



File Edit View Format Tools Help



Chance

Player 1

Player 2

(i)

This tutorial illustrates how to use the graphical interface provided by Gambit to construct and analyze a simple one-card poker game. This game is similar to one that appears in many texts, for example, Game Theory: Analysis of Conflict by Roger Myerson.



Chance

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● (i)

We'll explain the rules of the game as we go along. This is perhaps the simplest game that could be called "poker." It will be played between two players, whom we will call Alice and Bob. Let's begin by giving our game a descriptive title, and naming our players.



File Edit View Format Tools Help



Chance

Player 1

Player 2

(i)



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Chance

Player 1

Player 2



(i)

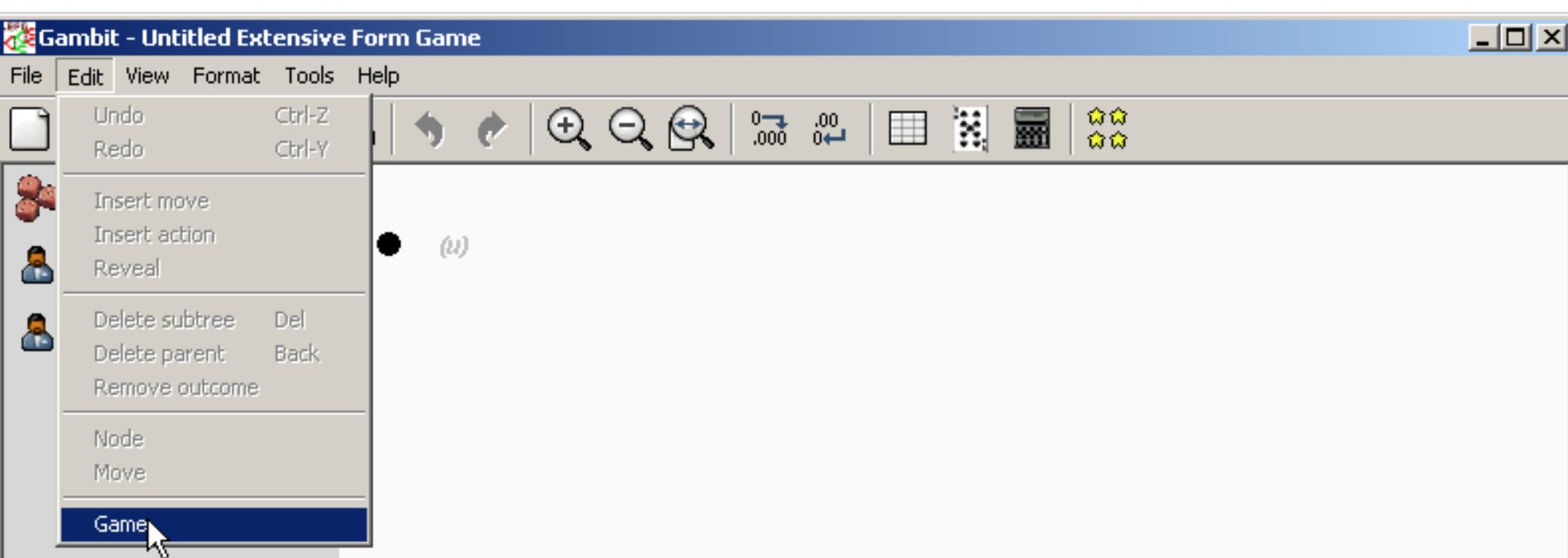


File Edit View Format Tools Help

- Undo Ctrl-Z
- Redo Ctrl-Y
- Insert move
- Insert action
- Reveal
- Delete subtree Del
- Delete parent Back
- Remove outcome
- Node
- Move
- Game



(i)





File Edit View Format Tools Help



Chance

Player 1

Player 2

Game properties

General | Players |

Title

Comment

Information about this game

Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel

OK



File Edit View Format Tools Help



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OK



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Chance

Player 1

Player 2

(i)

Game properties

General | Players |

Title

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Information about this game

Filename:

Number of players: 2

This is a constant-sum game

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Cancel

OK



File Edit View Format Tools Help



Chance

Player 1

Player 2

(i)

Game properties

General | Players |

Title

Comment

Information about this game

Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel

OK



File Edit View Format Tools Help



Chance

Player 1

Player 2

Game properties

General | **Players**

Title

Comment

Information about this game

Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

The players' names are edited on the
Players tab of this dialog.

Cancel

OK



File Edit View Format Tools Help



Chance

Player 1

Player 2

(i)

Game properties

General

Players

t

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ne:

or of players: 2

a constant-sum game

a game of perfect recall

Cancel

OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Player 1	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

● (i)

Game properties

General Players

	Player	Color
1	Player 1	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Player 1	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	A	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	AI	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Ali	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alic	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



File Edit View Format Tools Help



Chance

Player 1

Player 2

(i)

Game properties

X

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel

OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	B	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Bo	0,0,255

Cancel OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Bob	0,0,255

Cancel OK



File Edit View Format Tools Help



Chance

Player 1

Player 2

(i)

Game properties

X

General Players

	Player	Color
1	Alice	255,0,0
2	Bob	0,0,255

Cancel

OK



Chance

Player 1

Player 2

(i)

Game properties X

General Players

	Player	Color
1	Alice	255,0,0
2	Bob	0,0,255



Chance

Alice

Bob

The panel at left has updated to show the names of our protagonists. This panel lists the players in the game, and will summarize useful information about the equilibria we will compute.



 Chance Alice Bob

● (1)

Now let's build the game tree. The game will begin with Alice drawing a card from a deck. Let us suppose there are two types of cards: "high" cards and "low" cards, and that these are equally likely. (Perhaps, if this is a standard deck of cards, then red cards are high and black cards are low.)

To represent this, we will first create a chance, or nature, move. Click on the dice icon to the left of the word "Chance", and drag it to the root node of the tree.





File Edit View Format Tools Help



 **Chance**

 **Alice**

 **Bob**

● (i)



File Edit View Format Tools Help



Chance

Alice

Bob

● (i)



File Edit View Format Tools Help



Chance

Alice

Bob



(i)



File Edit View Format Tools Help



 Chance

 Alice

 Bob



(1)



Chance

Alice

Bob



We have created a chance move with two actions. The notation C:1 under the root node indicates that this is a chance move, and that it is move number 1 for the chance player.

The 1/2 beneath each branch indicates that the actions are equally likely. This is what we want. Gambit also gives the actions the default names "1" and "2".

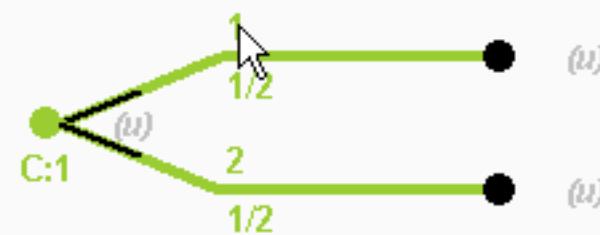
Let's change those names to something more descriptive. Double-click one of the action labels to edit the labels for the move.



Chance

Alice

Bob





Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

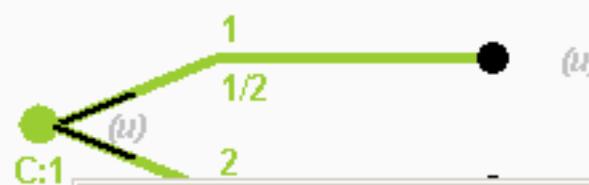
	Label	Probability
1	1	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

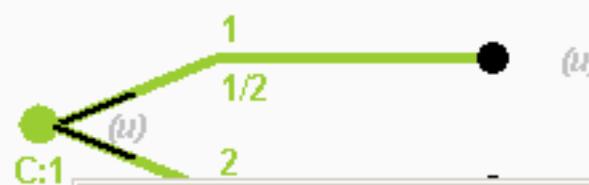
	Label	Probability
1	1	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

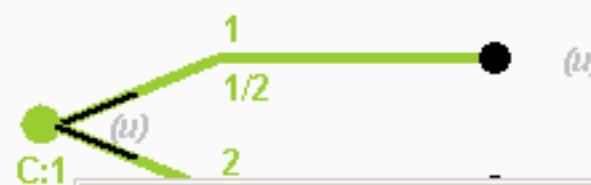
	Label	Probability
1	1	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

	Label	Probability
1	1	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

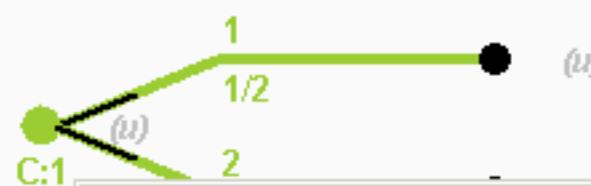
	Label	Probability
1	H	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

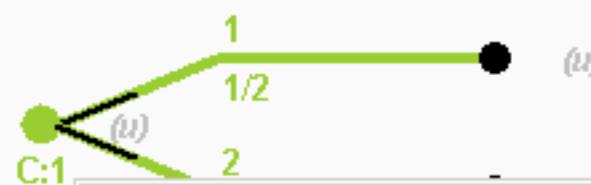
	Label	Probability
1	Hil	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

	Label	Probability
1	Hig	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

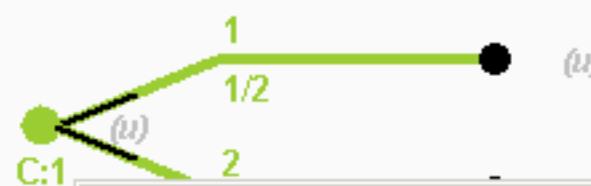
	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

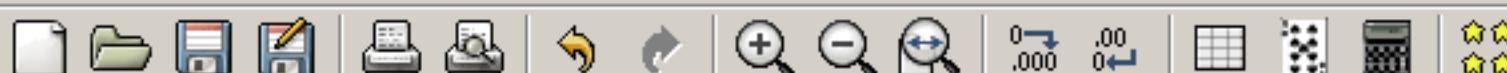
Information set label

Number of members: 1

Belongs to player Chance

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

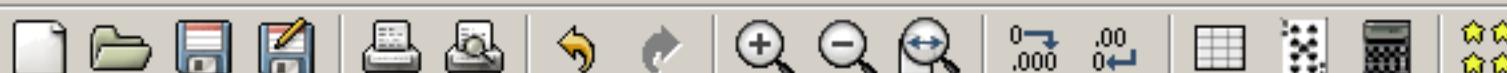
Information set label

Number of members: 1

Belongs to player Chance

Actions

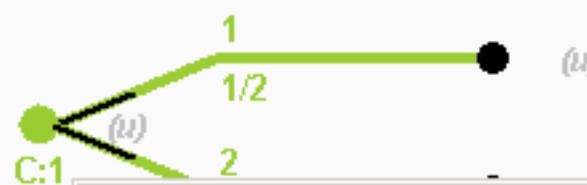
	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

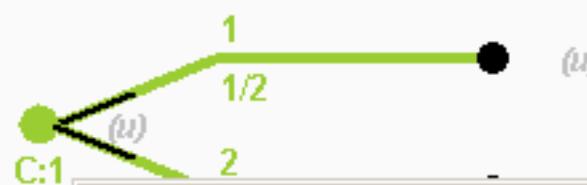
	Label	Probability
1	High	$\frac{1}{2}$
2	L	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

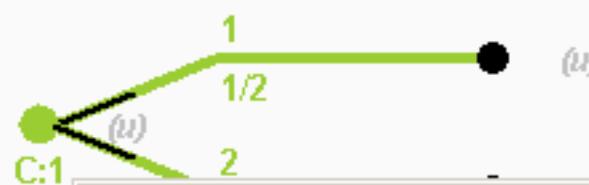
	Label	Probability
1	High	$\frac{1}{2}$
2	Lo	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

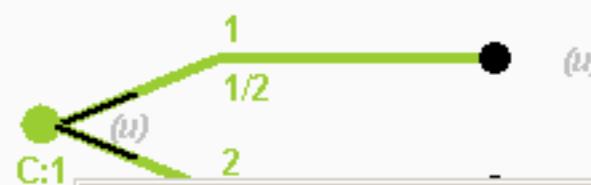
	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player Chance

Actions

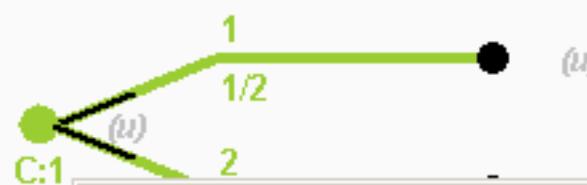
	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$



Chance

Alice

Bob



Move properties

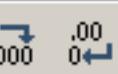
Information set label

Number of members: 1

Belongs to player Chance

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$



Chance

Alice

Bob



Continuing with the game, after Alice gets her card, she may either choose to "raise" or "fold." We create this move for Alice, and edit the action labels, the same way the chance move was created, except we drag the player icon from next to Alice's name to the node where we want to create the move.





Chance

Alice

Bob





Chance

Alice

Bob





Chance

Alice

Bob



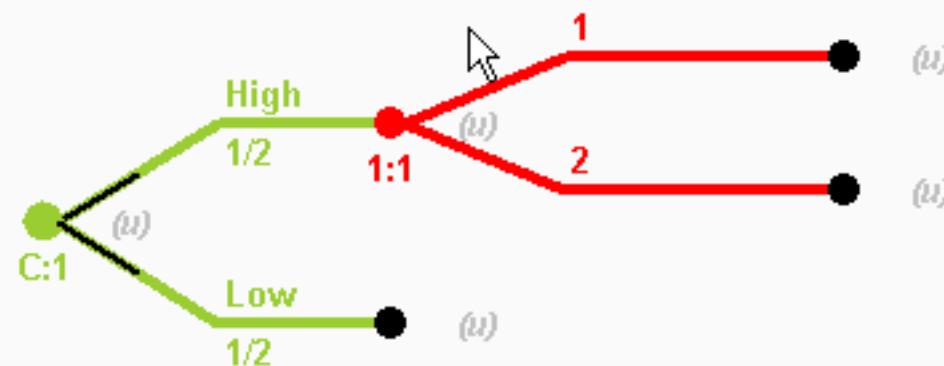


Chance

Alice

Bob



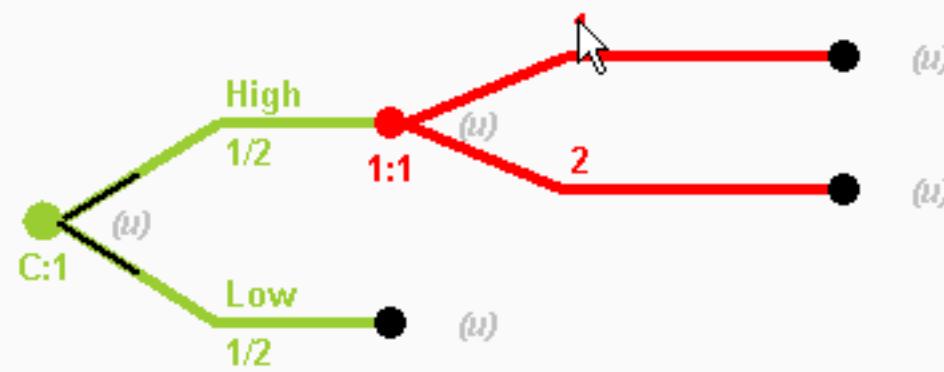




Chance

Alice

Bob

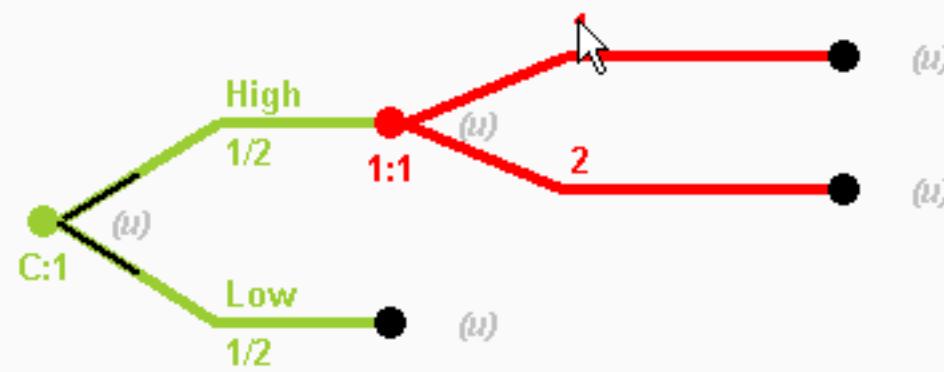


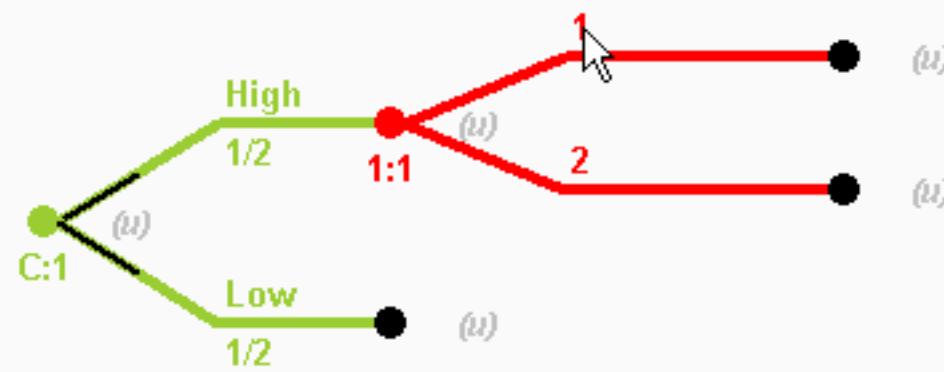


Chance

Alice

Bob





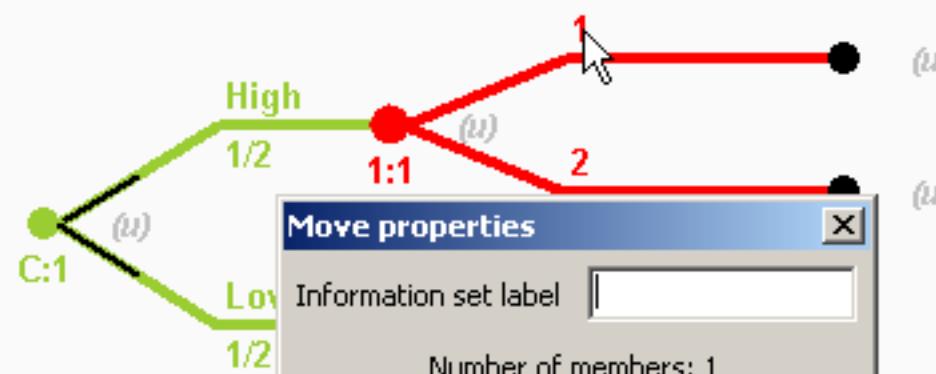
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

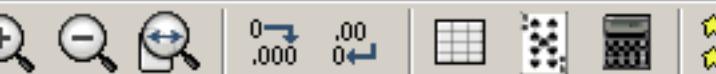
Belongs to player: 1: Alice

Actions:

	Label
1	1
2	2

Cancel OK

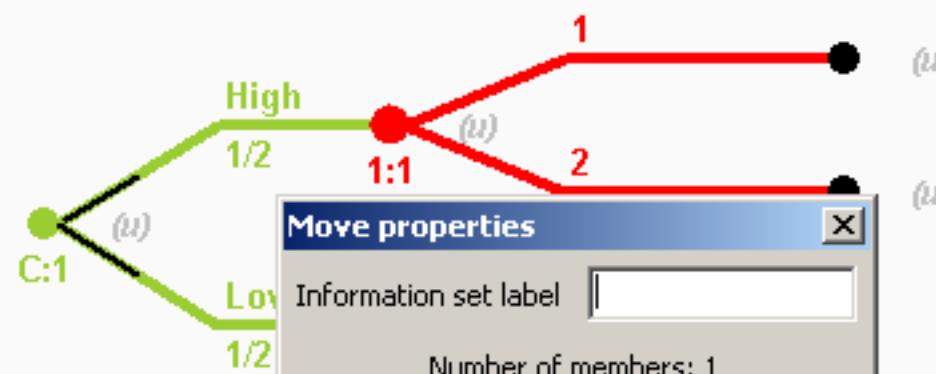
File Edit View Format Tools Help



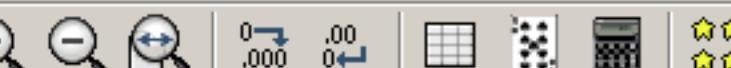
Chance

Alice

Bob



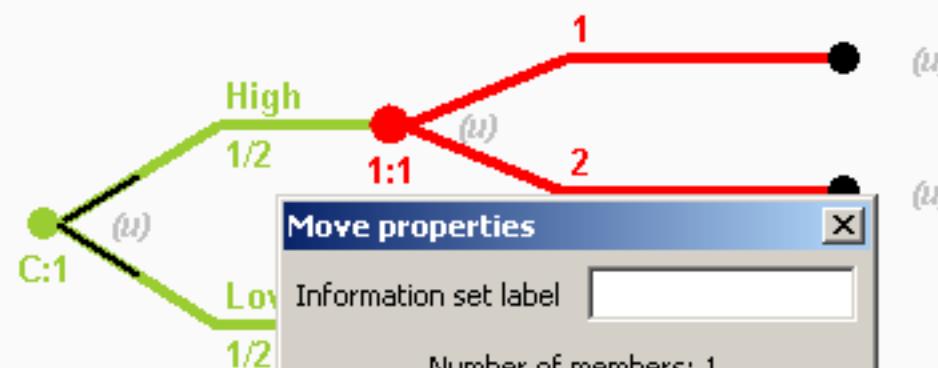
File Edit View Format Tools Help



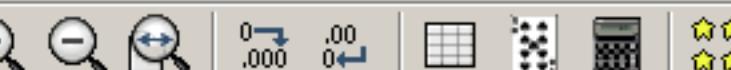
Chance

Alice

Bob



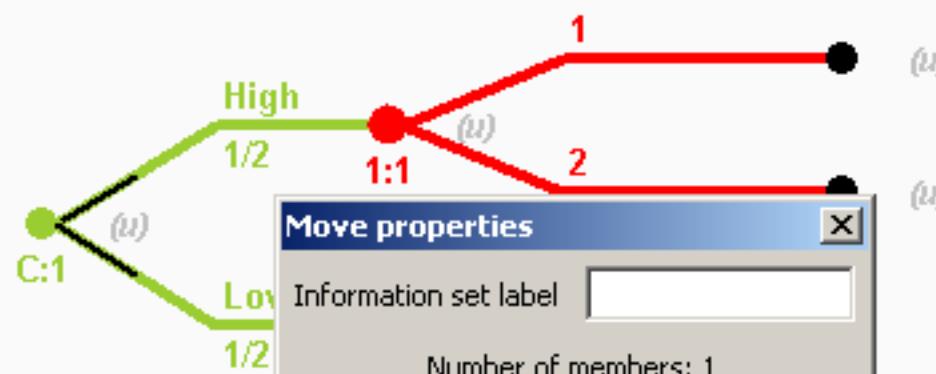
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	R
2	2

Cancel OK

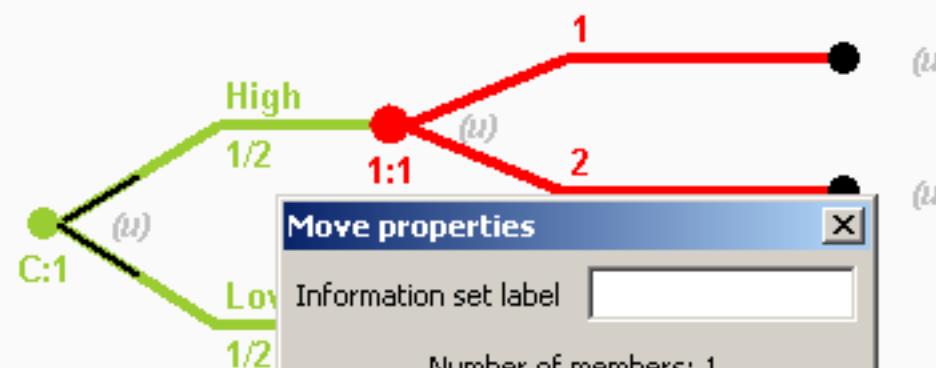
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	Ra
2	2

Cancel OK

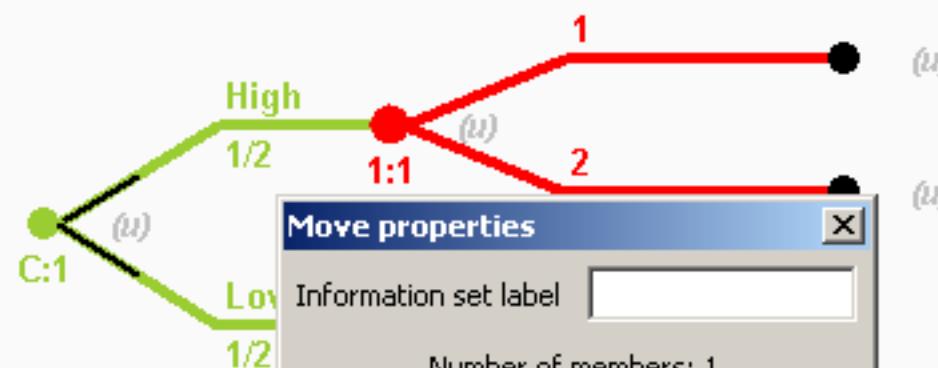
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	Rail
2	2

Cancel OK

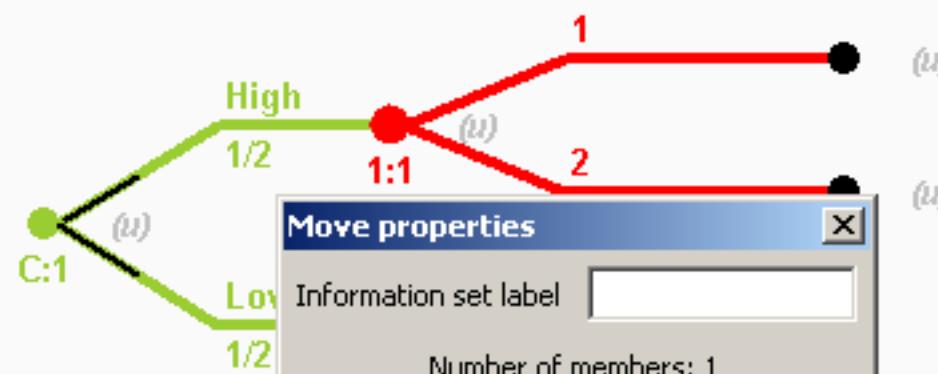
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	Rais
2	2

Cancel OK

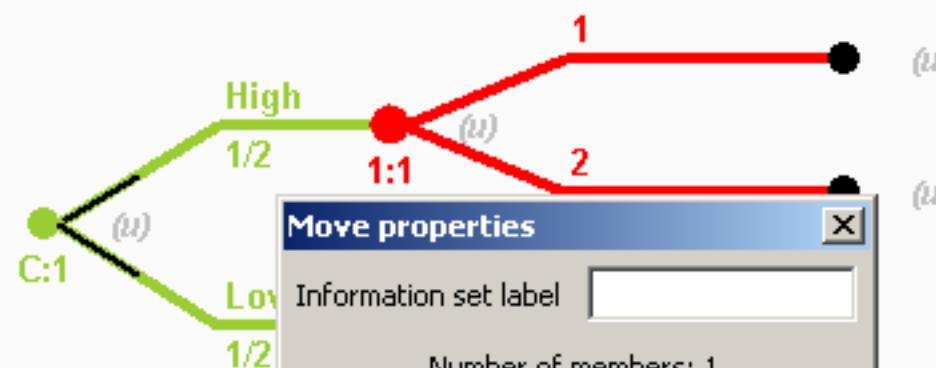
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

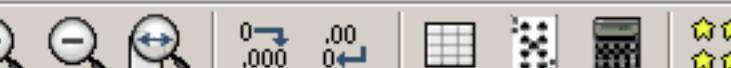
Belongs to player: 1: Alice

Actions:

	Label
1	Raise
2	2

Cancel OK

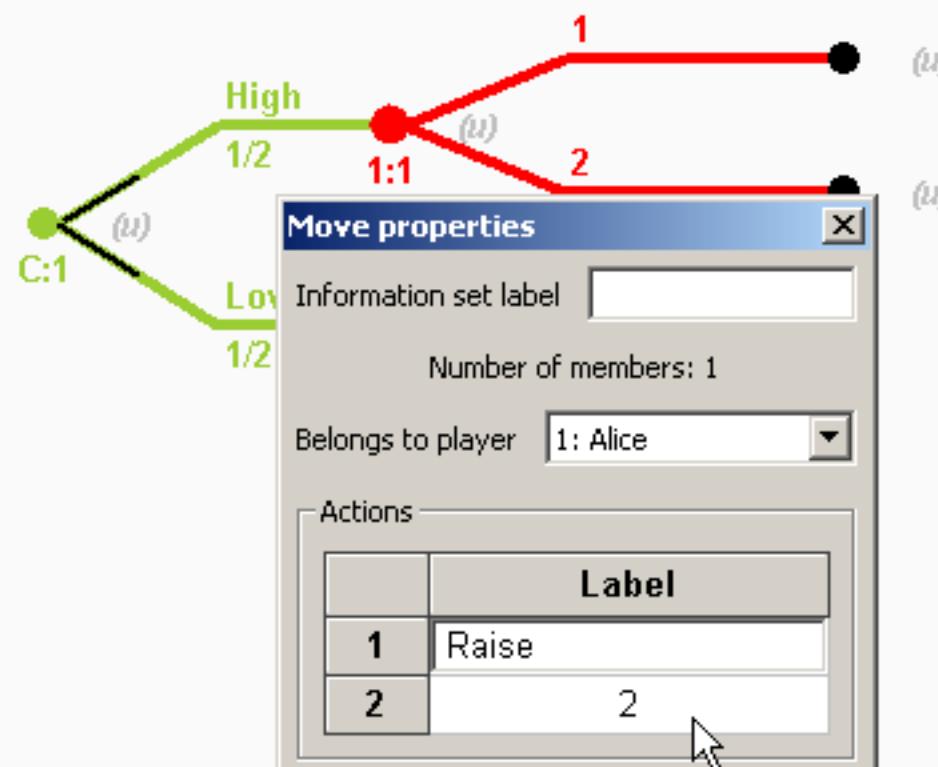
File Edit View Format Tools Help



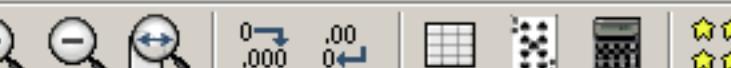
Chance

Alice

Bob



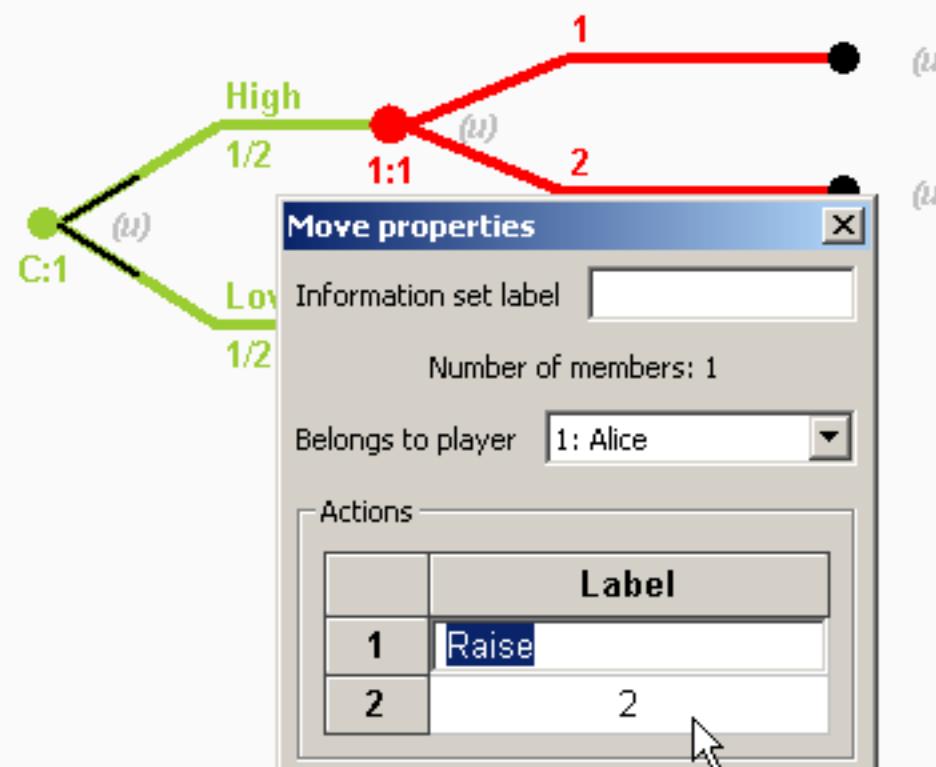
File Edit View Format Tools Help



Chance

Alice

Bob



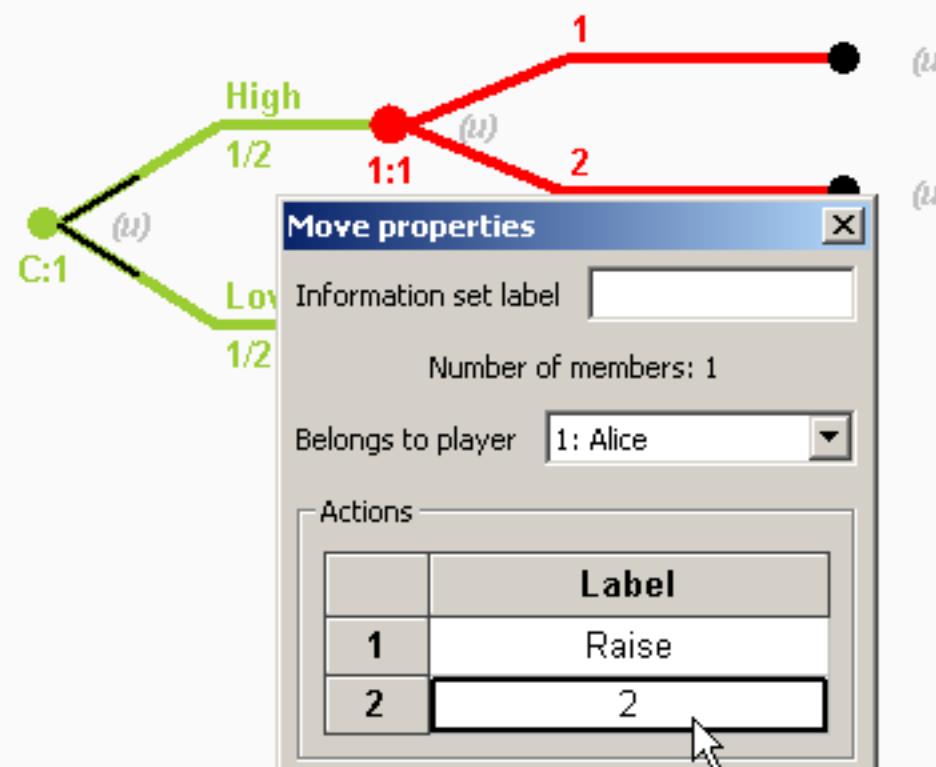
File Edit View Format Tools Help



Chance

Alice

Bob



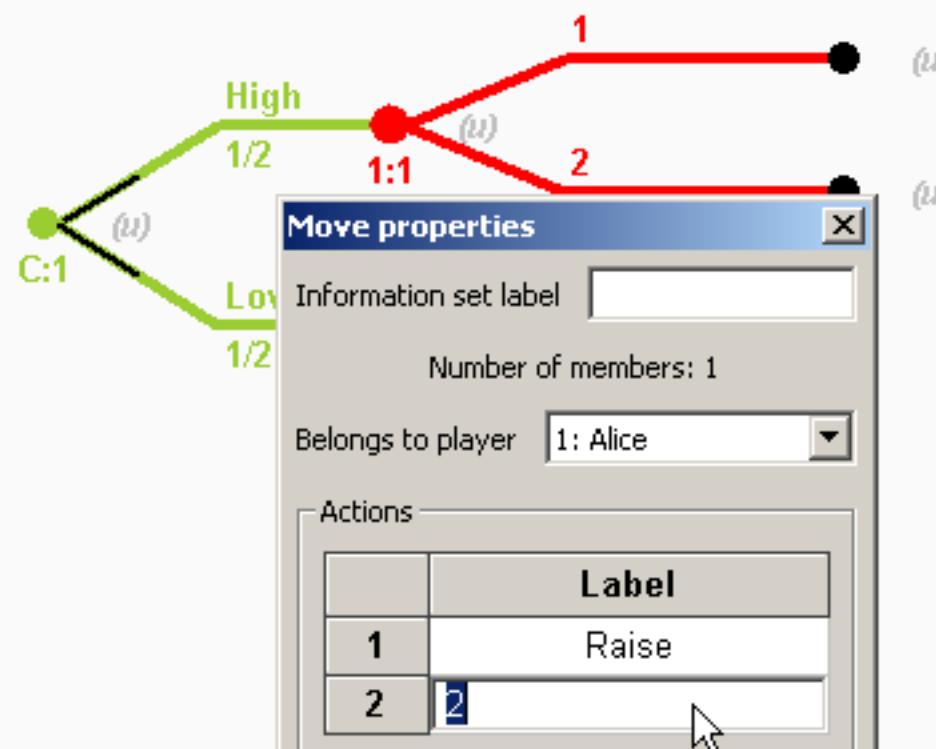
File Edit View Format Tools Help



Chance

Alice

Bob



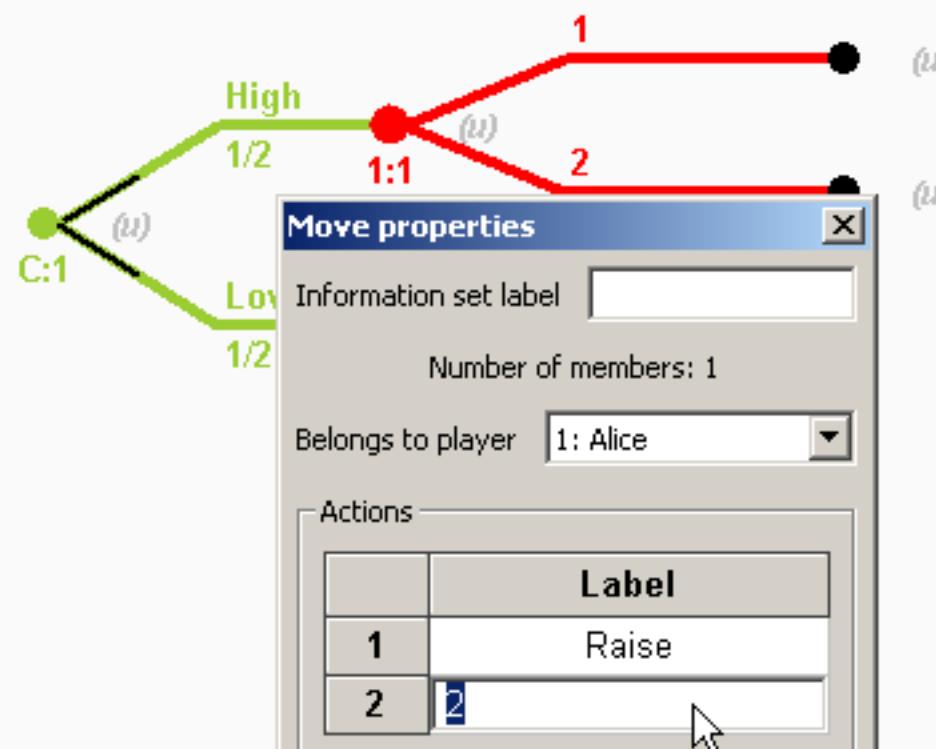
File Edit View Format Tools Help



Chance

Alice

Bob



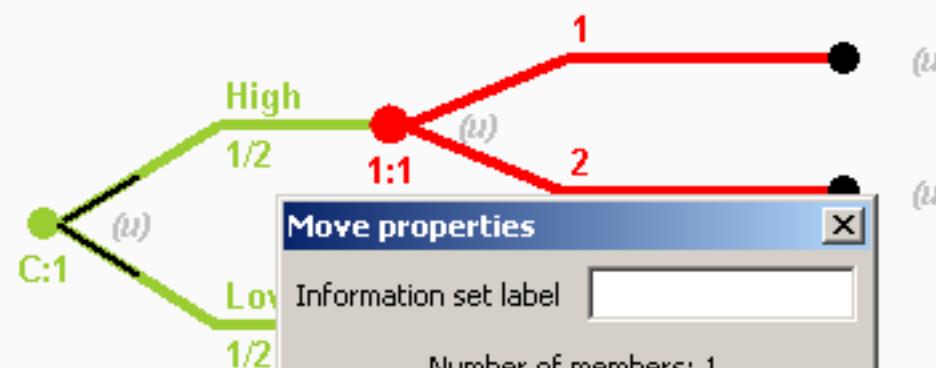
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	Raise
2	F

Cancel OK

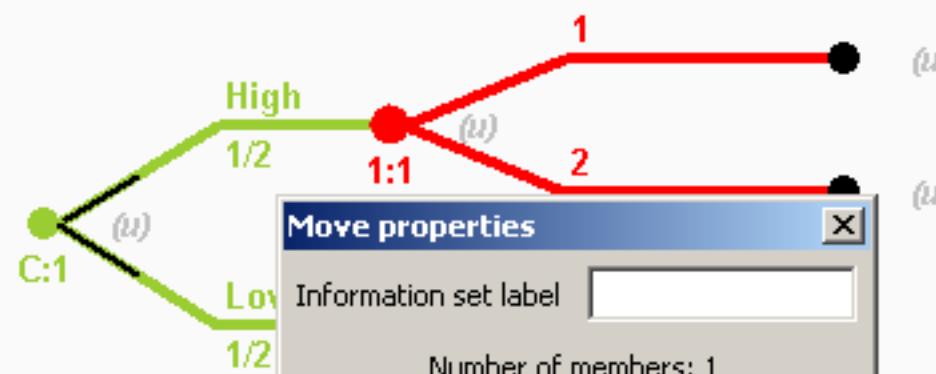
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

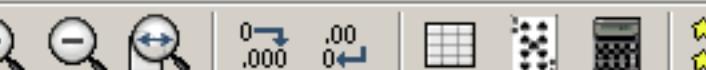
Belongs to player: 1: Alice

Actions:

	Label
1	Raise
2	Fo

Cancel OK

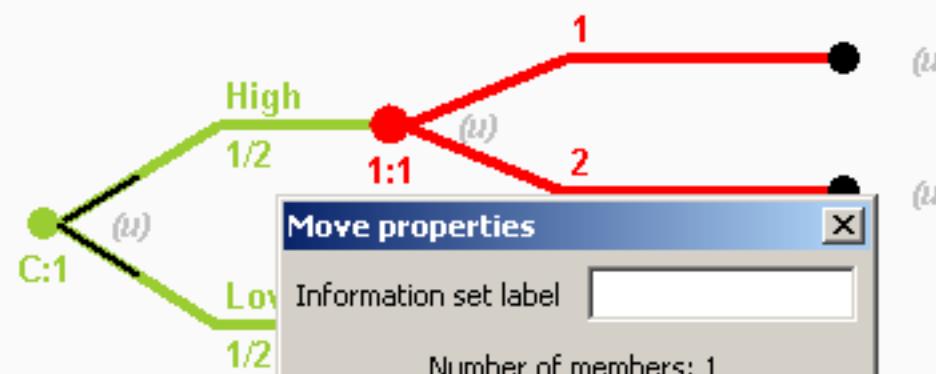
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	Raise
2	Fol

Cancel OK

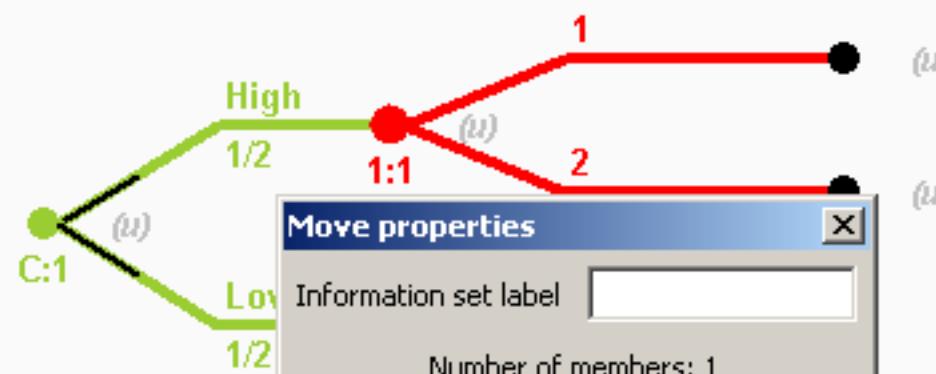
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player

Actions

	Label
1	Raise
2	Fold

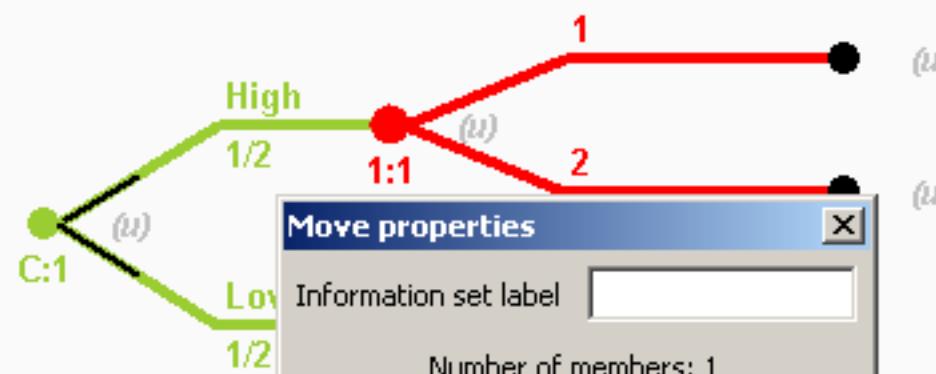
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	Raise
2	Fold

Cancel OK

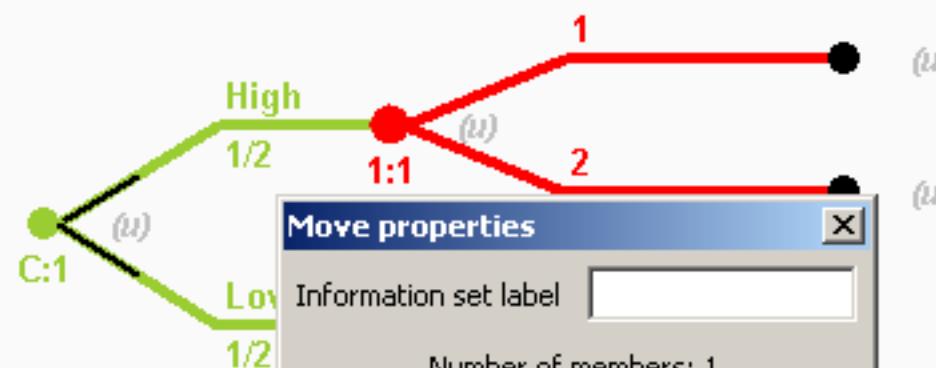
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 1: Alice

Actions:

	Label
1	Raise
2	Fold

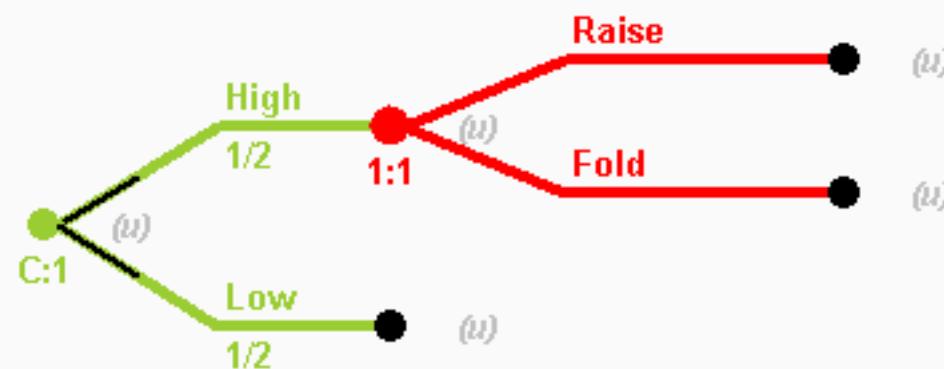
Cancel



Chance

Alice

Bob



If Alice folds, the game ends. However, if she raises, then Bob will have a move. He may choose to either "meet" or "pass." In either case, the game ends after Bob's move.

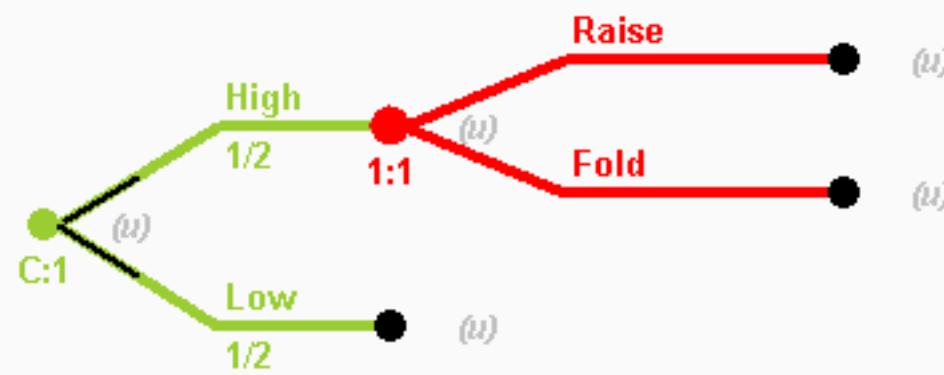
We add Bob's move, and set his action labels, the same way as Alice's move was created.



Chance

Alice

Bob

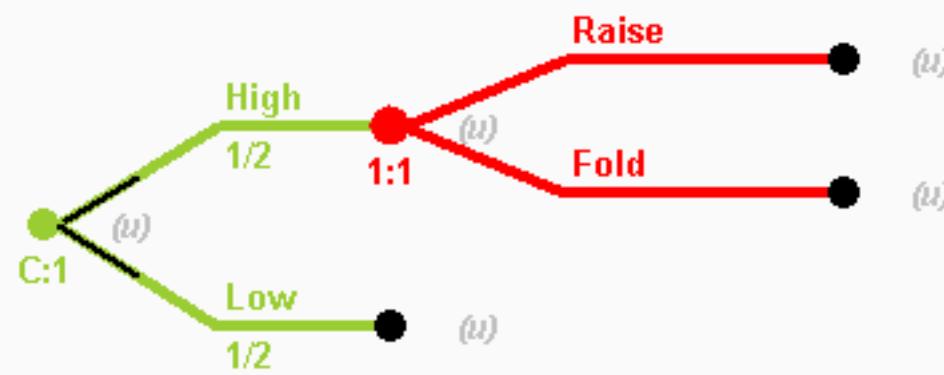




Chance

Alice

Bob

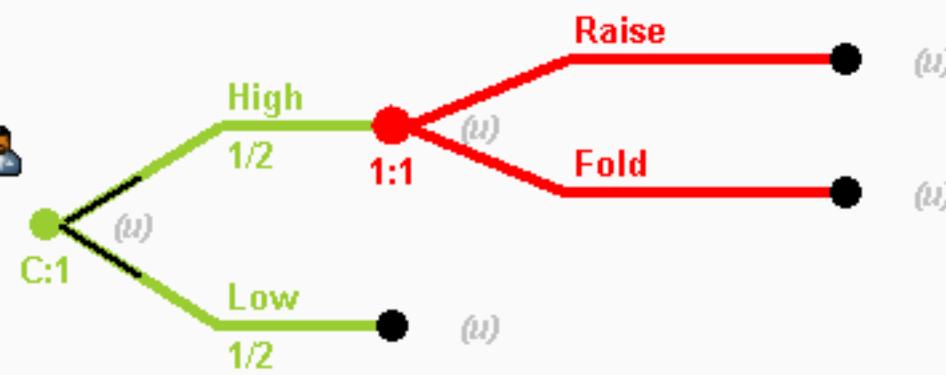




Chance

Alice

Bob

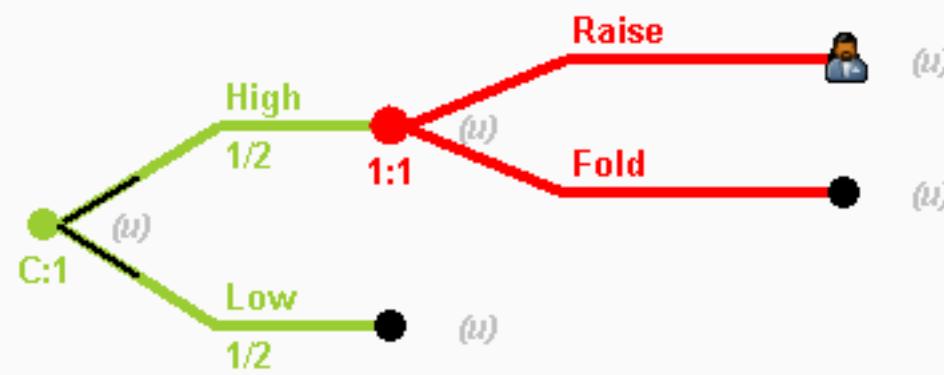




Chance

Alice

Bob

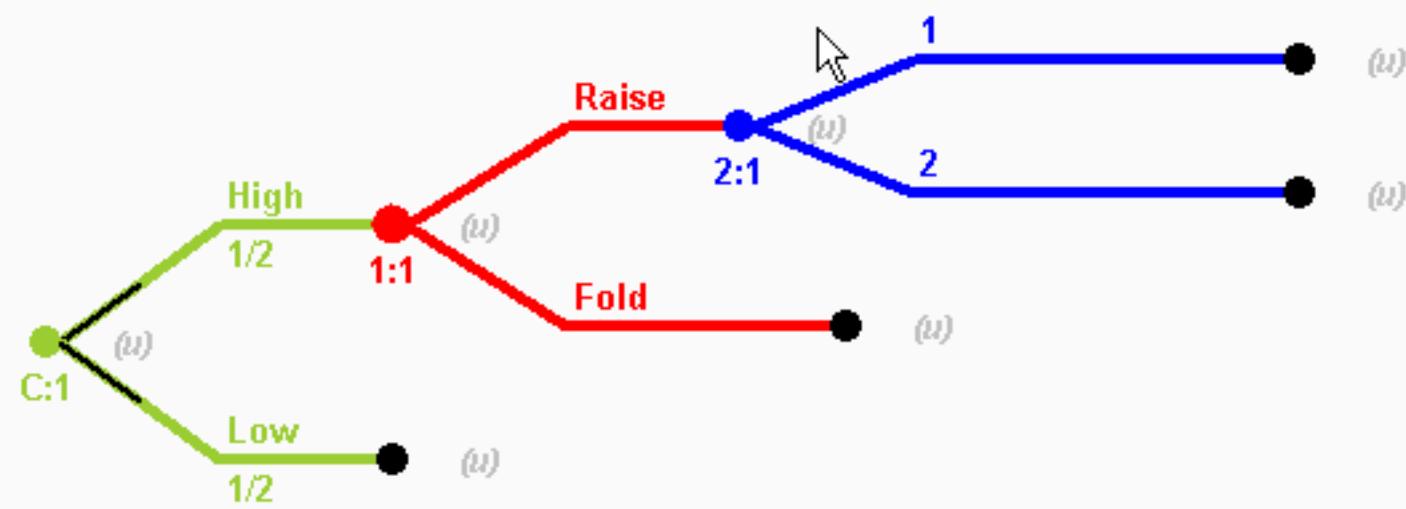




Chance

Alice

Bob

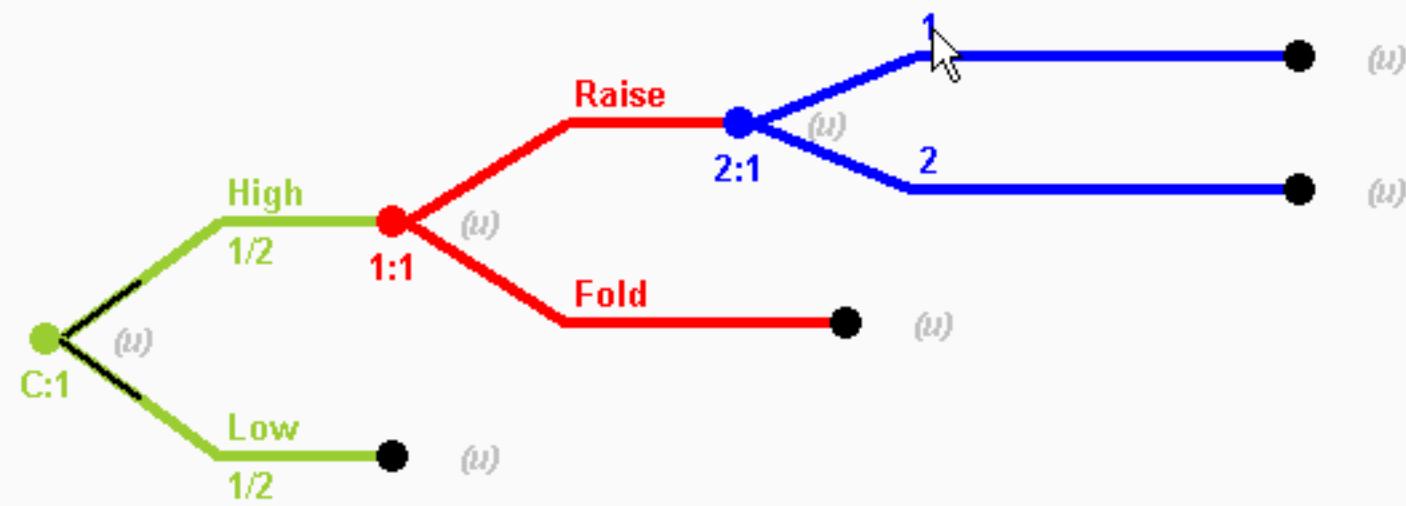




Chance

Alice

Bob



File Edit View Format Tools Help



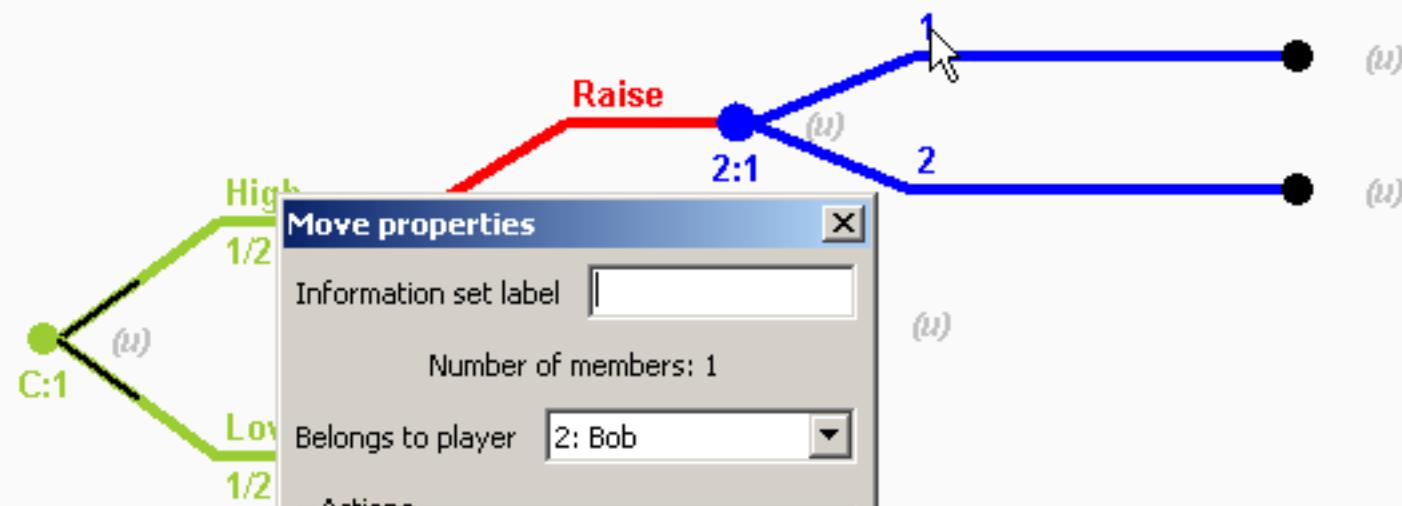
0.00 0.00



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	1
2	2

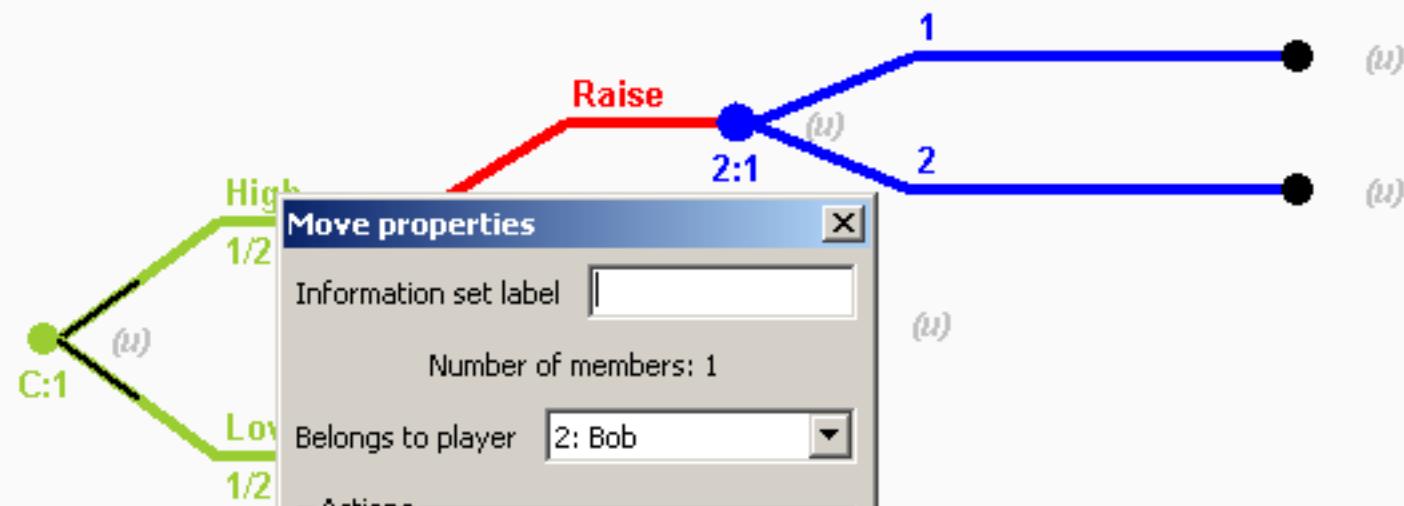
Cancel OK



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 2: Bob

Actions:

	Label
1	1
2	2

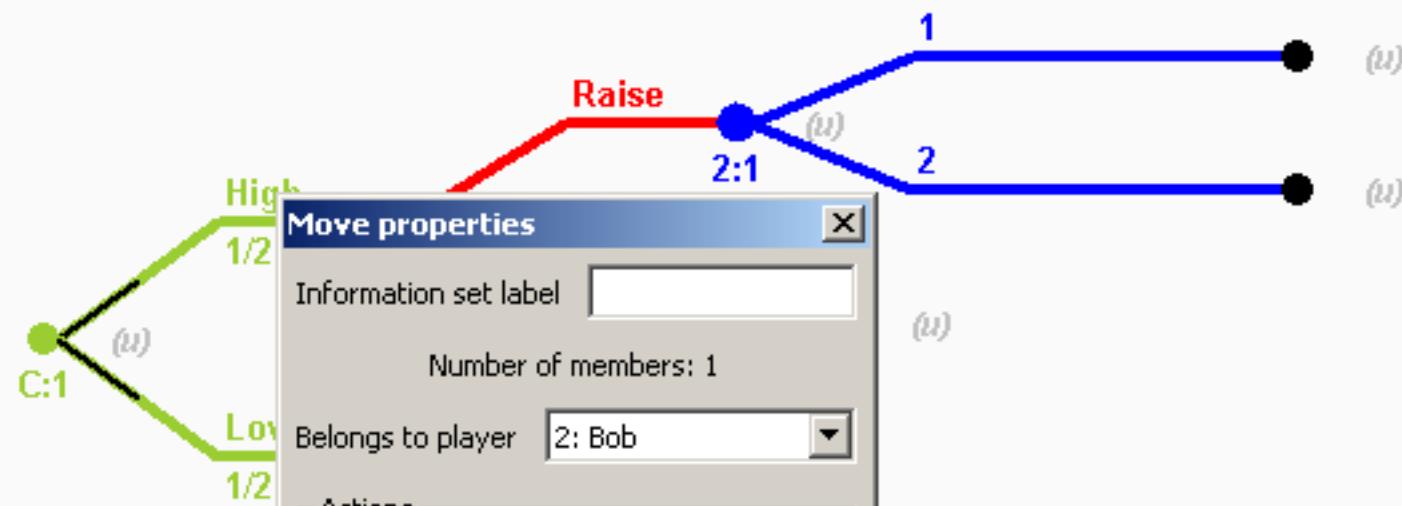
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	1
2	2

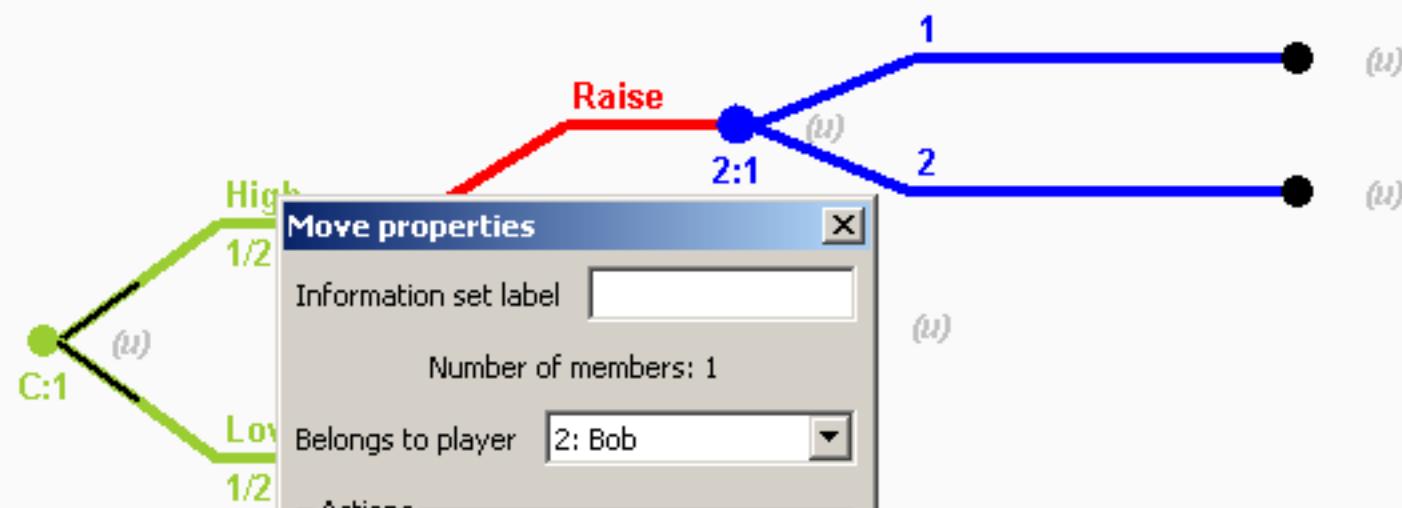
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	M
2	2

Cancel OK

File Edit View Format Tools Help



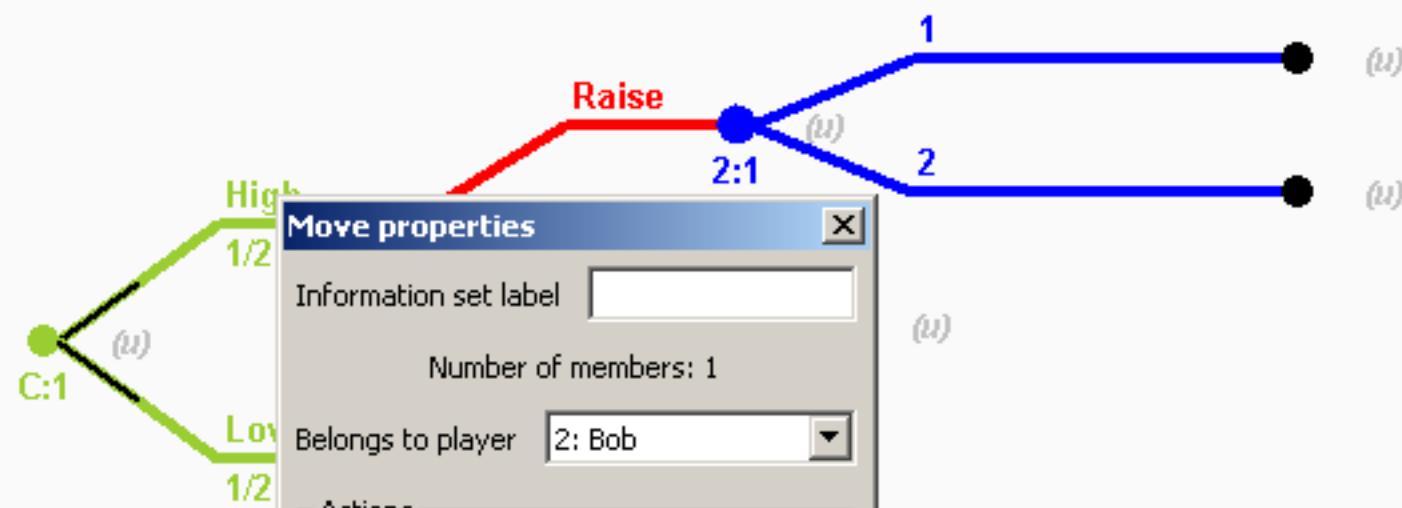
0.00 0.00



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Me
2	2

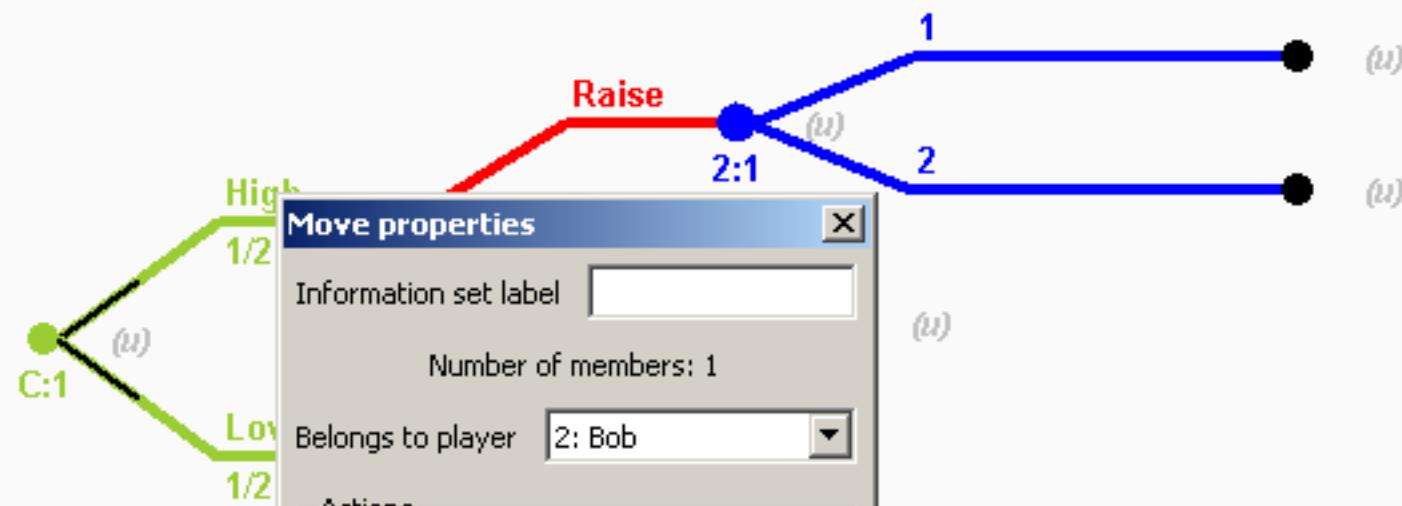
Cancel OK



Chance

Alice

Bob



Move properties

Information set label:

Number of members: 1

Belongs to player: 2: Bob

Actions

	Label
1	Mee
2	2

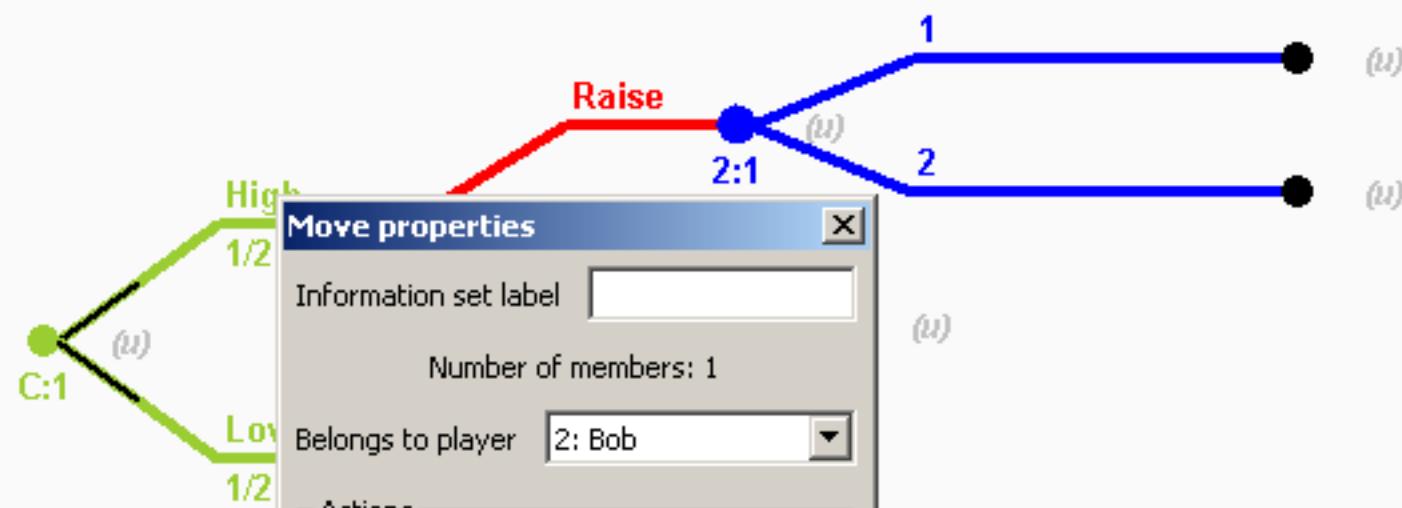
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	2

Cancel OK

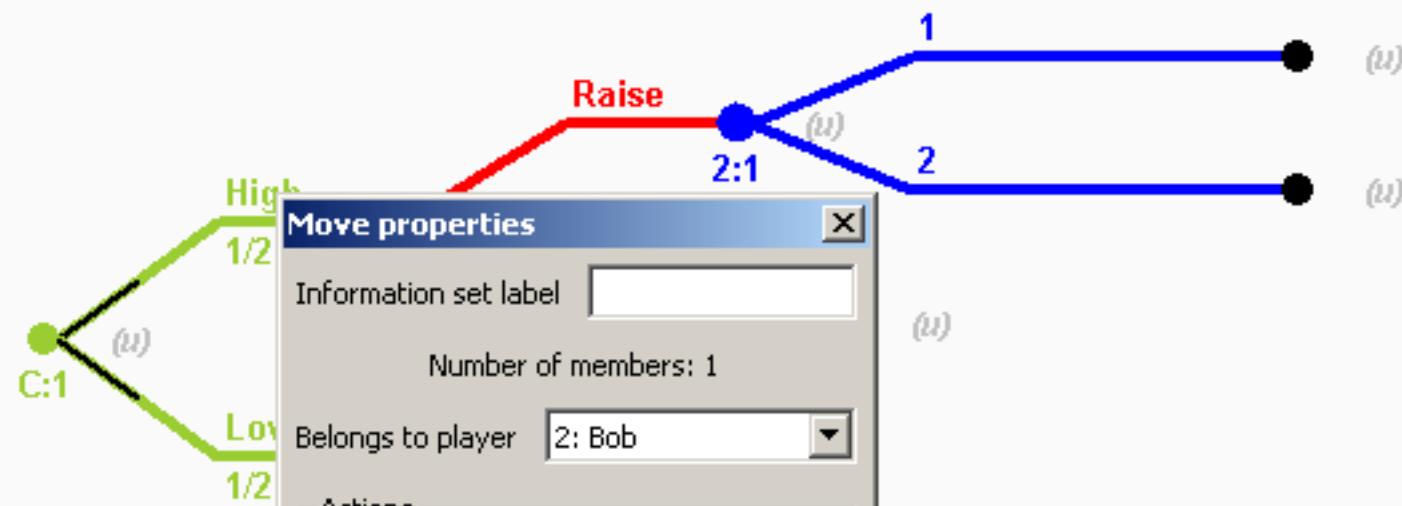
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	2

Cancel OK

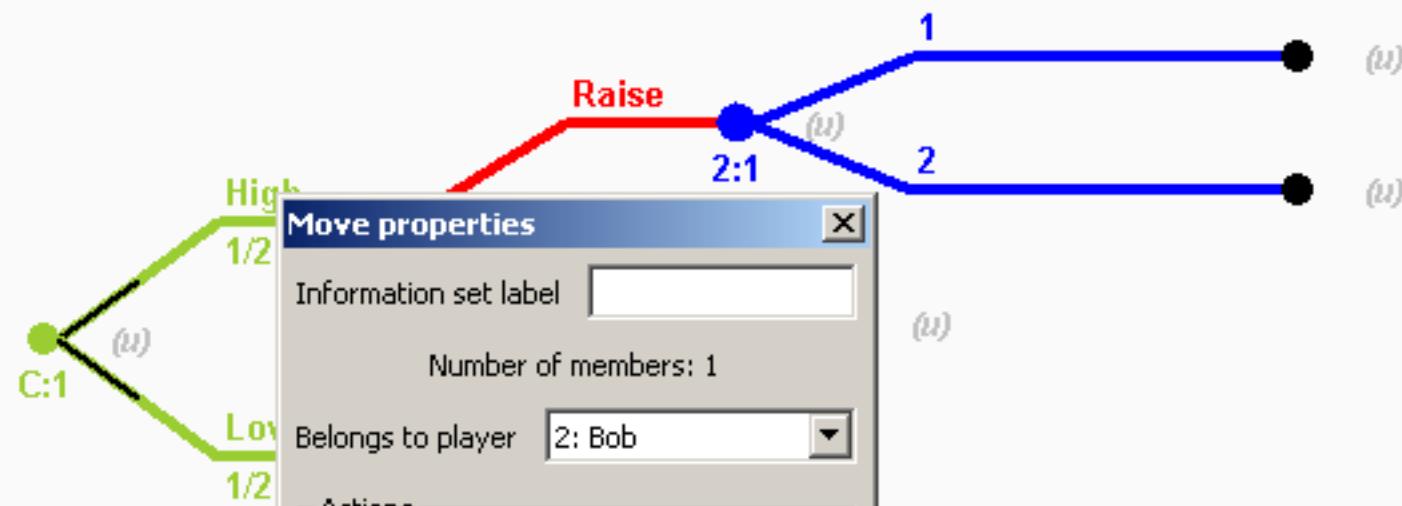
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	2

Cancel OK

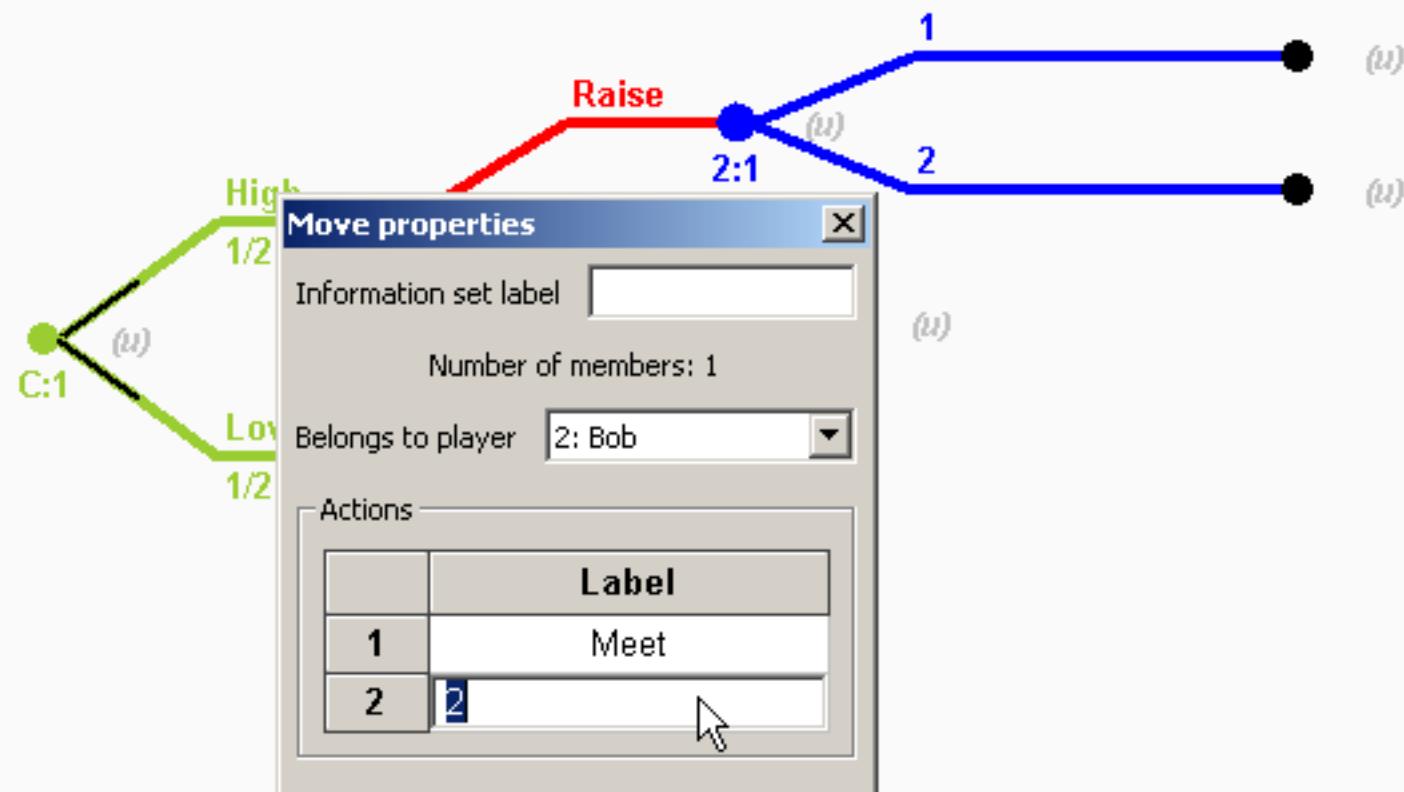
File Edit View Format Tools Help



Chance

Alice

Bob

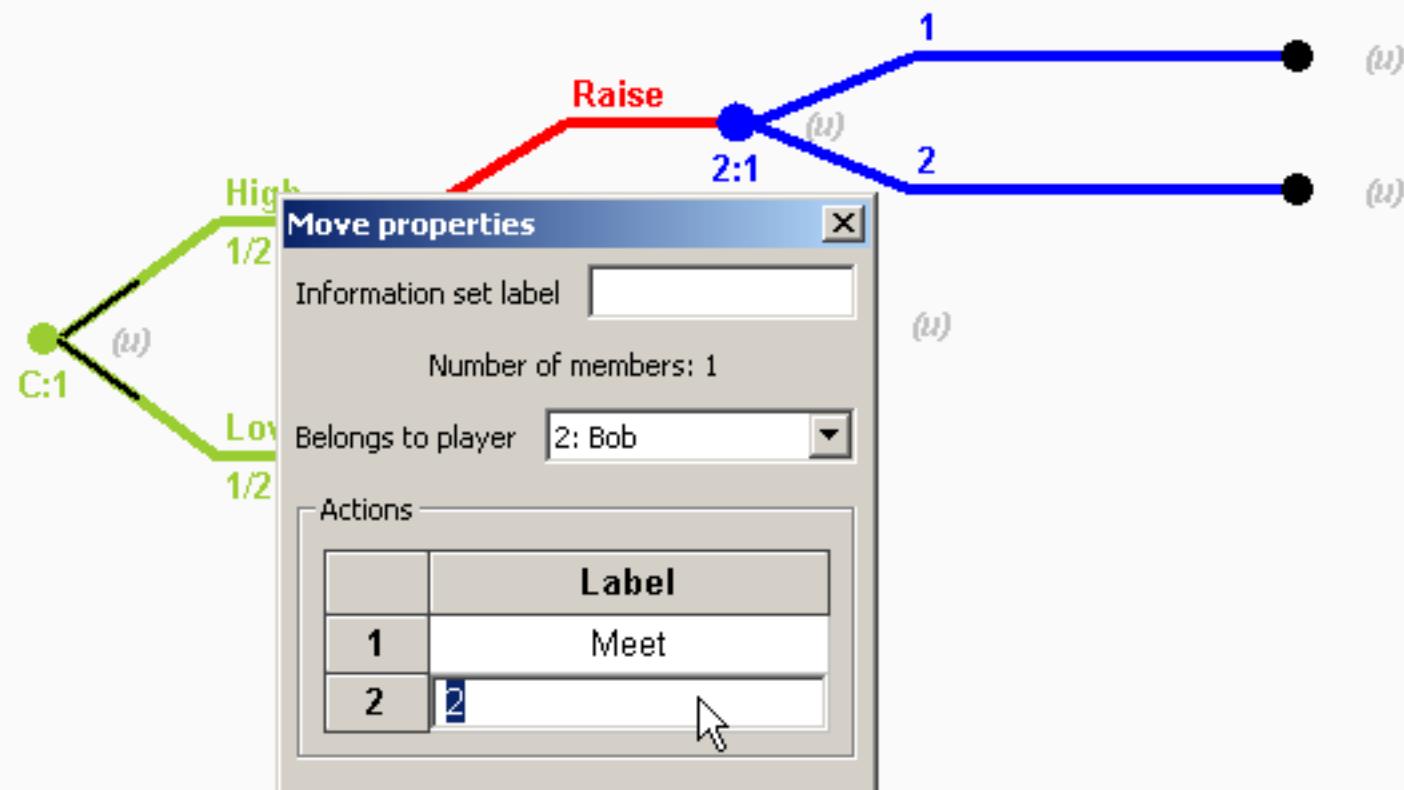




Chance

Alice

Bob

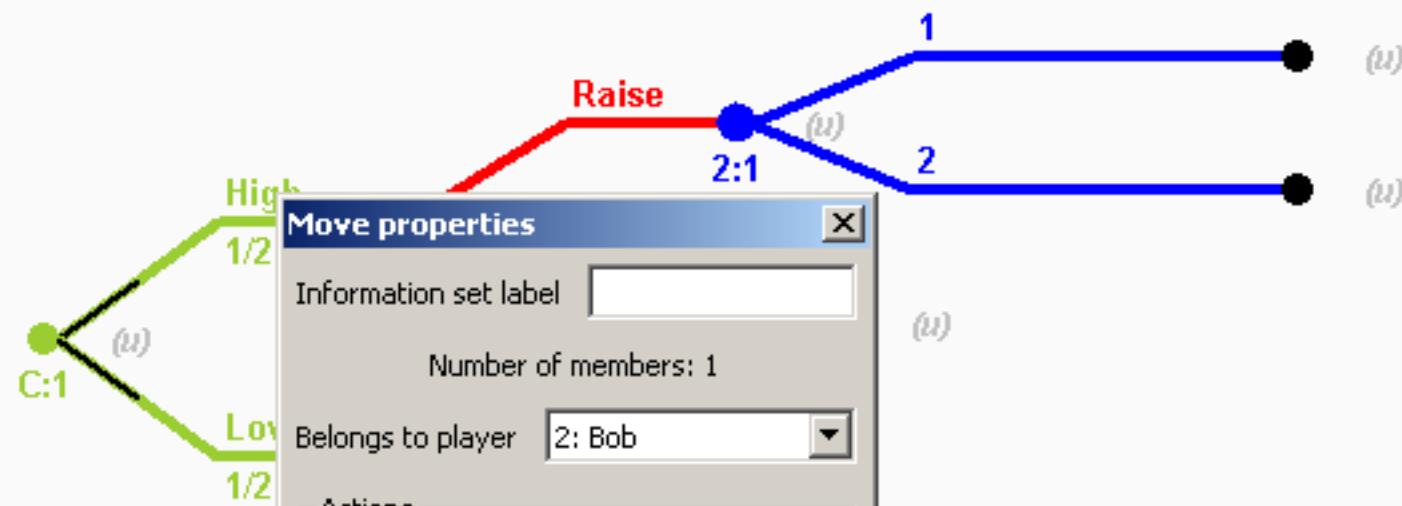




Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	P <input type="text"/>

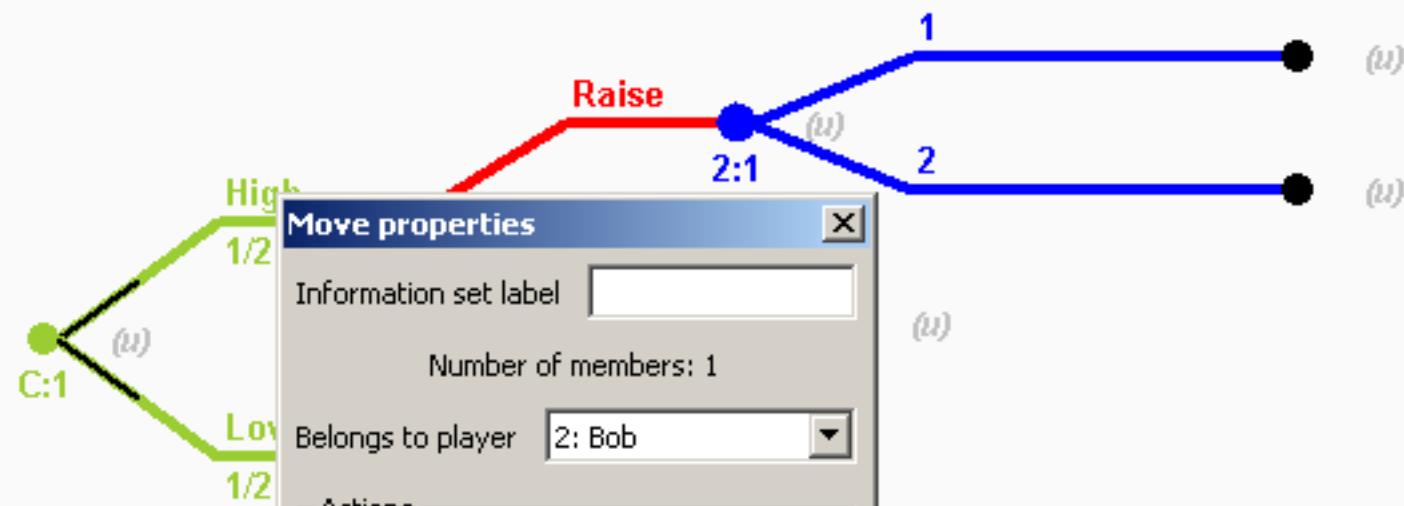
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	Pass

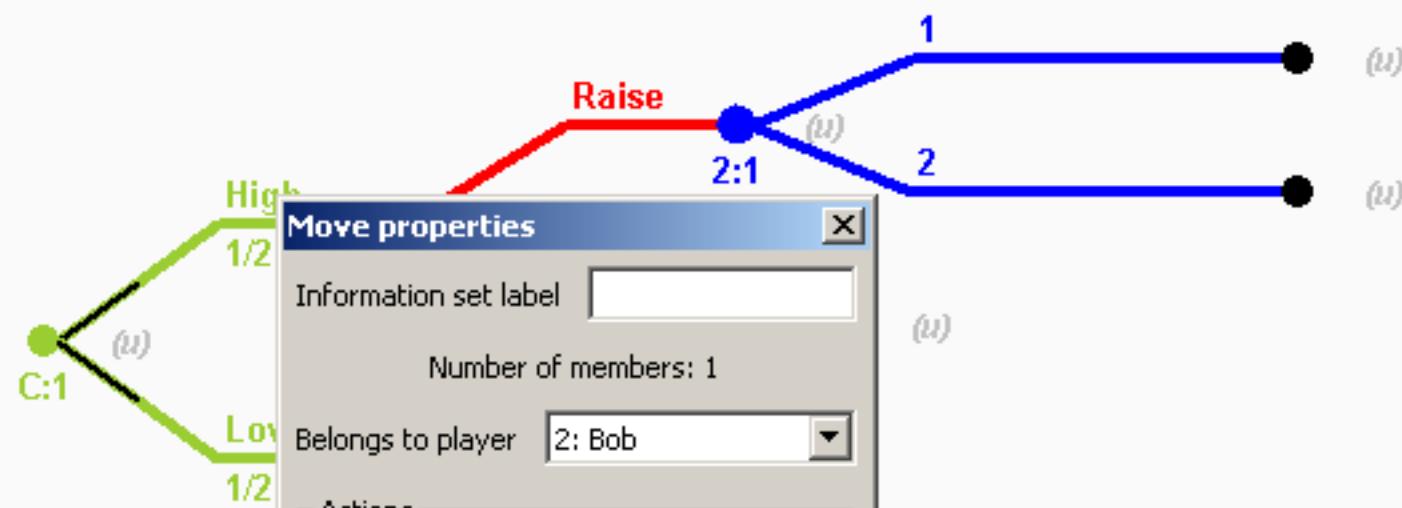
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	Pas

Cancel OK

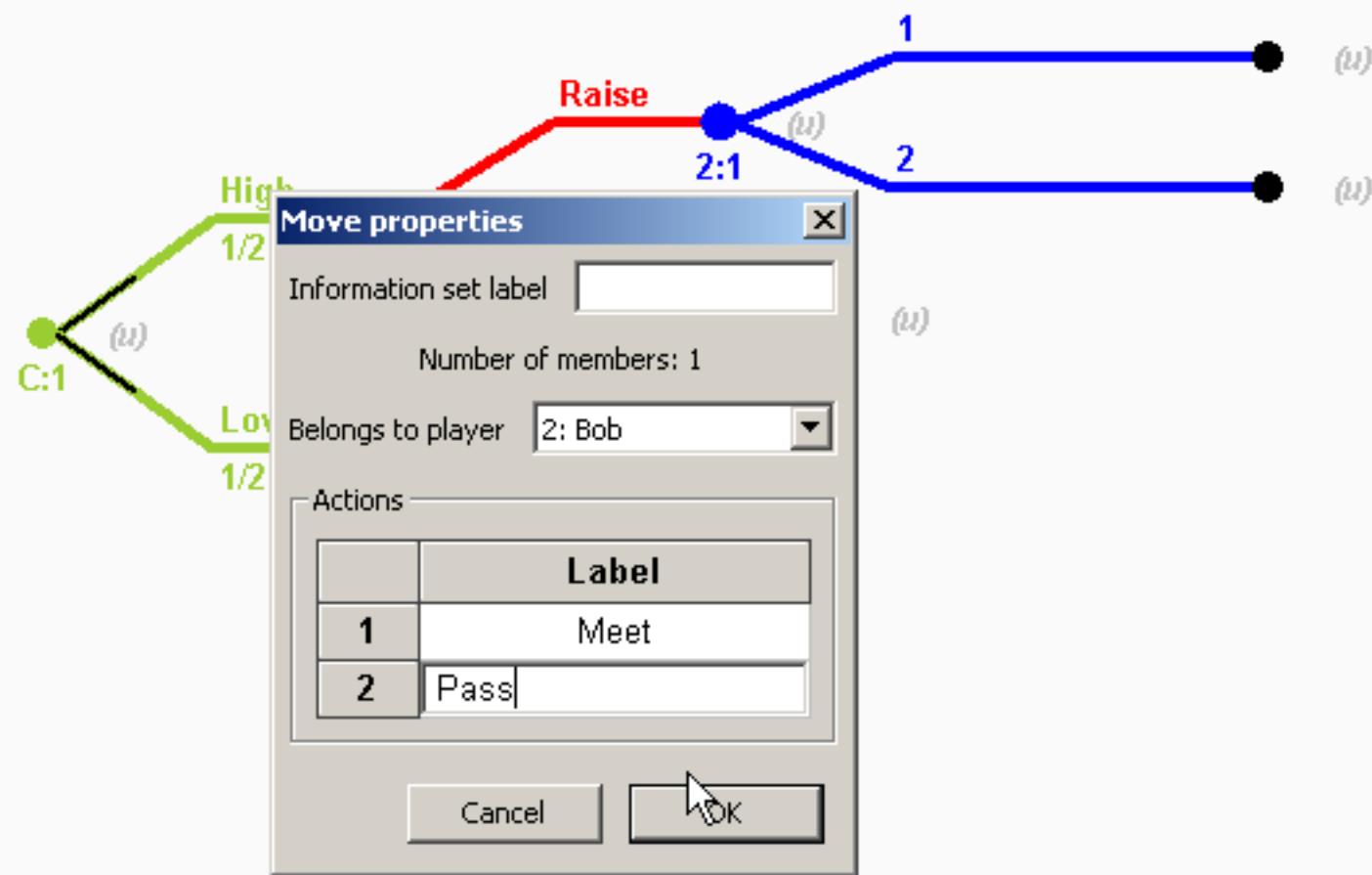
File Edit View Format Tools Help



Chance

Alice

Bob



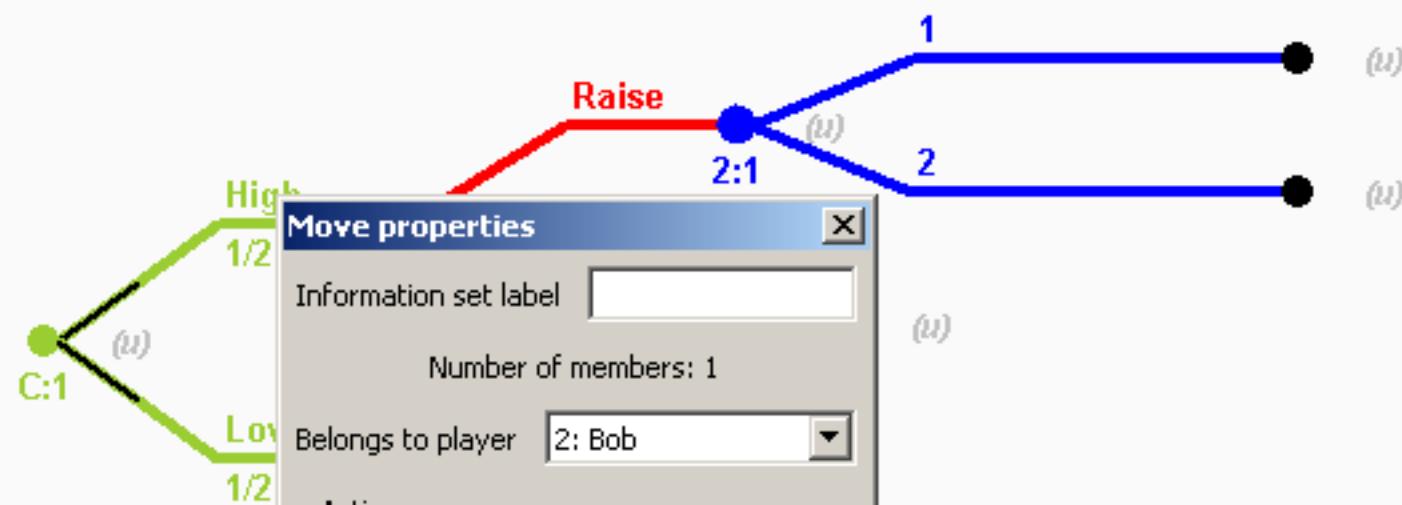
File Edit View Format Tools Help



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	Pass

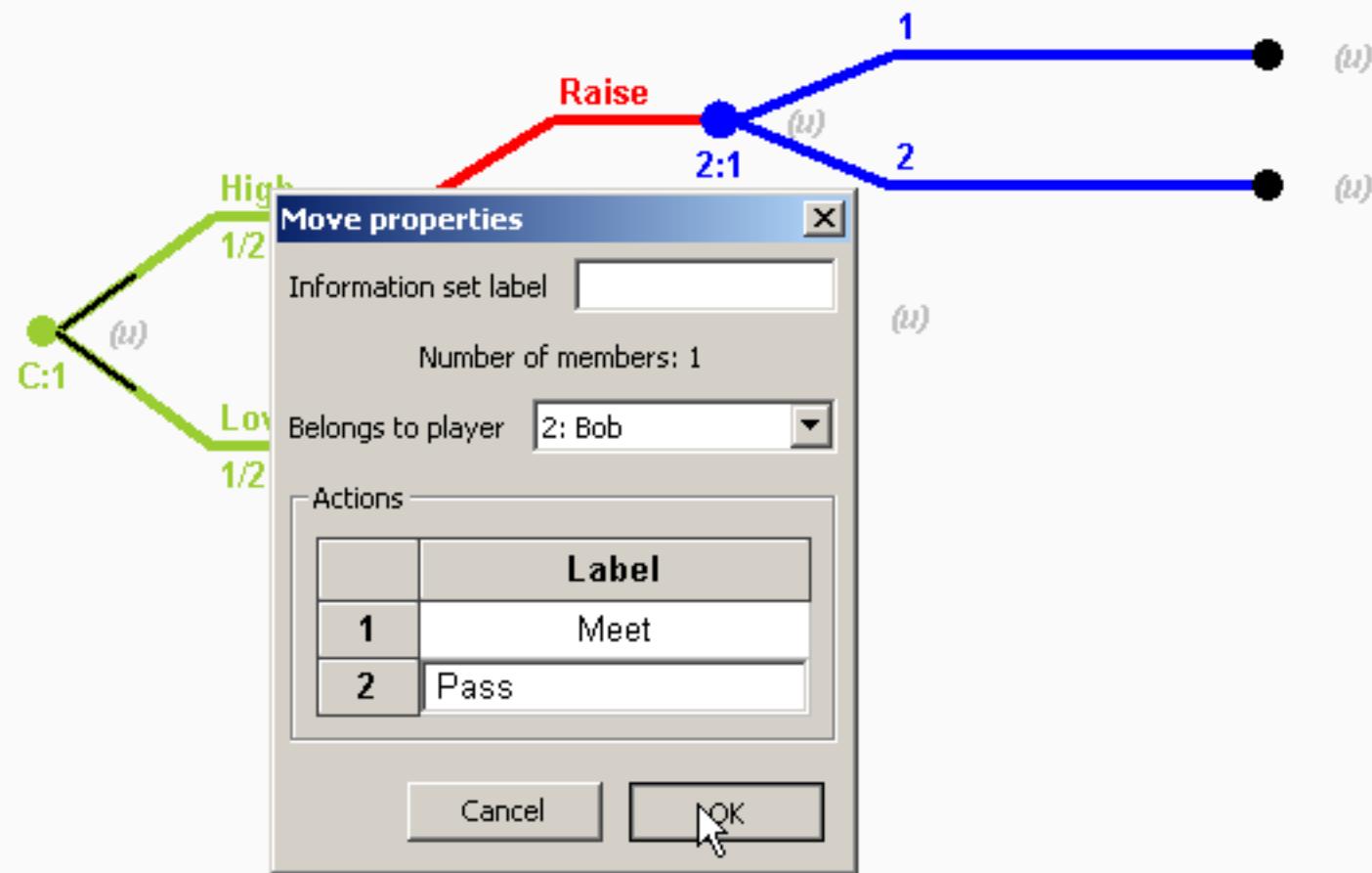
Cancel OK



Chance

Alice

Bob

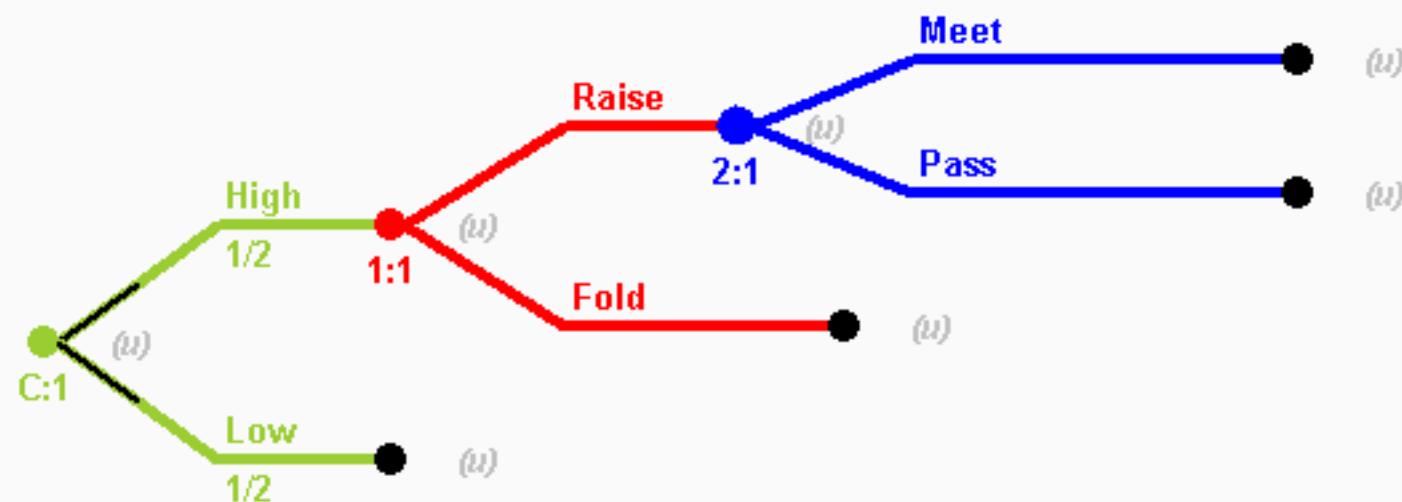




Chance

Alice

Bob



So far, we have only drawn the interaction when Alice draws a high card. The same rules apply when she draws a low card as well.

