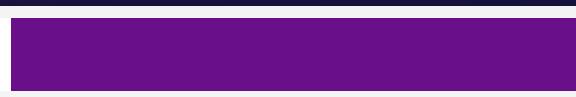


# GAME THEORY



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## INTRODUCTION

### THEORY OF AUCTIONS

Auctions, their types and the two auction strategies.



## GAME 1

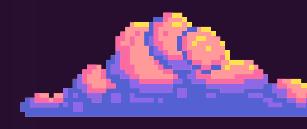
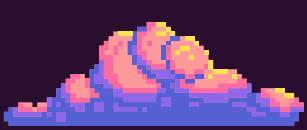
Explanation, implementation, payoff and conclusion.

## GAME 2

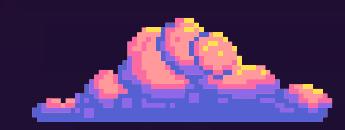
Explanation, implementation, payoff and conclusion.



EXIT



# INTRODUCTION



This is a research-based project centred around game theory, where we shall analyse experimental data which will be obtained using two auction games that are designed by us.



# AUCTIONS

An auction refers to the sale of goods or services by offering them up for bids. They are based on the idea that competitive bidding tends to push prices higher, thus maximising profits.

## TYPES OF AUCTIONS



**First-price, sealed-bid auction**



**Second-price, sealed-bid (Vickrey) auction**

EXIT

# FIRST-PRICE, SEALED-BID AUCTION

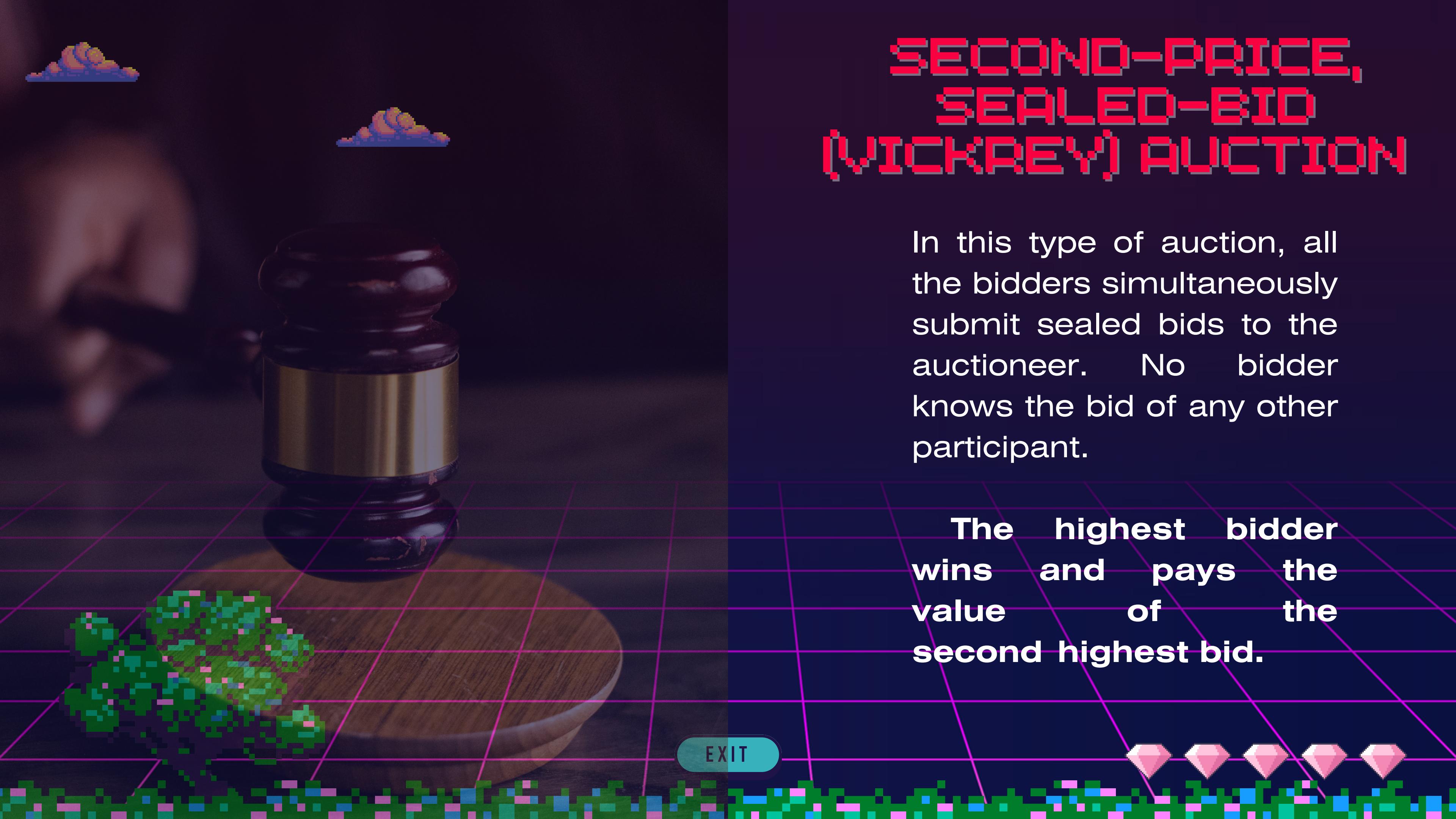
In this type of auction, all the bidders submit simultaneously sealed bids to the auctioneer. No bidder knows the bid of any other participant.

