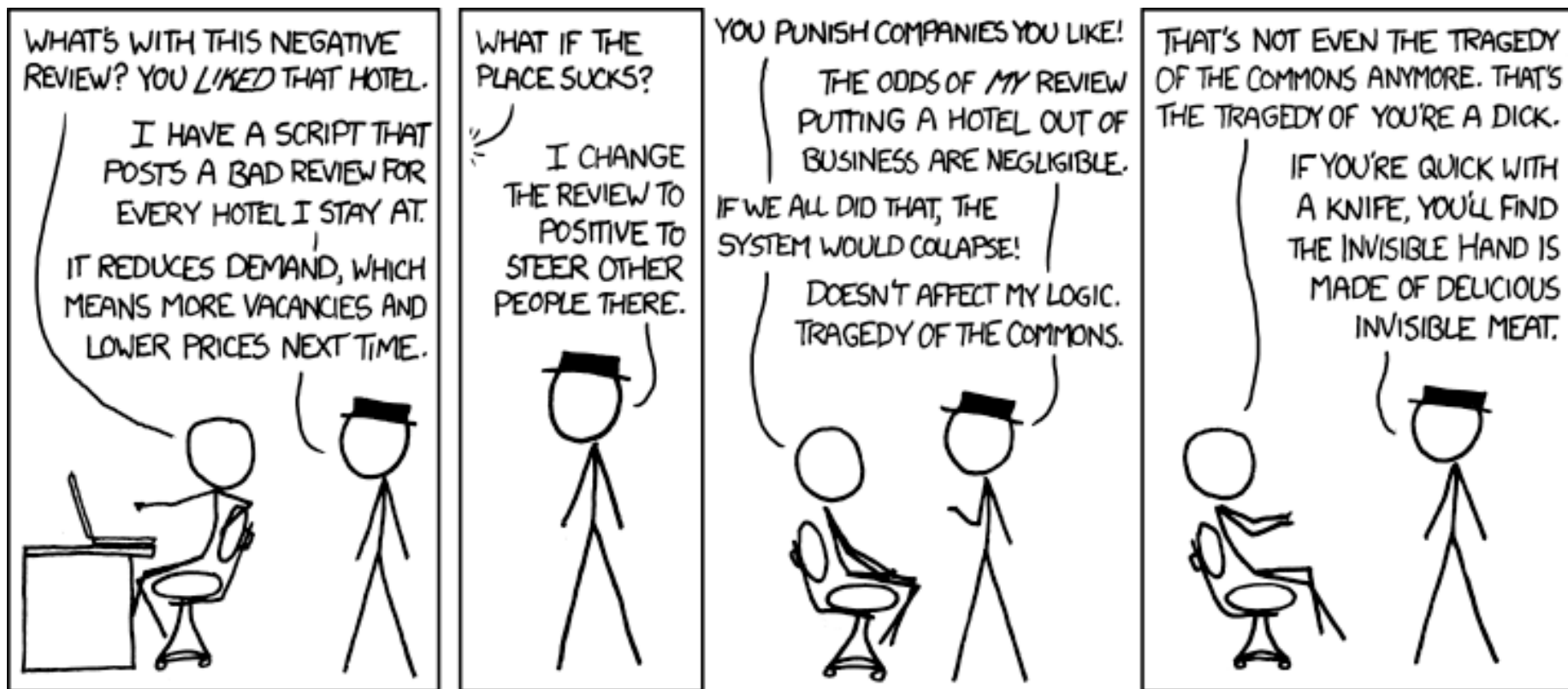


Research Methods for Political Science

Rational Choice and Game Theory



TRINITY COLLEGE DUBLIN
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21 flags



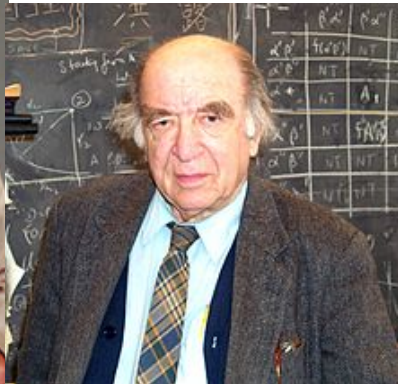
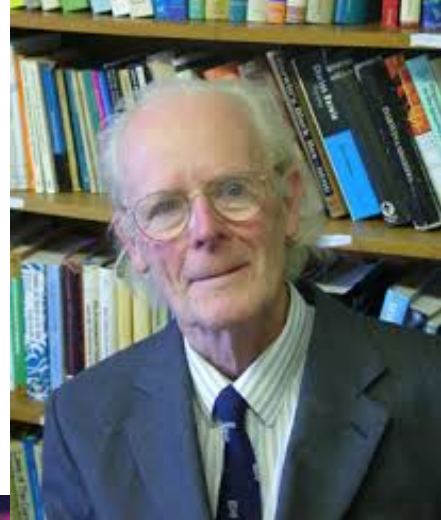
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Empirical and formal theories

Empirical theories: explaining (parts of) (social) reality

Formal theories: deduce conclusions from a number of (behavioural) assumptions

Why is it useful?