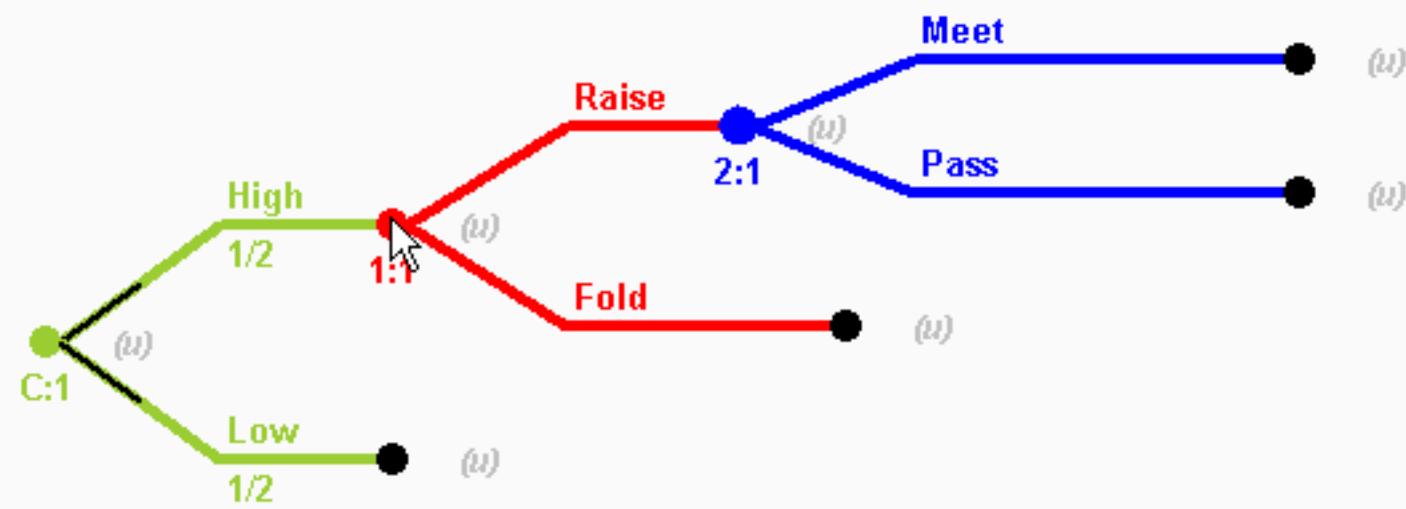
We can easily build this by copying the tree that follows the draw of a high card to the node after the draw of a low card. To do this, hold down the control key on the keyboard, and drag from Alice's move node to the node following chance's "low" action.



Chance

Alice

Bob

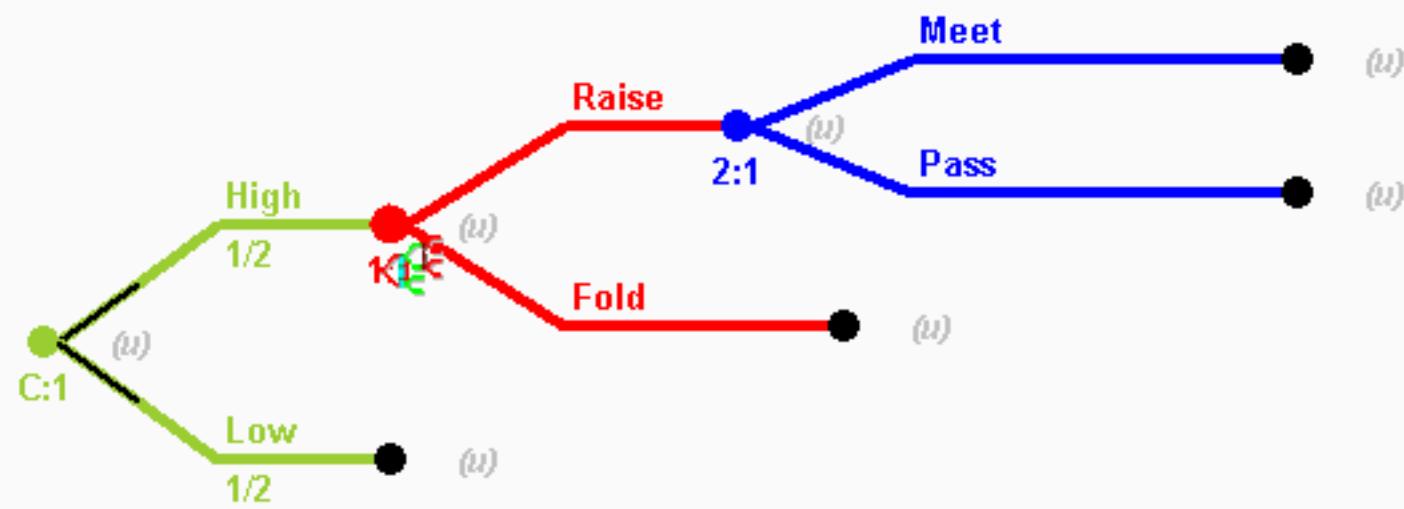




Chance

Alice

Bob

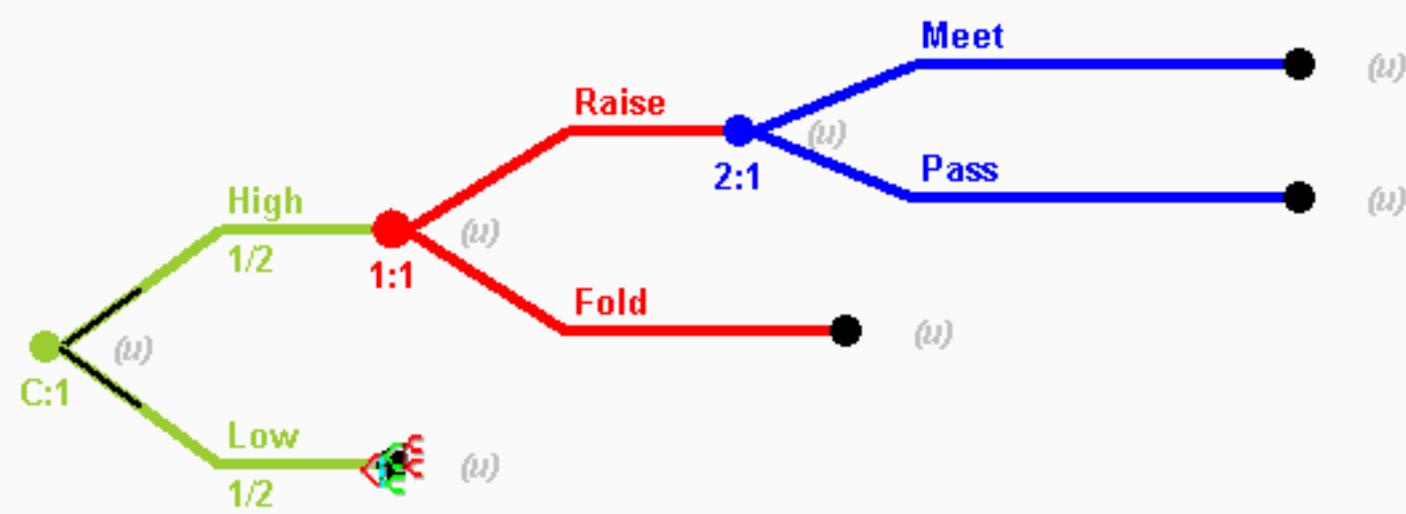




Chance

Alice

Bob

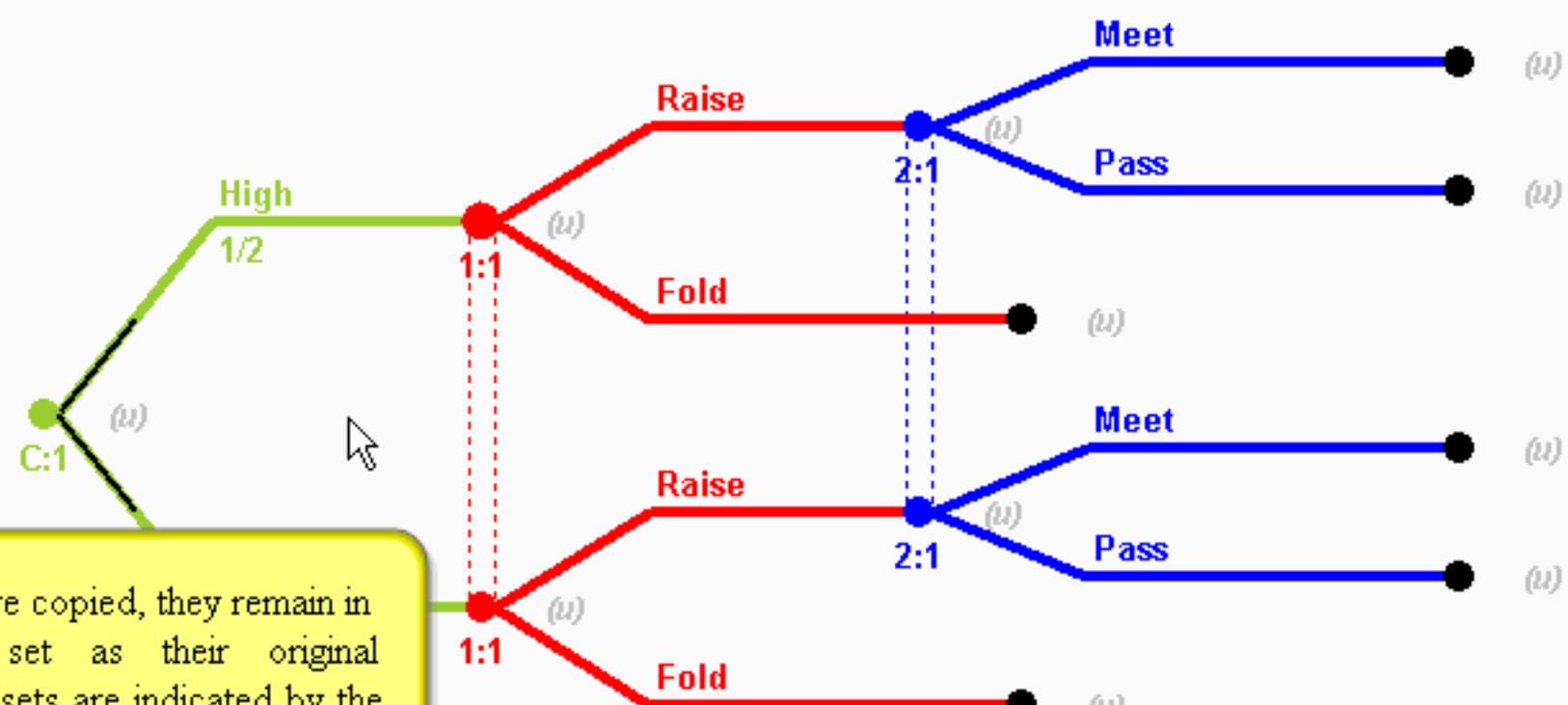




Chance

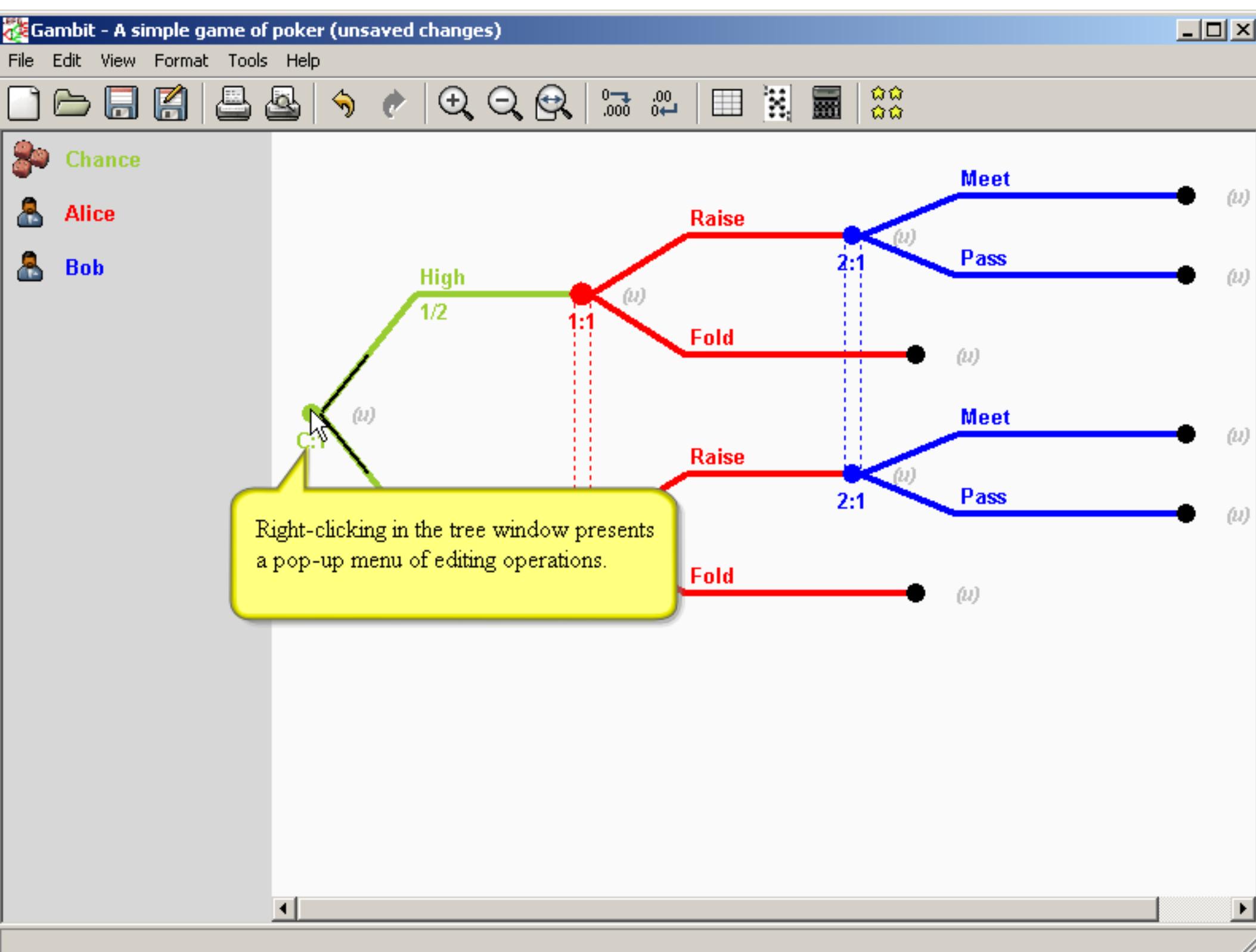
Alice

Bob



Notice that when nodes are copied, they remain in the same information set as their original counterparts. Information sets are indicated by the dotted lines connecting Alice's and Bob's moves, respectively.

In our game, Alice does observe the card she draws, but Bob does not. So Alice's two moves should be in separate information sets. An easy way to accomplish this is to "reveal" the outcome of the chance move to Alice. Here's how to do that.



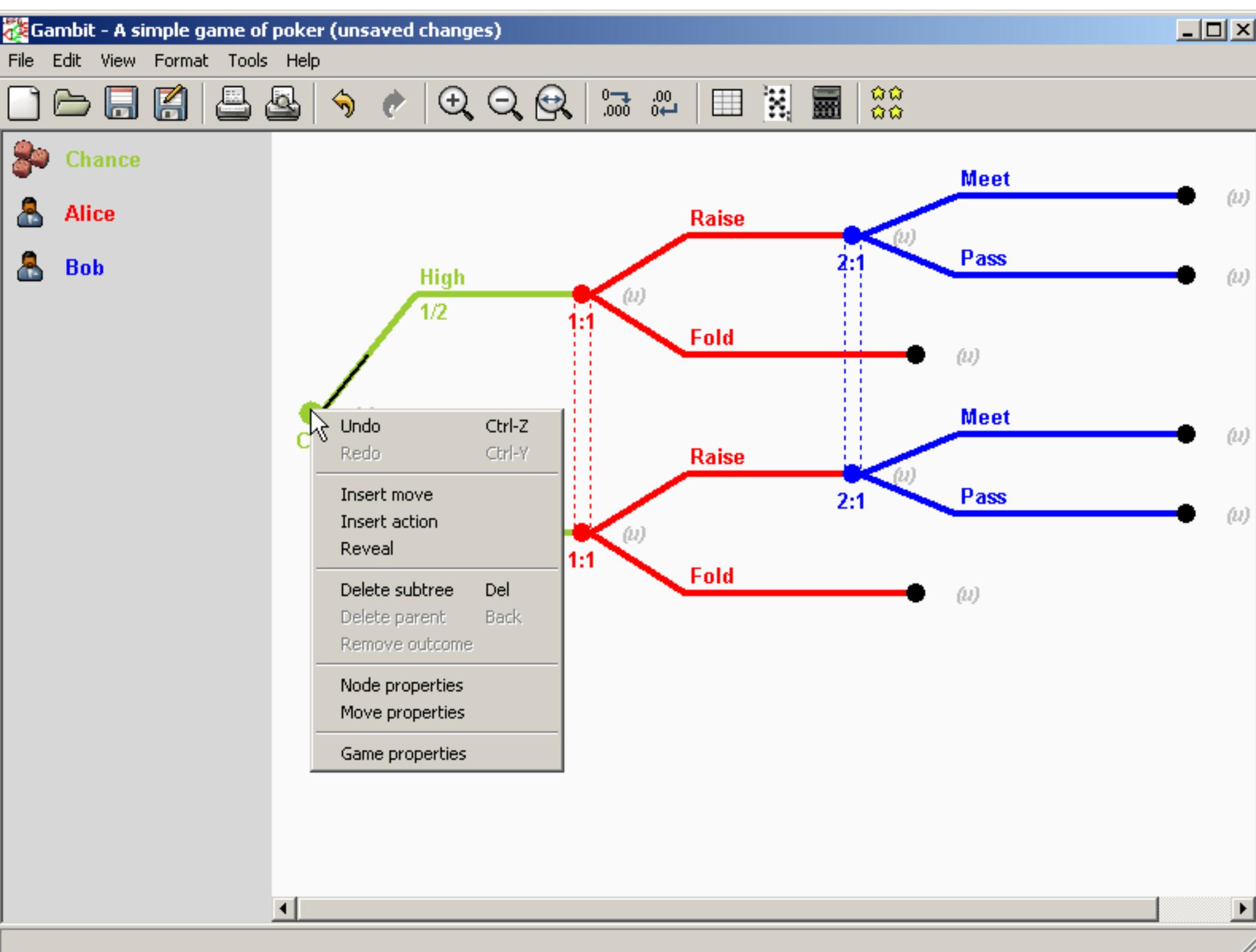


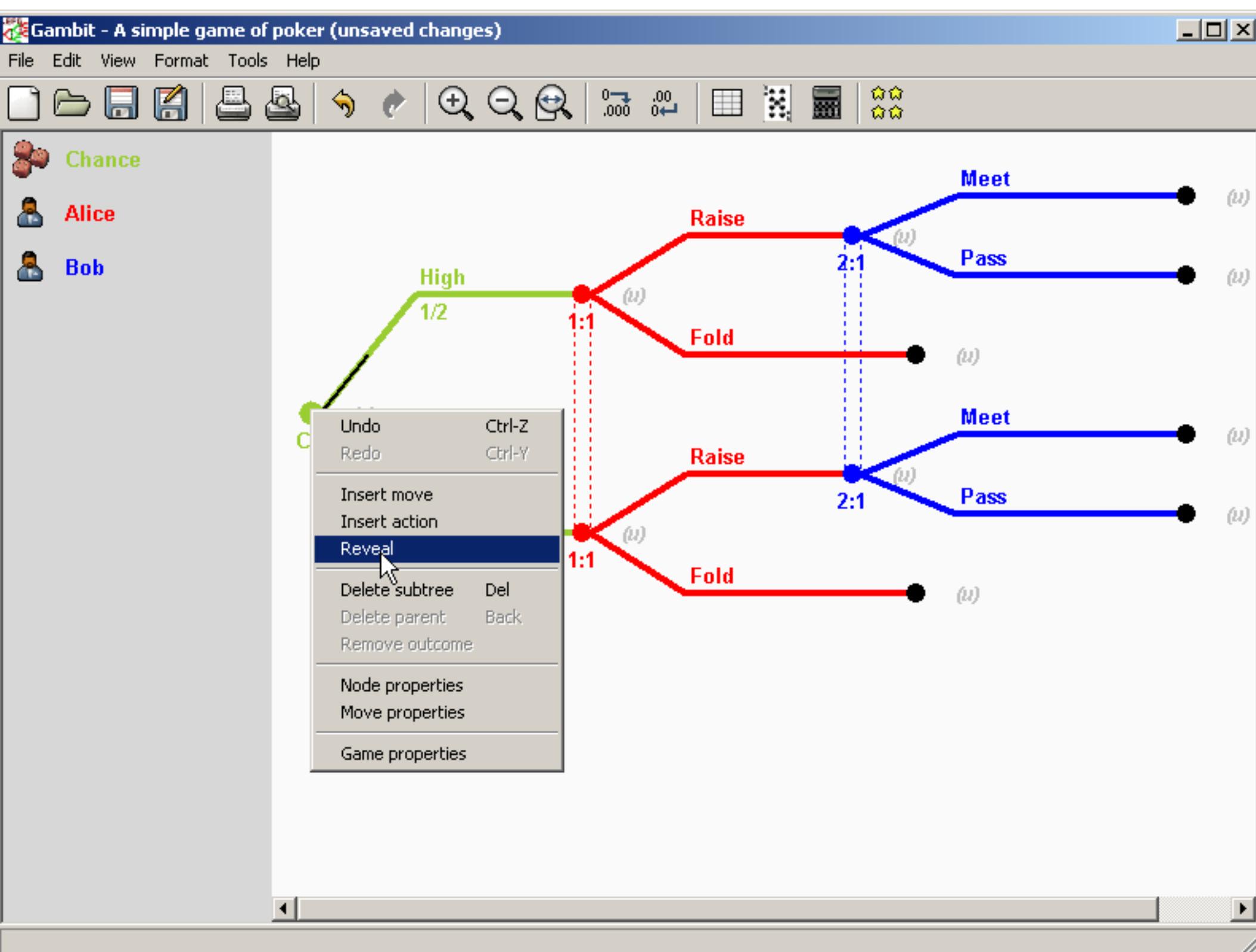
Chance

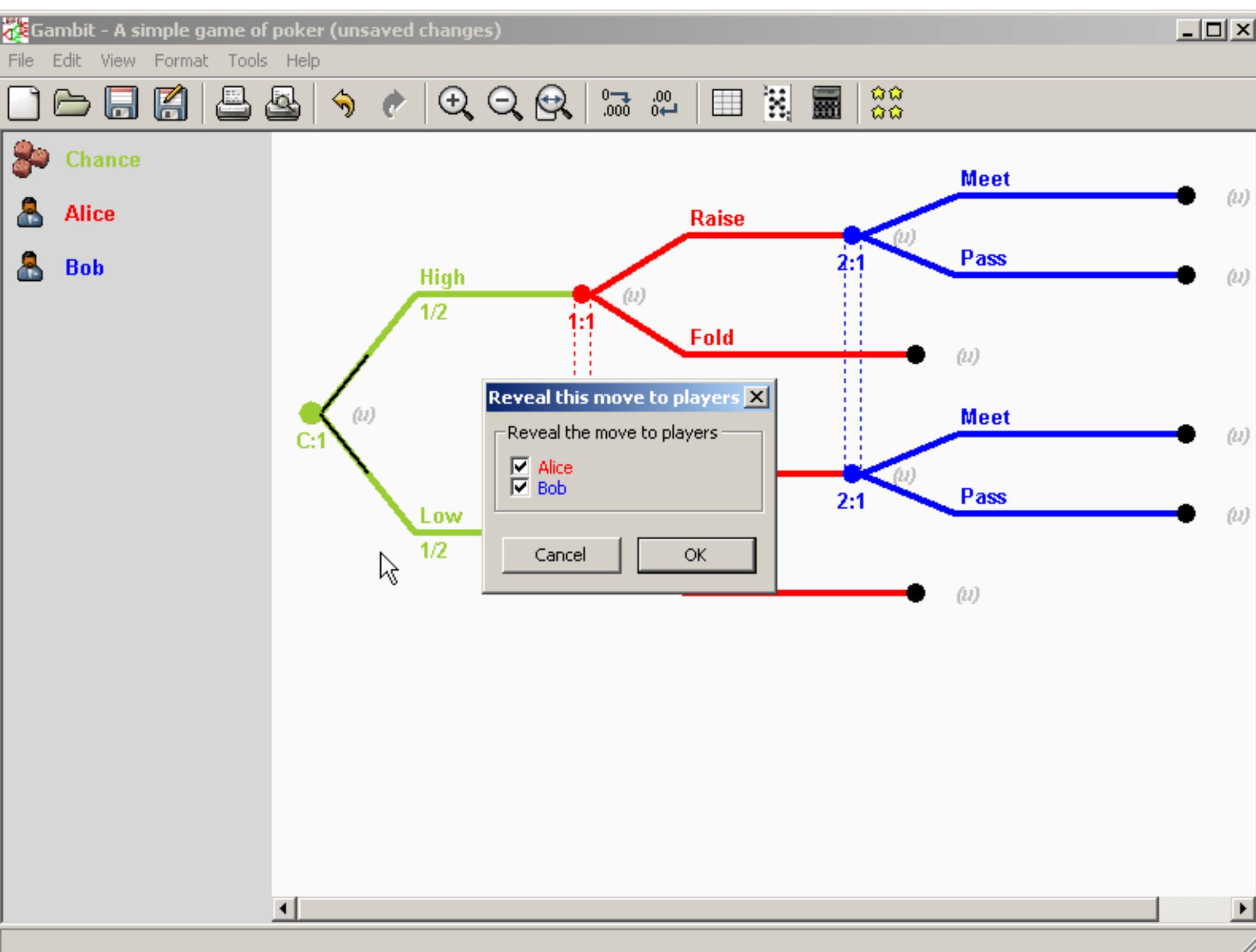
Alice

Bob







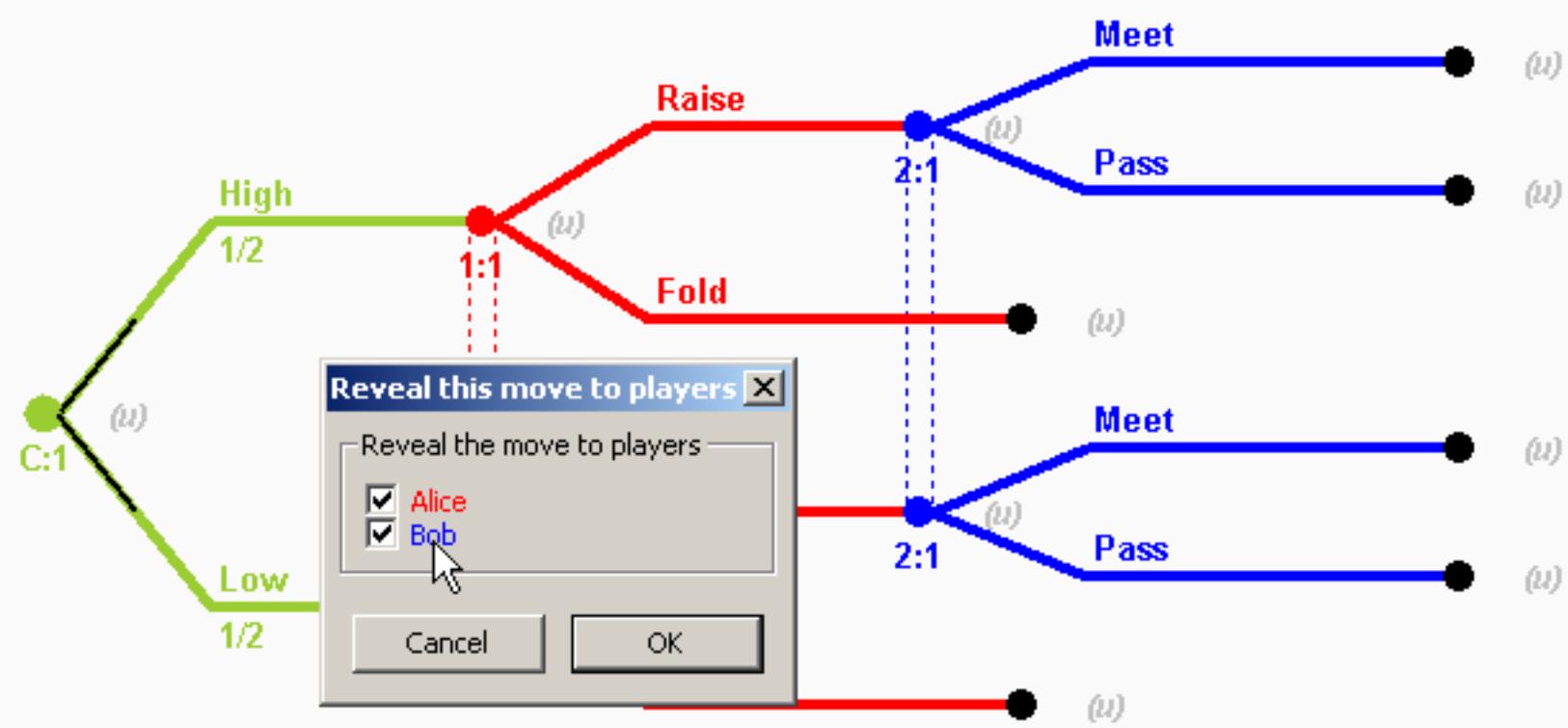


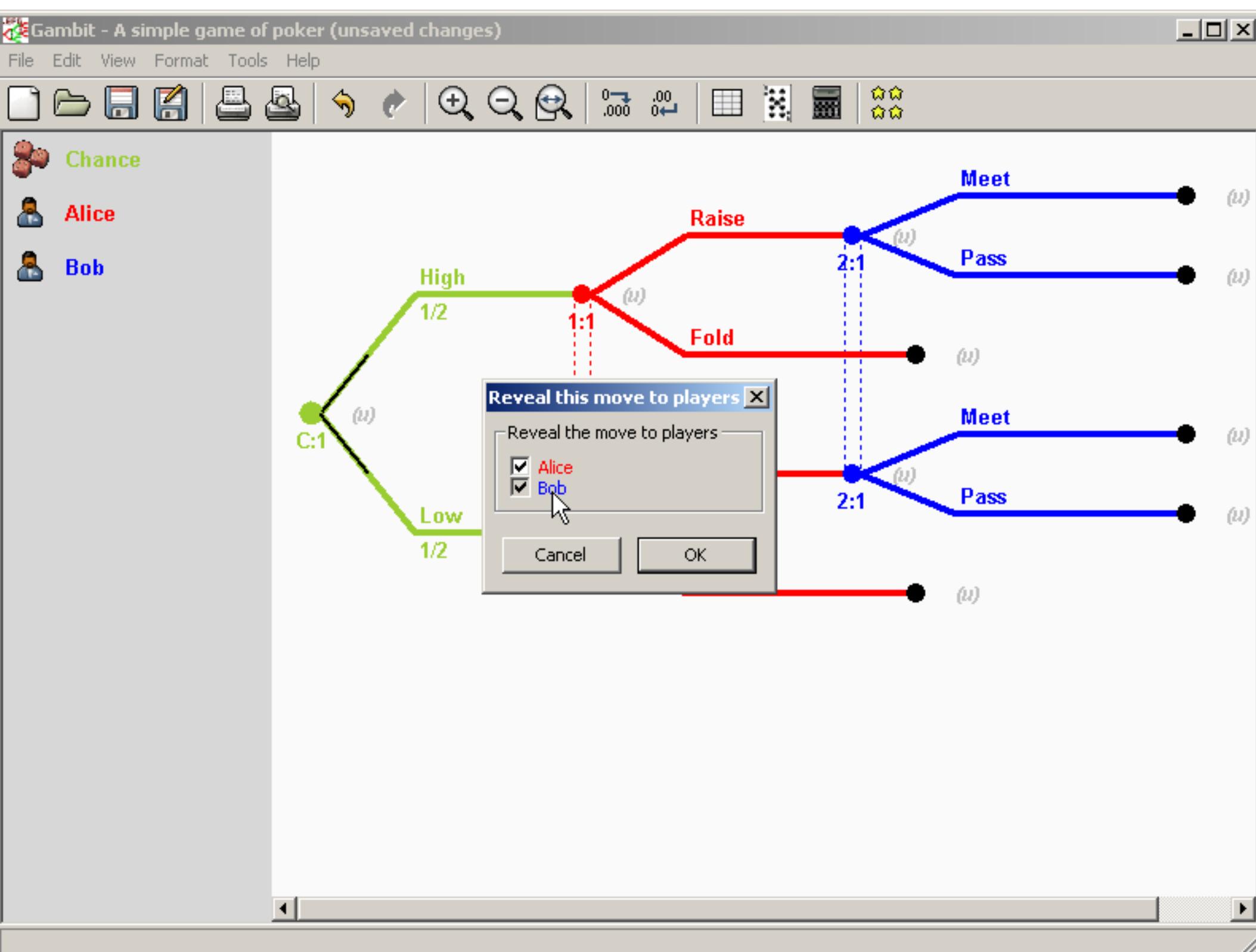


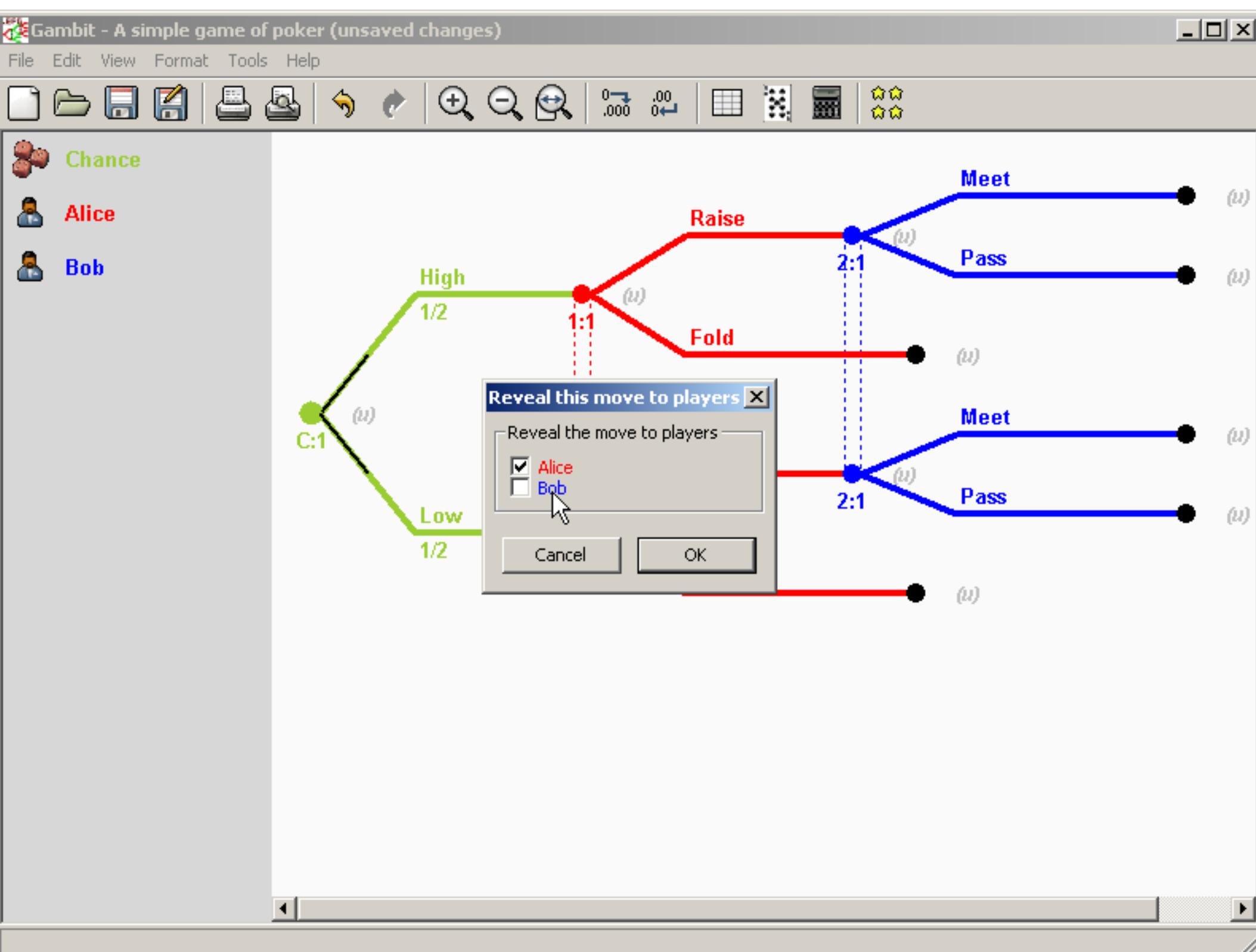
Chance

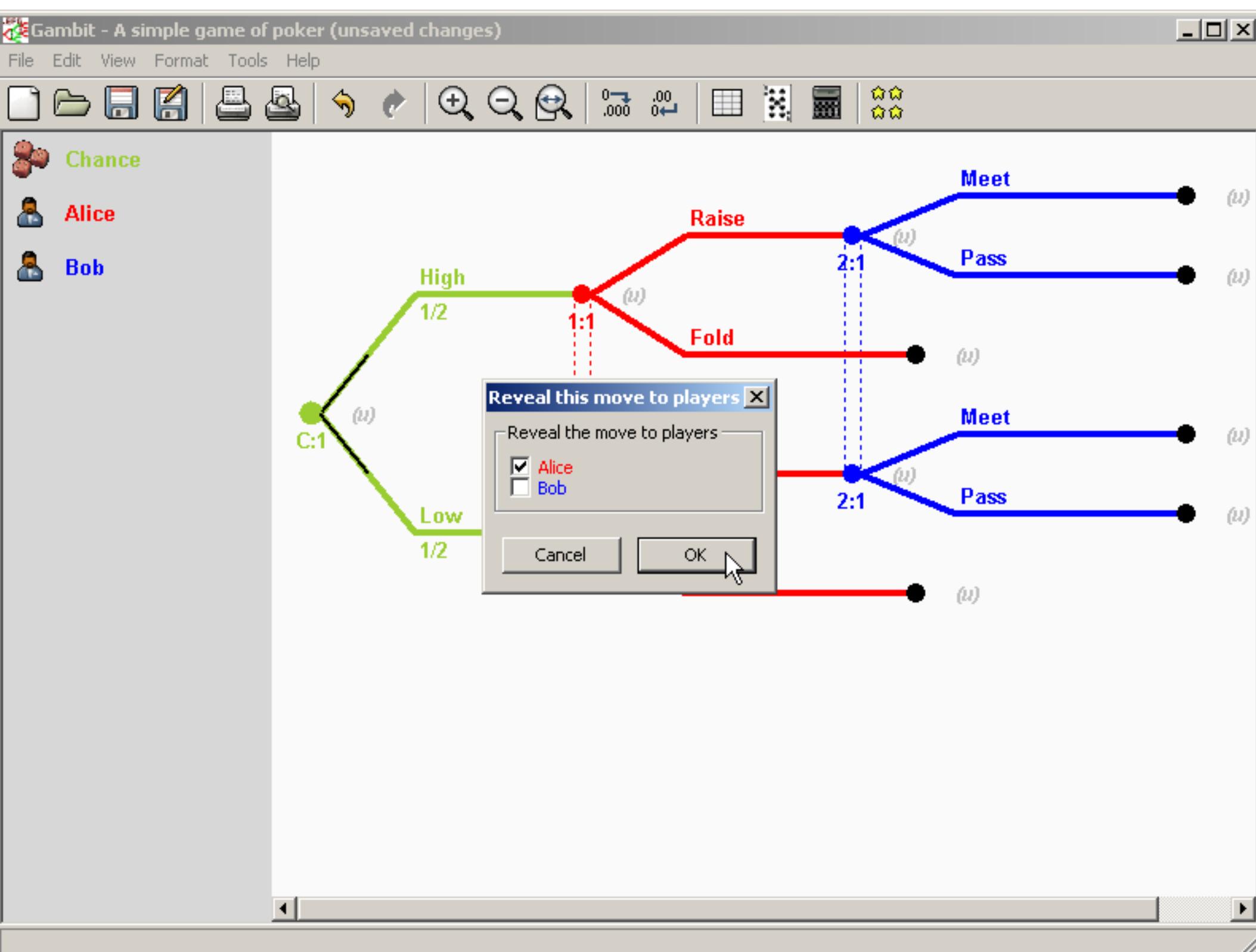
Alice

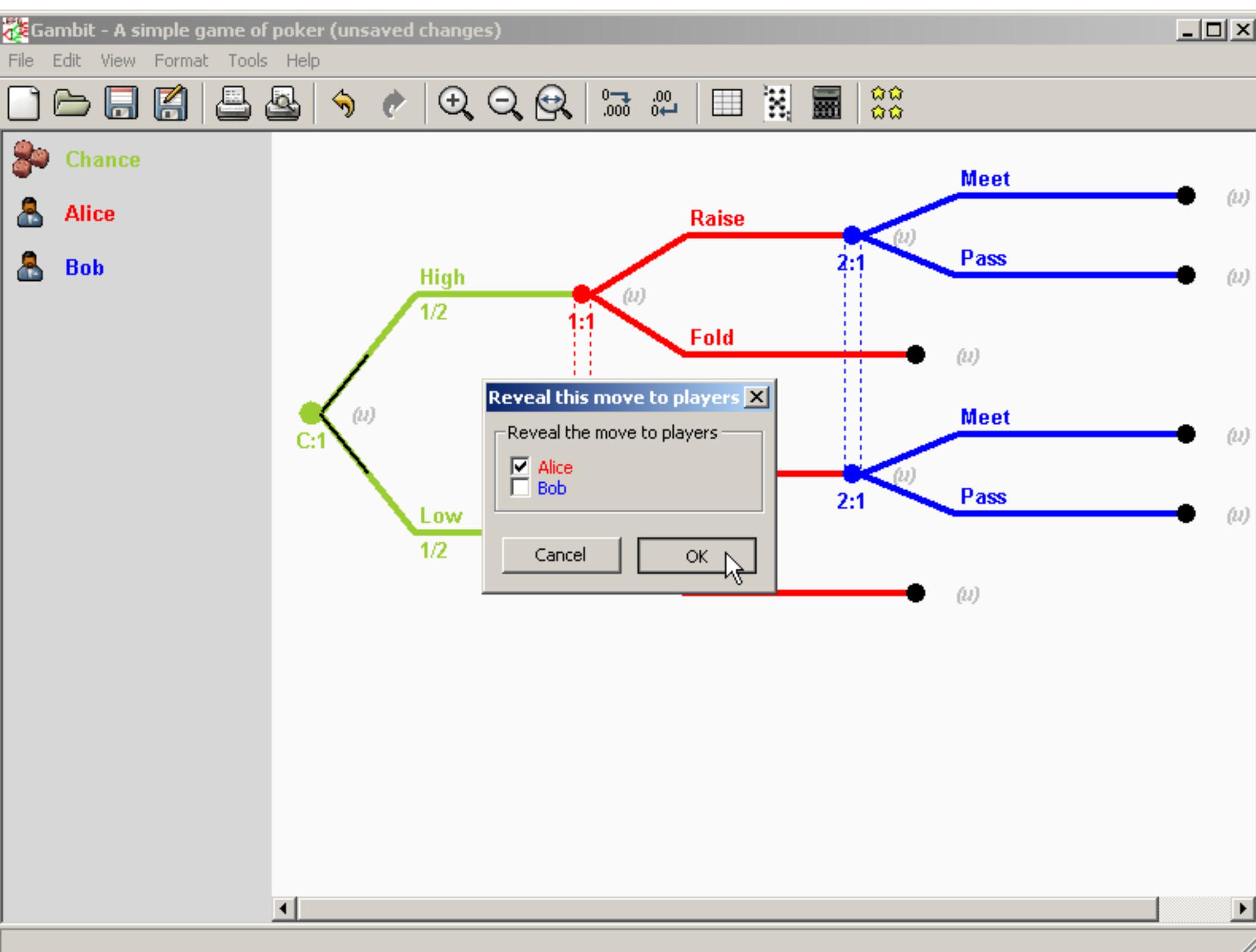
Bob









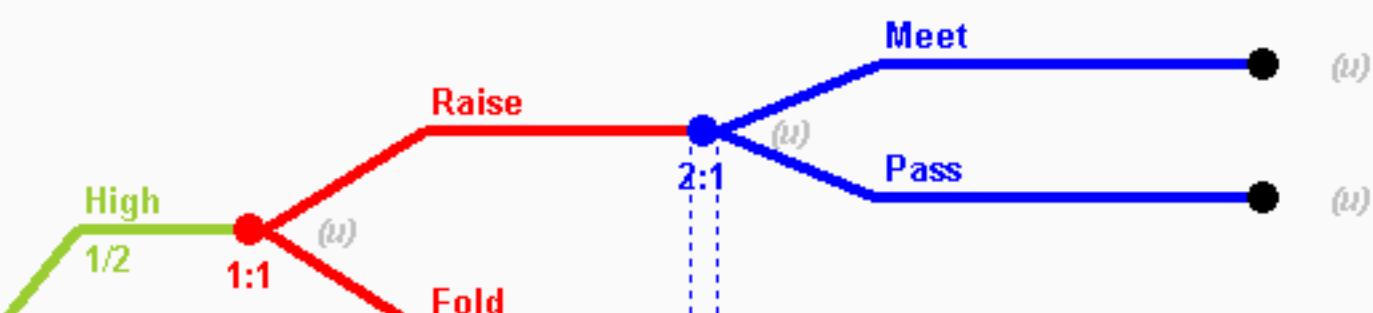




Chance

Alice

Bob



Now our tree is completed, and accurately reflects the moves and information structure of the game.

Now let's turn to payoffs. We suppose that at the beginning of the game, each player places a dollar in the pot. The actions "raise" and "meet" correspond to the player choosing them placing another dollar in the pot. The actions "fold" and "pass" correspond to the choosing player forfeiting the pot to the other player.

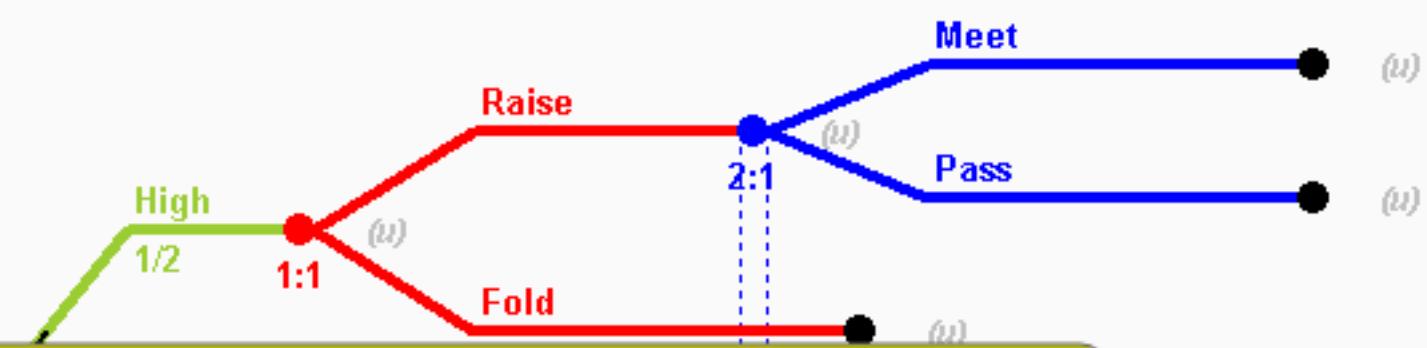
Finally, if Alice raises and Bob meets, the result depends on Alice's card. If she has a high card, she wins and takes the pot; if she has a low card, Bob wins and takes the pot.



Chance

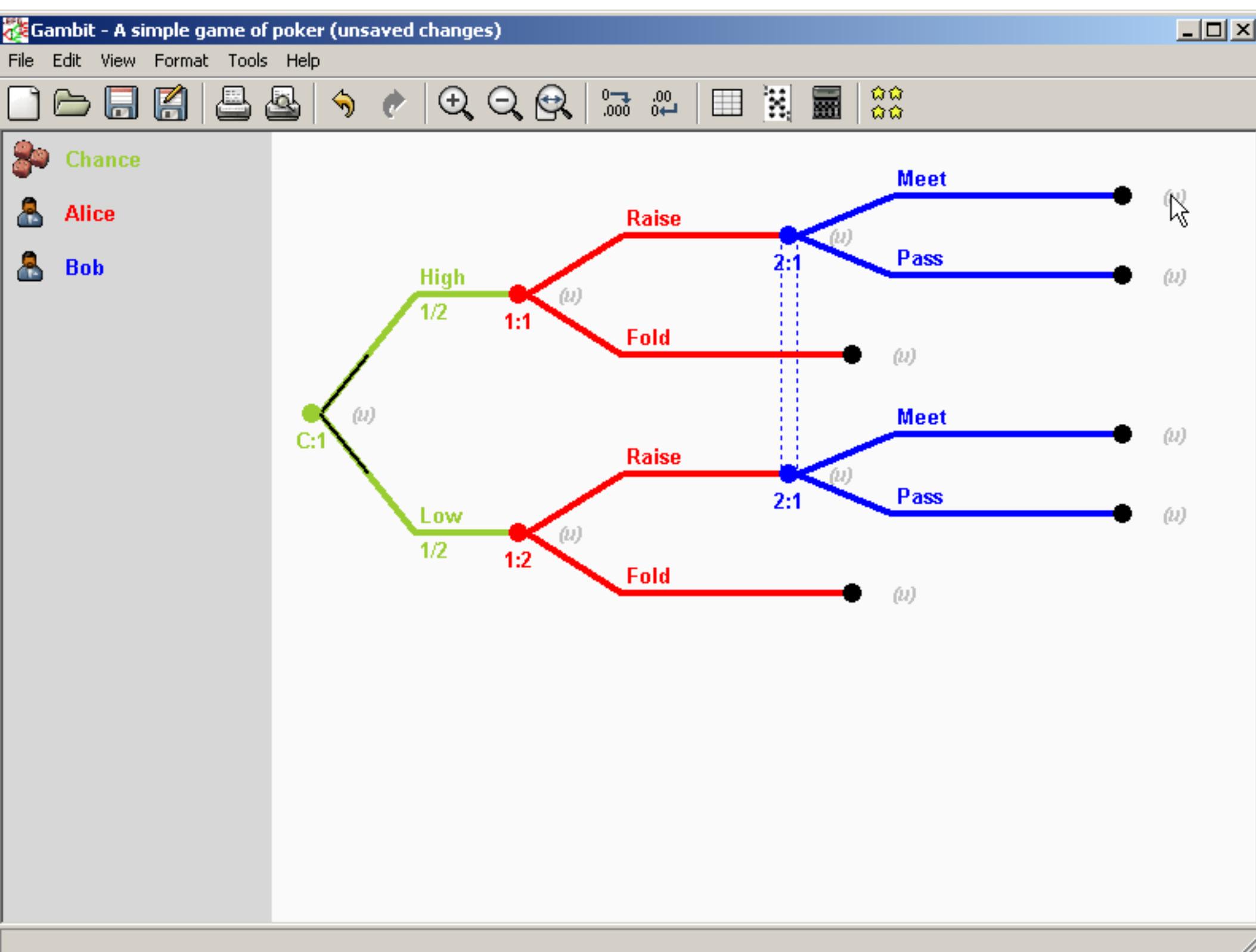
Alice

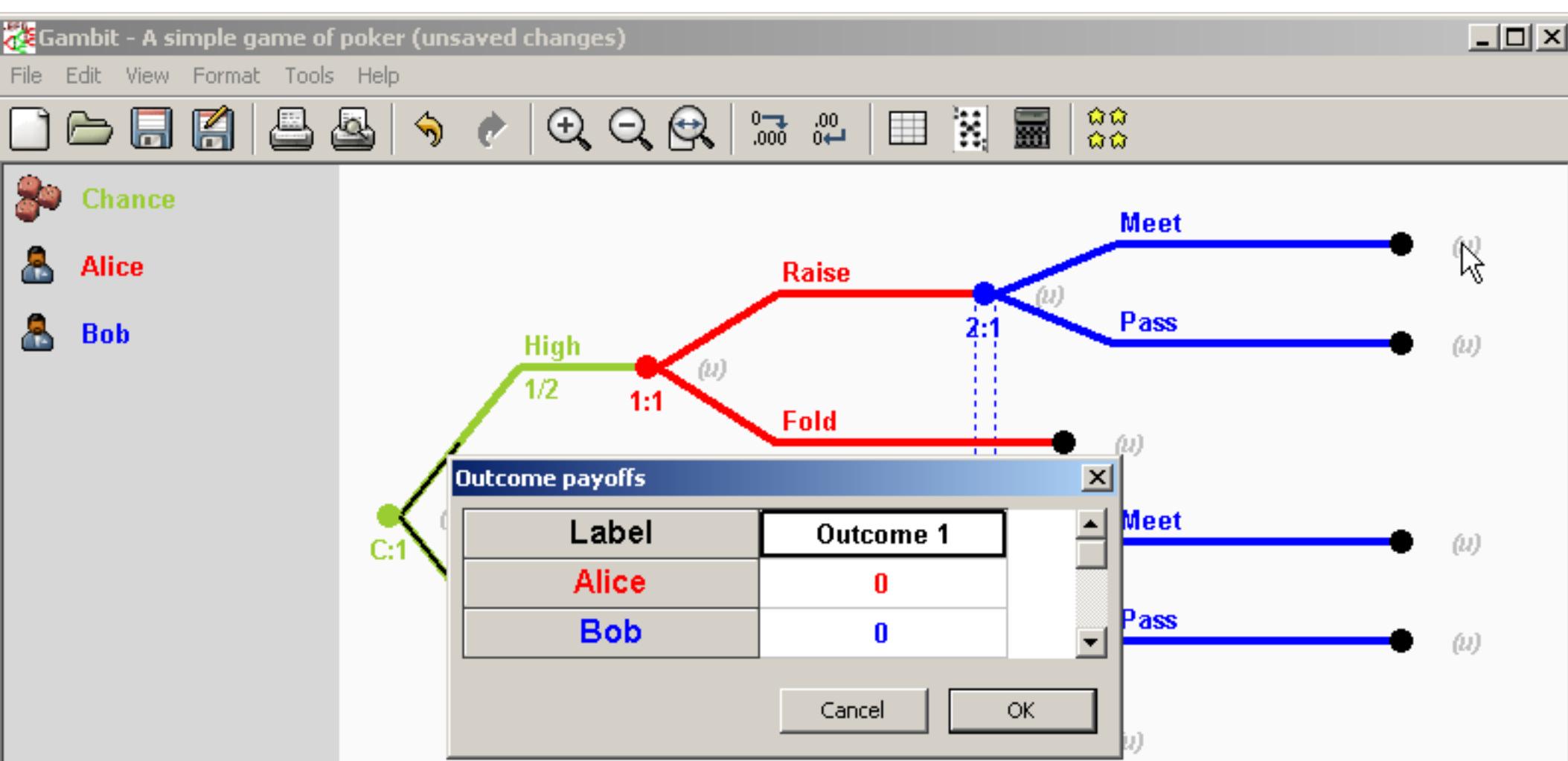
Bob

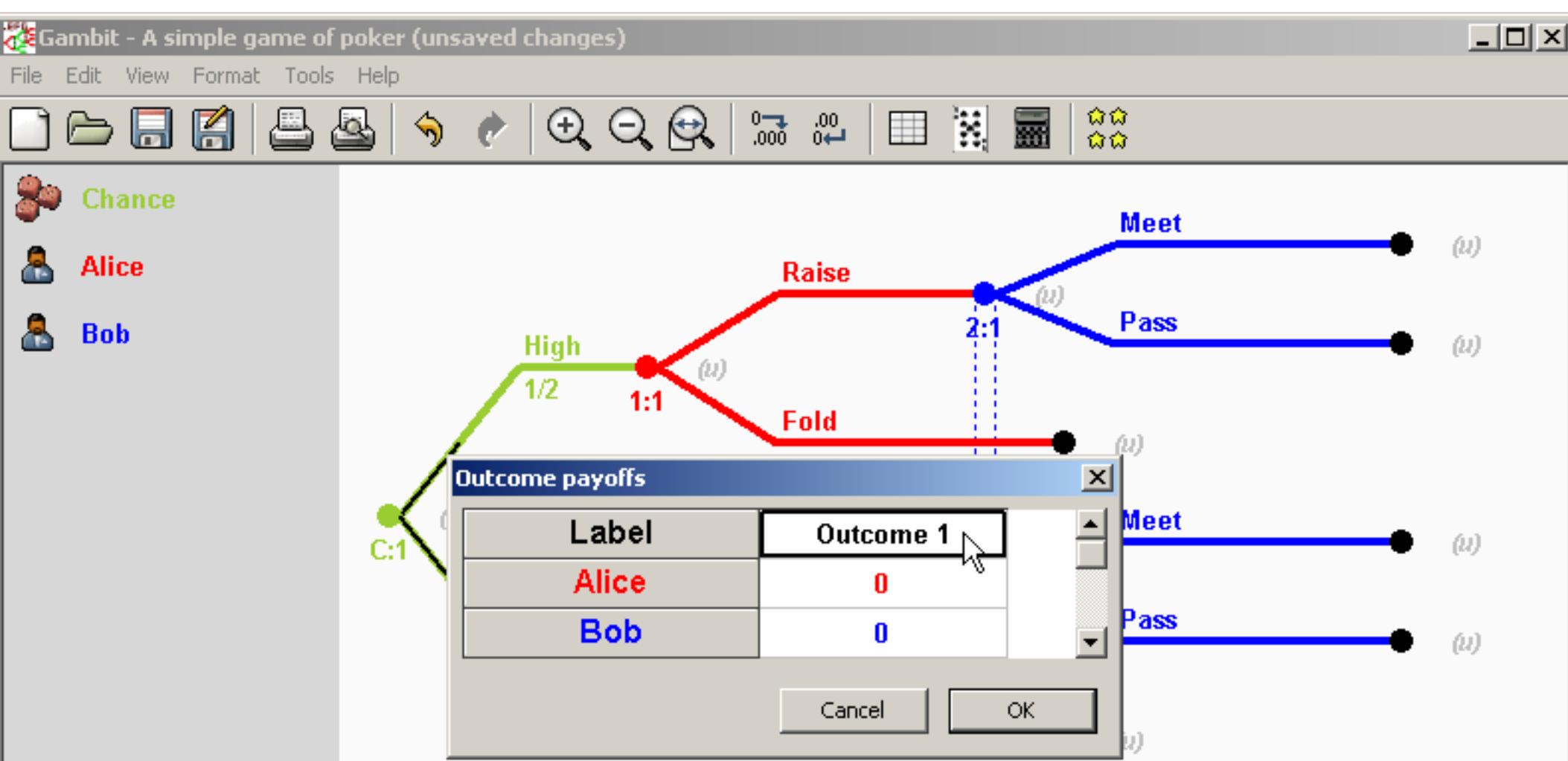


The light grey "(u)" symbols to the right of each node represent placeholders for payoffs ("u" stands for "utility"). These are treated as a payoff of zero for all players. To create an outcome with nonzero payoffs, double-click the "(u)" symbol next to the node.

We start with the outcome in which Alice gets a high card, raises, and Bob meets her. In this case, both players have contributed two dollars to the pot (one from the ante, one from their actions). Since Alice has the high card, she wins and takes the pot; thus, her net payoff is a gain of two dollars, while Bob has lost two dollars.