**The highest bidder wins and pays the value of their bid.**

First-Price Auction



EXIT



# SECOND-PRICE, SEALED-BID (VICKREY) AUCTION

In this type of auction, all the bidders simultaneously submit sealed bids to the auctioneer. No bidder knows the bid of any other participant.

The **highest bidder**  
wins and pays the  
value of the  
**second highest bid.**

EXIT



# GAME 1

Based on First Price Auction

EXIT

# GAME RULES

- The game can be played in groups of 4-5 people.
- In each round, everyone secretly writes down two numbers (their bids) on a piece of paper.
- There are a set number of rounds, let's say 10.

In each round, you can pick a number between \$5 and \$50 as your first bid, and another number between \$40 and \$90 as your second bid.

After everyone submits their bids for a round, something called "scores" are calculated. This score tells us how good your bids were compared to everyone else's. If your bids are close to a special number that's determined using math, you get a good score. If they're far away, you get a not-so-good score.

**The person with the best score in each round is the winner of that round.**  
We repeat this for all the rounds.

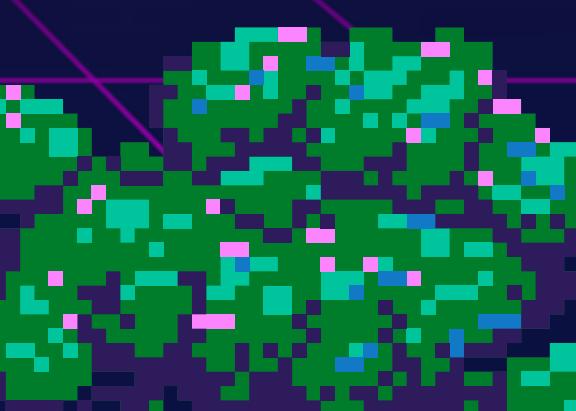
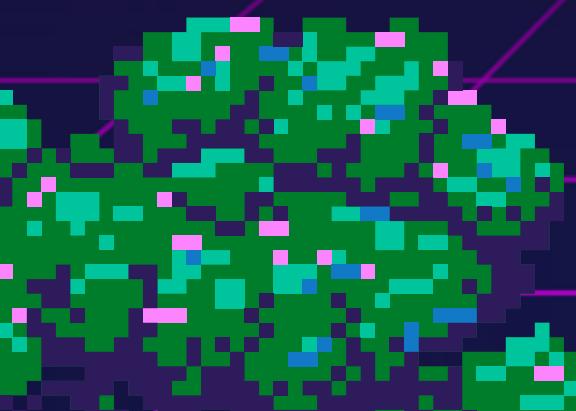
EXIT



# CALCULATING PAYOFF

TO CALCULATE THE PAYOFF, WE LOOK AT THE HIGHEST BIDS THE PLAYERS MADE WHEN THEY WON ROUNDS, ADD THEM ALL UP, AND THEN DIVIDE BY THE TOTAL NUMBER OF ROUNDS. FINALLY, WE MAKE THIS NUMBER A BIT BIGGER BY MULTIPLYING IT BY 1.2. THIS NUMBER IS THE PAYMENT THE OVERALL WINNER GETS.

## IT'S NOT JUST LUCK!



You need to think about what numbers to pick for your bids. You want them to be close to the special number but not too far from each other. It's like trying to guess a tricky question's answer.



