

Econ 327: Game Theory

Homework #1

University of Oregon

Due: Oct. 11th

Question:	Question 1	Question 2	Question 3	Total
Points:	28	32	28	88
Score:				

For homework assignments:

- Complete *all* questions and parts.
- You may choose to work with others, but everyone must submit to Canvas individually. Please include the names of everyone who you worked with below your own name.

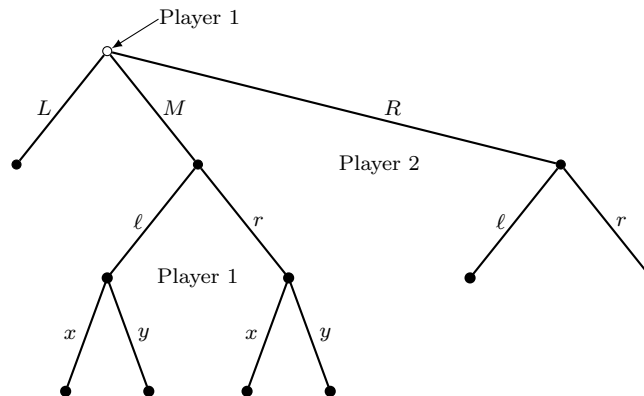
Name _____

Question 1. Multiple Choice

- (a) [4 points] Which of the following is **not** an example of **strategic behavior**?
- A. I always choose Chocolate over Vanilla ice cream because I like it better
 - B. More people bike on days with too much traffic
 - C. Apple markets *Pro* versions of their products to people with money and non-*Pro* versions to broke students
 - D. Best Buy offer to match any competitors price offer for their customers
- (b) [4 points] **Alice**, **Bob**, and **Confucious** each put one dollar in a pot and each toss a fair coin. **Alice** wins if the coins are *all heads* **or** *all tails*, **Bob** wins if there are *2 heads* and *1 tail*, and **Confucious** wins if there are *1 head* and *2 tails*.

What are the **expected payoffs** for each player? ¹

- A. $EU_A = \$0$, $EU_B = \$0$, $EU_C = \$0$
 - B. $EU_A = -\$0.25$, $EU_B = \$0.125$, $EU_C = \$0.125$
 - C. $EU_A = -\$0.50$, $EU_B = \$0.25$, $EU_C = \$0.25$
 - D. $EU_A = \$0.50$, $EU_B = -\$0.25$, $EU_C = -\$0.25$
- (c) [4 points] Consider the game tree below



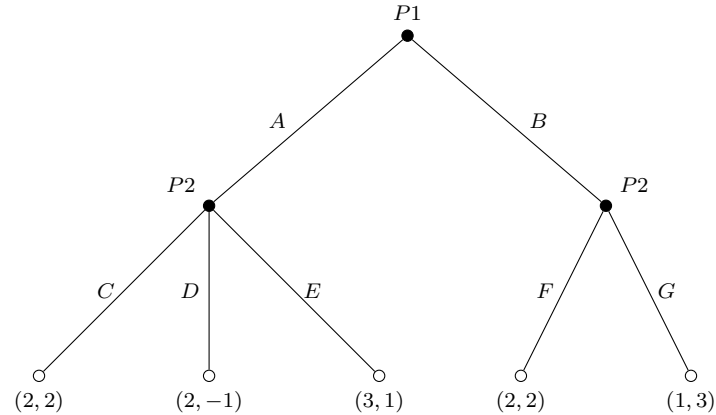
(recall that a strategy is a complete plan of action for *every* eventuality)

Which of the following is a **complete strategy for Player 1**?

- A. (L)
 - B. $(x \text{ if } \ell)$
 - C. $(L, x \text{ if } \ell, y \text{ if } r)$
 - D. (R)
- (d) [4 points] Consider the game tree from the previous question.
- Which of the following is a **complete strategy for Player 2**?
- A. $(\ell \text{ if } M)$
 - B. $(r \text{ if } M, \ell \text{ if } R)$
 - C. (ℓ)
 - D. $(\ell \text{ if } L, r \text{ if } M, r \text{ if } R)$

¹Adapted from Dixit, Skeath, & McAdams (2021)

(e) [4 points] Consider the game tree below Find the **rollback equilibrium**.



- A. **P1:** (A), **P2:** (C if A, F if B)
- B. **P1:** (A), **P2:** (C if A, G if B)
- C. **P1:** (B), **P2:** (C if A, F if B)
- D. **P1:** (B), **P2:** (D if A, G if B)

(f) [4 points] Consider the following variation to the Survivor Flags game:

There are 100 flags to start with, two teams who take turns taking flags, each team can take any number of flags between 1 and 10 on their turn, and the team to take the last flag wins.

How many flags should the first team take?

- A. 1
- B. 2
- C. 5
- D. 10

(g) [4 points] **Rationality** means that:

- A. Players have perfect information
- B. Players never make mistakes
- C. Players have perfect recall
- D. Preferences are complete and transitive

Question 2. Imagine a sequential moves version of rock-paper-scissors where player 2 gets to pick what they will do after player 1 picks. Please model the game in its extensive form (as a game tree). Assume both player 1 and player 2 only care about the result of the game and have the following preferences over the result of the game: win \succ tie \succ loss. ²

(a) Answer the following questions:

- i. [4 points] How many nodes are there?
- ii. [4 points] How many branches are there?
- iii. [4 points] How many terminal nodes are there?

(b) [10 points] Prune the tree as much as possible. How many branches were you able to eliminate? (A complete answer should include your drawing(s) of the game tree)

(c) [10 points] Use the same setup, but now imagine player 1's preferences change because they want to be seen as a "tough guy". Given that what they want to play remains the same, they still have the following preferences over the result of the game: win \succ tie \succ loss. However, they now would prefer to lose playing rock than win playing paper or scissors. Please create a new game tree so the payoffs reflect these new preferences.

Prune the tree as much as possible.

How many branches were you able to eliminate? (Include your drawing(s))

²Ethan Holdahl, University of Oregon

Question 3. Read the 2022 Politico Opinion article, *How Game Theory Explains Why We Have to Sanction Putin : Even If It's Costly*.

<https://www.politico.com/news/magazine/2022/04/21/russia-sanctions-game-theory-00026566>

- (a) [8 points] List the tools from game theory that we've learned about in class which the authors use to argue their point.
- (b) [10 points] What assumptions do they make in their simplified model of international sanctions?
- (c) [10 points] Choose one assumption of the author's model to change and explain how it changes what the model predicts.