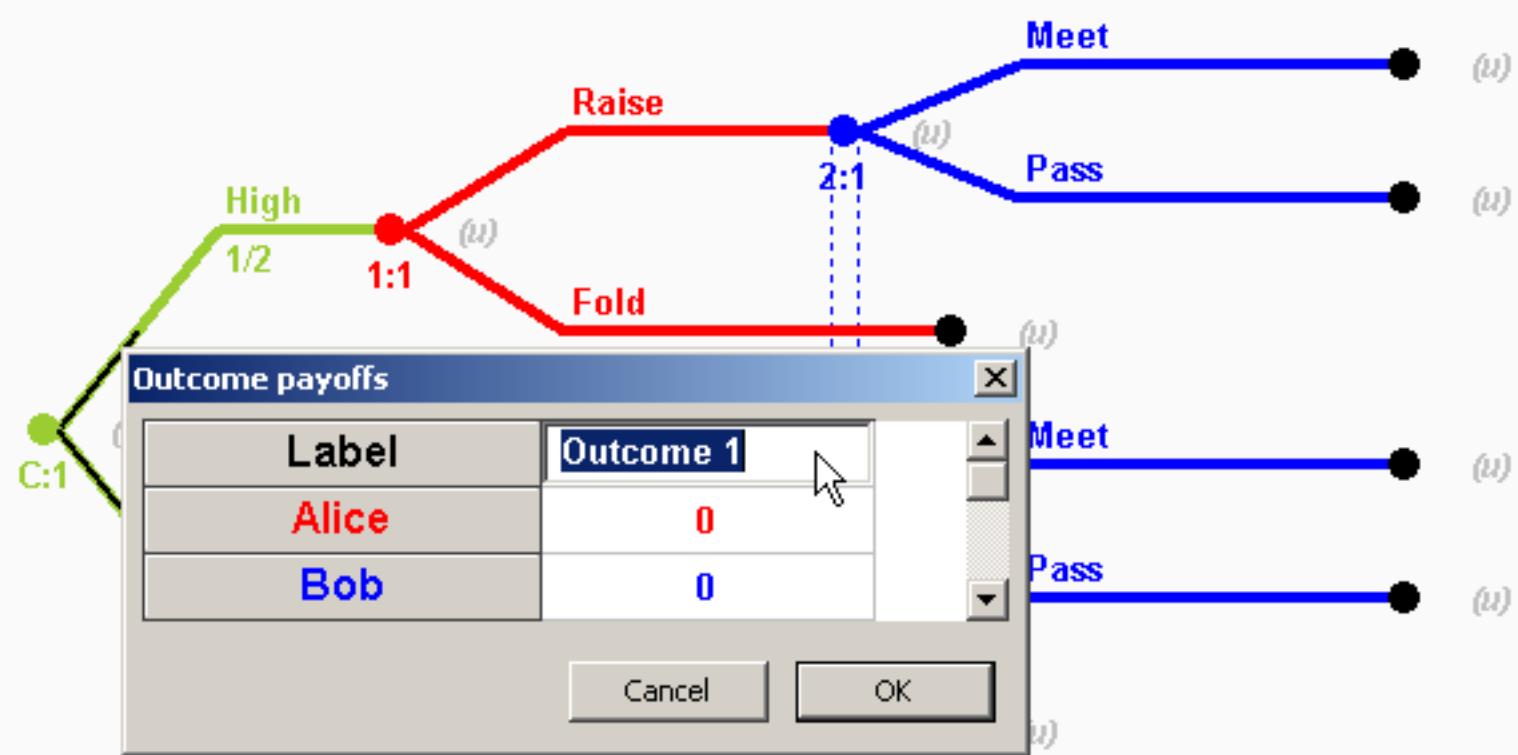


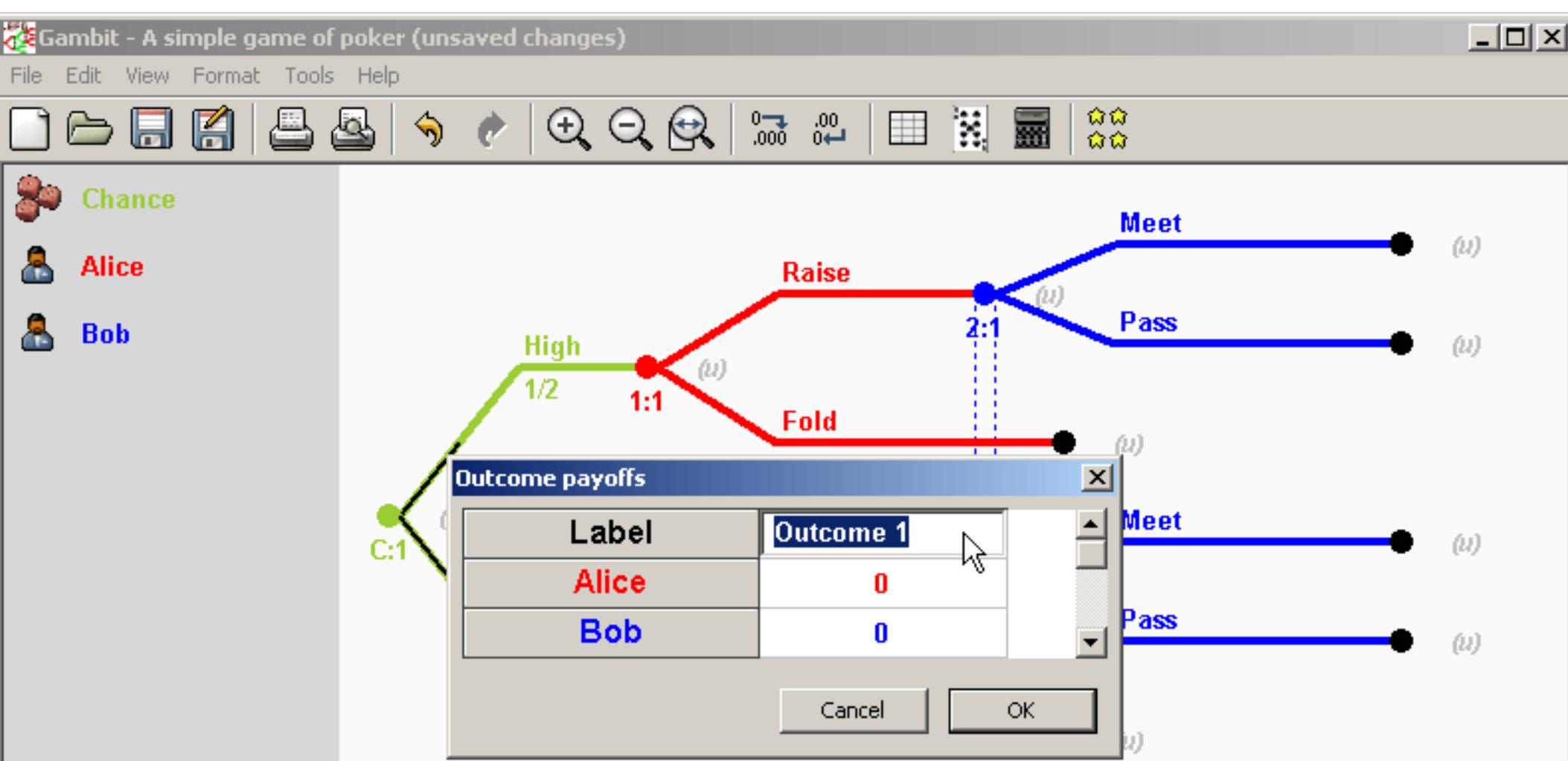
0.000
0.00

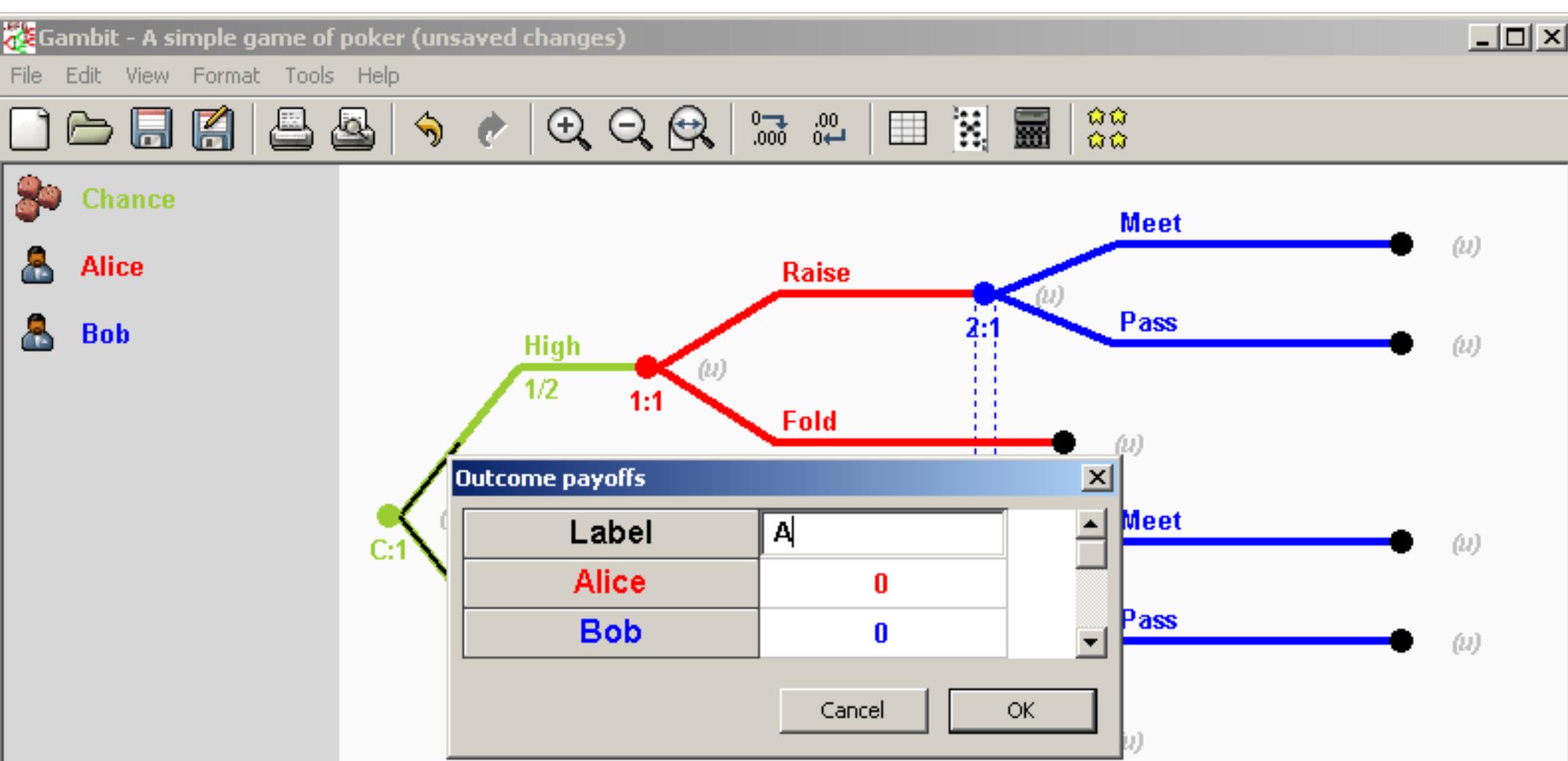
Chance

Alice

Bob





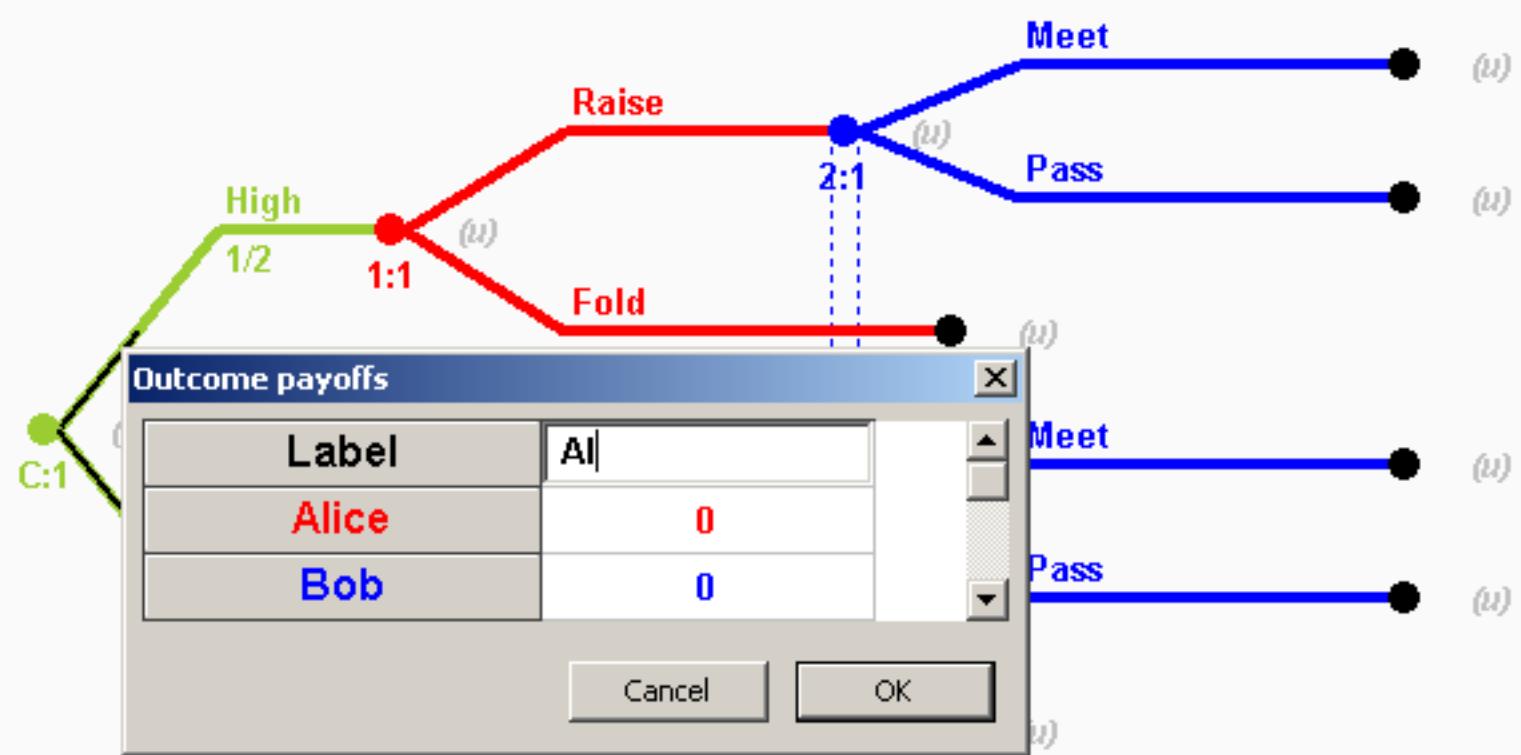




Chance

Alice

Bob

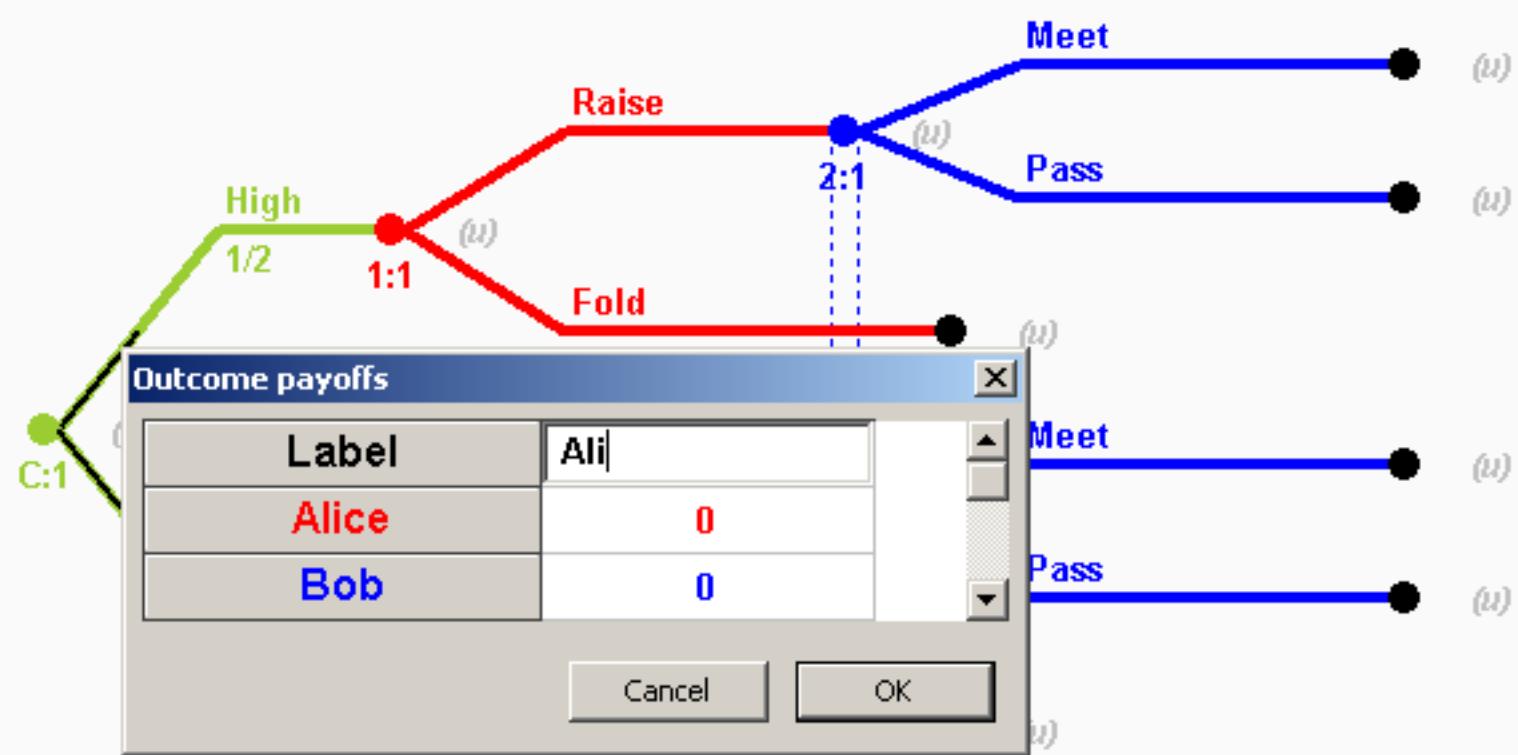


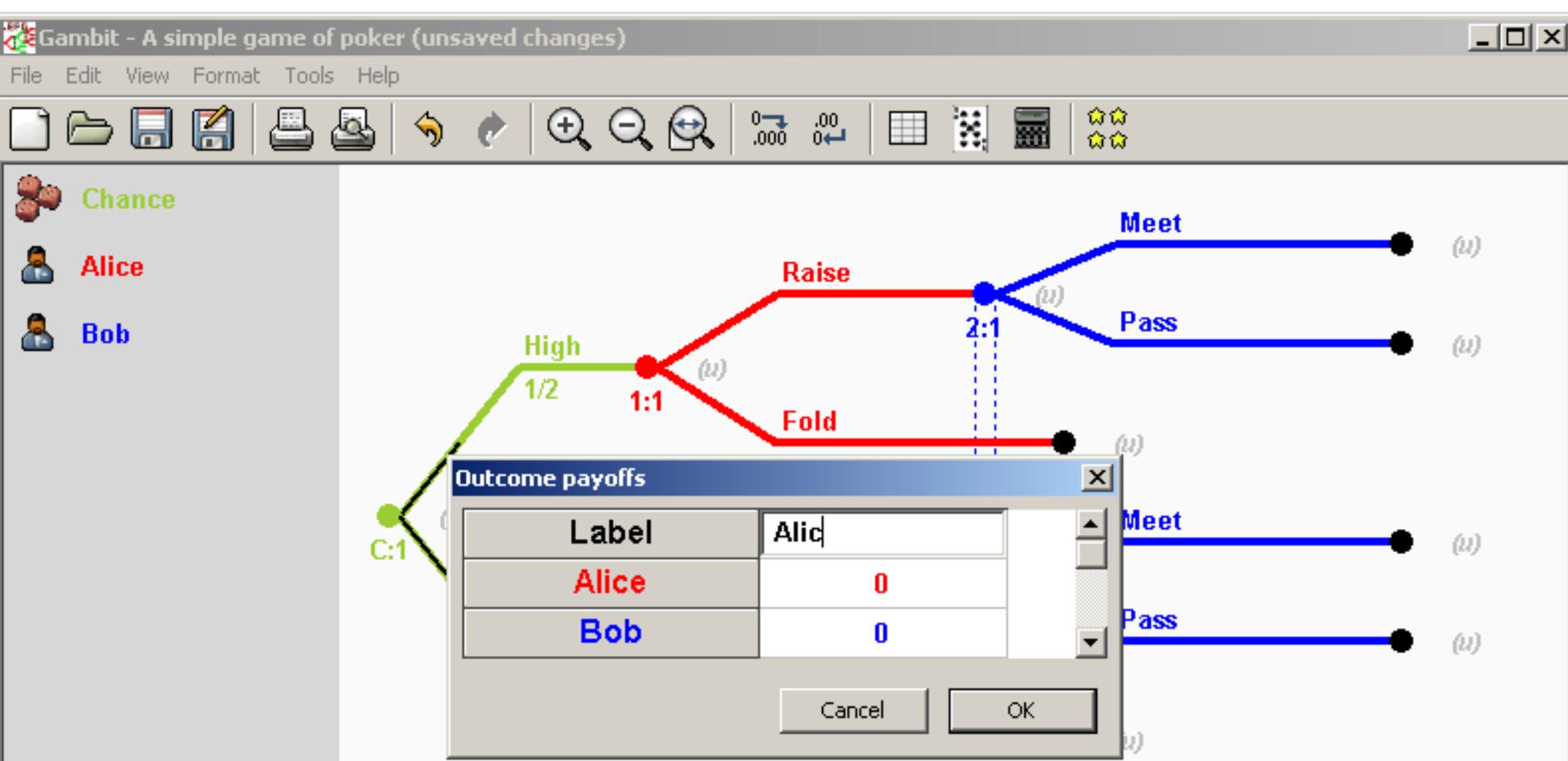


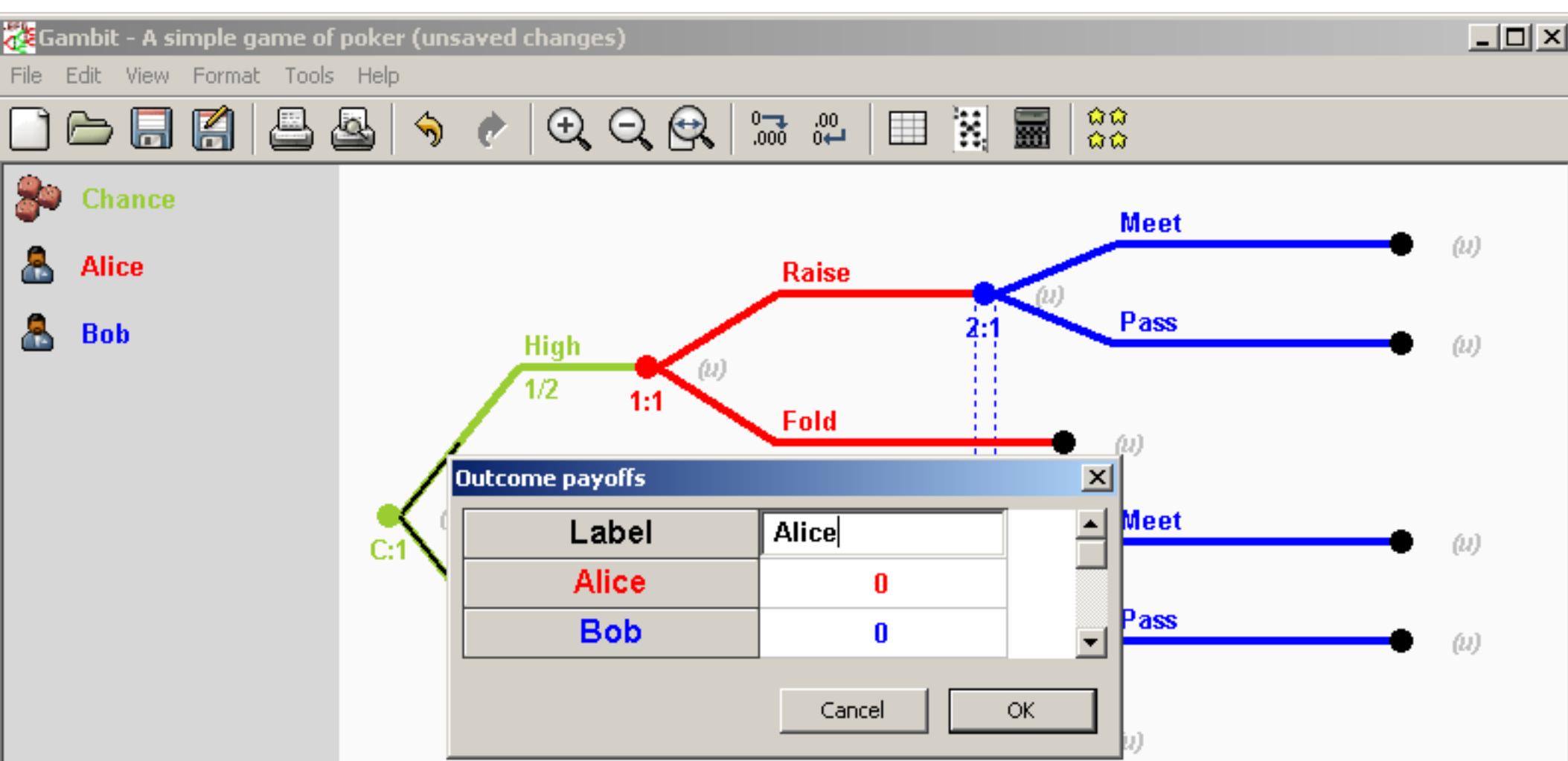
Chance

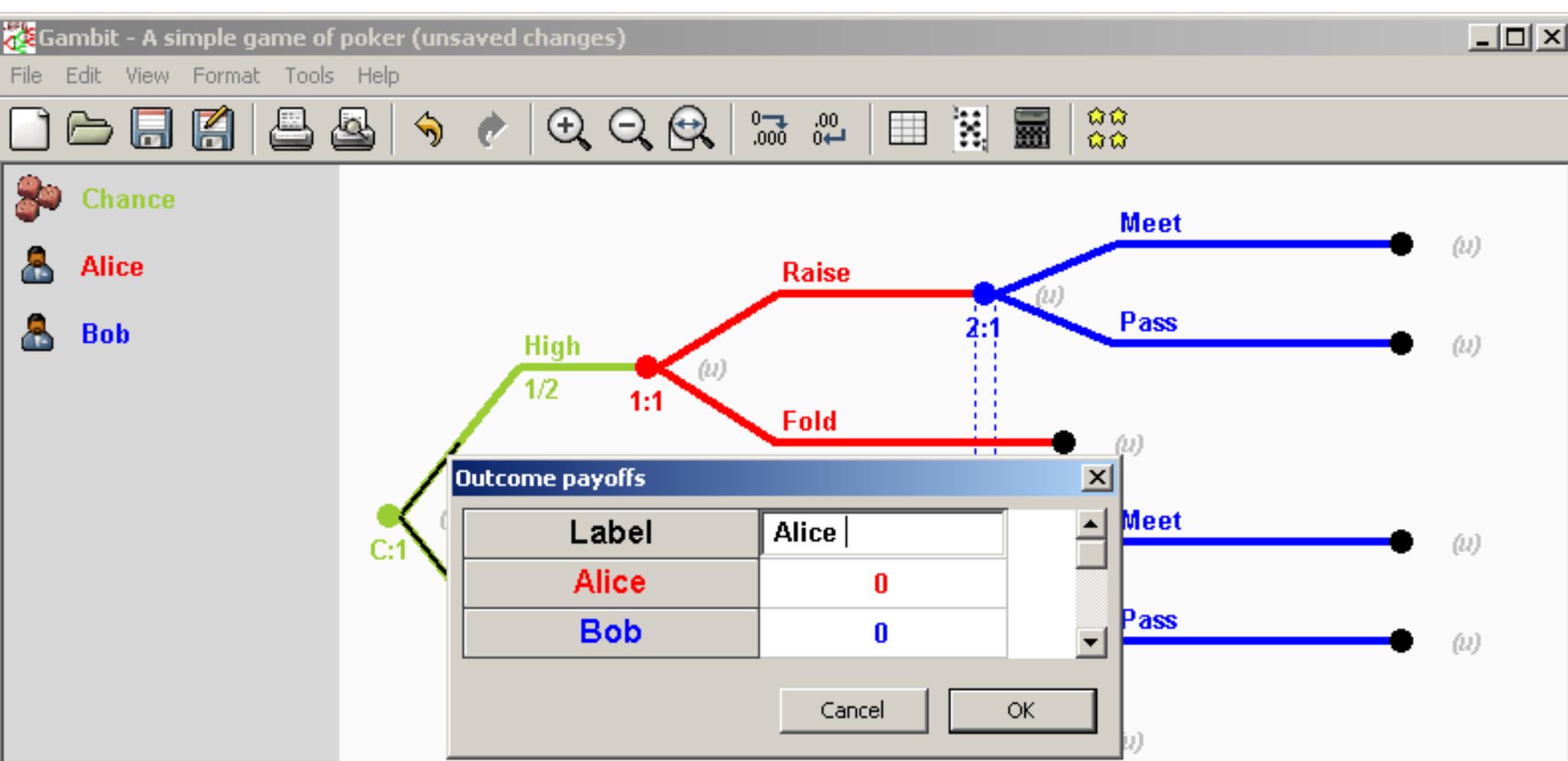
Alice

Bob







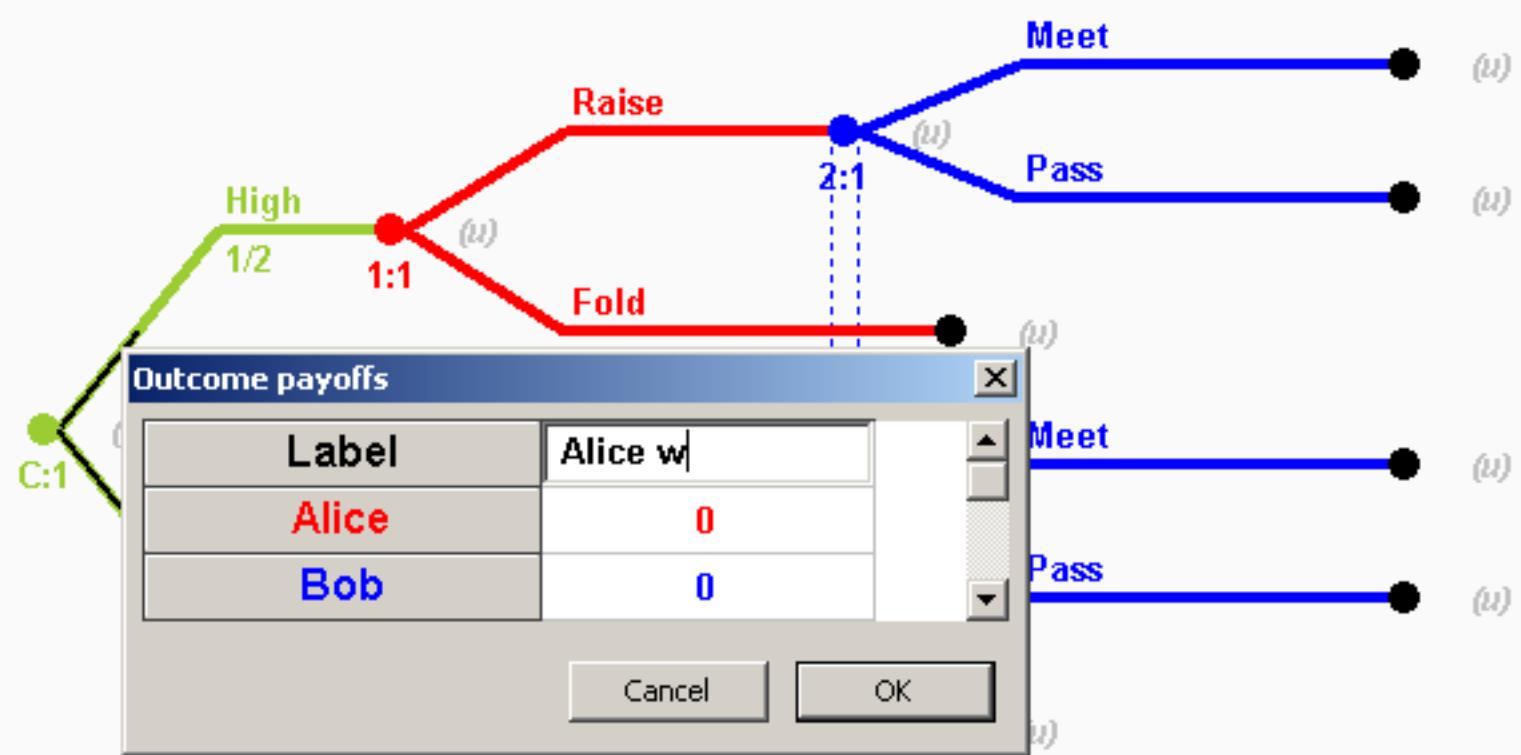




Chance

Alice

Bob

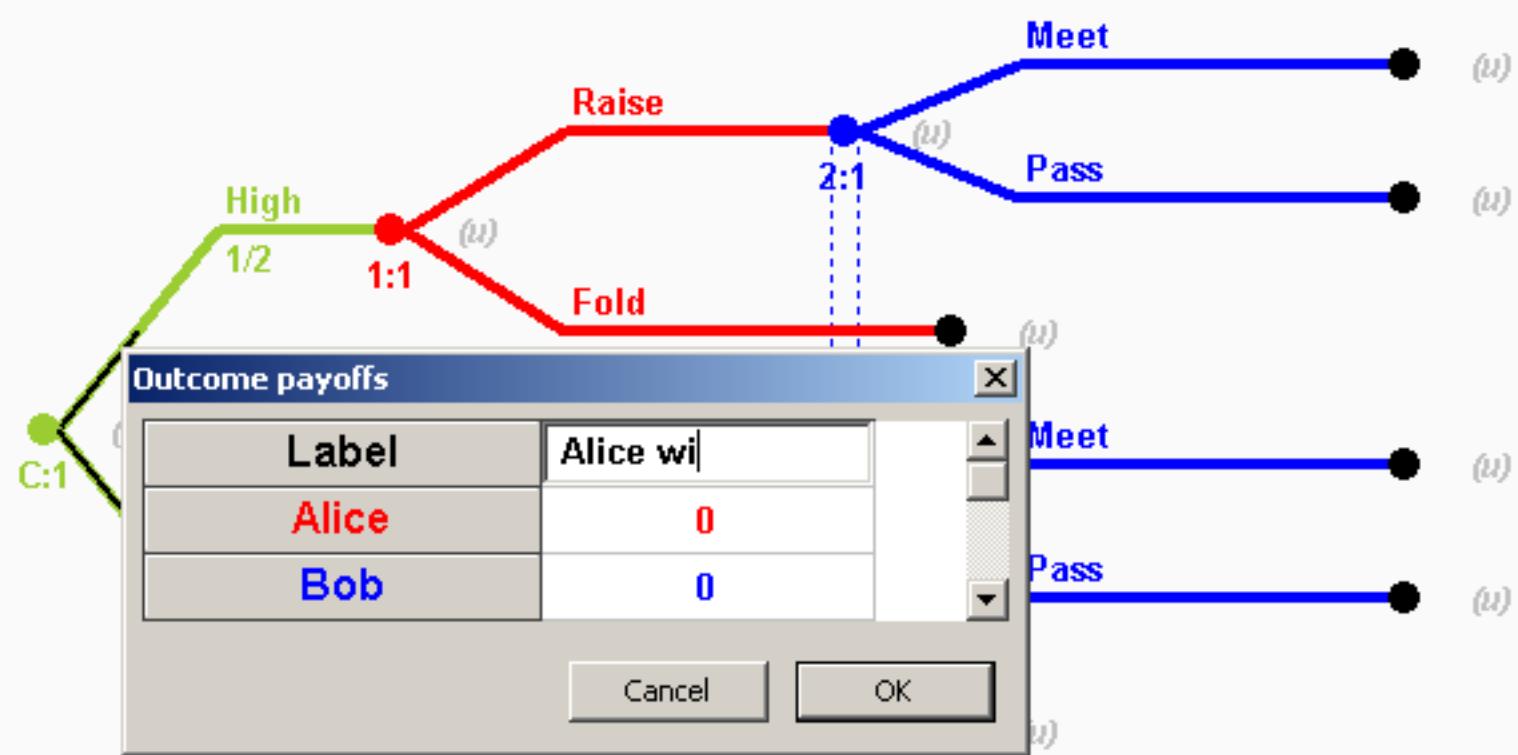


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Chance

Alice

Bob

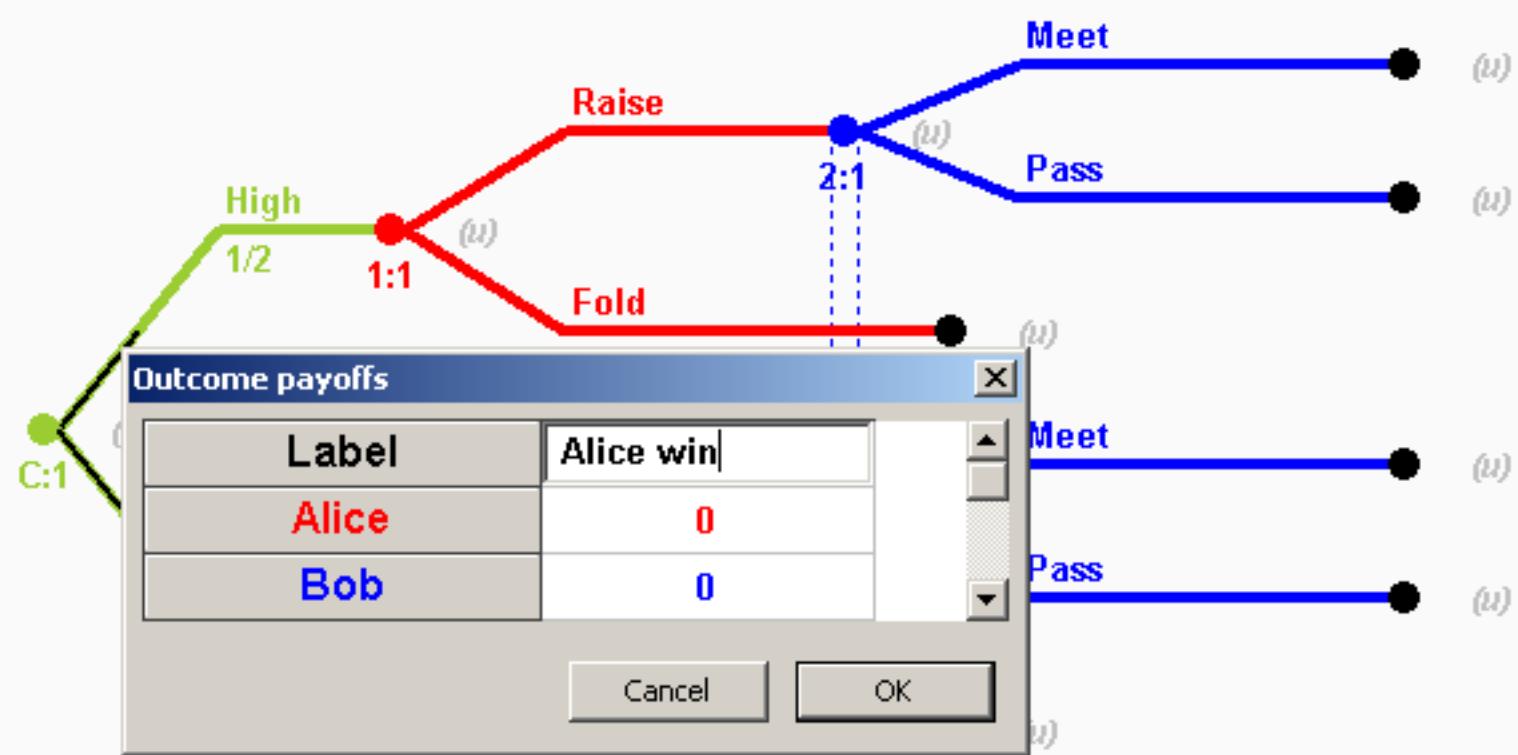


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Chance

Alice

Bob

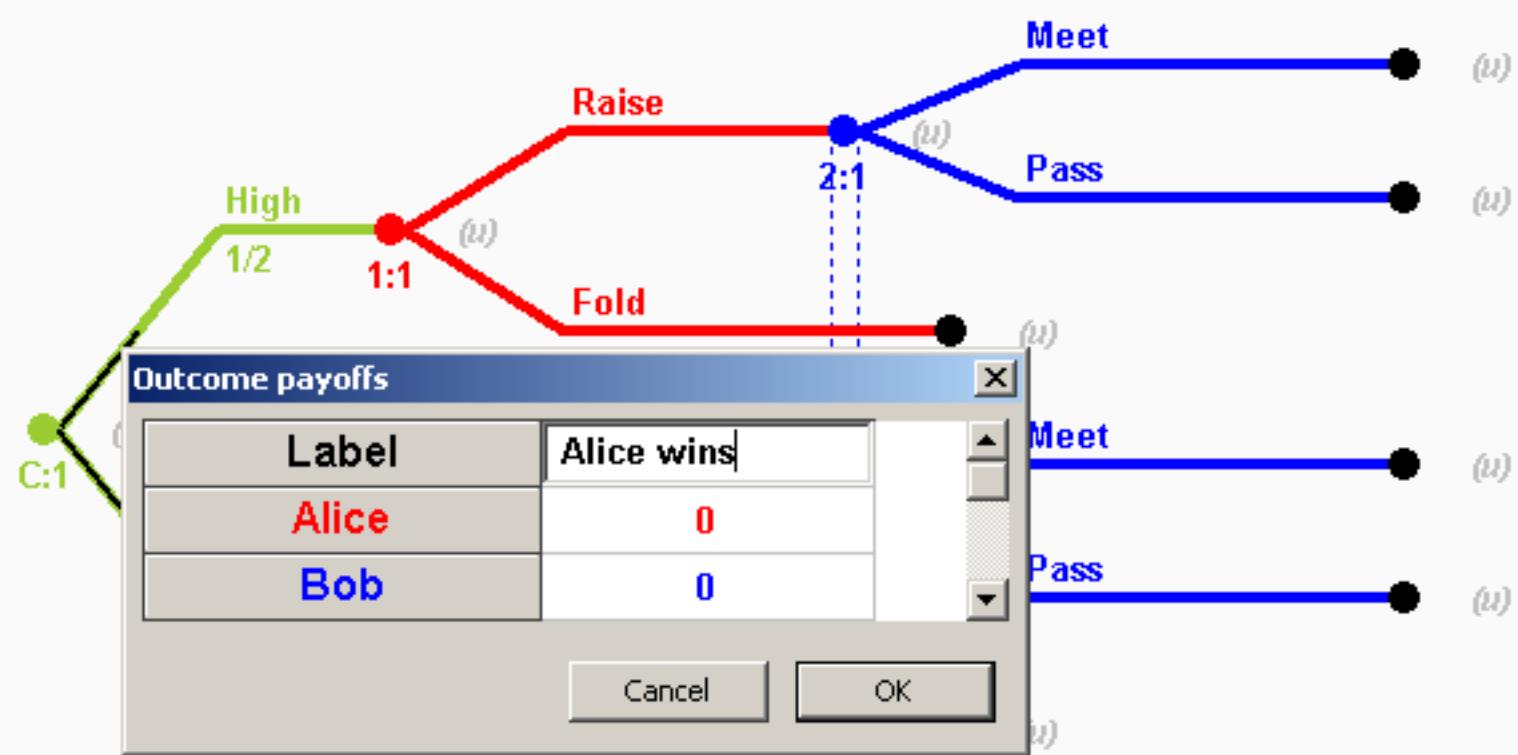




Chance

Alice

Bob

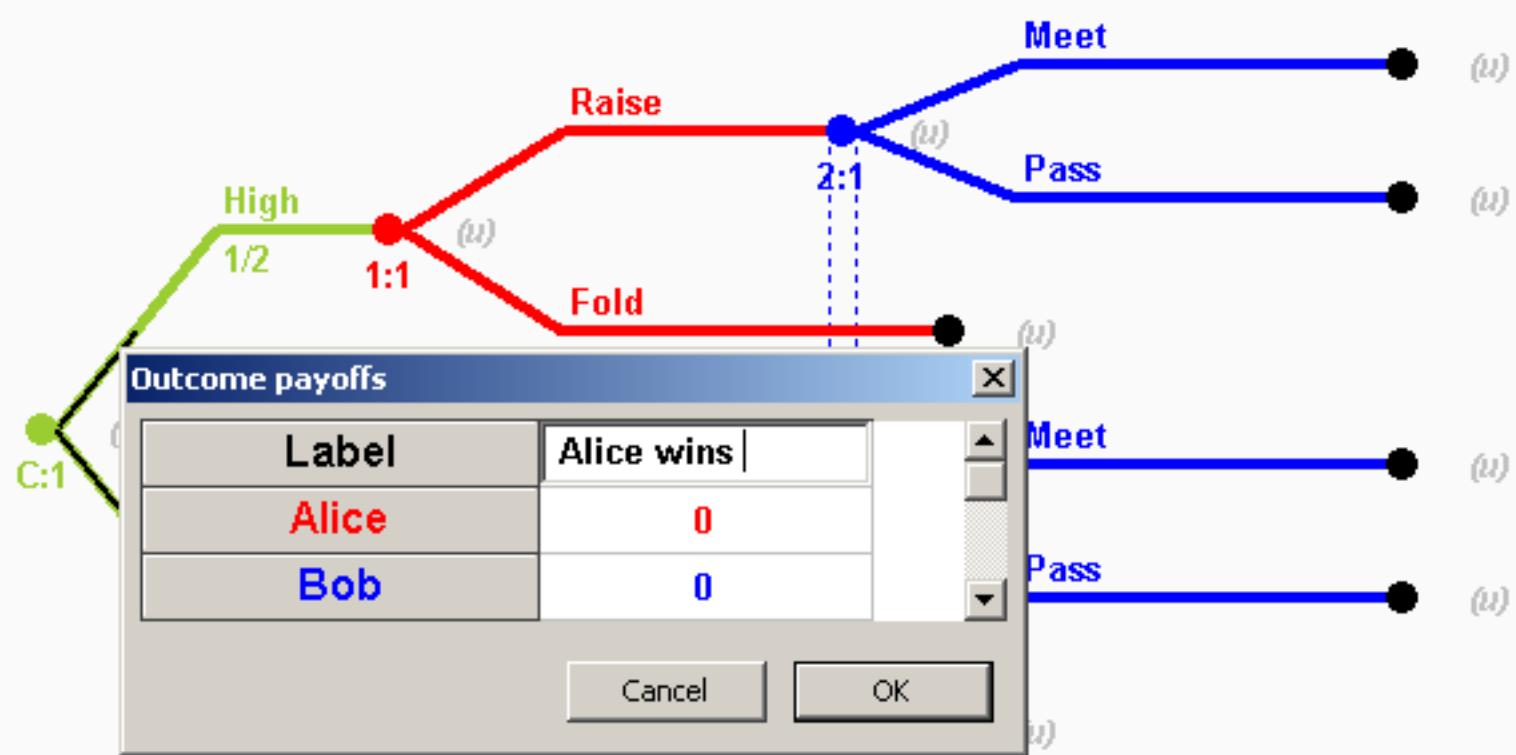


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Chance

Alice

Bob





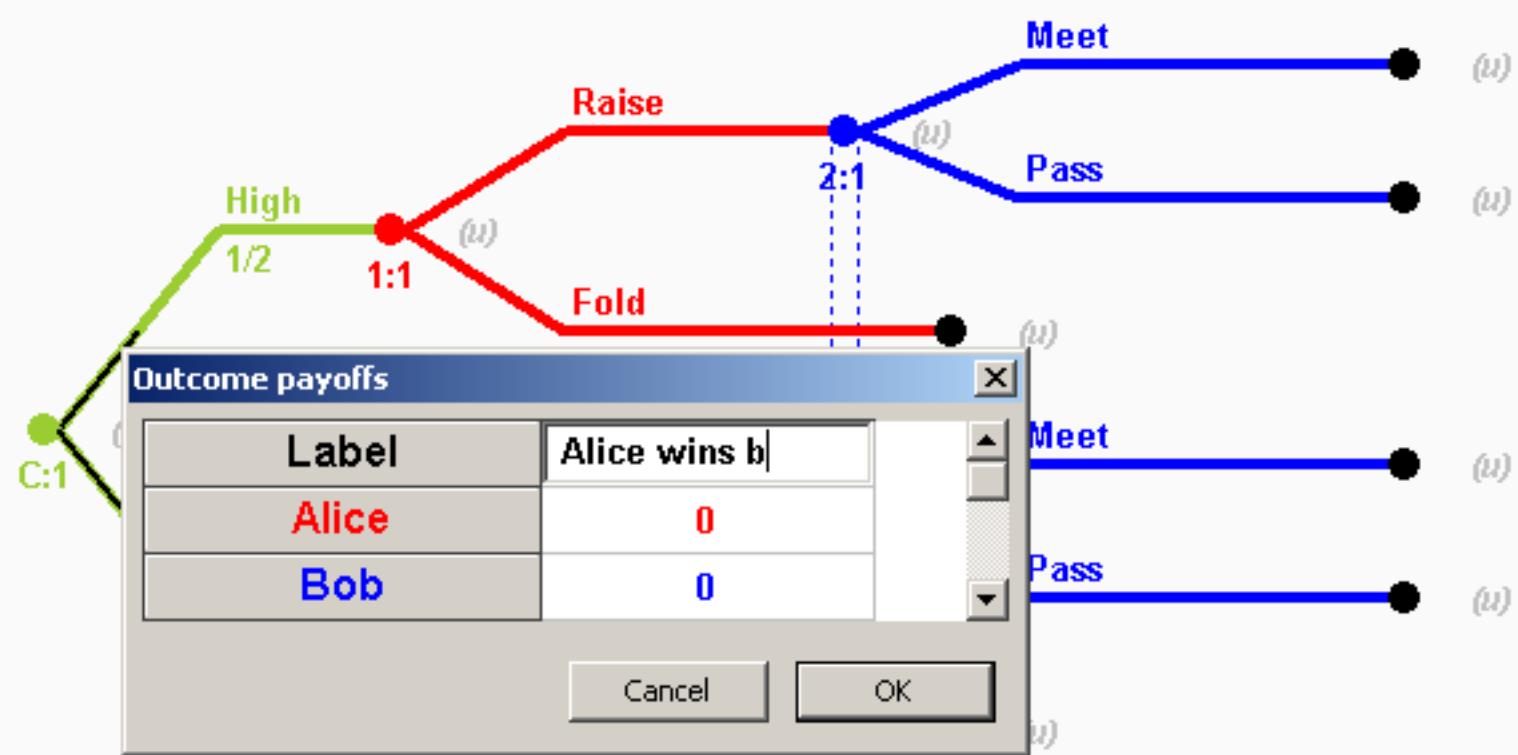
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Chance

Alice

Bob

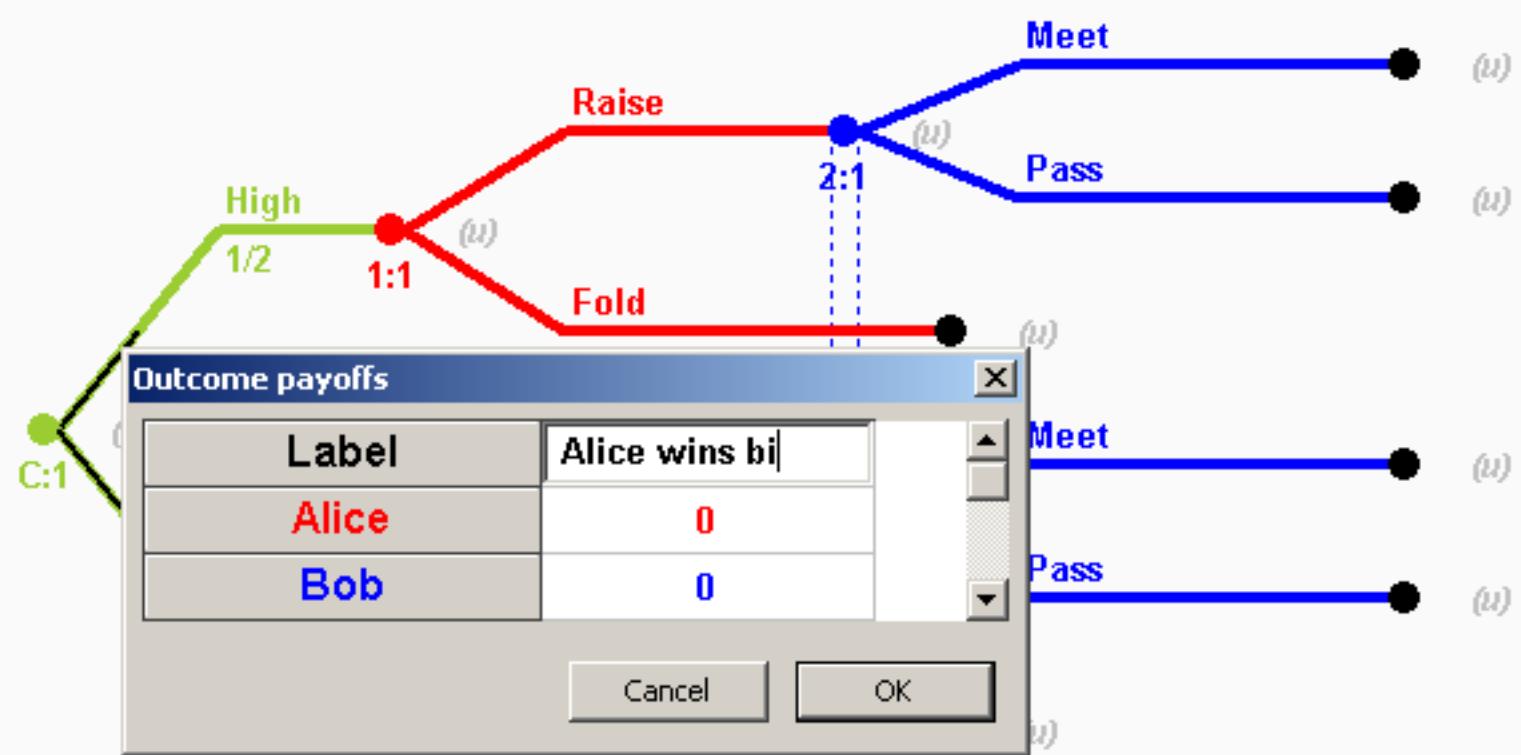


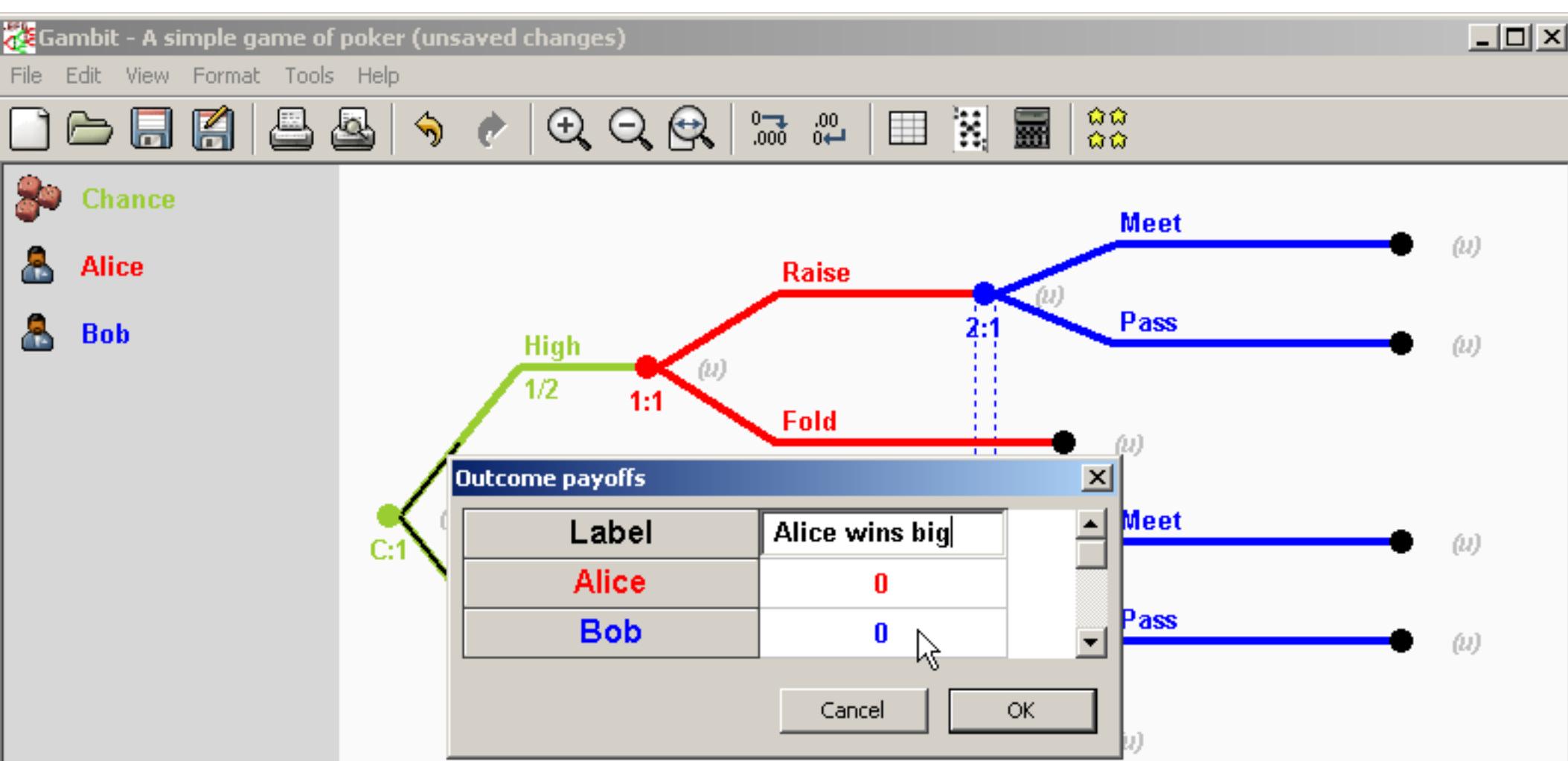


Chance

Alice

Bob







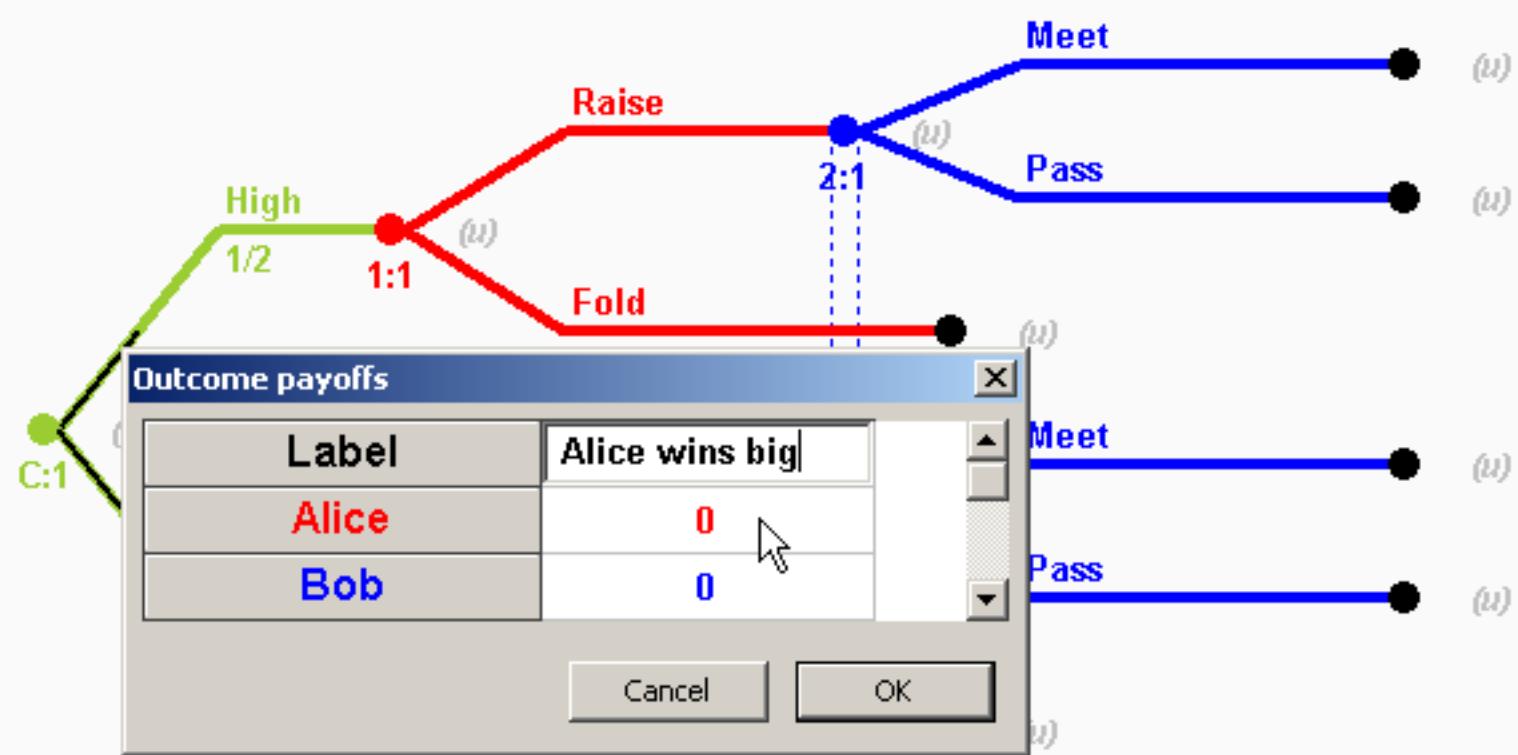
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Chance

Alice

Bob

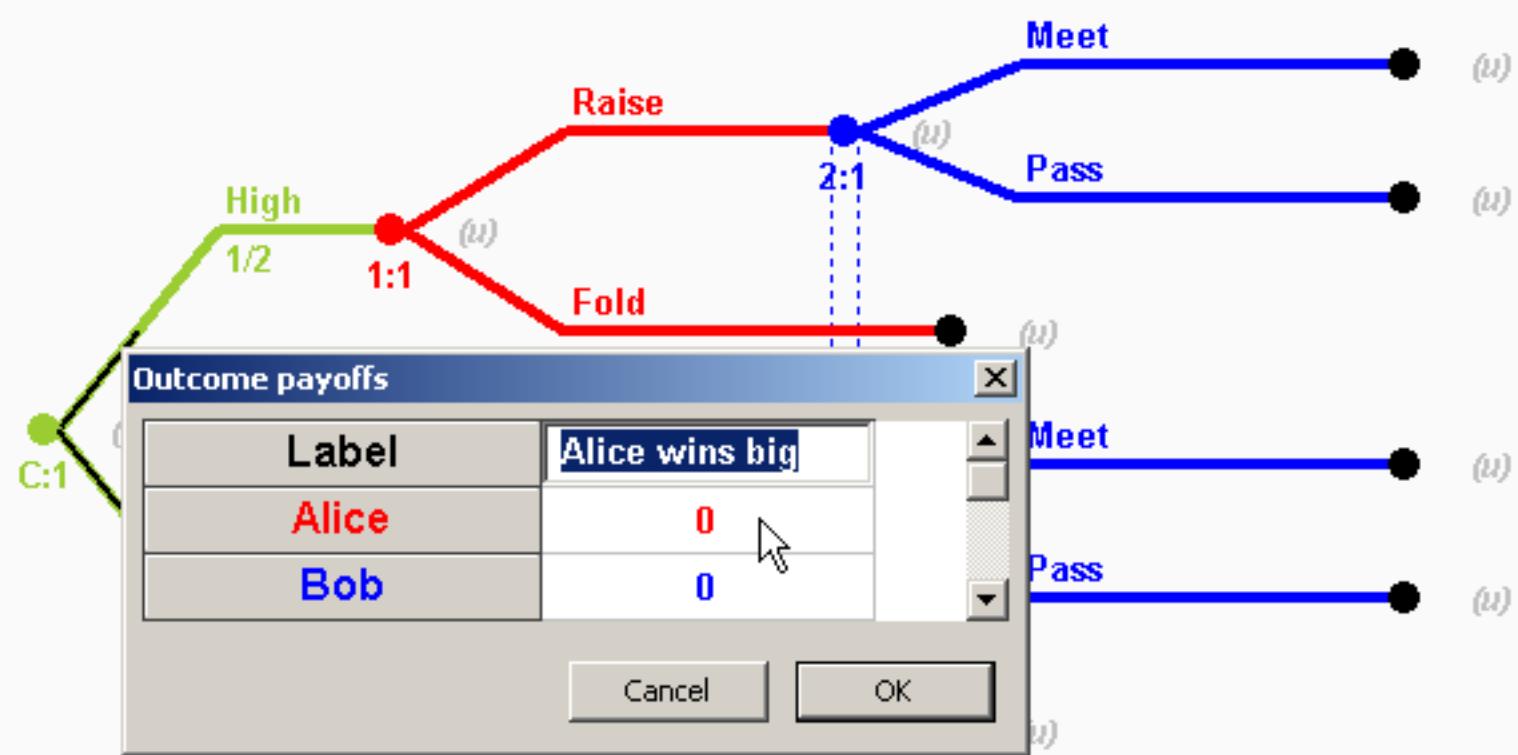


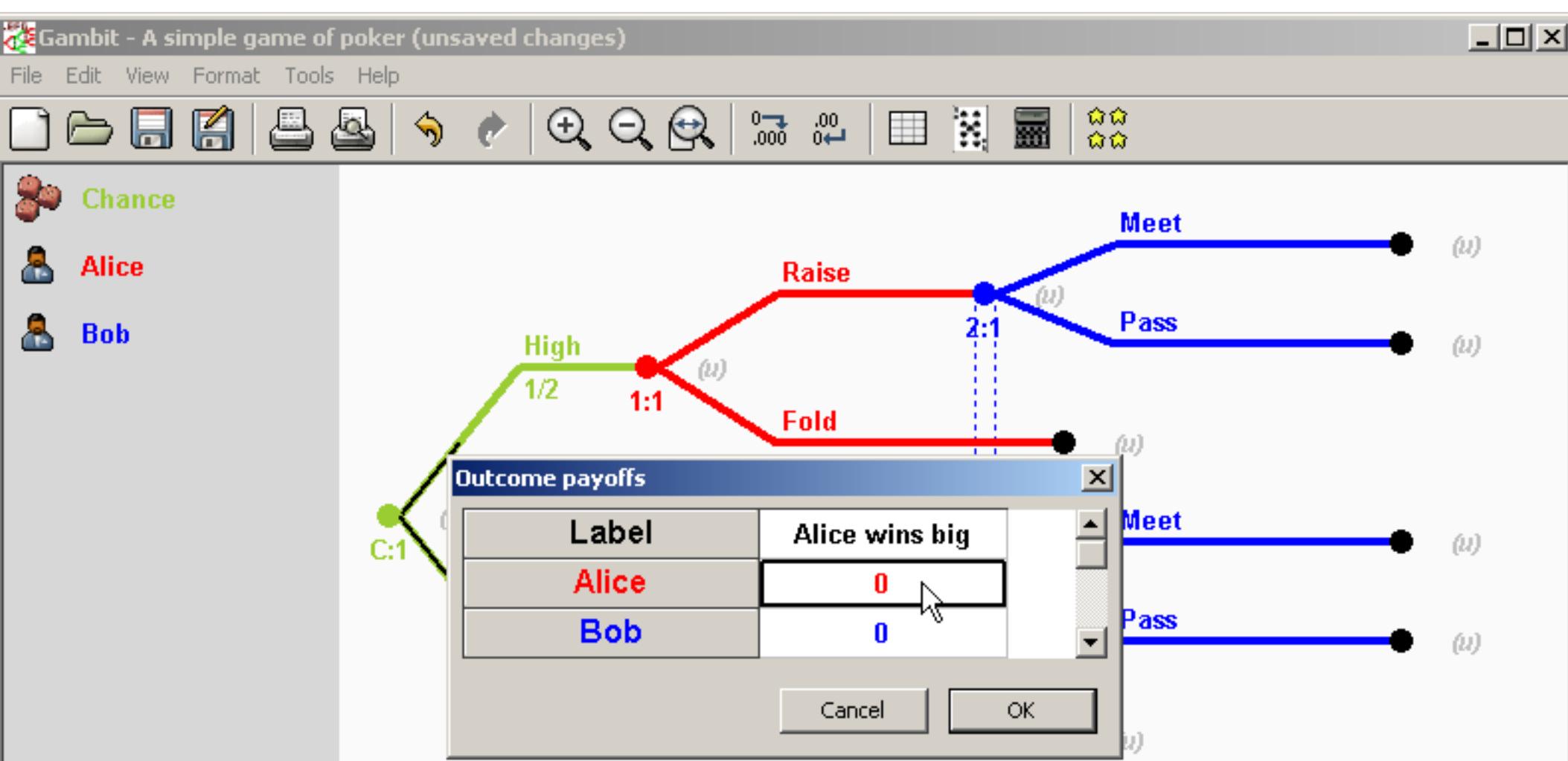


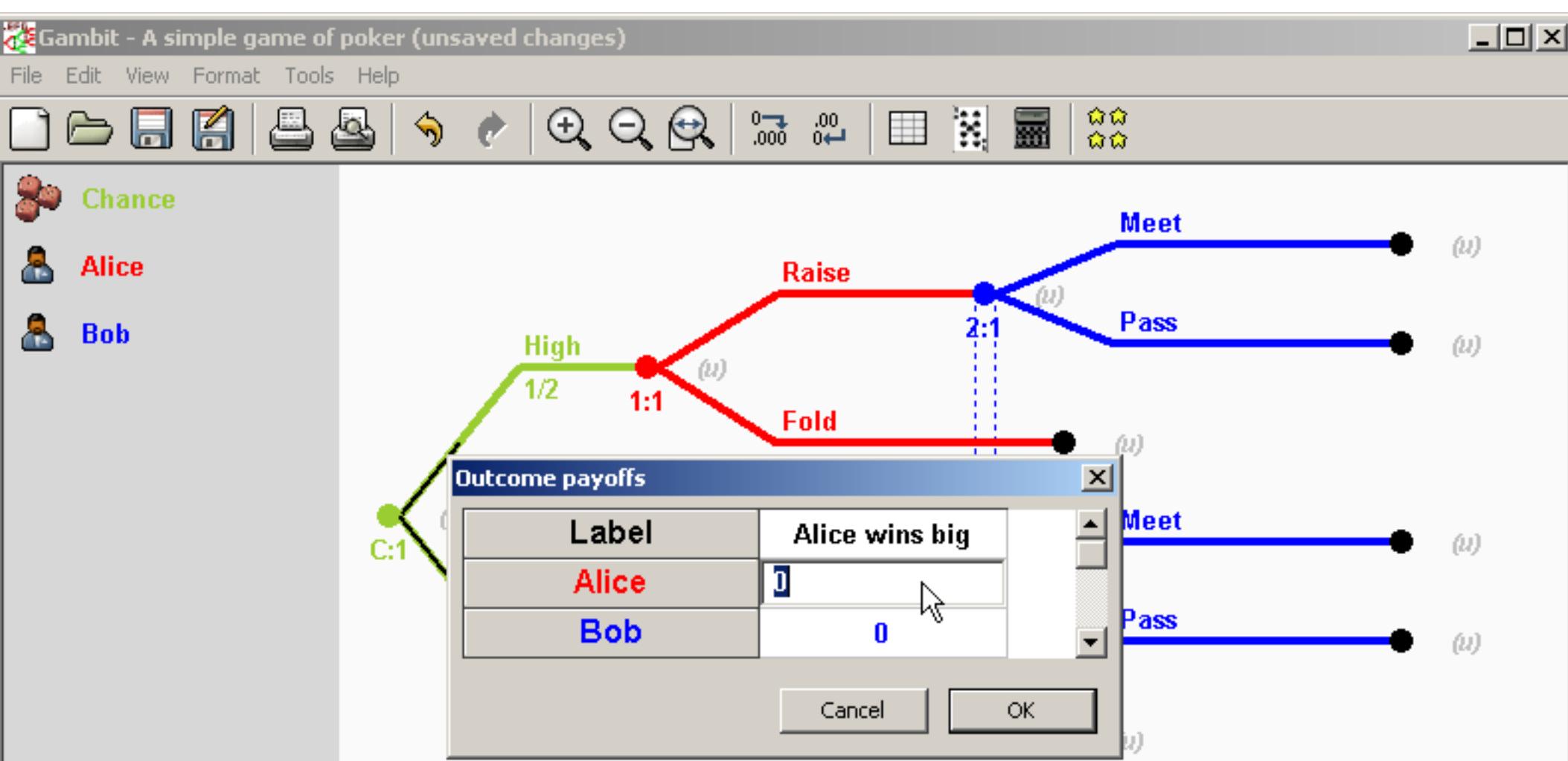
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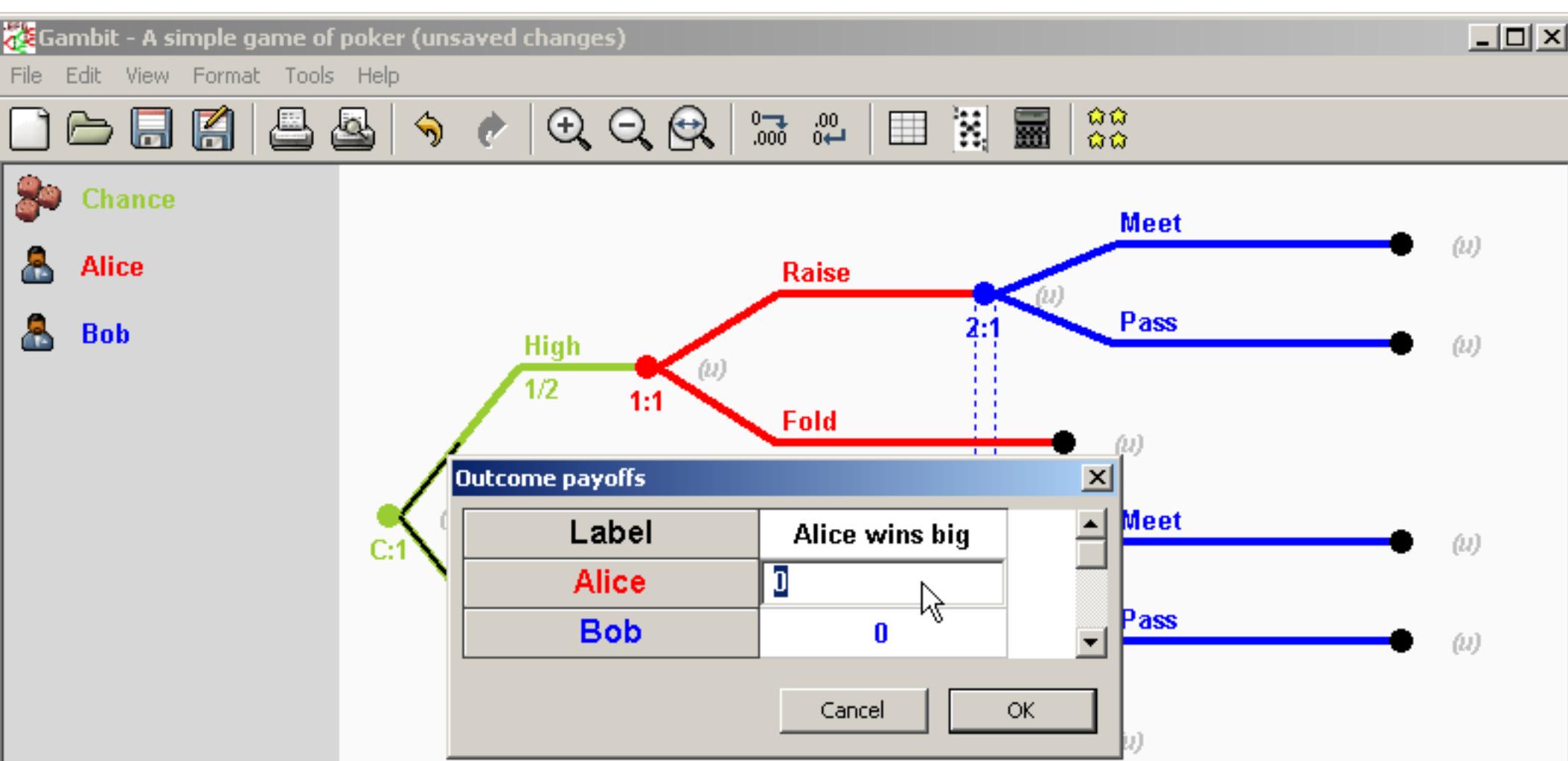
Alice

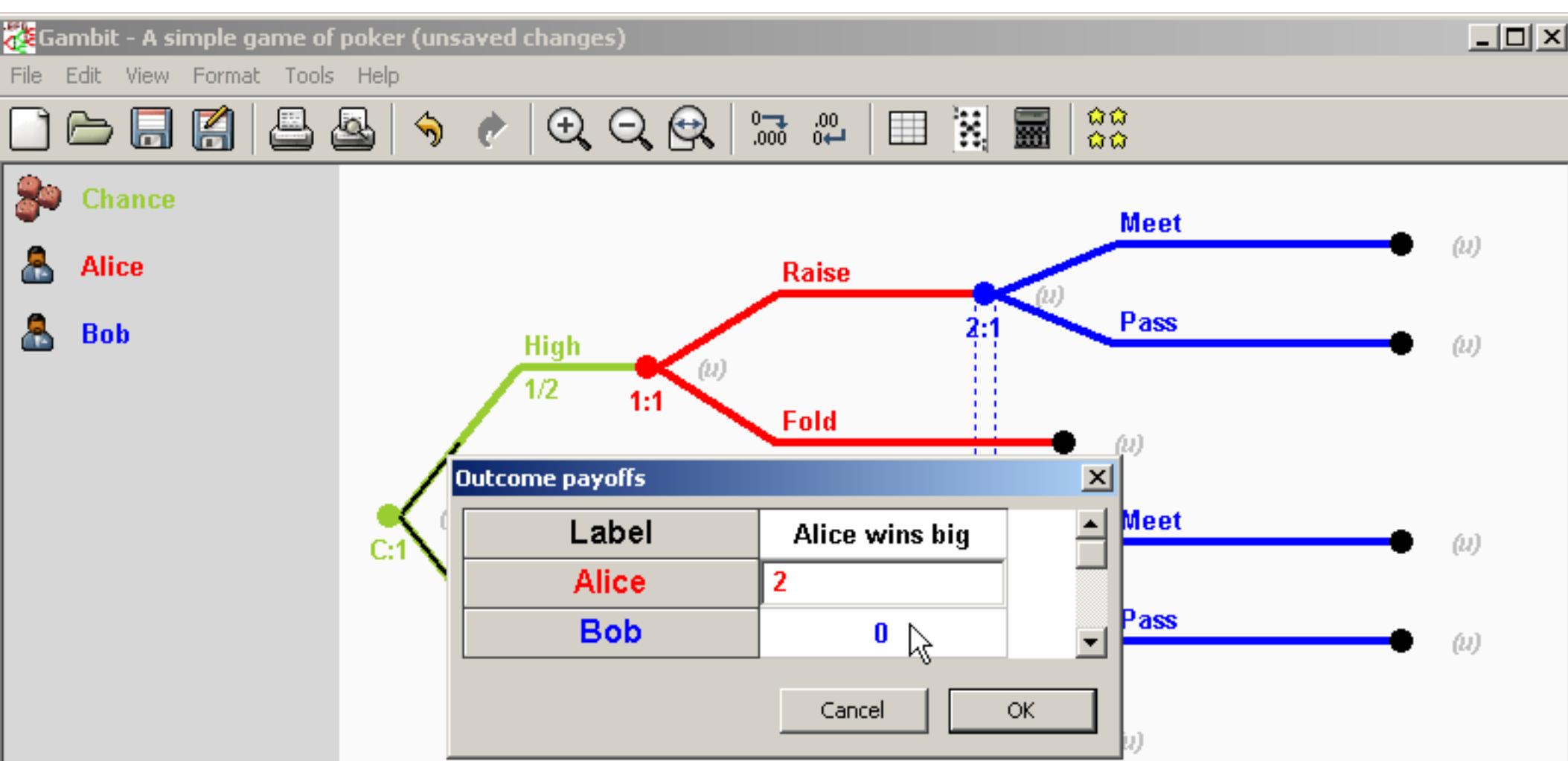
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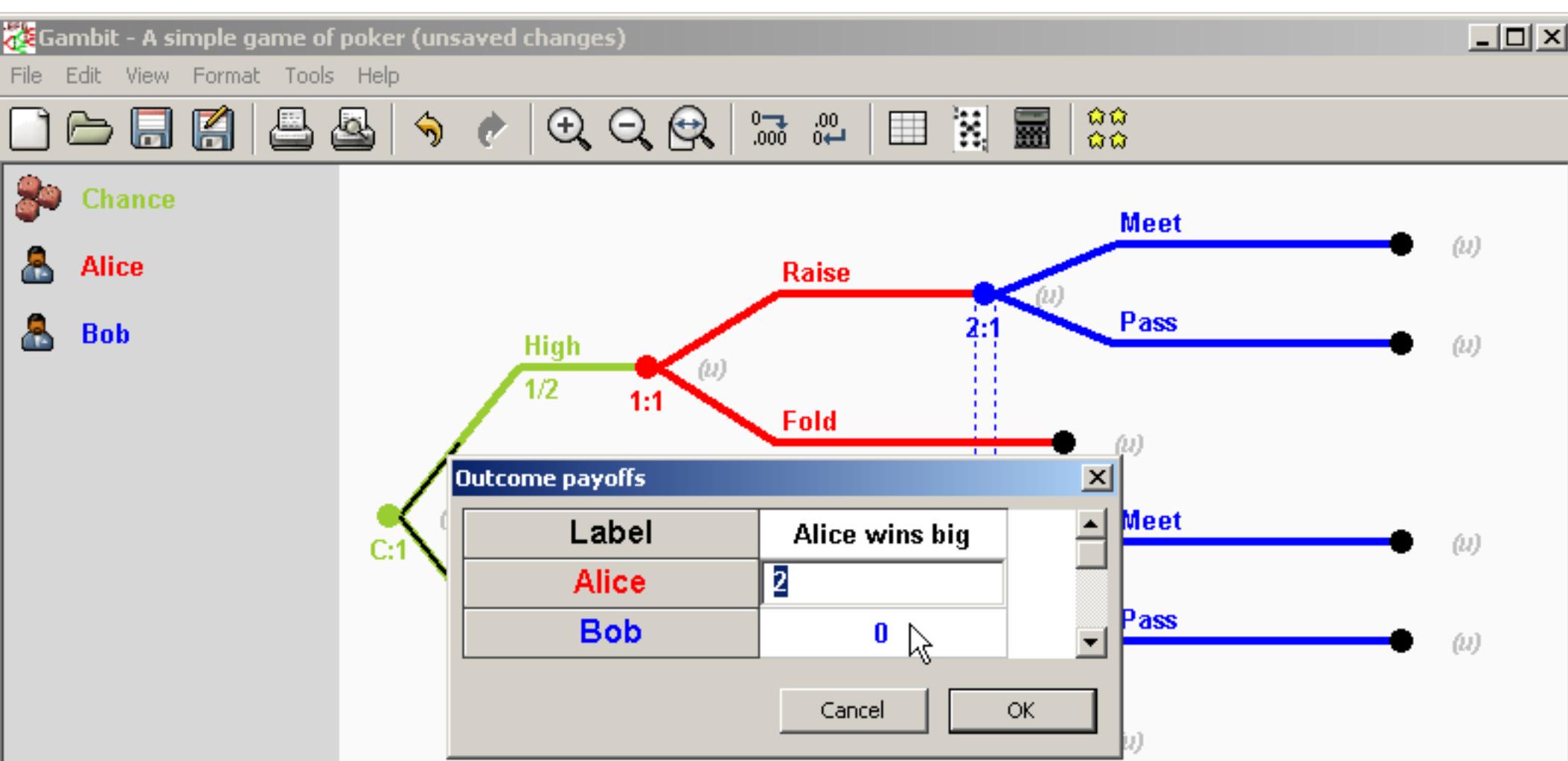










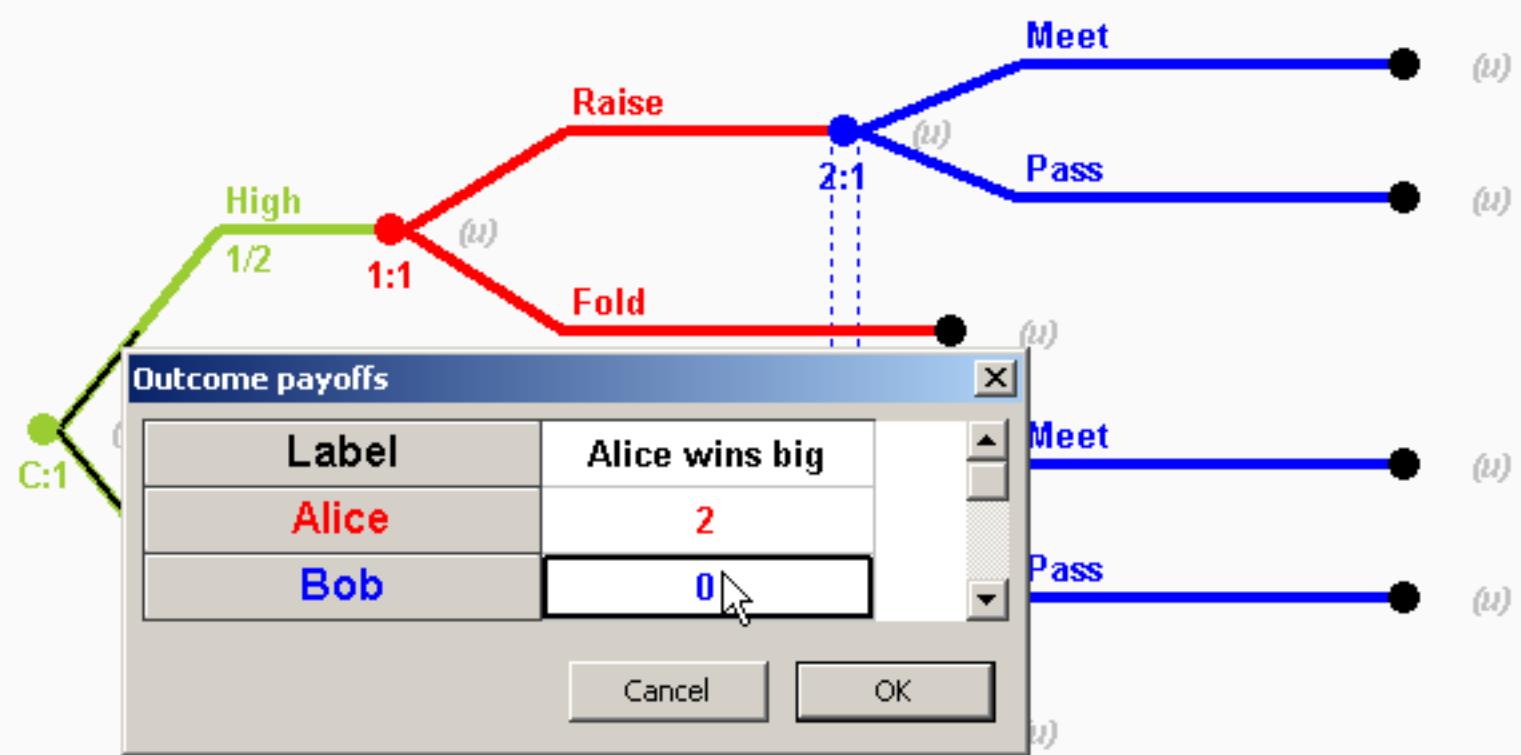




Chance

Alice

Bob

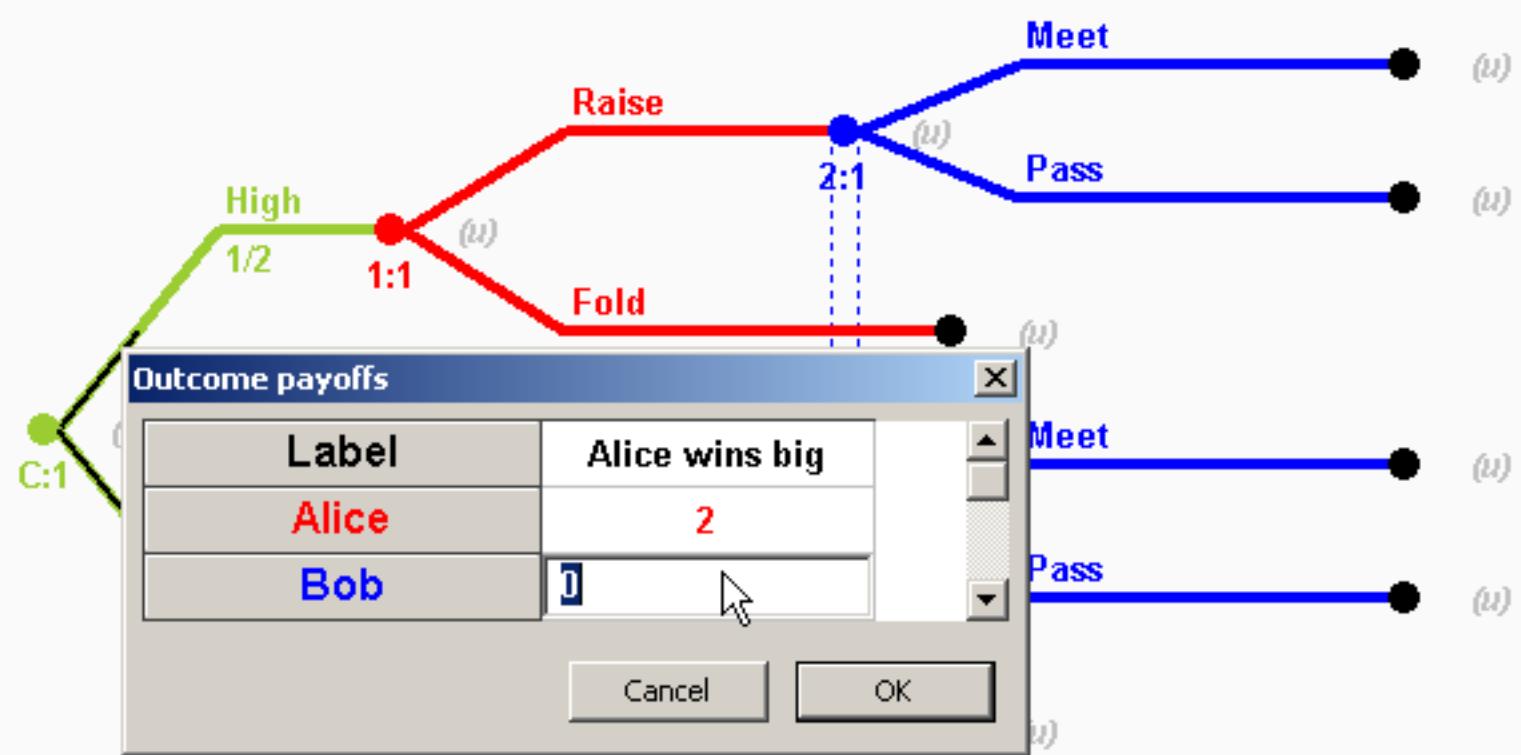


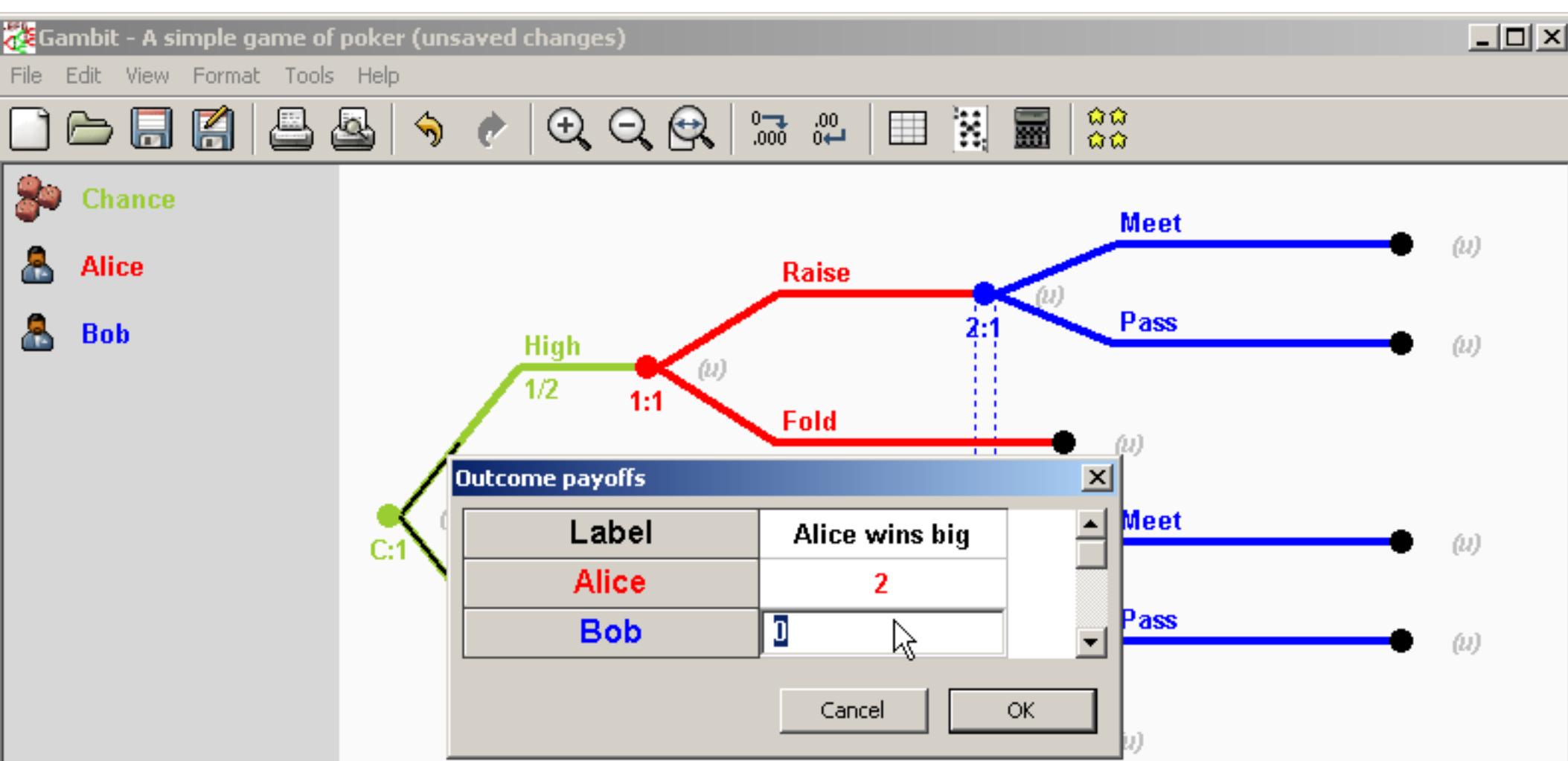


Chance

Alice

Bob







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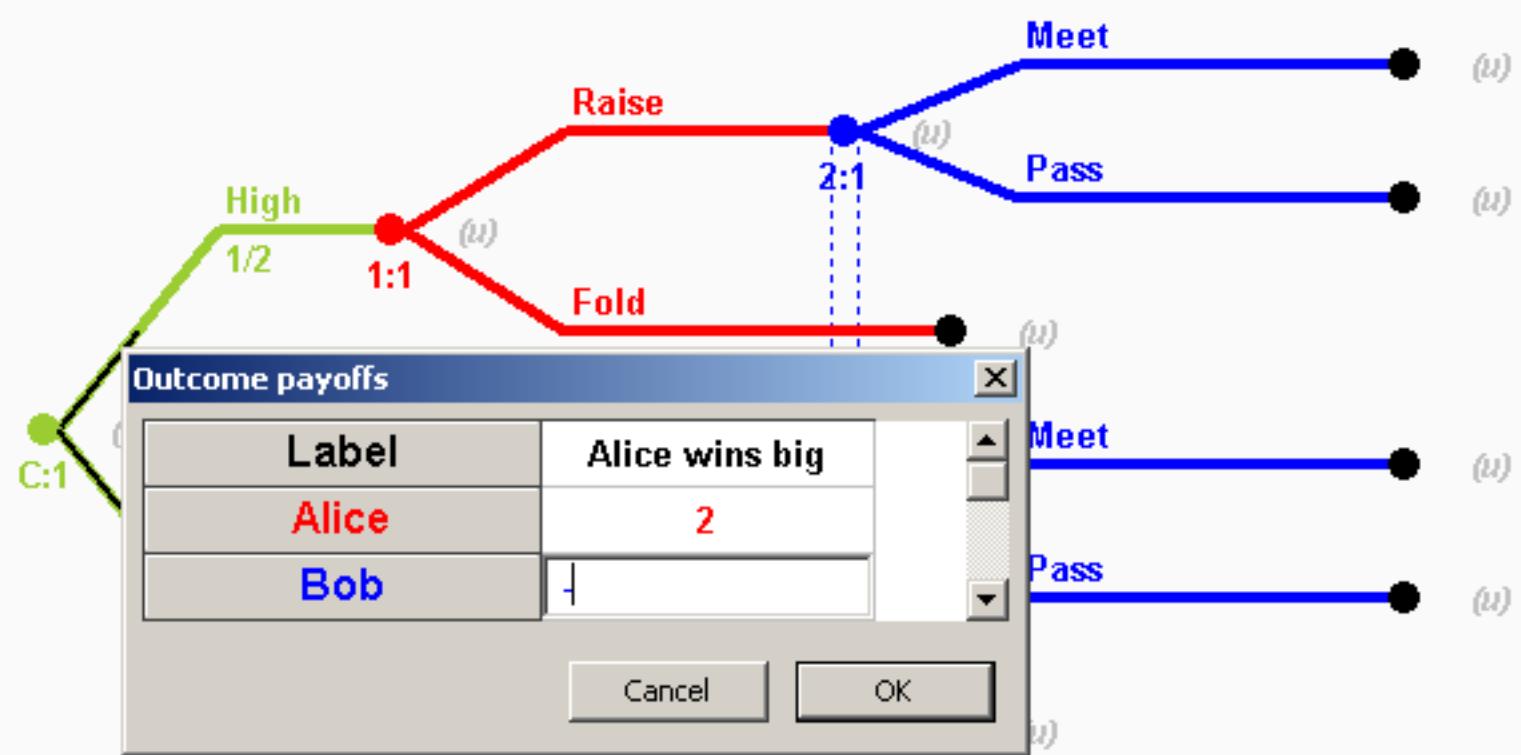
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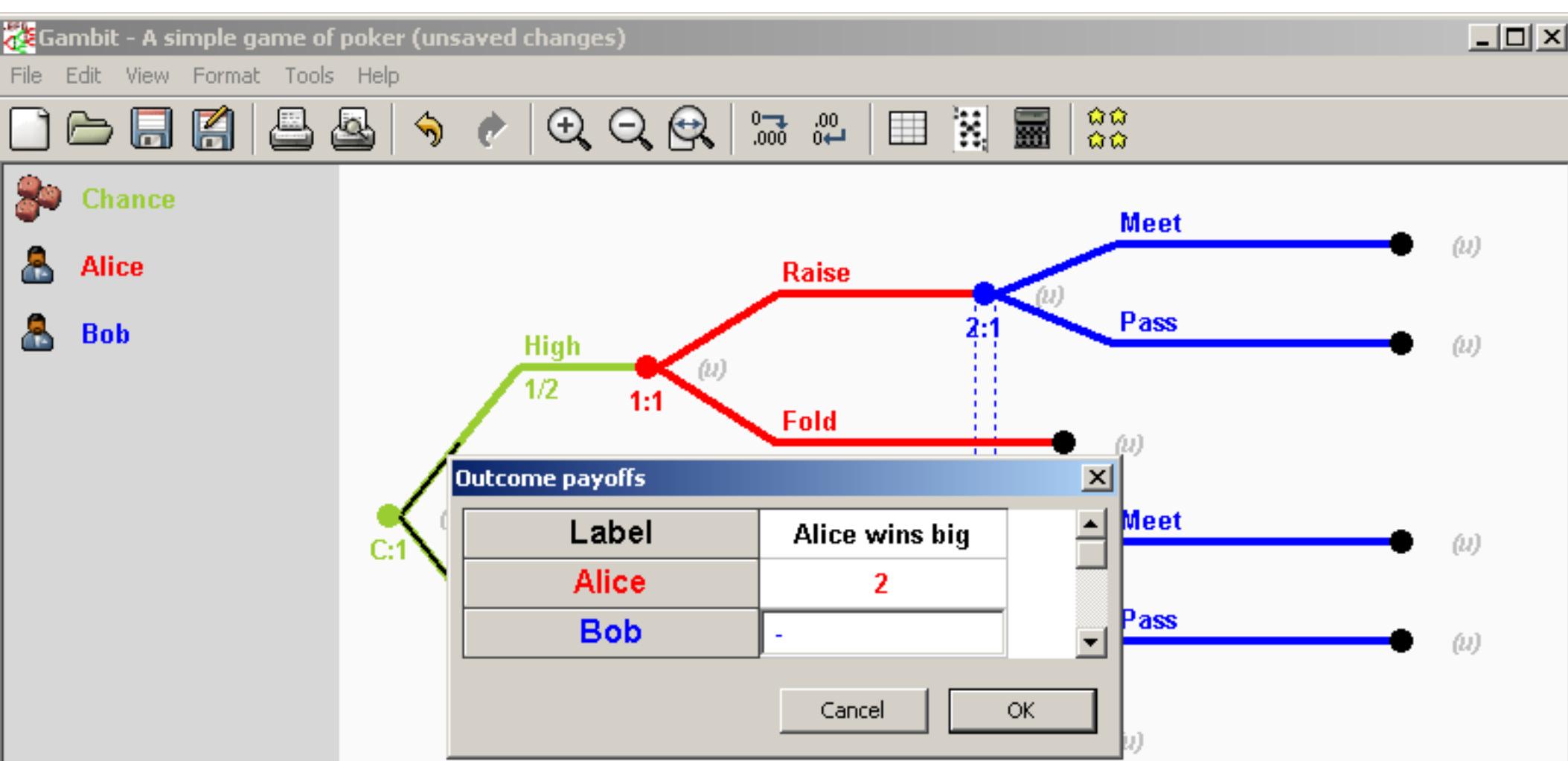


Chance

Alice

Bob



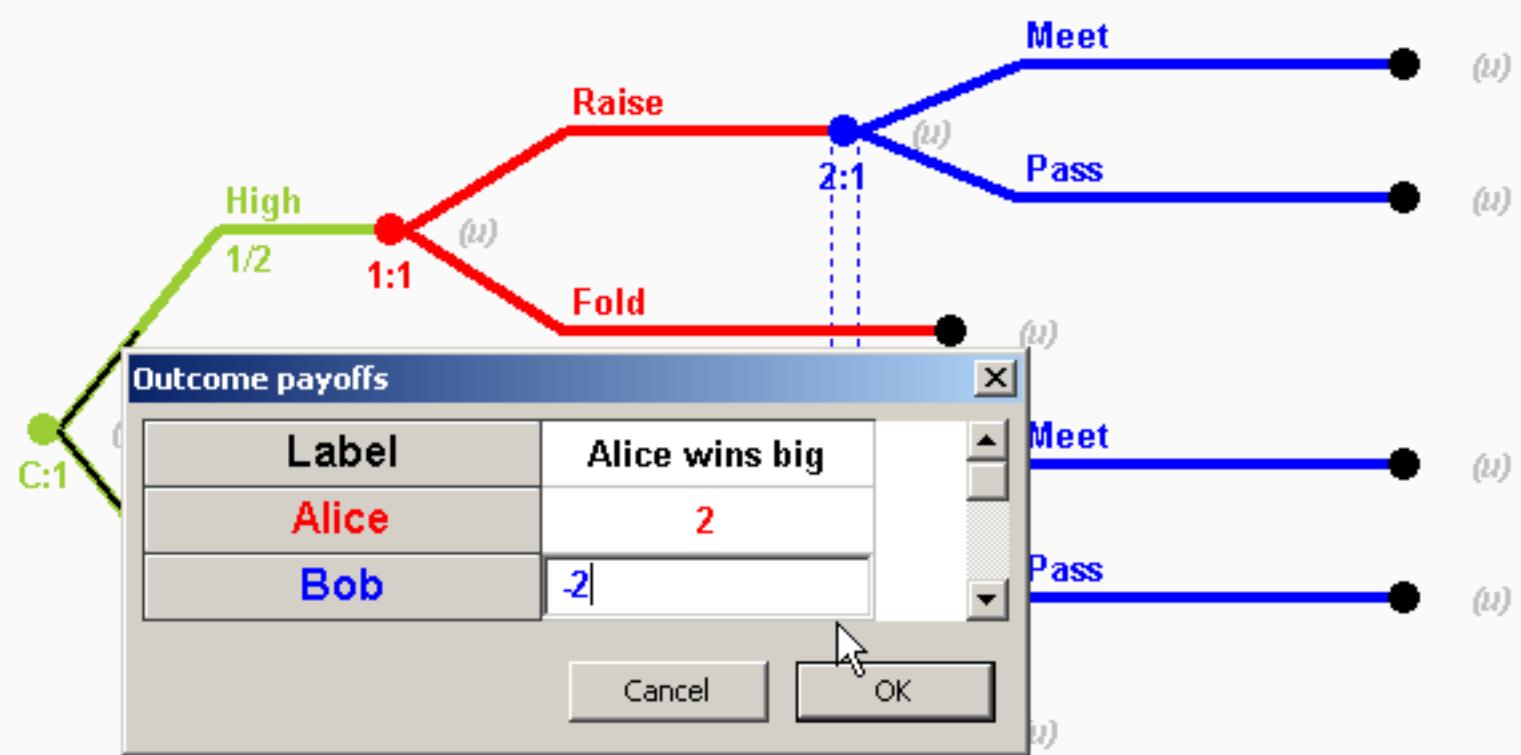




Chance

Alice

Bob



File Edit View Format Tools Help



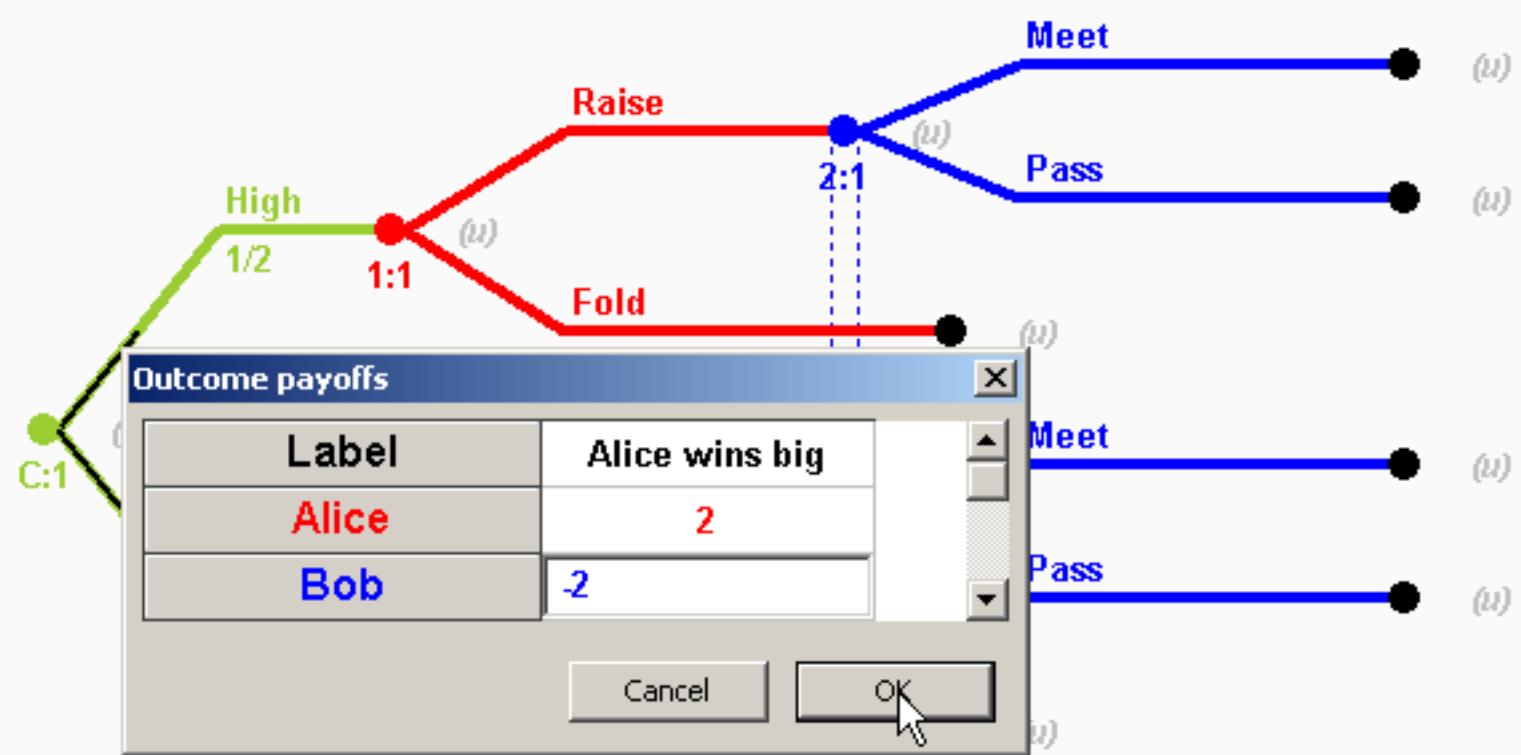
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Chance

Alice

Bob





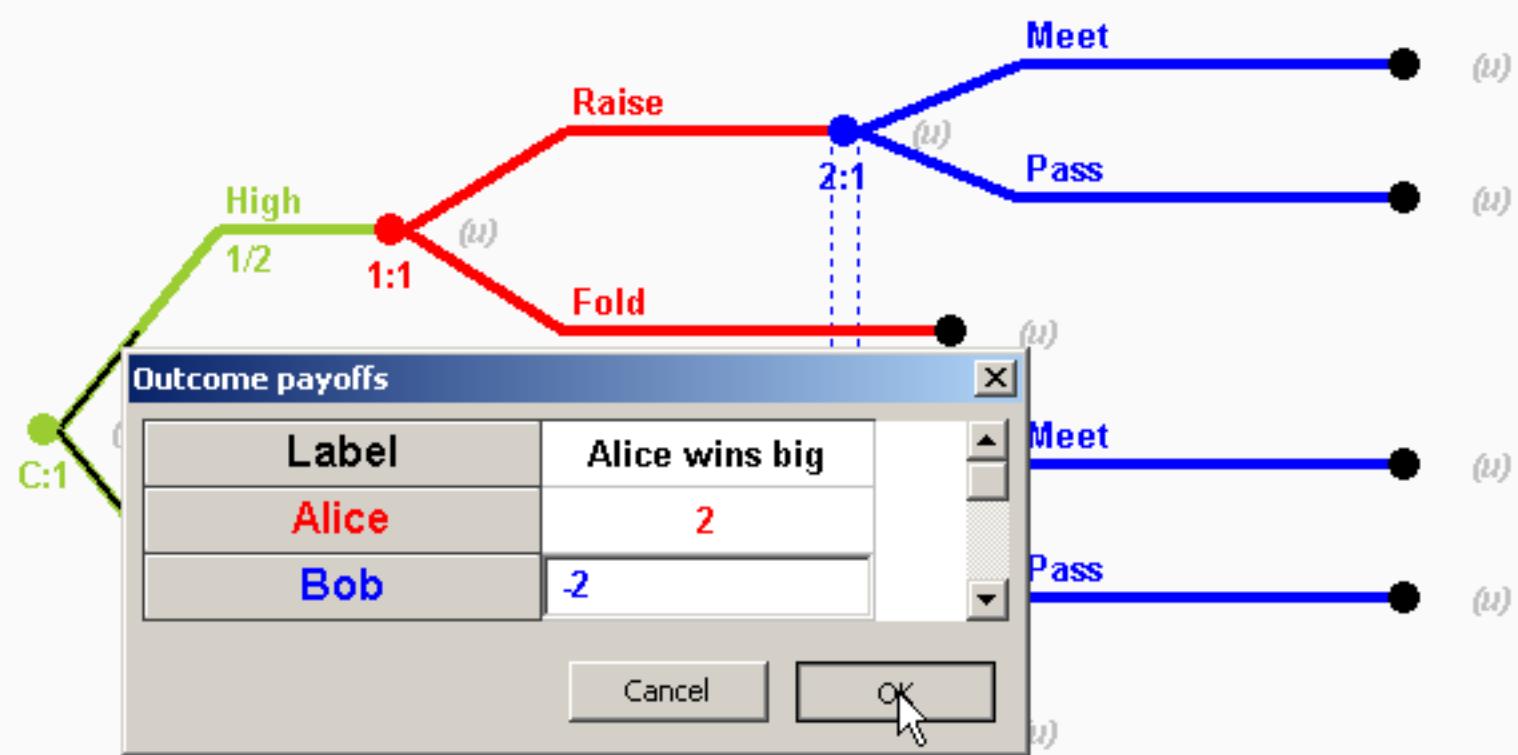
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Chance

Alice

Bob

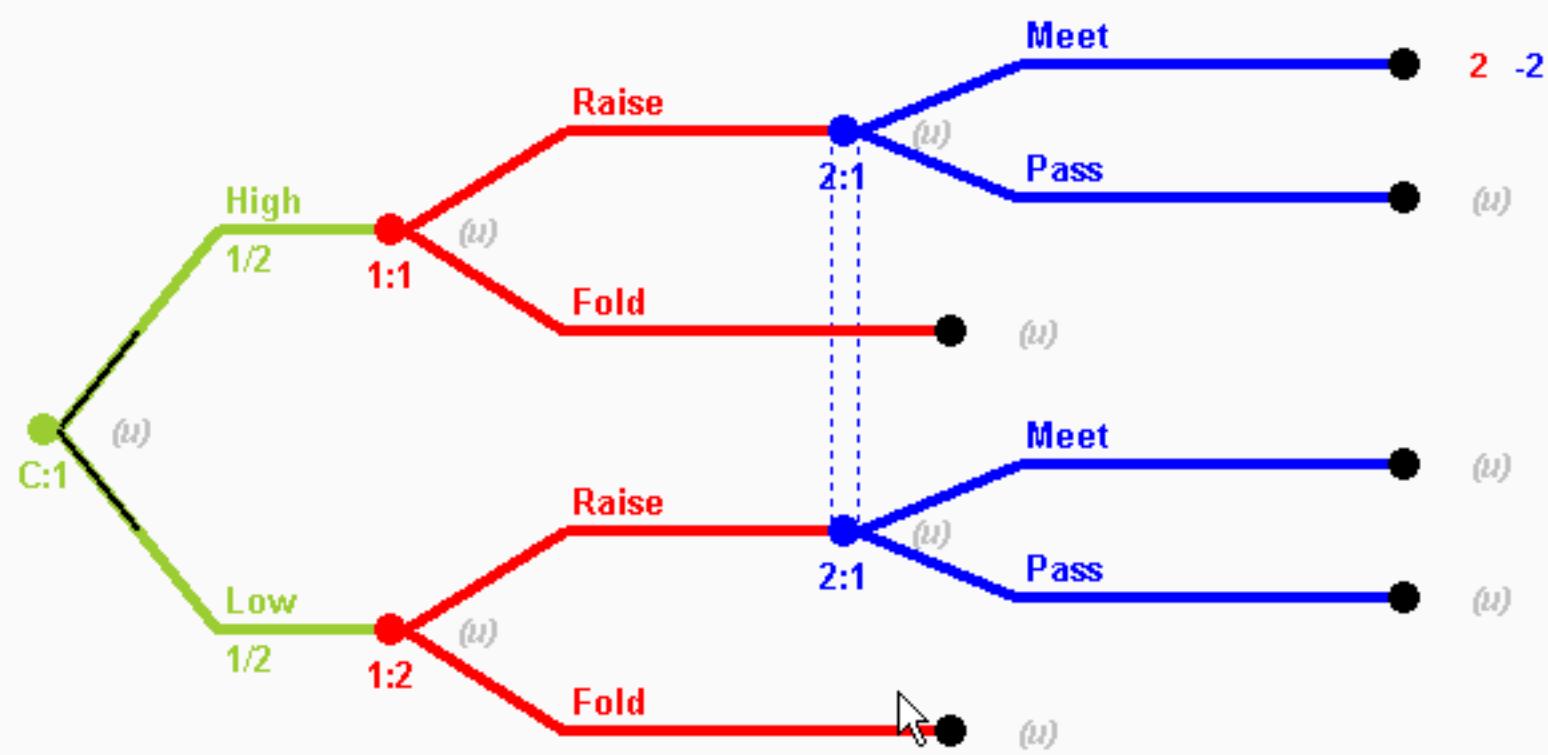




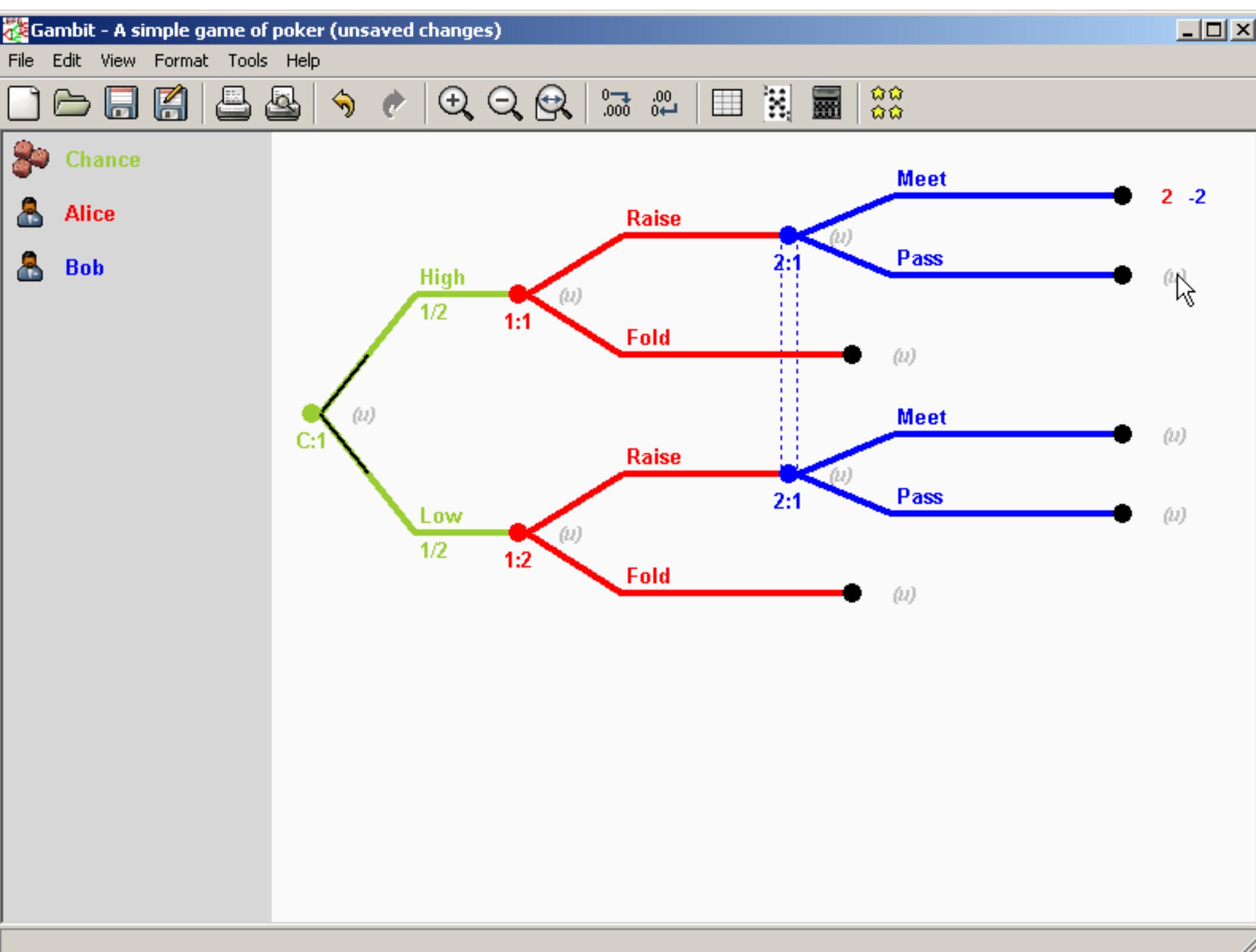
Chance

Alice

Bob



Now we handle the case when Alice has the high card, raises, but Bob passes. Here, since Bob passes, he forfeits the dollar he put in the pot, but suffers no further loss.