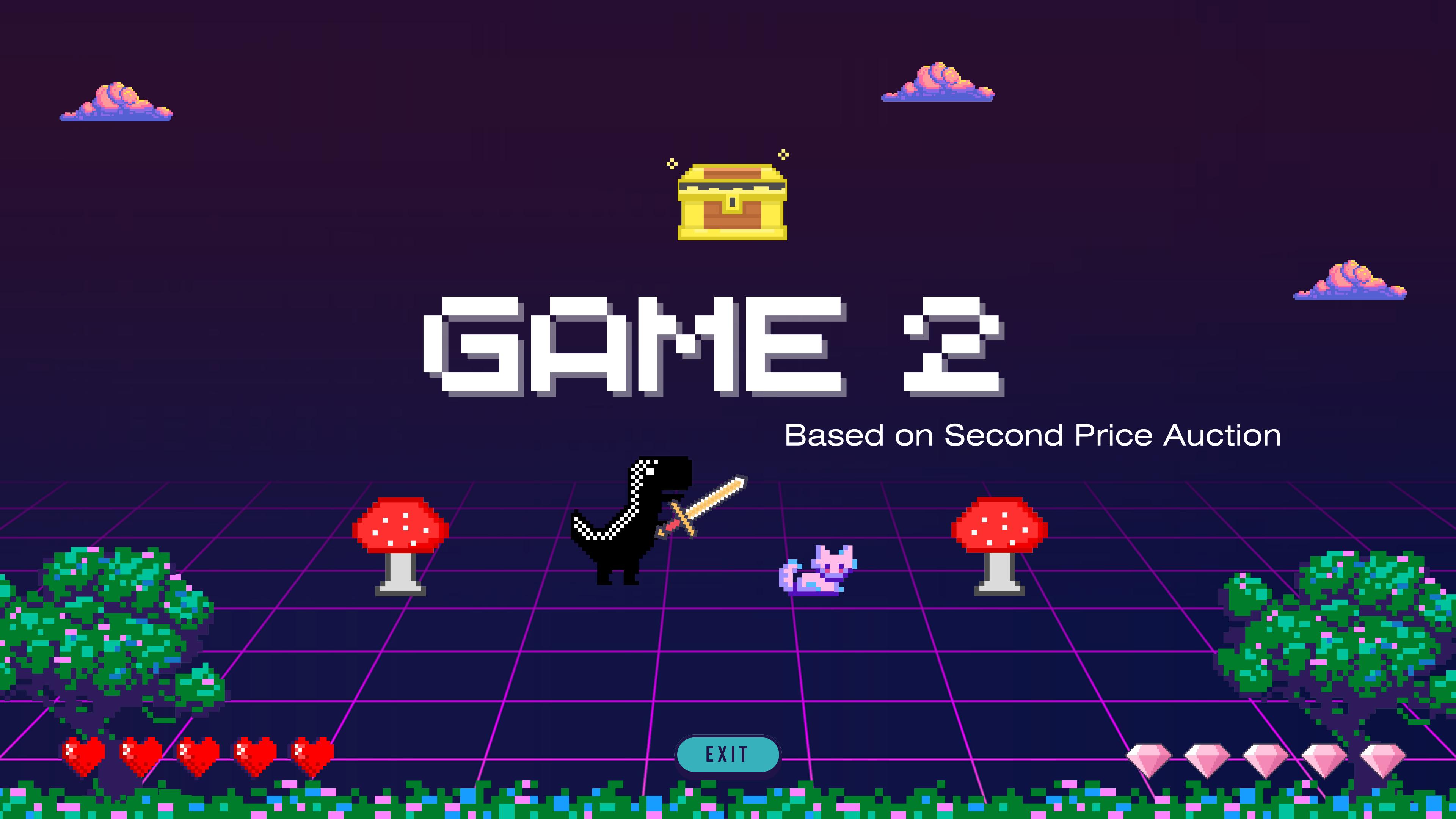
EXIT

- Calculating\_scores in detail
- Link to code

```
Round 1
Bids: [(6, 52), (39, 64), (18, 55), (39, 77)]
Round 2
Bids: [(16, 71), (13, 61), (19, 82), (29, 64)]
Round 3
Bids: [(46, 79), (45, 69), (47, 42), (19, 49)]
Round 4
Bids: [(50, 90), (43, 89), (21, 89), (22, 45)]
Round 5
Bids: [(29, 53), (43, 56), (30, 89), (50, 49)]
Round 6
Bids: [(37, 49), (27, 56), (19, 87), (41, 45)]
Round 7
Bids: [(5, 42), (38, 72), (12, 59), (23, 42)]
Round 8
Bids: [(22, 62), (48, 43), (29, 60), (46, 55)]
Round 9
Bids: [(39, 80), (28, 44), (37, 52), (6, 85)]
Round 10
Bids: [(44, 62), (19, 41), (19, 86), (33, 82)]
```

```
Game Results
=====
Round Winners:
Player 1: 3 wins
Player 2: 1 wins
Player 3: 3 wins
Player 4: 3 wins

Overall Winner: 1
Overall Winner's Final Payment: $95.16
```



# GAME 2

Based on Second Price Auction



EXIT

# GAME RULES

- The bidders can bid any amount between \$20-\$100
- Each player will submit 1 sealed bid per round.
- The number of rounds will be nearest integer to  $\log_2 n$  where n is the highest bid placed in the first round.

**The winner is the bidder whose bid is closest to  $(\text{highest bid} + \text{average bid}) / 2$**

**Winner will pay an amount \$10 more than lowest bid in the round number closest to  $\log_2(n) + \sqrt{\text{highest bid}}$**

**In case of a tie we decide the winner by rolling a die!!!**

EXIT

ROUND	A	B	C
1	60	96	29
2	28	86	26
3	95	45	25
4	93	79	88
5	87	68	56
6	92	49	64
7	99	66	95

- The number of rounds will be  $\log_2(96) \sim 7$ .
- Winner of round 1 will be B.
- B wins 3 rounds, A wins 2 rounds and C also wins 2 rounds.
- Thus the overall winner is B.

# PLAYOFF

The winner will pay \$10 more than the integer closet to the sum of the lowest bid in round number 7 and  $\sqrt{99}$  i.e.  $=66 + 9 + 10 = 85$   
**Player B wins the game and will pay \$85**

EXIT



THANK YOU