

Ex 1

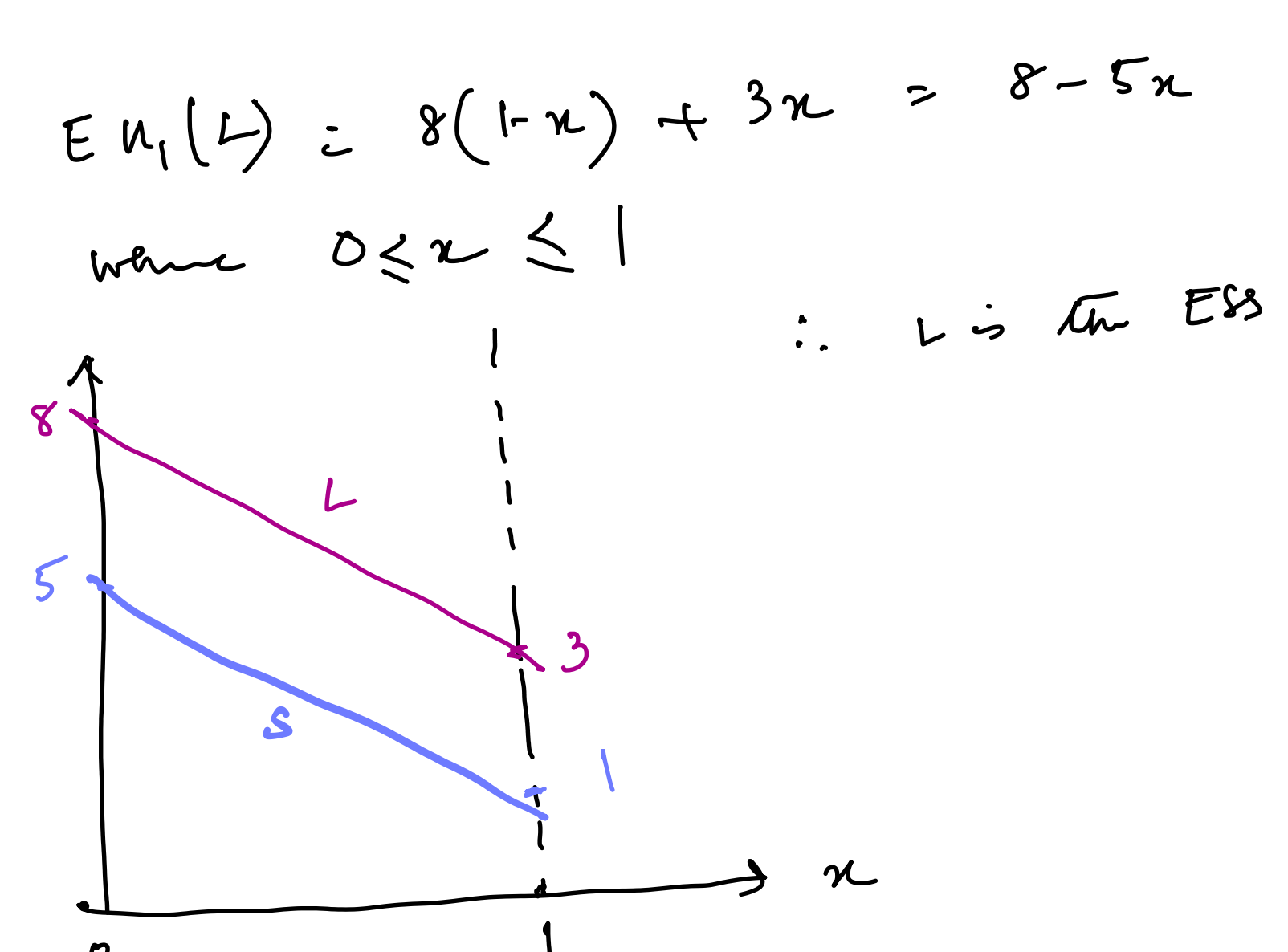
B2	B1	
S	L	
5, 5	1, 8	
8, 1	3, 3	

In a small beetle population, x fraction of large beetles are introduced.

$$EU_1(S) = 5(1-x) + x = 5 - 4x$$

$$EU_1(L) = 8(1-x) + 3x = 8 - 5x$$

where $0 \leq x \leq 1$



$\therefore L$ is the ESS.