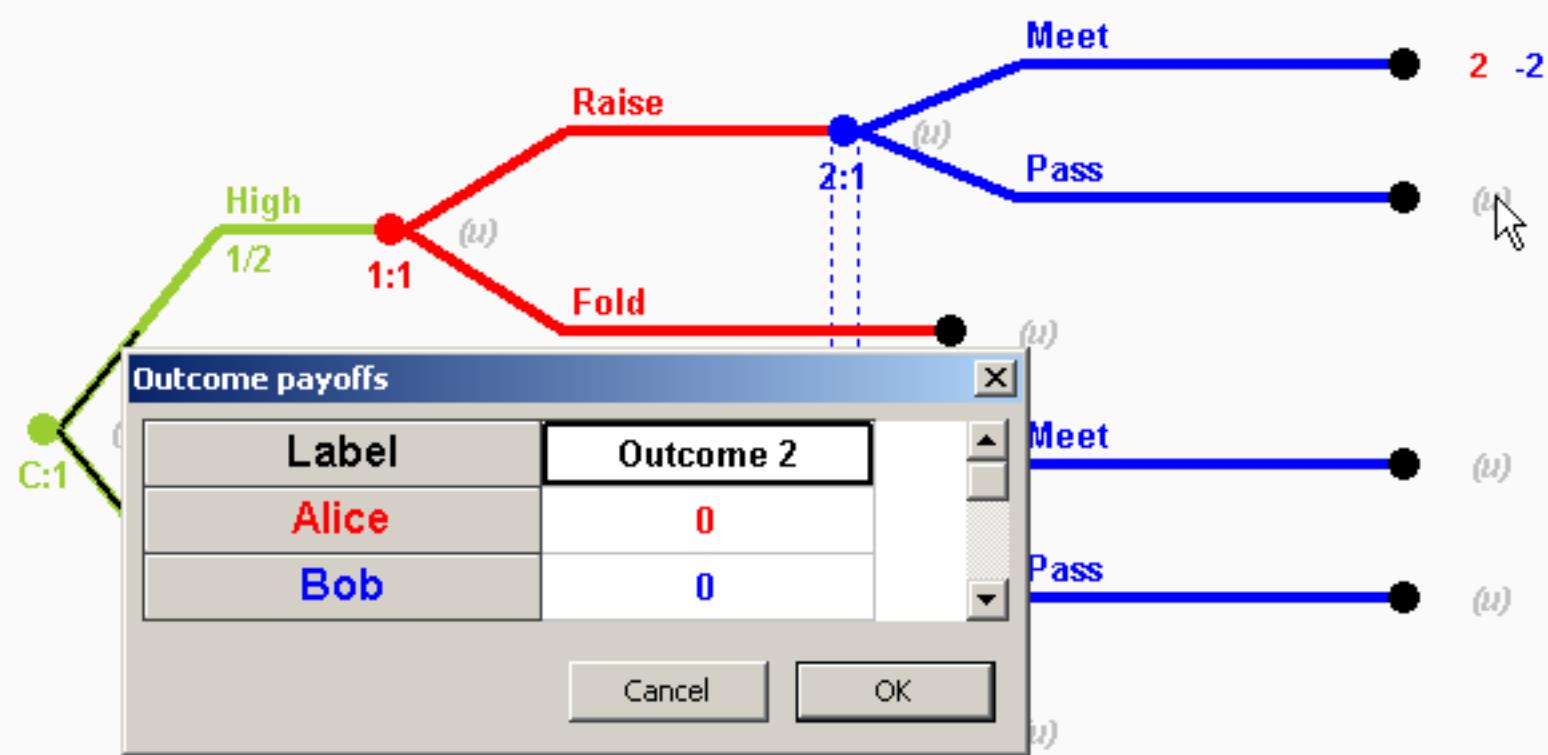




Chance

Alice

Bob

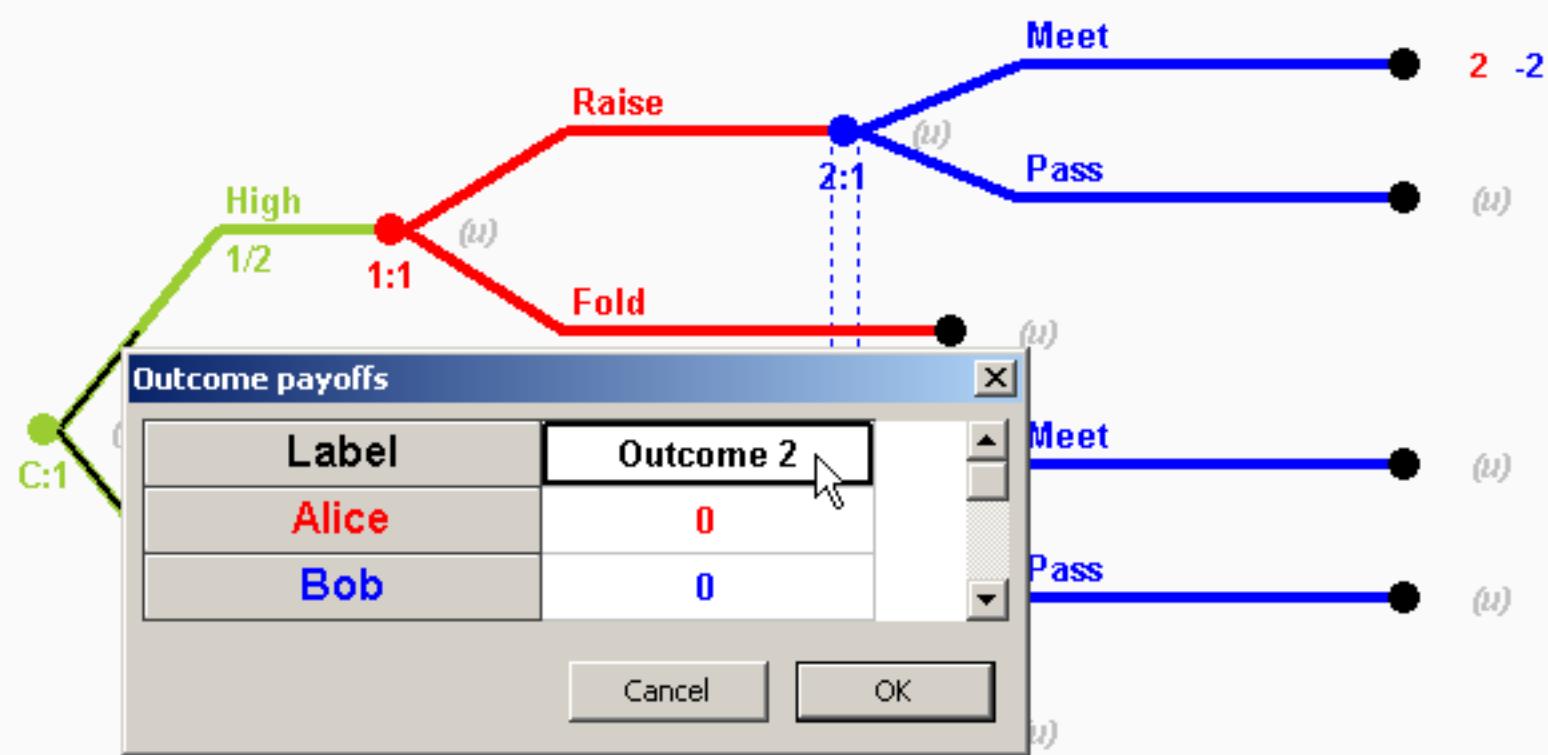




Chance

Alice

Bob

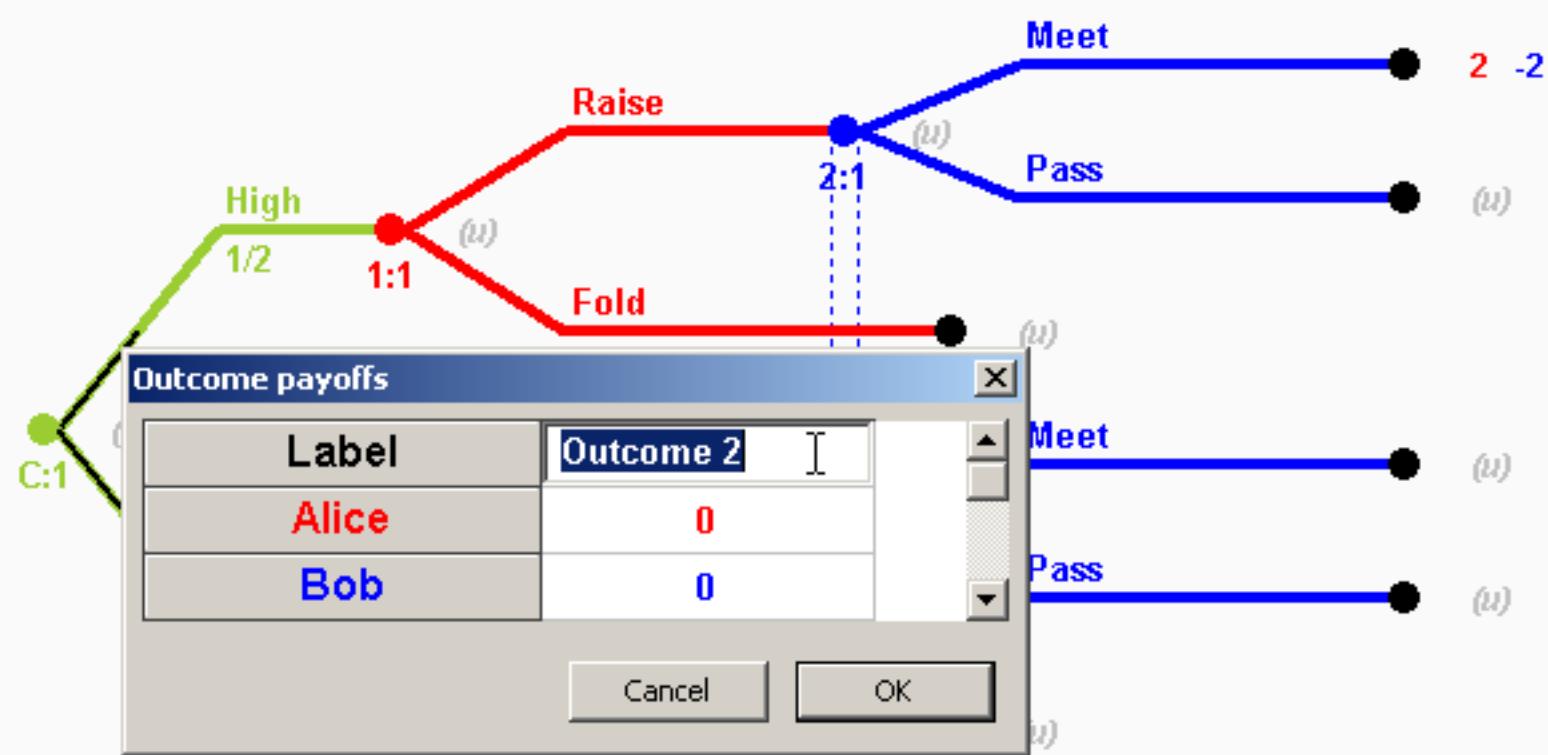




Chance

Alice

Bob

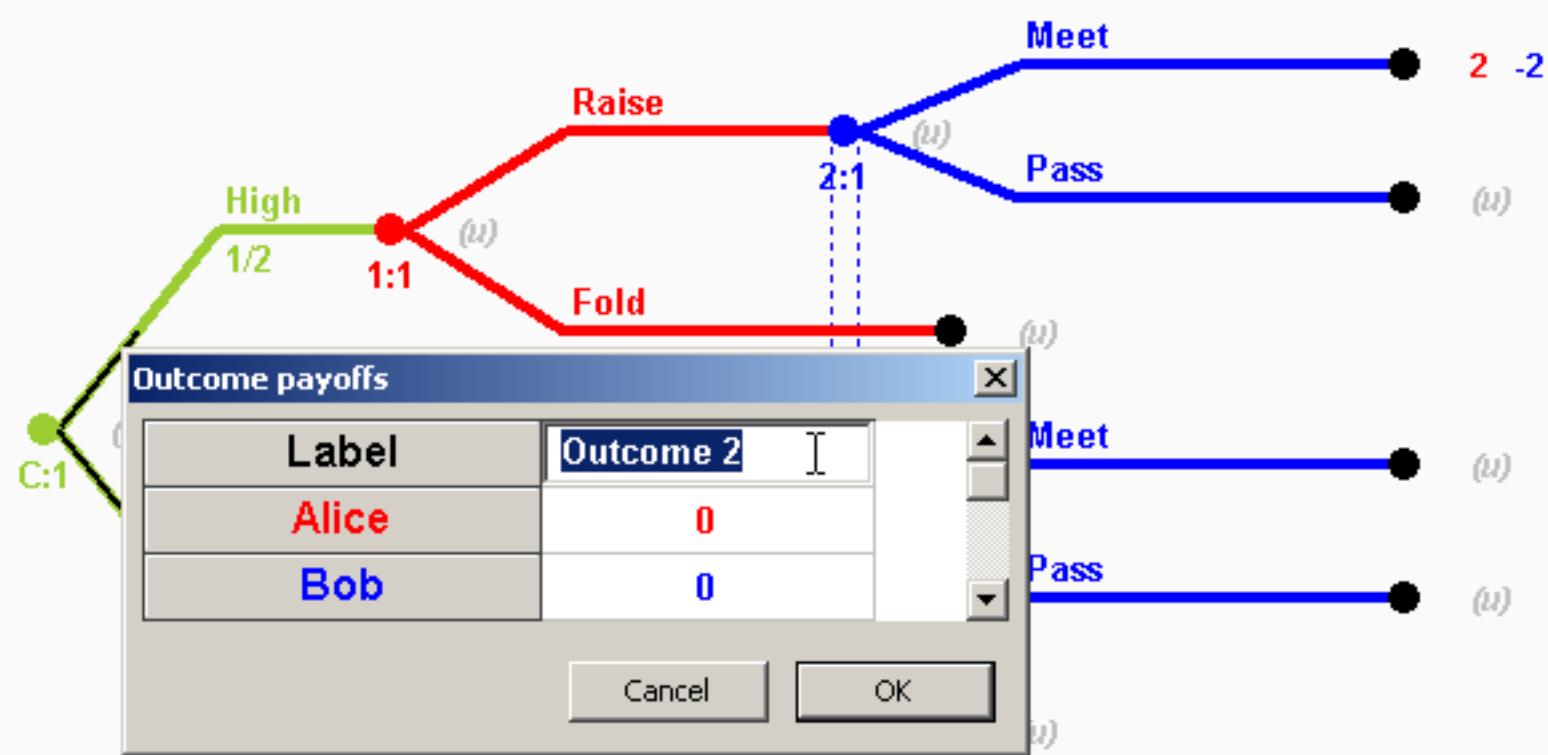




Chance

Alice

Bob

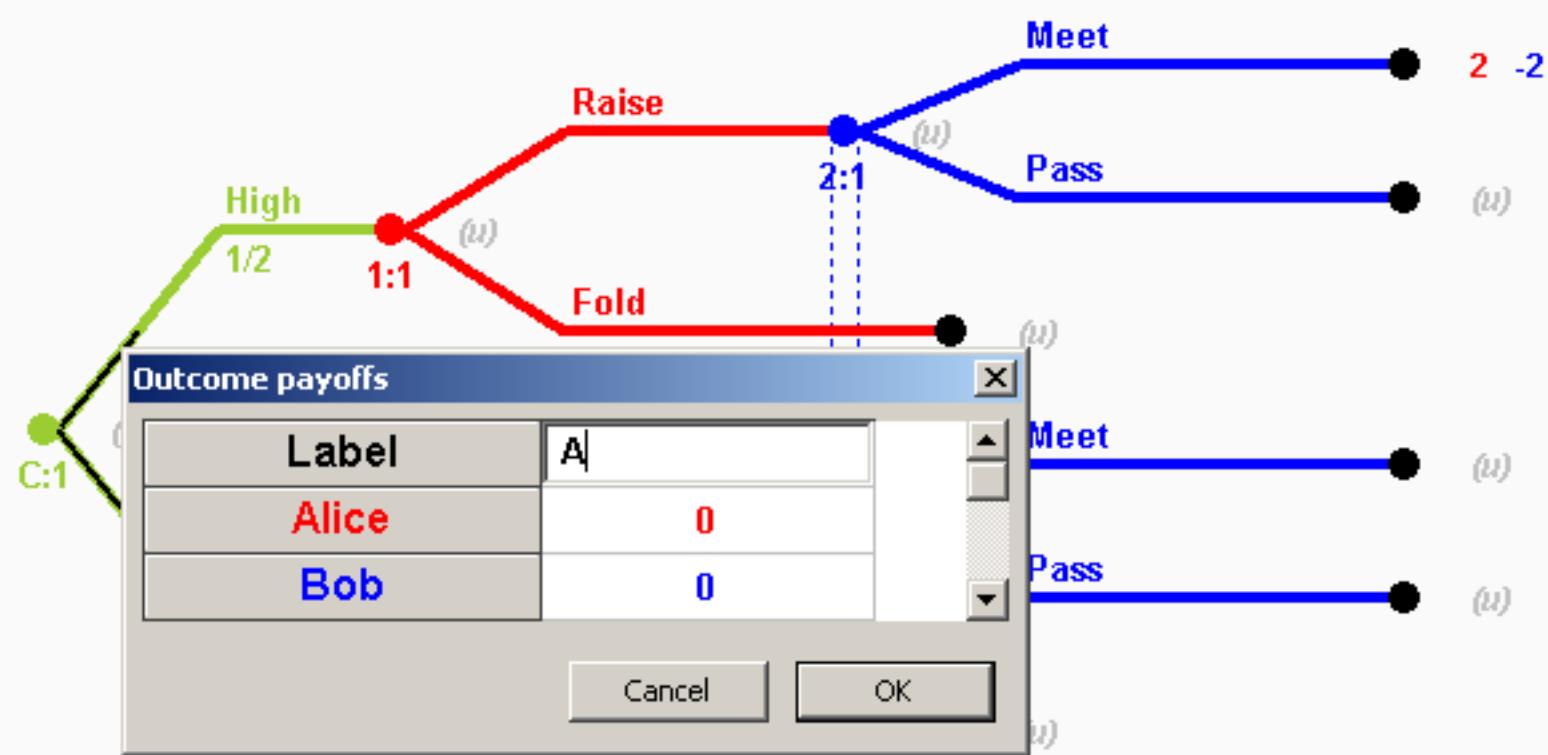




Chance

Alice

Bob



Outcome payoffs

Label	Alice	Bob
Alice	0	(u)
Bob	0	(u)

Cancel

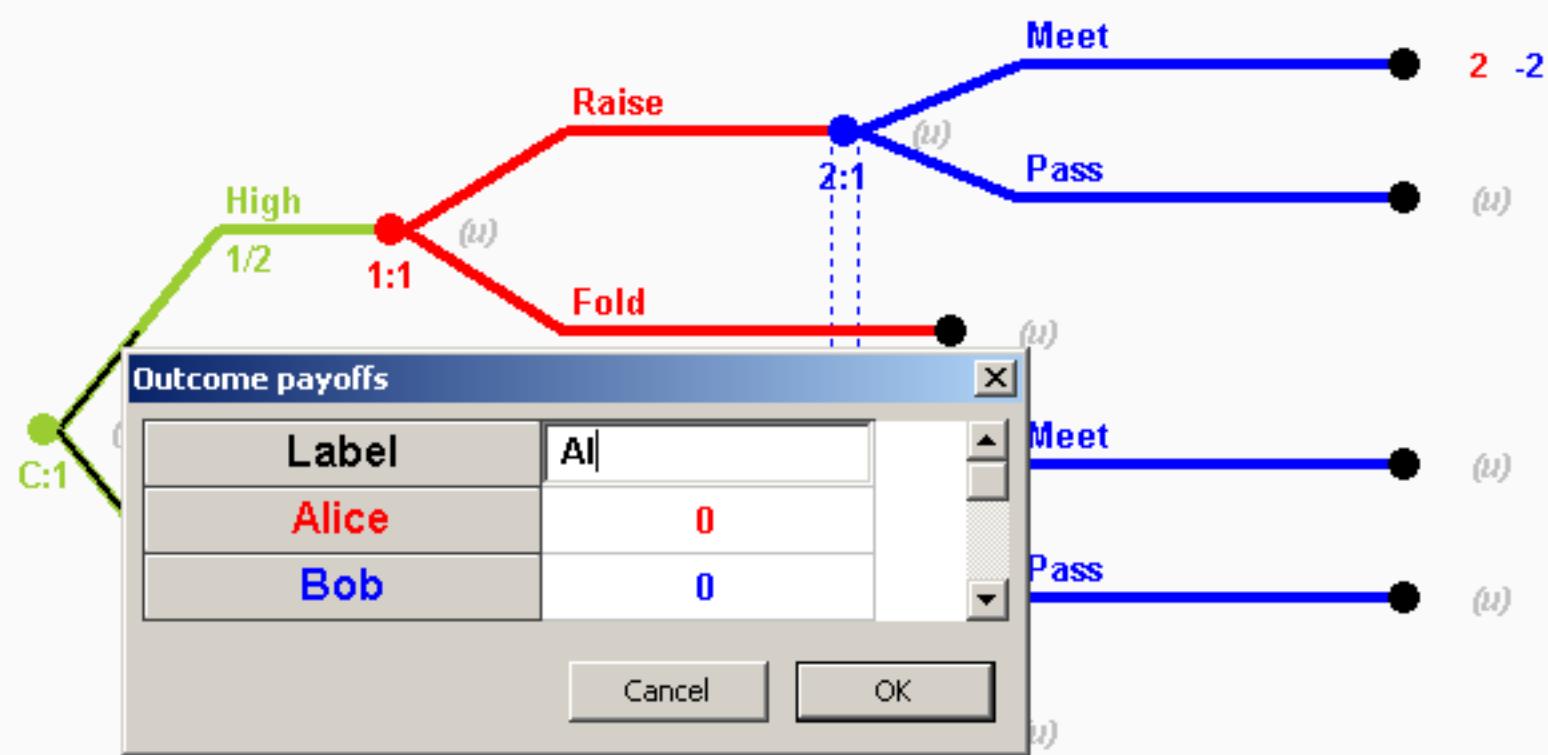
OK



Chance

Alice

Bob

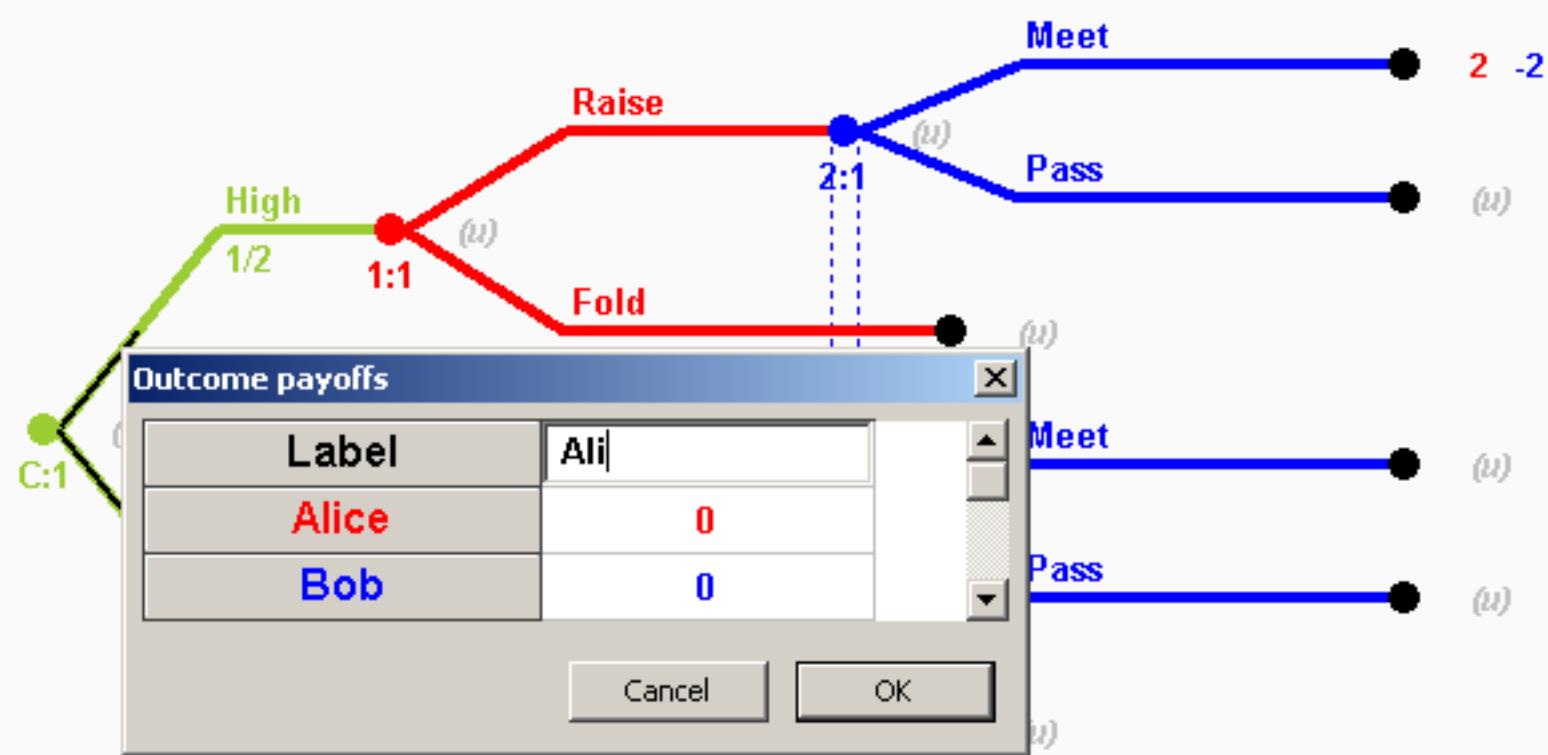




Chance

Alice

Bob

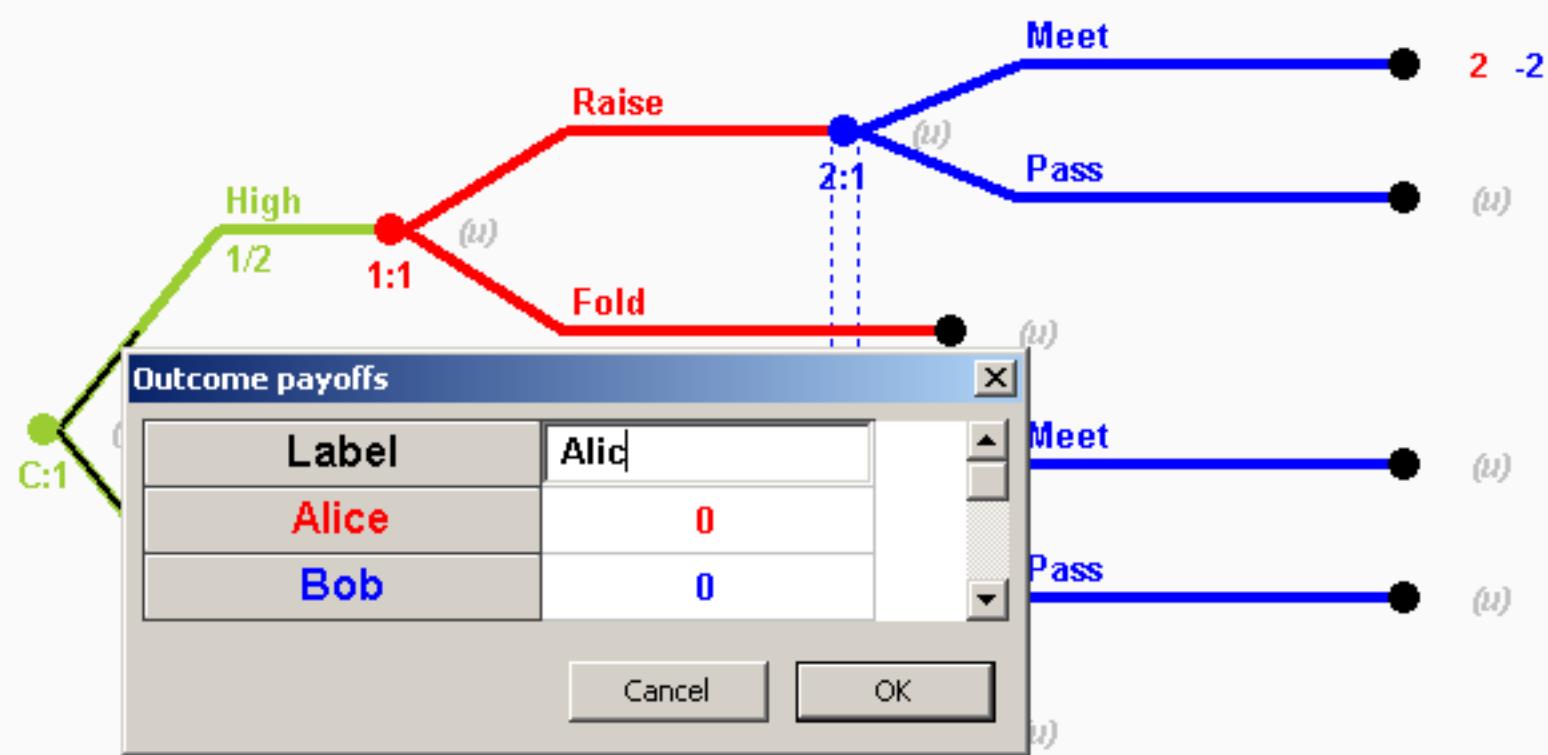




Chance

Alice

Bob

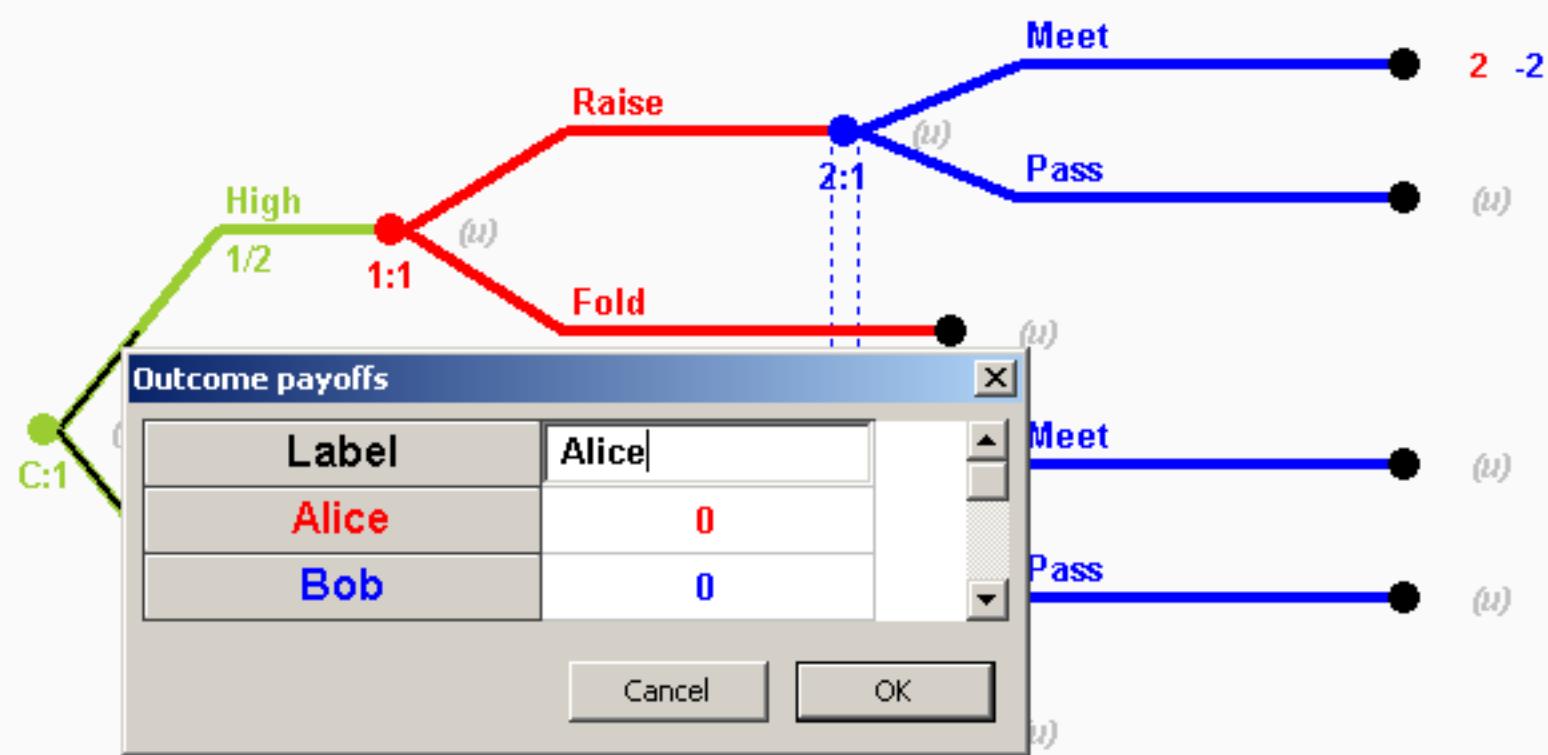




Chance

Alice

Bob

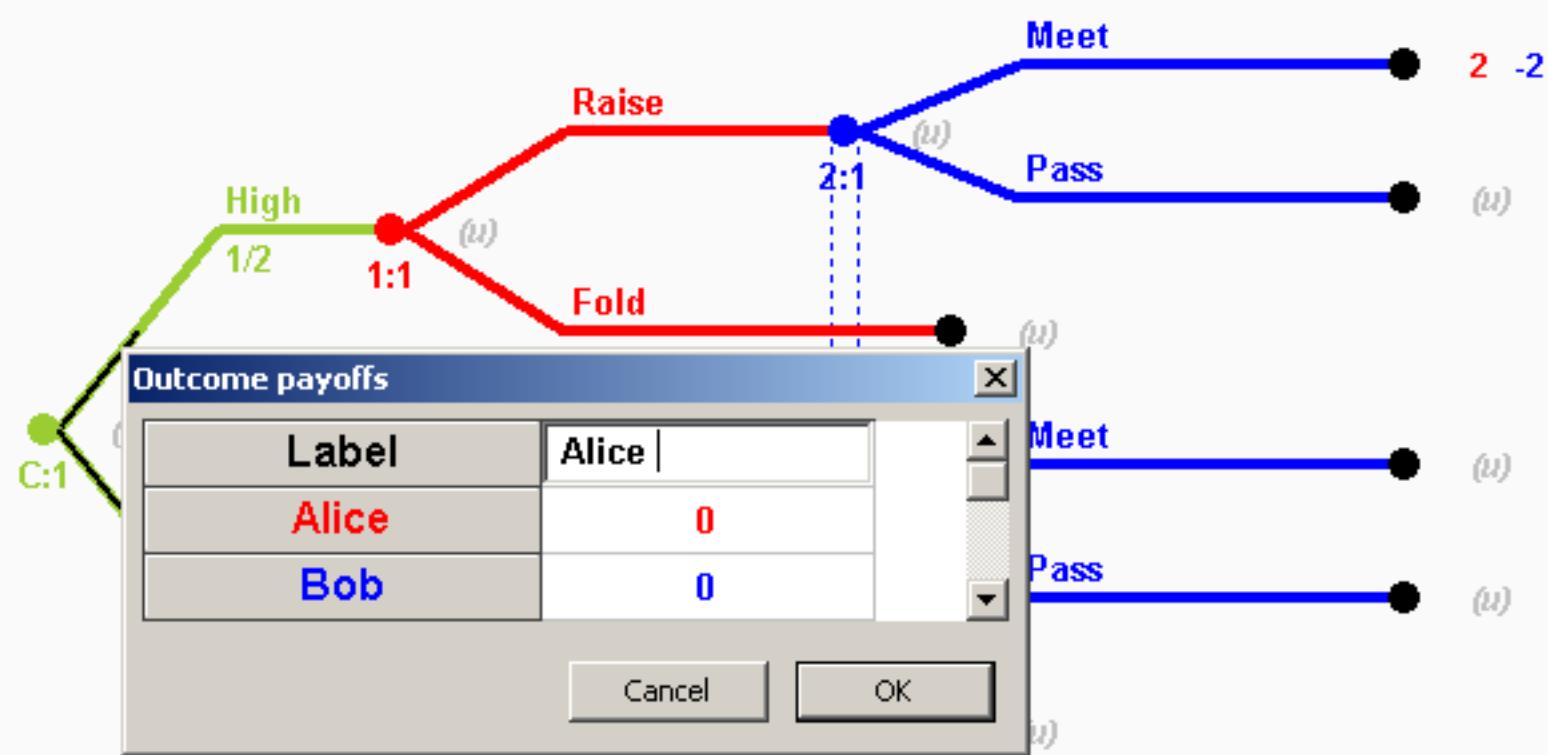


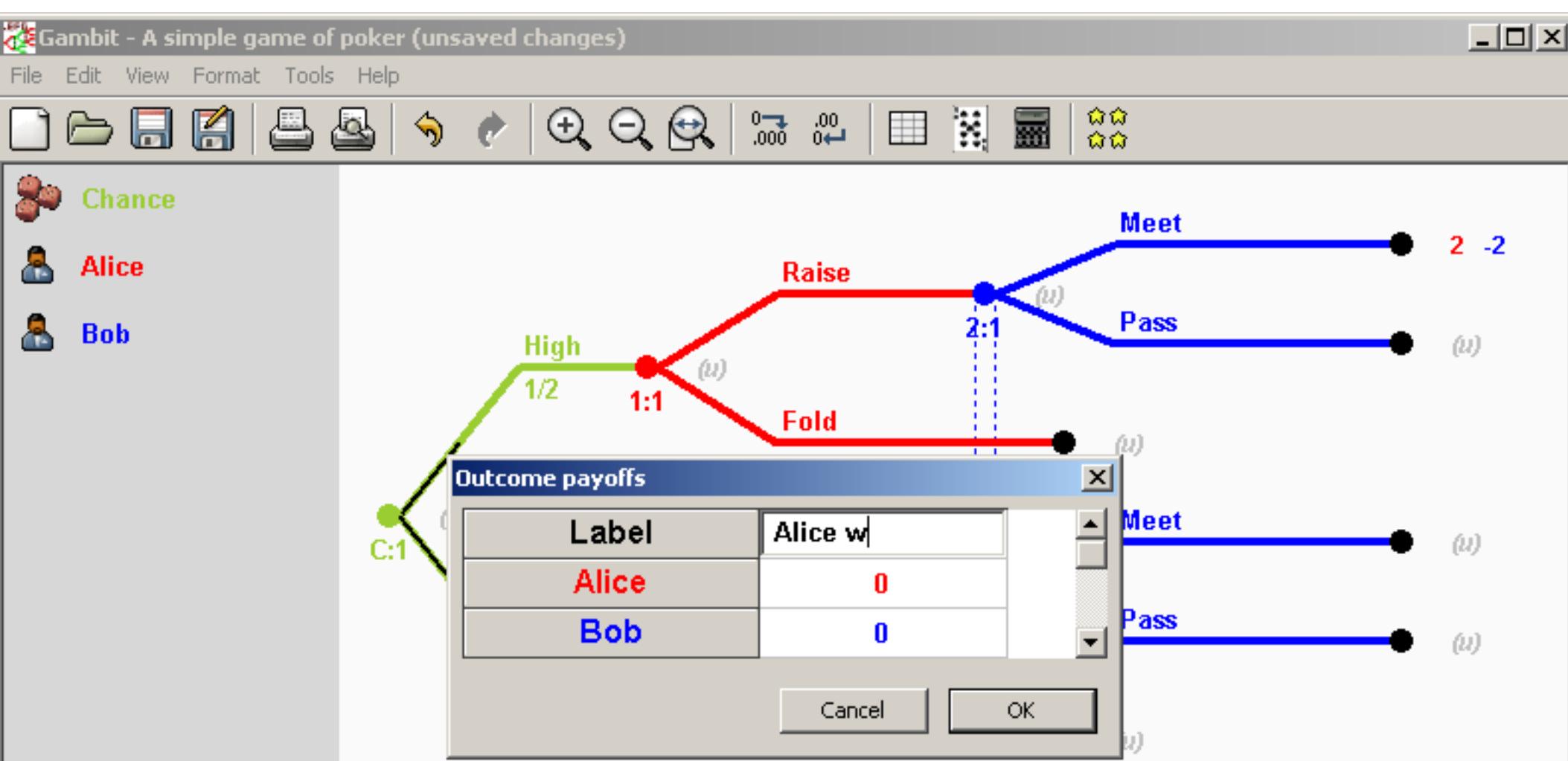


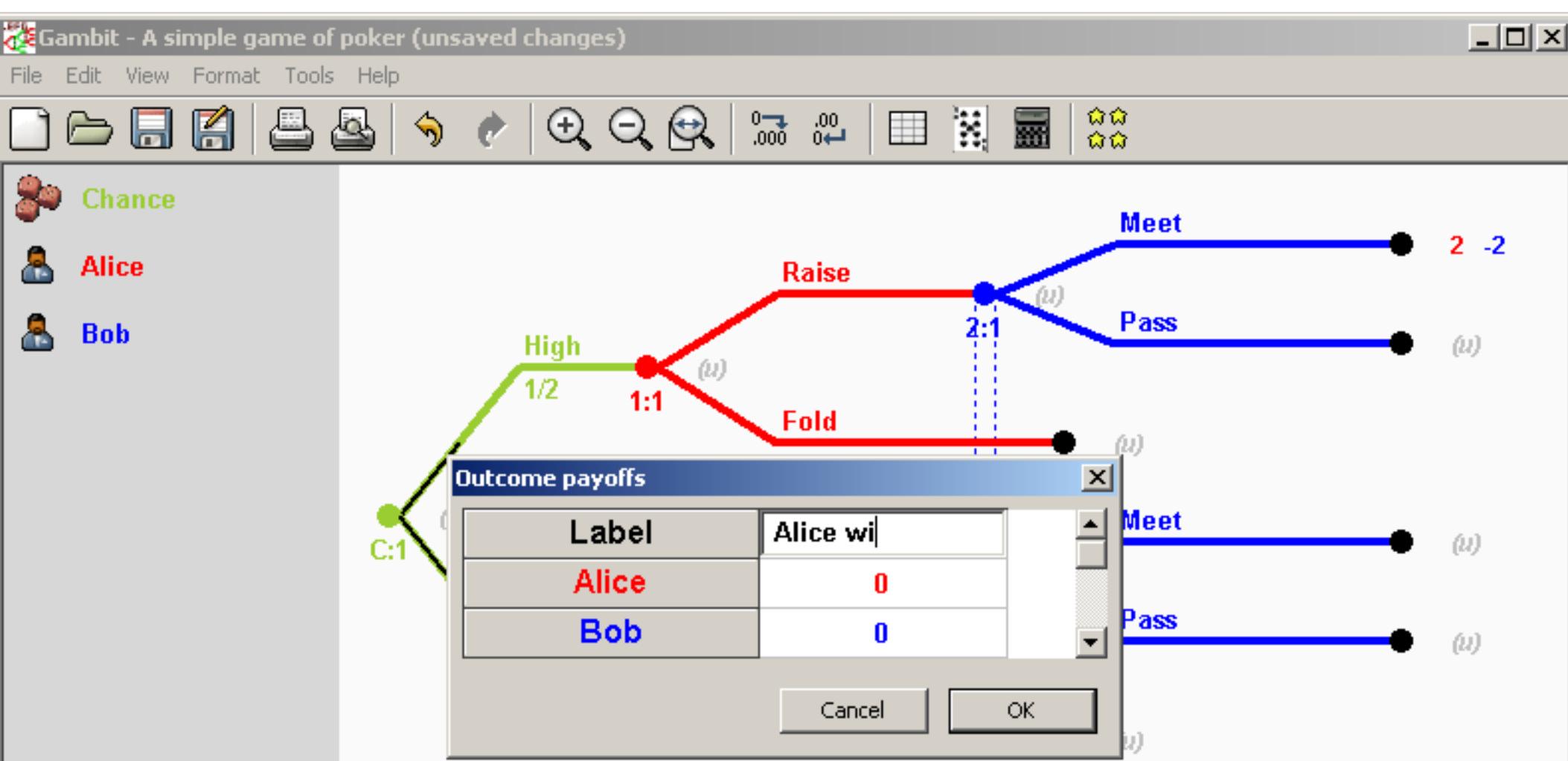
Chance

Alice

Bob





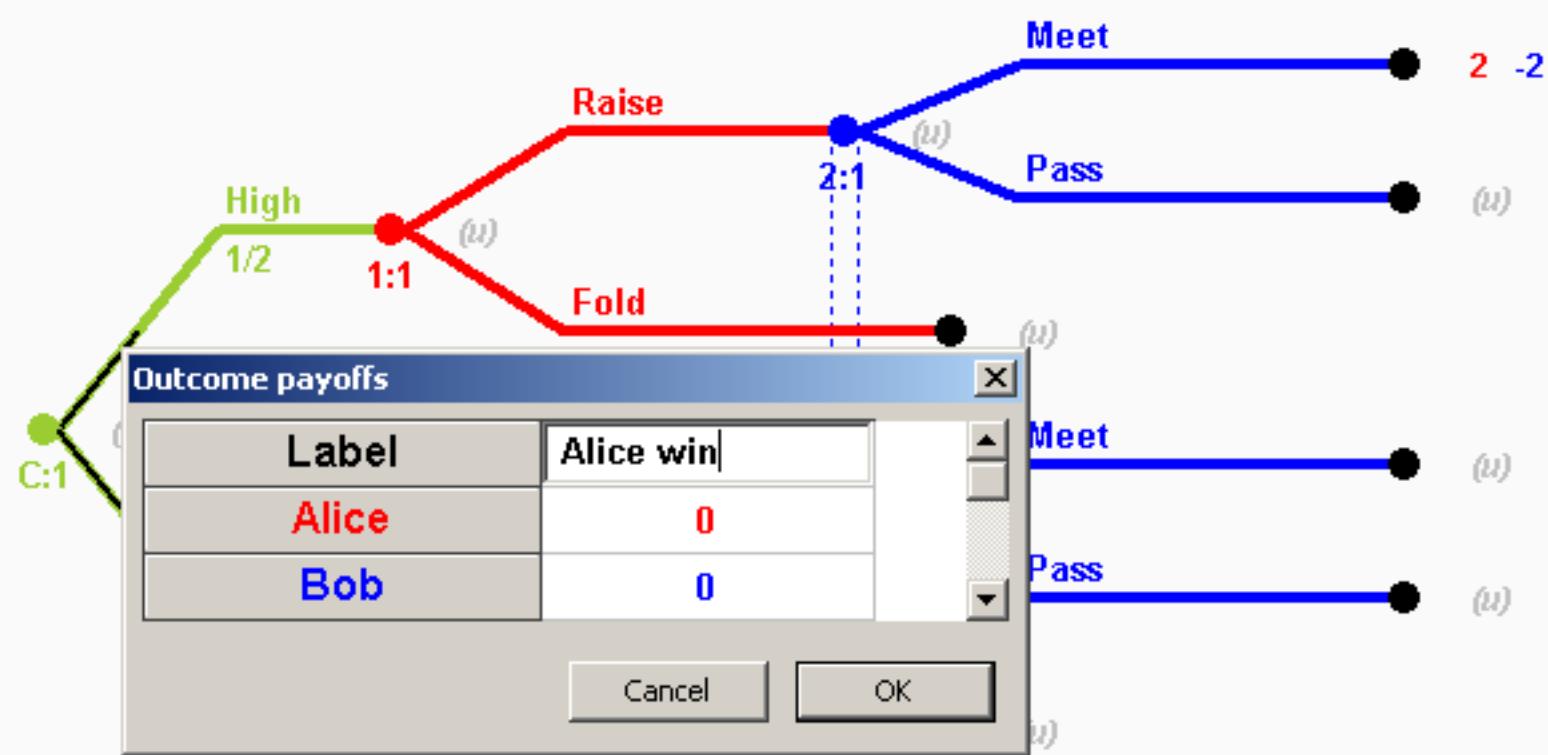


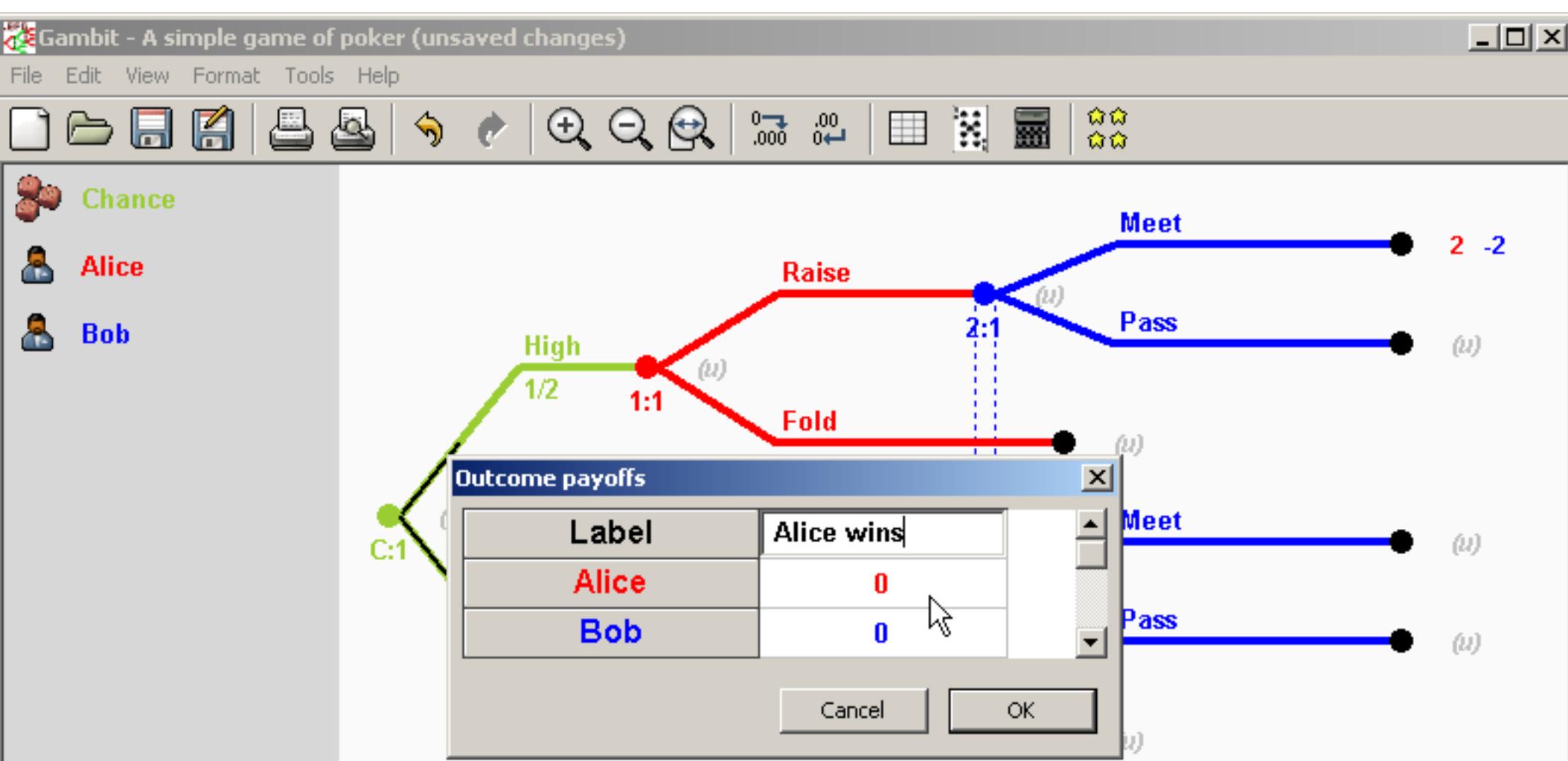


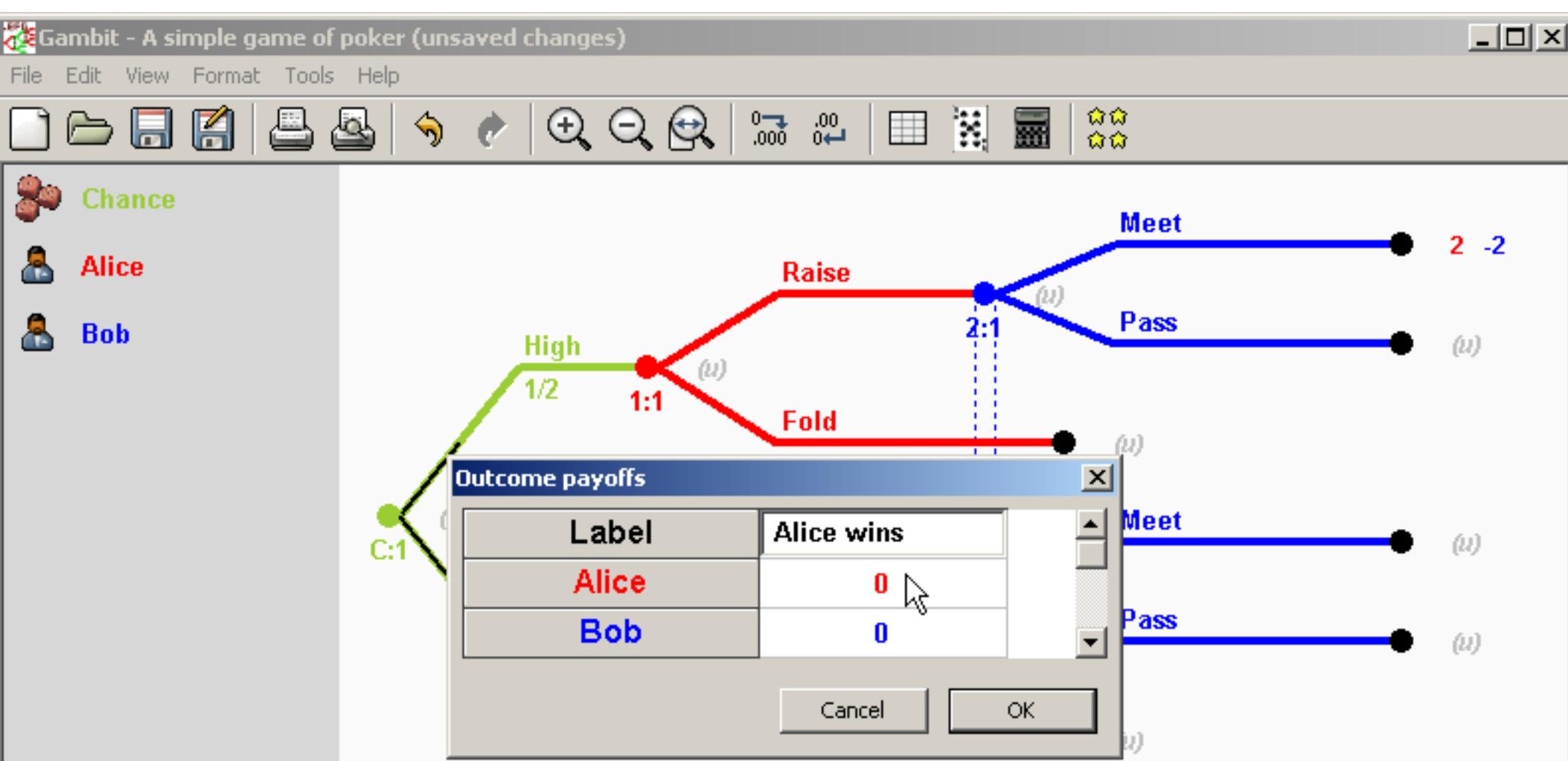
Chance

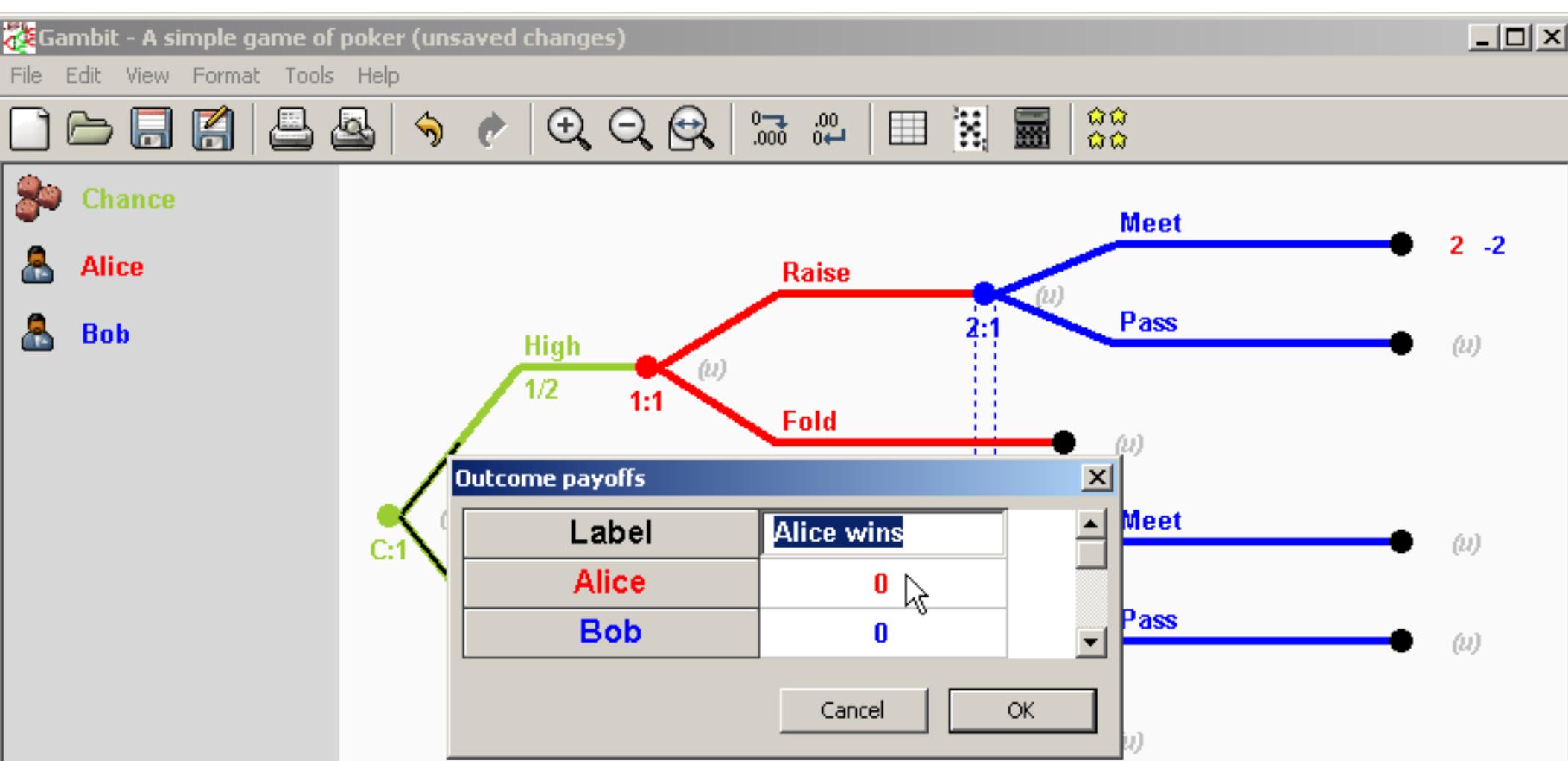
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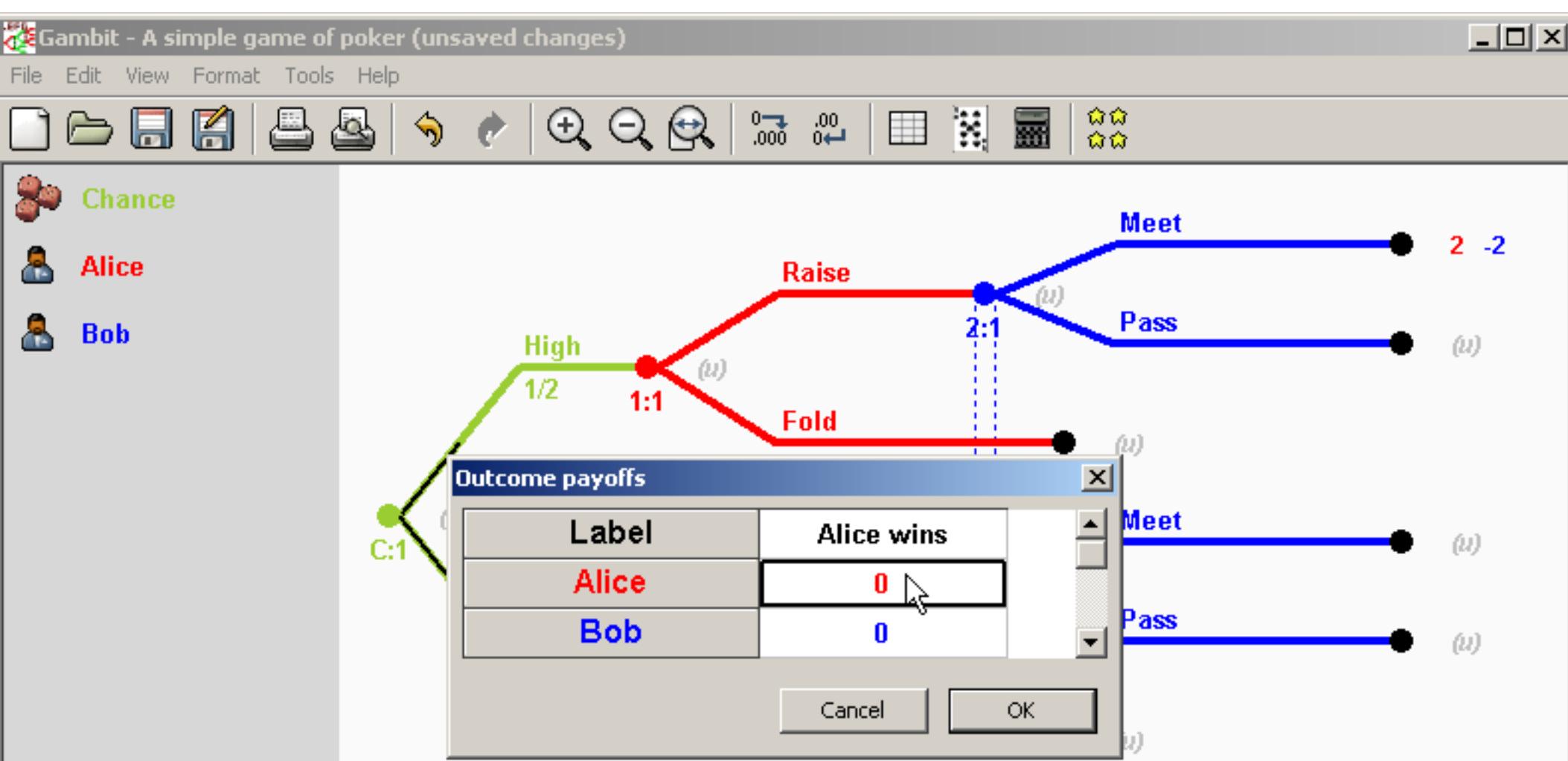
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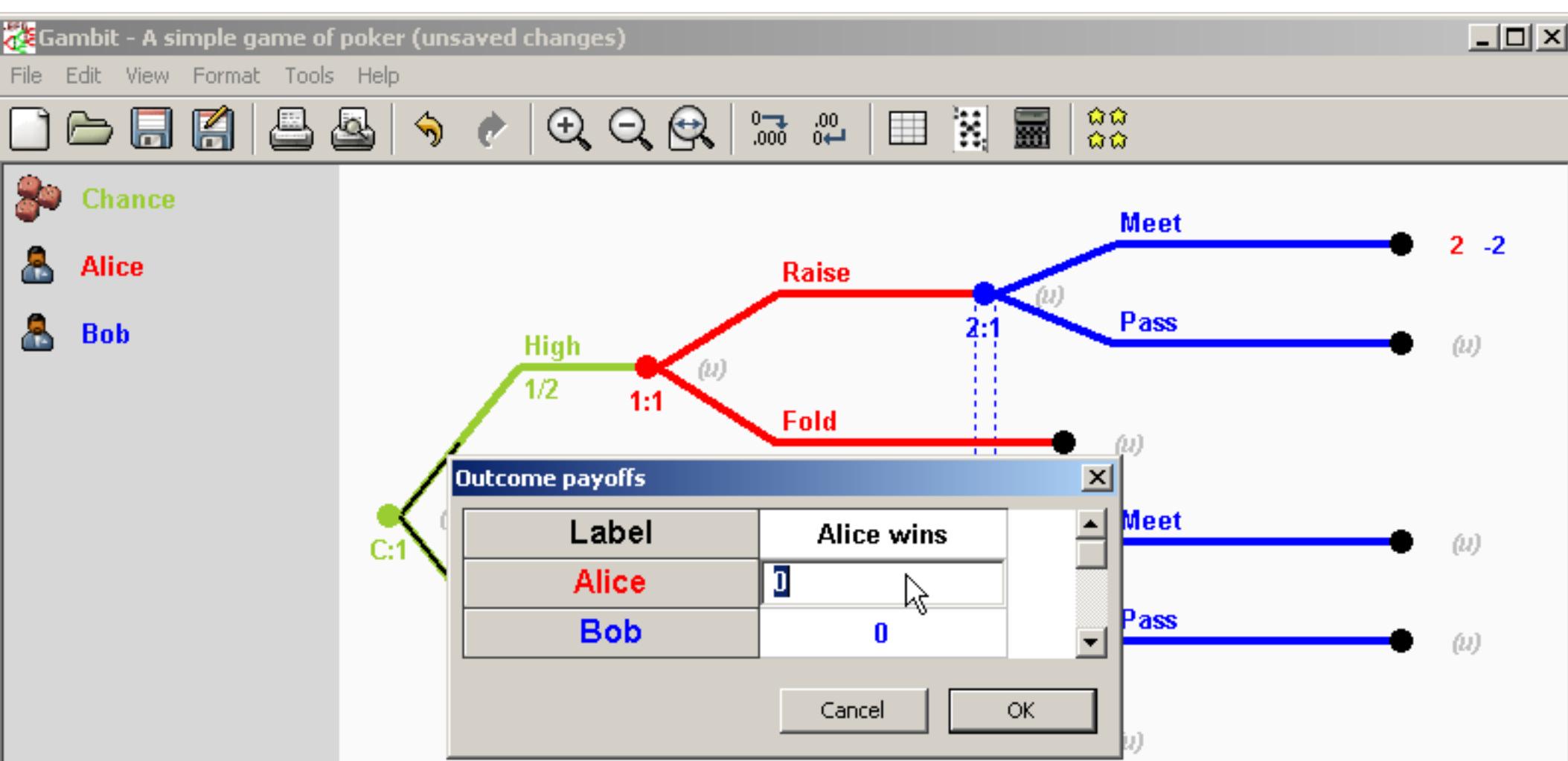


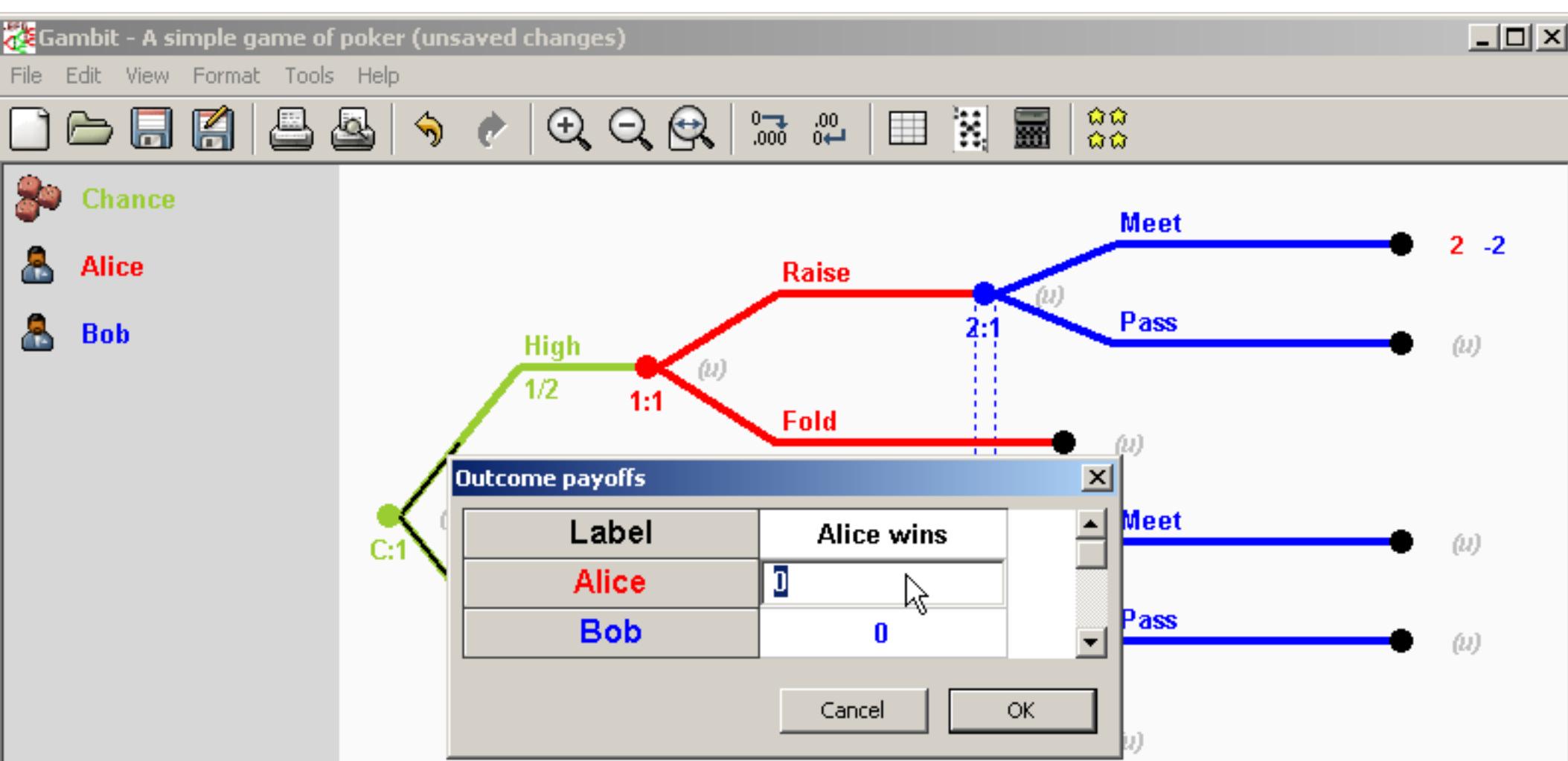


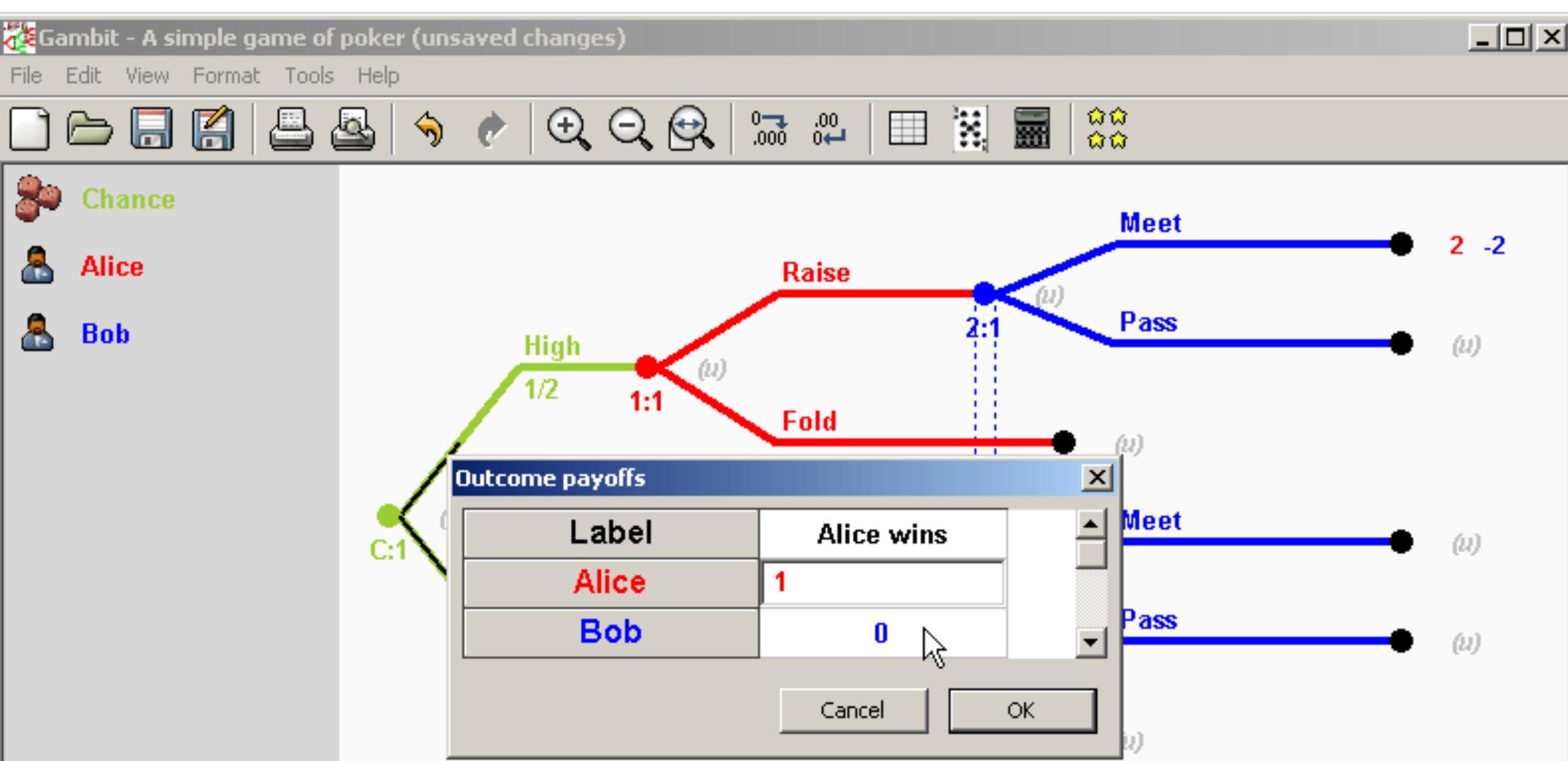


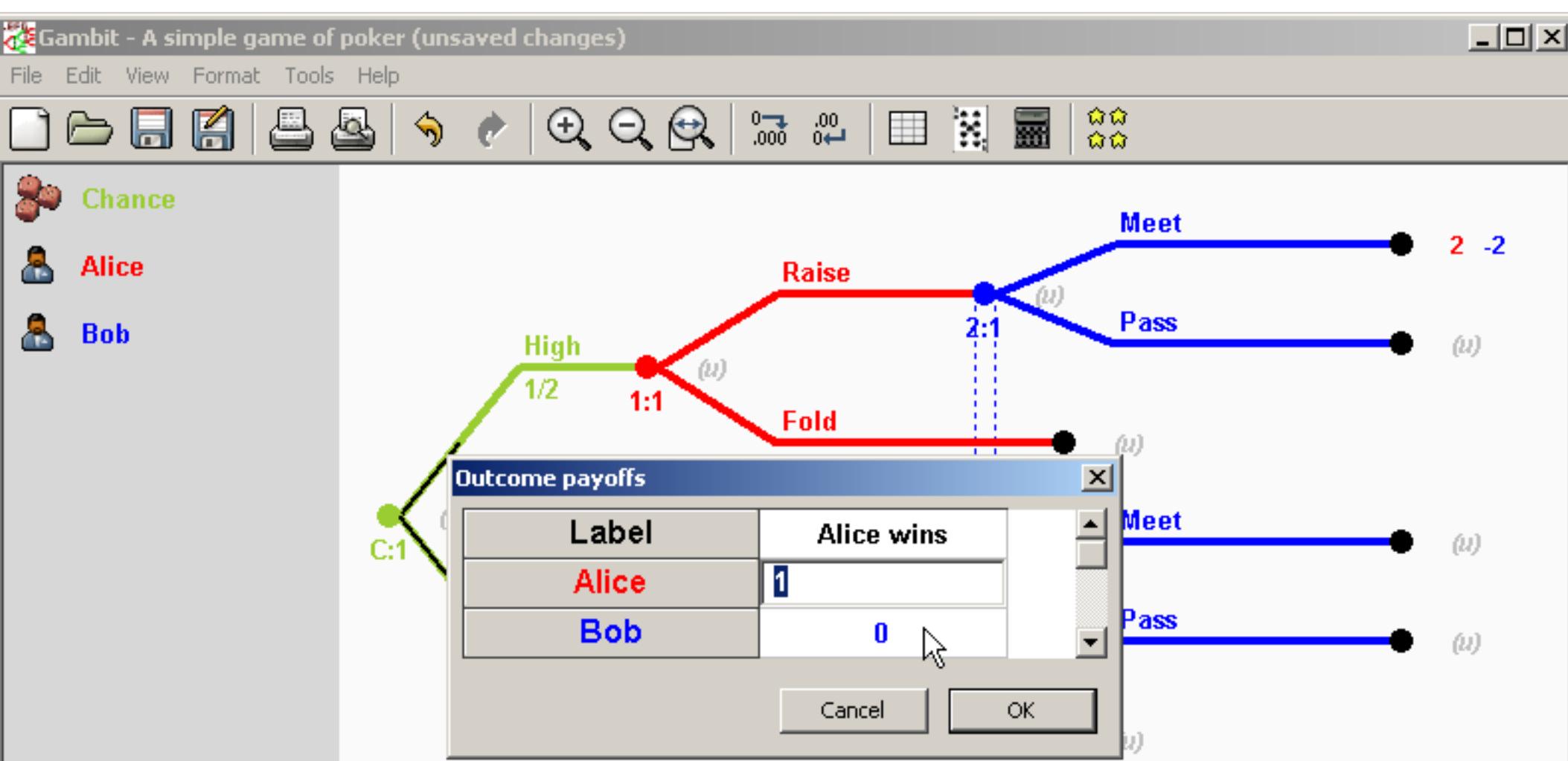


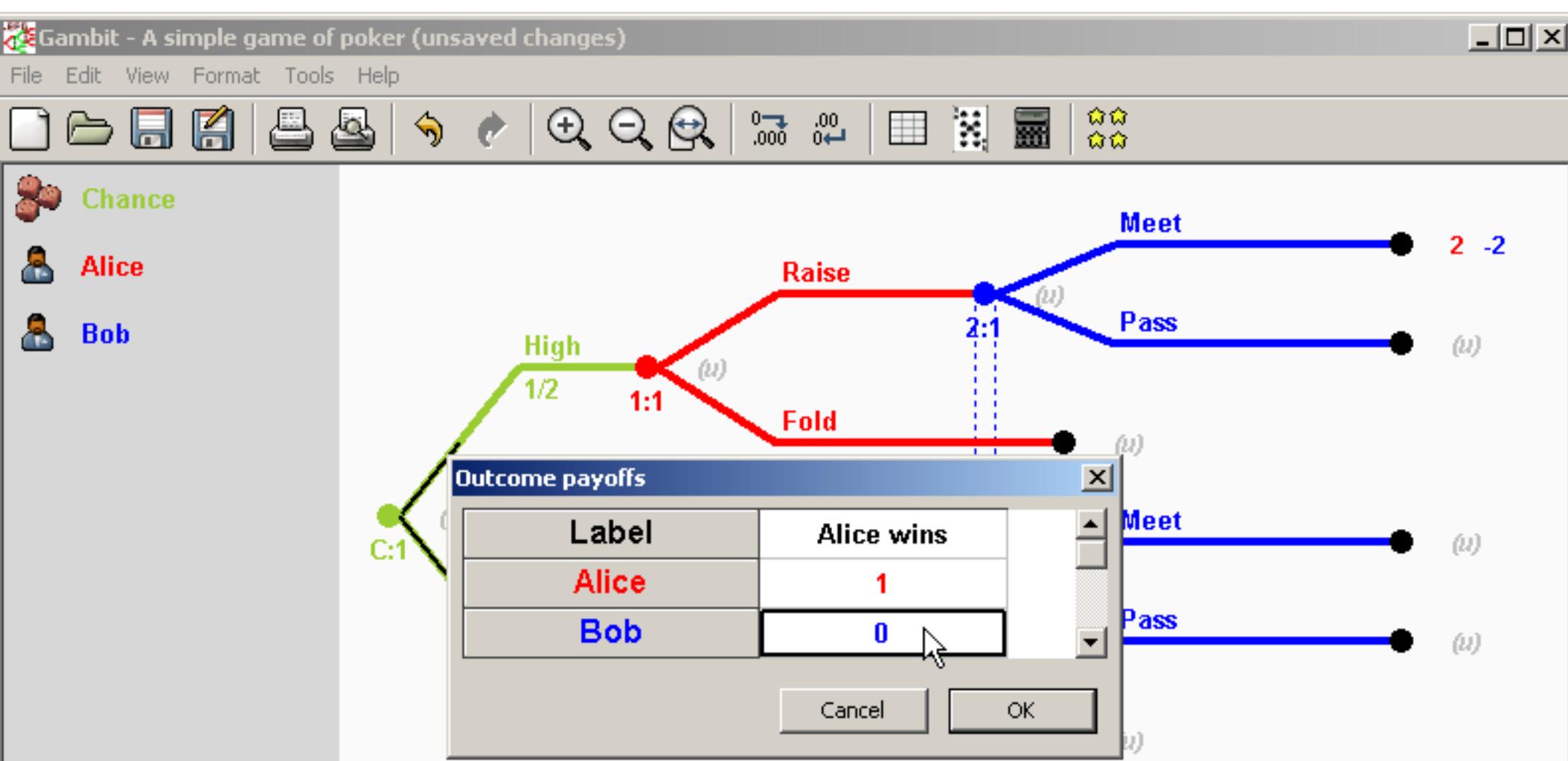


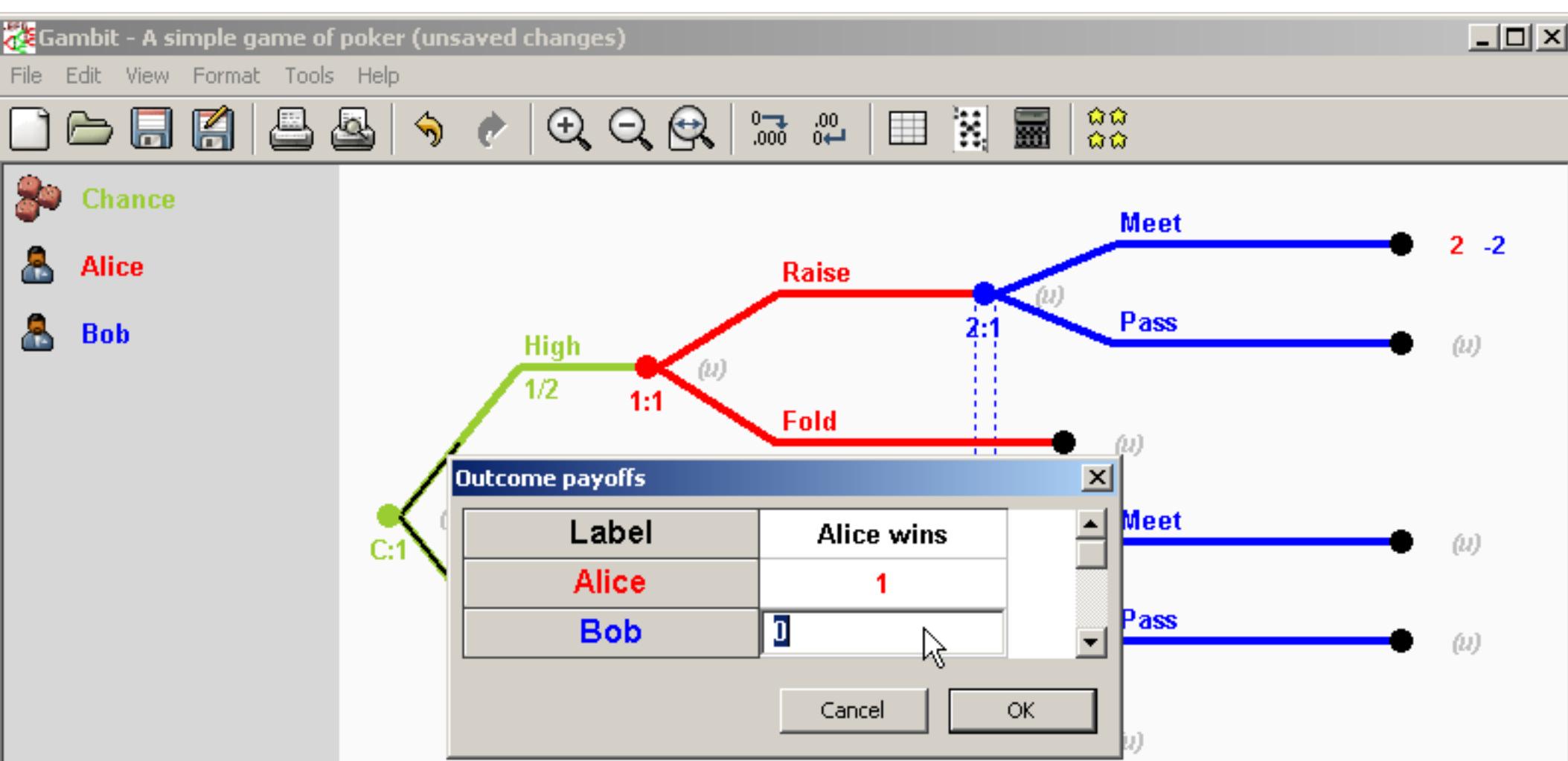


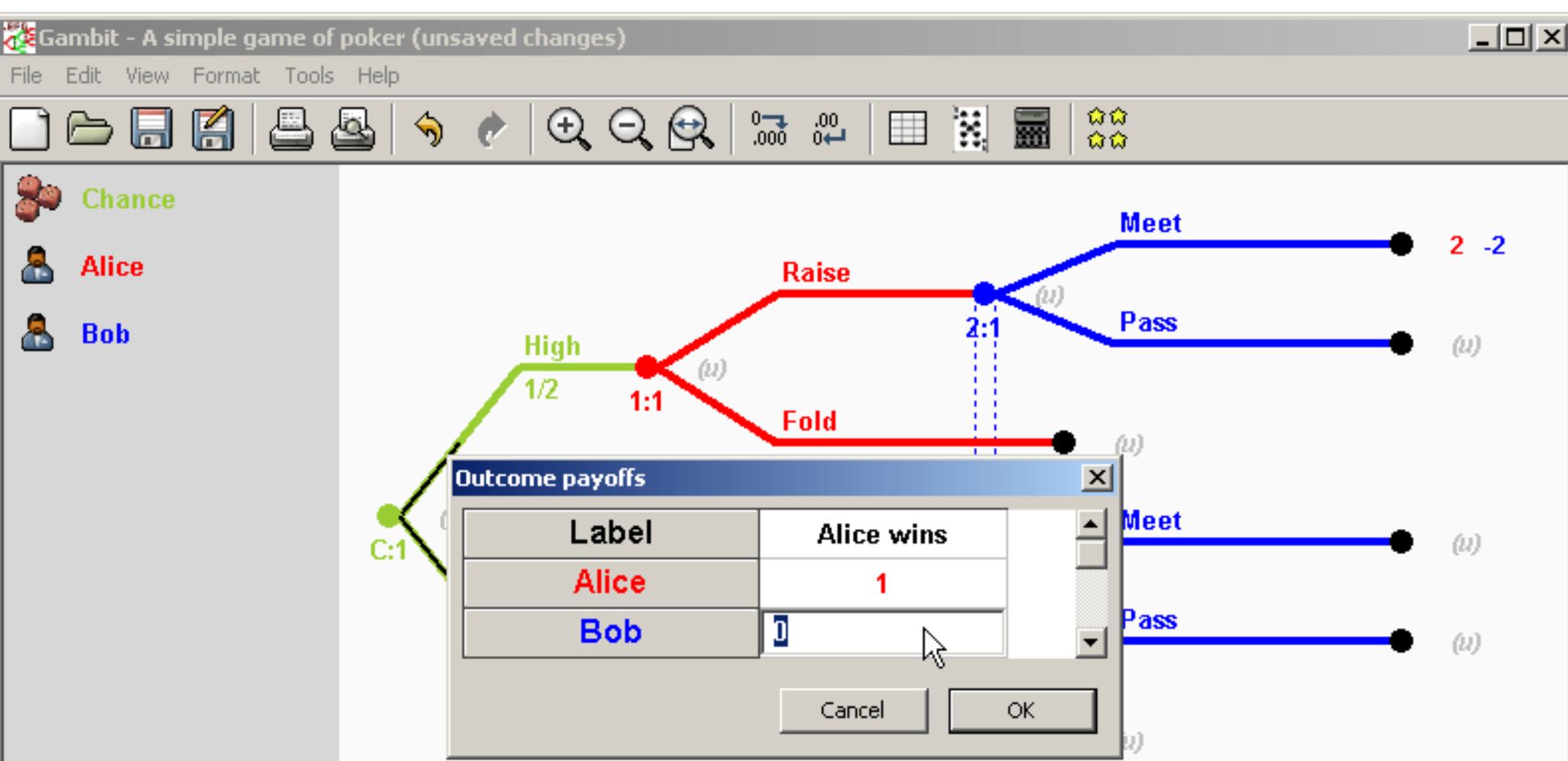


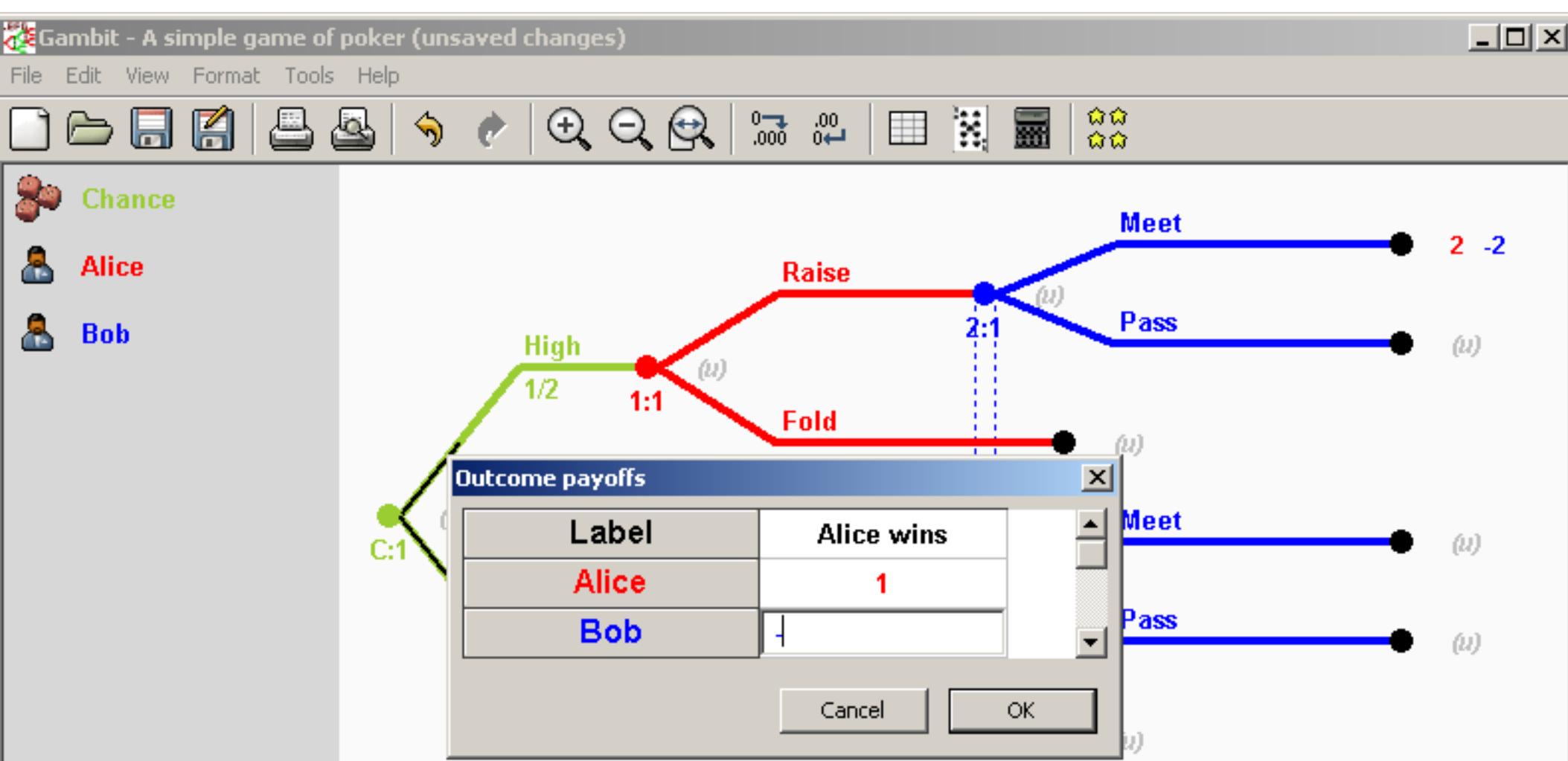










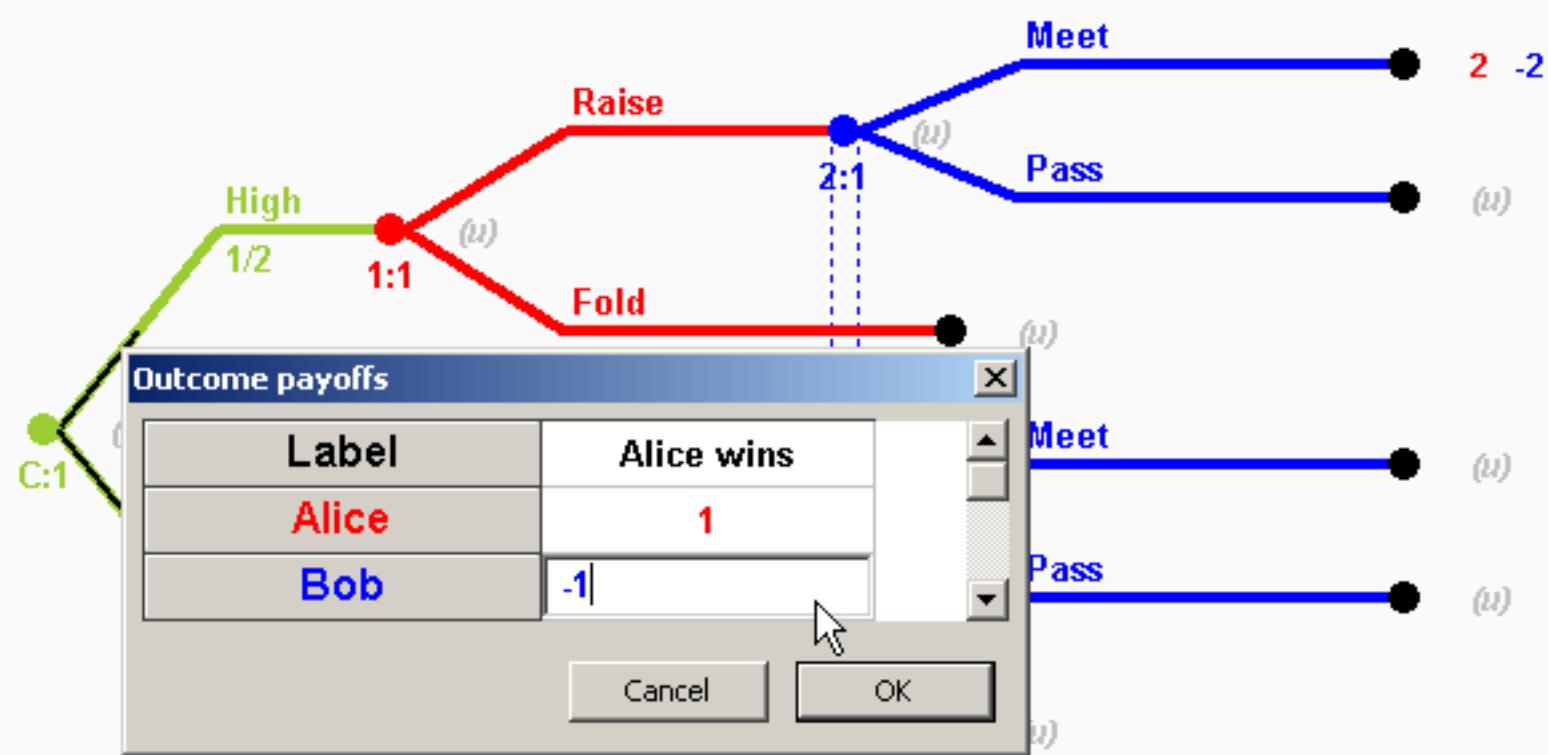




Chance

Alice

Bob

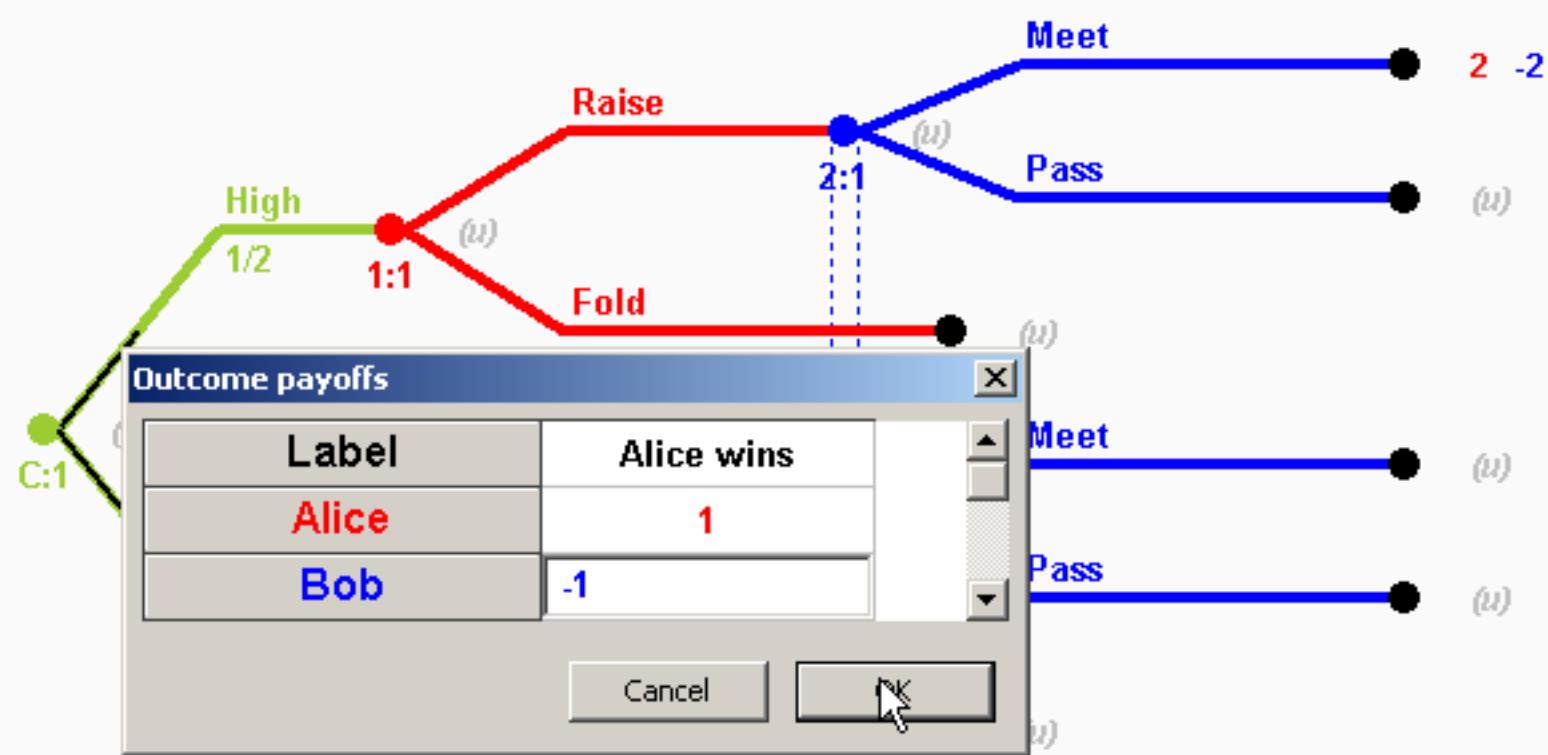




Chance

Alice

Bob

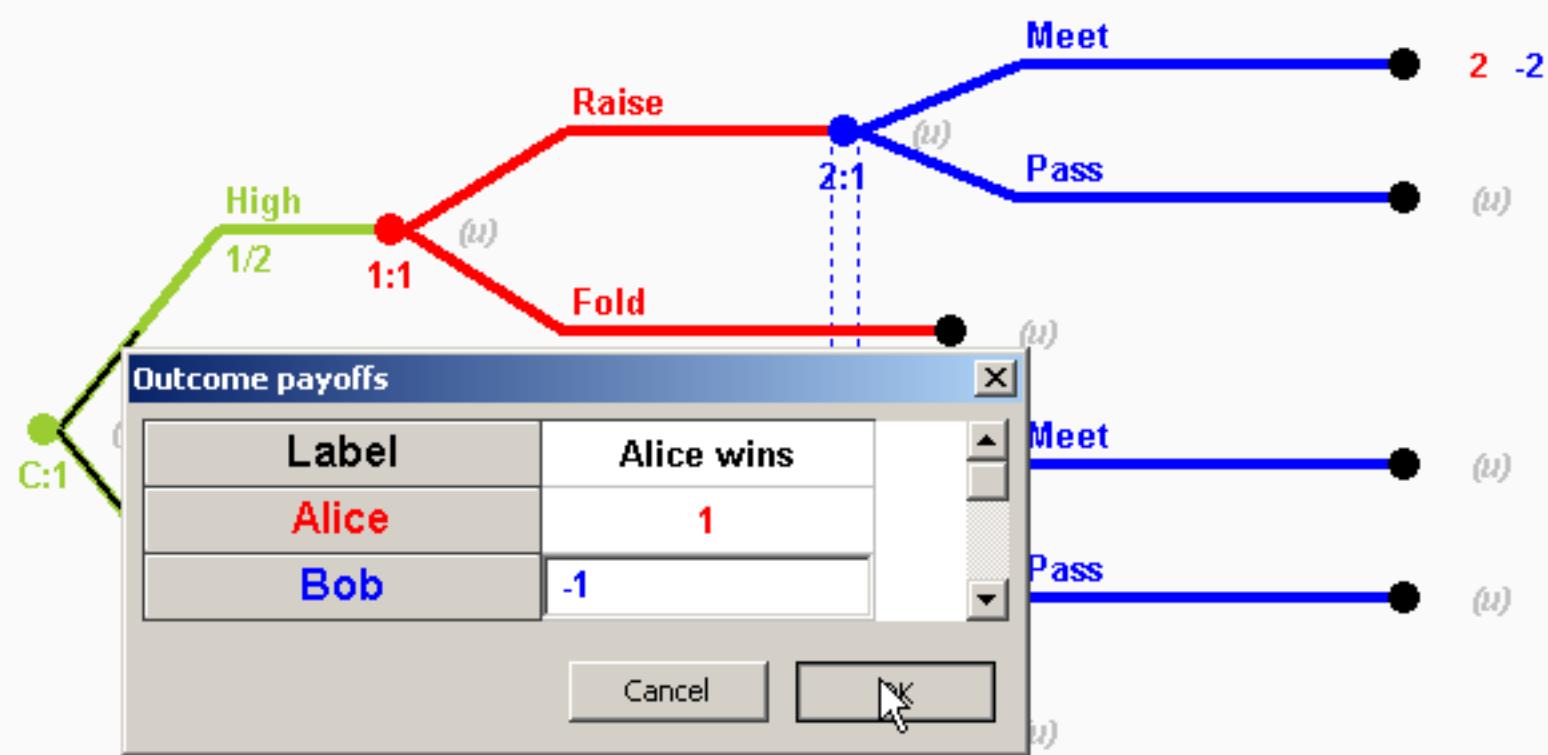




Chance

Alice

Bob

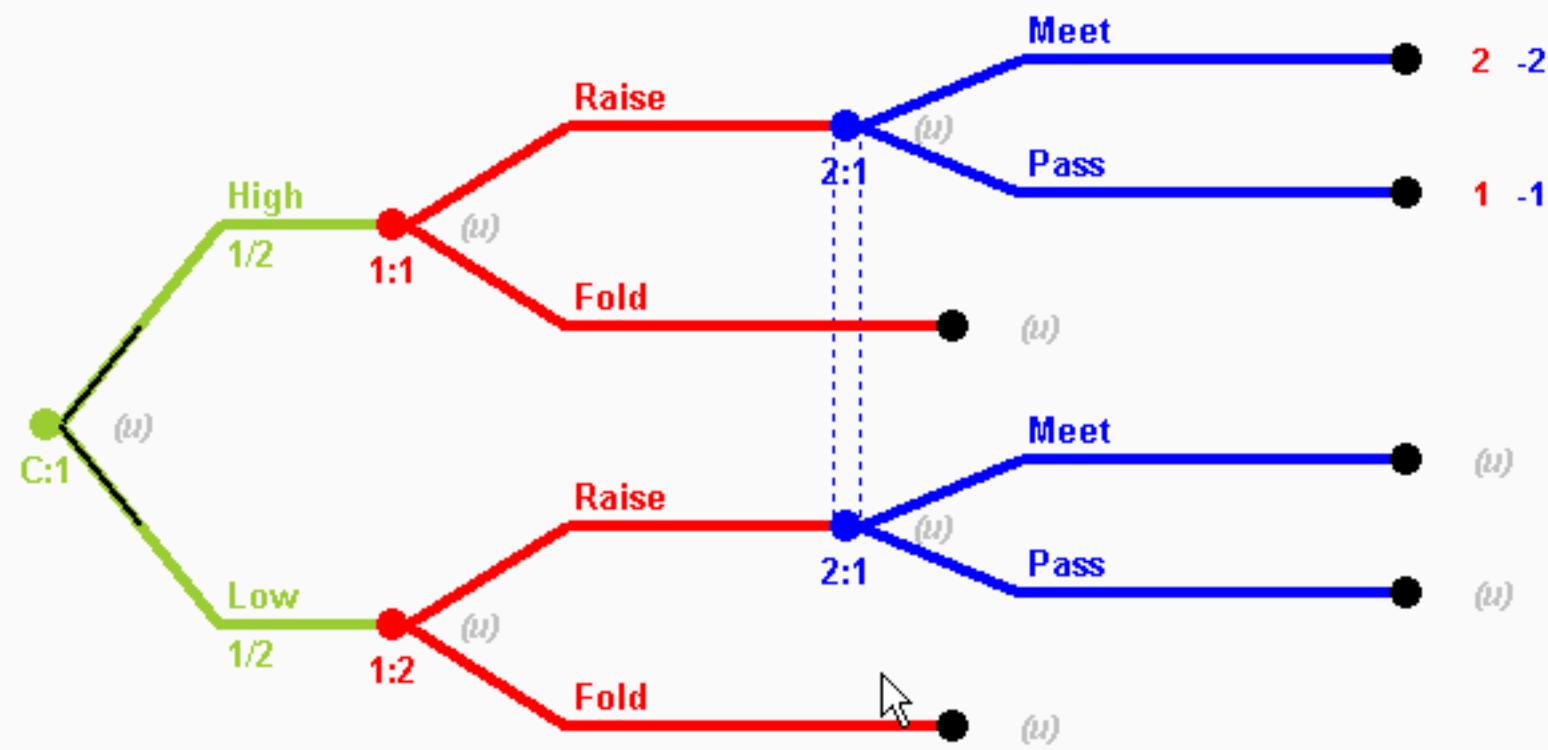




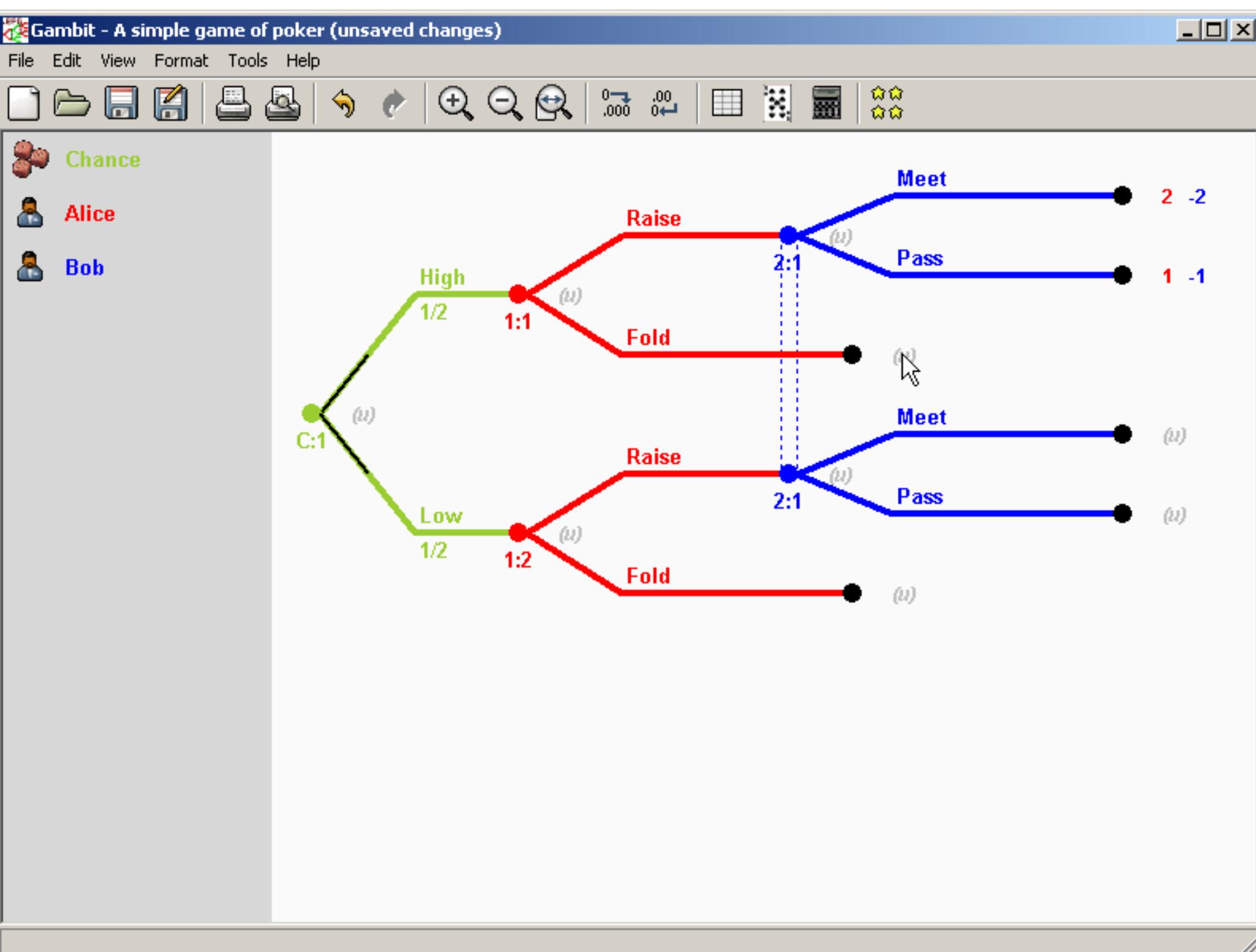
Chance

Alice

Bob



Similarly, when Alice folds, she forfeits her dollar to Bob.