- One way of addressing the endogeneity problem: Strong theoretical reasons to expect $x \rightarrow y$, and not $y \rightarrow x$
- Game theory and modeling provide micro-foundations for your argument

Rational choice theory

- Actors are able to order their alternative goals, values, tastes, and strategies.

Tea > Coffee > Milk

- Preferences are
 - Complete
 - Transitive
- Actors choose from available alternatives so as to maximize their satisfaction.

Aside: How rationality can fail

Andrew's preferences	Beth's preferences	Connor's preferences
Candidate A	Candidate C	Candidate B
Candidate B	Candidate A	Candidate C
Candidate C	Candidate B	Candidate A

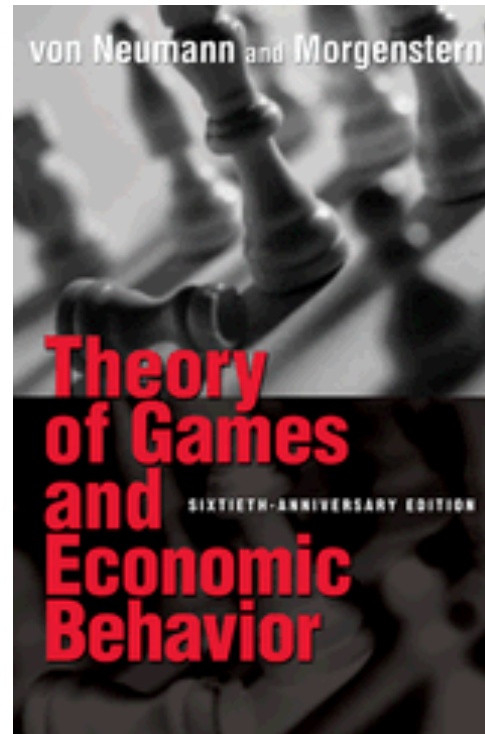
A v. B: A wins

A v. C: C wins

B v. C: B wins

→ $A > B > C > A$!

Game theory



Von Neumann and Morgenstern, Theory of Games and Economic Behavior (1944)

Cooperative vs. Non-cooperative

Cooperative games: players in the game can interact

Non-cooperative games: players make decisions independently

Strategic game

Set of **players**

For each player, set of **actions**

For each player, set of **preferences** over the set of action profiles

Prisoner's dilemma

		Player 2	
		Quiet	Fink
Player 1	Quiet	2, 2	0, 3
	Fink	3, 0	1, 1

Pay-off for player 1

Pay-off for player 2

Bach or Stravinsky

(Battle of the Sexes)

