

① 2 players: choose $[1, k]$ → creates a $k \times k$ decision matrix

$$M_{k \times k} = \left\{ \begin{array}{l} x_2 < x_1 \leq 3x_2 \xrightarrow{\text{payoff}} (1, -1) \\ x_1 < x_2 \leq 3x_1 \xrightarrow{\text{payoff}} (-1, 1) \\ x_1 = x_2 \xrightarrow{\text{payoff}} (0, 0) \end{array} \right\}$$

We assume payout = $(0, 0)$ if $\left\{ \begin{array}{l} x_1 > 3x_2 \text{ or} \\ x_2 > 3x_1 \end{array} \right\}$

Matrix:

Payoff P_i Choice

| | 1 | 2 | 3 | ... | k |
|-----|-------|-------|-------|------|------|
| 1 | 0, 0 | 1, -1 | 1, -1 | 0, 0 | 0, 0 |
| 2 | -1, 1 | 0, 0 | 1, -1 | ... | 0, 0 |
| 3 | -1, 1 | -1, 1 | 0, 0 | ... | 0, 0 |
| ... | 0, 0 | ... | ... | 0, 0 | ... |
| k | 0, 0 | 0, 0 | 0, 0 | ... | 0, 0 |

"..." denotes unknown due to dependence on matrix index (see below).

According to our matrix, there will be a Pure N.E. when $x_1 = x_2$ since neither player can increase utility.

For non-diagonals, the matrix is symmetric s.t. $A = (-1 \cdot A)^T$.
entries are dependent on the row/col order where:

$$\forall a_{ij} \in A: a_{ij} = \left\{ \begin{array}{l} (0, 0) \text{ if } x_1 = x_2 \\ (0, 0) \text{ if } x_1 > 3x_2 \text{ or } x_2 > 3x_1 \\ (1, -1) \text{ if } x_1 < x_2 \leq 3x_2 \\ (-1, 1) \text{ if } x_1 < x_2 \leq 3x_1 \end{array} \right\}$$

Mixed NE:

Using the support set theorem, a dominant strategy for P_1 & P_2 each are:

P_1 : when x_1 chooses $(x_2, 3x_2)$

P_2 : when x_2 chooses $(x_1, 3x_1)$

Since the probability distributions are uniform across these dependent choices that discourage numbers that are too high or too low -

② How does c change equilibria?

let $c = \text{cost of effort}$;

| payoff \ | slack | Effort |
|----------|-----------|--------------|
| slack | $(0, 0)$ | $(0, -c)$ |
| Effort | $(-c, 0)$ | $(1-c, 1-c)$ |

Basic cases:

→ When $c = 0$, Pure NE exists at (E, E)
 → When $c = 1$, mixed NE exists at:
 (S, S) or (E, E)

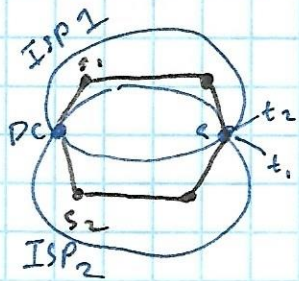
Note: $(S, S) = p_1^{\text{Slack}}, p_2^{\text{Slack}}$
 $(E, E) = p_1^{\text{Effort}}, p_2^{\text{Effort}}$

Advanced cases:

→ when $c < 0$: there exists a pure NE at (E, E)

→ when $c > 1$: there is mixed Nash Equilibrium at (S, S) & (E, E)
 since either player would move to (E, E) if their choices are different, but either player would not be incentivized to change if they both decide to slack off

③ Find Mixed NE for Hot-Potato Routing Game:



Cost Matrix

| | | | |
|--------|----|--------|--------|
| ISP 1: | | DC | C |
| ISP 2: | DC | -4, -4 | -5, -1 |
| | C | -1, -5 | -2, -2 |

Using the support set theorem:

Note: $\begin{cases} \pi_1(DC) + \pi_1(C) = 1 \\ \pi_2(DC) + \pi_2(C) = 1 \end{cases}$

$$u_1(DC) = -4\pi_2(DC) - 1\pi_2(C)$$

$$= u_1(C) = -5\pi_2(DC) - 2\pi_2(C)$$

$$\Rightarrow 0 = (-4 \underset{-1}{-5})\pi_2(DC) + (\underset{1}{2} \underset{1}{-1})\pi_2(C)$$

$$\Rightarrow \pi_2(DC) = -\pi_2(C)$$

$$\pi_2(DC) + \pi_2(C) = 0 \neq 1 \text{ violating}$$

Hence: There is NO mixed NE since each player has a probability $\pi = 0$ for one of their strategies.

Pure NE exists because of the dominant strategy $(-4, -4)$

④ Find Mixed NE for Rock, Paper, Scissors:

| | | | | |
|-------|-----------------|---------|---------|---------|
| P_2 | P_1 Payoff | R | P | S |
| | R | 0, 0 | 10, -10 | -10, 10 |
| | P | -10, 10 | 0, 0 | 10, -10 |
| | S | 10, -10 | -10, 10 | 0, 0 |

Note: $A = (-1A)^T$.

Using support set then:

$$\pi_2(R) + \pi_2(P) + \pi_2(S) = 1$$

$$u_1(R) = u_1(P) = u_1(S)$$

$$\Rightarrow -\pi_2(P) + \pi_2(S) = \pi_2(R) - \pi_2(S) = -\pi_2(R) - \pi_2(P)$$

Note: game is symmetric:
 $\pi_1(A) = \pi_2(A)$

$$\rightarrow \begin{bmatrix} 1 & 1 & 1 \\ 0 & -1 & 1 \\ 1 & -1 & 0 \end{bmatrix} \begin{bmatrix} \pi_2(R) \\ \pi_2(P) \\ \pi_2(S) \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \therefore \begin{array}{l} \pi_2(R) = \pi_2(P) = \pi_2(S) = \frac{1}{3} \\ \text{by symmetry:} \\ \pi_1(R) = \pi_1(P) = \pi_1(S) = \frac{1}{3} \end{array}$$

⑤ Find MNE for Payoff.

| Payoff | P ₂ Intercepts | | |
|------------|---------------------------|-------|------|
| | 4 | 5 | 6 |
| A = {4, 5} | 5, 4 | 4, 5 | 9, 0 |
| B = {4, 6} | 6, 4 | 10, 0 | 4, 6 |
| C = {5, 6} | 11, 0 | 6, 5 | 5, 6 |

Note:

$$\pi_2(4) + \pi_2(5) + \pi_2(6) = 1$$

$$u_2(\pi) = \sum_{\tilde{x}} u_2(\tilde{x}) \pi(\tilde{x})$$

P₁ skip

$$\begin{cases} u_2(4) = 4\pi_1(A) + 4\pi_1(B) + 0 & \leftarrow E_1 \\ u_2(5) = 5\pi_1(A) + 10 & + 5\pi_1(C) \leftarrow E_2 \\ u_2(6) = 0 & + 6\pi_1(B) + 6\pi_1(C) \leftarrow E_3 \end{cases}$$

$$4\pi_1(A) + 4\pi_1(B) = 5\pi_1(A) + 5\pi_1(C) = 6\pi_1(B) + 6\pi_1(C)$$

$$\text{Let } \pi_1(A) = \alpha, \pi_1(B) = \beta, \pi_1(C) = 1 - \alpha - \beta \text{ since}$$

A, B, C are pairwise independent

$$E_1 = E_3 \Rightarrow \text{expansion gives us: } \left[\begin{array}{cc|c} 4 & -5 & -9 \\ 6 & 1 & -5 \end{array} \right]$$

$$\text{so } \alpha = -17/13 \\ \beta = 37/13$$

$$\text{hence: } \boxed{\begin{aligned} \pi_1(A) &= -17/13 \\ \pi_1(B) &= 37/13 \\ \pi_1(C) &= -7/13 \end{aligned}}$$

Ran out of time for solving due to late policy.