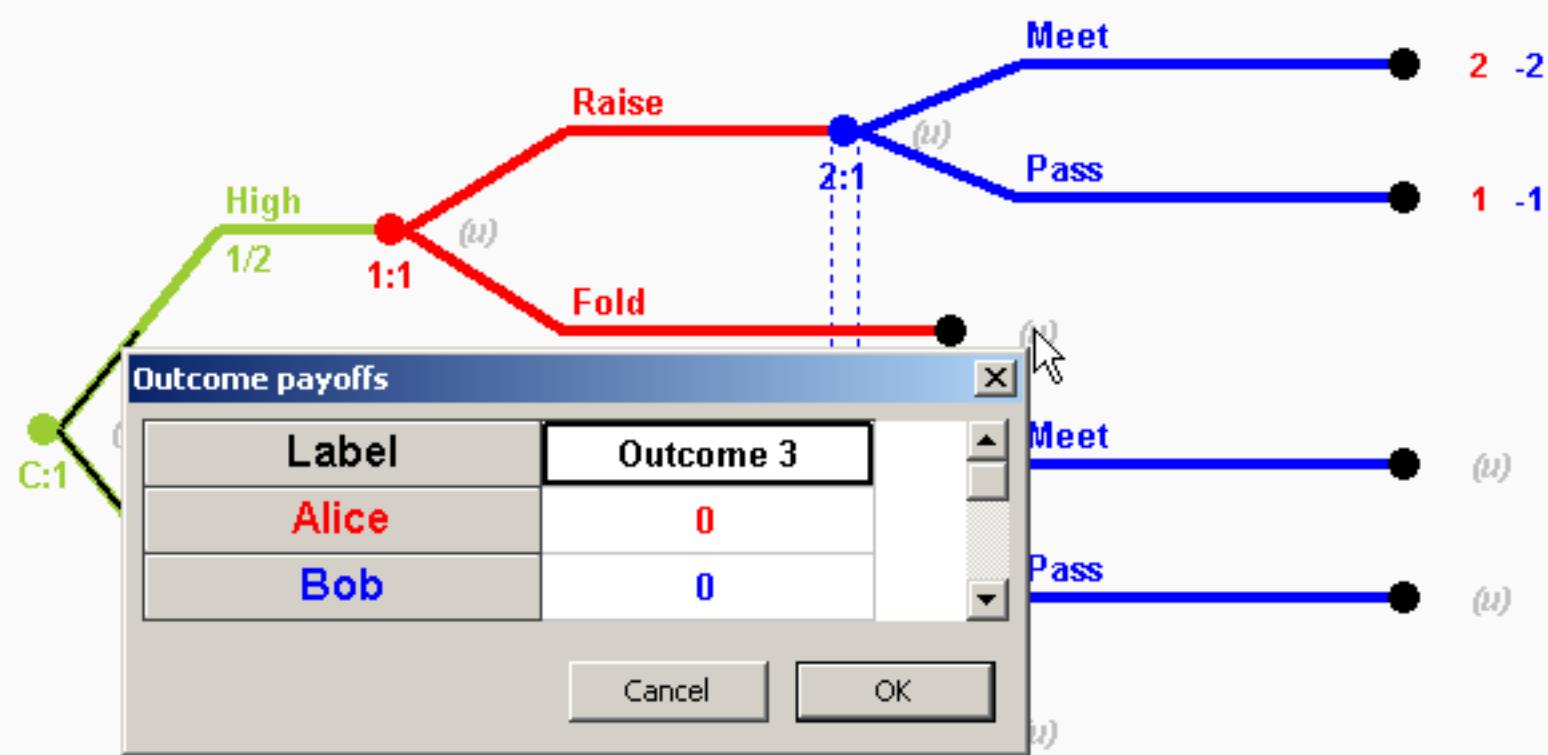
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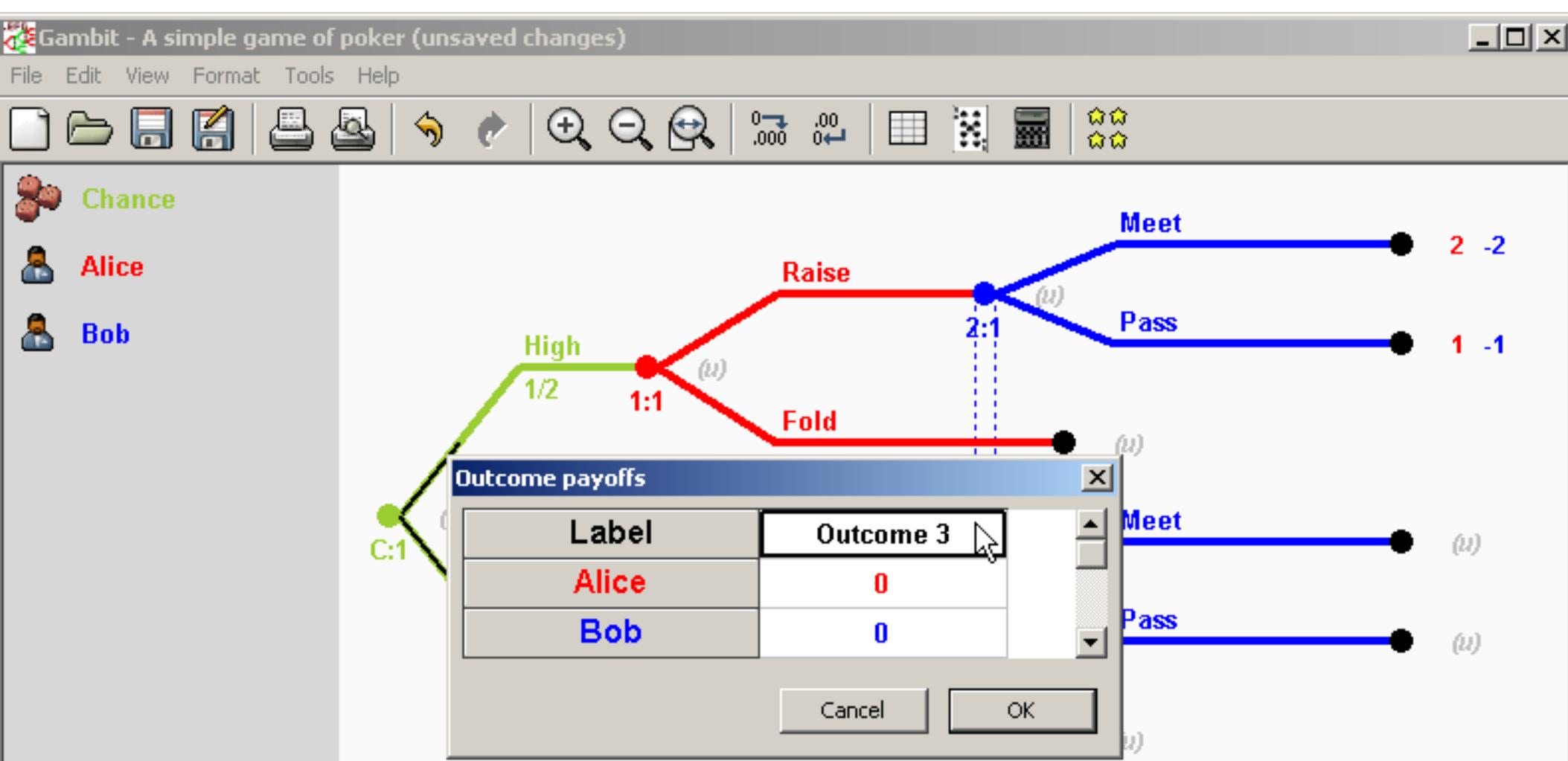


Chance

Alice

Bob



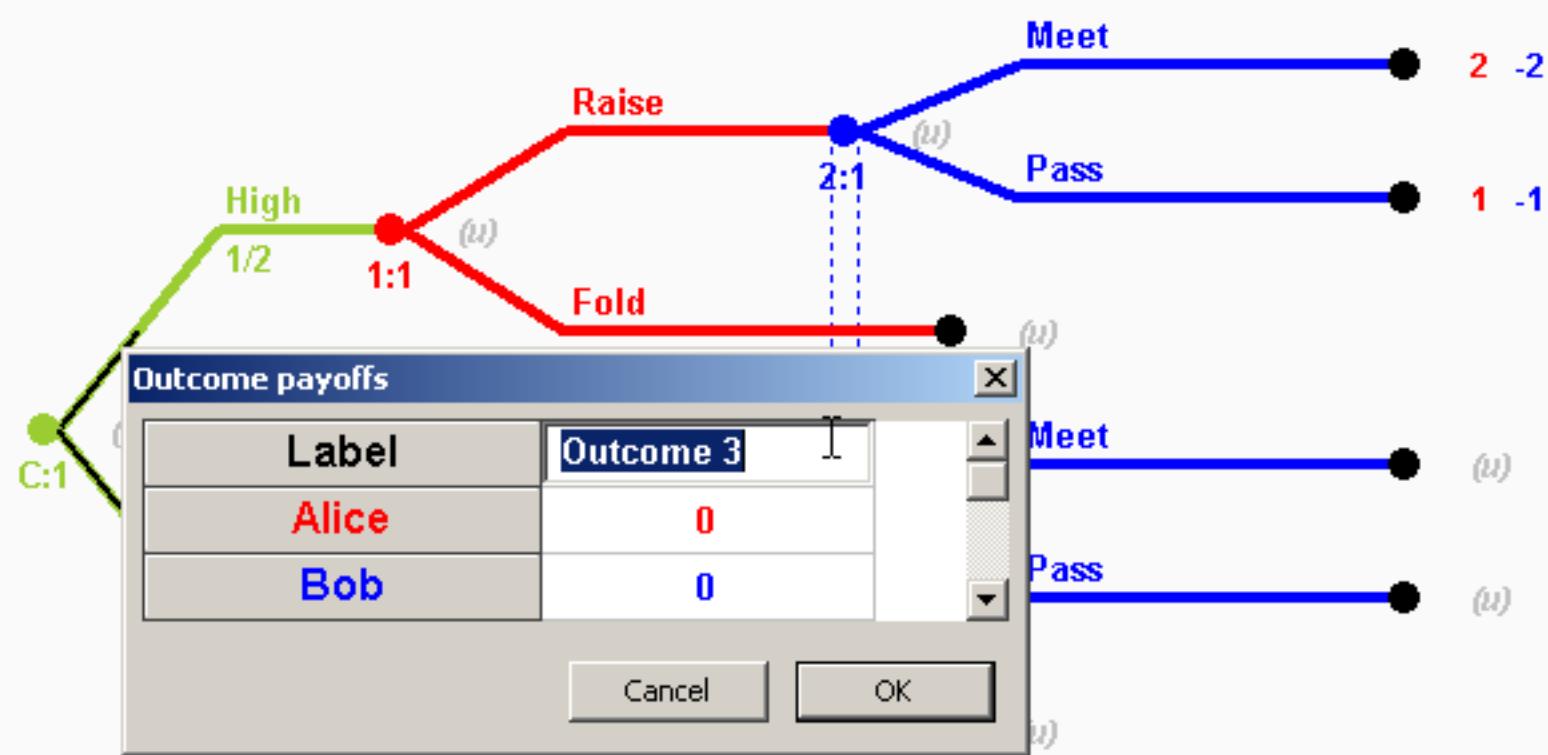




Chance

Alice

Bob

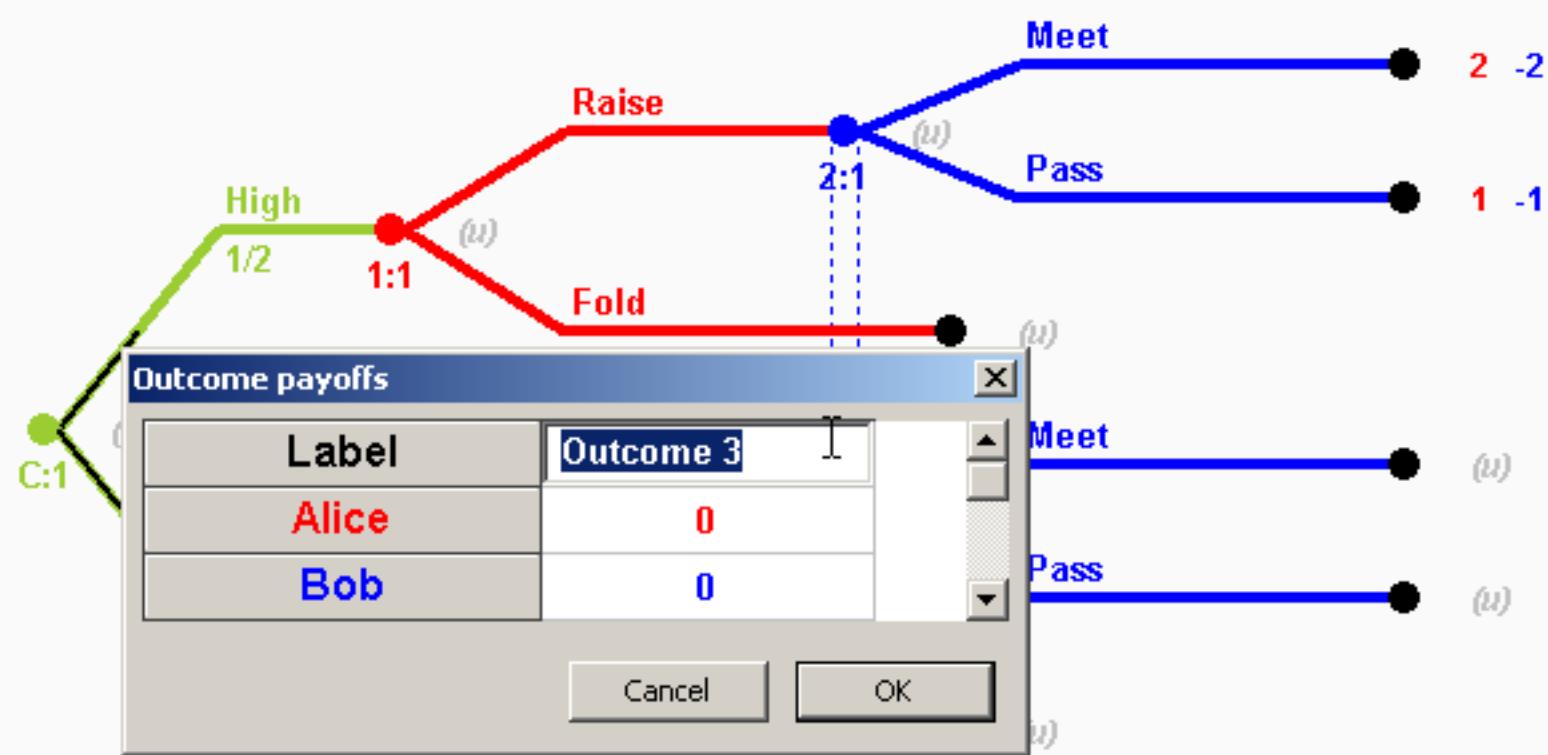




Chance

Alice

Bob

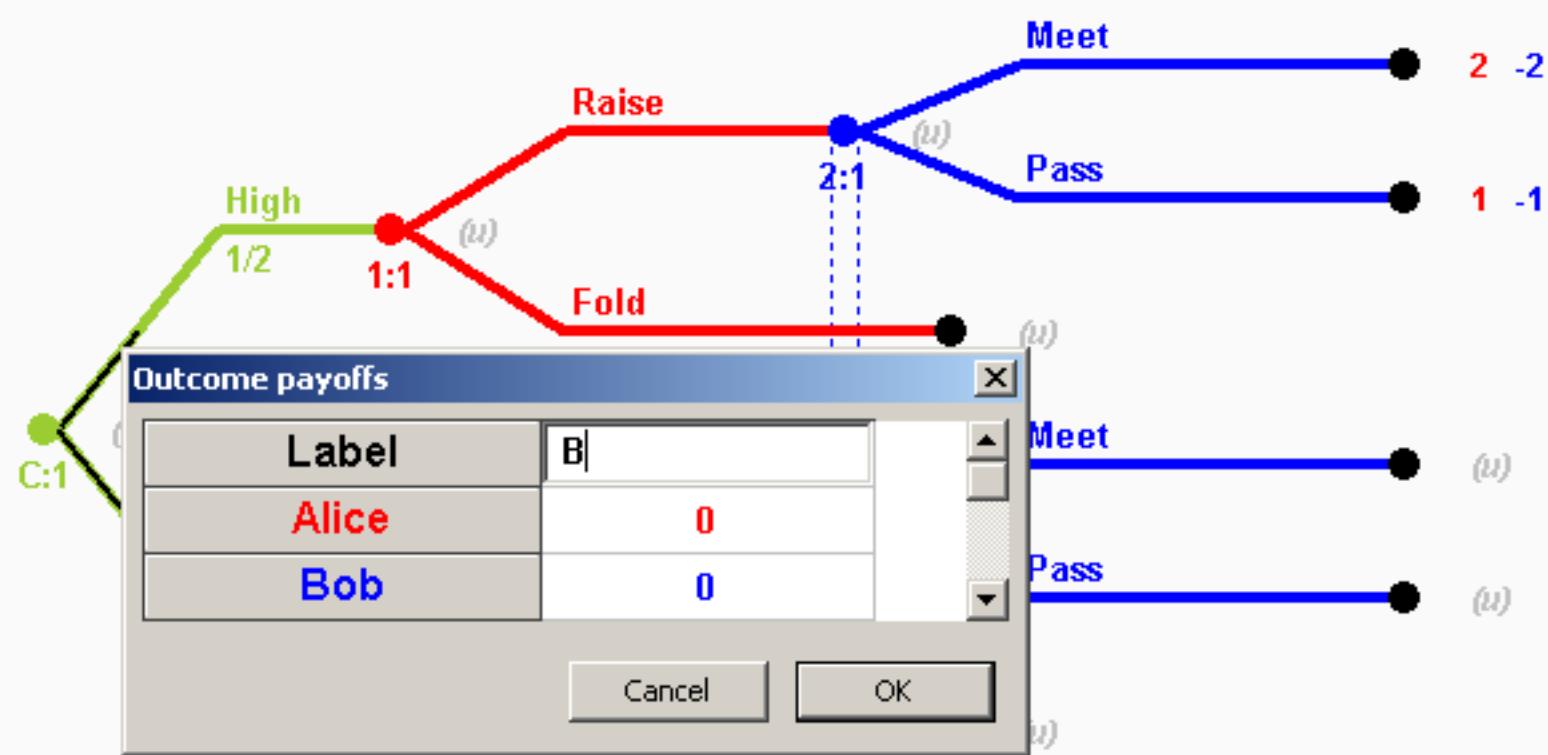




Chance

Alice

Bob

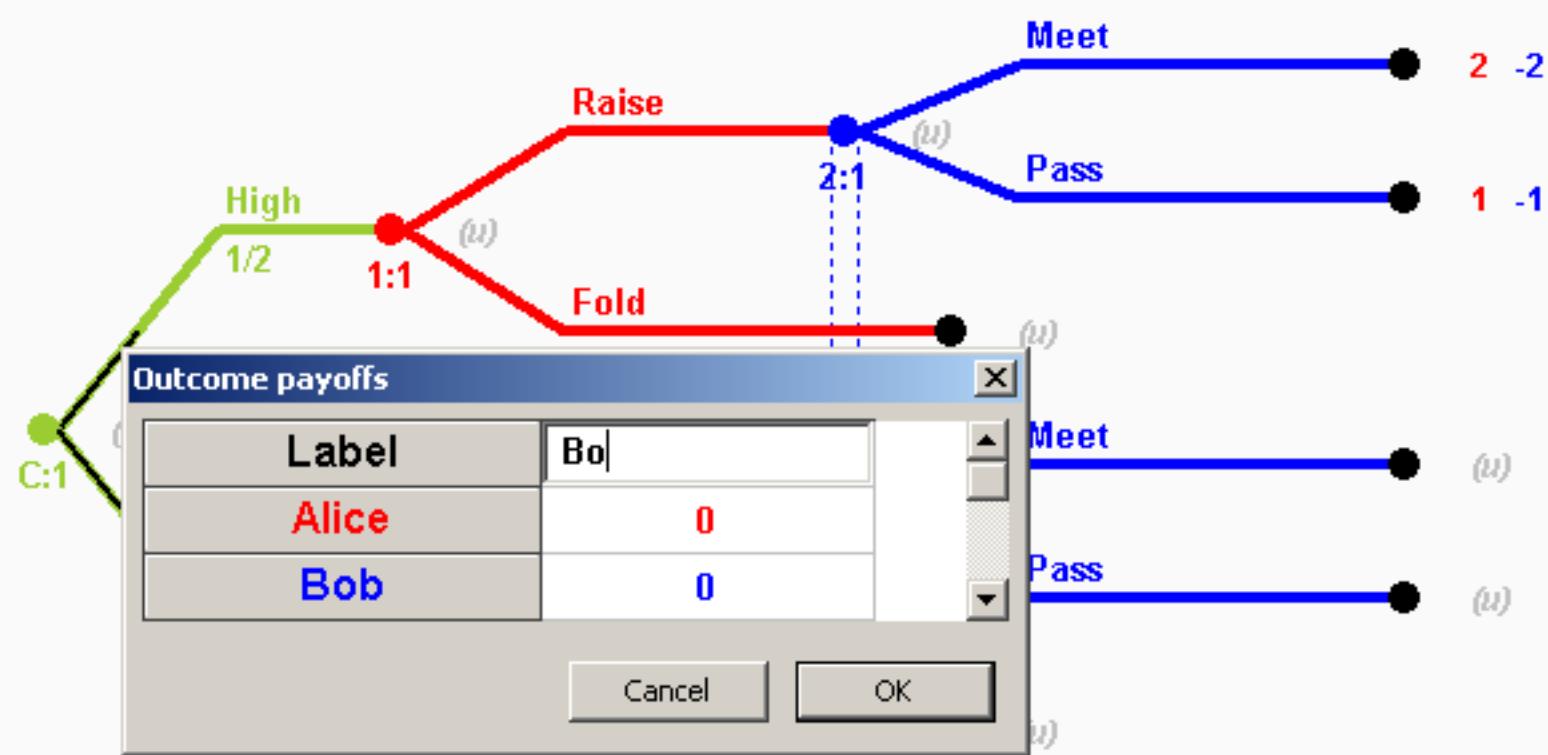




Chance

Alice

Bob

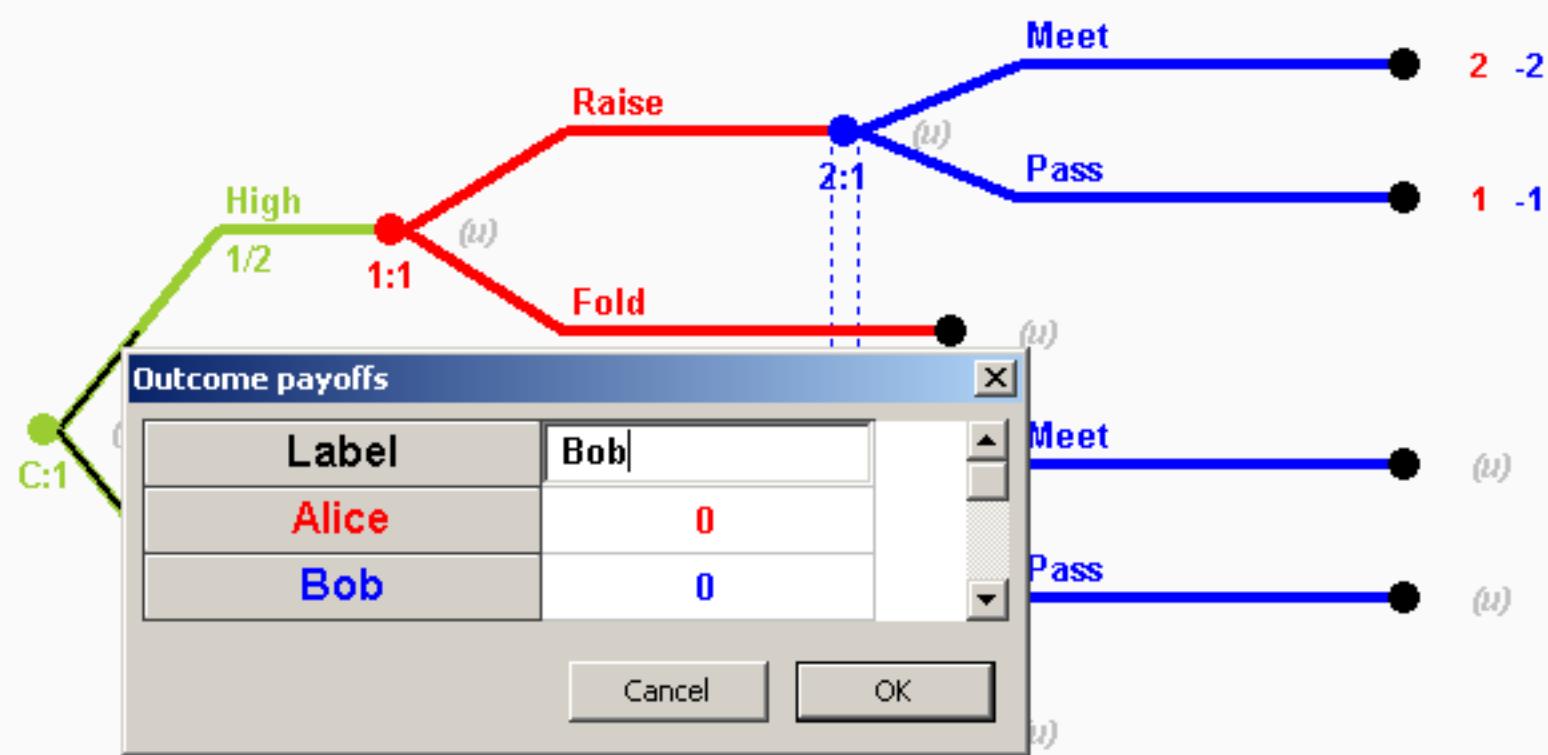




Chance

Alice

Bob

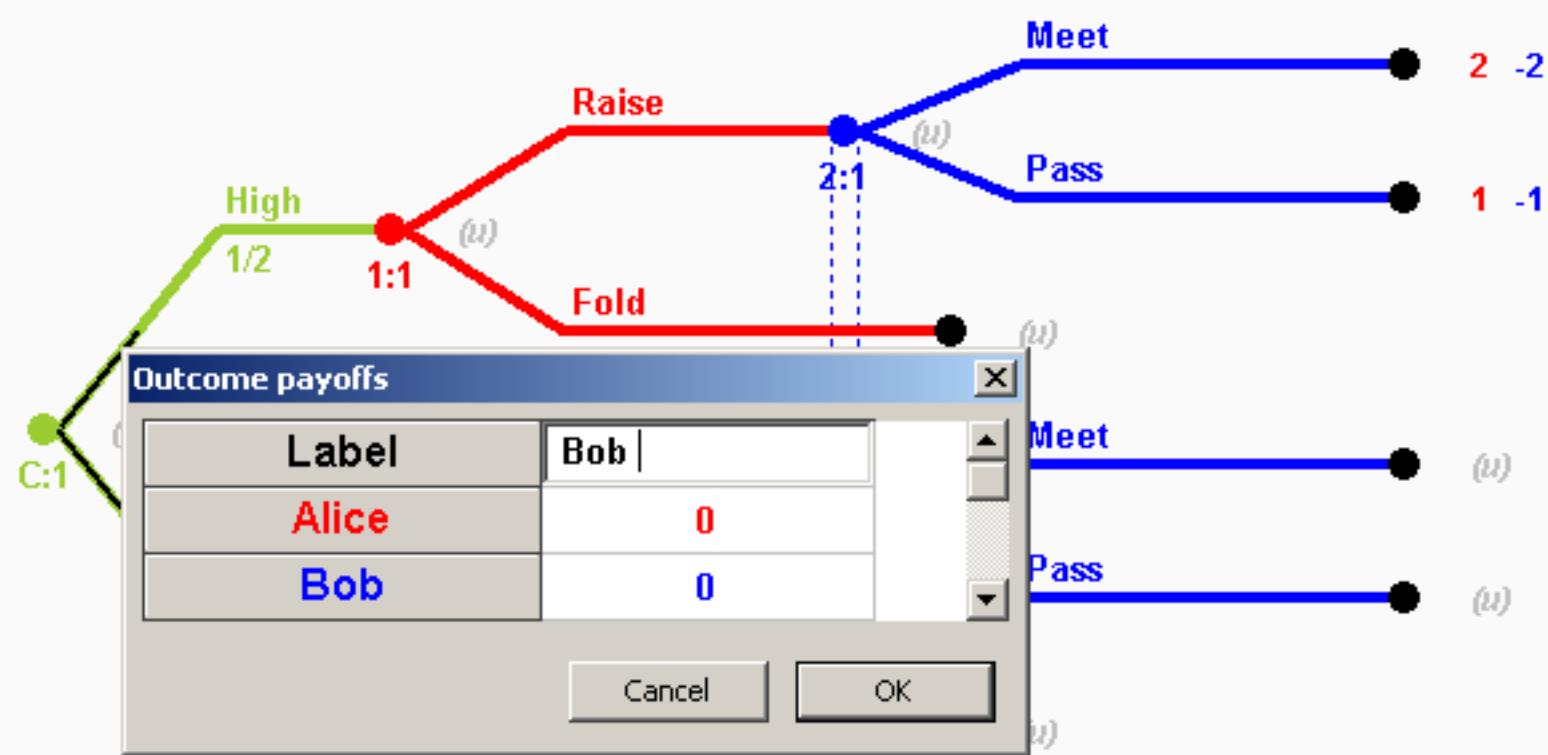




Chance

Alice

Bob

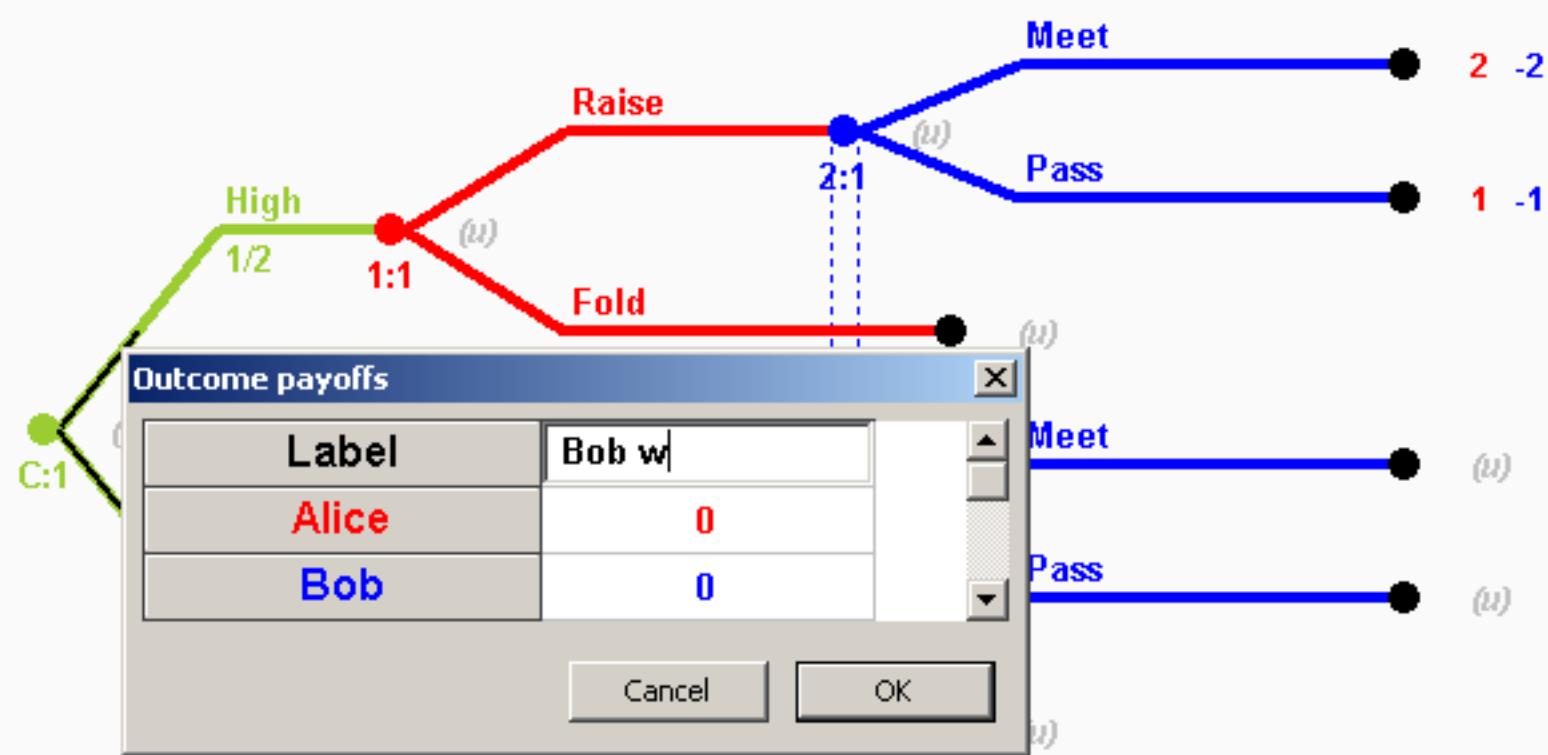




Chance

Alice

Bob

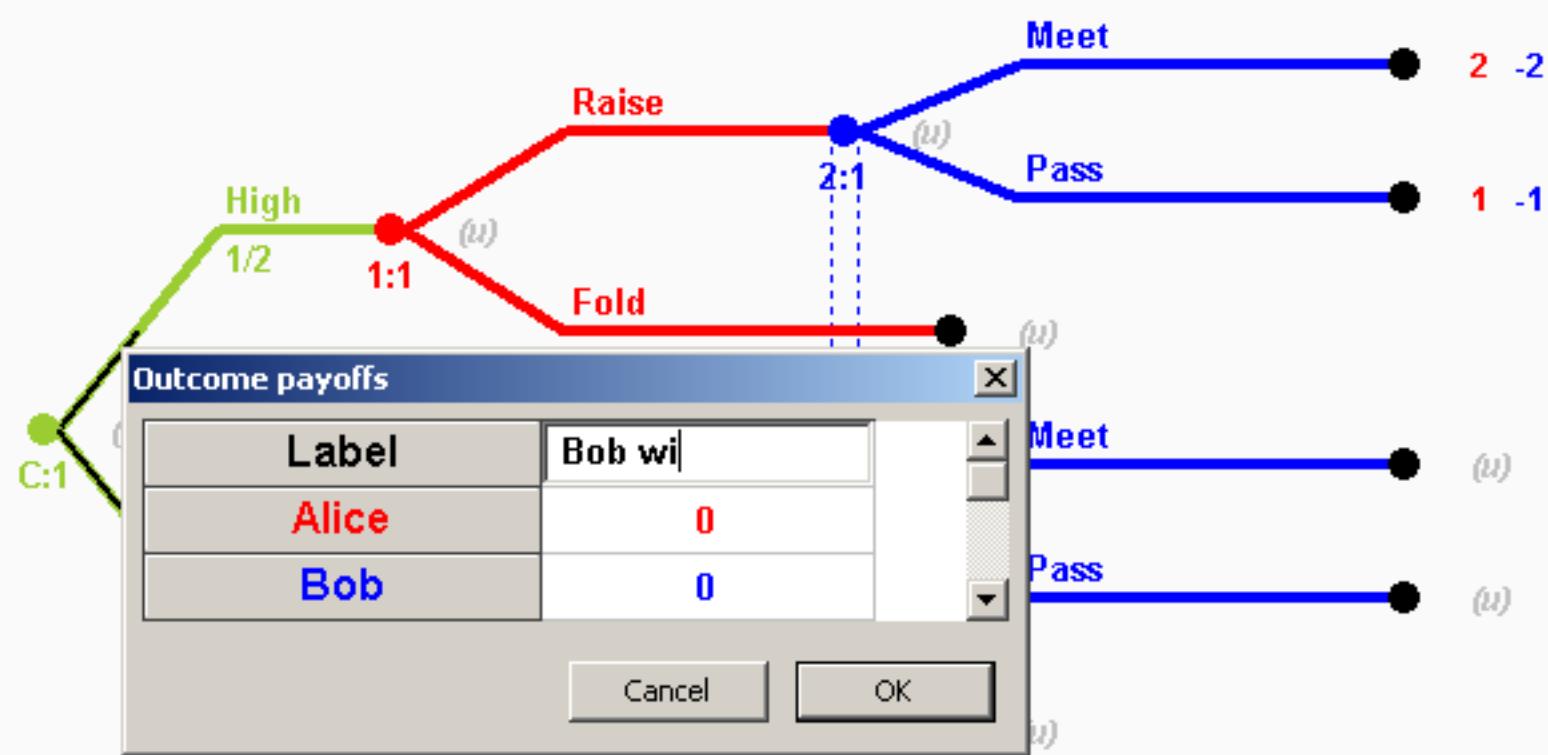




Chance

Alice

Bob

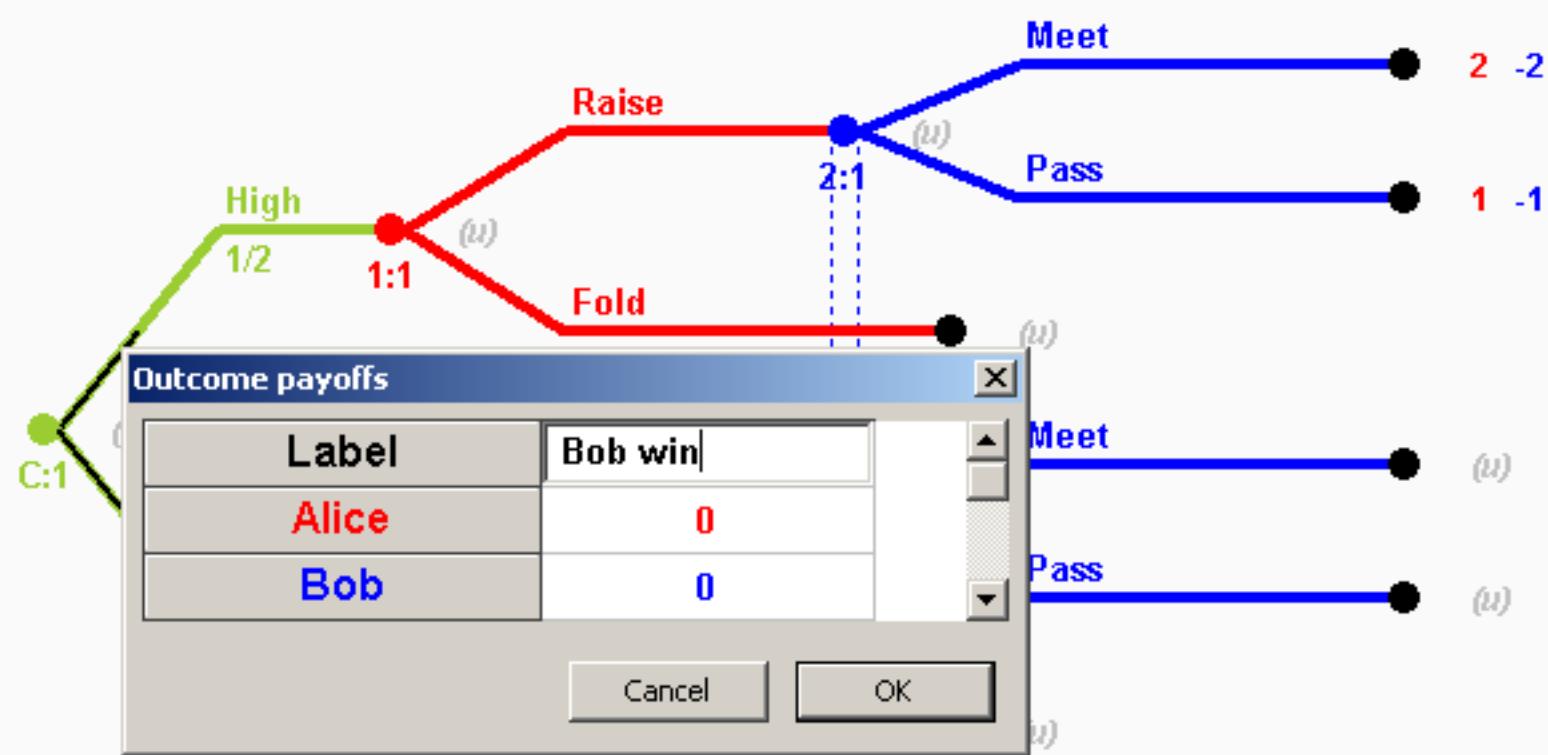




Chance

Alice

Bob

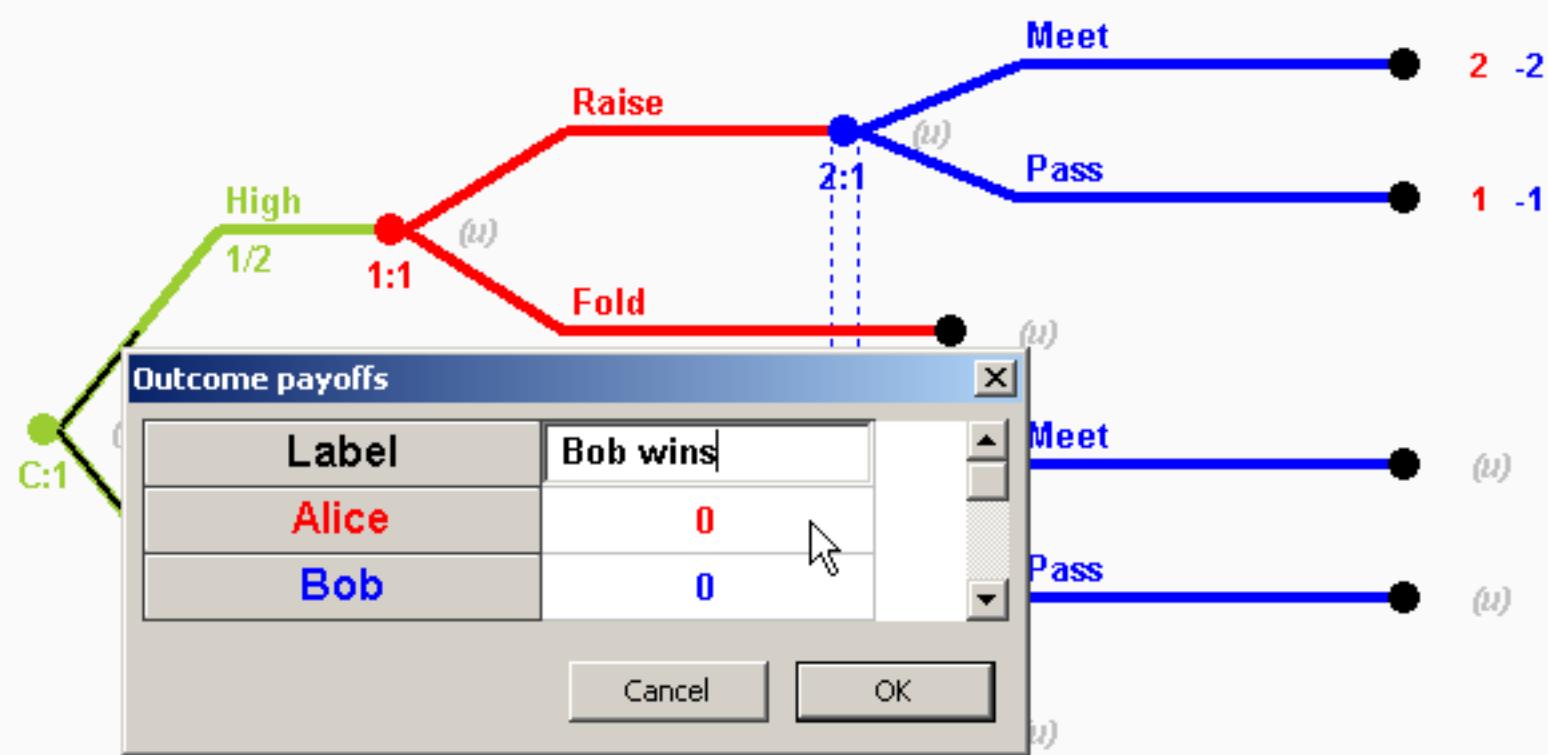


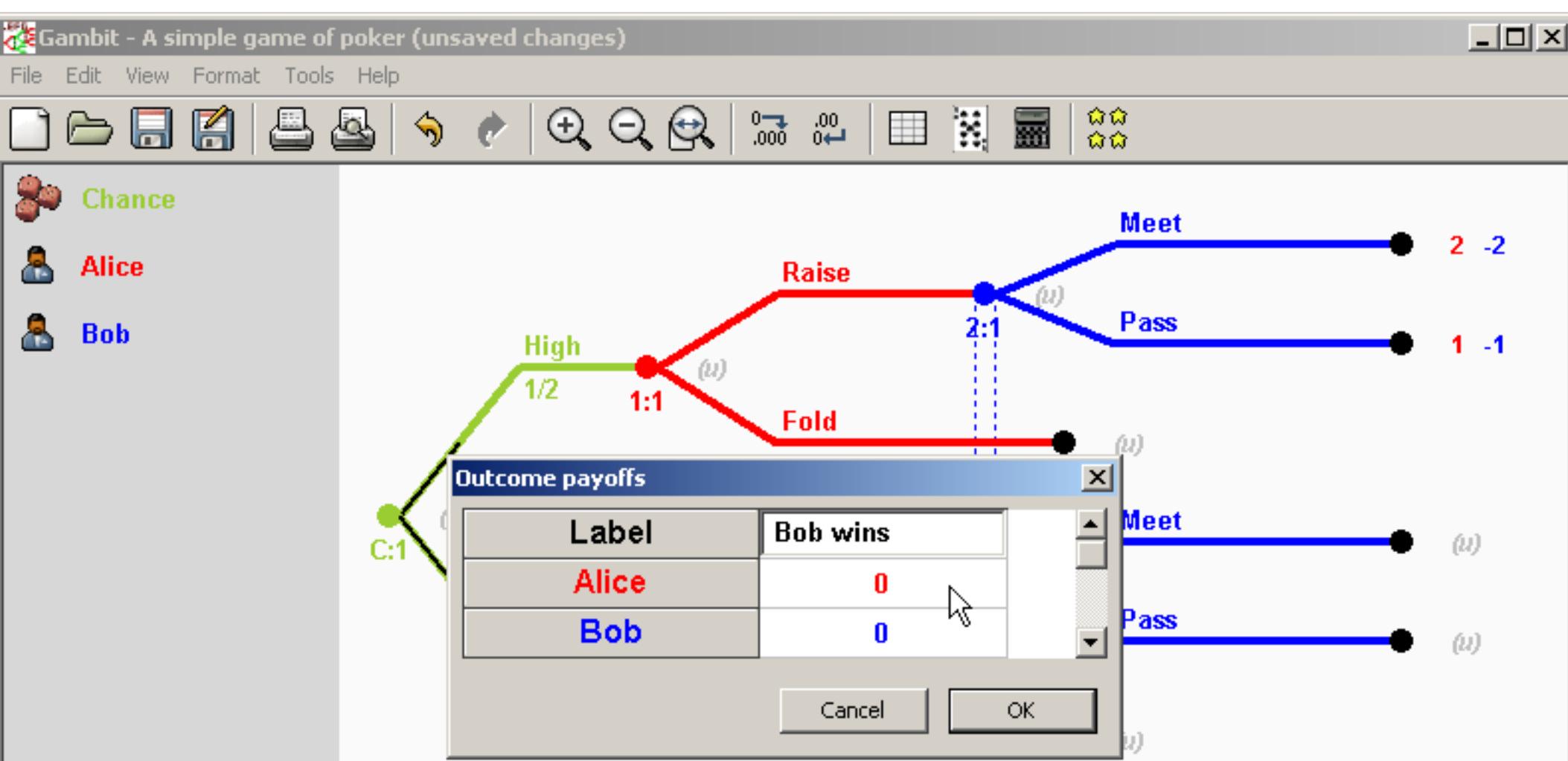


Chance

Alice

Bob



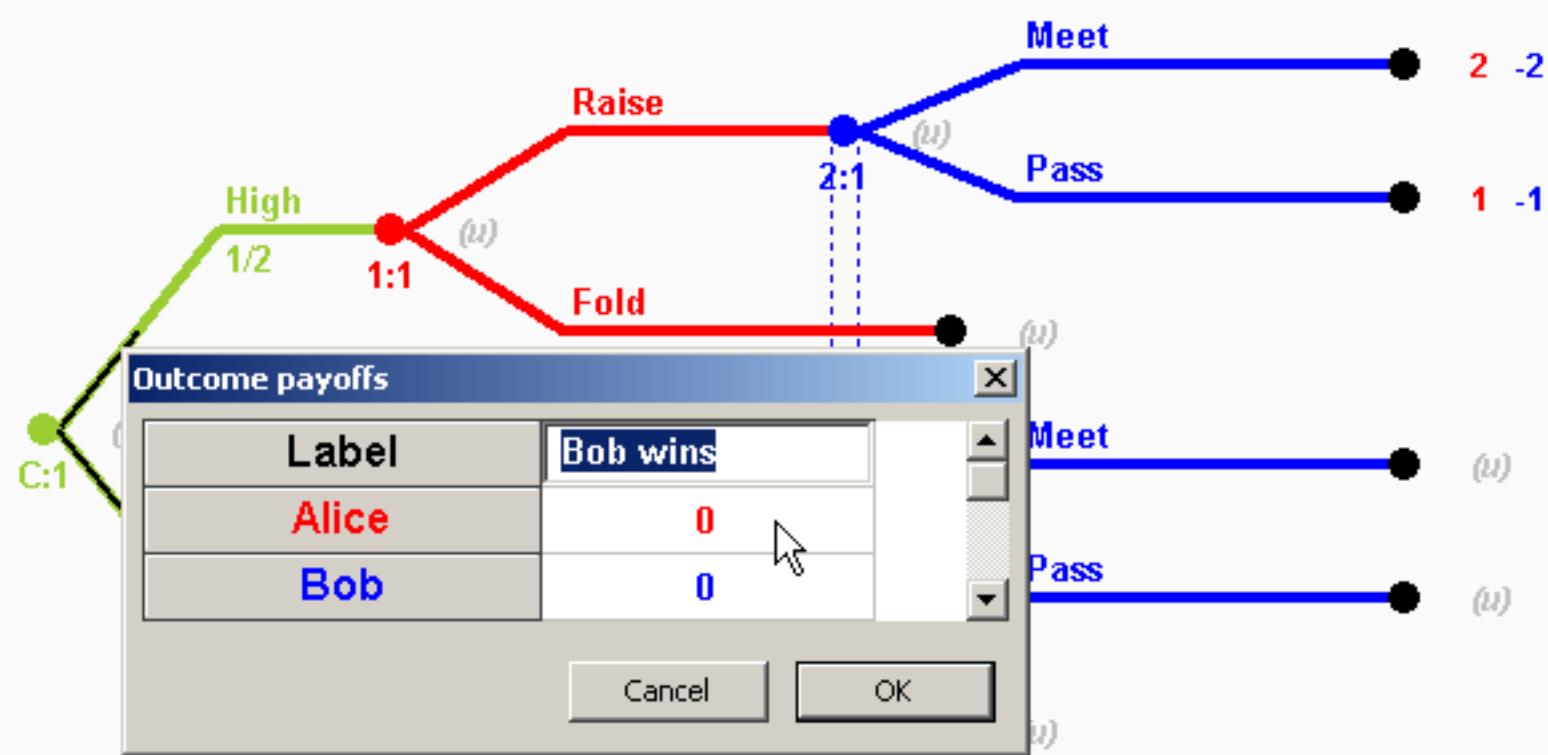




Chance

Alice

Bob

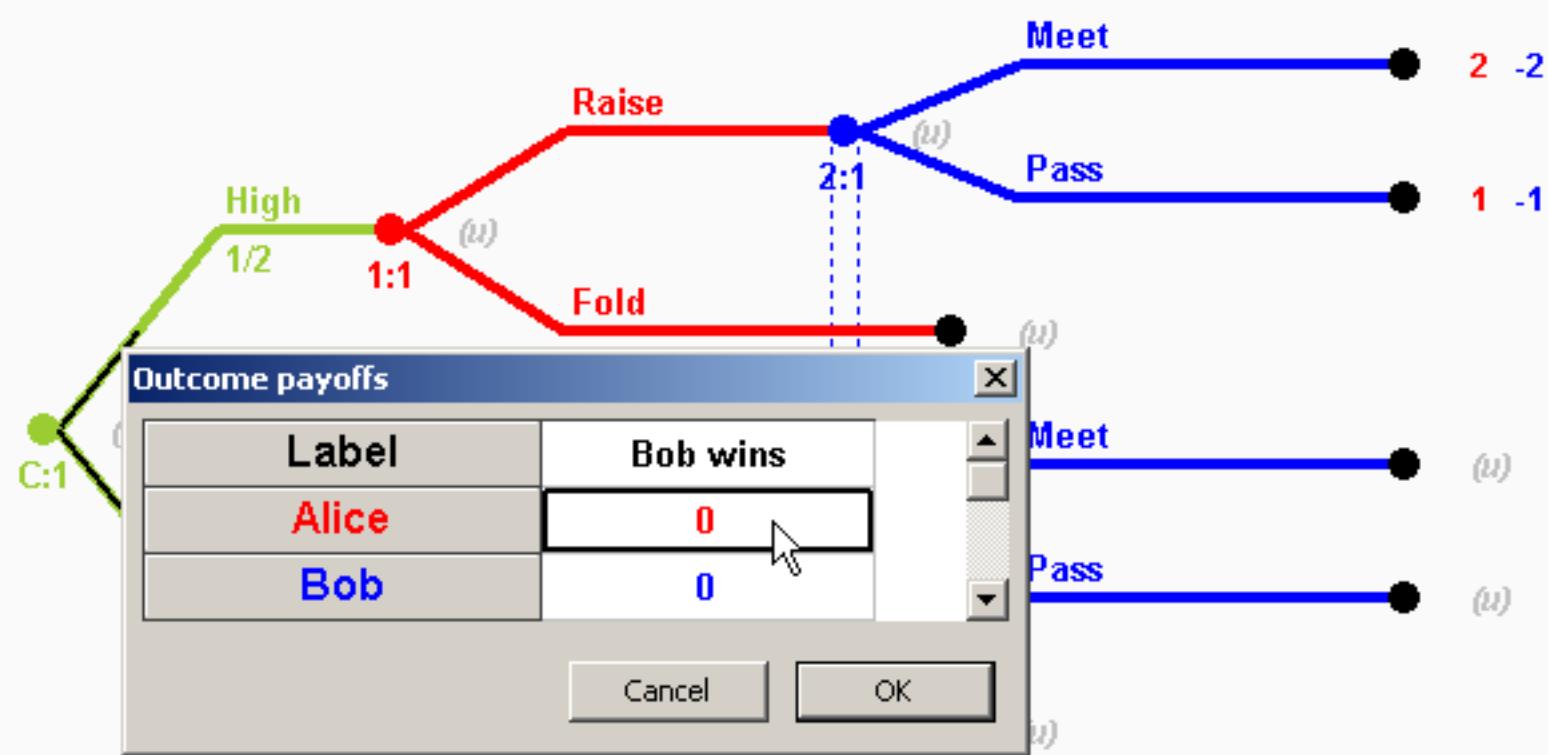




Chance

Alice

Bob





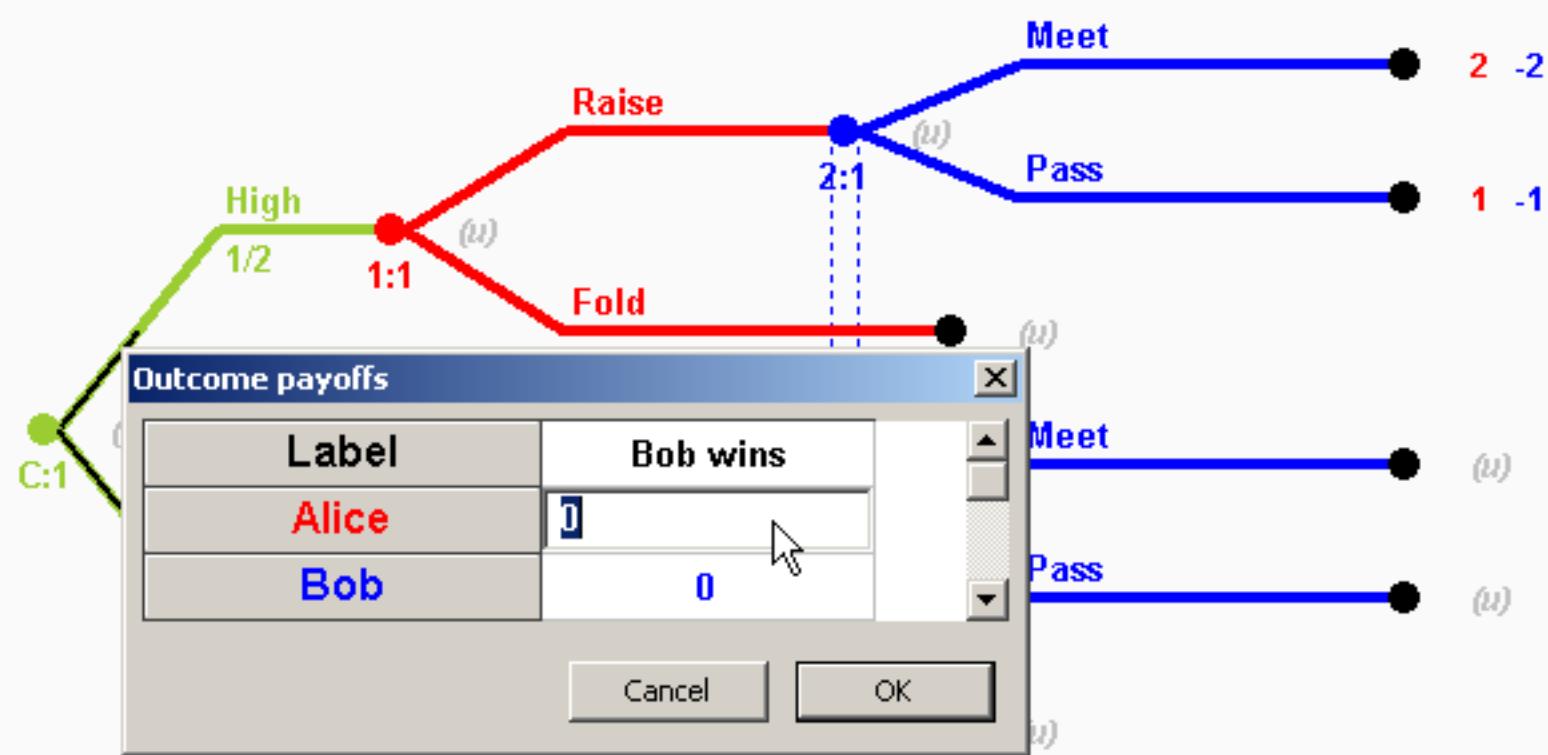
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Chance

Alice

Bob

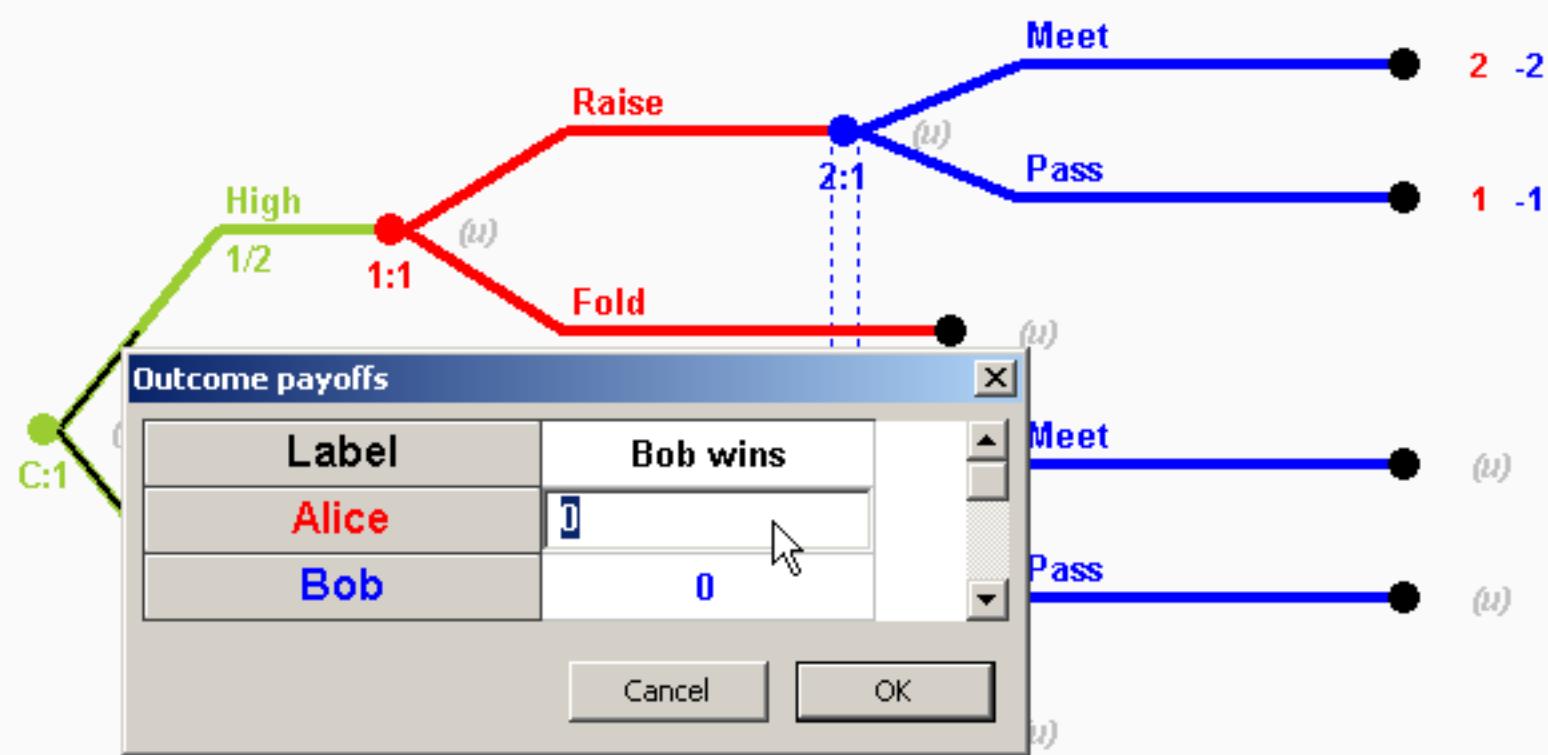




Chance

Alice

Bob

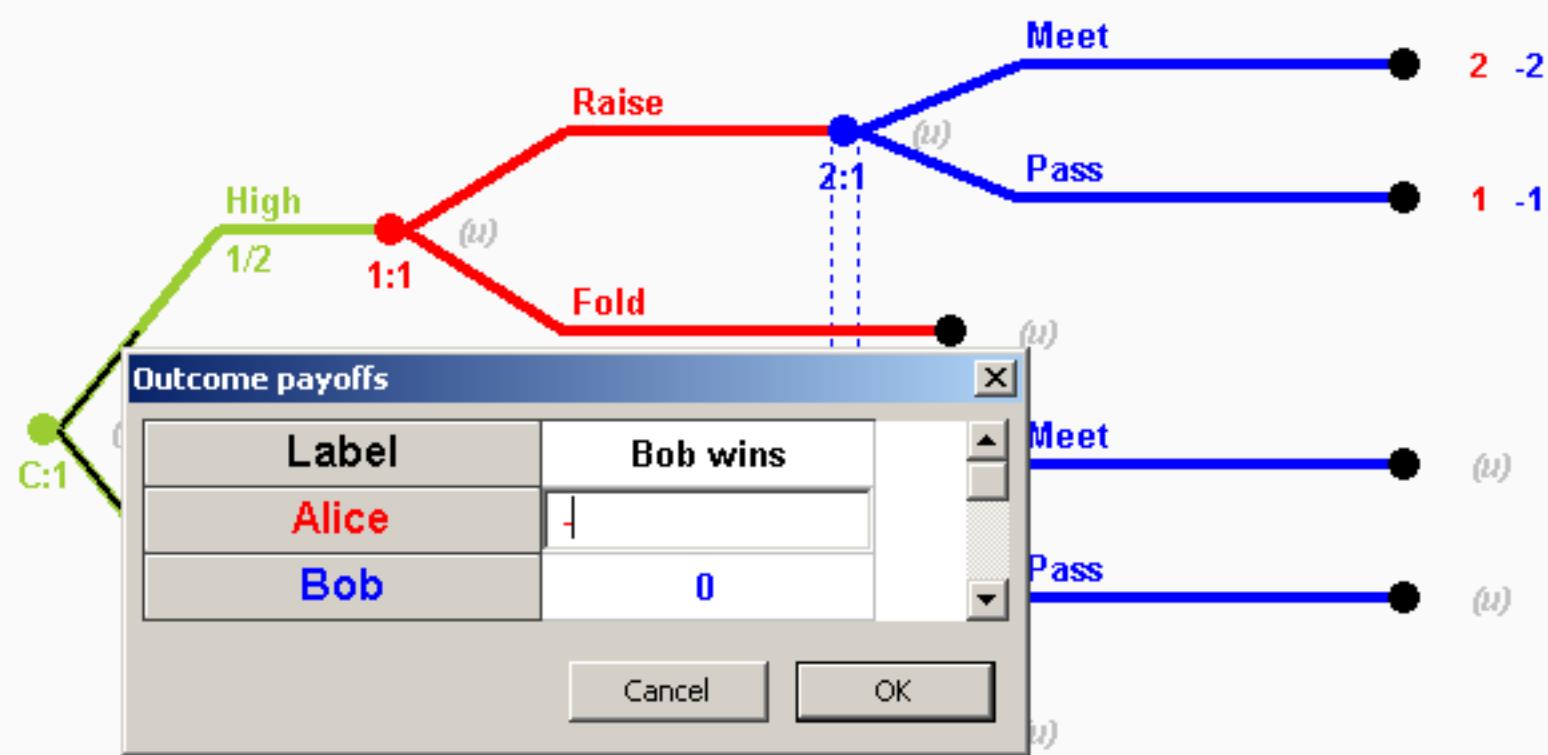


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Chance

Alice

Bob

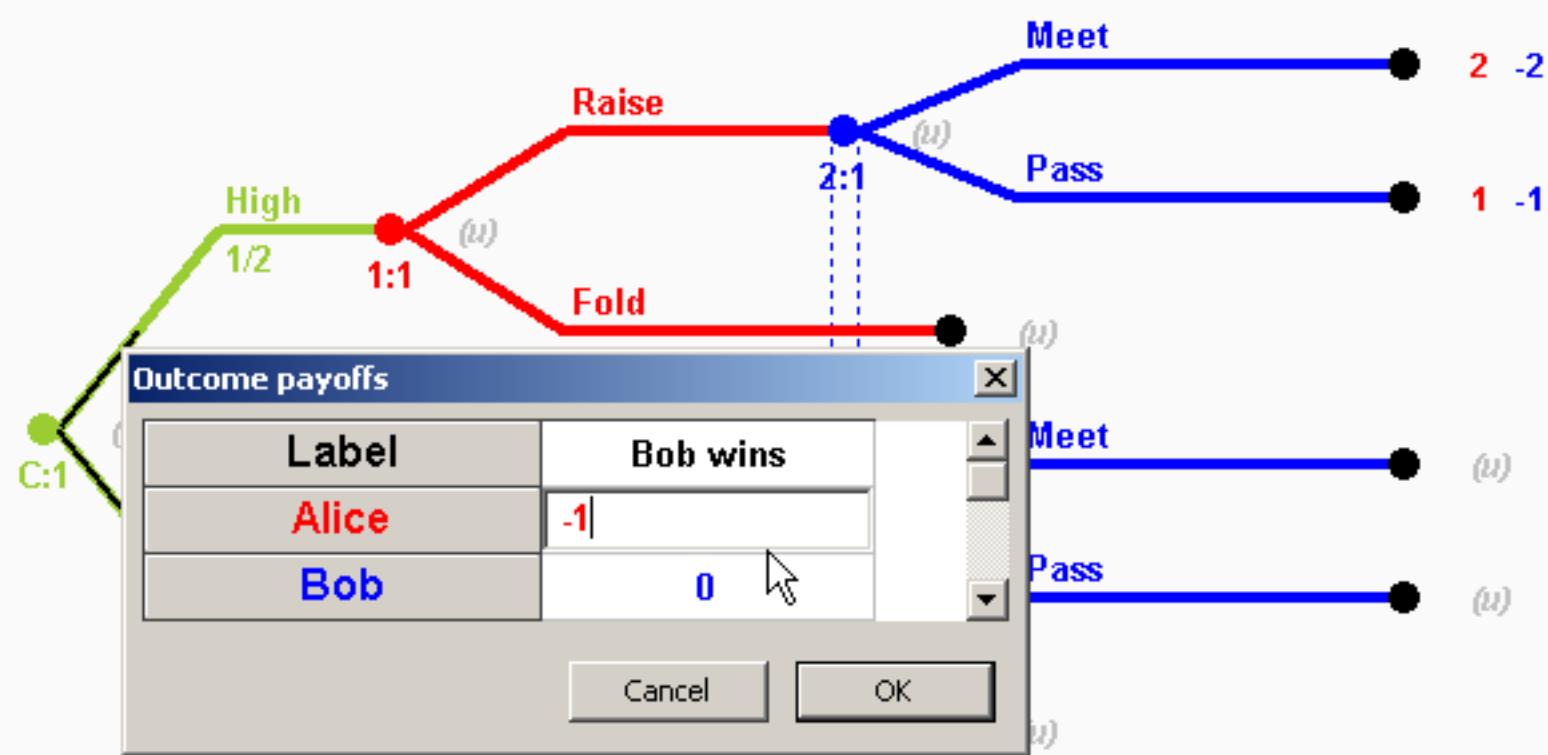




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Alice

Bob

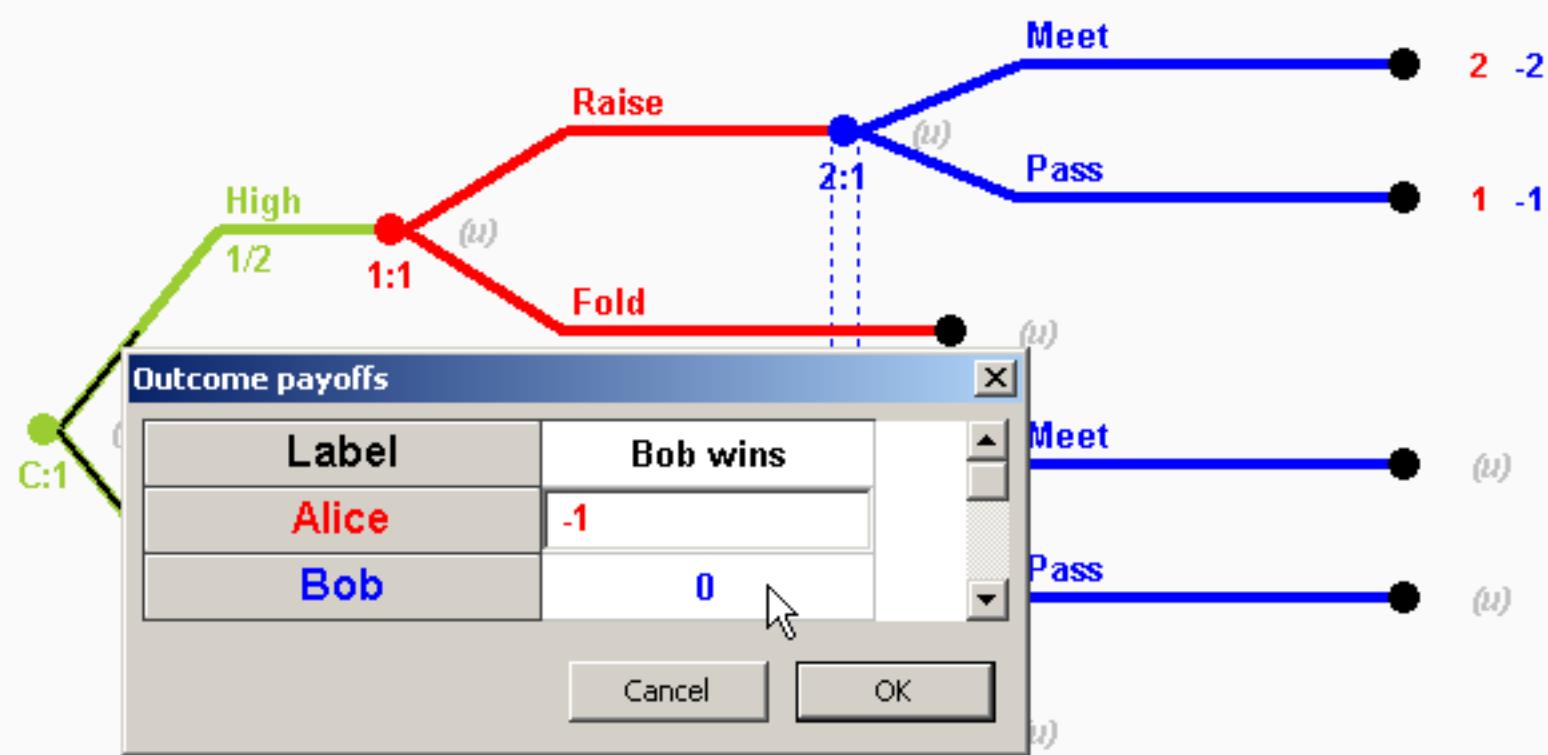




Chance

Alice

Bob

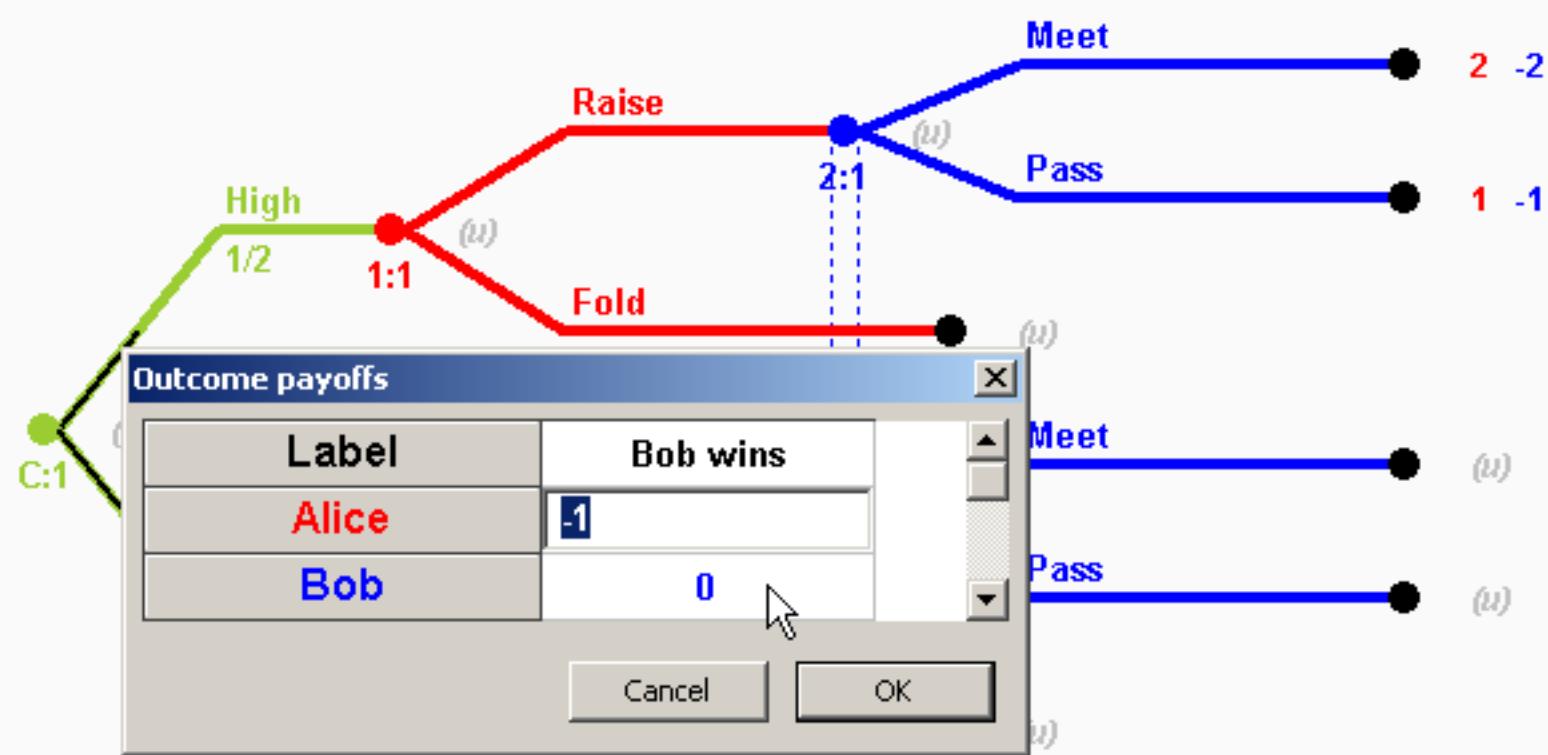


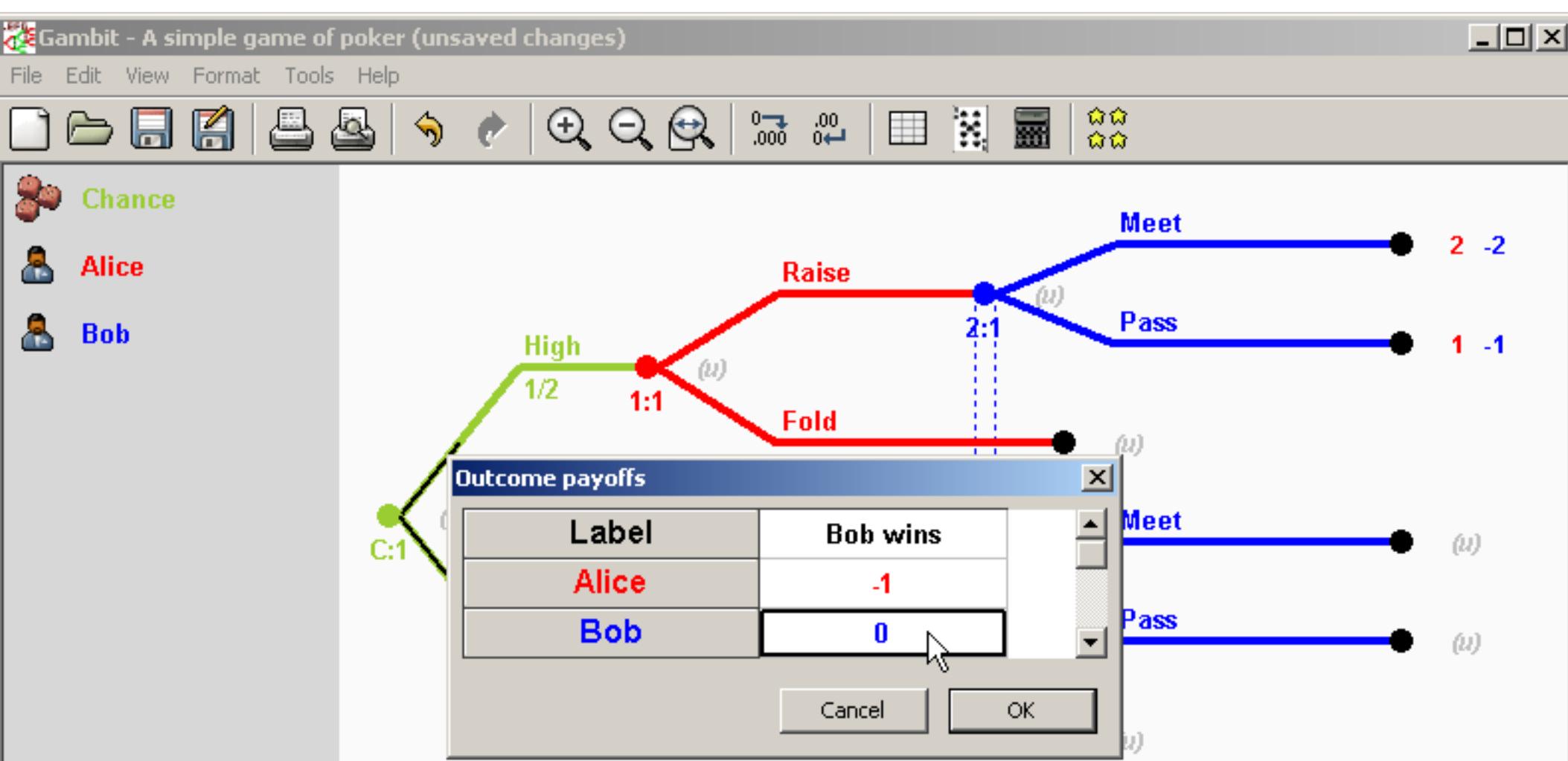


Chance

Alice

Bob



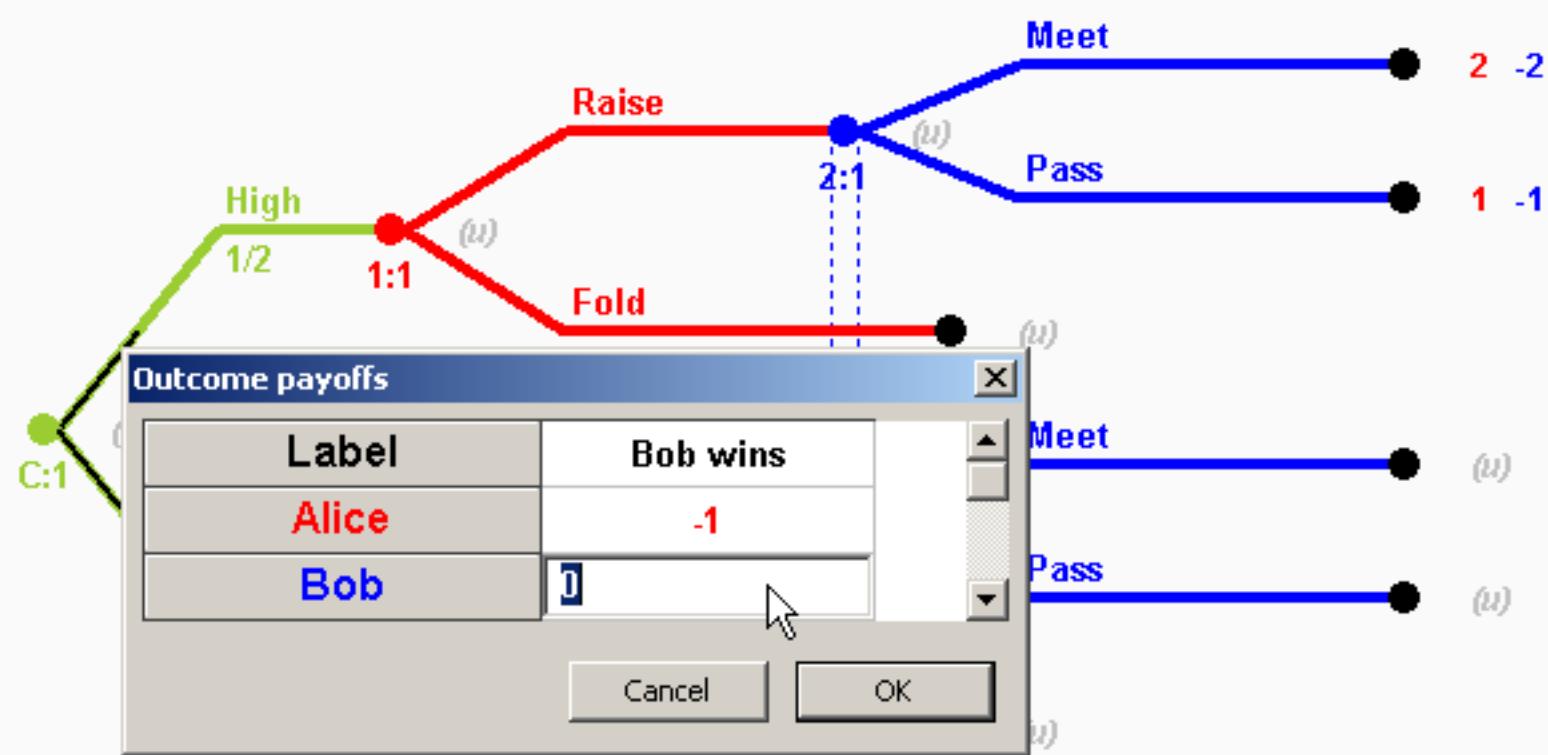


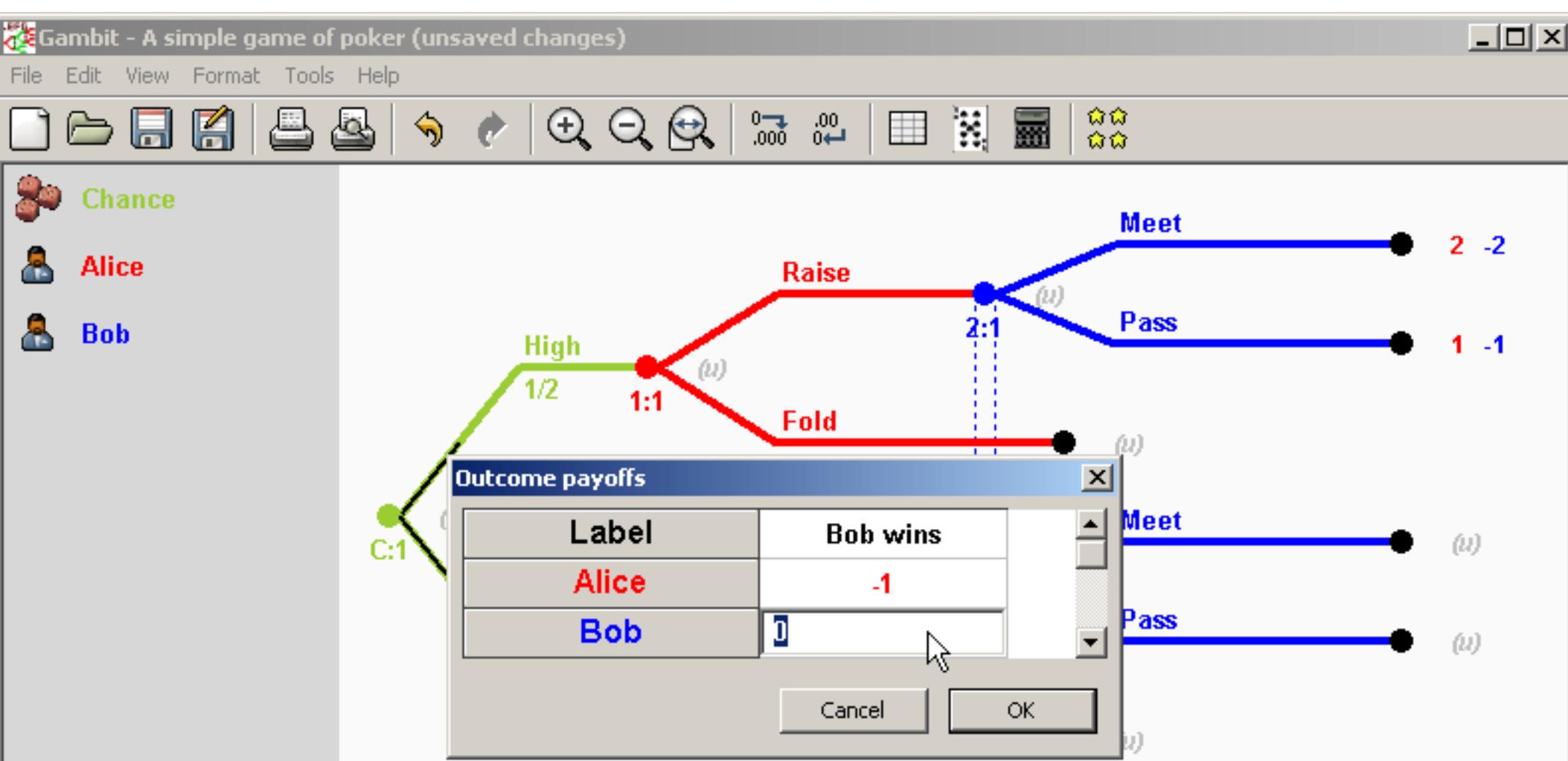


Chance

Alice

Bob



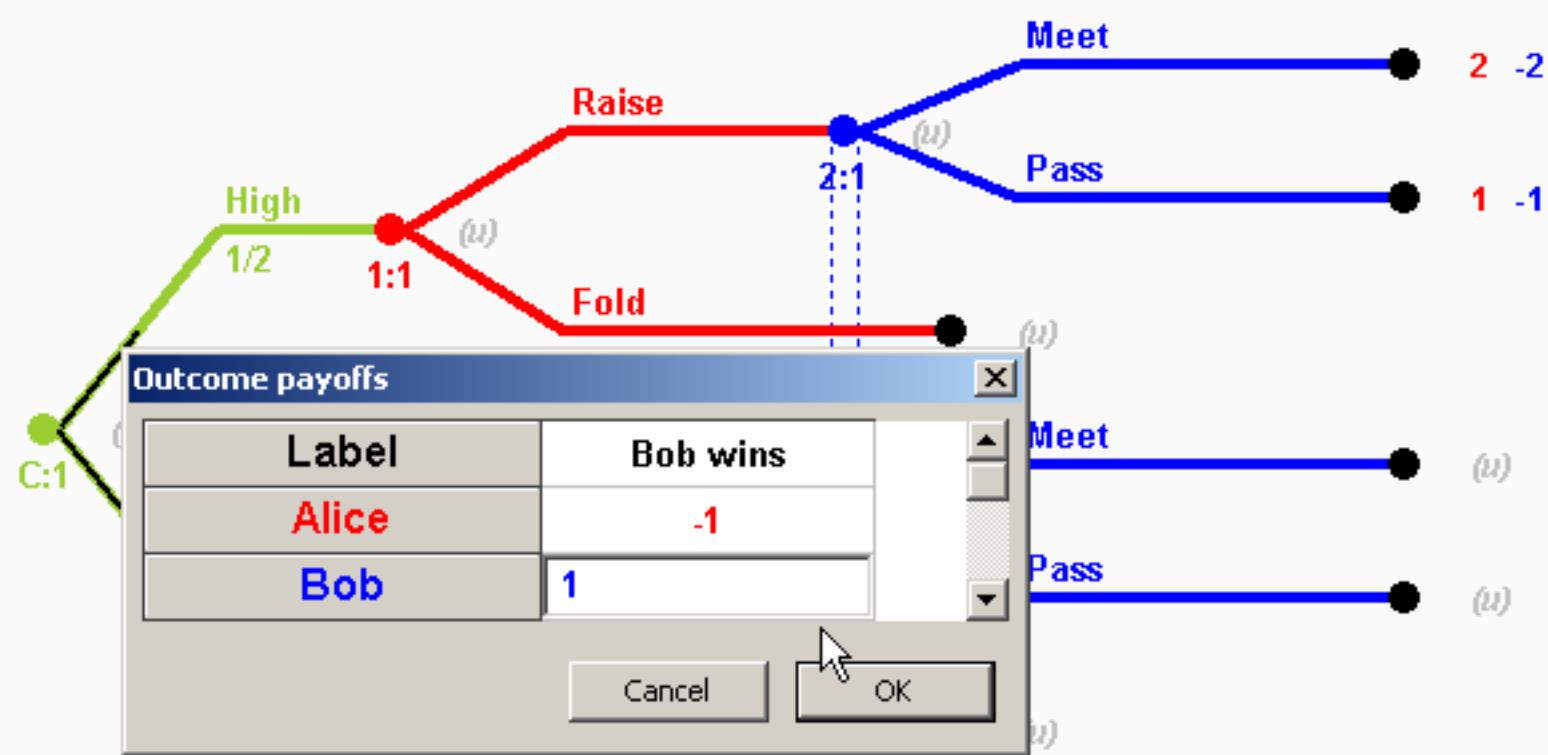




Chance

Alice

Bob

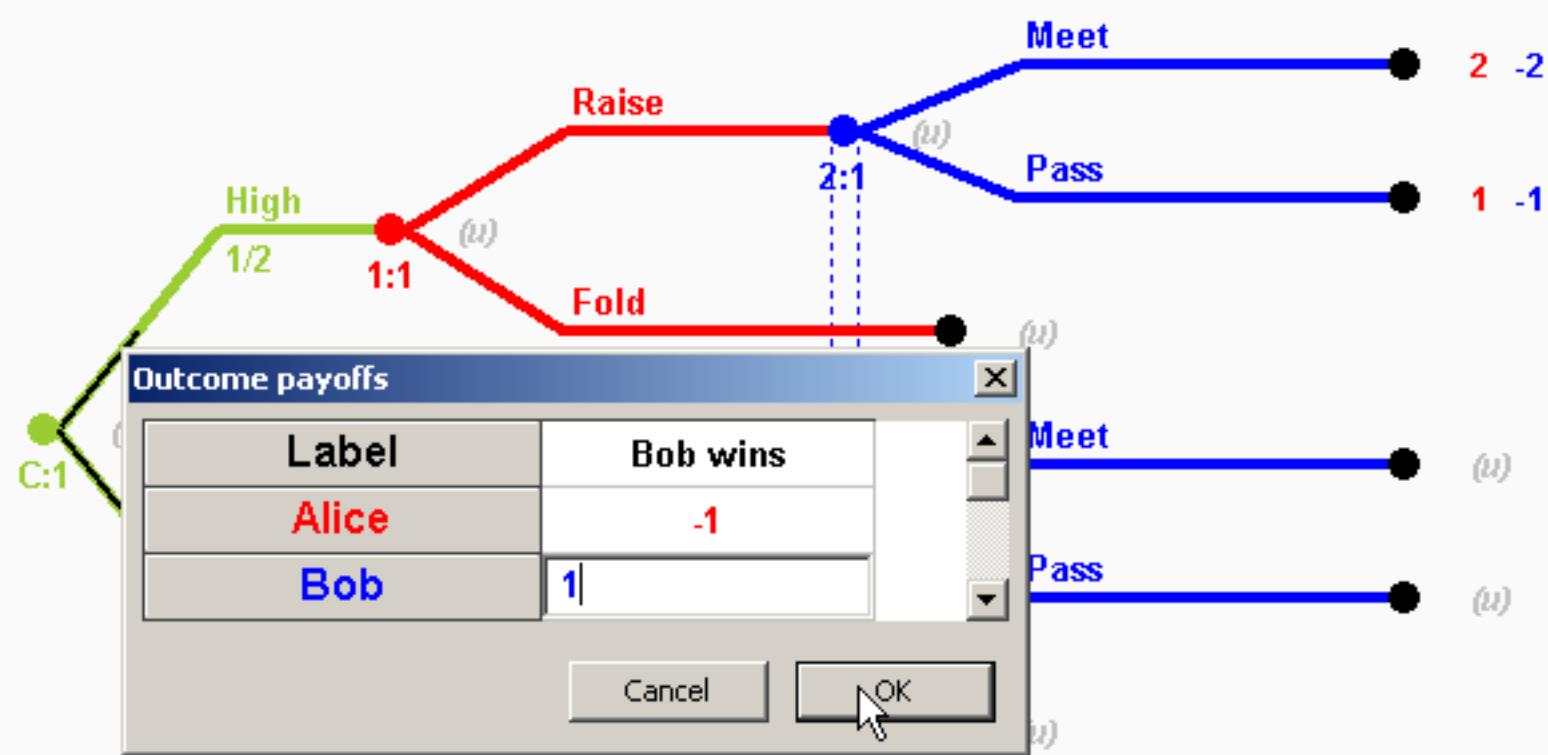




Chance

Alice

Bob

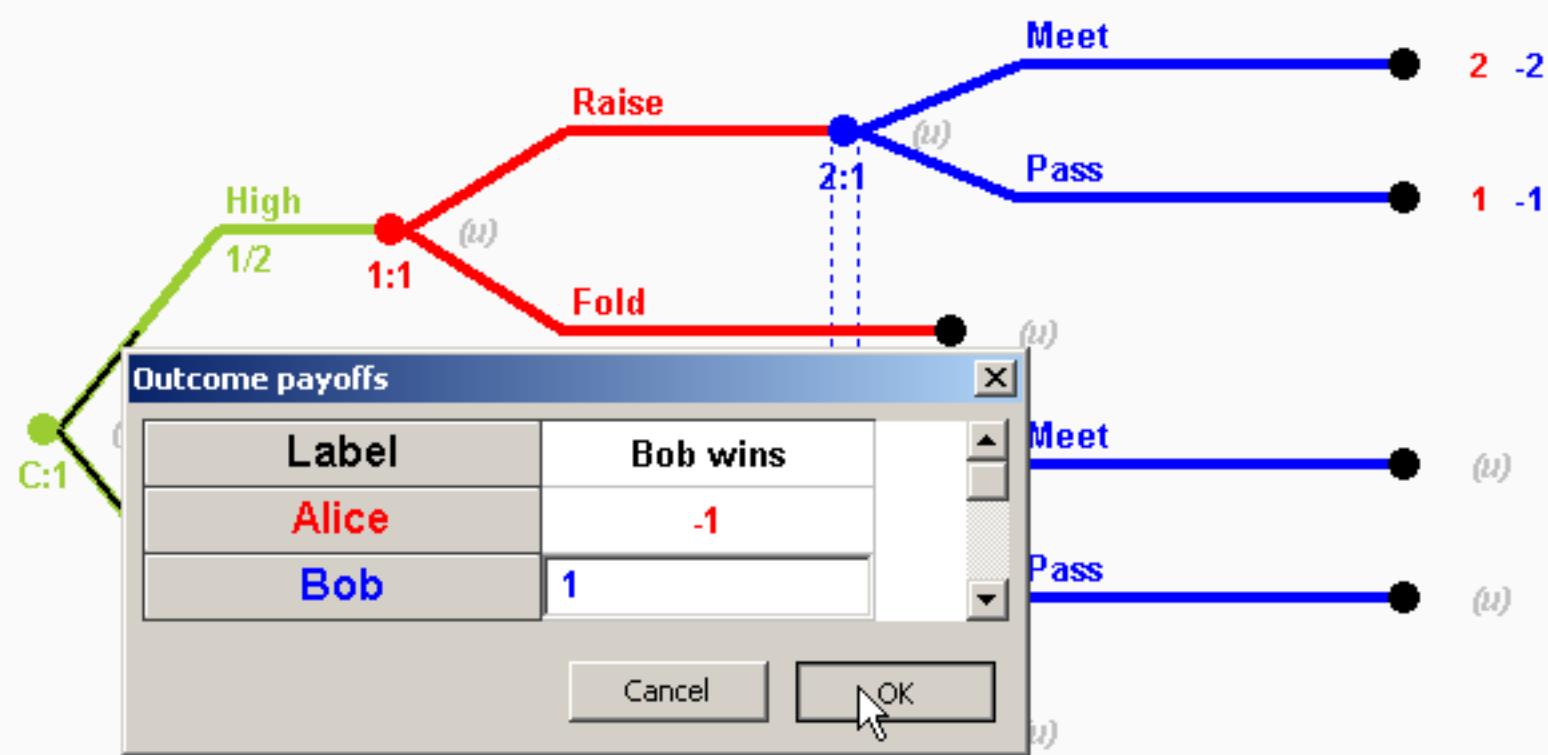




Chance

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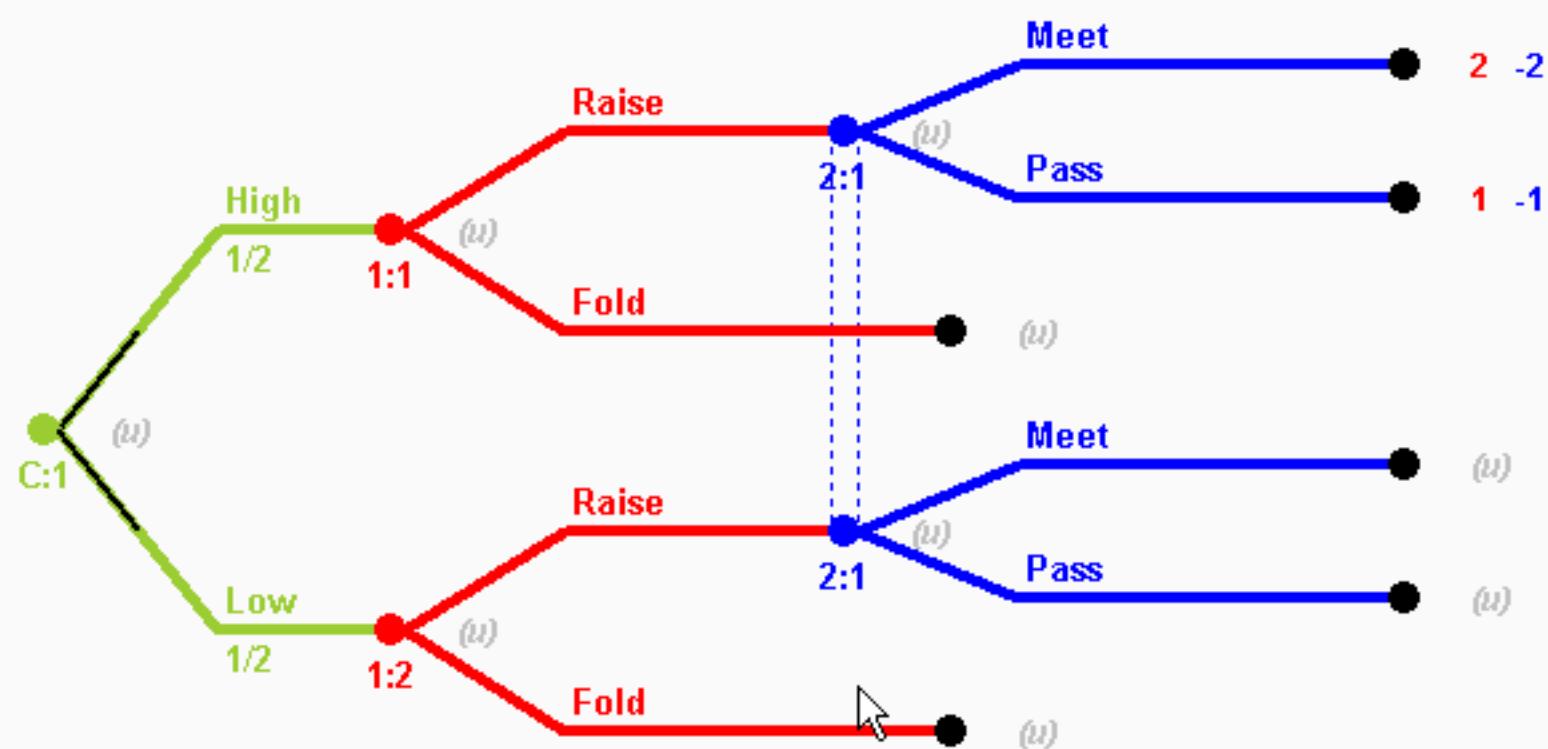


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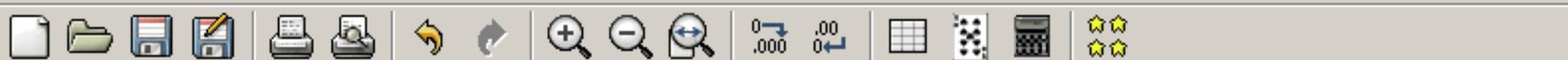
Chance

Alice

Bob



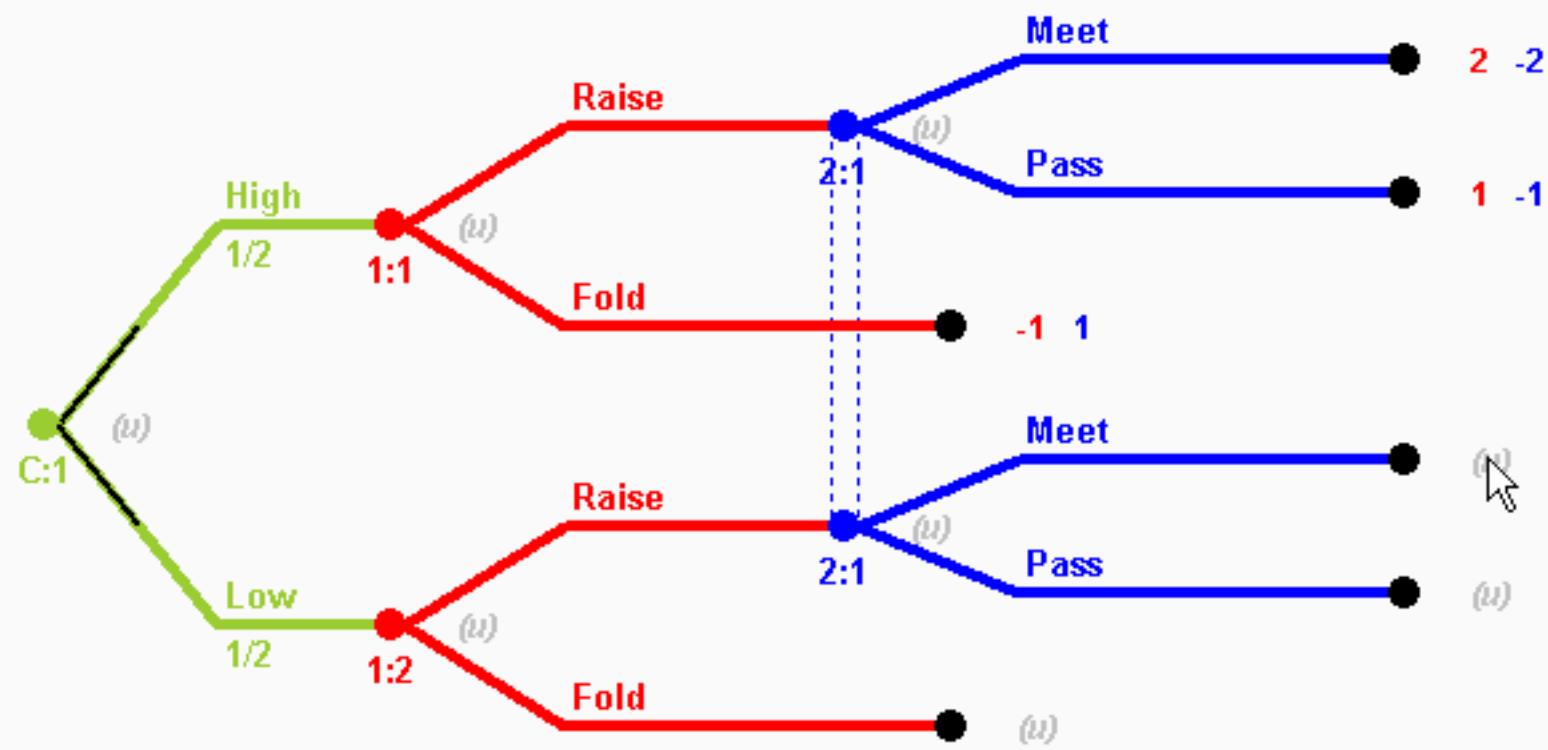
And, finally, if Alice gets a low card and raises, and Bob meets her, Bob wins, giving him a gain of two dollars for the game, and a loss of two dollars for Alice.