Ex 2

A	B	
X	Y	
1, 1	2, x	
x, 2	3, 3	

$x \in \{0, 1, 2\}$
Fraction p of mutant Y is introduced.

Recall \rightarrow

2	S	T
1	S	T
	a, a	b, c
	c, b	d, d

N.E. $\Rightarrow a > c$; If $x = 0, 1$ (x, x) is N.E.
ESS \Rightarrow
 $EU_1(S) = a(1-x) + bx$
 $EU_1(T) = c(1-x) + dx$

For S to be ESS,
 $EU_1(S) > EU_1(T)$
 $a(1-x) + bx > c(1-x) + dx$
 $\Rightarrow a > c$
 $b > d$

In given question, $b < d$, we solve.

$$EU_A(X) = 1 \cdot (1-p) + 2p = 1+p$$

$$EU_A(Y) = x(1-p) + 3p$$

For $x=2$,
 $EU_A(Y) = 2+3p > EU_A(X) = 1+p$
 \therefore For $x=2$, Y is ESS.

For $x=1$,
 $EU_A(Y) = 1+2p > EU_A(X) = 1+p$
 \therefore For $x=1$, Y is ESS.

For $x=0$,
 $EU_A(Y) = 3p$
 $\therefore EU_A(Y) > EU_A(X)$
 $\Rightarrow 3p > 1+p$
 $\Rightarrow p > 1/2$

For $x=0$, if $p > 1/2$, Y is ESS
else X is ESS.

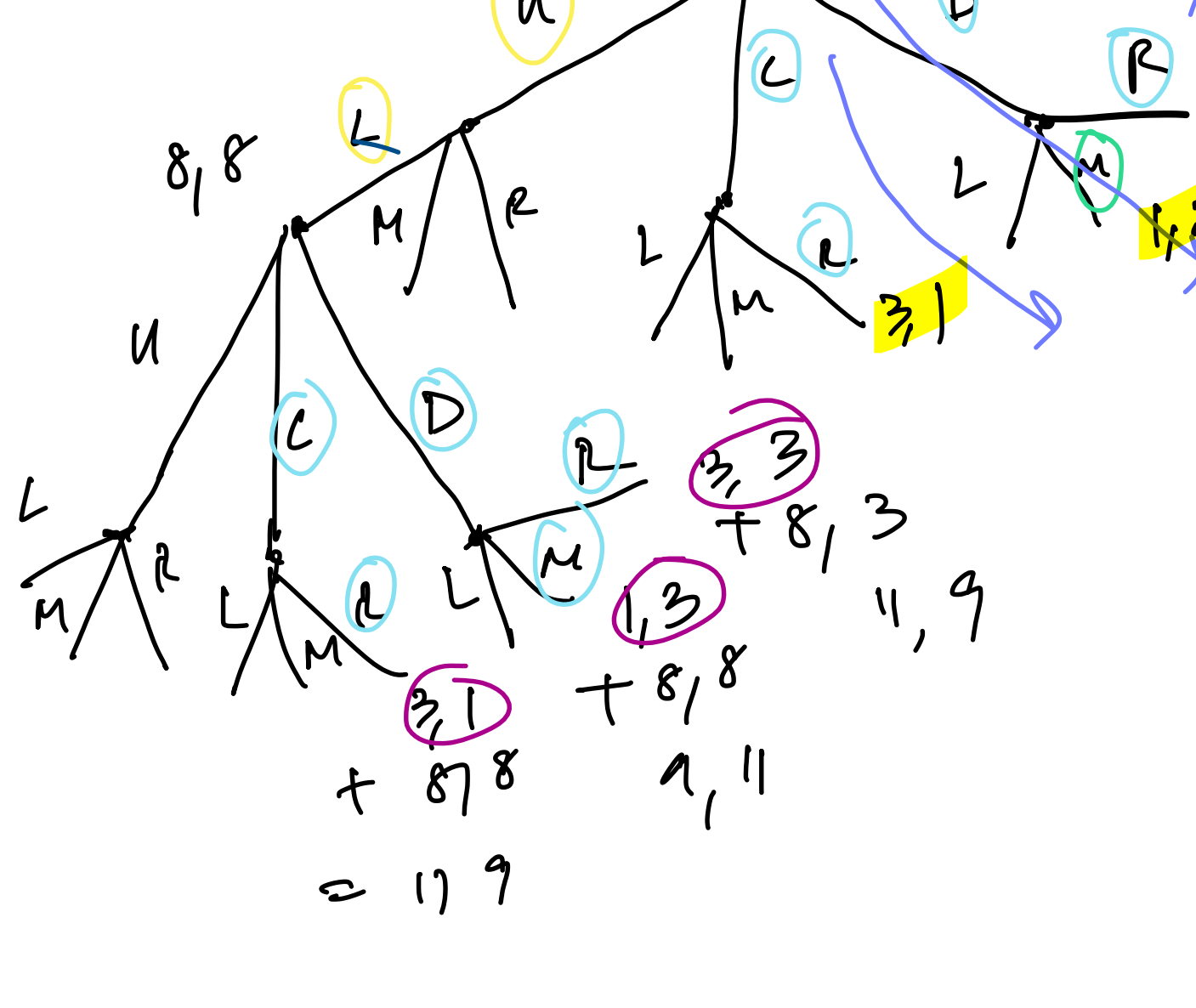
check result for when x is introduced into an existing population of Y .

