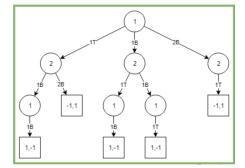
C	UIZIZZ Worksheets	Name
	Iterm multiple choice practiice al questions: 20	Class
	rksheet time: 22mins	Date
Ins	cructor name: Dante Yasui	
1.	uncertainty is uncertainty over the state of natu	ure
	a) rational	b) external
	c) bayesian	d) internal
2.	an information set includes	
	a) all decision nodes in the same layer of a tree	 all decision nodes of one player which they cannot distinguish between
	c) all decision nodes of the game	d) all decision nodes for both players of a simultaneous subgame
3.	uncertainty is uncertainty over players' own act	tions
	a) rational	b) bayesian
	c) external	d) internal
4.	rationality means that	
	a) players' preferences are continuous and independent	b) players' preferences are complete and transitive
	c) players never make mistakes	d) players have perfect information
5.	a best response is	
	a) the best possible choice no matter what anyone else does	b) to copy the other player
	c) the best strategy holding other players' strategies fixed	d) to do the opposite of the other player
6.	identifying best responses in strategic form is useful be	ecause
	a) it will always find all Nash equilibria of any game	b) it removes non-credible threats
	c) the intersections show you pure strategy Nash	d) its not useful, players never actually best respond

equilibria



7.

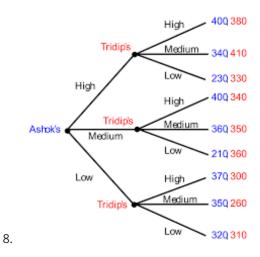
how many non-trivial subgames?

a) 3

c) 12

b) 7

d) 4



find the subgame perfect nash equilibrium

a) {Ashok: (High),Tridip's: (Medium)}

c) {Ashok: (Low),Tridip's: (Medium, Low, Low)}

b) {Ashok: (High),Tridip's: (Medium, Low, Low)}

d) {Ashok: (High), (Tridip's: High, High, High)}

9. define common knowledge of rationality

a) every player acts rationally

c) every player has perfect information

b) i know that you know that i know that you know ... that i am rational and you are rational

d) every player knows every other player is rational

10. extensive form games look like _____; strategic form games look like _____.

a) webs, trees

c) trees, lists b) tables, trees

d) trees, tables

11. cardinal payoffs

- a) indicate specific amounts; double the number means double the happiness
- c) indicate rankings only; double the number only means happier
- b) are payoffs for birds
- d) are necessary for solving all games

12. ordinal payoffs

- a) only tell you the probabilities of outcomes
- c) only tell you how preferences are ranked
- b) are only useful as components of mixed strategies
- d) tell you how much utility you have in absolute terms; double means you are twice as happy

- 13. a Pareto improvement means
 - a) that everyone is much happier

- b) that at least one person is happier, and nobody is worse off
- c) that unilaterally deviating makes you no better off d) that only mathematicians are happier
- 14. which of the following is an assumption that is made by Subgame Perfection, but not needed for other kinds of Nash equilibria?
 - a) More is Better

b) Common Knowledge of Rationality

c) Perfect Information

d) Sequential Rationality

	Ta	ble 1. Payoff matrı	ces for McDona	la's and Burg	jer King
				Burger Ki	ng
			Discounted price	status quo	Aggressive commercial
		Discounted price	60, <mark>35</mark>	65, <mark>20</mark>	55, 45
	McDonald's	status quo	40, <mark>40</mark>	60, <mark>40</mark>	45, <mark>55</mark>
15.		Aggressive commercial	55, <mark>50</mark>	60, <mark>30</mark>	60, <mark>40</mark>

find the pure strategy nash equilibrium

- a) there is none
- c) McD: agressive, BK: status quo

- b) McD: discount, BK: agressive
- d) McD: aggressive, BK: discount

table 1. Payojj matrices jor McDonala's and Burger King						
		Burger King				
		Discounted status quo		Aggressive commercial		
	Discounted price	60, <mark>35</mark>	65, <mark>20</mark>	55, 45		
AcDonald's	status quo	40, <mark>40</mark>	60, <mark>40</mark>	45, <mark>55</mark>		
	Aggressive	55.50	co 20	CO 40		

