Game Theory Midterm 2) $P_A = \rho(X_A, X_B) X_A - C_A X_A = (2 X_A + X_B) X_A - C_A X_A$ $P_B = \rho(X_A, X_B) X_B - C_B X_B = (2 X_A + X_B) X_B - C_B X_B$ for NE partially solved in - i. Find XA, XB @ NE class $P_{A} = 2x_{A}^{2} + x_{B}x_{A} - C_{A}x_{A}$ = $2x_{A}^{2} + (x_{B} - C_{A})x_{A}$ PB = 2x4x6 + XB2 - C8XB = XB2 + (2XA-CB) XB dPA = 4xA + xB - CA = 0 dPB = 2XB + 2XA - CB = 0 $X_A = C_A - X_B$ $2x_B + 2\left(\frac{CA - X_5}{4}\right) - CB = \emptyset$ 2x8 + 1/2 CA - 1/2 XB - CB = 0 3/2 XB = CB - 1/2 CA 3/n+1/2=4/n XA = 1/4 CA - 2/3 CB + 1/3 (A) 3 XB = 2CB - CA XB = 2/3 CB - 1/3 CA XA = 1/3 CA - 1/6 CB XB = -1/3 CA + 2/3 CB XA = -1/6 CB + 1/3 CA ii. Company A determines strategy First; find Stackelberg eg. XB = 1/2 CB - XA PA = 2xa2 + (1/2 CB-XA) XA - CAXA = 2xa + /2CB XA - XA2 - CA XA XB= 1/2 CB-1/2 Cg+1/4 CB = XA2+ (1/2 CB - CA) XA = 2XA + 1/2 CB - CA = D XB = 3/4 CB - 1/2 CA dyla 2xa = CA -1/2 CB XA = 1/2 CA - 1/4 CB XB = 3/4 CB - 1/2 CA

Game Theory Midterm

iii. Company A Knows B's profit function is 2xA+xB with TT = 3/4, and xA+3xB with TT = 1/4.

PB = (XA + 3 VB) XB - CB XB = XAXB +3XB2 - CBXB dPB = 6XB + XA - CB = Ø dxb Gxb = Cb - XA XB=16CB-16XA

PA = 2xA2 + (1/6 (B-16XA) XA - CAXA = 2xa2 -1/6 xa2 + 1/6 CBXA - CA XA = 3 XB2 + (XA - CB) XB = 1/6 XA2 + (1/6 CB - CA) XA dPA = 1/3 XA + 1/6 CB - CA = 0. dxA 11/3 XA = CA - 1/6 Cg 11 XA = 3 CA - 1/2 CB 22 XA = 6 CA - CB XAZ= G CA - CB

75% 25% IF B's f(x) is 2x4+x6, A maximizes profit with if from ii-XAI = 1/2 CA - 1/4 CB If B's f(x) is xa + 3xB, A maximizes profit with: XAZ = 1/22 CA = 1/22 CB

We can then weight these strategies based on IT: XA = 0.75 XAI + 0.25 XAZ = 3/4 (1/2CA-1/4CB) + 1/4 (6/22 CA-1/22 CB) = 3/8 CA - 3/6 CB + 988 CA - 1/88 CB XA = 0.44318 CA - 0.1989 CB

We can see that this weighted strategy is much closer to XAI than XAZ, since this profit function is more likely to occur.

Game Theory Midterm 3) Ri = 1 for each user i $d_1 = d_2$, $d_3 = d_4 = 2d_1$ $\frac{Z}{E \text{ link}}$ locads

i. List all NE (this was already listed on my exam) All of the following can occur in the reverse configuration e.q. (list |= {1,2} > list |= {3,43 -> load 4d, 1is+2= {3,43 } > lis+2= {1,23 → lond 2d, This particular configuration has a difference in loads of 2, which is greater man the smallest load, but None of the players gain any thing from switching lists.

list 1 = {1,3} > list 1 = {2,4} > load 3d1

list 2 = {2,43} > load 3d1

11. Find PoA

For worst case, using as on example the circled NE above: $R_1 = R_2 = \frac{1}{d_1 + d_1} = \frac{1}{2d_1}$

R3 = R4 = 1 2d, +2d, 4d,

Social utility = $\frac{2}{2d_1} + \frac{2}{4d_1} = \frac{1}{(d_1)} + \frac{1}{2(d_1)} = 1.5 (1/d_1)$

For the social optimum, we use the boxed NE above: $R_1 = R_2 = R_3 = R_4 = \frac{1}{3d_1}$

social opt = $\frac{4}{3}d_1 = \frac{4}{3}(\frac{1}{d_1}) = (1.33(\frac{1}{d_1}))$

Calculate PoA PoA = 1.5 (1/d1) = (1,125 1.33 (1/di)