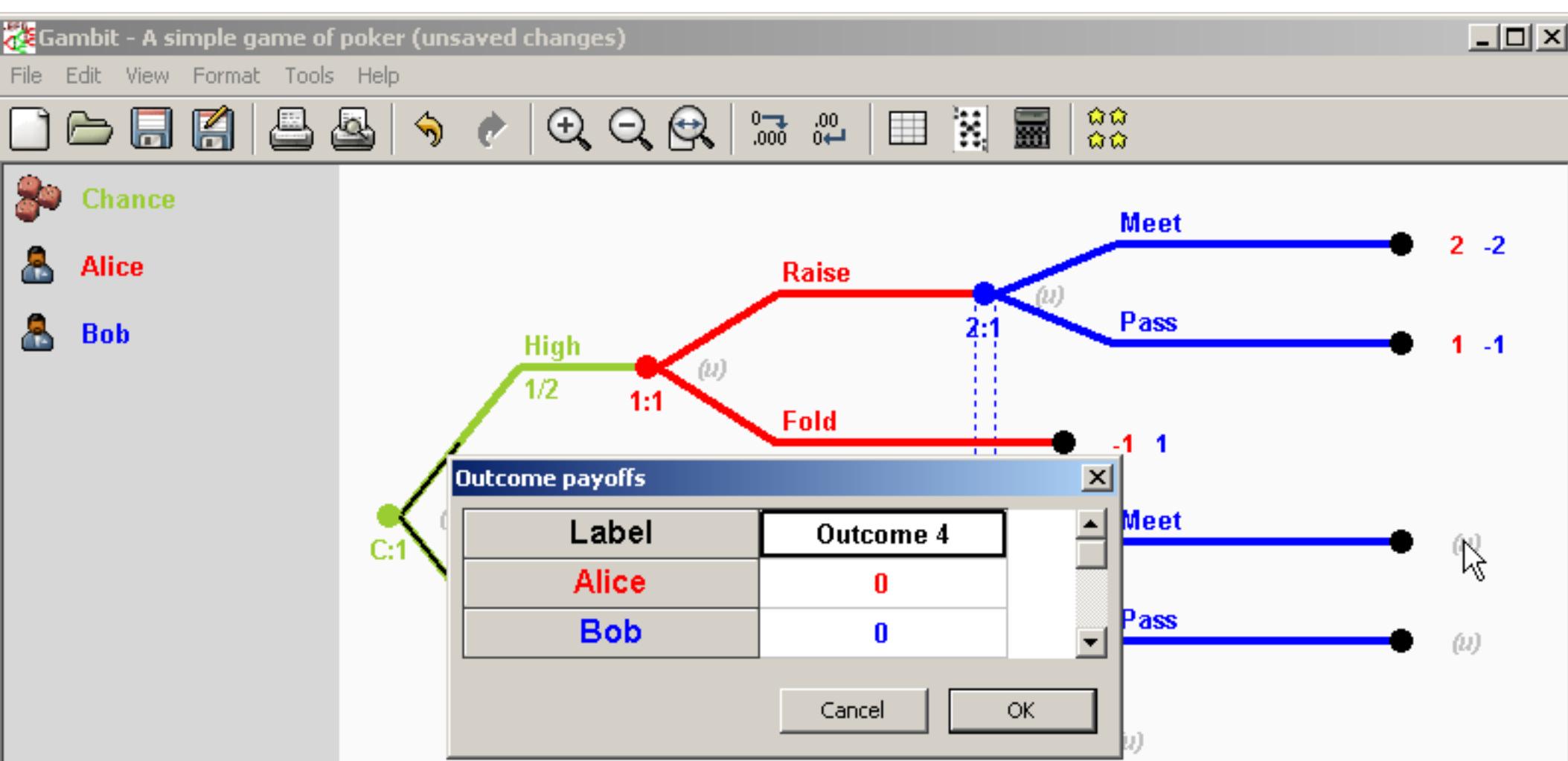


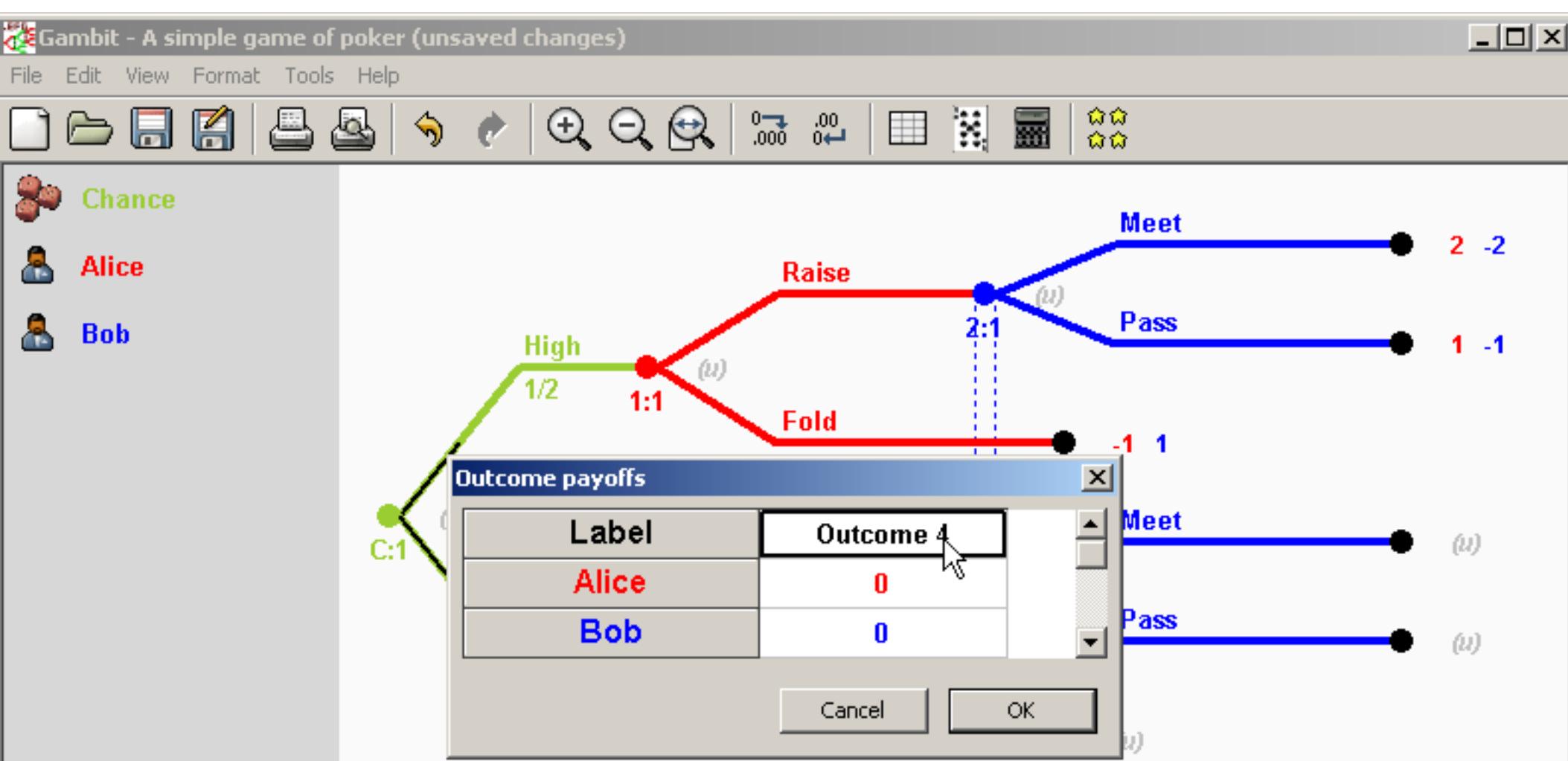
Chance

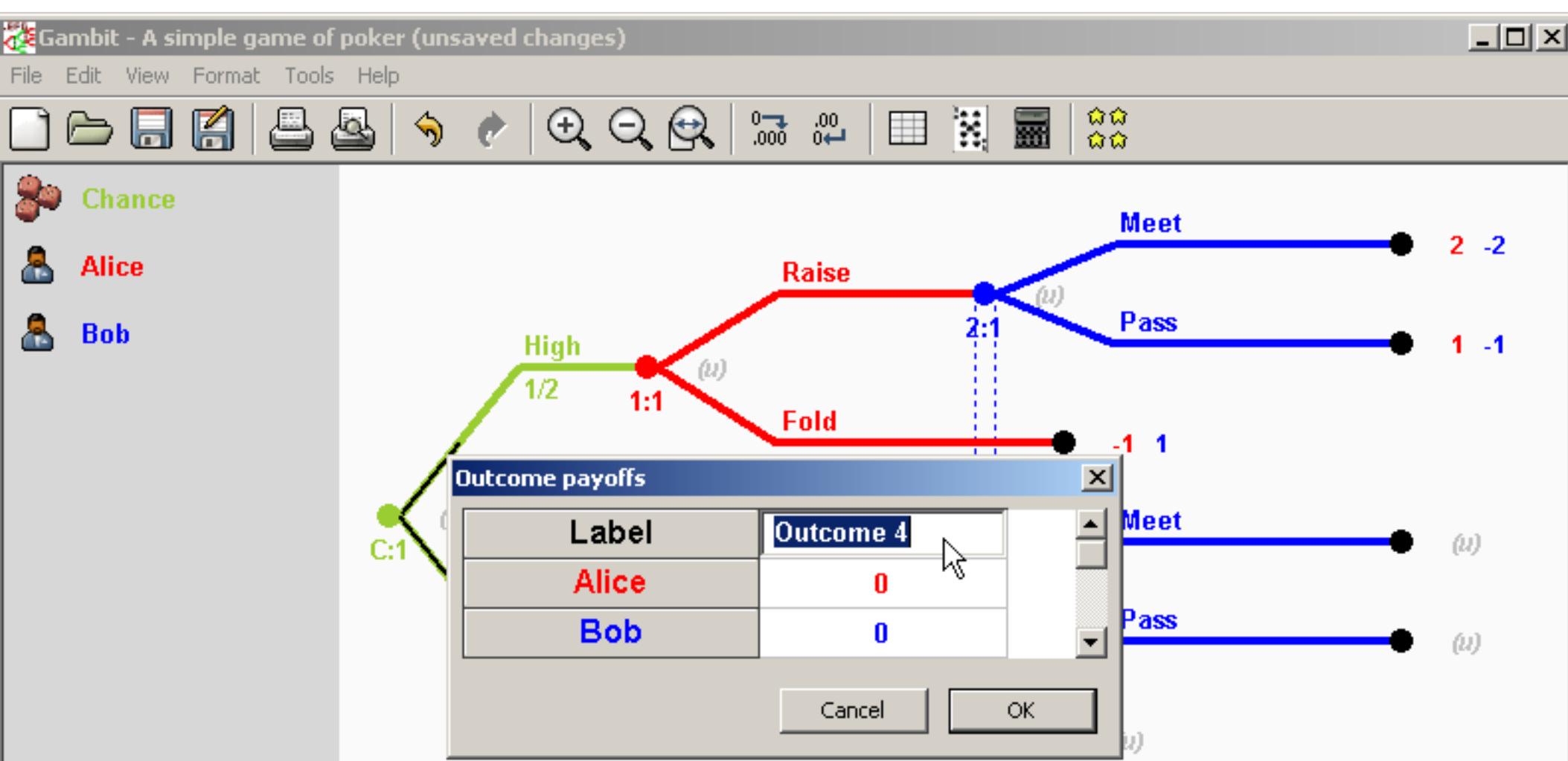
Alice

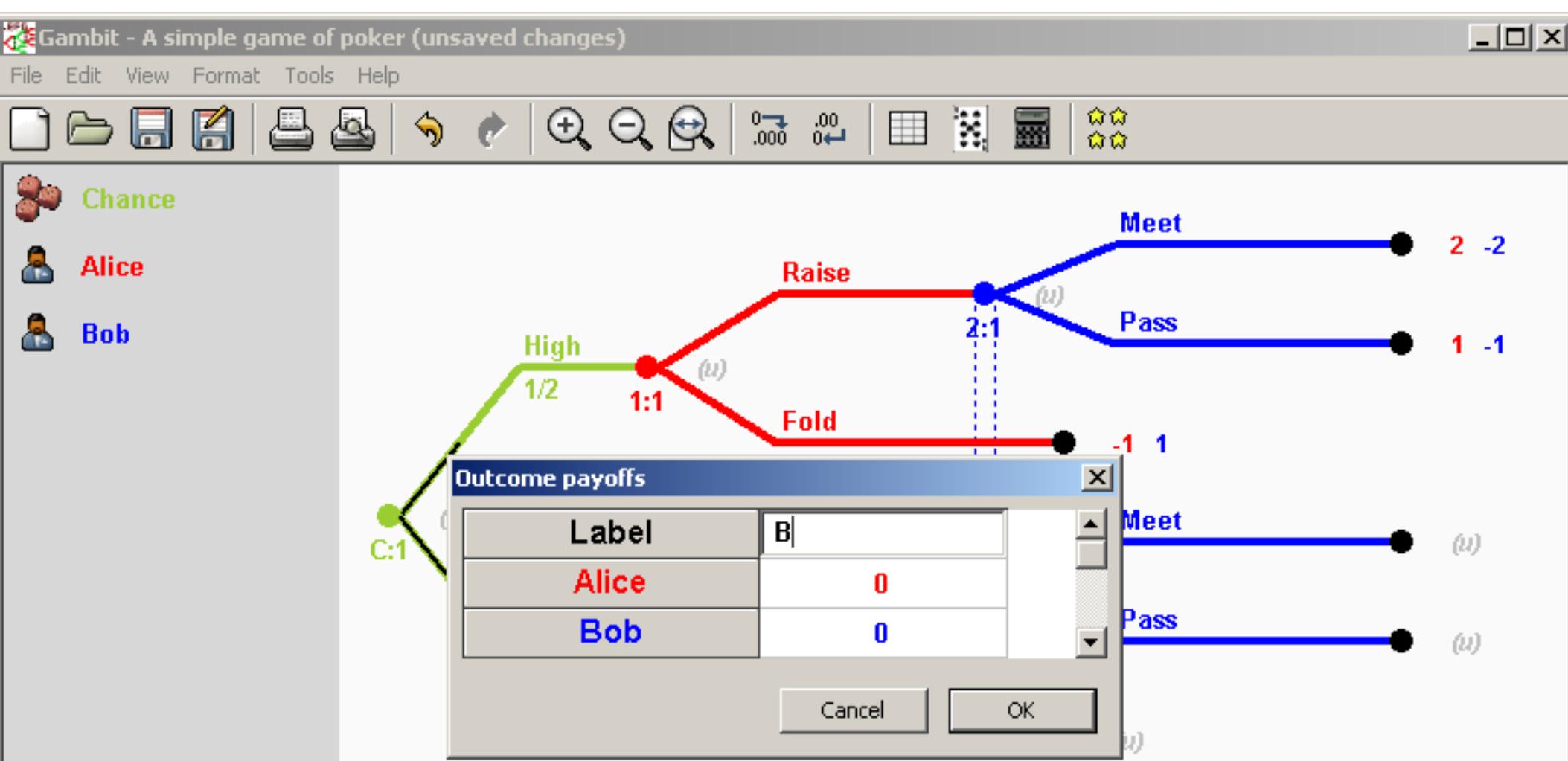
Bob

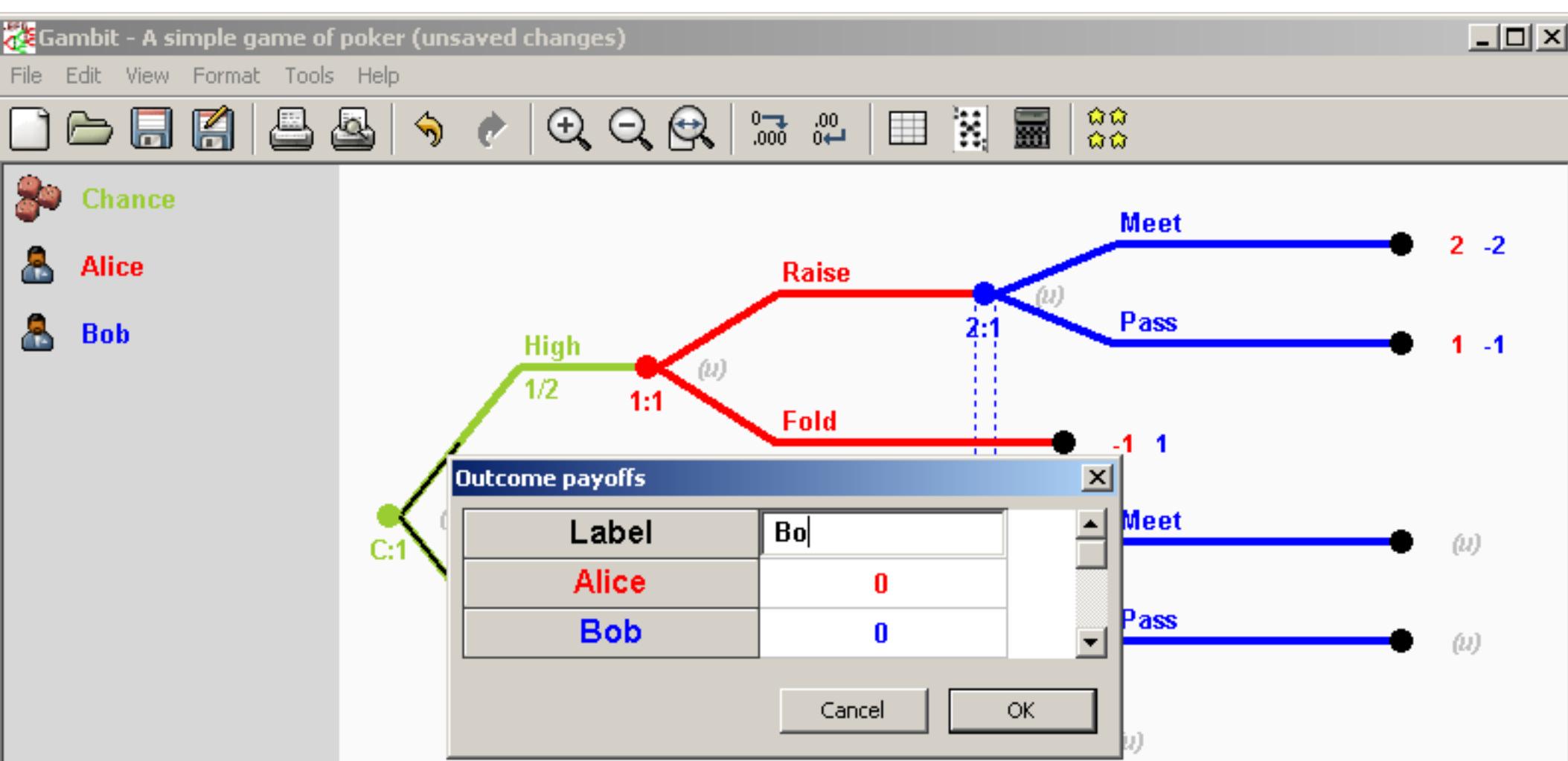










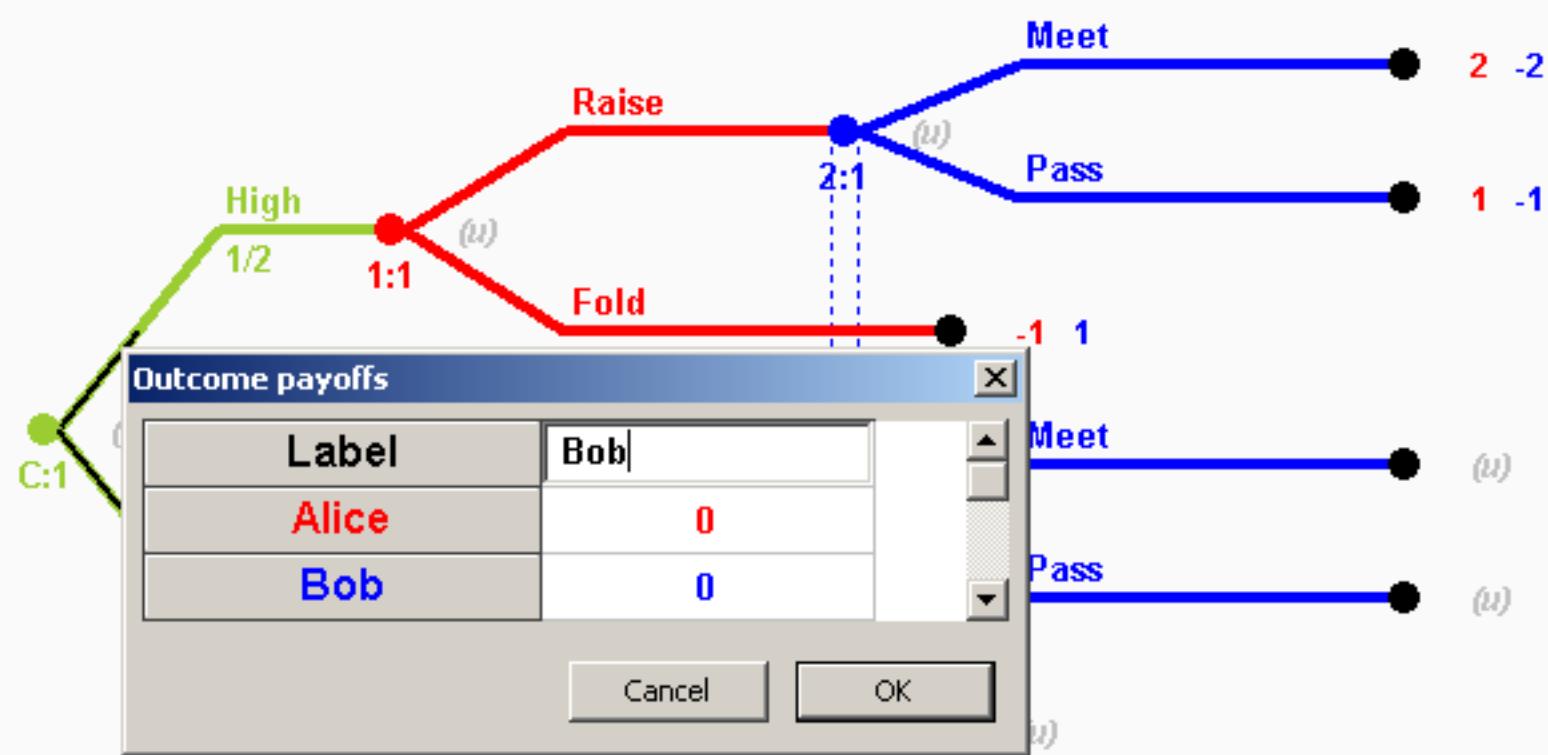


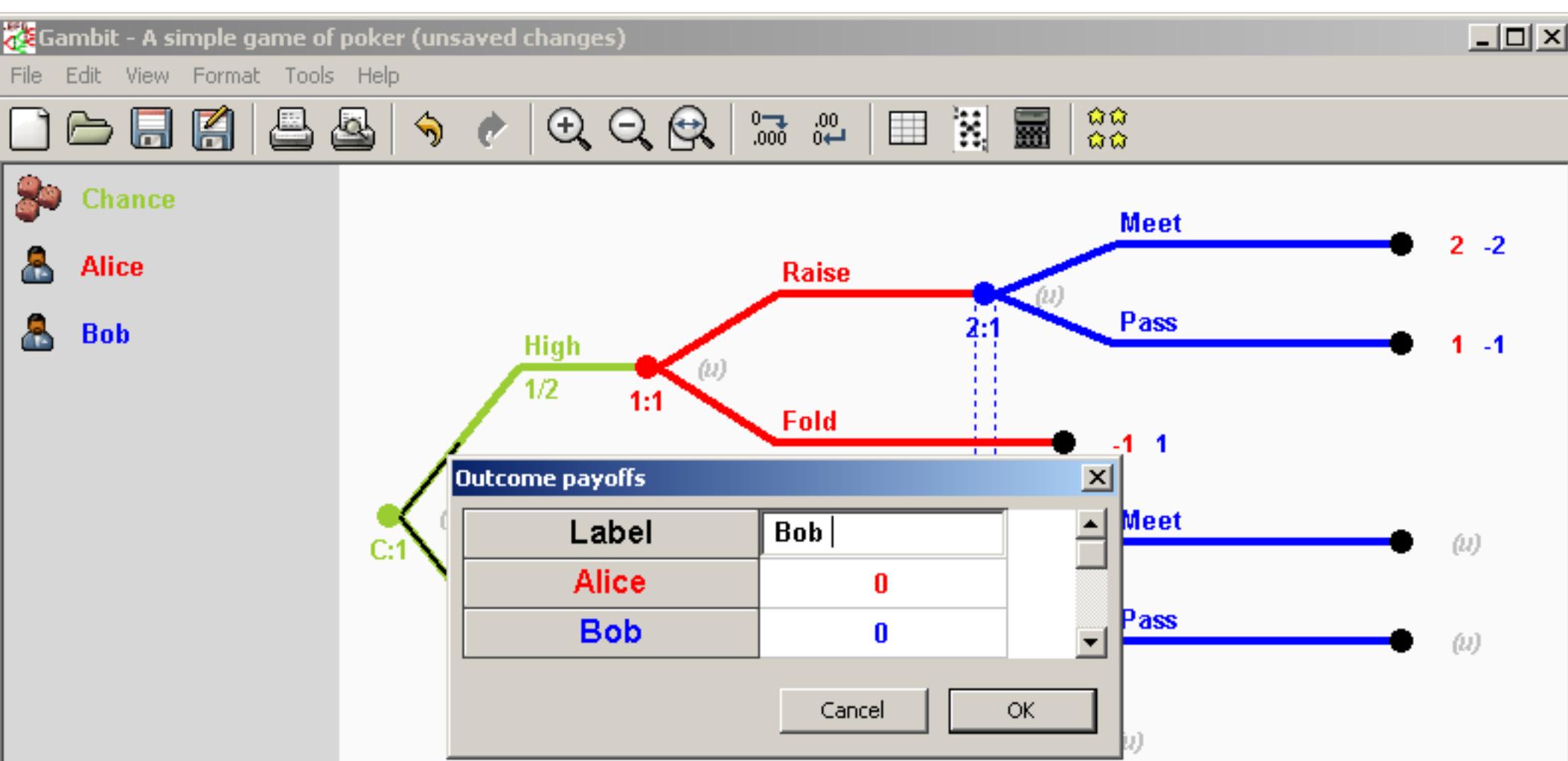


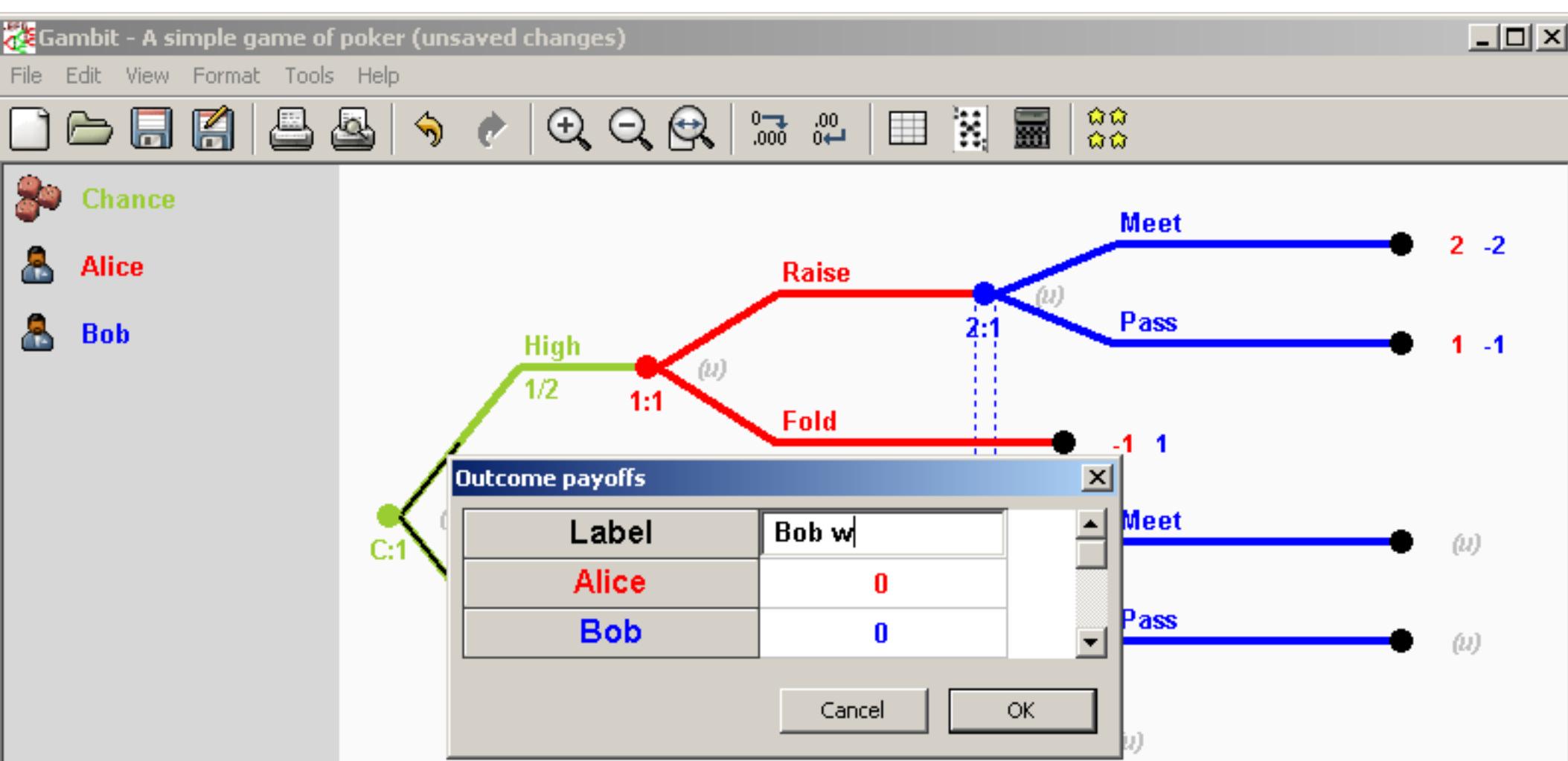
Chance

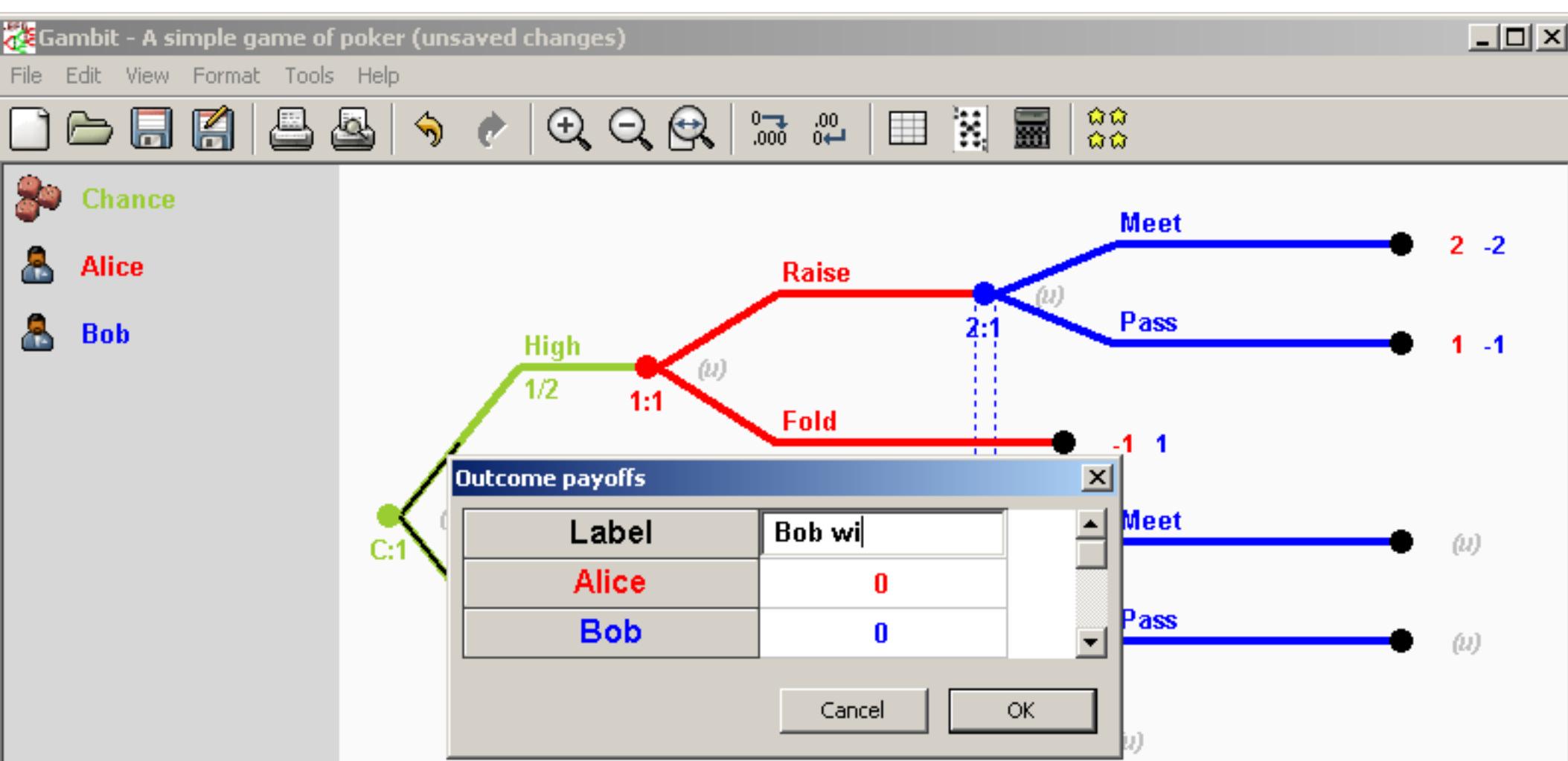
Alice

Bob







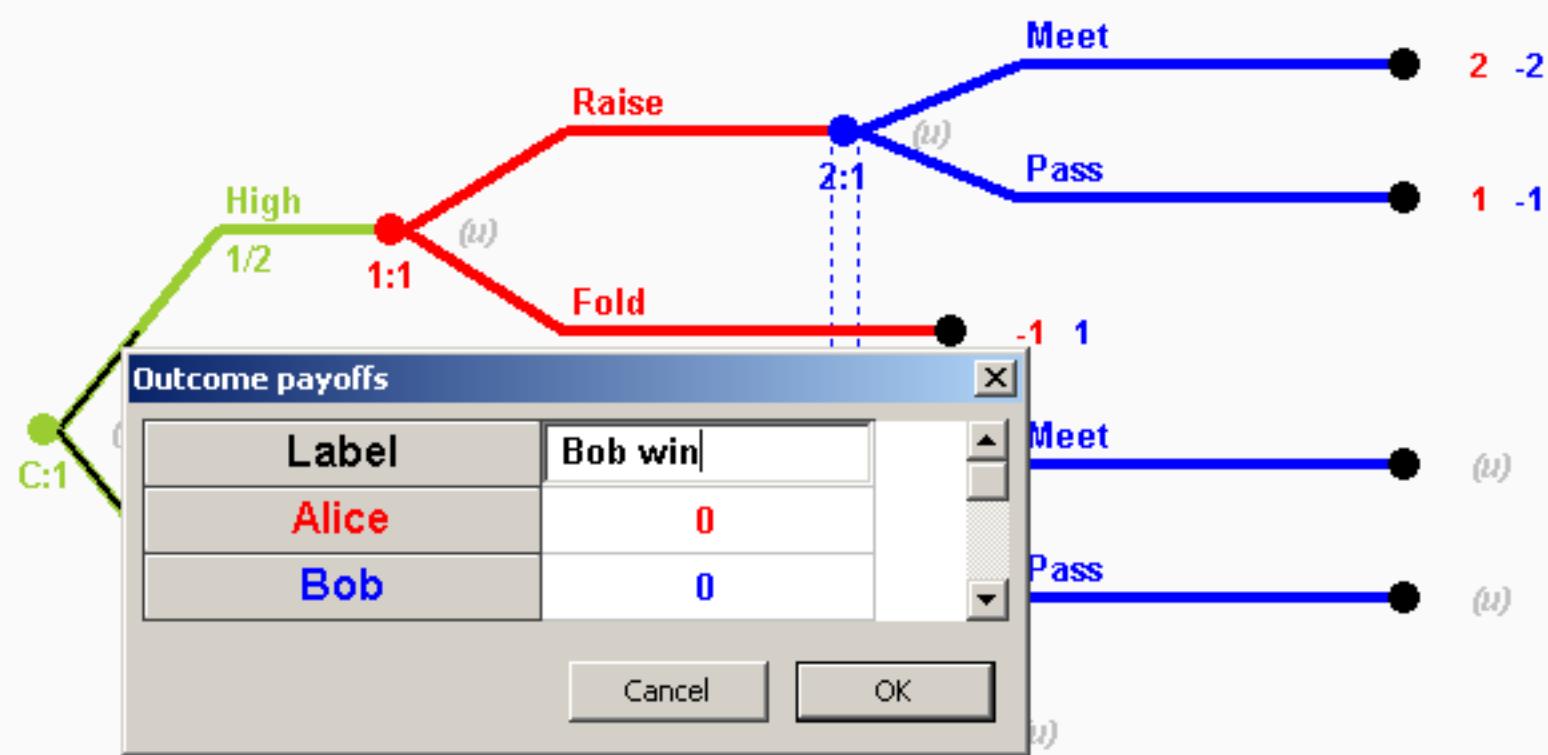


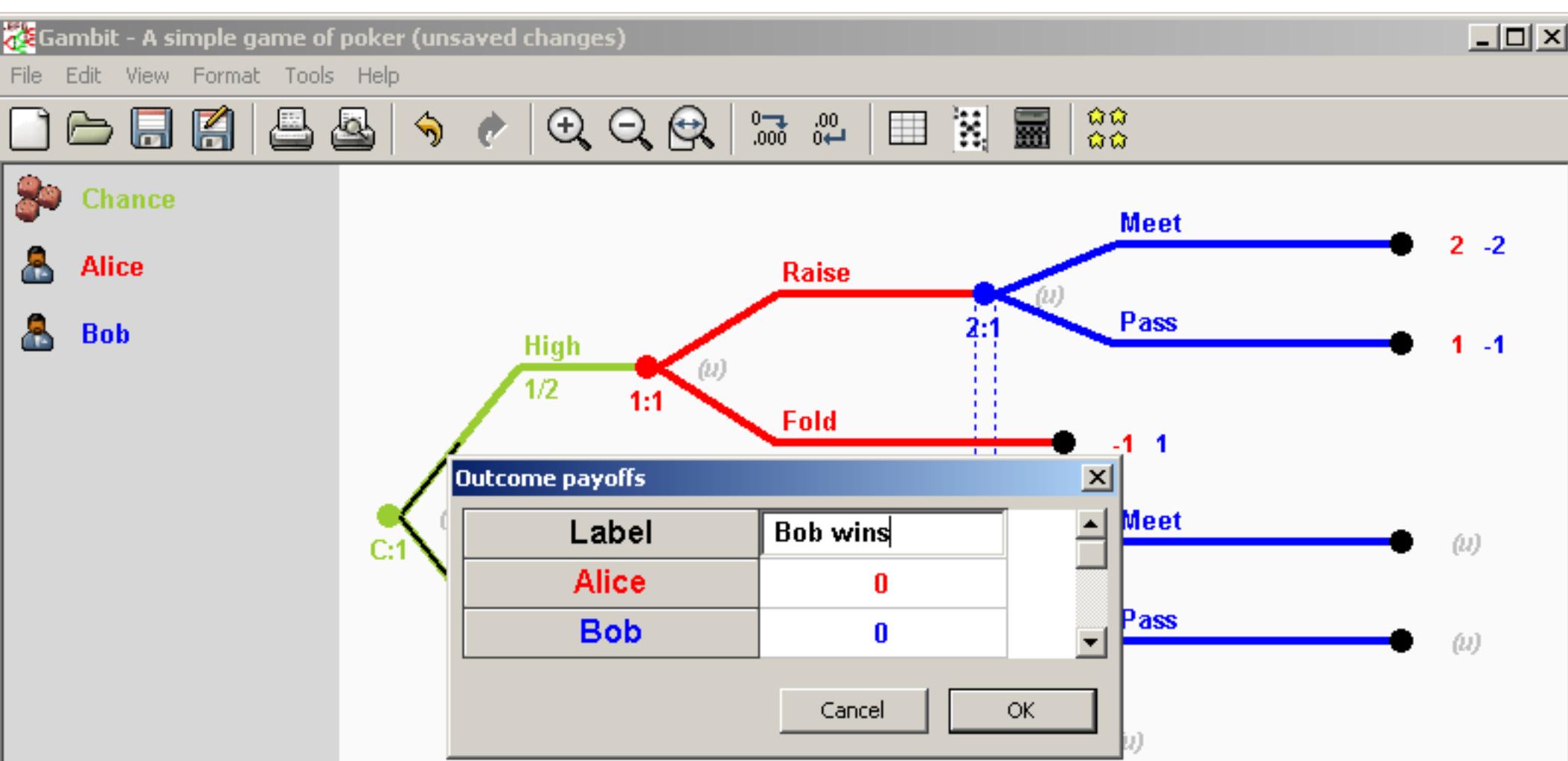
0.000
0.00

Chance

Alice

Bob







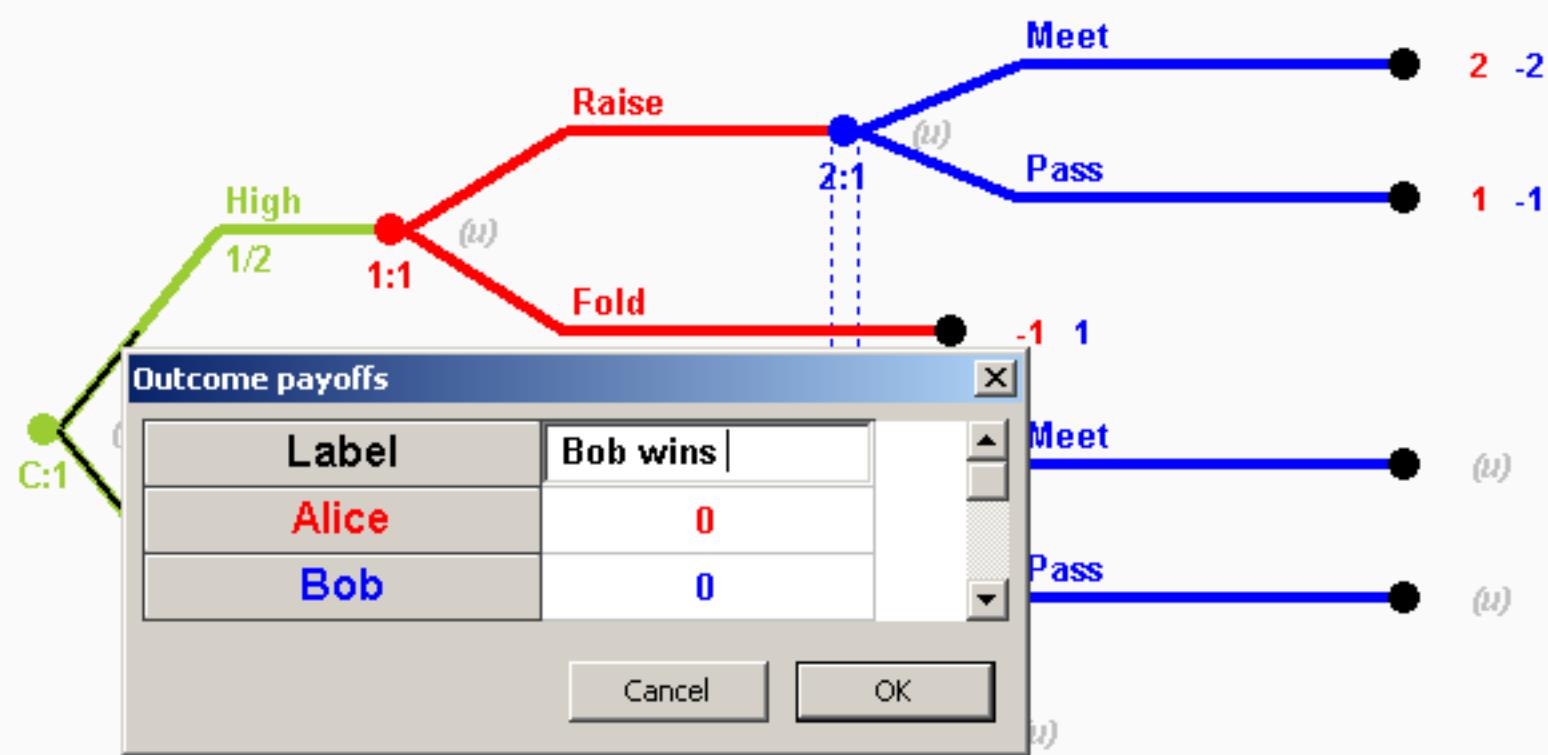
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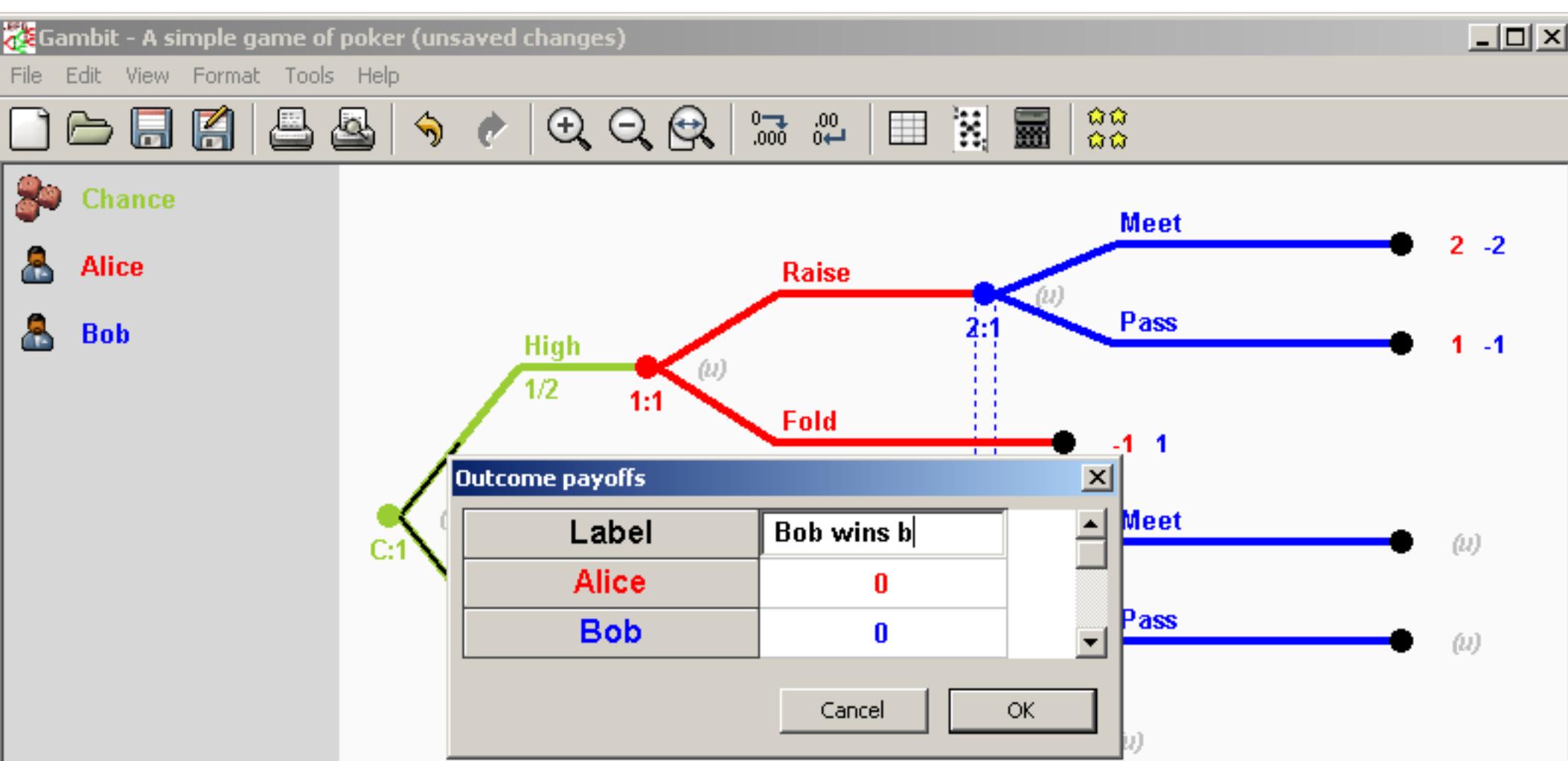


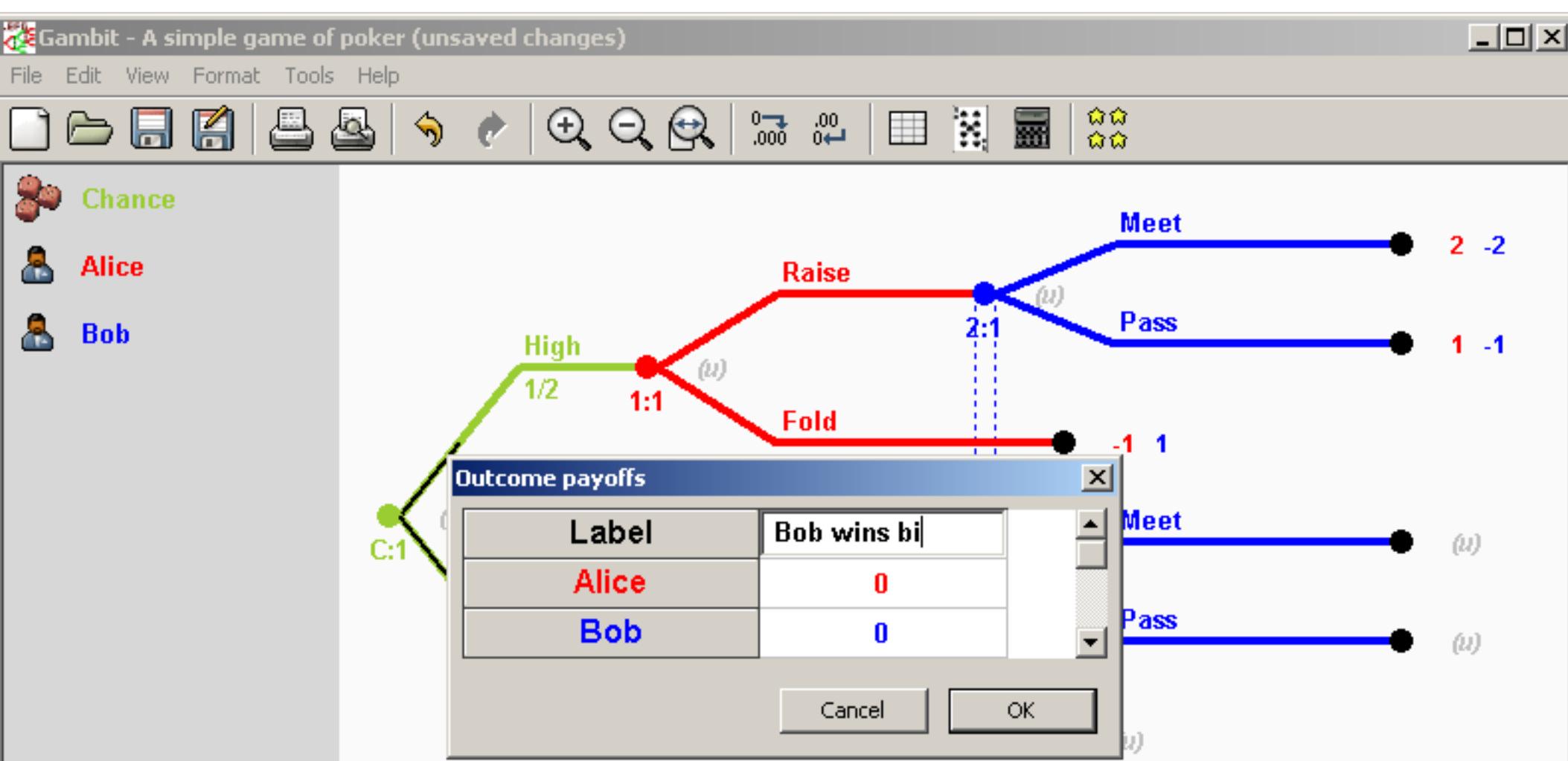
Chance

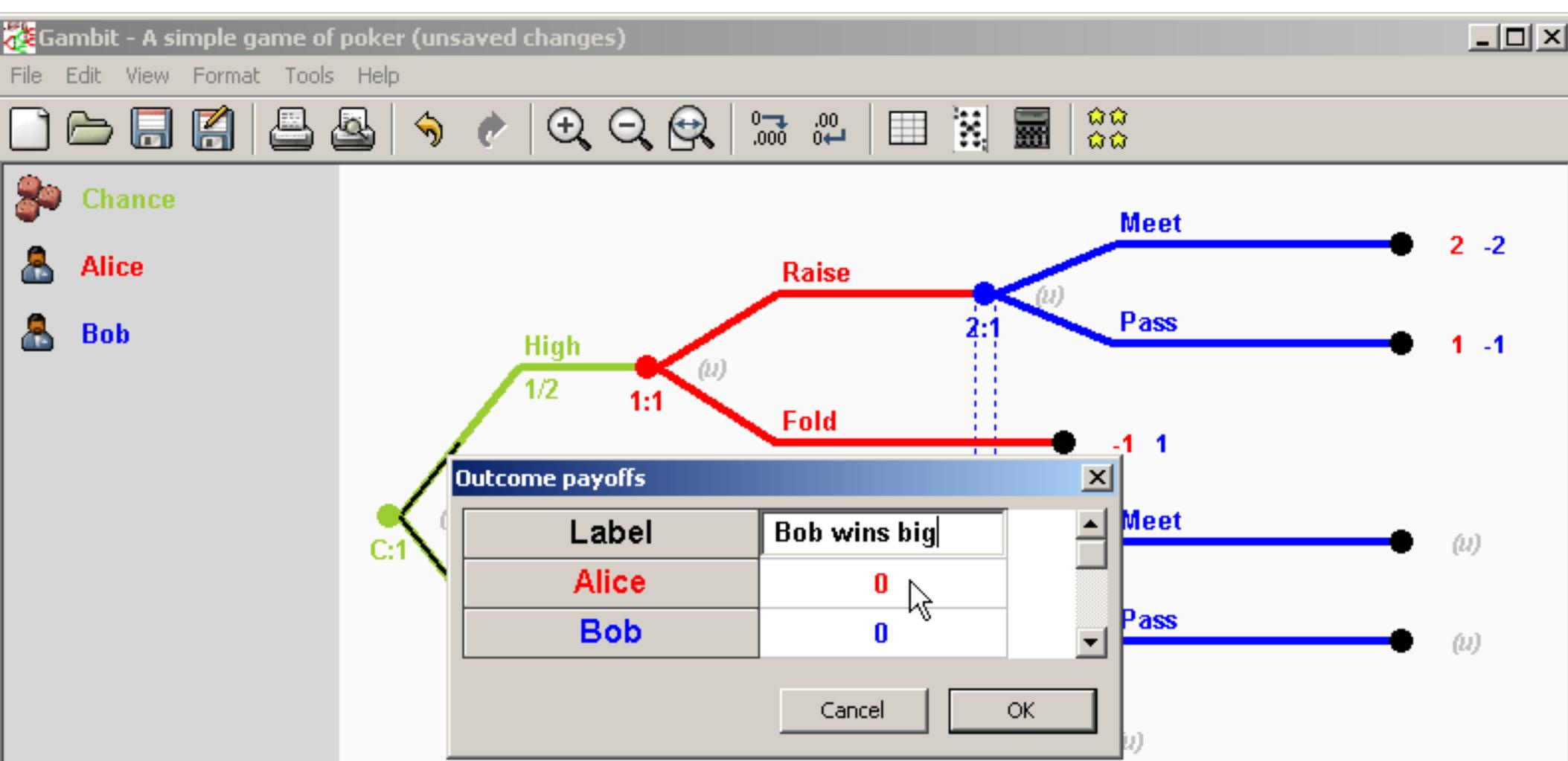
Alice

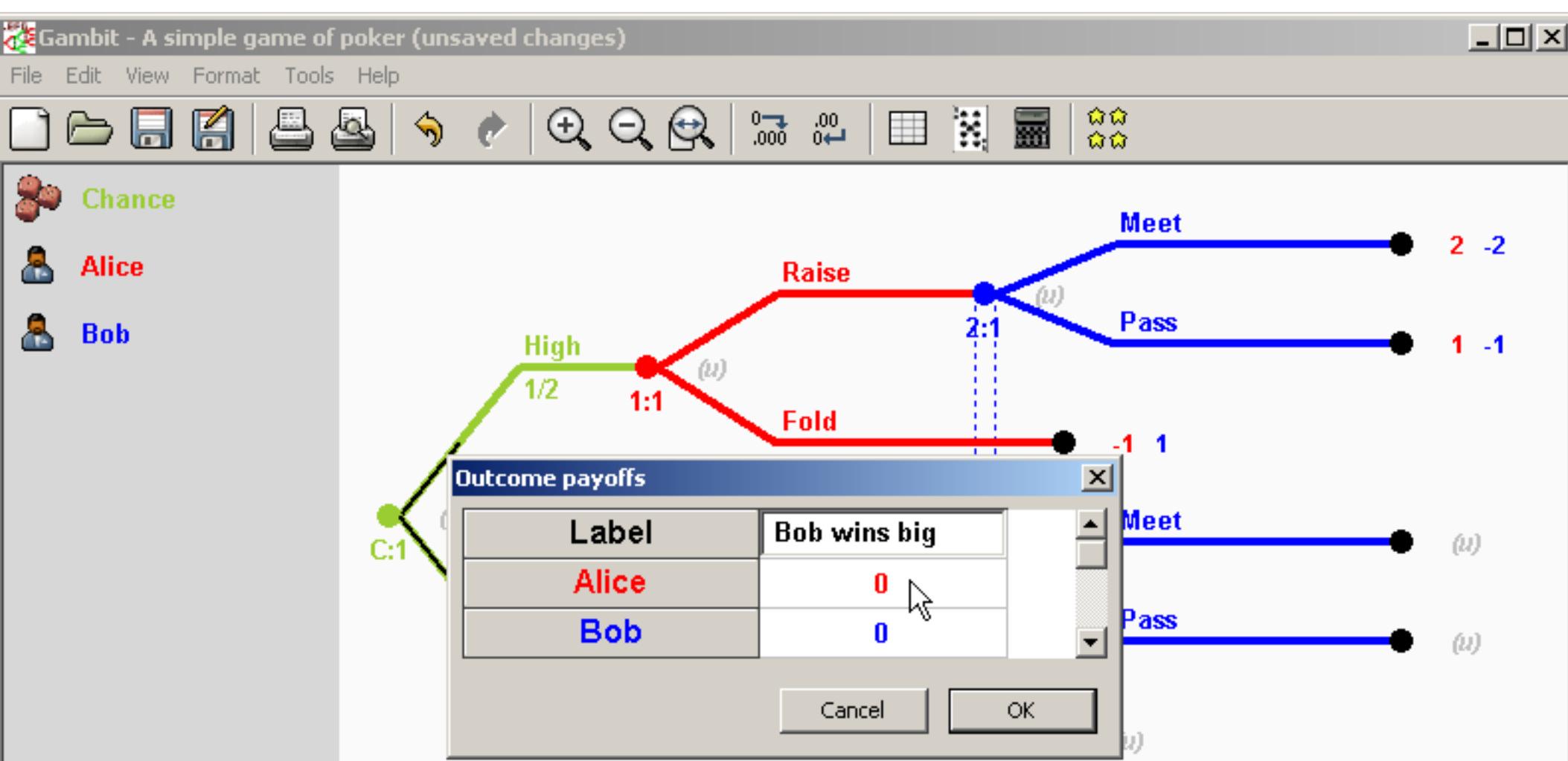
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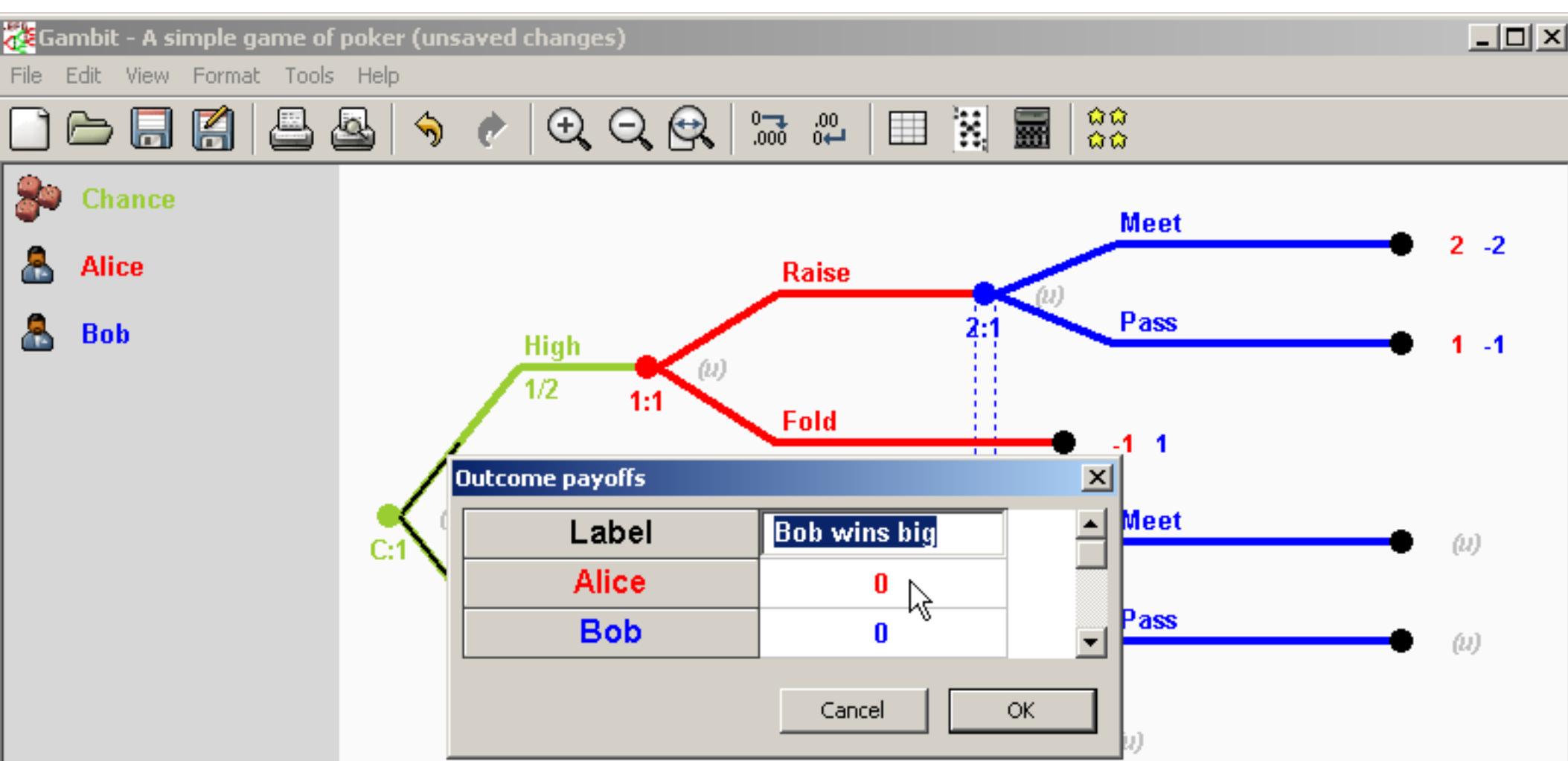


