@ (warmstr dasine

Each strategy must define an action for each information set, regardless of whether that information set can be possibly reached

Pure	strategie	s for	"Me"	Thereby.		
	a,g), ((a,i),	(b,i)

Pure strategies for "Kids."

$$(c,e,j), (c,f,j), (d,e,j), (d,f,j), (d,f,k), (c,e,k), (c,f,k), (d,f,k), (d,e,k)$$

	a (Me	\ b	
(kids	<		
C	d	(kiels)	(t
6,3	(Me)	e	1
3/	1	3,7	0,1
0,6	(kids)	1,0	
5/	K		
4,4	0,	2	

	Me					
	(a, g)	(b,9)	(a,h)	(b,h)	(a,i)	(b,i)
(c,e,j)	10 B, 6	7,3	3,6	7,3	(3,6) *	7,3
(d,f,j)	6,0	1,0	(4,4)*	1,0	0,1	1,0
(d, ξ, k)	6,0.	1,0	2,0	1,0	0,1	1,0
(c,f,j)	3,6	1,0	3,6	1,0	(3,6)*	1,0
(c,e,k)	3,6	7,3	3,6	7,3	(3,6)*	7,3
(d,e,k)	6,0	7,3	2,0	$\overline{(7,3)}^{*}$	0,1	(7, 3) ×
(d, e, j)	6,0	7,3	4,4	7,3	0,1	.7,3
(c,f,k)	3,6	1,0	3,6	1,0	(3,6)*	1,0

Note that I've flipped the payoffs from the tree since I made "Kids" the vow player

kids

How# 4 cont. (Note, you didn't need to do this, but it is included anyway)

Pareto optimal solutions: all joint strategies in which the payoffs are (6,3), (4,4), (3,7)

Pure strategy NE: circled in the matrix -> Extra credit if you Mixed strategy NE: who cared perfect NE. The matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit if you cared in the matrix -> Extra credit in th

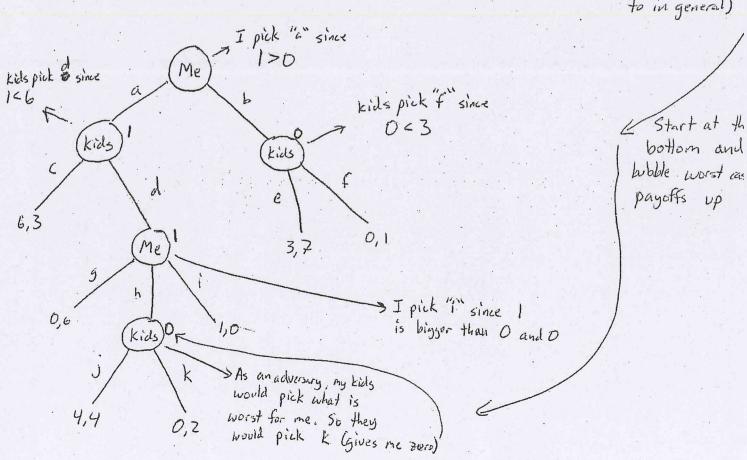
Maximin (of extensive form game) - Note: We didn't talk about this in class. I apologize. And I'd never expect you to compute maximin for the large matrix. But it can easily be done for the extensive form game by pretending the other player is an adversarial observing what they would do.

For 强"Me": MM strategy: (a,i) - MM value = 1

(an you see why?

For "kids": MM strategy: (c,e,j) - MM value= 3

Notice that this maximin strategy pairs again form an NE (but they don't have to in general)



9 continued How would I play this

My kids and I have settled on (a,h), (d,e,j)

most days

the subgame perfect NE!

Uplate for this year. Now the kids require

a treat and a story. The game is evolving