



What is game theory?

**How** do we study it?

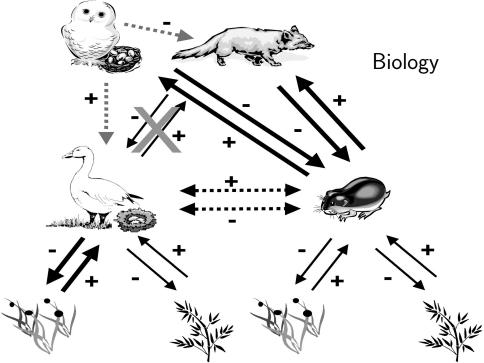
Where is research headed?

# What?









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Sociology

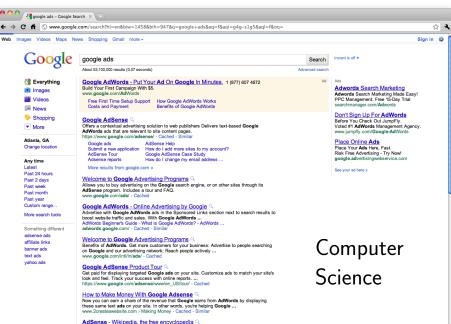
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New Password:	
I am:	Select Sex: ‡
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Why do I need to provide this?	
	Sign Up

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AdSense is an ad serving application run by Google Inc. Website owners can enroll in this program to enable text, image, and video advertisements on their ... en wikinedia org/wiki/AdSense - Cached - Similar



#### Different agendas



#### What?

- study of interacting decision makers
- interdisciplinary field
- different agendas

# How?

#### Decision maker

- ▶ choices, C
- preferences,  $\succeq$  utility function,  $u:C\to\mathbb{R}$

$$c_1 \succeq c_2 \iff u(c_1) \geq u(c_2)$$



 $L \mapsto 0$  $R \mapsto 1$ 

$$\xrightarrow{r(t)} e(t) \xrightarrow{E(t)} K \xrightarrow{S(t)} P \xrightarrow{y(t)}$$

 $ightharpoonup C = \{ \text{stabilizing controller } K \}$ 

- $u(K) = -\tau_r(K)$

# **Optimality**

#### Decision maker:

- ▶ choices, C
- utility function, u

#### Goal of decision maker:

$$\max_{c \in C} u(c)$$

### Game Theory

- ightharpoonup players,  $\{i\}$
- $\blacktriangleright$  choices for player i,  $C_i$
- ▶ joint choices,  $C = \prod_i C_i$  $c \in C = (c_i, c_{-i})$
- utility function for player  $i, u_i : C \to \mathbb{R}$

## **Optimality?**

Goal of decision maker i:

$$\max_{c \in C} u_i(c_i, c_{-i}) \left( \neq \max_{c \in C} u_i(c_i) \right)$$

# Example: Prisoner's dilemma

Best response,  $BR_i: C_{-i} \rightrightarrows C_i$ 

- ▶  $BR_1(C) = \{D\}, BR_1(D) = \{D\}$
- ▶  $BR_2(C) = \{D\}, BR_2(D) = \{D\}$

### Nash equilibrium

- $a^* = (a_i^*, a_{-i}^*)$  is a Nash equilibrium:
  - $ightharpoonup orall i, \ a_i^*$  is a best response to  $a_{-i}^*$
  - no unilateral deviation is profitable
  - $\rightarrow \forall i, \forall a_i \in A_i,$

$$u_i(a_i^*, a_{-i}^*) \ge u_i(a_i, a_{-i}^*)$$

# Existence of Nash equilibria

Every n-player game has a Nash equilibrium.

#### **Extensions**

- history-dependent strategy
- imperfect information
- cooperation
- large populations

# Back to the agendas

- descriptive
- predictive
- manipulative

#### How?

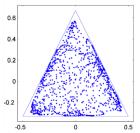
- interacting decision maker
- best response
- Nash equilibrium

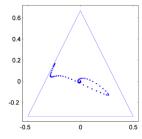
# Where?

# Learning

#### Controls $\Rightarrow$ Game Theory:

- stability and robustness
- derivative control





#### Decentralized control

#### Game Theory $\Rightarrow$ Controls:

- network formation
- communication limitations

# Dynamic Games

- network security
- learning in repeated games

# Where?

- learning
- decentralized control
- dynamic games

# Questions?

Comments?