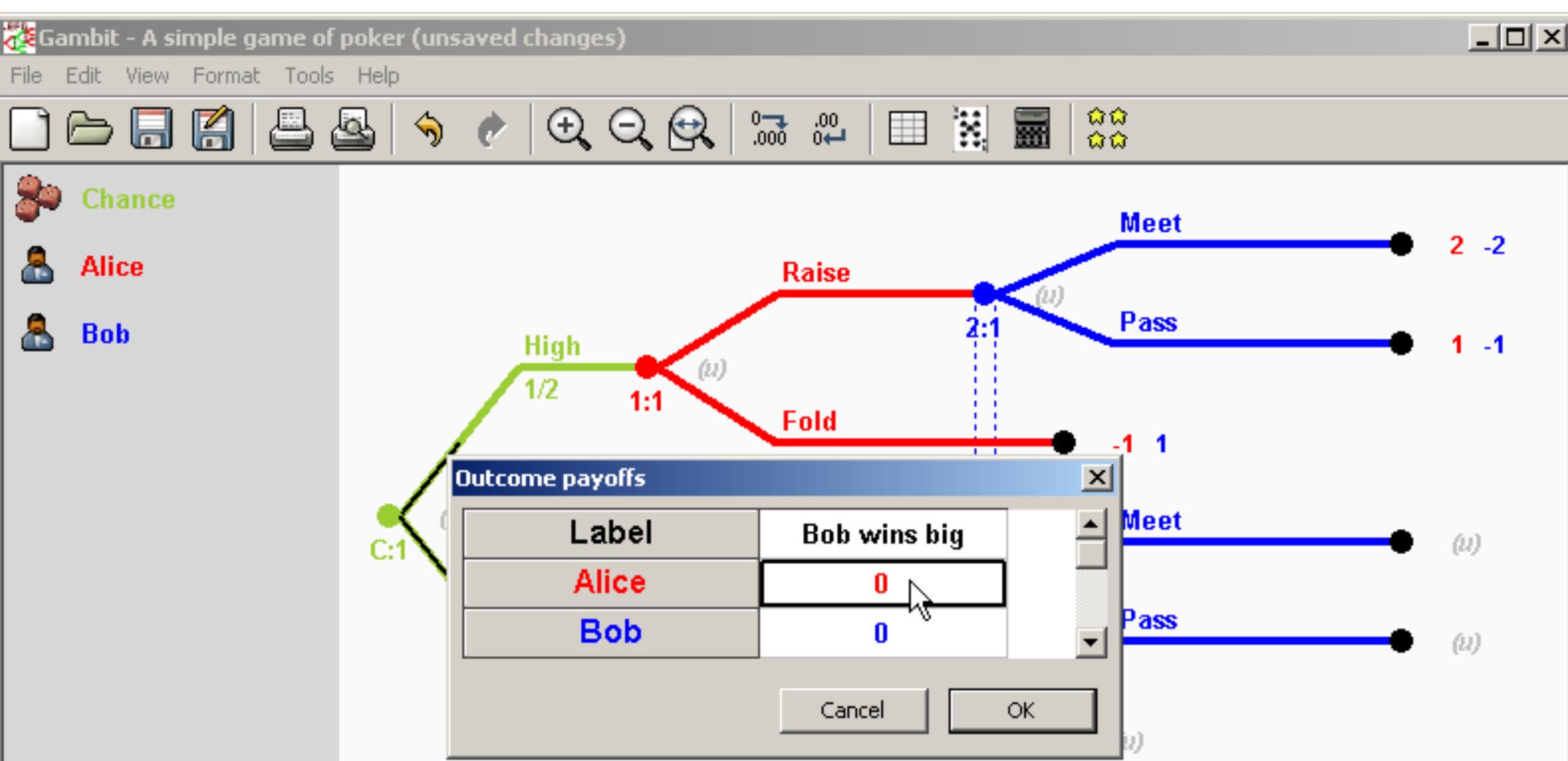


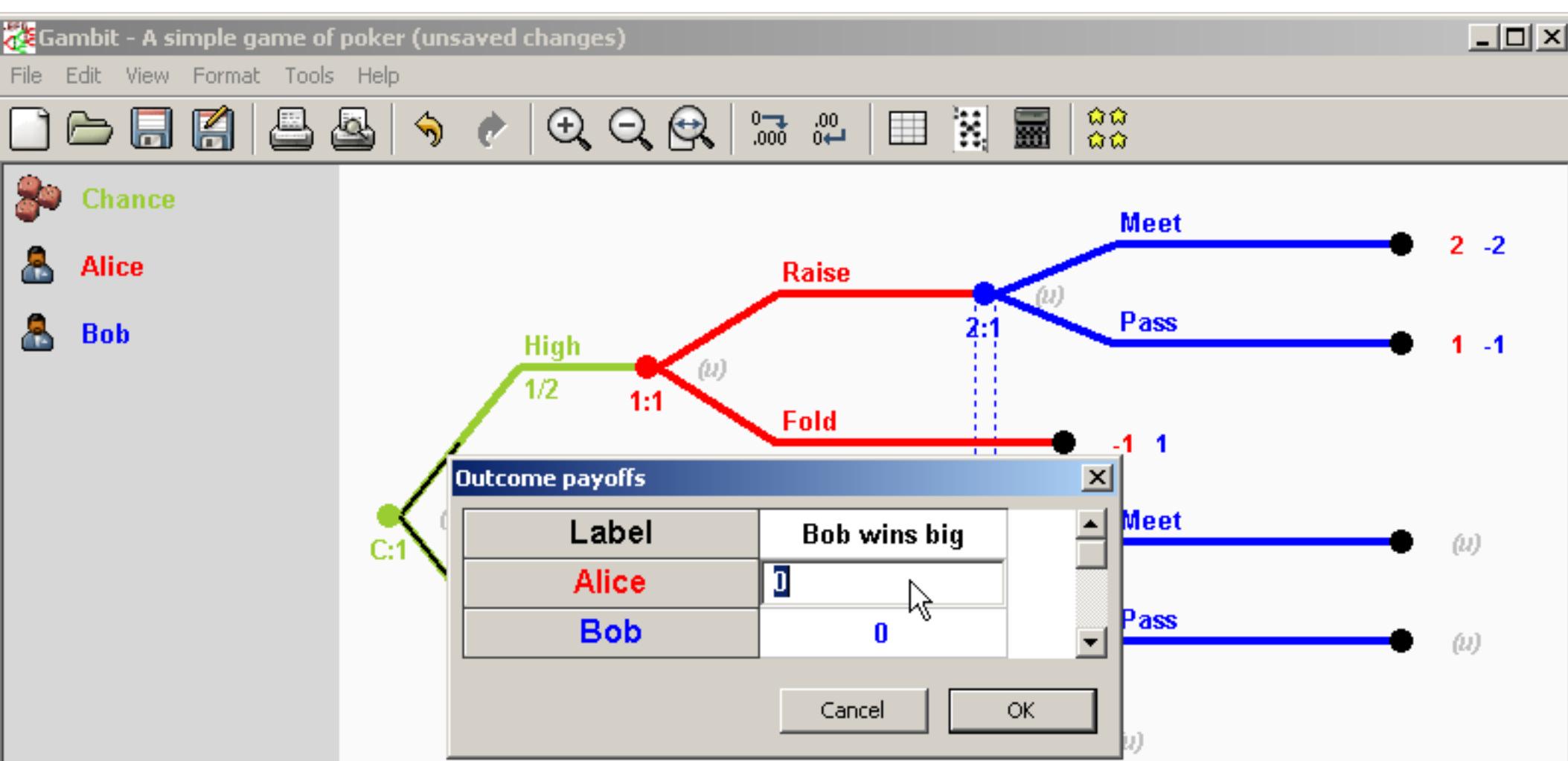


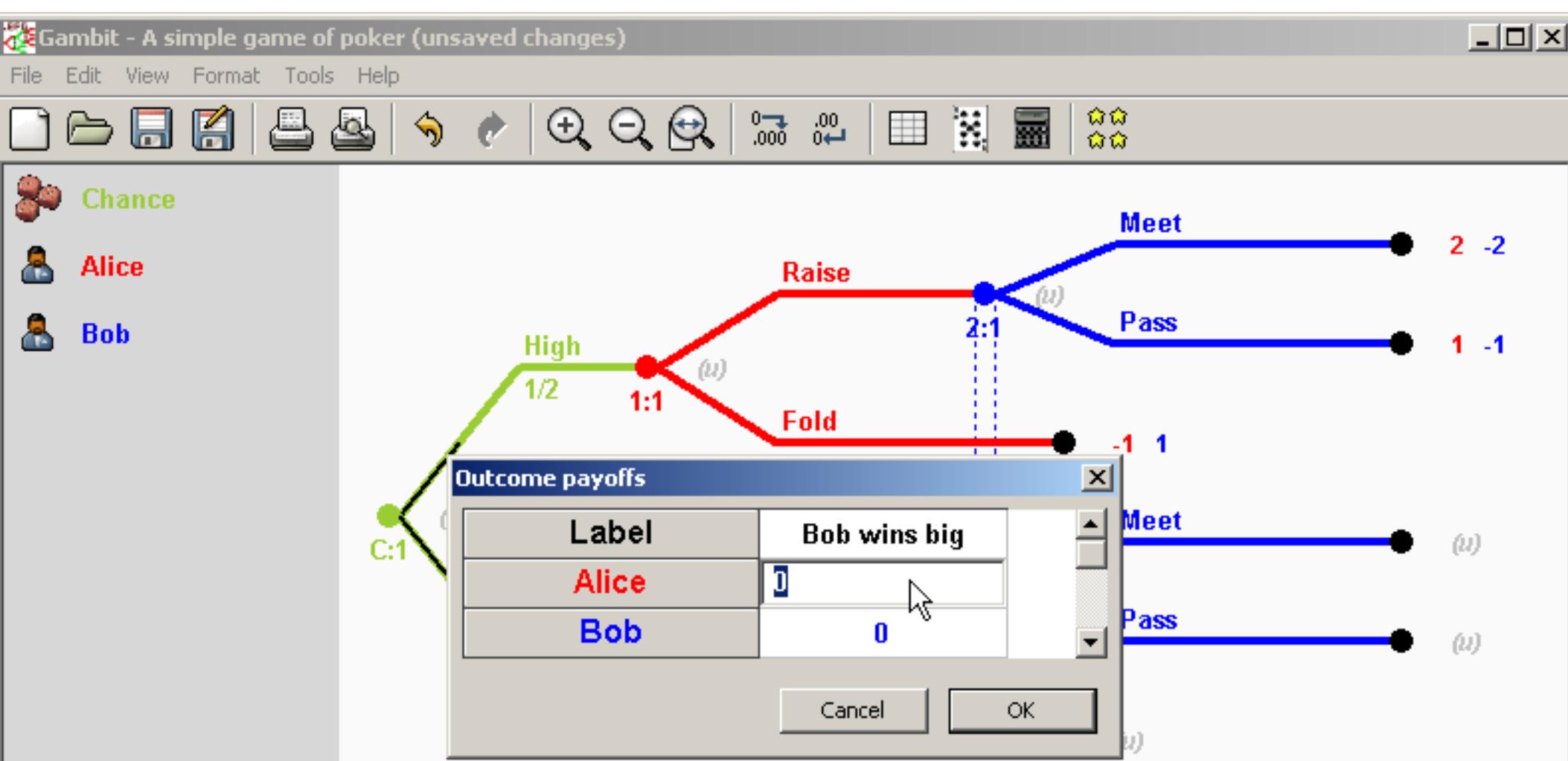


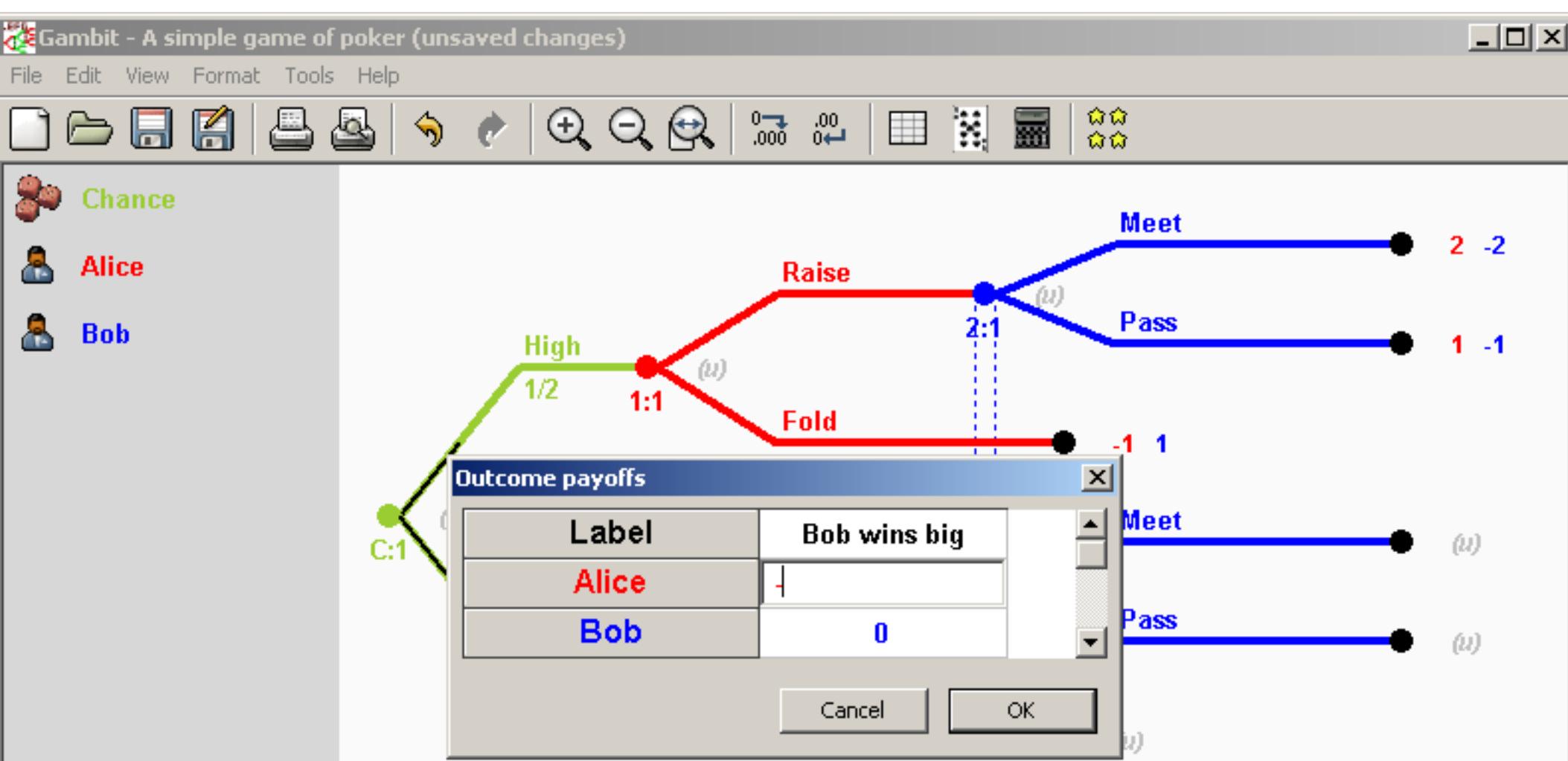


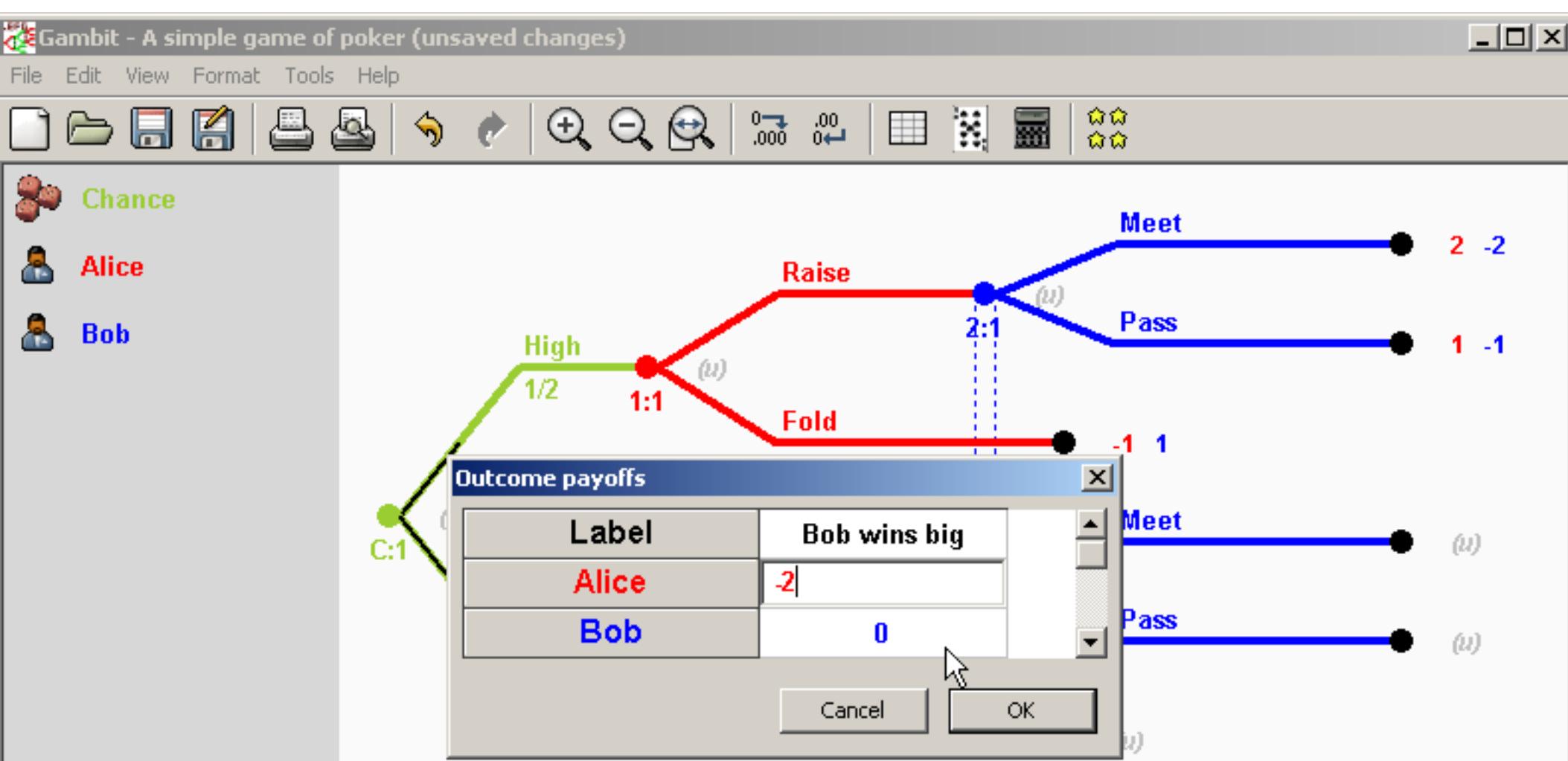


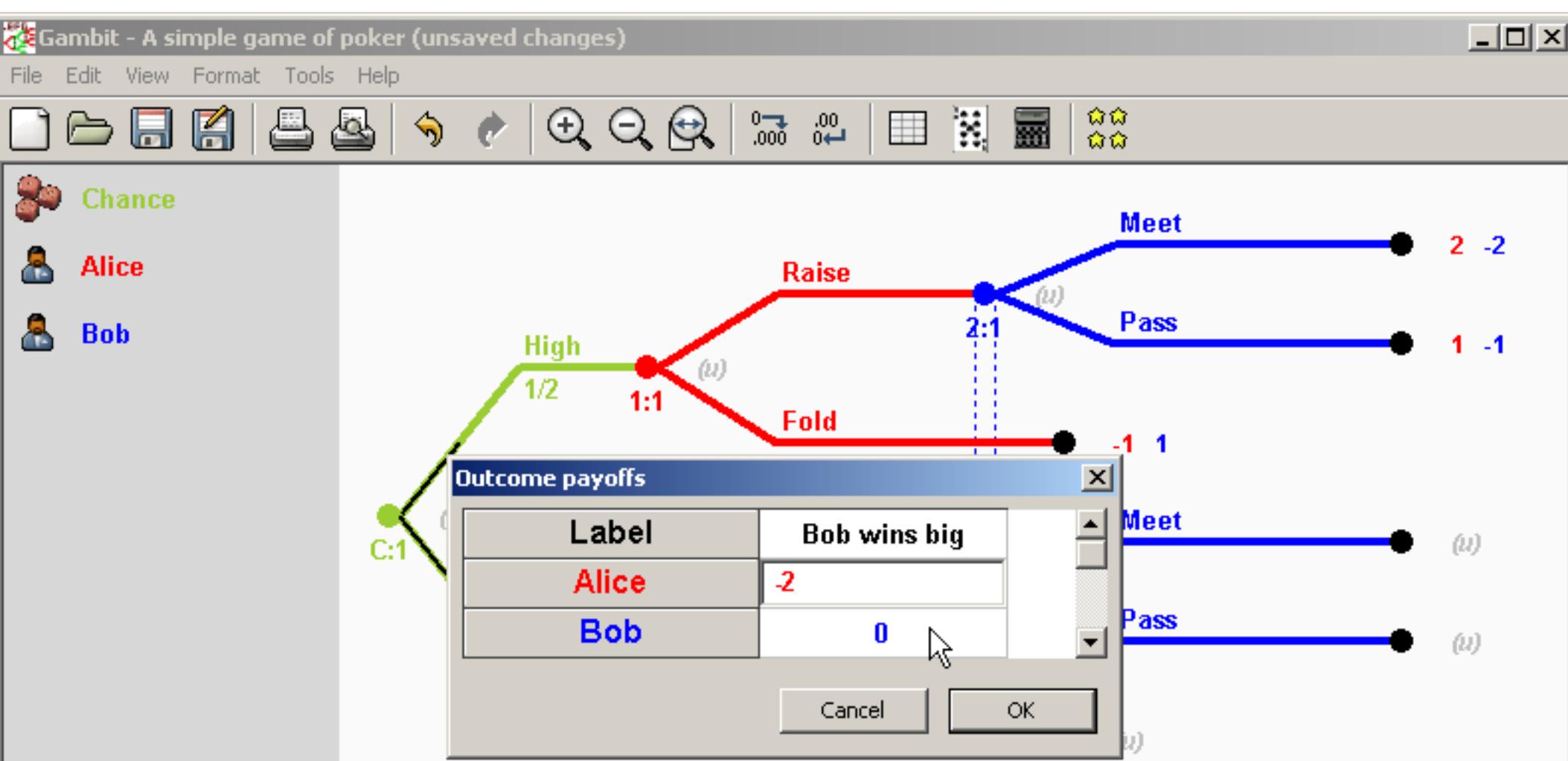


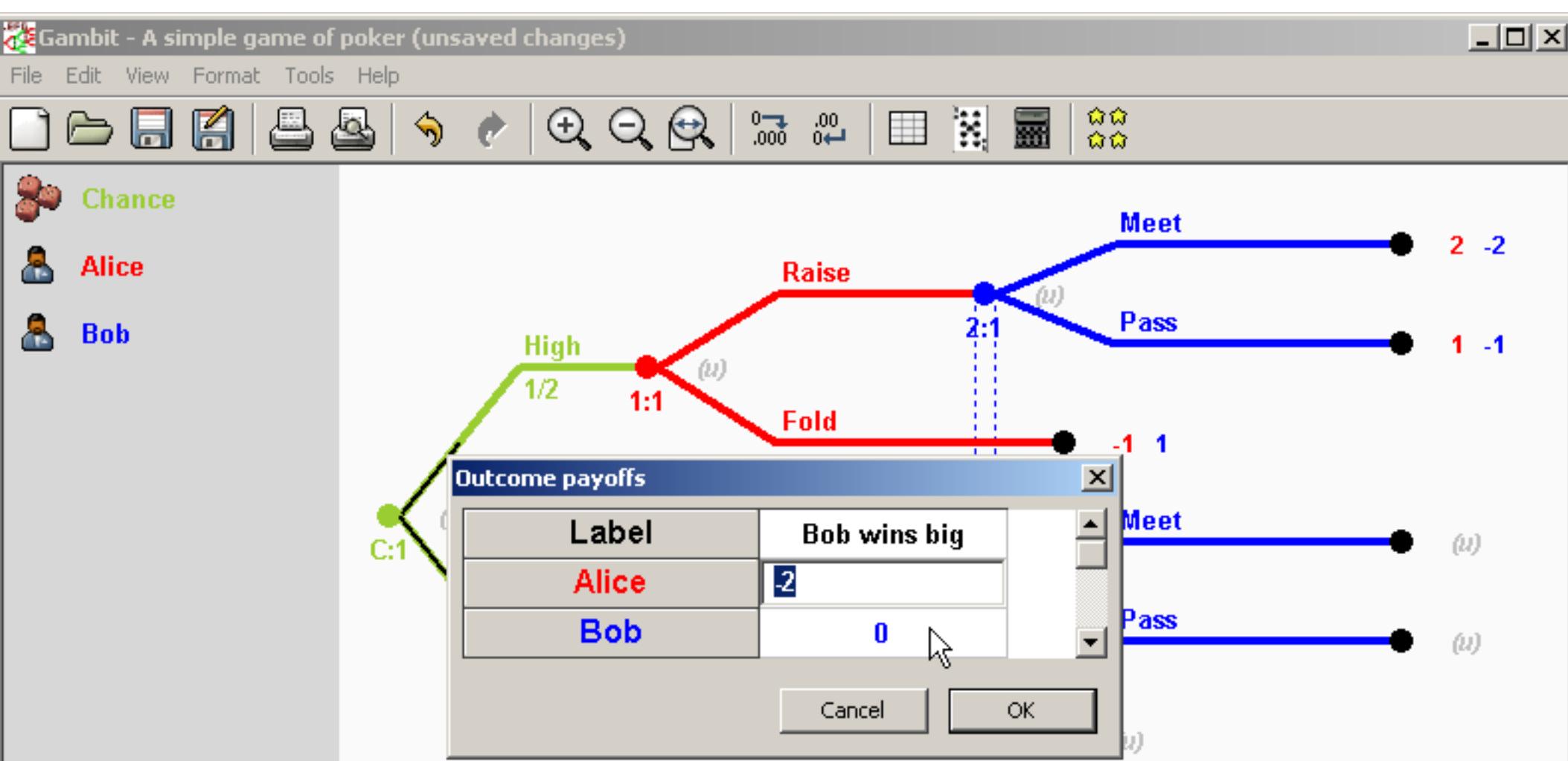


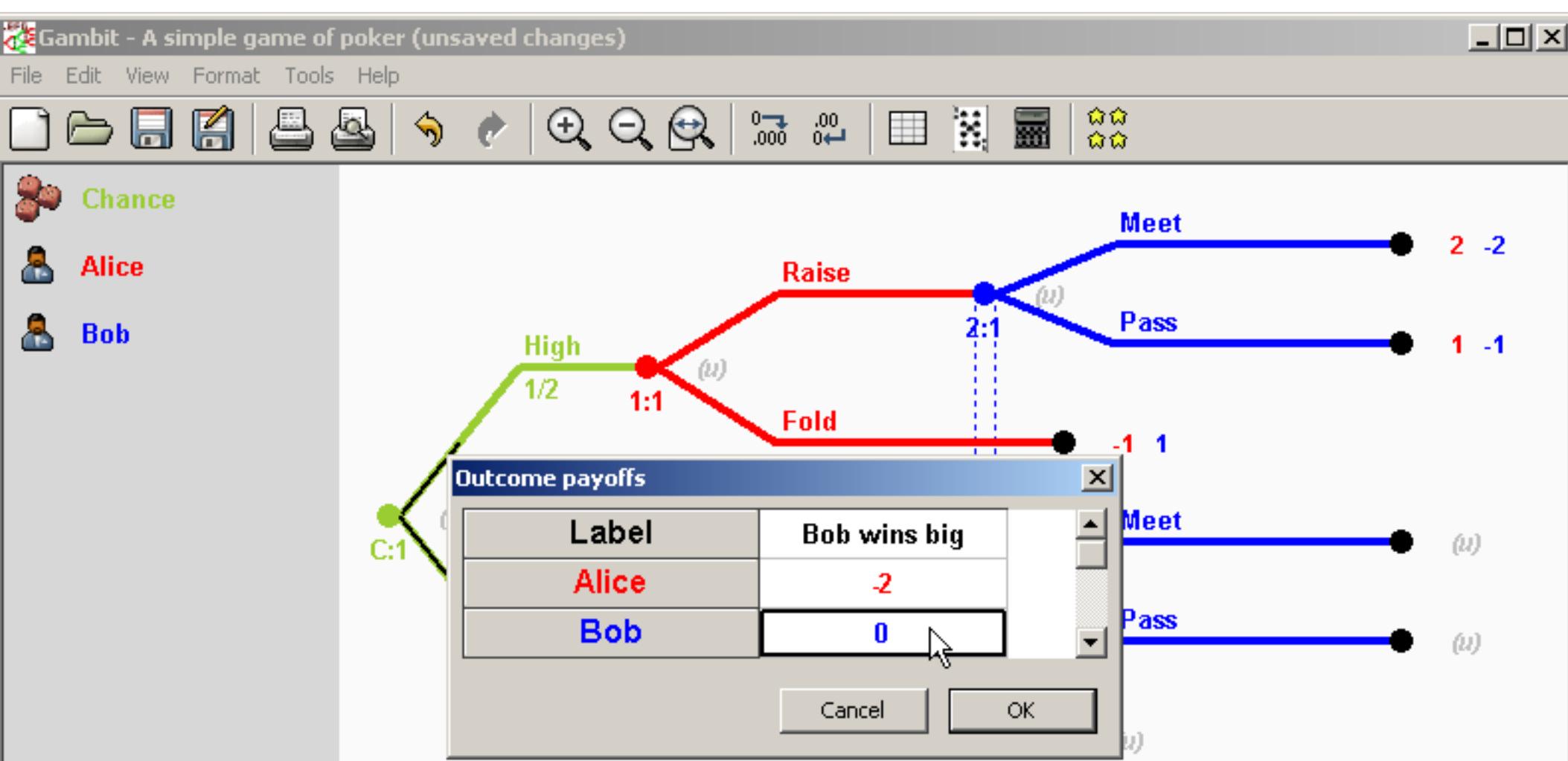


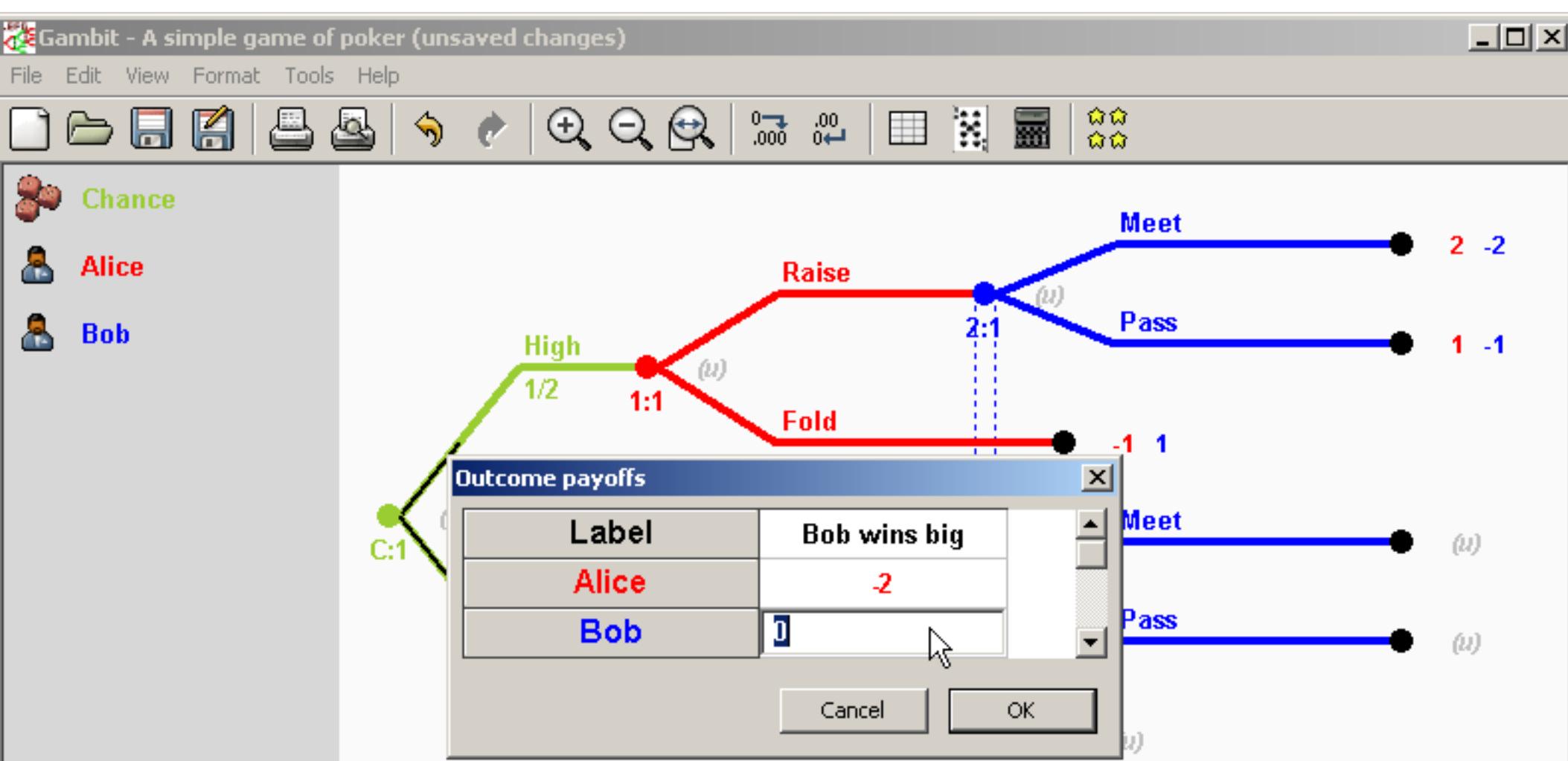










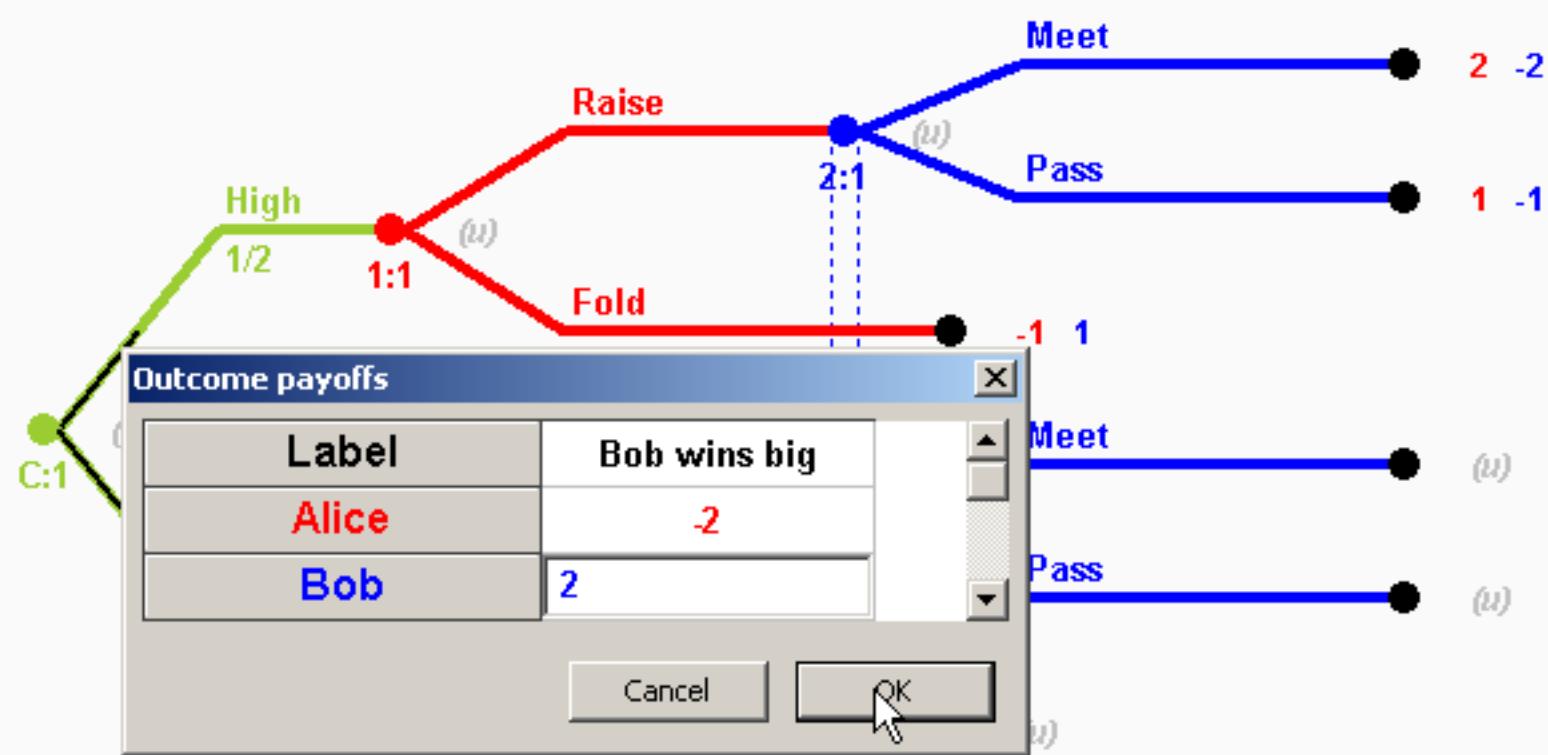




Chance

Alice

Bob





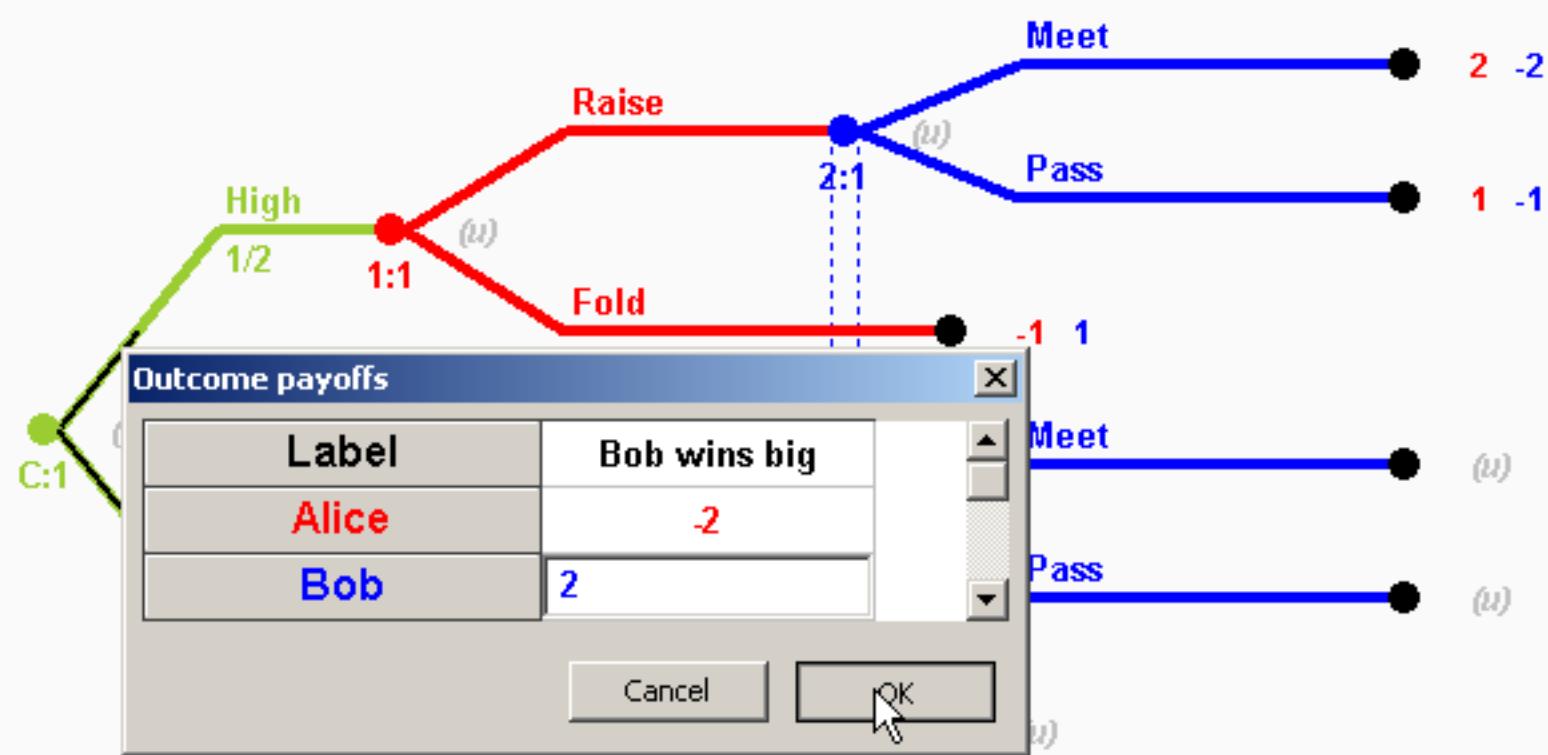
0.000 0.00



Chance

Alice

Bob

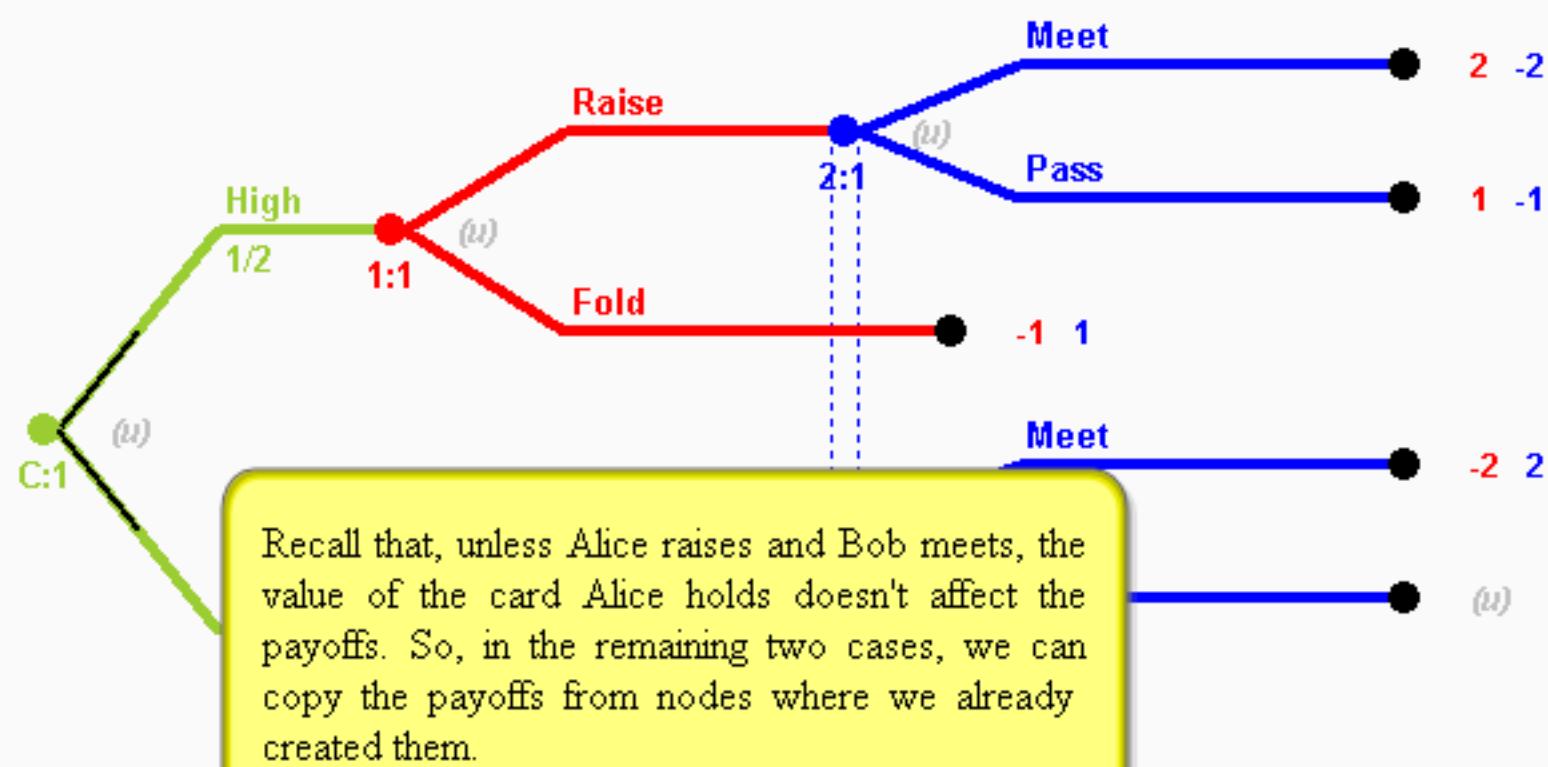




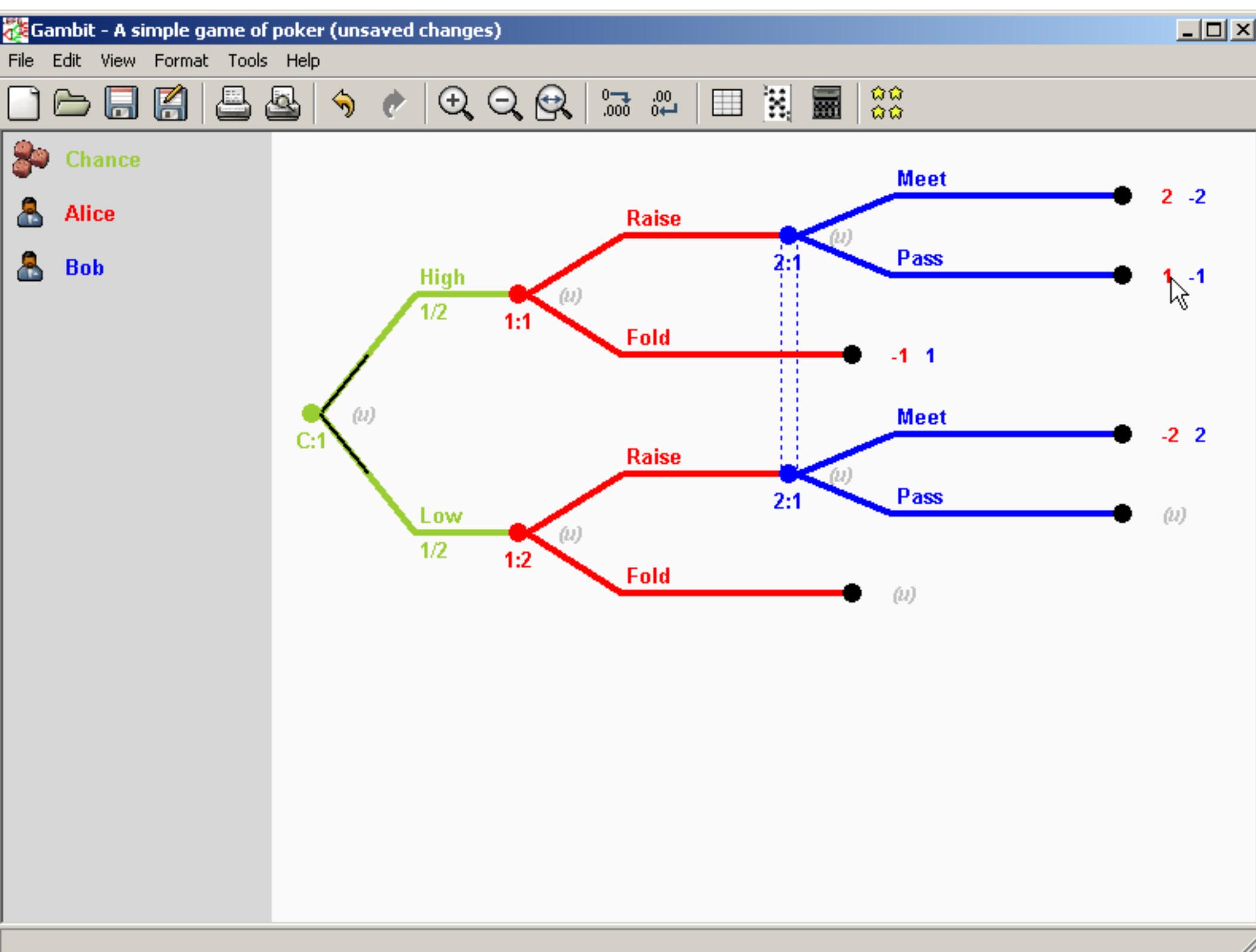
Chance

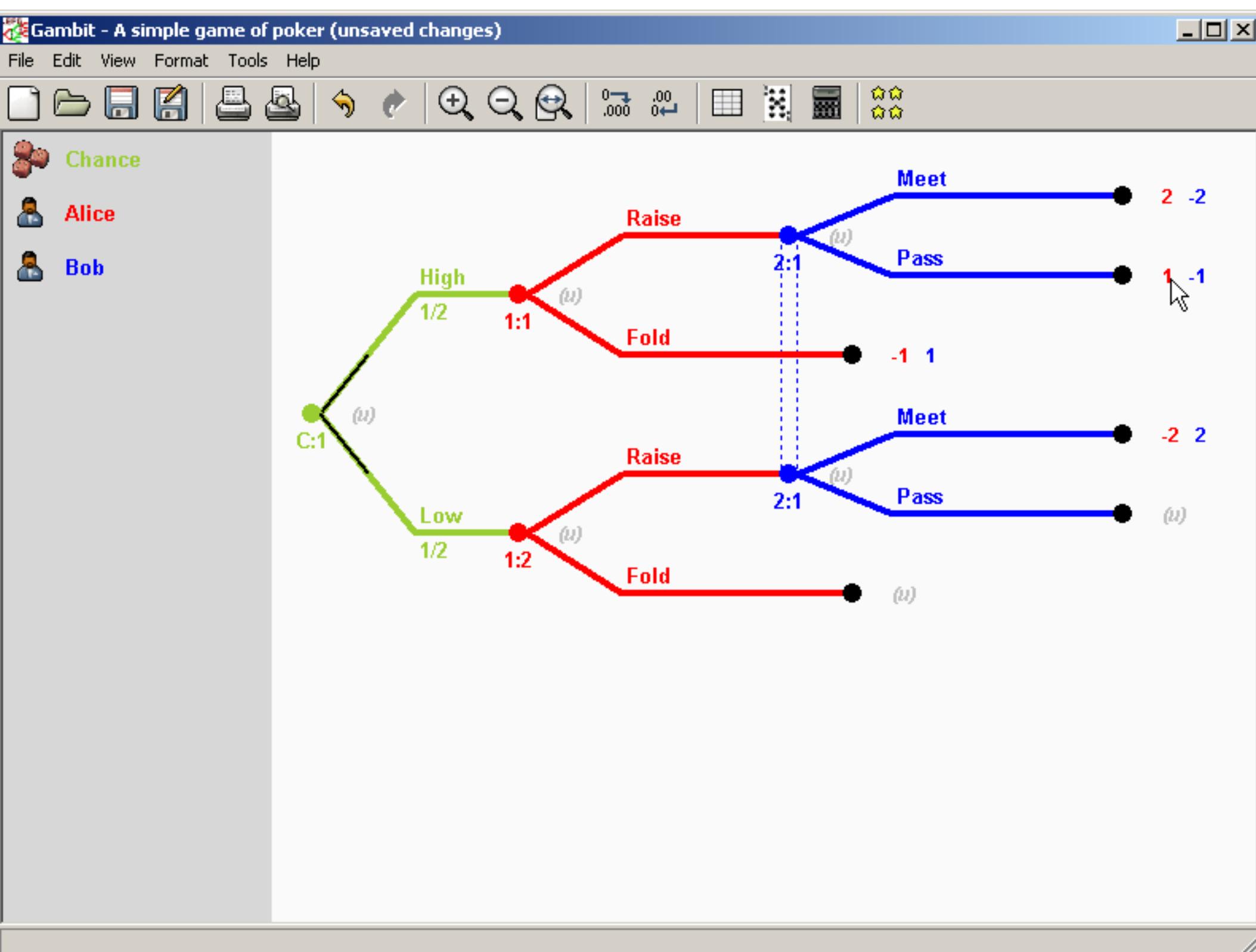
Alice

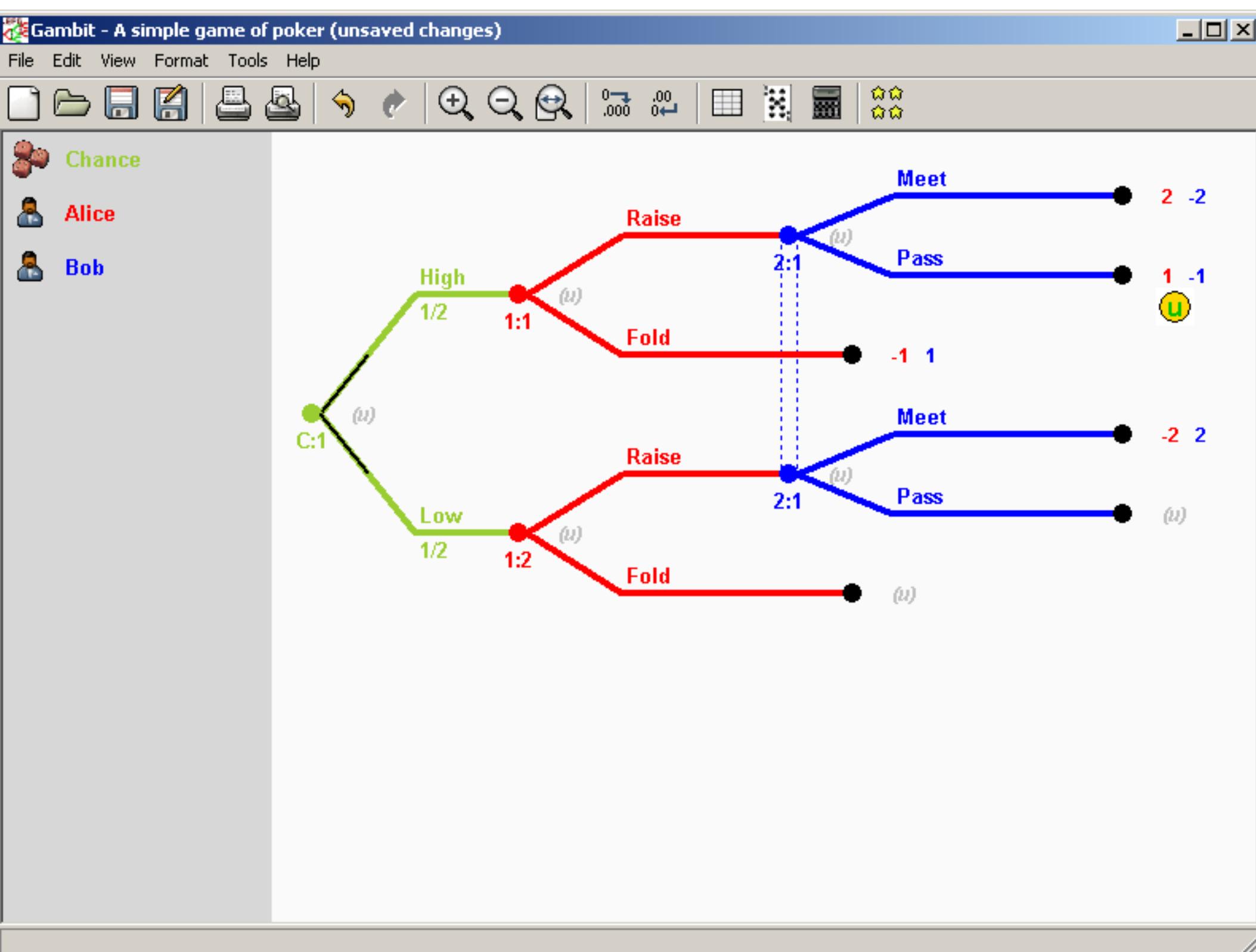
Bob

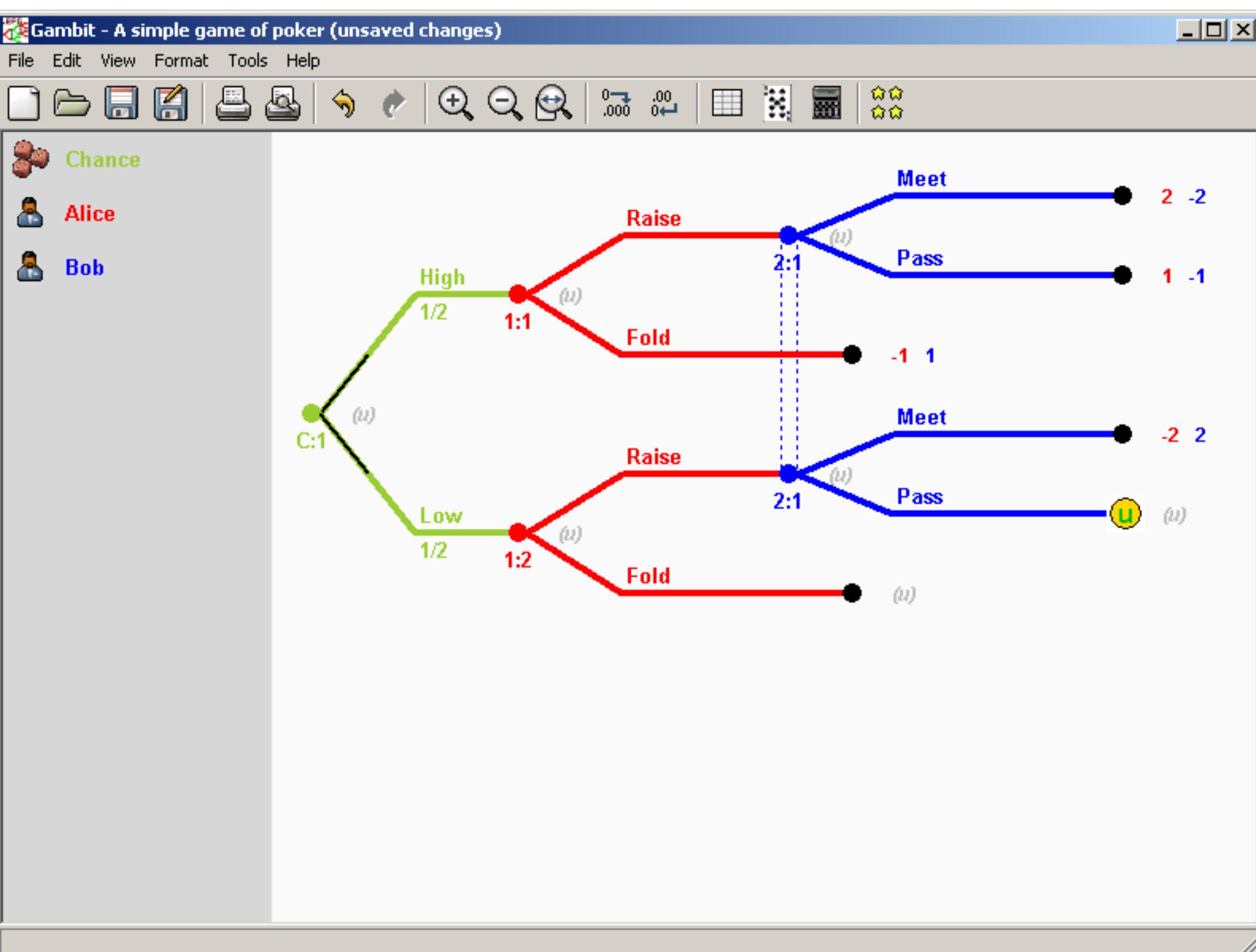


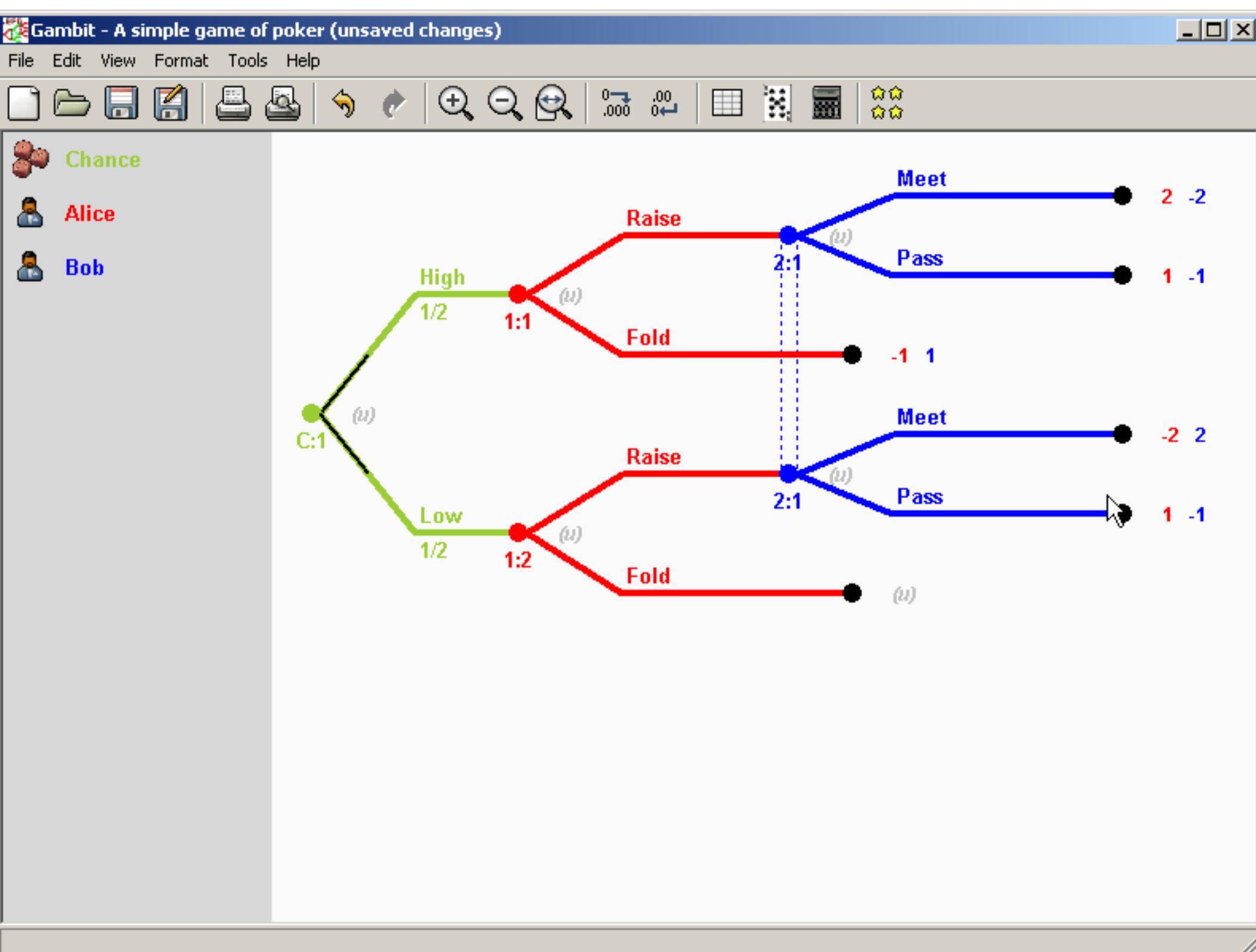
Payoffs can be copied by holding down the control key on the keyboard while dragging from the payoffs to be copied to the node where the payoffs should also be assigned. We now do this for both the remaining cases.

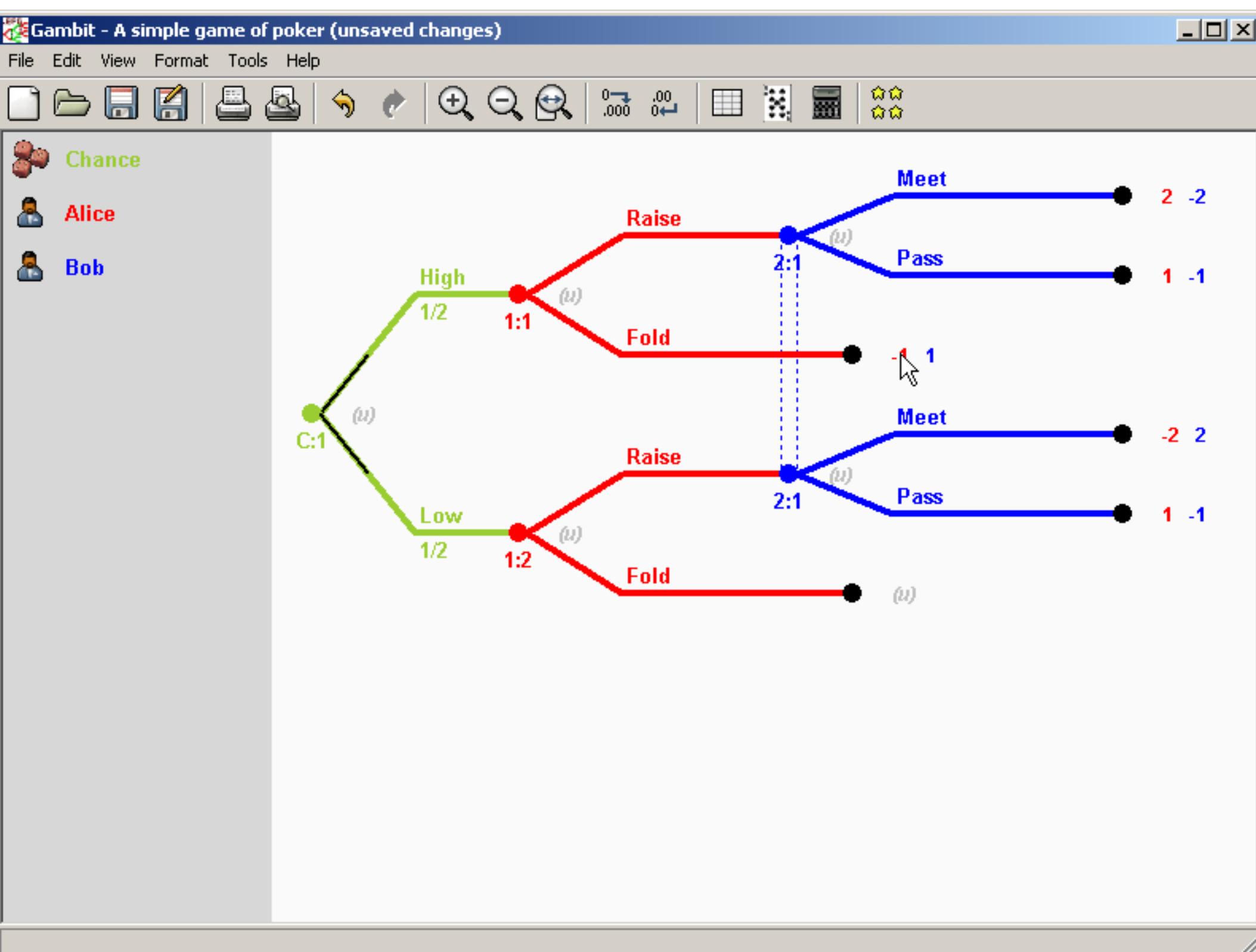


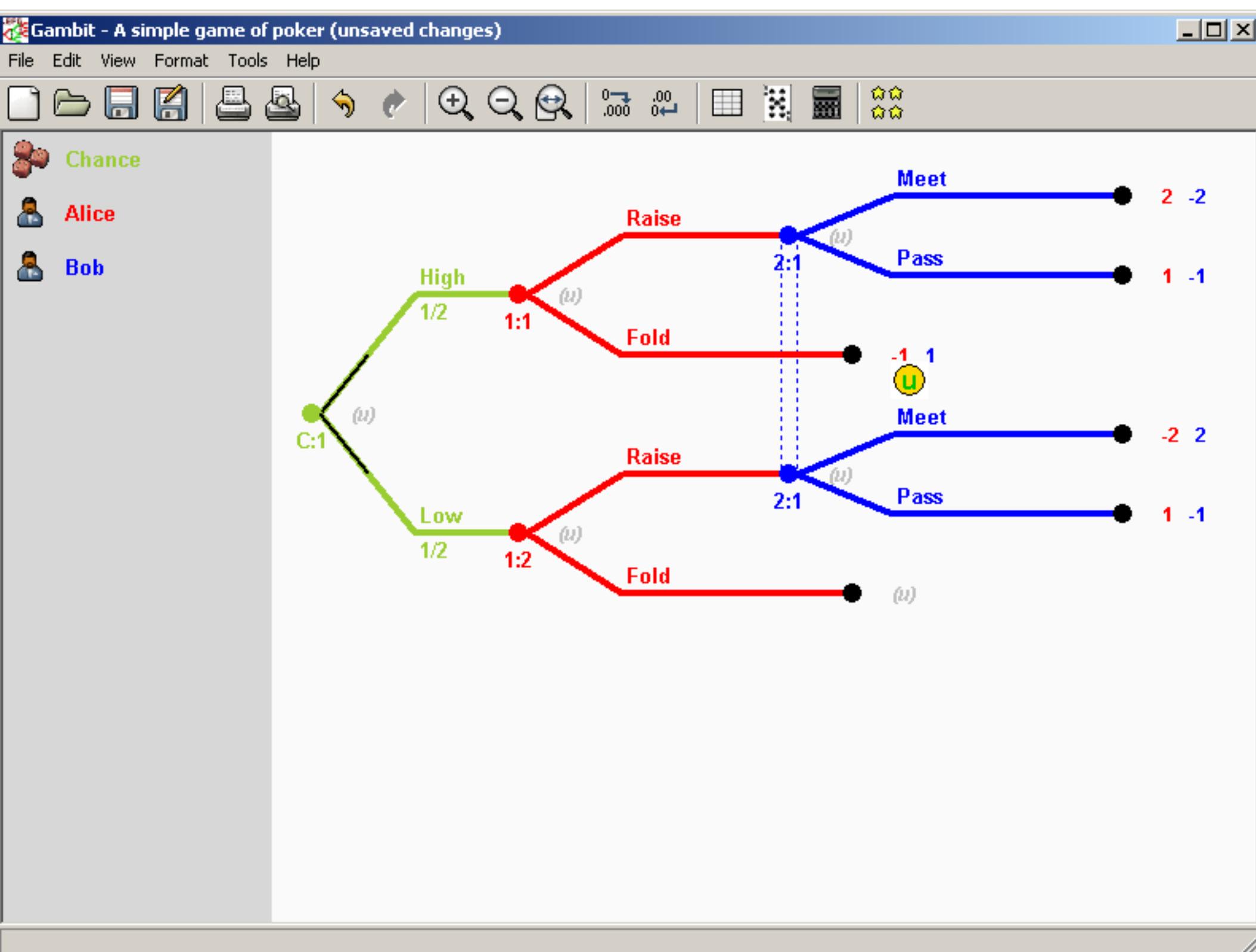










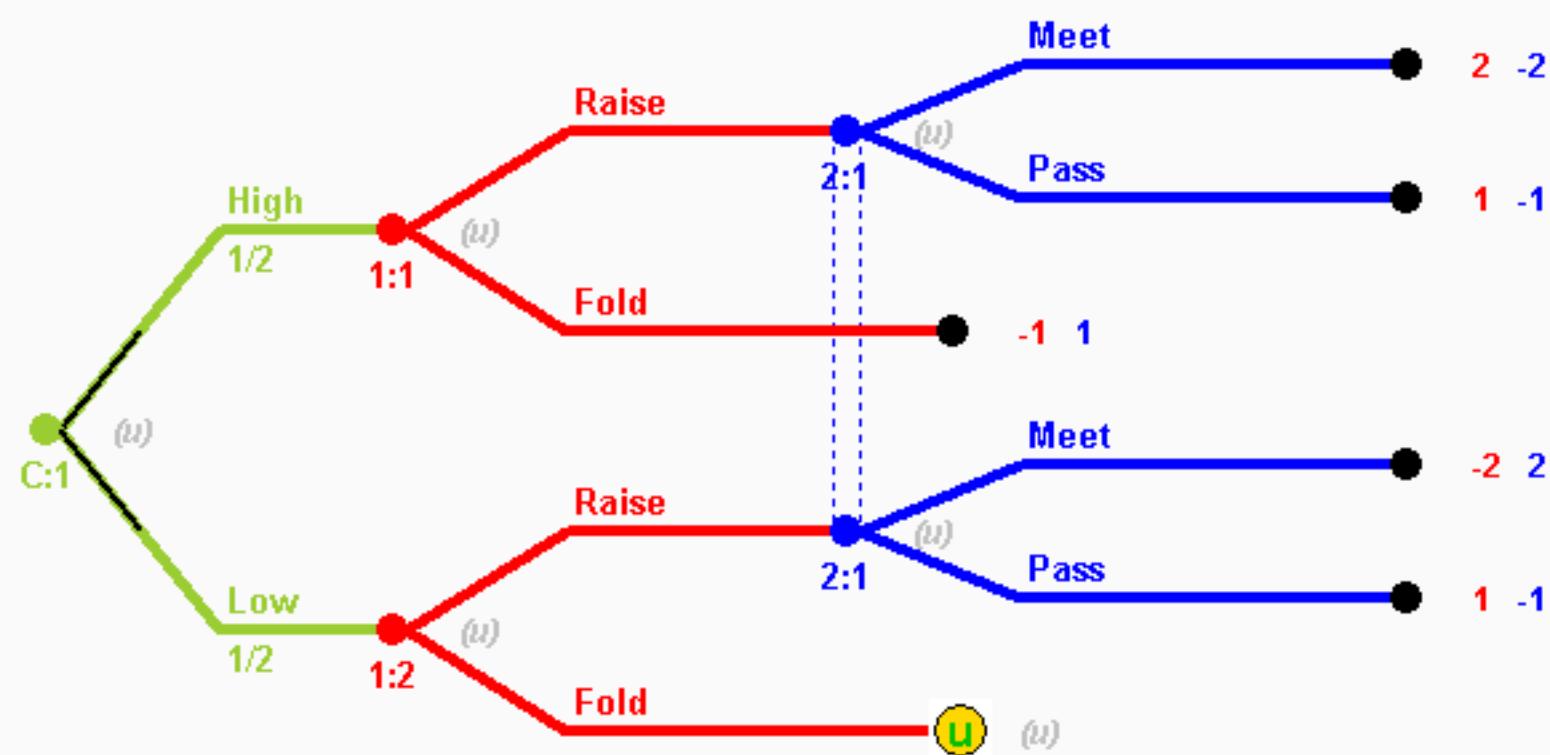




Chance

Alice

Bob





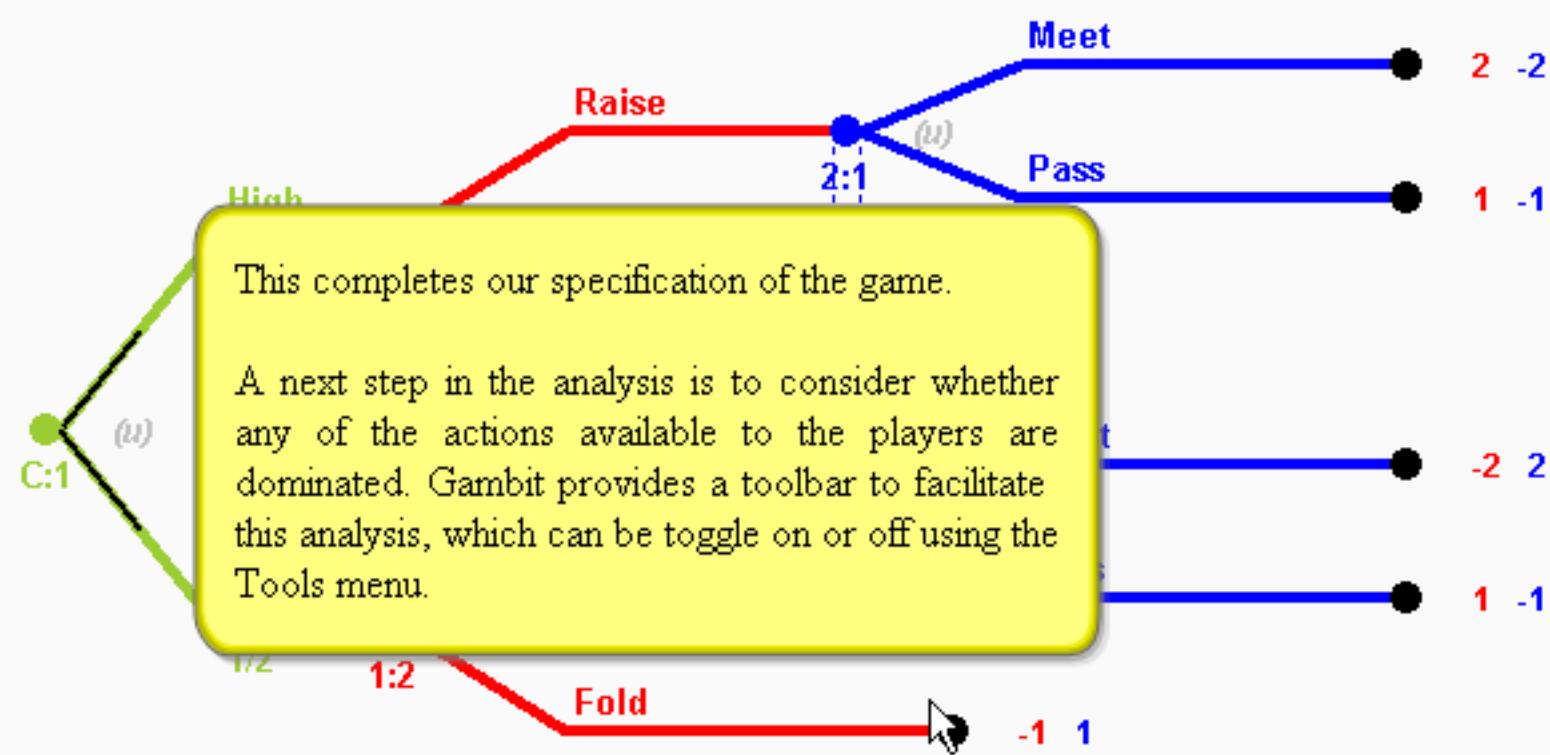
0.000 0.00

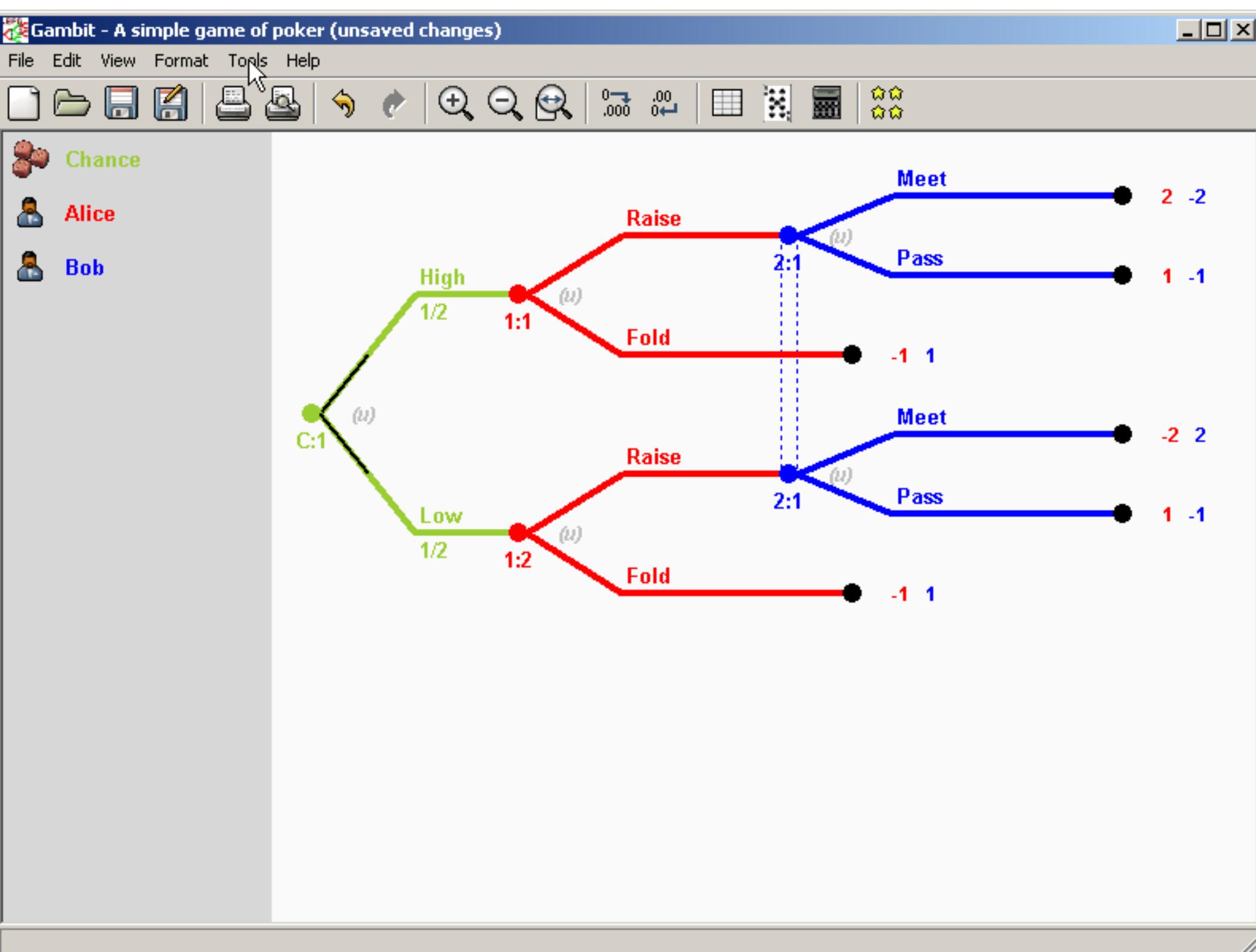


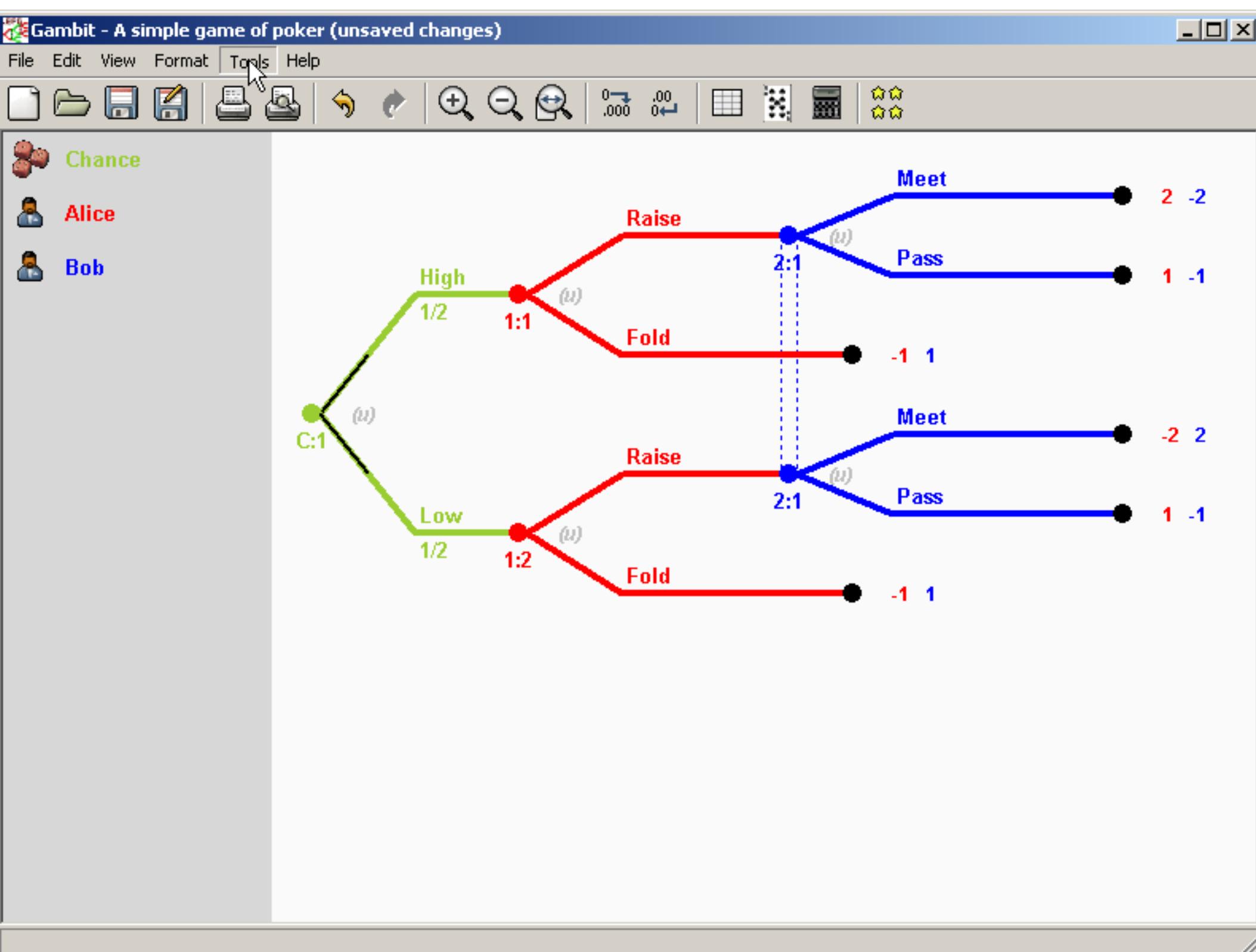
Chance

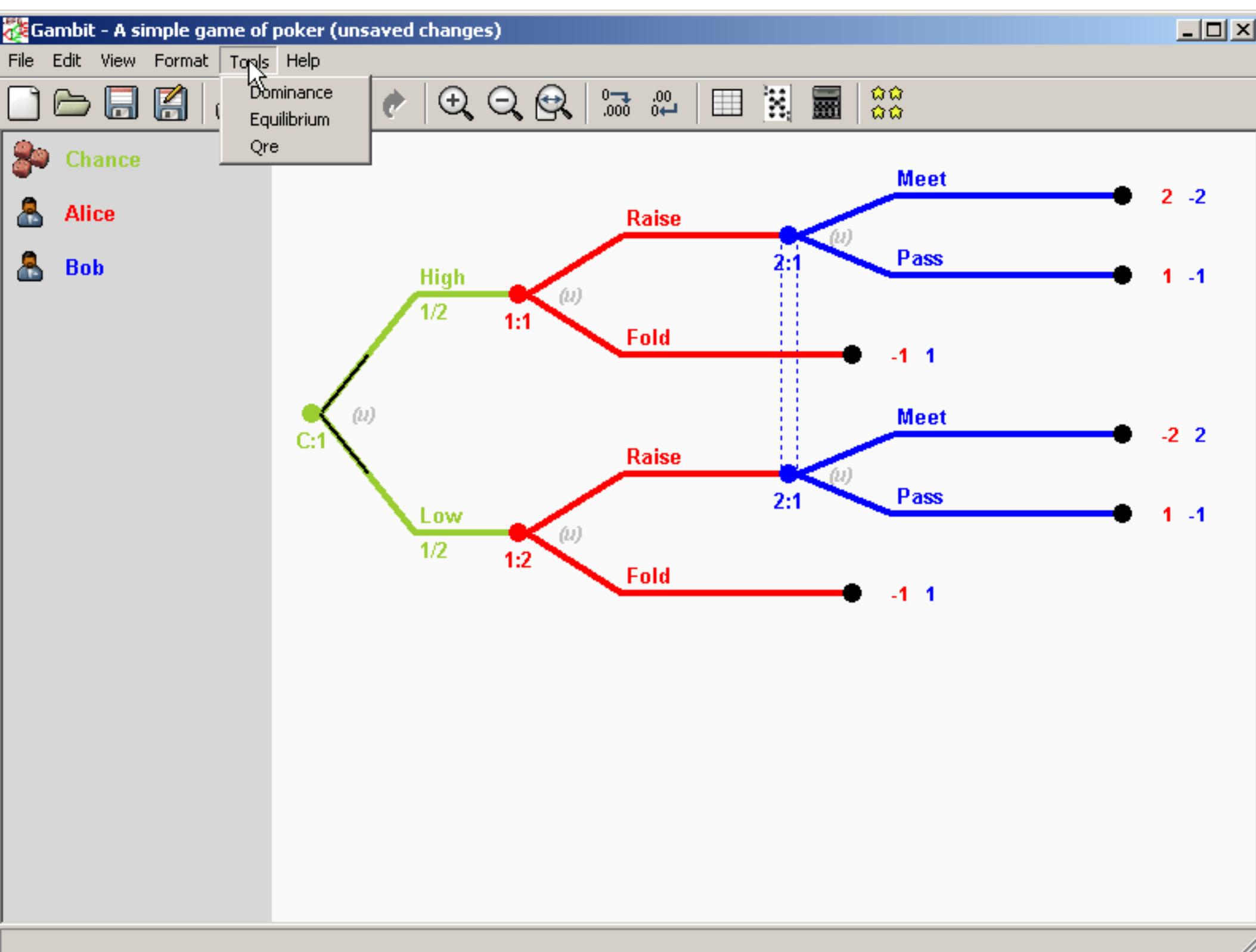
Alice

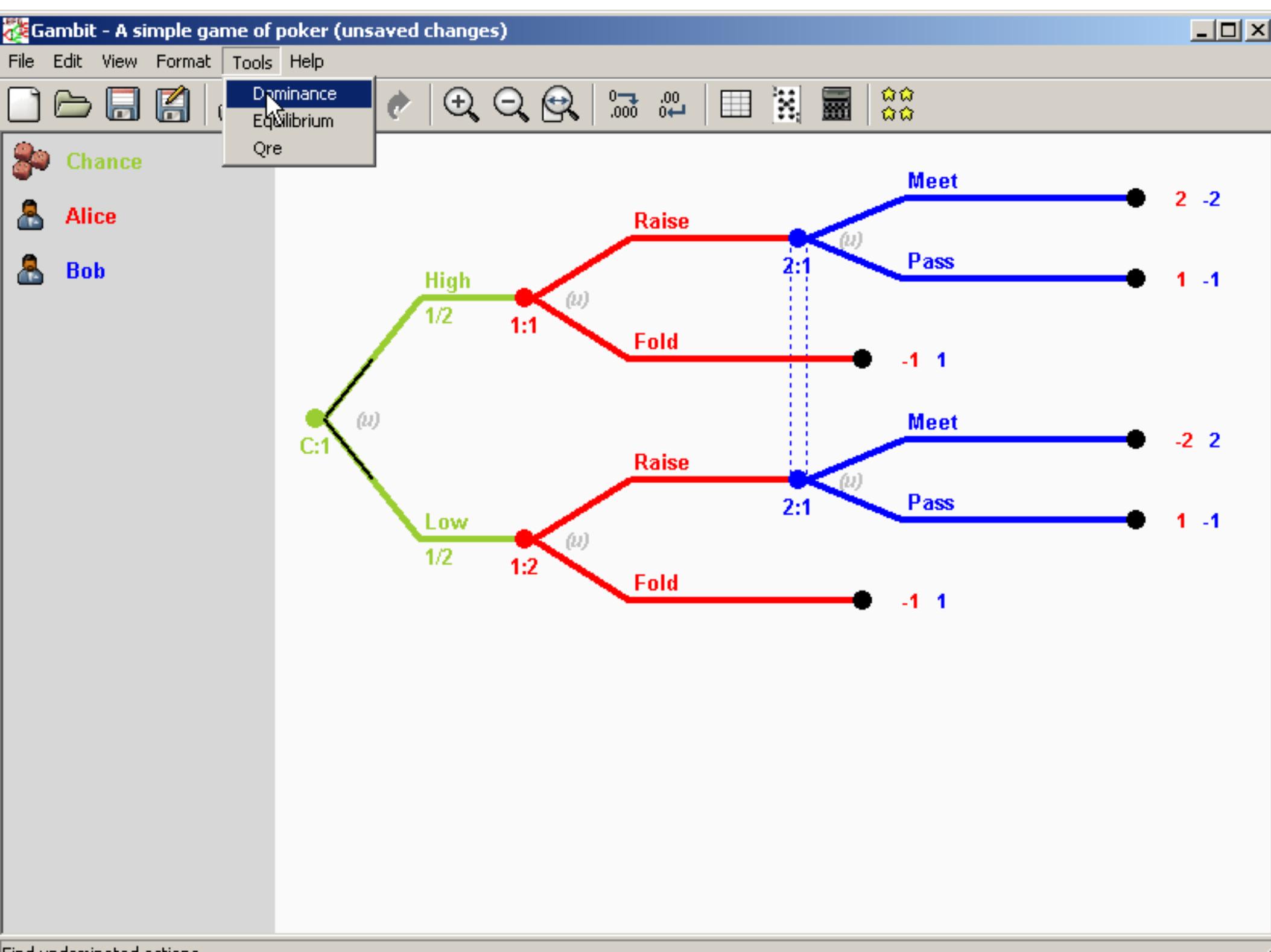
Bob











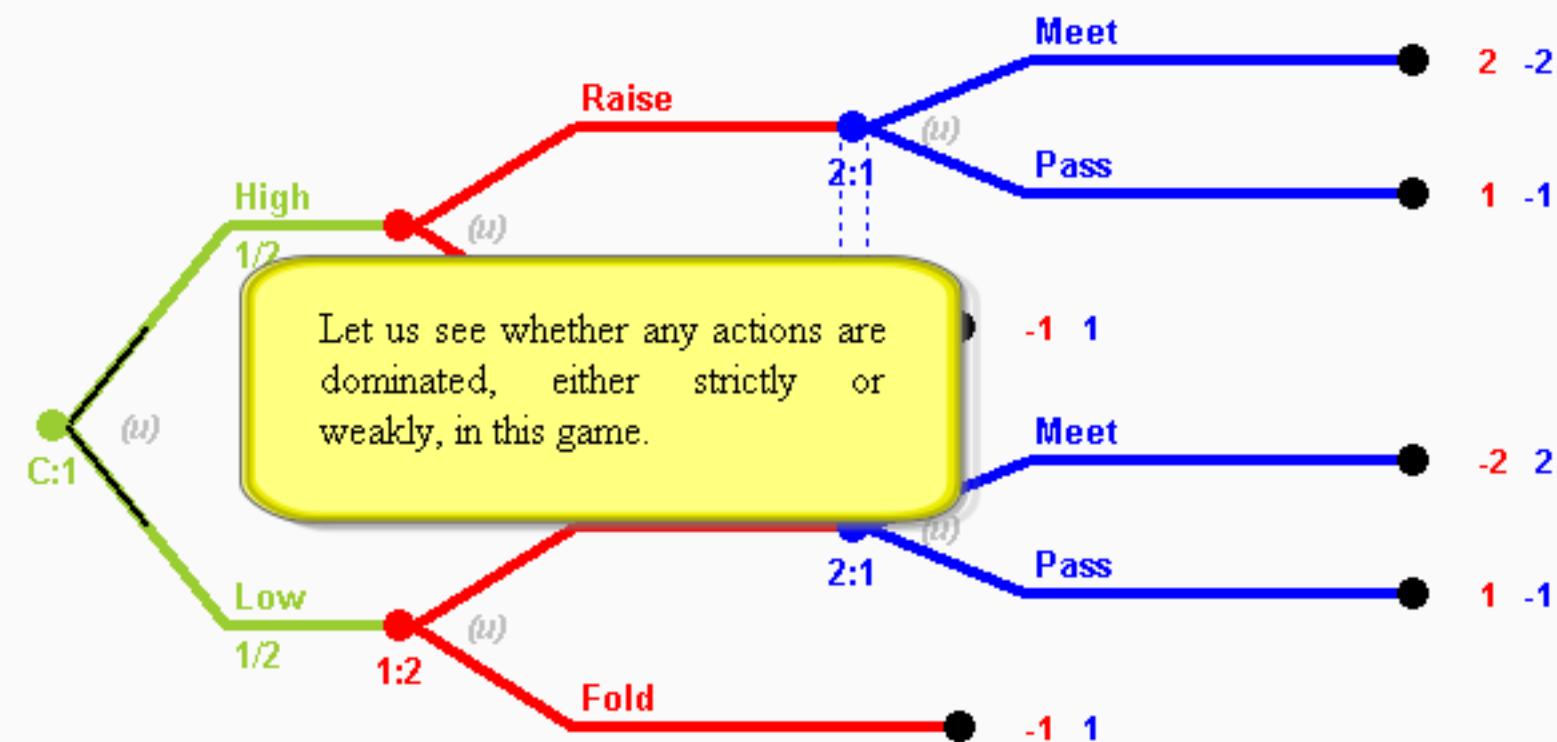


Hide actions which are strictly dominated: All actions shown Show only reachable nodes

Chance

Alice

Bob



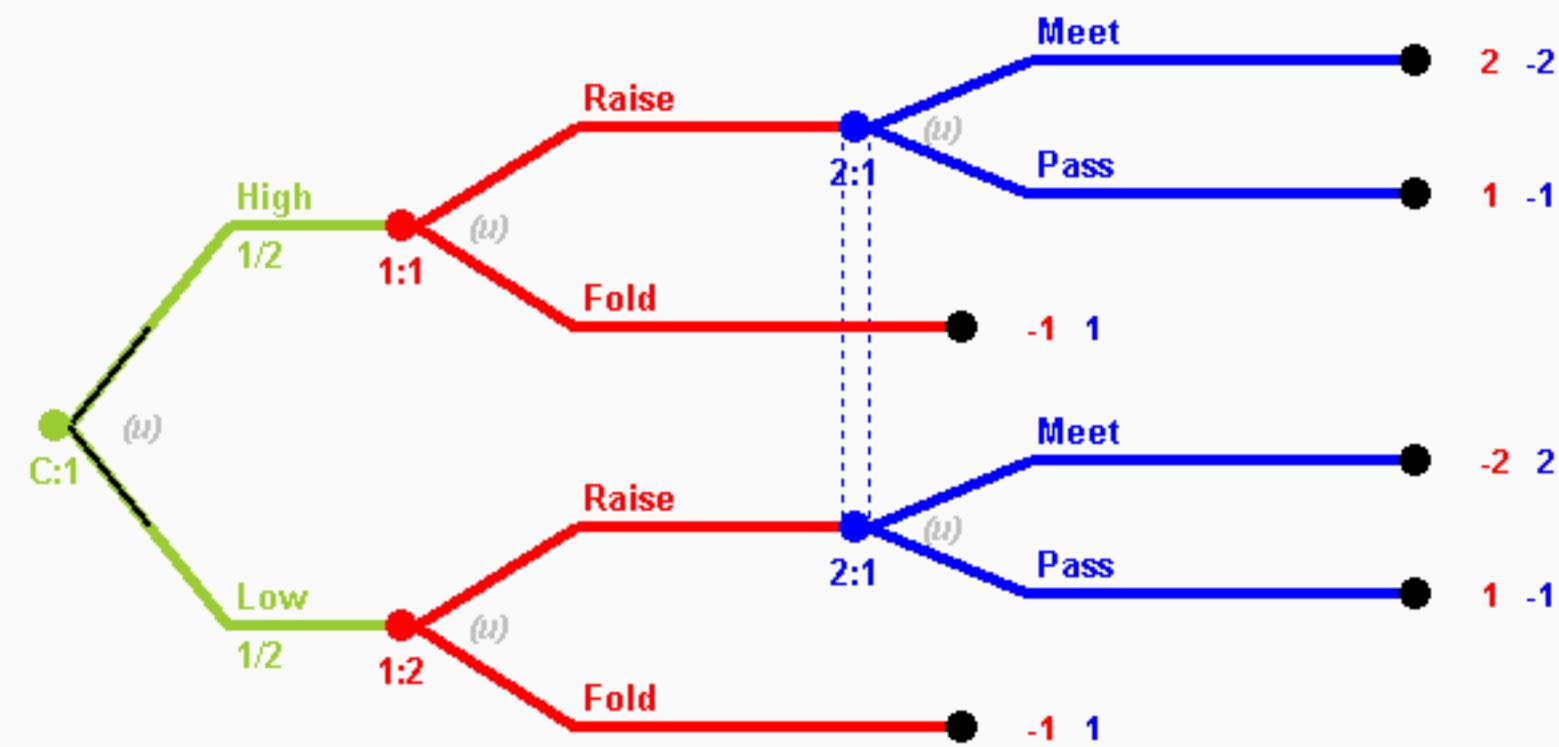


Hide actions which are strictly dominated: All actions shown Show only reachable nodes

Chance

Alice

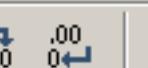
Bob



Gambit - A simple game of poker (unsaved changes)



File Edit View Format Tools Help



Hide actions which are

- strictly
- strictly
- strictly or weakly

dominated:



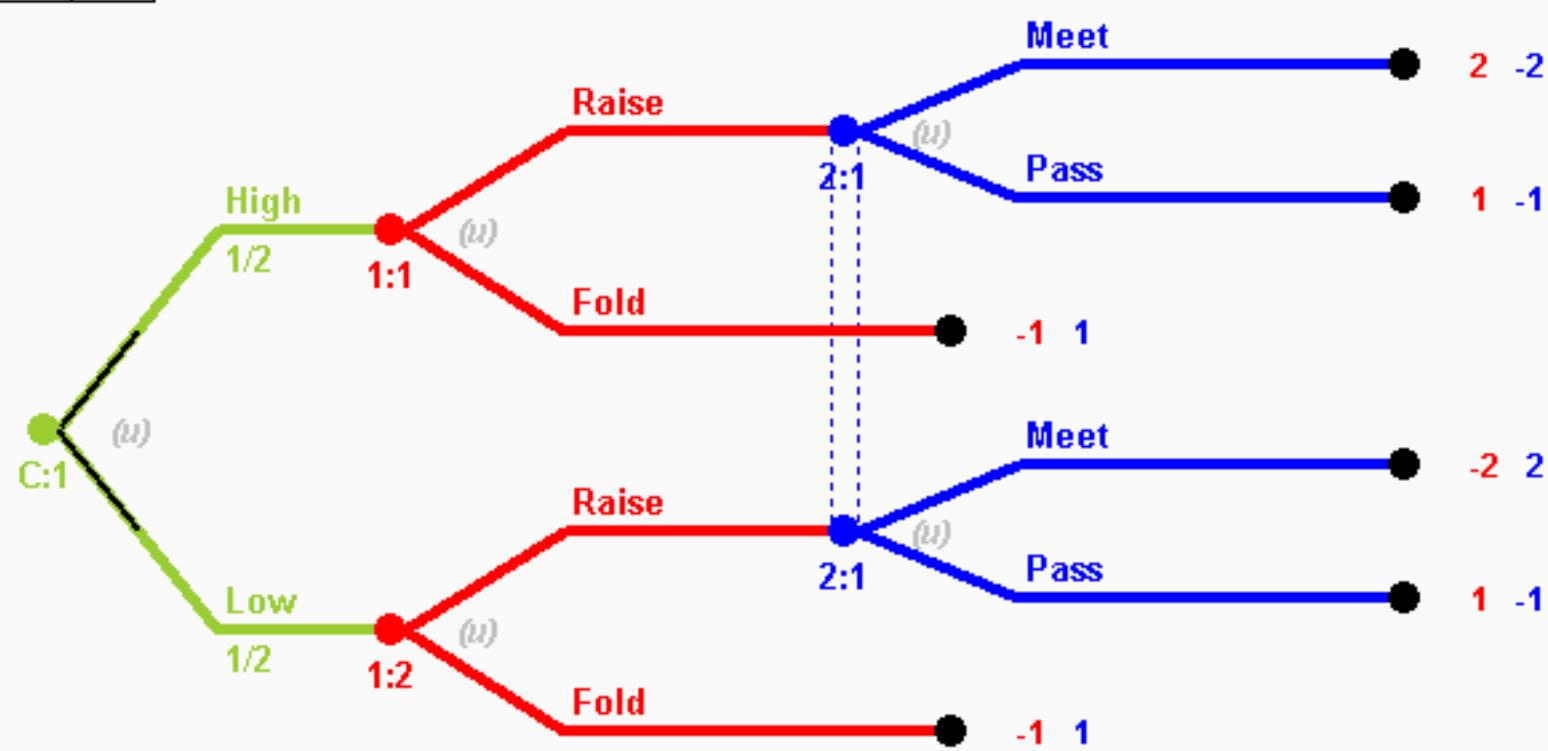
All actions shown

 Show only reachable nodes

Chance

Alice

Bob



Gambit - A simple game of poker (unsaved changes)



File Edit View Format Tools Help



0.000 0.00



Hide actions which are

- strictly
- strictly
- strictly or weakly

dominated:



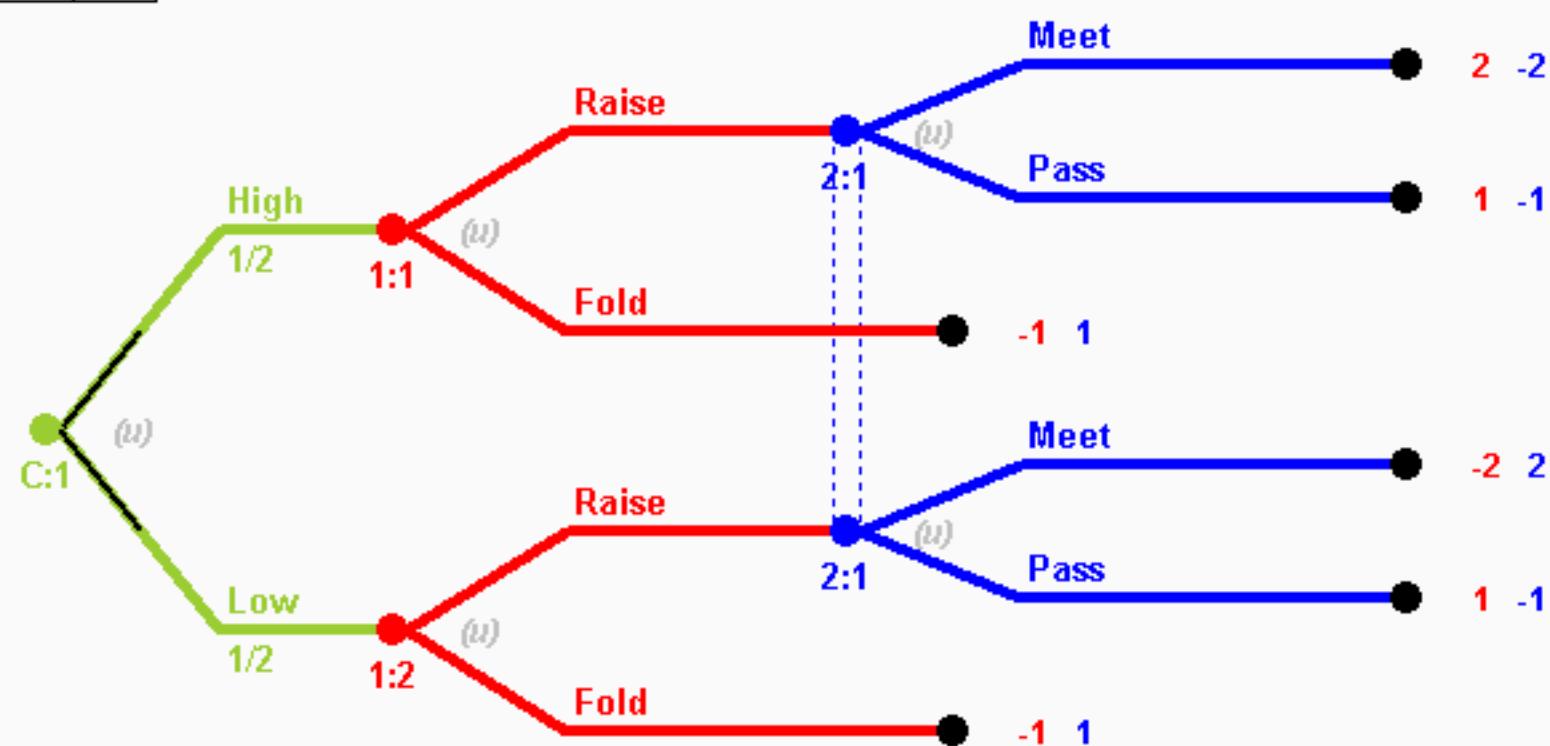
All actions shown

 Show only reachable nodes

Chance

Alice

Bob



 Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help



.00
0

1



Hide actions which are

strictly
strictly
strictly or weakly

dominated:



All actions shown



Show only reachable nodes



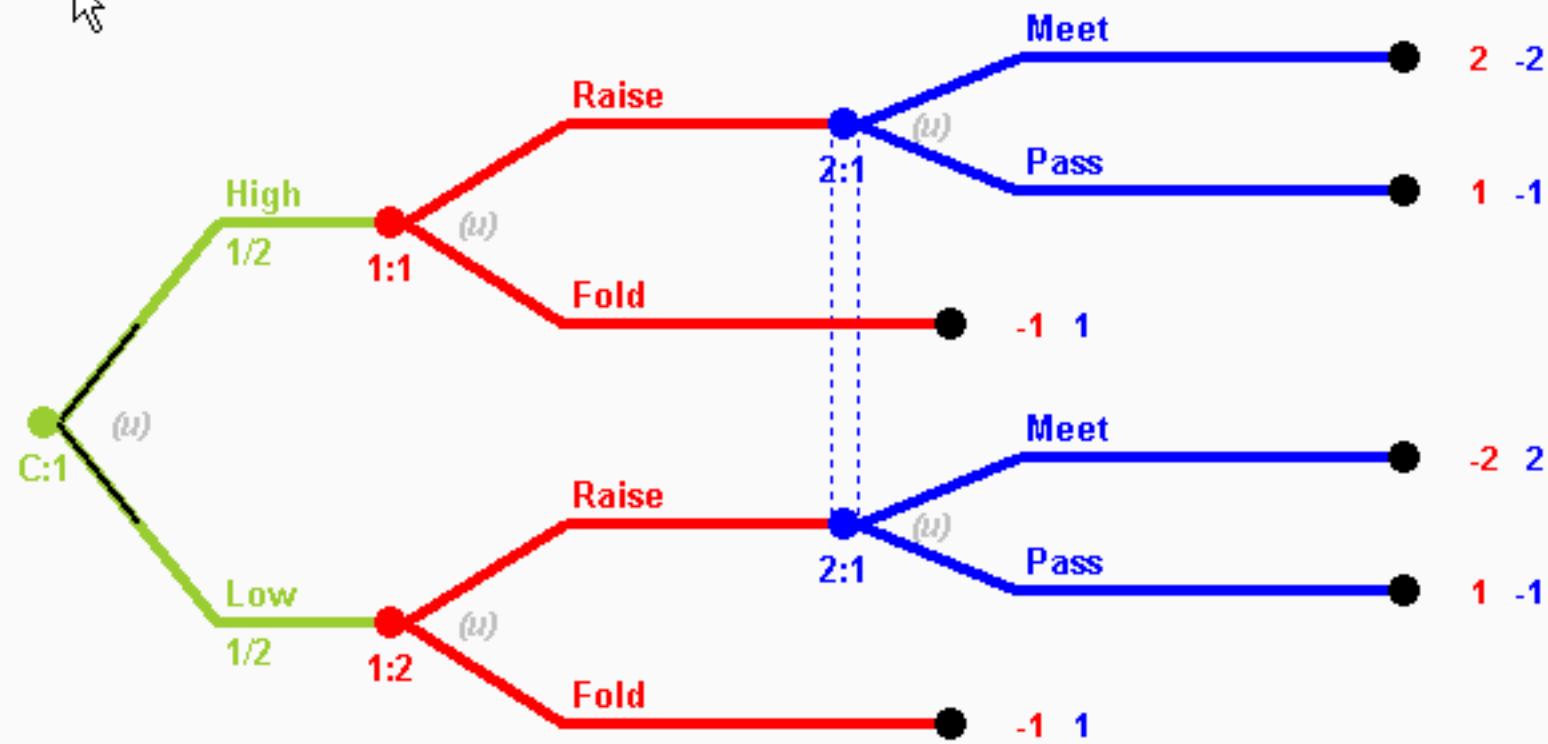
Chance



Alice



Bob





.00



Hide actions which are

strictly or weakly

dominated:



All actions shown



Show only reachable nodes



Chance

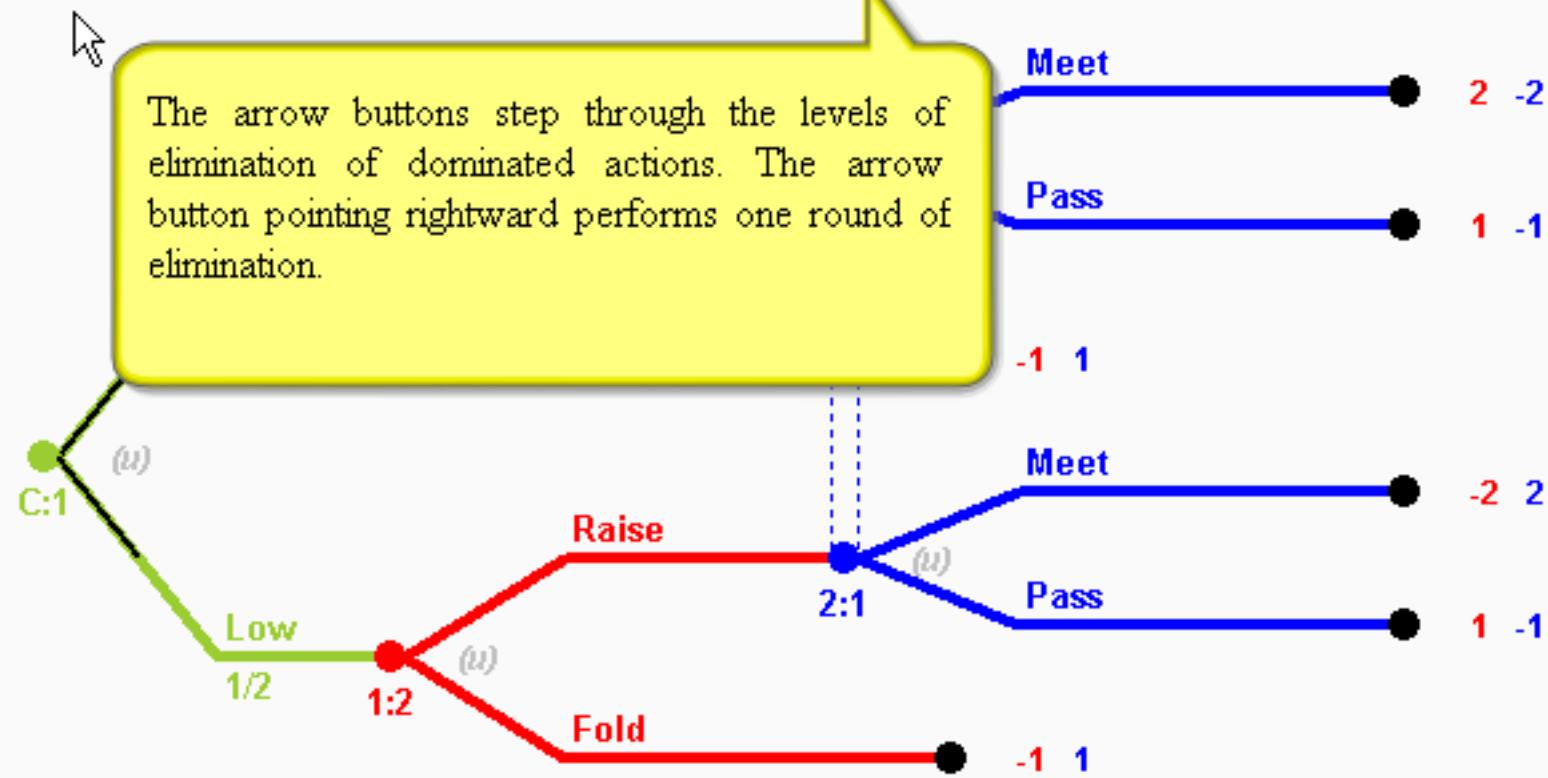


Alice



Bob

The arrow buttons step through the levels of elimination of dominated actions. The arrow button pointing rightward performs one round of elimination.



Gambit - A simple game of poker (unsaved changes)



File Edit View Format Tools Help

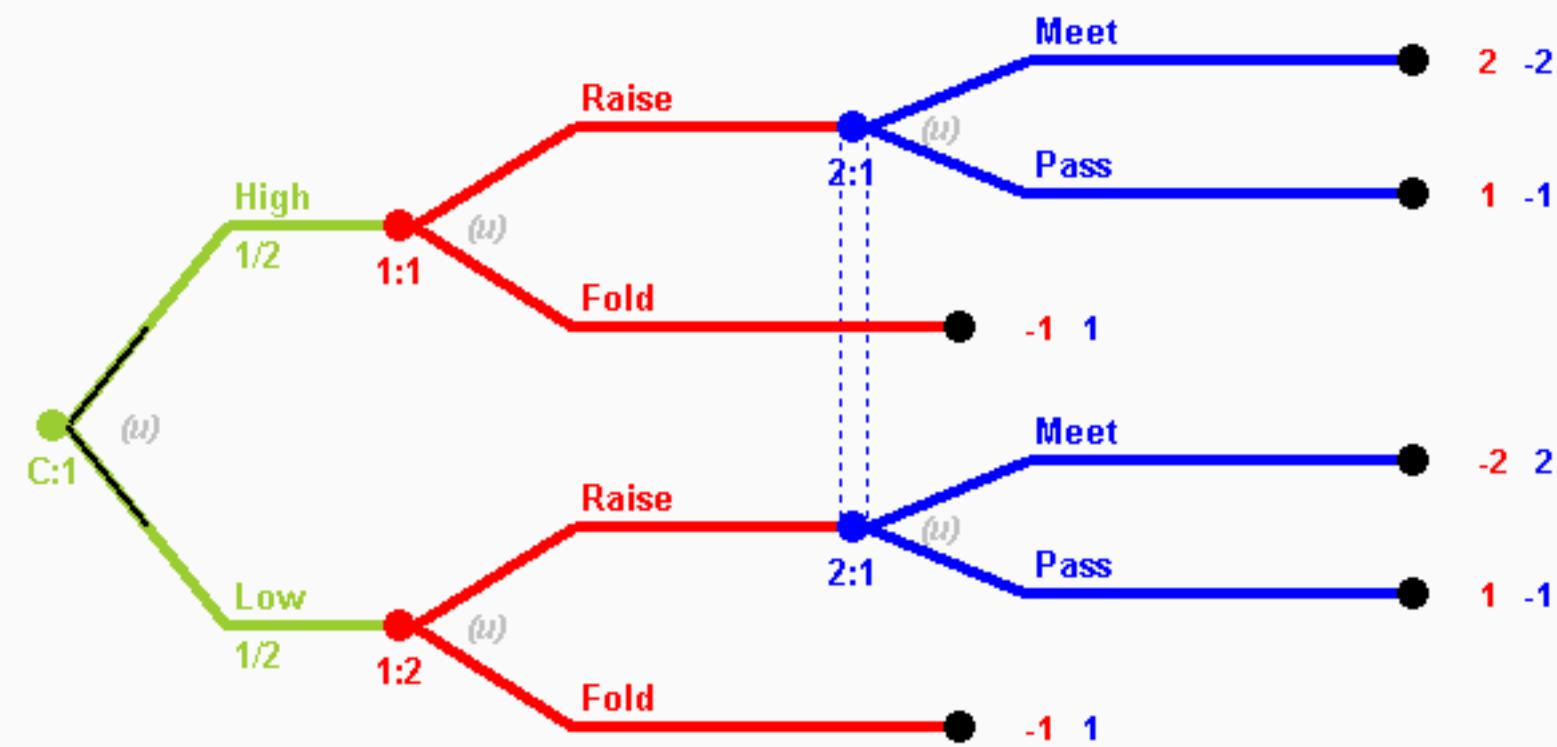
Hide actions which are **strictly or weakly** dominated: All actions shown Show only reachable nodes

Next round of elimination

Chance

Alice

Bob



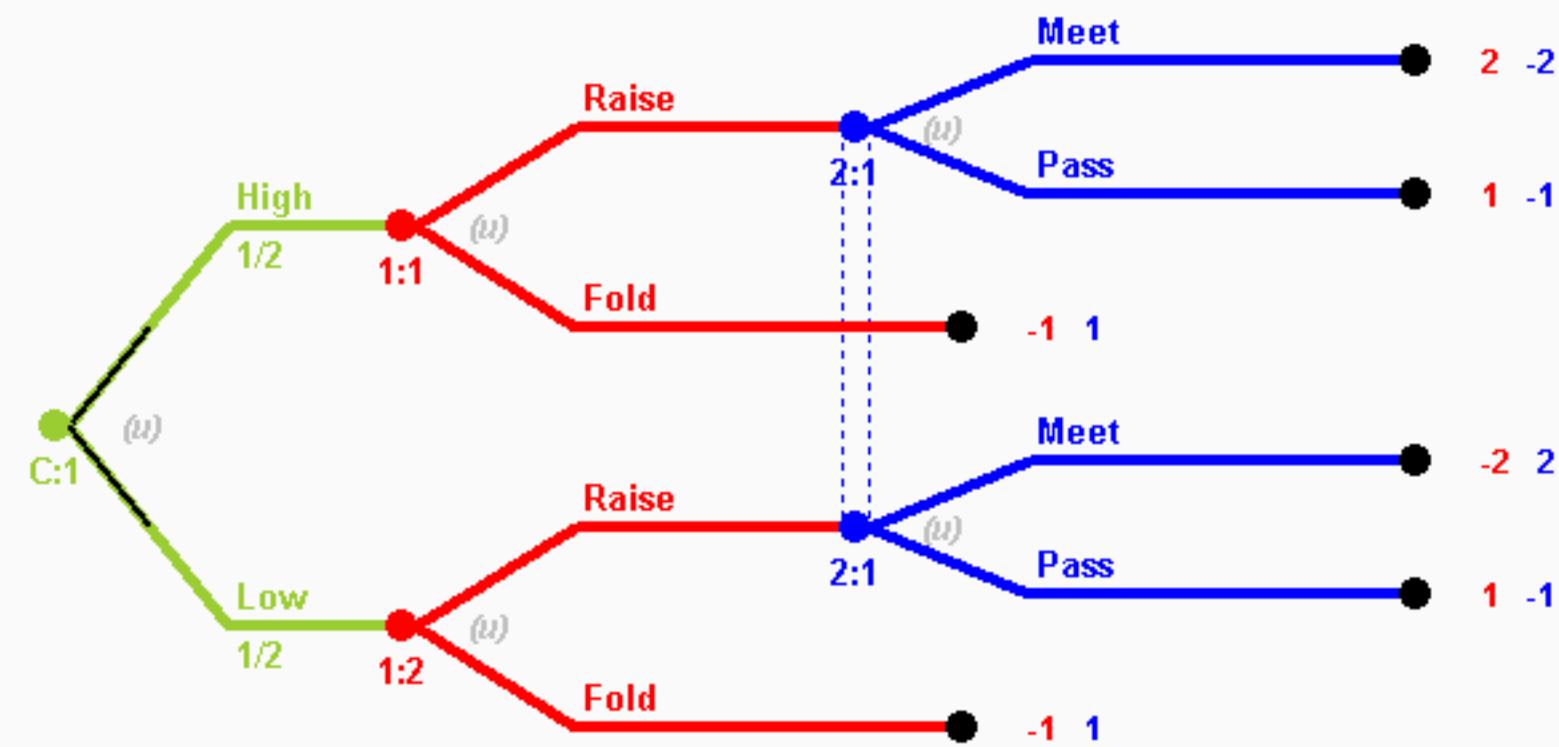


Hide actions which are strictly or weakly dominated: All actions shown Next round of elimination

Chance

Alice

Bob

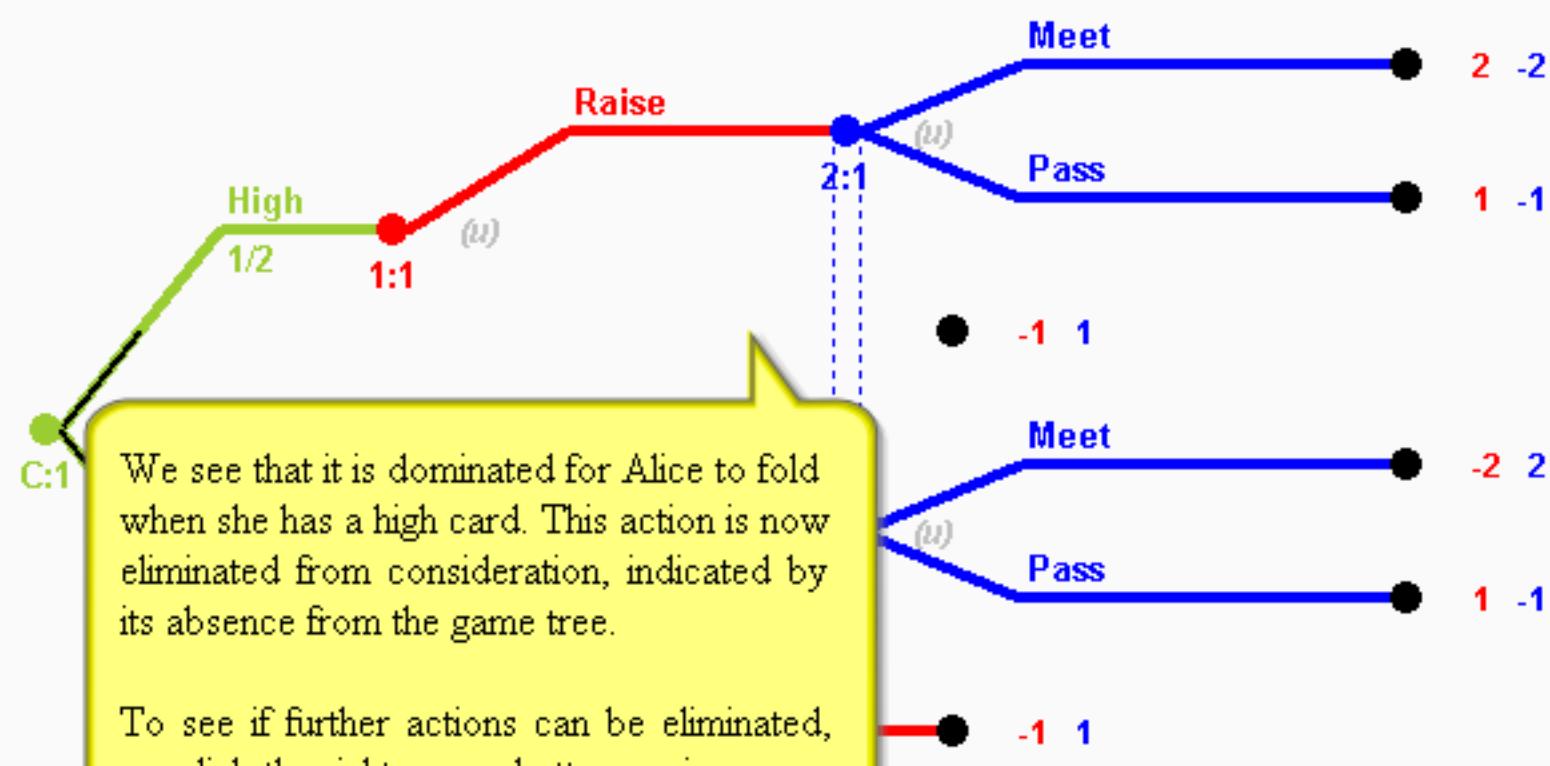


Hide actions which are strictly or weakly dominated: Eliminated 1 level Show only reachable nodes

Chance

Alice

Bob



C:1 We see that it is dominated for Alice to fold when she has a high card. This action is now eliminated from consideration, indicated by its absence from the game tree.

To see if further actions can be eliminated, we click the right-arrow button again.

