is a randomization over i 's pure strategies

- $p_i(s_i)$ is the probability that p_i assigns to pure strategy s_i
- $p_i(s_i)$ could be zero \rightarrow in RSP: (1/2, 1/2, 0)
- $p_i(s_i)$ could be one \rightarrow in RSP: 'P' a pure strategy if $p_i(P) = 1$

Definition 2

Definition: Expected Payoffs

The expected payoff of the mixed strategy p_i is the weighted average of the expected payoffs of each of the pure strategies in the mix of -i

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- Every player is mixing, hence you have to take the **joint probabilities** for a strategy profile to occur

Another example

- Battle of the sexes game
- Player 1: $p = (1/5, 4/5)$
- Player 2: $q = (1/2, 1/2)$
- What's the players expected payoff by using p and q ?

		Player 2		
		M	N	
Player 1	M	2,1	0,0	1/5
	N	0,0	1,2	4/5
		1/2	1/2	

Another example

- Battle of the sexes game
- Player 1's expected payoff by using p ?

$$E\left[U_1\left(M,\left(\frac{1}{2},\frac{1}{2}\right)\right)\right]=\frac{1}{2}2+\frac{1}{2}0=1$$

$$E\left[U_1\left(N,\left(\frac{1}{2},\frac{1}{2}\right)\right)\right]=\frac{1}{2}0+\frac{1}{2}1=\frac{1}{2}$$

		Player 2		
		M	N	
Player 1	M	2,1	0,0	1/5
	N	0,0	1,2	4/5
		1/2	1/2	

Another example

- Battle of the sexes game
- Player 2's expected payoff by using q ?

$$E\left[U_2\left(\left(\frac{1}{5}, \frac{4}{5}\right), M\right)\right] = \frac{1}{5}1 + \frac{4}{5}0 = \frac{1}{5}$$
$$E\left[U_2\left(\left(\frac{1}{5}, \frac{4}{5}\right), N\right)\right] = \frac{1}{5}0 + \frac{4}{5}2 = \frac{8}{5}$$

		Player 2		
		M	N	
Player 1	M	2,1	0,0	1/5
	N	0,0	1,2	4/5
		1/2	1/2	

Another example

- Battle of the sexes game
- What's the players expected payoff **totally**?

		Player 2		
		M	N	
Player 1	M	2,1	0,0	1/5
	N	0,0	1,2	4/5
		1/2	1/2	

$$E\left[U_1\left(\left(\frac{1}{5}, \frac{4}{5}\right), \left(\frac{1}{2}, \frac{1}{2}\right)\right)\right] = \frac{1}{5} \cdot 1 + \frac{4}{5} \cdot \frac{1}{2} = \frac{3}{5}$$

$$E\left[U_2\left(\left(\frac{1}{5}, \frac{4}{5}\right), \left(\frac{1}{2}, \frac{1}{2}\right)\right)\right] = \frac{1}{2} \cdot \frac{1}{5} + \frac{1}{2} \cdot \frac{8}{5} = \frac{9}{10}$$

Definition 3

Definition: Mixed Best Response

if $p_i^*(s_i) > 0 \Rightarrow s_i^*$ is also a BR to p_{-i}^*

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To compute mixed strategies NE, $E[u_i(s_i, p_{-i})]$ must be the **same** for all pure strategy s_i such that $p_{-i}(s_i) > 0$.

Definition 4

Definition: Mixed Strategies Nash Equilibrium

A mixed strategy profile $(p_1^*, p_2^*, \dots, p_N^*)$ is a mixed strategy NE if for each player i :

p_i^* is a BR to p_{-i}^*

- Let's go to some examples for finding p, q values

Tennis game



Tennis game

		Nadal	
		<i>l</i>	<i>r</i>
Federer	<i>L</i>	50,50	80,20
	<i>R</i>	90,10	20,80

- Is there any **dominated** strategies?
- Is there any **pure** strategy NE profile?

Tennis game

		Nadal	
		<i>l</i>	<i>r</i>
Federer	<i>L</i>	50,50	80,20
	<i>R</i>	90,10	20,80

- Is there any **dominated** strategies? **No**
- Is there any **pure** strategy NE profile? **No**

Tennis game

- How to find **mixed** strategy NE?
 - Each player's **randomization** is the best response to the other player's **randomization**

		Nadal			
		<i>l</i>	<i>r</i>		
Federer	<i>L</i>	50,50	80,20	<i>p</i> <i>1-p</i>	
	<i>R</i>	90,10	20,80		
		<i>q</i>	<i>1-q</i>		

Tennis game

- Federer's expected utility?

$$E\left[U_{\text{Federer}}\left(L, (q, 1-q)\right)\right] = 50q + 80(1-q)$$

$$E\left[U_{\text{Federer}}\left(R, (q, 1-q)\right)\right] = 90q + 20(1-q)$$

		Nadal		
		<i>l</i>	<i>r</i>	
Federer	<i>L</i>	50,50	80,20	<i>p</i>
	<i>R</i>	90,10	20,80	<i>1-p</i>
		<i>q</i>	<i>1-q</i>	

Tennis game

- Federer's expected utility?

$$E[U_{\text{Federer}}(L, (q, 1-q))] = 50q + 80(1-q)$$

$$E[U_{\text{Federer}}(R, (q, 1-q))] = 90q + 20(1-q)$$



Definition 3

$$\Rightarrow 50q + 80(1-q) = 90q + 20(1-q)$$

$$\Rightarrow 40q = 60(1-q)$$

$$\Rightarrow q = 0.6$$

		Nadal		
		<i>l</i>	<i>r</i>	
Federer	<i>L</i>	50,50	80,20	<i>p</i>
	<i>R</i>	90,10	20,80	<i>1-p</i>
		<i>q</i>	<i>1-q</i>	

Tennis game

- Similarly, Nadal's expected utility?

$$E[U_{Nadal}((p, 1-p), l)] = 50p + 10(1-p)$$

$$E[U_{Nadal}((p, 1-p), r)] = 20p + 80(1-p)$$

$$\Rightarrow 50p + 10(1-p) = 20p + 80(1-p)$$

$$\Rightarrow 30p = 70(1-p)$$

$$\Rightarrow p = 0.7$$

		Nadal		
		<i>l</i>	<i>r</i>	
Federer	<i>L</i>	50,50	80,20	<i>p</i>
	<i>R</i>	90,10	20,80	<i>1-p</i>
		<i>q</i>	<i>1-q</i>	

Tennis game

		Nadal		
		<i>l</i>	<i>r</i>	
Federer	<i>L</i>	50,50	80,20	<i>p</i>
	<i>R</i>	90,10	20,80	<i>1-p</i>
		<i>q</i>	<i>1-q</i>	

- Mixed strategy NE = $\{(p, 1 - p), (q, 1 - q)\}$

$$= \{(0.7, 0.3), (0.6, 0.4)\}$$

L *R* *l* *r*

Tennis game

- What would happen if Nadal jumped to the left **more** often than 0.6?
 - Federer would be better off playing the pure strategy 'R'!
- What if he jumped **less** often than 0.6?
 - Federer would be shooting to the 'L' all time!

		Nadal	
		<i>l</i>	<i>r</i>
Federer	<i>L</i>	50,50	80,20
	<i>R</i>	90,10	20,80

$\{(0.7, 0.3), (0.6, 0.4)\}$

L **R** **l** **r**

NASH THEOREM

Every finite game has
a mixed strategy Nash equilibrium

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- Why this is important?
- Armed with this theorem, we also know that every finite game has an equilibrium, and thus we can simply try to locate the equilibria.