		Player 2	
		Bach	Stravinsky
Player 1	Bach	2, 1	0, 0
	Stravinsky	0, 0	1, 2

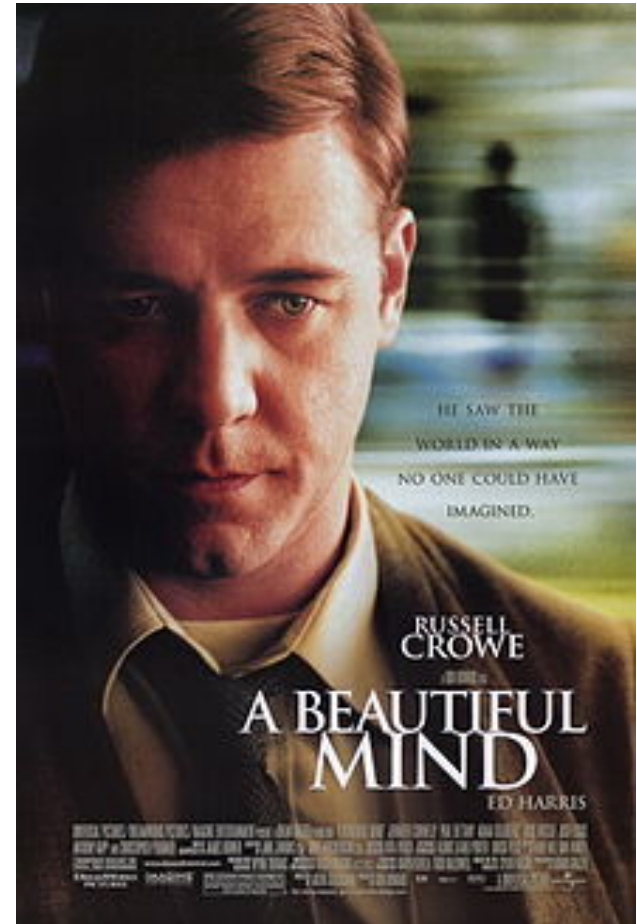
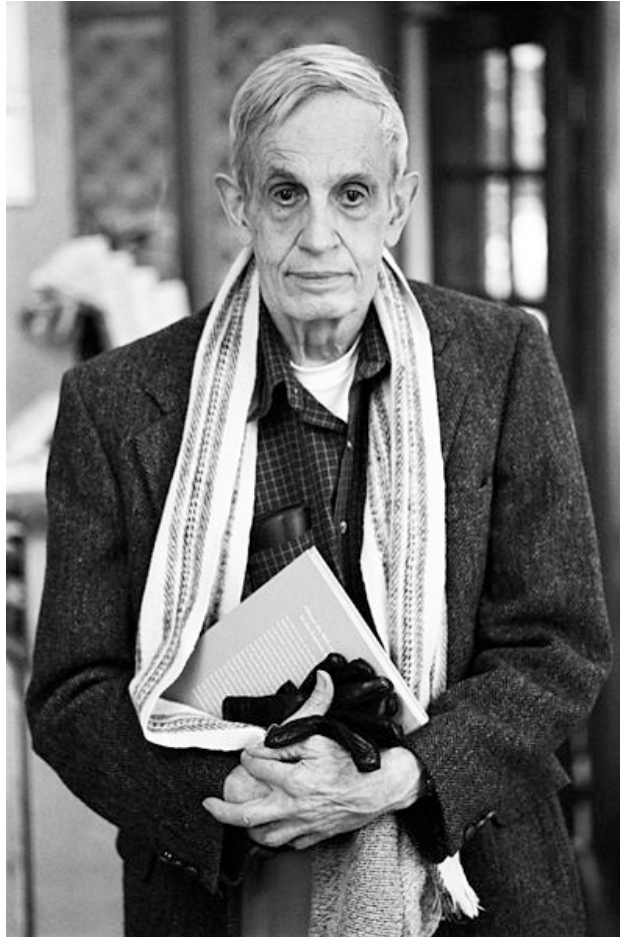
Stag Hunt

		Player 2	
		Stag	Hare
Player 1	Stag	2, 2	0, 1
	Hare	1, 0	1, 1

Matching Pennies

		Player 2	
		Head	Tail
Player 1	Head	1, -1	-1, 1
	Tail	-1, 1	1, -1

John Nash





Nash equilibrium

A Nash equilibrium is an action profile a^* with the property that no player i can do better by choosing an action different from a_i^* , given that every other player j adheres to a_j^* .

Nash equilibrium

No player can improve his pay-off by unilaterally changing his action.

Prisoner's dilemma

		Player 2	
		Quiet	Fink
Player 1	Quiet	2, 2	0, 3
	Fink	3, 0	1, 1

Nash equilibrium

Prisoner's dilemma

		Player 2	
		Quiet	Fink
Player 1	Quiet	2, 2	0, 3
	Fink	3, 0	1, 1

Not a Nash equilibrium

Security dilemma

(Stag Hunt variant)

		Player 2	
		Refrain	Arm
Player 1	Refrain	3, 3	0, 2
	Arm	2, 0	1, 1

Nash equilibrium

Security dilemma

(Stag Hunt variant)

		Player 2	
		Refrain	Arm
Player 1	Refrain	3, 3	0, 2
	Arm	2, 0	1, 1

Also a Nash equilibrium

Best response function

‘Best response’ for player i given a certain action by player j (or any other players): the response(s) with the highest pay-offs

A Nash equilibrium is a profile of actions such that each action is a best response to the others’ actions.

Prisoner's dilemma

		Player 2	
		Quiet	Fink
Player 1	Quiet	2, 2	0, 3
	Fink	3, 0	1, 1

Prisoner's dilemma

		Player 2	
		Quiet	Fink
Player 1	Quiet	2, 2	0, 3
	Fink	3*, 0	1*, 1

Prisoner's dilemma

		Player 2	
		Quiet	Fink
Player 1	Quiet	2, 2	0, 3
	Fink	3*, 0	1*, 1

Prisoner's dilemma

		Player 2	
		Quiet	Fink
Player 1	Quiet	2, 2	0, 3*
	Fink	3*, 0	1*, 1*

Nash equilibrium



Bach or Stravinsky

(Battle of the Sexes)

		Player 2	
		Bach	Stravinsky
Player 1	Bach	2, 1	0, 0
	Stravinsky	0, 0	1, 2

Bach or Stravinsky

(Battle of the Sexes)

		Player 2	
		Bach	Stravinsky
Player 1	Bach	2, 1	0, 0
	Stravinsky	0, 0	1, 2

 Best responses for player 1

 Best responses for player 2

Strengths and limitations of game theory and rational choice

Modelling behaviour: simplification

Purely deductive; compare to empirical evidence.