

Mixed and Behavioural Strategies Equivalence

Definition

An **outcome** $O(\sigma)$ of σ , where $\sigma = (\sigma_i)_{i \in N}$ is the probability distribution over terminal histories that results when each player i follows the precepts of σ_i .

Definition

Two strategies of a player are **outcome equivalent** if for every collection of pure strategies of the other players the two strategies induce the same outcome.

Proposition

For any mixed strategy of a player in a finite extensive form game with perfect recall there is an outcome-equivalent behavioural strategy.