16.

suppose that BK is playing a mixed strategy of Discount with probability b, and aggressive with (1-b). What is McDonald's expected utility of Discounting their price?

a`) 35 <i>b</i>	+ 450	1-b
u,	, 556	. 70	

c) 55b + 60(1-b)

b)
$$60b + 55(1-b)$$

d) 40b + 45(1-b)

Table 1. Payoff matrices for McDonald's and Burger King

		Burger King		
		Discounted price	status quo	Aggressive commercial
	Discounted price	60, <mark>35</mark>	65, <mark>20</mark>	55, <mark>45</mark>
McDonald's	status quo	40, 40	60, <mark>40</mark>	45, <mark>55</mark>
	Aggressive commercial	55, <mark>50</mark>	60, <mark>30</mark>	60, <mark>40</mark>

suppose BK is playing Discount with probability b, and aggressive with probability (1-b). What is McDonald's expected payoff of playing Aggressive?

a)
$$55b + 60(1-b)$$

b) 40b + 45(1-b)

c)
$$60b + 55(1-b)$$

d) 50b + 40(1-b)

Table 1. Payoff matrices for McDonald's and Burger King

		Burger King		
		Discounted price	status quo	Aggressive commercial
	Discounted price	60, <mark>35</mark>	65, <mark>20</mark>	55, <mark>45</mark>
McDonald's	status quo	40, 40	60, <mark>40</mark>	45, <mark>55</mark>
	Aggressive commercial	55, <mark>50</mark>	60, <mark>30</mark>	60, <mark>40</mark>

18.

17.

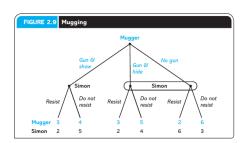
Burger King plays Discount with probability b and Aggressive (1-b), what value of b would make McD indifferent between Discounting and being Aggressive?

a) 1

b) 0

c) 1/2

d) 1/3



19.

What does a complete strategy profile look like in this game? (figure from Harrington, pg. 30)

a) { (Mugger's choice at node 1, Mugger's choice at node 2),

(Simon's choice at node 3, Simon's choice at node 4) }

b) { (Mugger's choice at node 1),(Simon's choice at node 2) }

c) { (Mugger's choice at node 1),(Simon's choice at node 2, Simon's choice at node 3, Simon's choice at node 4) }

d) { (Mugger's choice at node 1),(Simon's choice at node 2, Simon's choice at info set 3) }





Find the SPNE (figure from Harrington, pg. 30)

- a) { (No gun),(Do not resist, Resist) }
- c) { (Gun & hide), (Do not resist, Do not resist) }

- b) { (Gun & hide),
 (Resist, Resist) }
- d) { (Gun & show),(Do not resist, Do not resist) }

Answer Keys

1. b) external

- b) all decision nodes of one player which they cannot distinguish between
- 3. d) internal

- 4. b) players' preferences are complete and transitive
- 5. c) the best strategy holding other players' strategies fixed
- 6. c) the intersections show you pure strategy Nash equilibria

7. a) 3

- 8. b) {Ashok: Tridip's: (Medium, (High), Low, Low)}
- 9. b) i know that you know that i know that you know ... that i am rational and you are rational

- 10. d) trees, tables
- 11. a) indicate specific amounts; double the number means double the happiness
- 12. c) only tell you how preferences are ranked

- 13. b) that at least one person is happier, and nobody is worse off
- 14. d) Sequential Rationality
- 15. a) there is none

- 16. b) 60*b* + 55(1-*b*)
- 17. a) 55b + 60(1-b)
- 18. c) 1/2

- 19. d) { (Simon's choice a (Mugger's node 2, Simon's choice at choice at info set node 1), 3) }
- (Simon's choice at 20. c) { (Gun & (Do not resist, Do node 2, Simon's hide), not resist) }