Ex 3

1, 2	L	M	R	
U	8, 8	0, 9	0, 0	
C	9, 0	0, 0	3, 1	
D	0, 0	1, 3	3, 3	

$(U, L) \rightarrow (C, R) \rightarrow (11, 9)$
 $(U, L) \rightarrow (D, M) \rightarrow (9, 11)$
 $(U, L) \rightarrow (D, R) \rightarrow (11, 11)$

1st stage



If player 1 plays U, & player 2, play M (BE) $\rightarrow (0, 9)$
Next game:
If player 1 plays C, P2 has to play 2 $\rightarrow (3, 1) + (0, 9) = (3, 10)$
If P1 plays D, P2 plays M or R
For $(D, M) \rightarrow (1, 3) + (0, 9) = (1, 12)$
For $(D, R) \rightarrow (3, 3) + (0, 9) = (3, 12)$

If players play (U, L) followed by (D, R) , they can maximize payoff of both & there is no incentive to deviate.

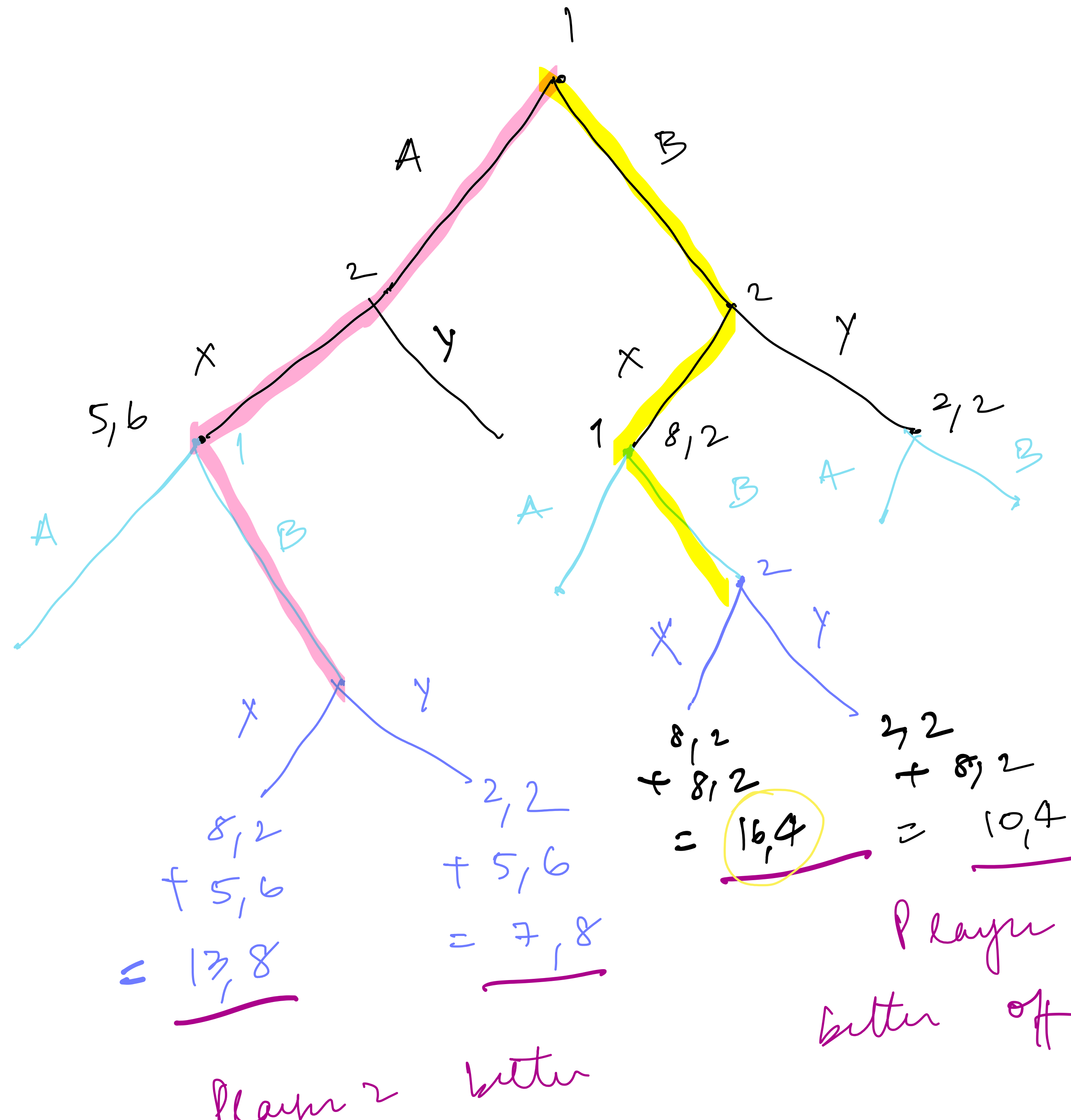
Ex 4

P2		
P1	X	Y
A	5, 6	0, 0
B	8, 2	2, 1

N.E $\Rightarrow (3/4 X), (1/4 Y)$

$$EU_1(AB, XX(Y)) = \frac{1}{2} \times 13 + \frac{1}{2} \times 7 = 11$$

$$EU_1(BB, XX(Y)) = \frac{1}{2} \times 16 + \frac{1}{2} \times 10 = 13$$



