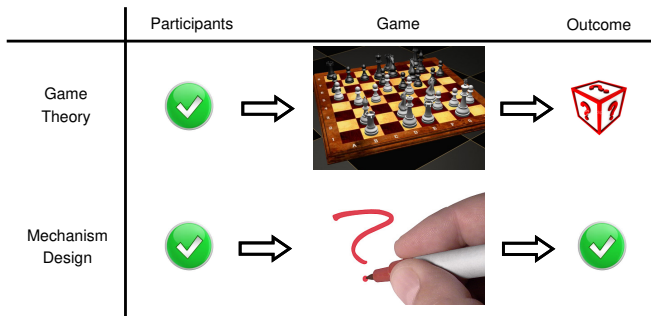


# CS243: Introduction to Algorithmic Game Theory

## Lecture 03, Dominate Strategy and Truthfulness (Dengji ZHAO)

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# Recap: Game Theory



## Recap: (Simultaneous Move) Game Playing

- A set of  $n$  players
- Each player  $i$  has a set of strategies  $S_i$
- Let  $s = (s_1, \dots, s_n)$  be the vector of strategies selected by the  $n$  players. Also let  $\mathbf{s} = (\mathbf{s}_i, \mathbf{s}_{-i})$ .
- Let  $S = \prod_i S_i$  be the strategy vector space of all players.
- Each  $s \in S$  determines the outcome for each player, denote  $u_i(s)$  the utility of player  $i$  under  $s$ .

## Recap: (Simultaneous Move) Game Playing

### Definition

A strategy vector  $s \in S$  is a **dominant strategy equilibrium**, if for each player  $i$ , and each alternate strategy vector  $s' \in S$ , we have that  $u_i(s_i, s'_{-i}) \geq u_i(s'_i, s'_{-i})$

### Definition

A strategy vector  $s \in S$  is said to be a (pure strategy) **Nash equilibrium** if for all players  $i$  and each alternate strategy  $s'_i \in S_i$ , we have that  $u_i(s_i, s_{-i}) \geq u_i(s'_i, s_{-i})$

### Quiz

A game with no Nash equilibrium also does not have dominant strategy equilibrium. True/False

# Recap: Games

		P2	
		Confess	Silent
P1	Confess	4, 4	5, 1
	Silent	1, 5	2, 2

Prisoners' Dilemma

		Boy	
		B	S
Girl	B	6, 5	1, 1
	S	2, 2	5, 6

Battle of the Sexes

		2	
		H	T
1	H	-1, 1	1, -1
	T	1, -1	-1, 1

Matching Pennies

# How to compute strategies?

## Learning in Games: Best Response

# Best Response

## Definition

We say that a change from strategy  $s_i$  to  $s'_i$  is an **improving response** for player  $i$  if  $u_i(s'_i, s_{-i}) > u_i(s)$  and **best response** if  $s'_i$  maximizes the players' utility  $\max_{s'_i \in S_i} u_i(s'_i, s_{-i})$ .

# Best Response

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Matching Pennies



# Game Design: Mechanism Design

- Auctions (**Second Price Auction**)

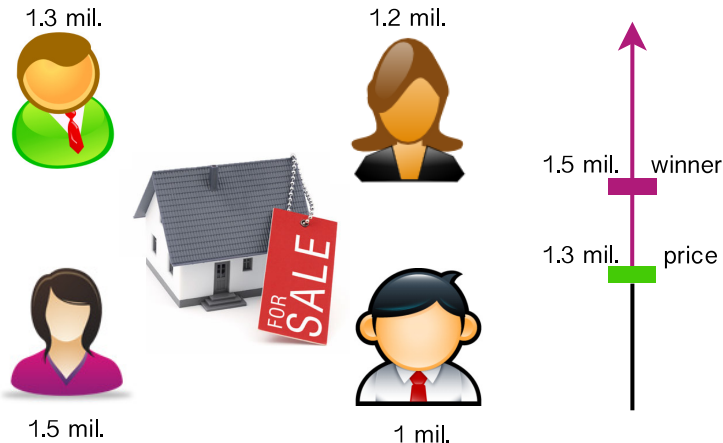
# The Setting

- A seller sells an item, e.g. a house.
- A set of  $n$  buyers are willing to buy the item, each buyer  $i$  has a (**private**) valuation  $v_i$  on the item.

## Second Price Auction (Vickrey Auction)

- Each buyer reports her valuation to the seller
- The seller sells the item to the buyer with the highest valuation report
- The seller charges the winner the second highest valuation report

# Second Price Auction (Vickrey Auction)



# Strategies of the Buyers

- Strategy/Action space: Quiz

# Strategies of the Buyers

- Strategy/Action space: Quiz
- What is the best strategy for a buyer? Quiz

# Dominant Strategy in Auction Design: Truthfulness

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## Question

Is there any weakness of truthfulness?

# Challenges

## Challenge

Is first price auction truthful?

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Is first price auction truthful?

## Question

Is fixed price auction truthful?

- A fixed price is given in advance/public-known.
- All buyers whose reports above the fixed prices will win and pay the fixed price.
- If the number of buyers above the price is more than the number of items to sell, use random tie-breaking.

# Advanced Reading

## Challenge

How to extend second price auction for single item to multiple items settings? Vickrey-Clarke-Groves (VCG)

- Introduction to Mechanism Design [AGT Chapter 9]