Ex 5 $U_1(x_1, x_2) = x_1^2 + x_2 - x_1 x_2$ $x_1, x_2 \geq 0$
 $0 \leq x_i \leq 1$
 $= x_2(x_2 + 1 - x_1)$

Utility is decreasing in effort.
Similarly for x_2 .

$$U_2(x_2, x_1) = x_1^2 + x_1 - x_2 x_1$$

for any $x_1 > 0$ utility is decreasing

If $x_1 = k, x_2 = 0$,

$$U_1 = 0$$

No incentive to make an effort $x_i > 0$

$$\therefore \text{N.E} = (x_1, x_2) = (0, 0)$$

For infinite game, U_i is discounted by δ .

If $x_1 = x_2 = k > 0$

$$U_1 = k^2 + k - k^2 = k$$

$$U_1 = \frac{k}{1-\delta}$$

If player 1 cheats & picks $x_1 = 0$ while $x_2 = k$,
 $U_1 = k^2 + k - 0 = k^2 + k$

For player 1 not to cheat & sustain an effort of k , $\frac{k}{1-\delta} > k^2 + k$

$$\therefore k > (k^2 + k)(1-\delta)$$

$$k > k^2 + k - \delta(k^2 + k)$$

$$\delta(k^2 + k) > k^2$$

$$\delta > \frac{k^2}{k^2 + k}$$

$$\delta > \frac{k}{k+1} \quad k \neq 0$$