Gambit - A simple game of poker (unsaved changes)



File Edit View Format Tools Help

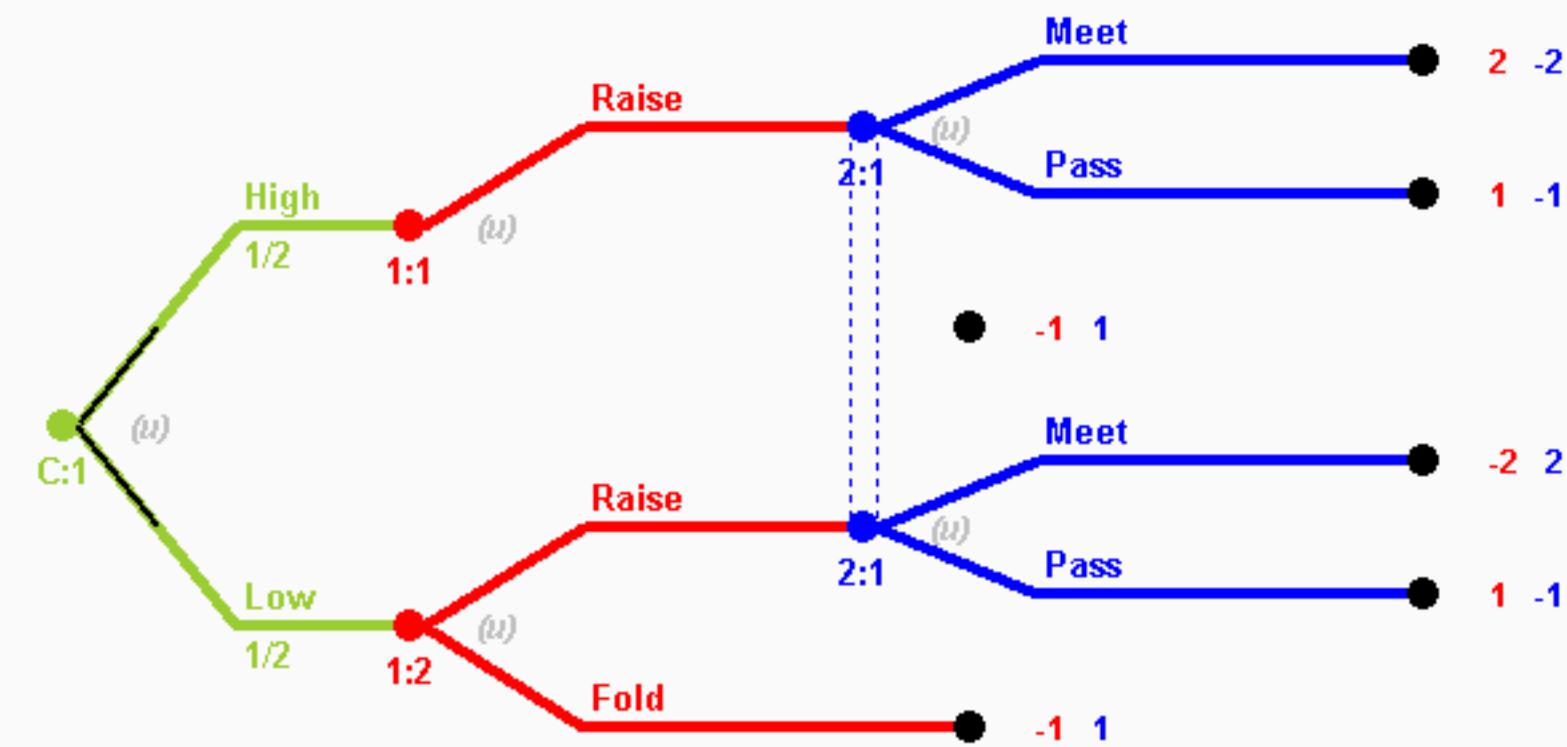
Hide actions which are strictly or weakly dominated: Eliminated 1 level Show only reachable nodes

Next round of elimination

Chance

Alice

Bob



Hide actions which are strictly or weakly dominated: Eliminated 1 level Show only reachable nodes

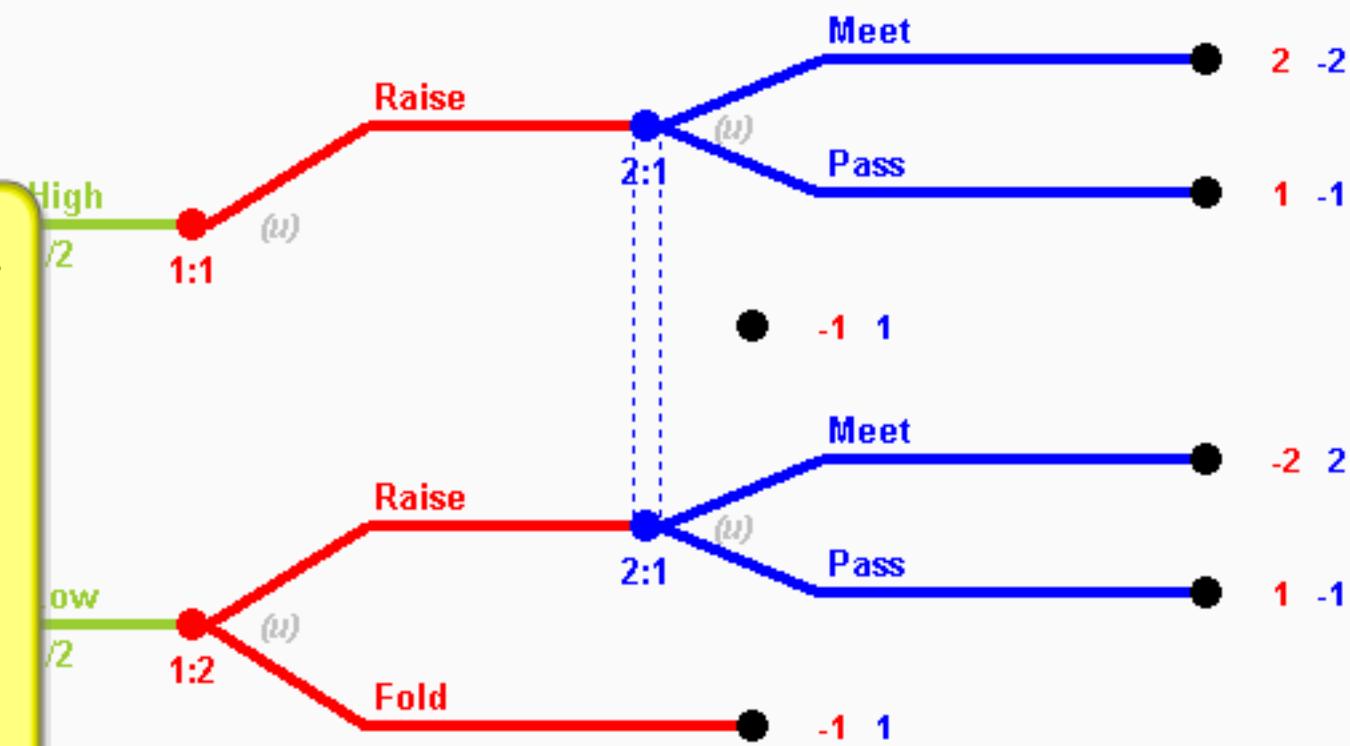
Chance

Alice

Bob

No further actions are removed from the tree; thus, we have reached the end of the elimination process. The right arrow button is now disabled on the toolbar to indicate this.

The left arrow button, similarly, would undo one step of the elimination process. The other arrow buttons jump to the beginning and the end of the process. We now restore the game in full on the screen by jumping to the beginning.



Gambit - A simple game of poker (unsaved changes)



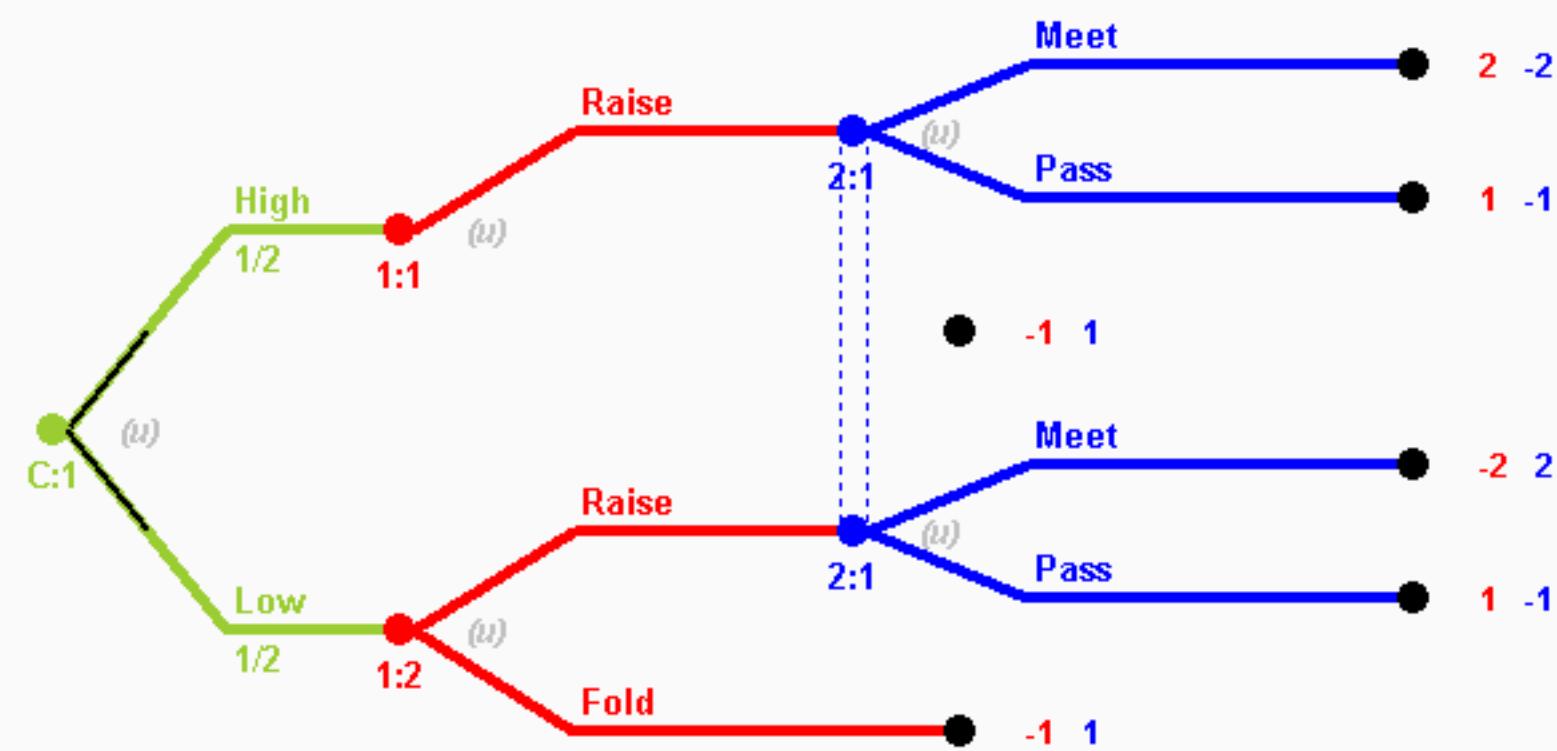
File Edit View Format Tools Help

Hide actions which are strictly or weakly dominated: Show only reachable nodes

Chance

Alice

Bob

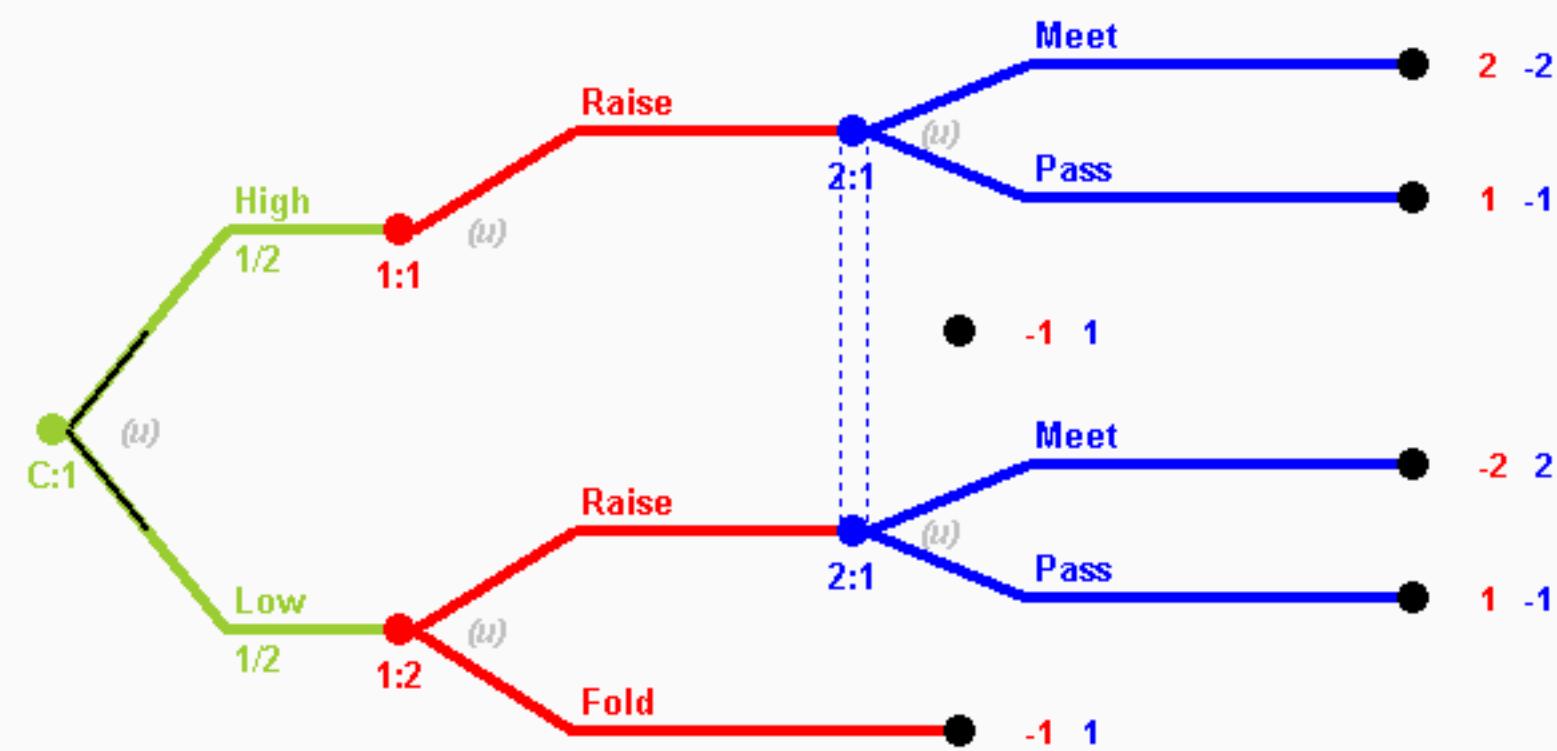


Hide actions which are strictly or weakly dominated: Show only reachable nodes

Chance

Alice

Bob



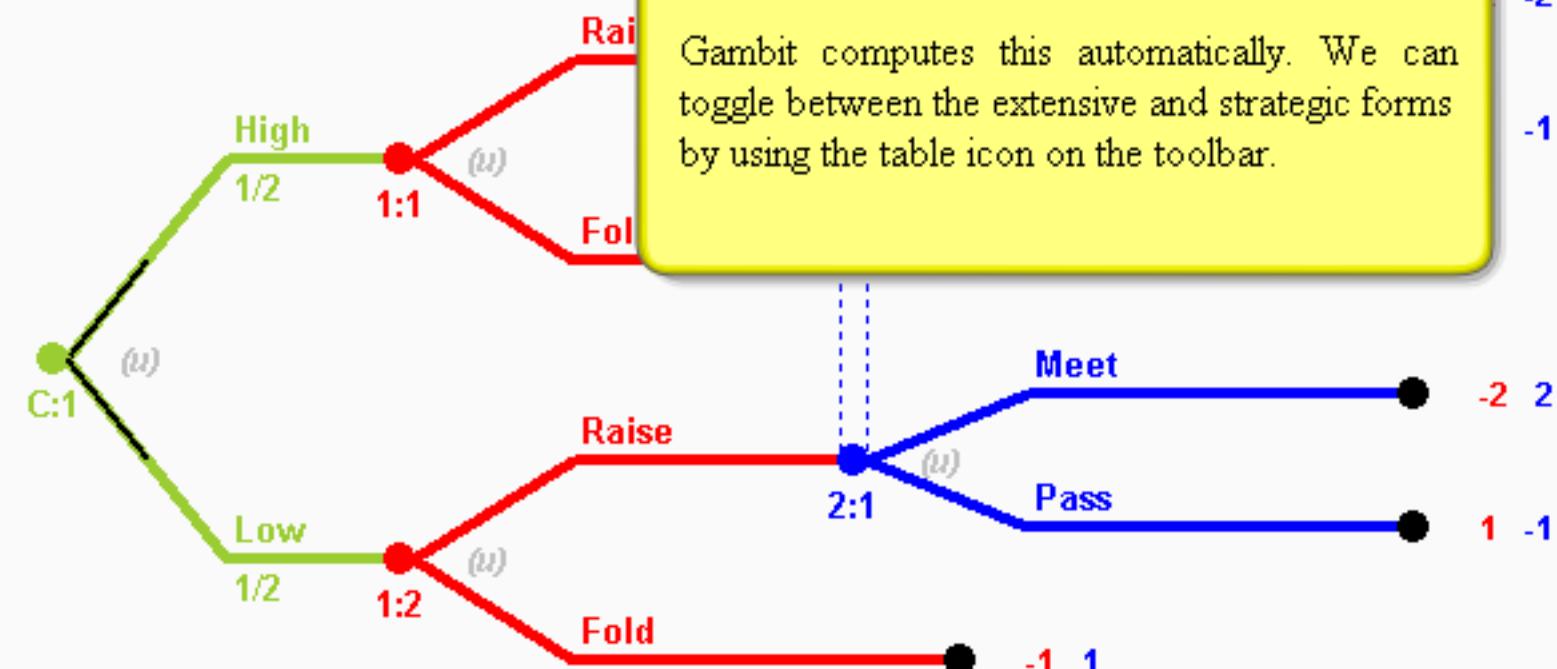


Hide actions which are strictly or weakly dominated: All actions Show only reachable nodes

Chance

Alice

Bob



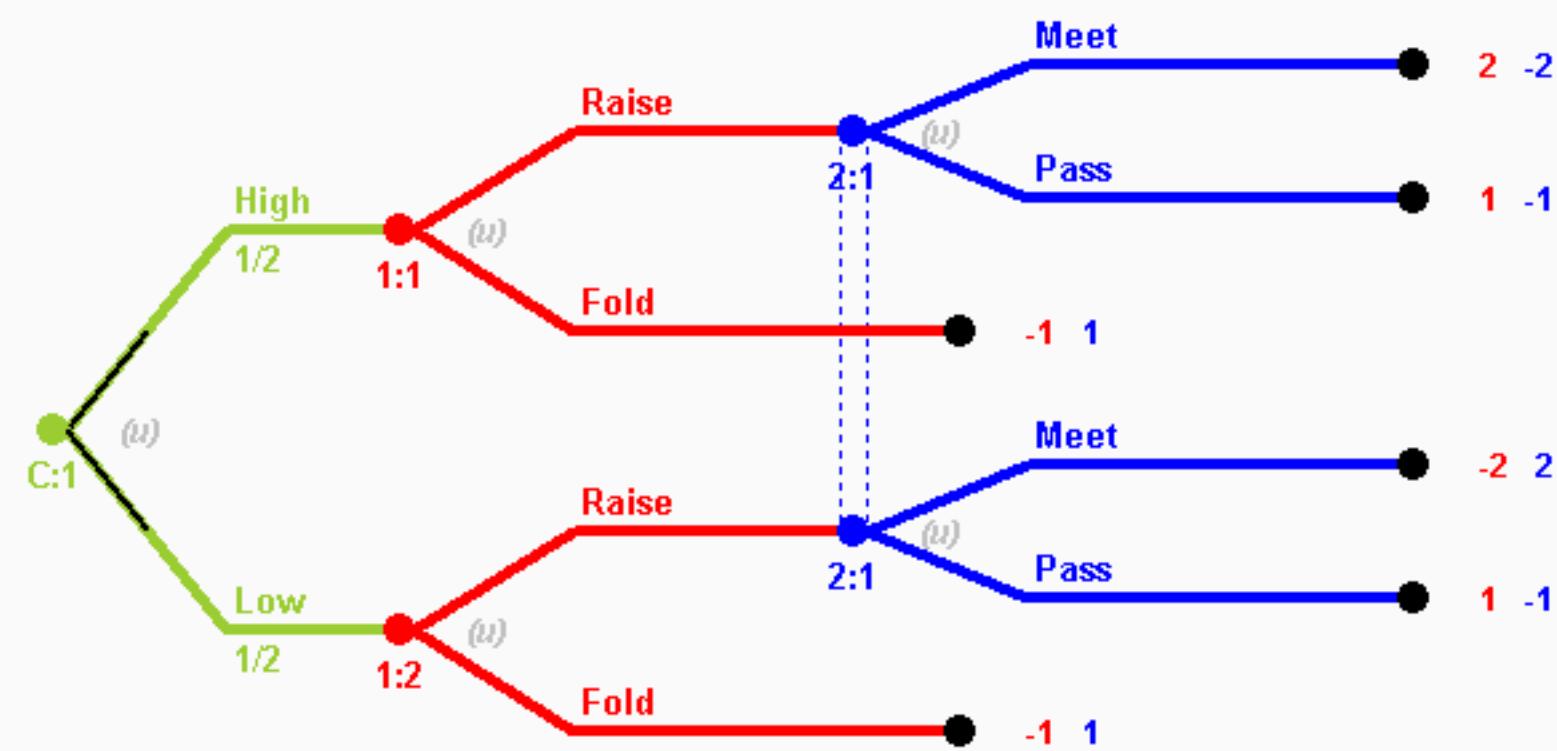


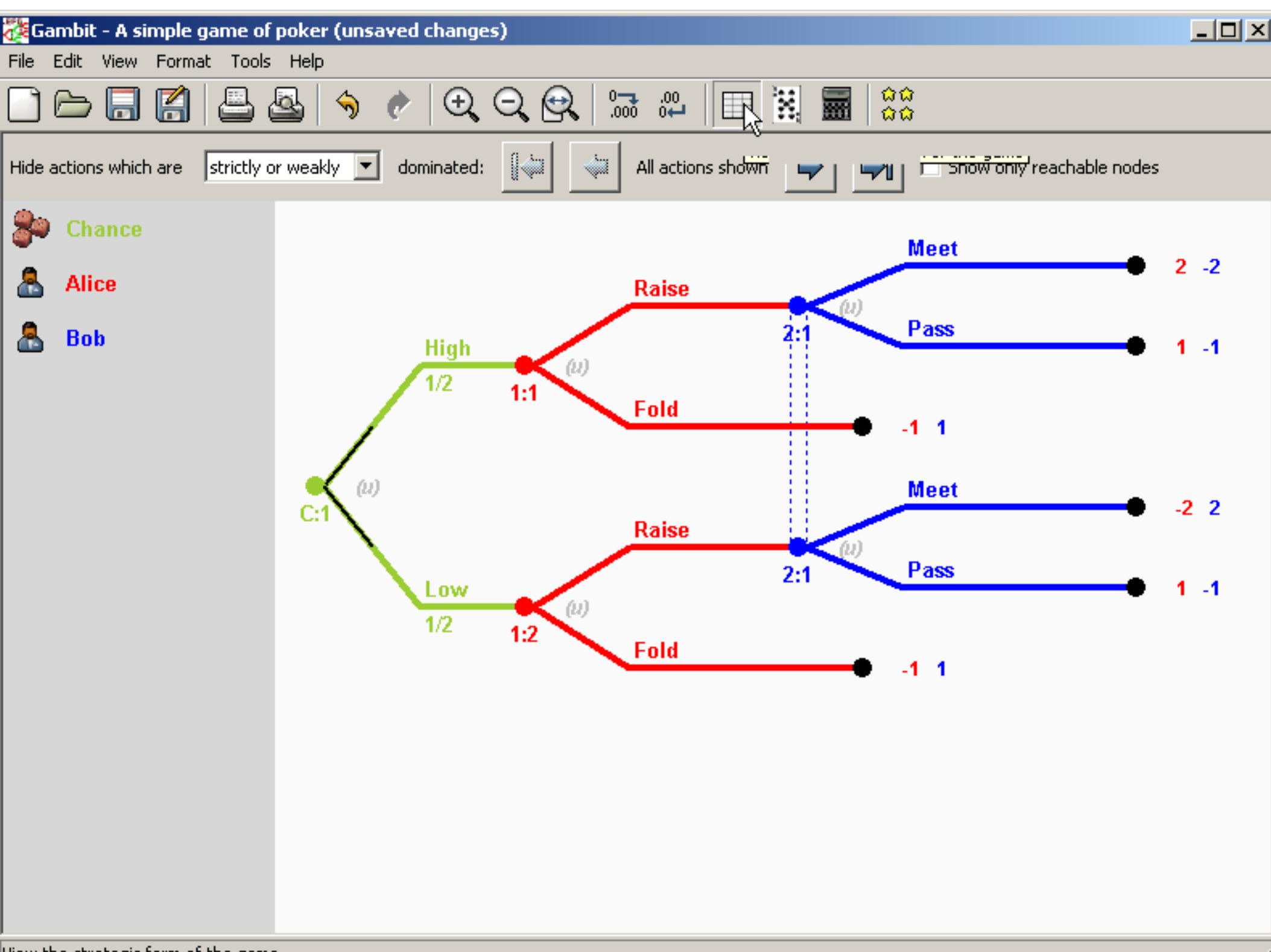
Hide actions which are strictly or weakly dominated: All actions shown Show only reachable nodes

Chance

Alice

Bob





Hide strategies which are dominated: All strategies shown

Alice

11

Bob

1

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
2	-1 1	-1 1	

Alice

Gambit uses a shorthand to summarize strategies. For Alice, each strategy lists the action she takes at each of her information sets. Thus, this strategy corresponds to her taking her second action (fold) at her first information set (when she has the high card), and her taking her first action (raise) at her second information set (when she has the low card).

Hide strategies which are dominated: All strategies shown

Alice

11

Bob

1

Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22	-1 1	-1 1

Alice

Let's repeat the dominance analysis on the strategic form. The dominance toolbar works analogously on the strategic form as it did in the extensive form.

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help



Hide strategies which are dominated: All strategies shown

Alice

11

Bob

1

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
22	-1 1	-1 1	

Bob



Hide strategies which are strictly dominated: All strategies shown

strictly
strictly or weakly

dominated:



Alice

11

Bob

1

Bob

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
22	-1 1	-1 1	

Alice



Hide strategies which are strictly dominated: All strategies shown

strictly
strictly or weakly

dominated:



Alice

11

Bob

1

Bob

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
22	-1 1	-1 1	

Alice



Hide strategies which are strictly dominated: All strategies shown

strictly
strictly or weakly

dominated:

All strategies shown:



Alice

11



Bob

1

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
22	-1 1	-1 1	

Alice

Bob

File Edit View Format Tools Help

Hide strategies which are dominated: All strategies shown

Alice

11

Bob

1

Bob

	1	2	
11	0	0	1 -1
12	$\frac{1}{2}$	$-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$	$\frac{3}{2}$	0 0
22	-1	1	-1 1

Alice

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Hide strategies which are strictly or weakly dominated: 

Alice



Bob

Bob

	1	2		
11	0	0	1	-1
12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
22	-1	1	-1	1

Alice

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Hide strategies which are strictly or weakly dominated: dominated: All strategies shown 

Next round of elimination



Alice

Bob

Alice

	1	2		
11	0	0	1	-1
12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
22	-1	1	-1	1

Bob

Hide strategies which are strictly or weakly dominated: Eliminated 1 level 

Bob

Next round of elimination



Alice

11



Bob

1

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Alice

Observe that Alice's strategies "21" and "22" have been eliminated. Recall that these both involve Alice playing her second action, fold, at her first information set, when she has the high card. This is the action we earlier determined to be dominated.

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Hide strategies which are strictly or weakly dominated: Eliminated 1 level

Alice Bob Next round of elimination

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Alice

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Hide strategies which are strictly or weakly dominated: Eliminated 1 level

Next round of elimination

Alice

11

Bob

1

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Bob

Alice



Hide strategies which are dominated: Eliminated 1 level

Alice

11

Bob

1

Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

No more strategies have been removed, so we have come to the end of the elimination process. We will now hide the dominance toolbar.

It should be noted that this elimination toolbar is entirely for the benefit of the analyst. Gambit automatically takes advantage of dominance information where appropriate in computing equilibria.

Alice

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Hide strategies which are strictly or weakly dominated: Eliminated 1 level

Alice Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Alice

11

Bob

1

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Hide strategies which are strictly or weakly dominated: Eliminated 1 level

Alice Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Alice

11

Bob

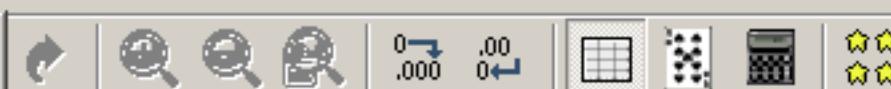
1

The screenshot shows the Gambit software interface for a two-player game. The top menu bar includes File, Edit, View, Format, Tools (which is selected), and Help. Below the menu is a toolbar with various icons for file operations and analysis. A dropdown menu for hiding dominated strategies is open, showing options like 'strictly or weakly' and 'dominated'. The main workspace displays a 2x2 matrix game. Player Alice's row has strategies 11 (red) and 12 (blue). Player Bob's column has strategies 1 (red) and 2 (blue). The payoffs are: (Alice 11, Bob 1) = (0, 0); (Alice 11, Bob 2) = (1, -1); (Alice 12, Bob 1) = ($\frac{1}{2}$, $-\frac{1}{2}$); (Alice 12, Bob 2) = (0, 0). The interface also includes a sidebar with player names and dropdown menus.

File Edit View Format Tools Help



Dominance
Equilibrium
Qre



0,000

0,00



Hide strategies which are

dominated or weakly

dominated:



Eliminated 1 level



Alice



Bob

Alice

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Bob

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Dominance Equilibrium Qre

Hide strategies which are dominated or weakly dominated

dominated: Eliminated 1 level

Alice Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Alice

Find undominated actions



Alice

11

Bob

1

Bob

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
22	-1 1	-1 1	

Alice

Speaking of which, what are the Nash equilibria of this game? The algorithms for finding these are available by clicking on the calculator button on the toolbar.



Alice Bob Compute Nash equilibria of this game

Alice
11

Bob
1

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
22	-1 1	-1 1	

Alice

0,000
0,00

Alice

11



Bob

1

	1	2		
11	0 0	1 -1		
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0		
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0		
22	-1 1	-1 1		

Alice

Bob

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help



Alice

11

Bob

1

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22		

Alice

Compute Nash equilibria

Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel

OK

There are many methods for finding Nash equilibria, each with their own strengths and weaknesses. Furthermore, for some games special methods are available that are more efficient.

To get started, though, you don't have to worry about this, since Gambit provides "recommended" methods which typically work well. Simply select the number of equilibria you want to find. Here, let's find all of them.



Alice Bob

11

Bob

1

	1	2	
11	0 0	1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0	
22			

Alice

Compute Nash equilibria

Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel

OK



Alice

11

Bob

1

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22		

Bob

Alice

Compute Nash equilibria

Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel

OK

File Edit View Format Tools Help



0.00 0.00

**Alice**

11 (0.3333)

Payoff: 0.3333

Bob

1 (-0.3333)

Payoff: -0.3333

Bob

Computing Nash equilibria

The computation has completed.

Number of equilibria found so far: 1



#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333

Almost immediately, the computation completes, and presents us with one strategy profile, which is the unique Nash equilibrium of this game.



OK



Alice Bob

Computing Nash equilibria



The computation has completed.

Number of equilibria found so far: 1



#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333

OK

File Edit View Format Tools Help

0,00
0,00

Alice

11 (0.3333)

Payoff: 0.3333

Bob

1 (-0.3333)

Payoff: -0.3333

Bob

Computing Nash equilibria

The computation has completed.

Number of equilibria found so far: 1



#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333

OK



Alice

11 (0.3333)
Payoff: 0.3333

Bob

1 (-0.3333)
Payoff: -0.3333

Alice

Bob

Notice that the player panel has updated to indicate the payoffs the players receive in this equilibrium. Alice can expect to gain about 33 cents per game, and Bob can expect to lose about 33 cents per game.

To interpret the strategies better, let's look at them converted back into strategies on the extensive form. To do this, toggle off the table tool on the toolbar.

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333



Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help

Toolbar icons: File, Save, Print, Undo, Redo, Search, Filter, Minimize, Maximize, Close.

Alice

11 (0.3333)
Payoff: 0.3333

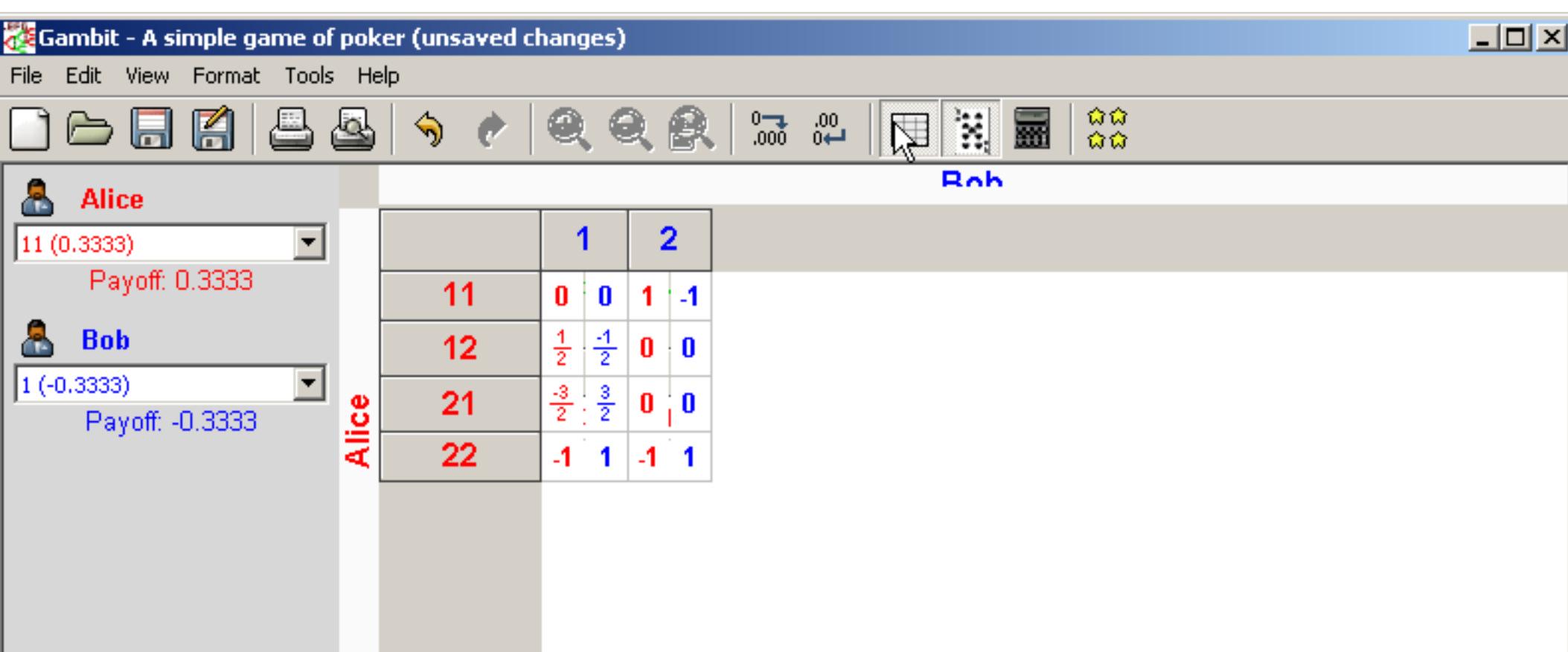
Bob

1 (-0.3333)
Payoff: -0.3333

Bob
View the strategic form of the game

	1	2
11	0 0 1 -1	
12	$\frac{1}{2}$ $-\frac{1}{2}$ 0 0	
21	$-\frac{3}{2}$ $\frac{3}{2}$ 0 0	
22	-1 1 -1 1	

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333



#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333



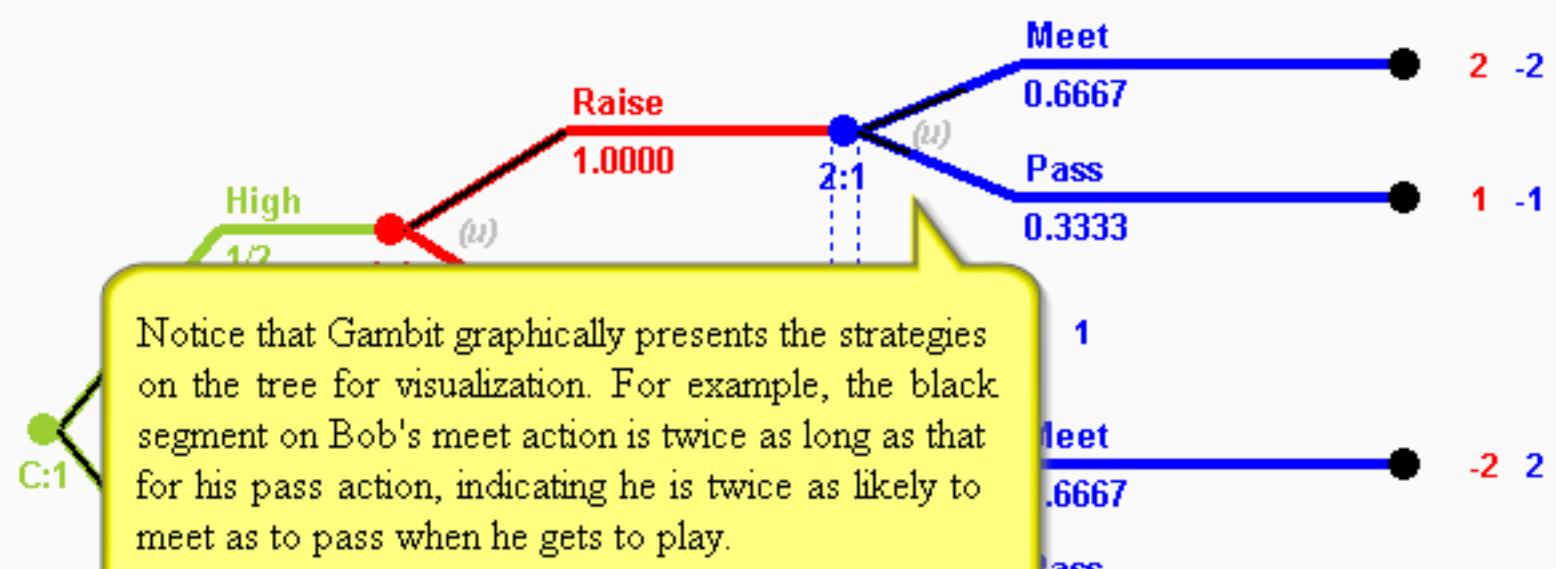
Chance

Alice

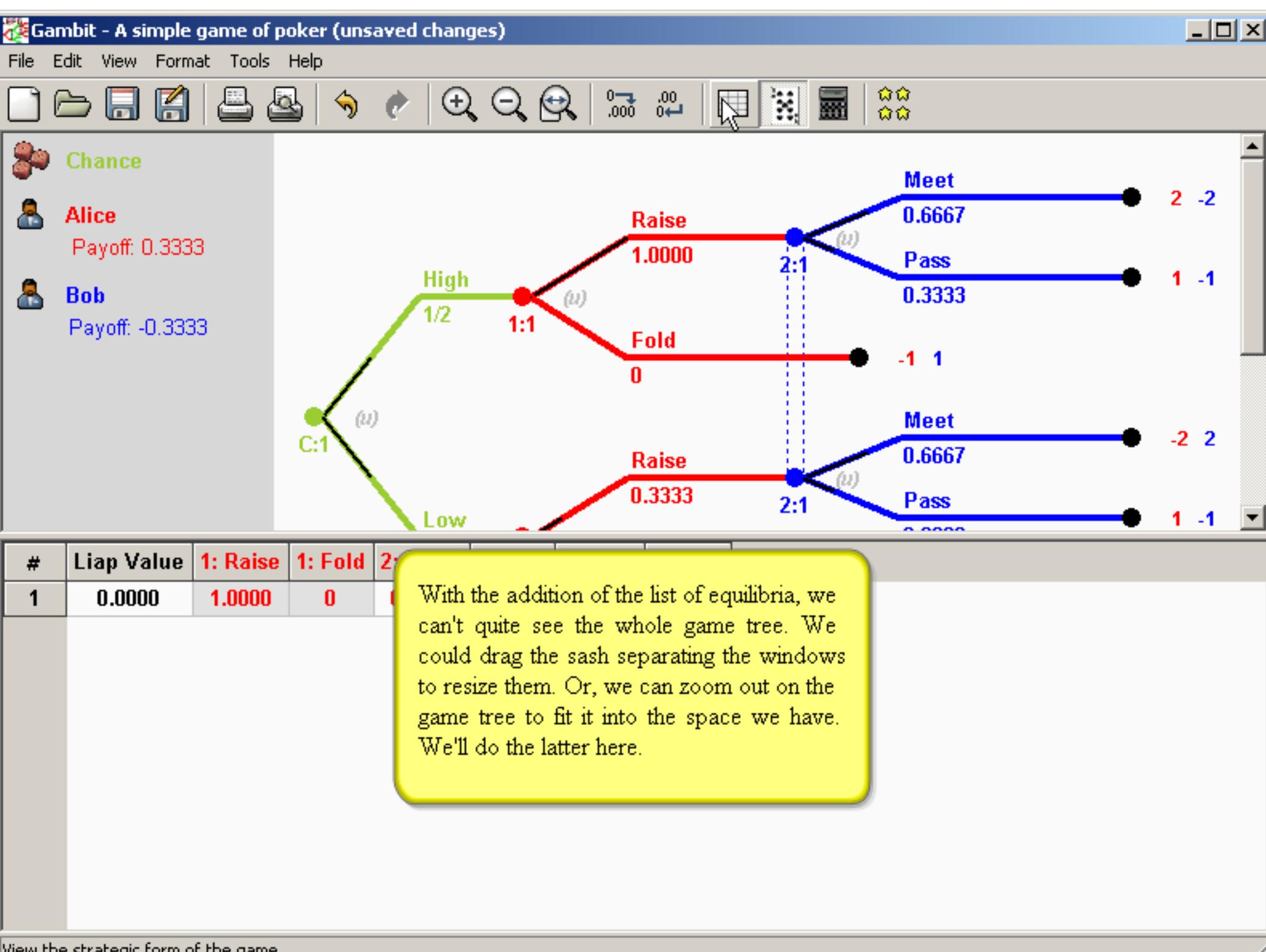
Payoff: 0.3333

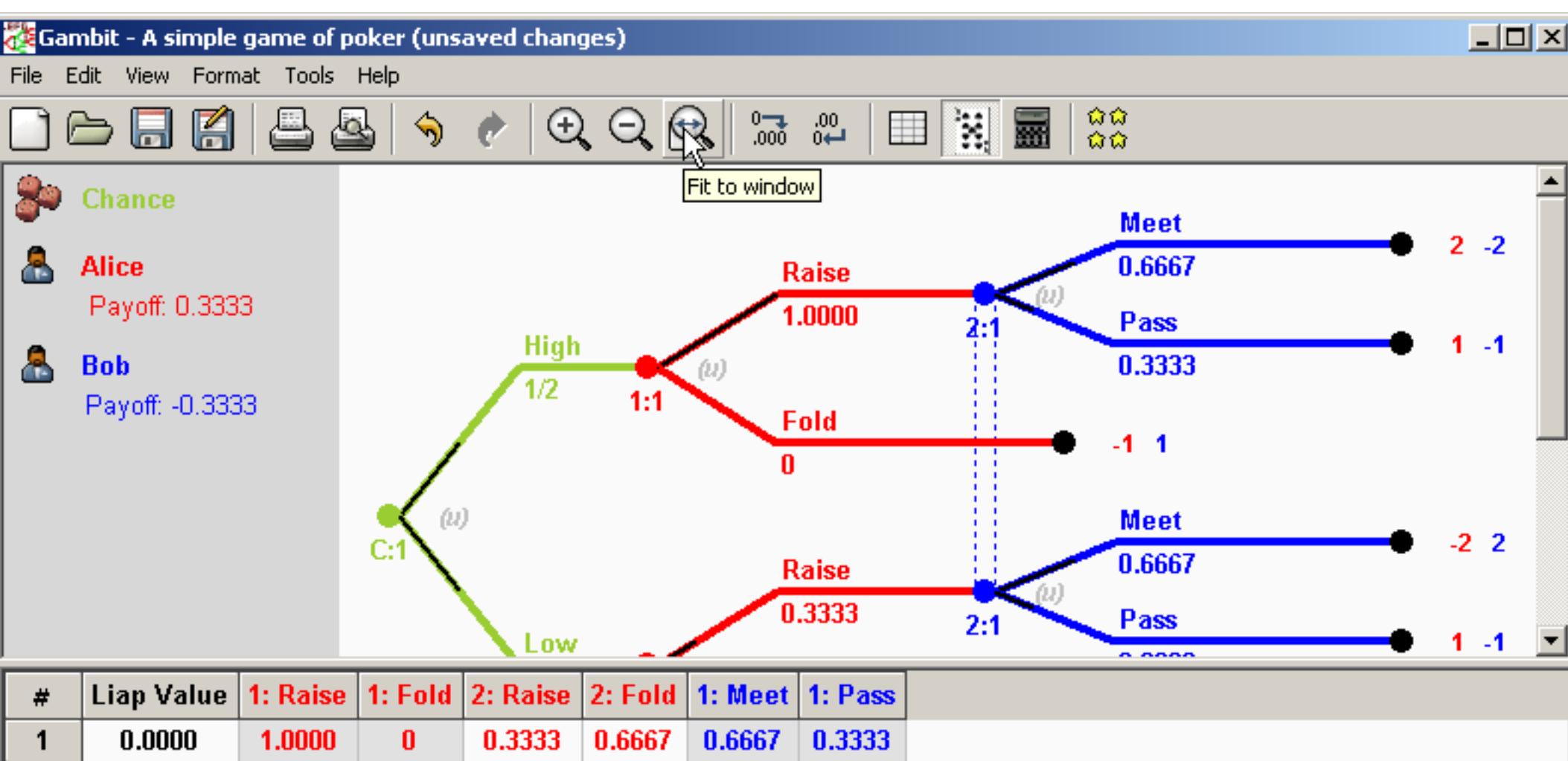
Bob

Payoff: -0.3333

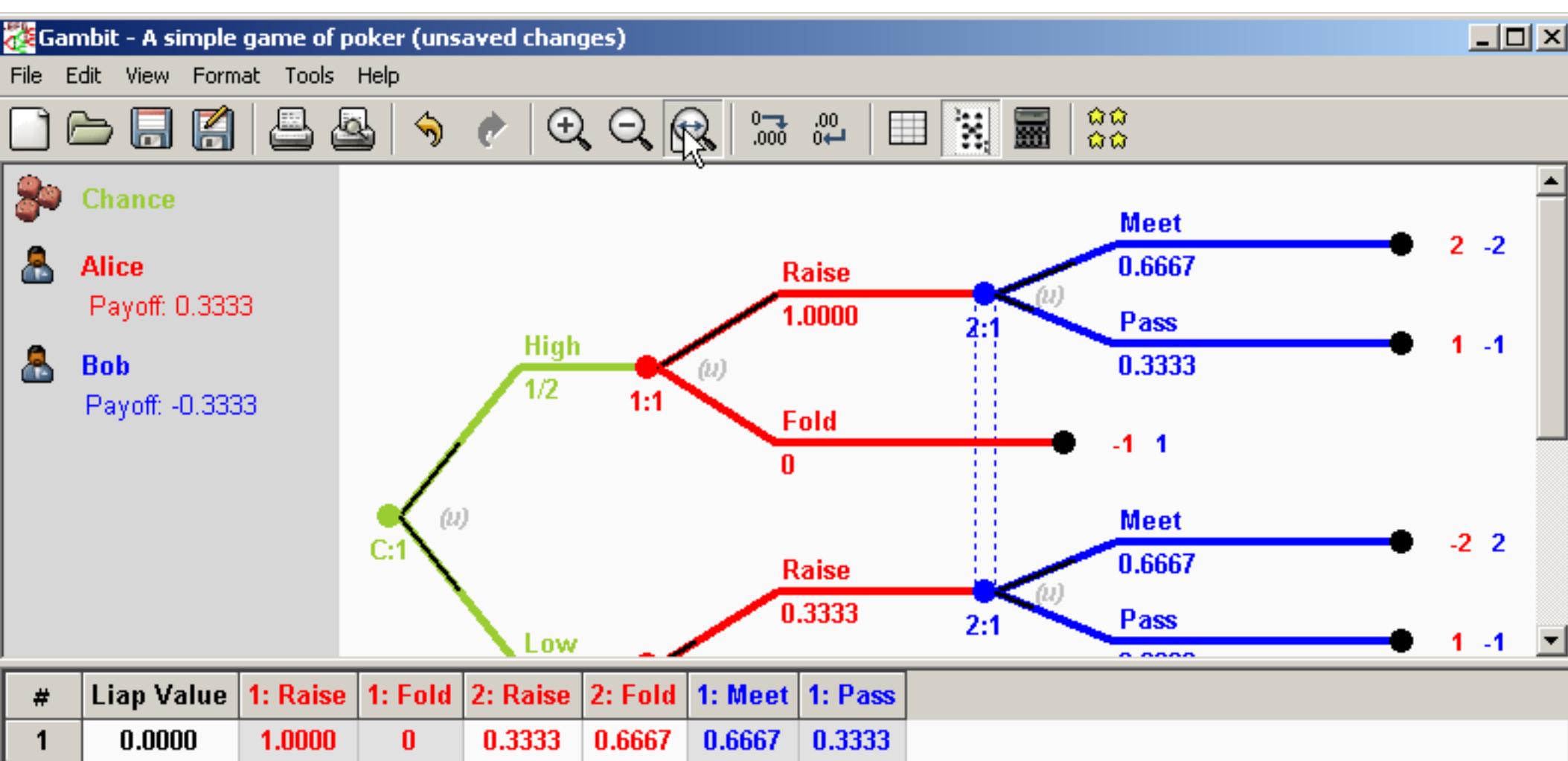


#	Liap Value	1: Raise	1: Fol				
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333





Set magnification to see entire tree



Set magnification to see entire tree



.00



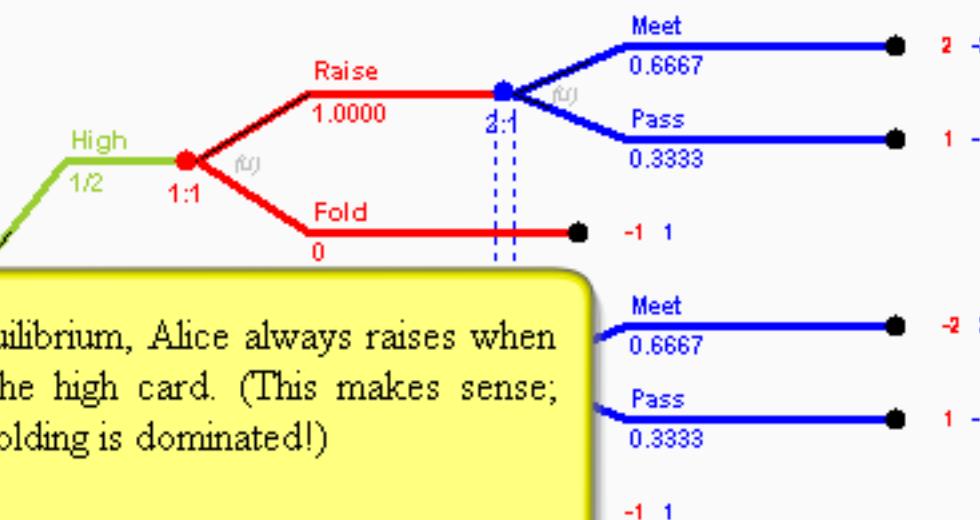
Chance

Alice

Payoff: 0.3333

Bob

Payoff: -0.3333



In the equilibrium, Alice always raises when she has the high card. (This makes sense after all, folding is dominated!)

#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

Gambit - A simple game of poker (unsaved changes)

File Edit View Format Tools Help



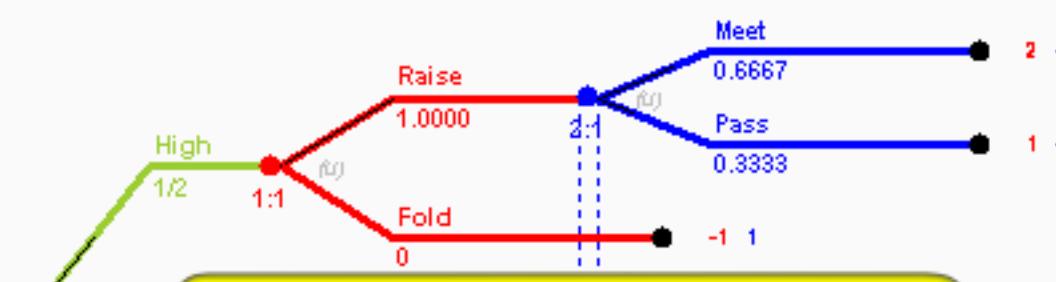
0.000 0.00

**Chance****Alice**

Payoff: 0.3333

Bob

Payoff: -0.3333



When Alice has the low card, she should raise one-third of the time. In other words, "bluffing" is in fact good strategy in this game!

● -2 2
● 1 -1

#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



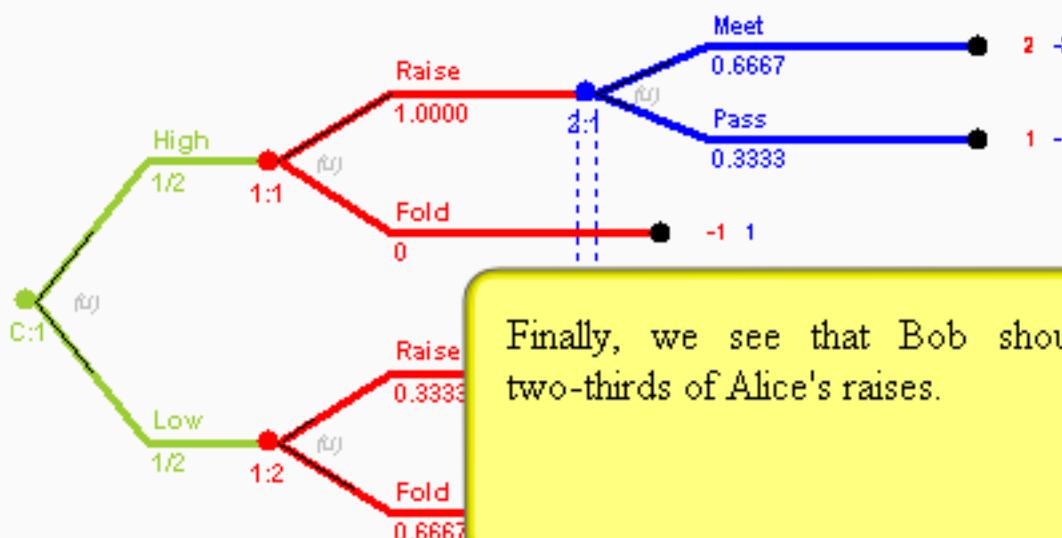
Chance

Alice

Payout: 0.3333

Bob

Payout: -0.3333



Finally, we see that Bob should meet two-thirds of Alice's raises.

#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



0.000

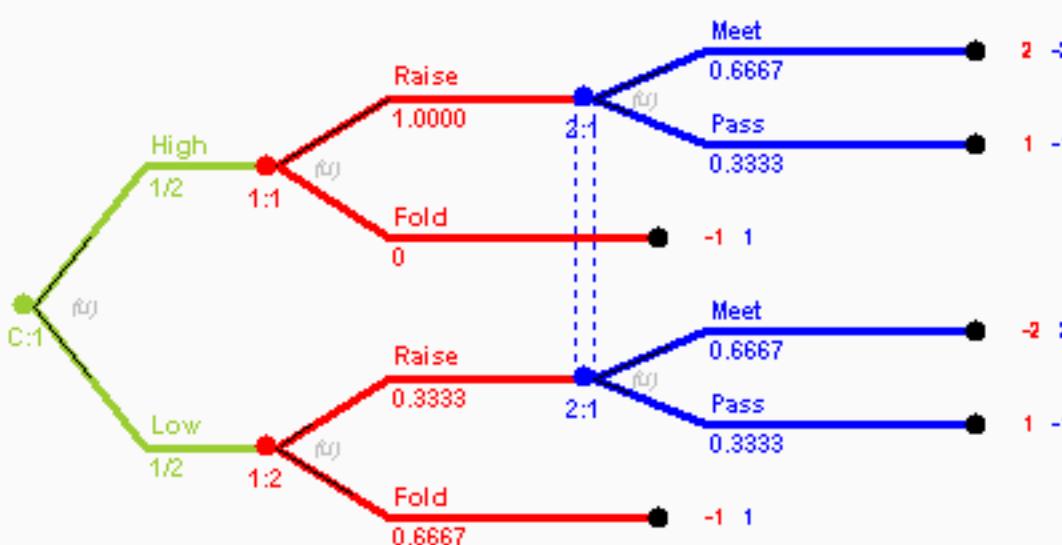
0.00

**Chance****Alice**

Payoff: 0.3333

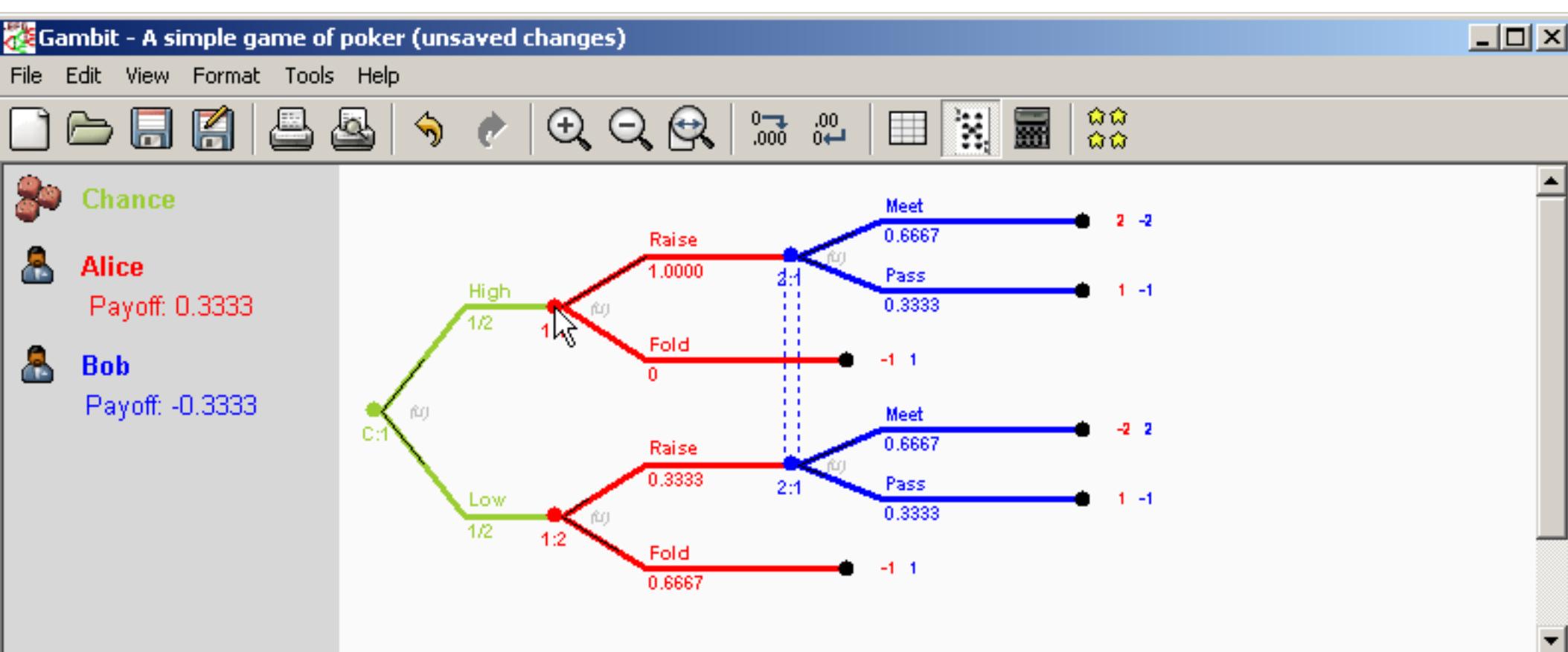
**Bob**

Payoff: -0.3333



#	Liap Value	1: Raise	1: Fold
1	0.0000	1.0000	0

We can navigate around the game tree to get a better idea of how the play of the game proceeds. Click on any node to get more information.



#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

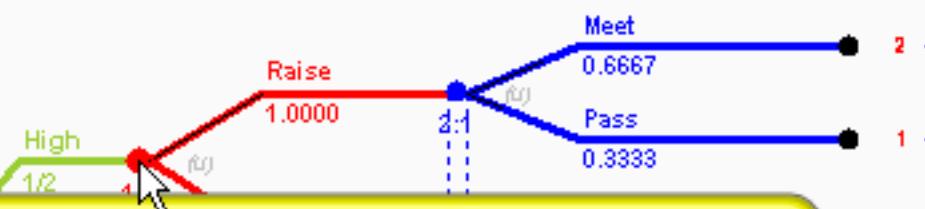
Alice

Payoff: 0.3333
 Node value: 1.6667
 Node reached: 1/2
 Infoset value: 1.6667
 Infoset reached: 1/2
 Belief: 1

Bob

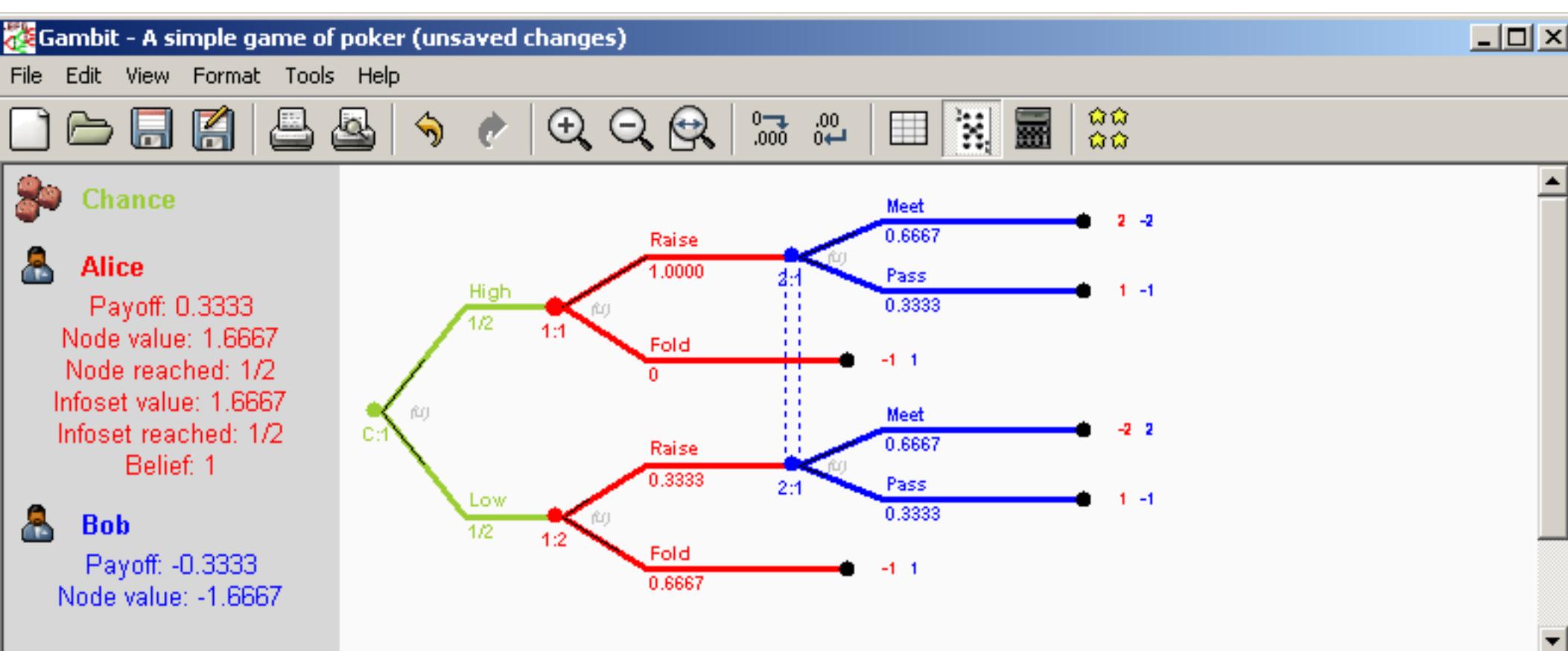
Payoff: -0.3333
 Node value: -1.6667

#	Liap Value	1: Raise
1	0.0000	1.0000



We have clicked on the node where Alice moves after getting a high card. We see, for example, that when she draws a high card, she expects to win about 1.67 in that play of the game (her "infoset value").

More interesting is Bob's move, since he has imperfect information in this game. A handy shortcut, especially in larger trees, is to click on a column heading in the profile list. This selects the first node in the corresponding information set.



#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



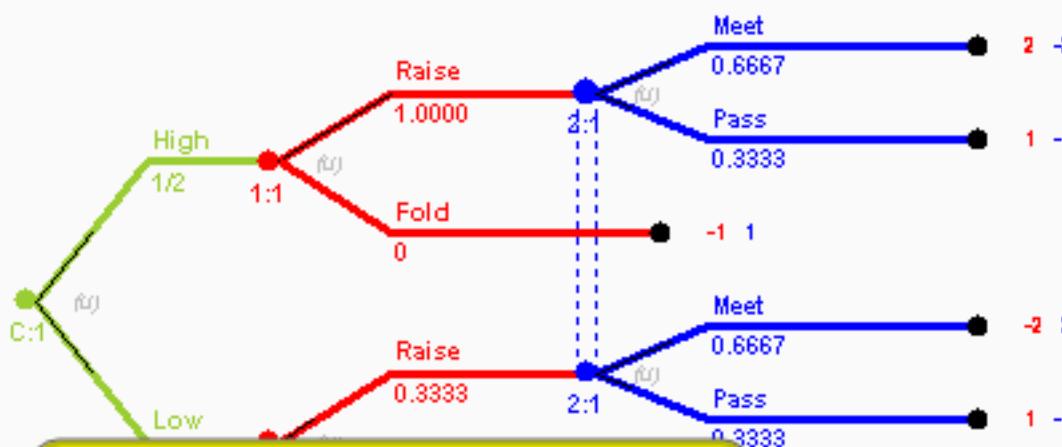
Chance

Alice

Payoff: 0.3333
Node value: 1.6667

Bob

Payoff: -0.3333
Node value: -1.6667
Node reached: 0.5000
Infoset value: -1.0000
Infoset reached: 0.6667
Belief: 0.7500



At the top node in Bob's information set, Bob places a belief of .75. That is to say, conditional on Alice raising, Bob believes there is a three-fourths chance he is actually at the top node in his information set, or, in other words, a three-fourths chance that Alice has the high card.

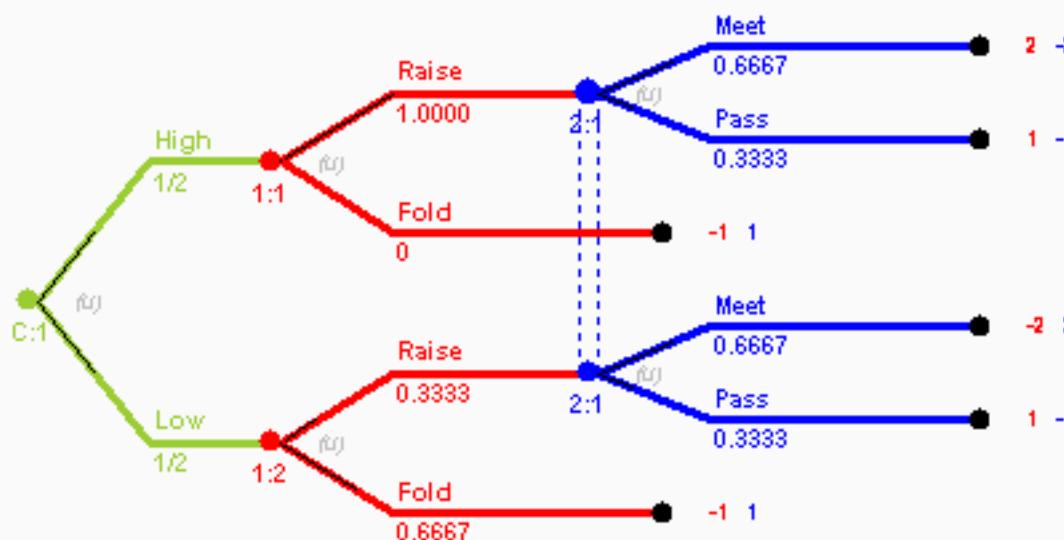
#	Liap Value	1: Raise	1: Fold
1	0.0000	1.0000	-1.0000

**Chance****Alice**

Payoff: 0.3333
Node value: 1.6667

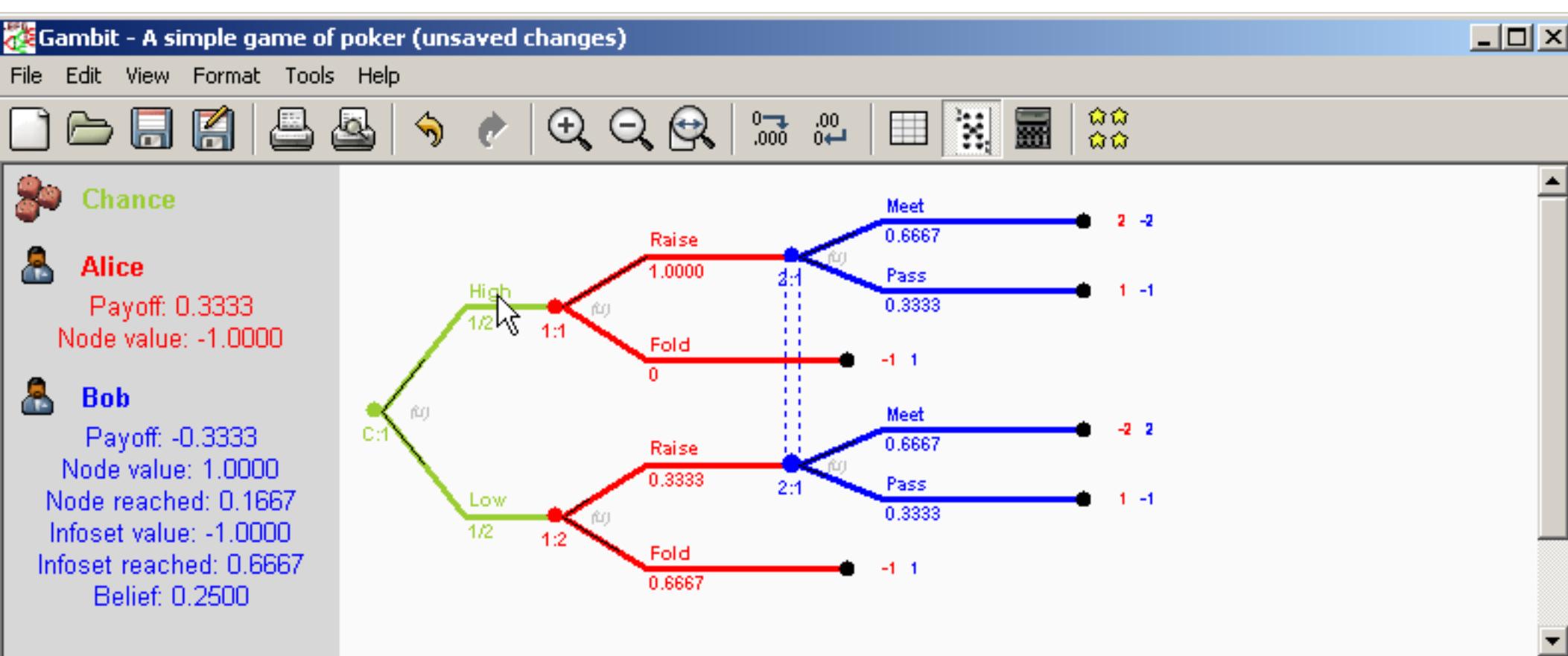
Bob

Payoff: -0.3333
Node value: -1.6667
Node reached: 0.5000
Infoset value: -1.0000
Infoset reached: 0.6667
Belief: 0.7500



Once we have the game built, we can play around with parameters to see how strategies change. For example, what if we change the rules so that Alice now has a two-thirds chance of drawing the high card?

#	Liap Value	1: Raise	1: Fold	2:
1	0.0000	1.0000	0	0.



#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

Alice

Payoff: 0.3333

Bob

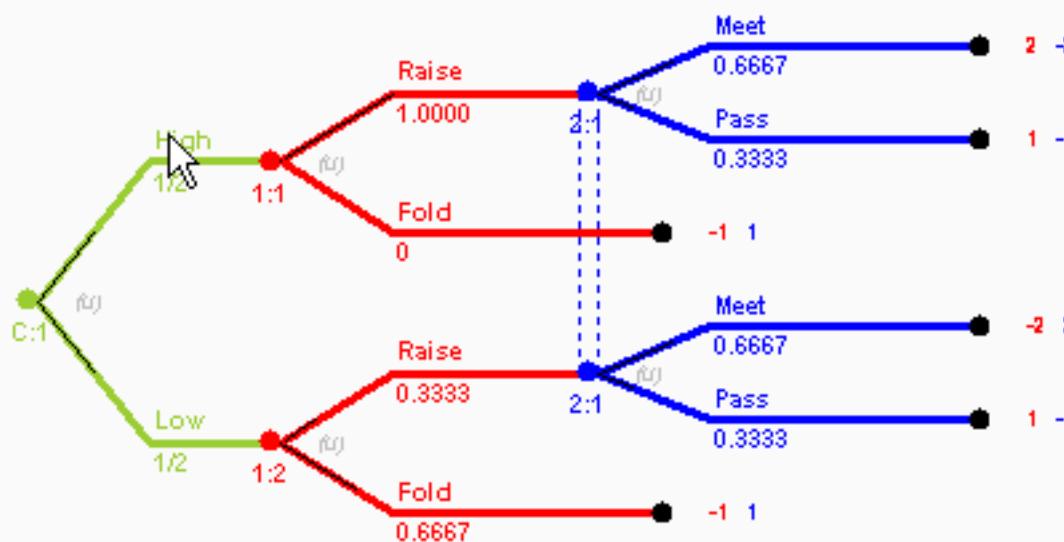
Payoff: -0.3333

Node reached: 0.1667

Infoset value: -1.0000

Infoset reached: 0.6667

Belief: 0.2500

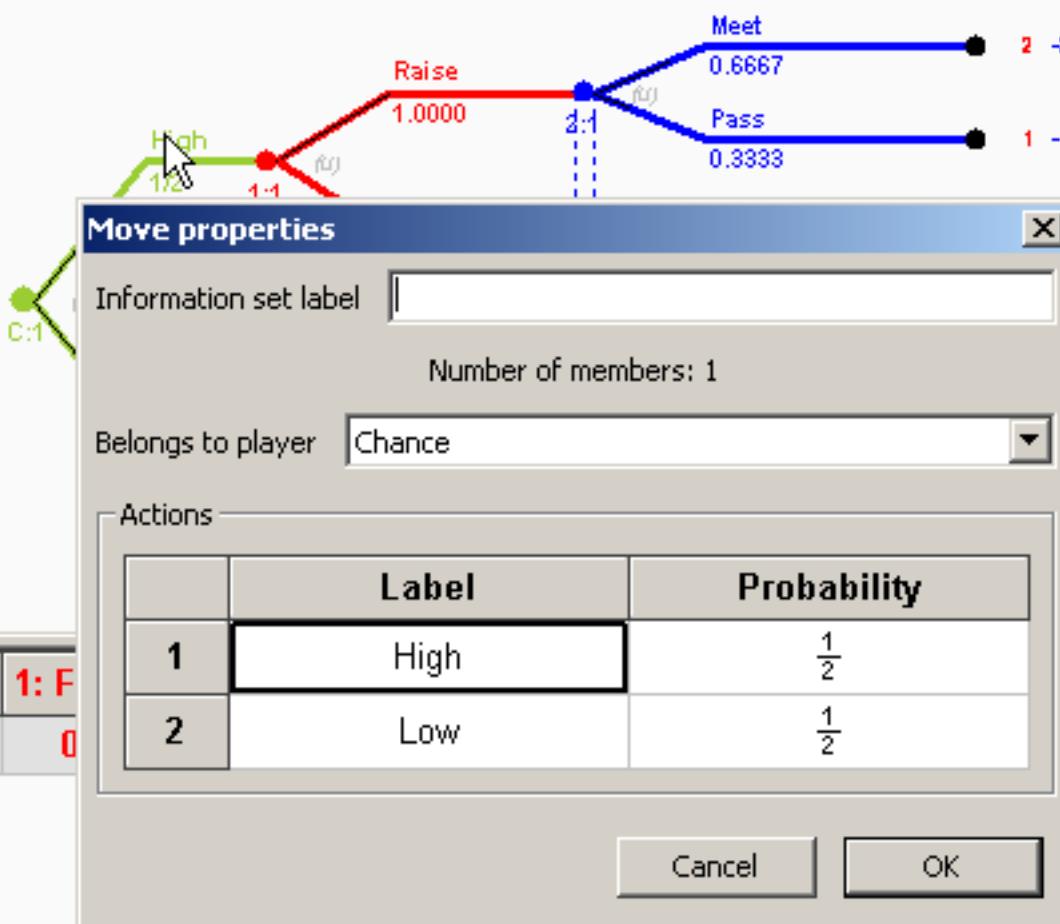


#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

File Edit View Format Tools Help

**Chance****Alice**Payoff: 0.3333
Node value: 0.3333**Bob**Payoff: -0.3333
Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



File Edit View Format Tools Help



Chance

Alice

Payoff: 0.3333

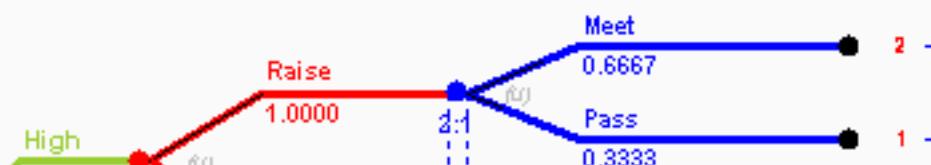
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Move properties

Information set label:

Number of members: 1

Belongs to player:

Chance

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

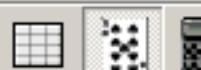
Cancel

OK

File Edit View Format Tools Help



0.000 0.00



Chance

Alice

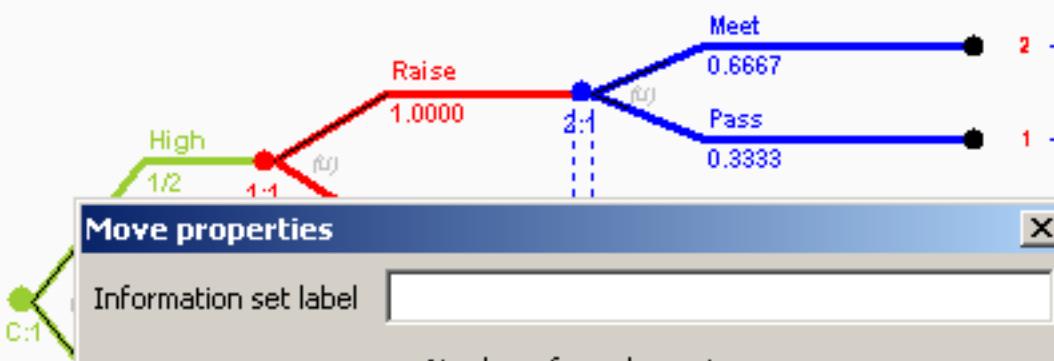
Payoff: 0.3333

Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Chance

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel

OK

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

File Edit View Format Tools Help



0.000 0.00



Chance

Alice

Payoff: 0.3333

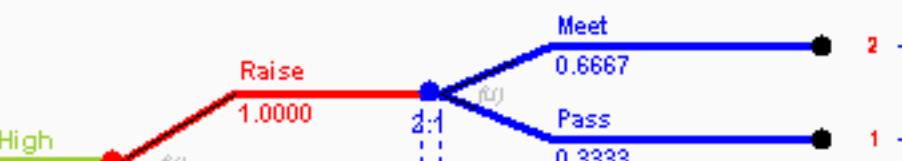
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel

OK

File Edit View Format Tools Help



Chance

Alice

Payoff: 0.3333

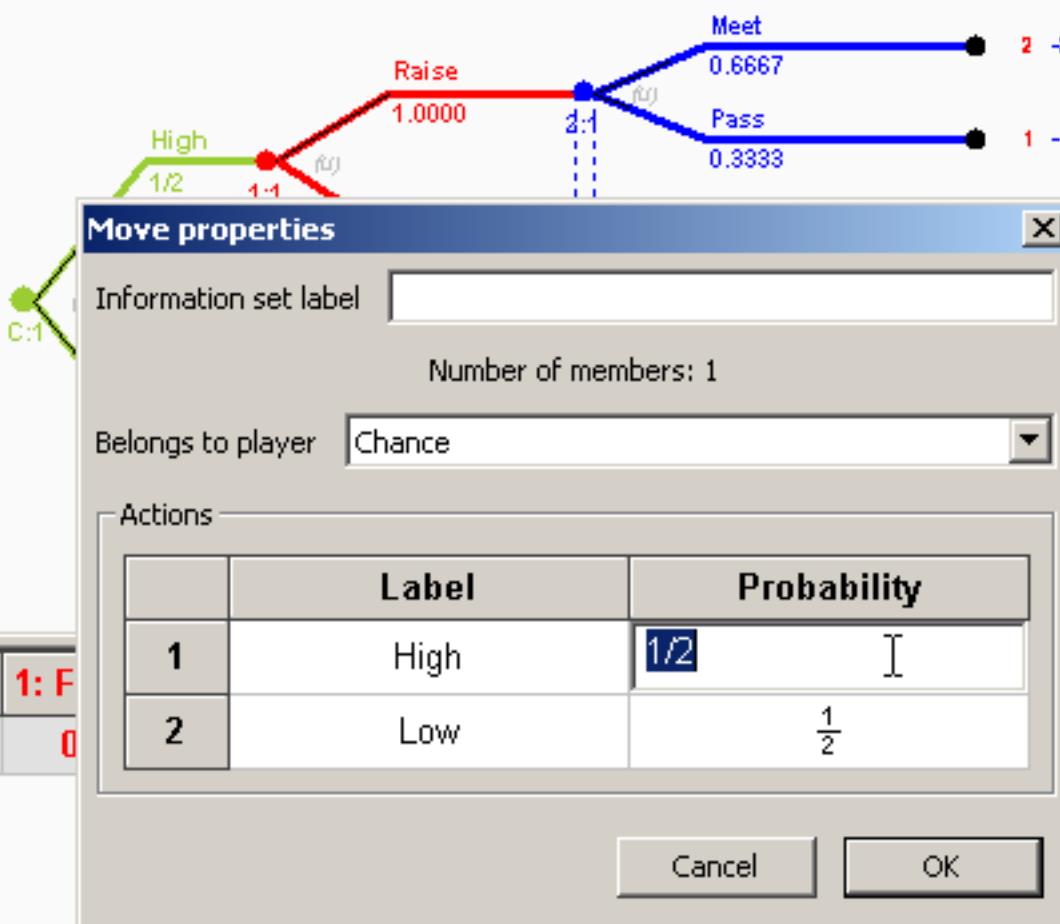
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



File Edit View Format Tools Help



0.000 0.00



Chance

Alice

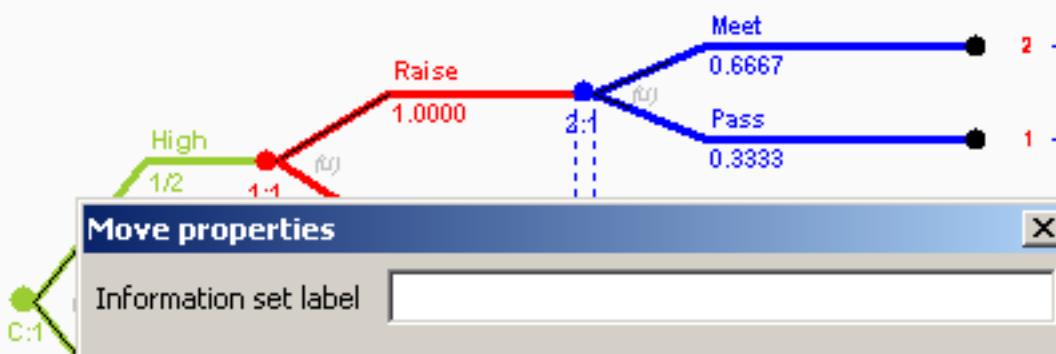
Payoff: 0.3333

Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Chance

Actions

#	Label	Probability
1	High	2
2	Low	$\frac{1}{2}$

Cancel

OK

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

File Edit View Format Tools Help



Chance

Alice

Payoff: 0.3333

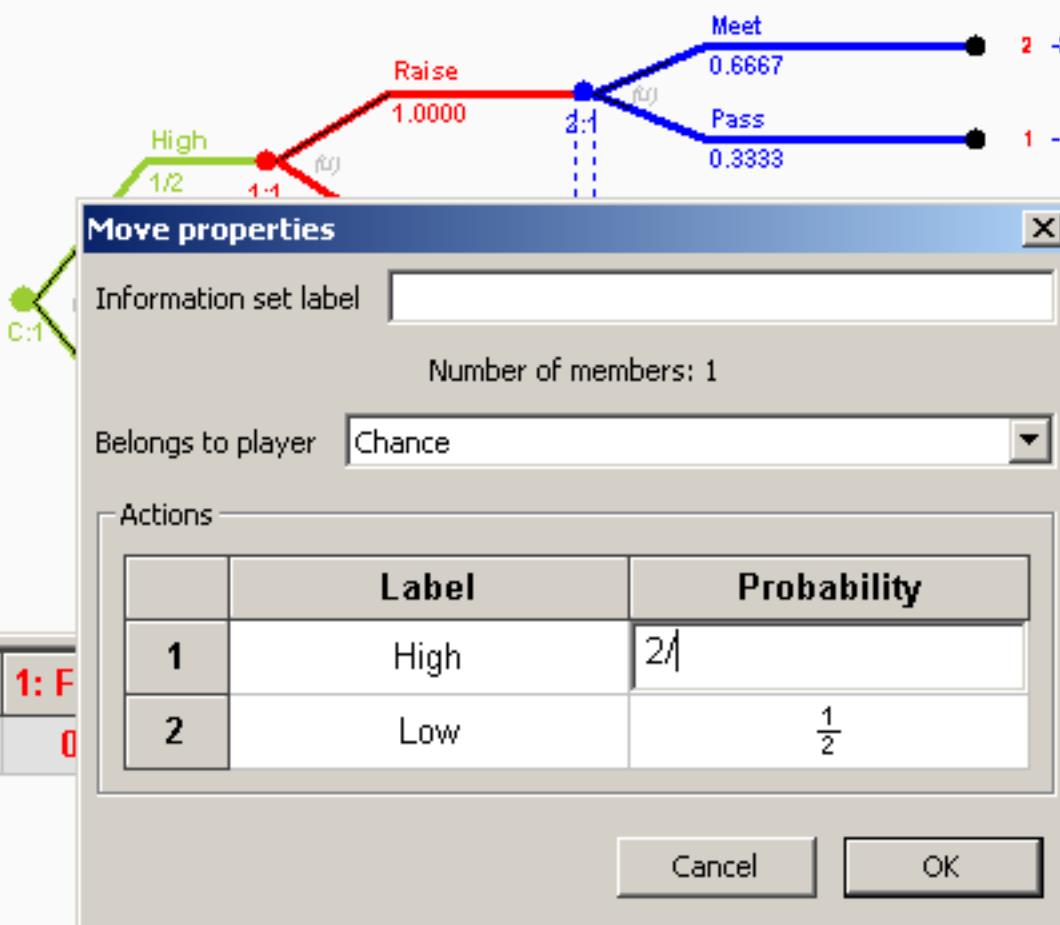
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



File Edit View Format Tools Help



0.000 0.00

**Chance****Alice**

Payoff: 0.3333

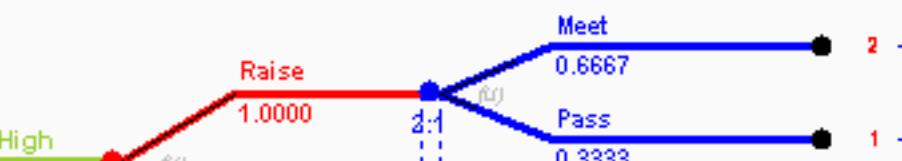
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

**Move properties**

Information set label:

Number of members: 1

Belongs to player:

 Chance
Actions

	Label	Probability
1	High	2/3
2	Low	$\frac{1}{2}$

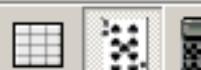
Cancel

OK

File Edit View Format Tools Help



0.000 0.00

**Chance****Alice**

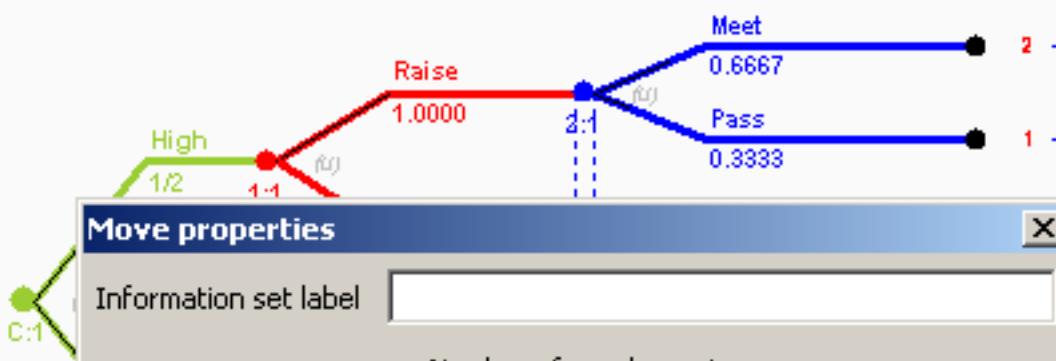
Payoff: 0.3333

Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

**Move properties**

Information set label:

Number of members: 1

Belongs to player:

Chance

Actions

#	Label	Probability
1	High	2/3
2	Low	$\frac{1}{2}$

Cancel

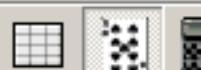
OK

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

File Edit View Format Tools Help



0.000 0.00

**Chance****Alice**

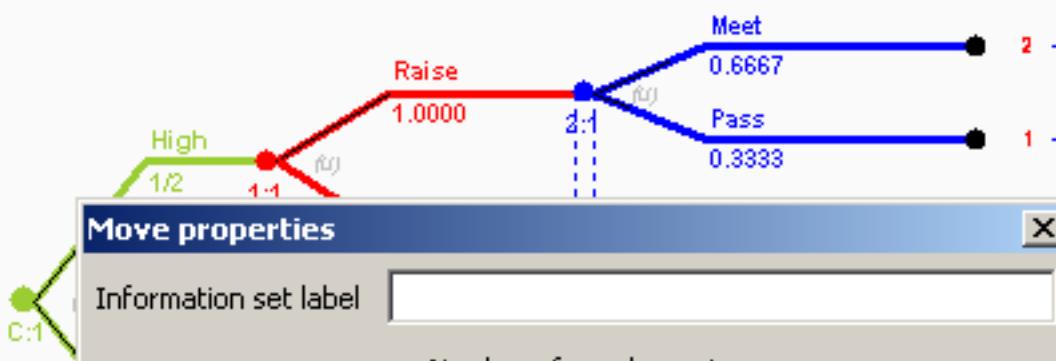
Payoff: 0.3333

Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

**Move properties**

Information set label:

Number of members: 1

Belongs to player:

 Chance
Actions

#	Label	Probability
1	High	2/3
2	Low	1/2

Cancel

OK

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

File Edit View Format Tools Help



0.000 0.00



Chance

Alice

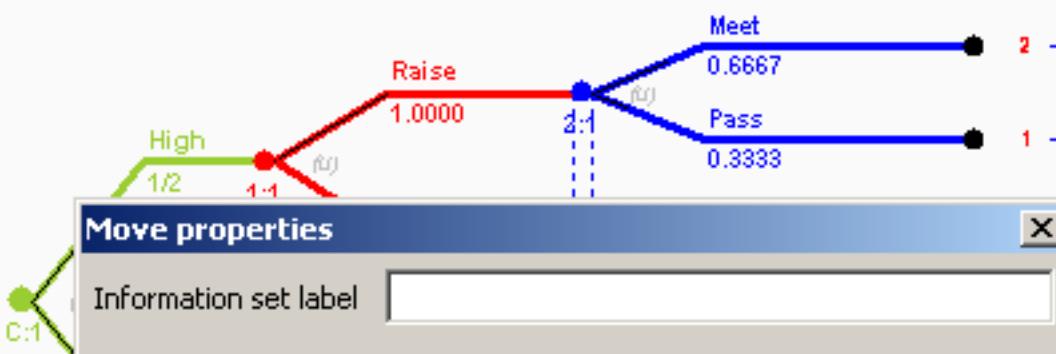
Payoff: 0.3333

Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Chance

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	$\frac{1}{2}$

Cancel

OK

#	Liap Value	1: Raise	1: F	0
1	0.0000	1.0000		0

File Edit View Format Tools Help



Chance

Alice

Payoff: 0.3333

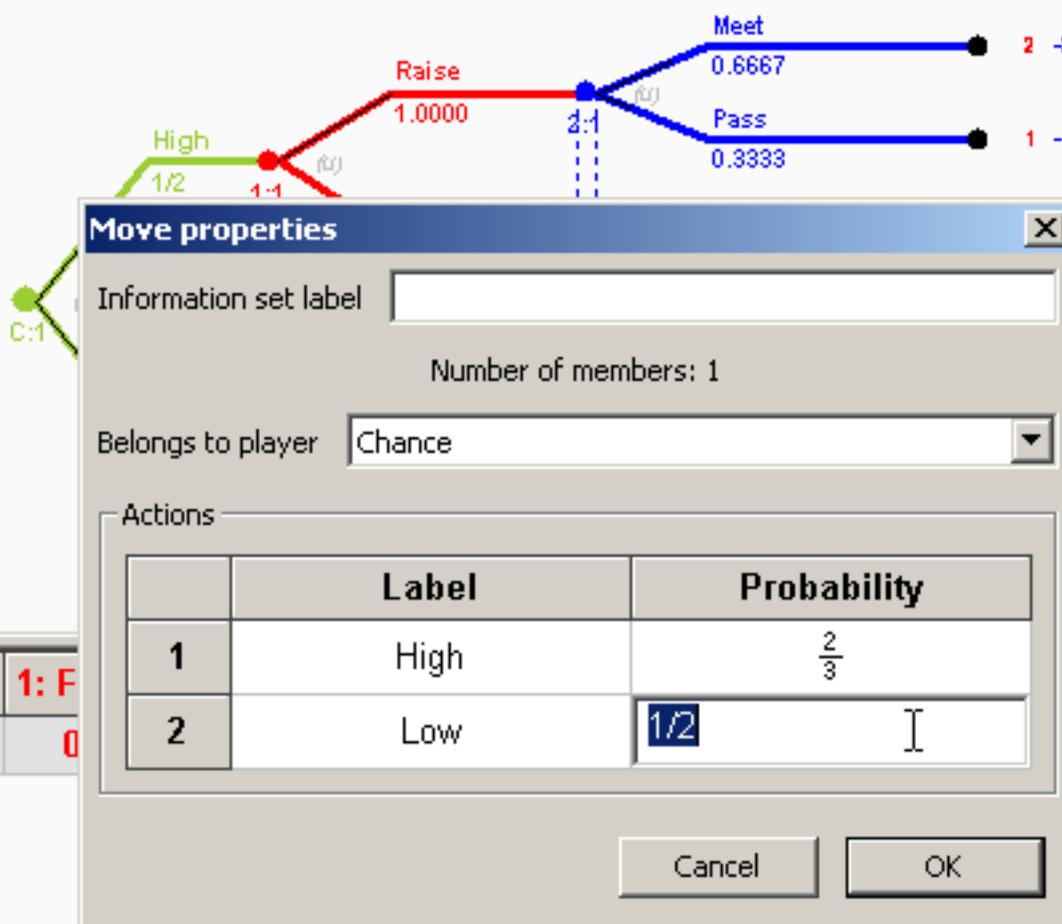
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0





0.000 0.00



Chance

Alice

Payoff: 0.3333

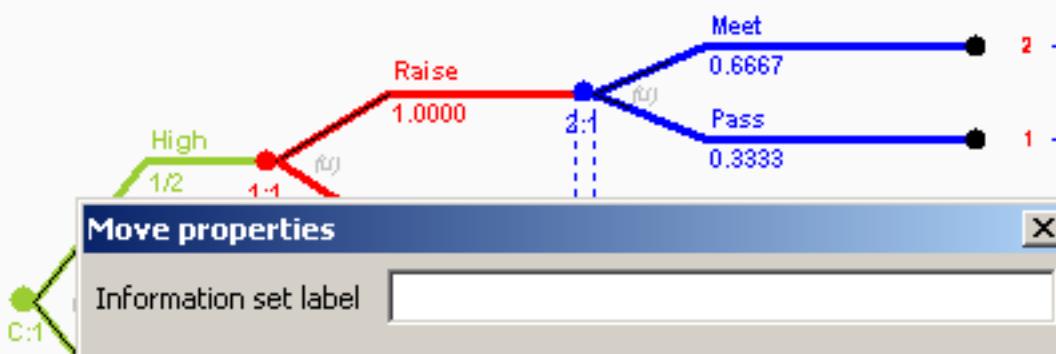
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Move properties

Information set label:

Number of members: 1

Belongs to player: Chance

Actions

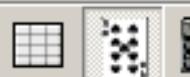
	Label	Probability
1	High	$\frac{2}{3}$
2	Low	1/2

Cancel

OK



0.000 0.00



Chance

Alice

Payoff: 0.3333

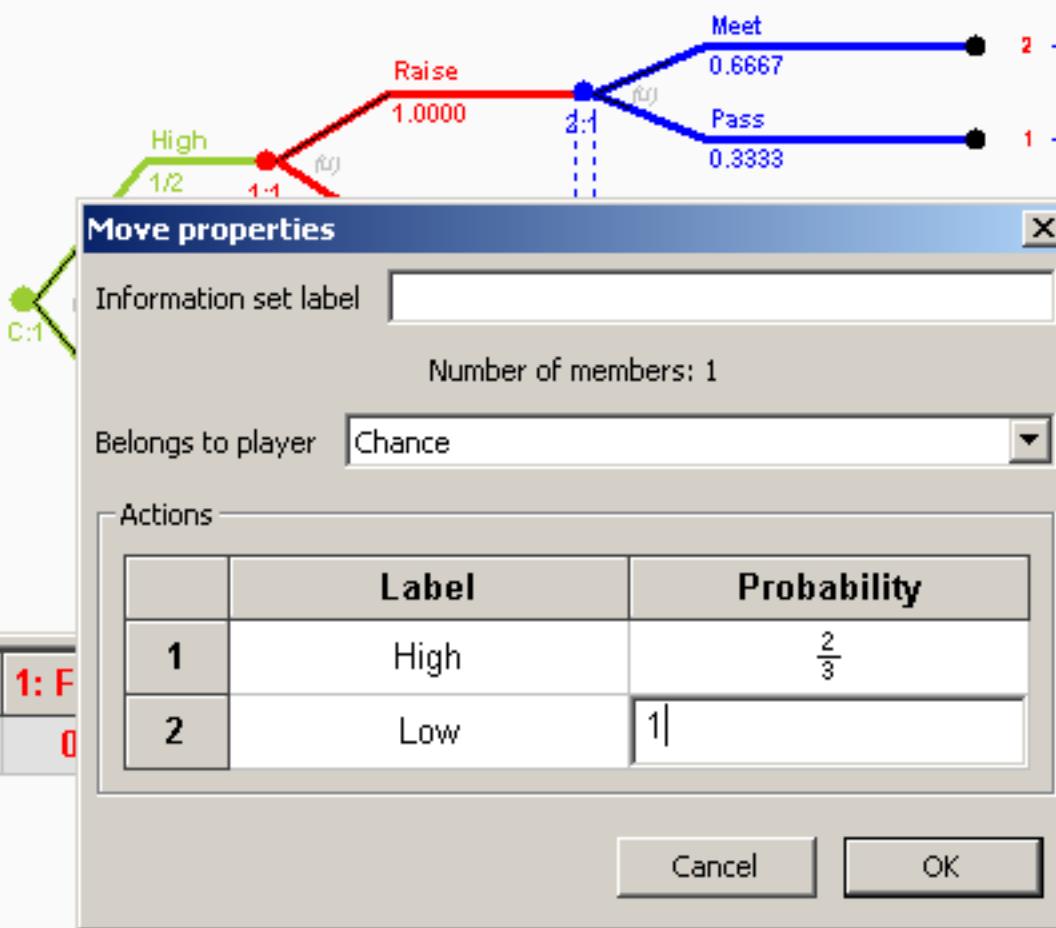
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



File Edit View Format Tools Help



0.000 0.00



Chance

Alice

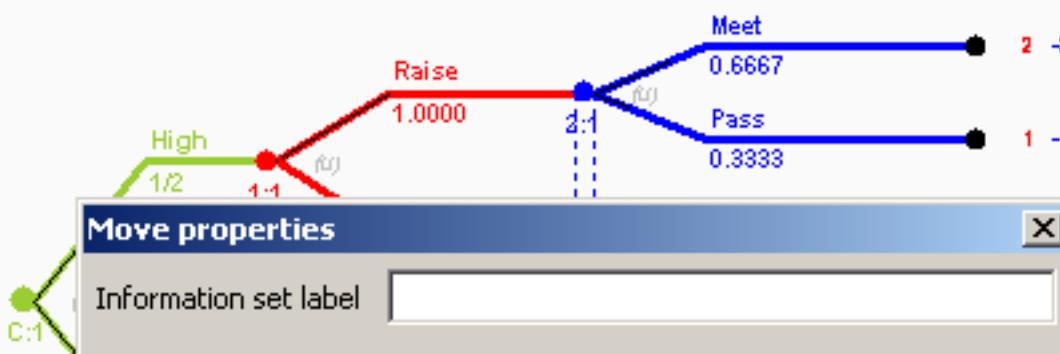
Payoff: 0.3333

Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Chance

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	1/3

Cancel

OK

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

File Edit View Format Tools Help



Chance

Alice

Payoff: 0.3333

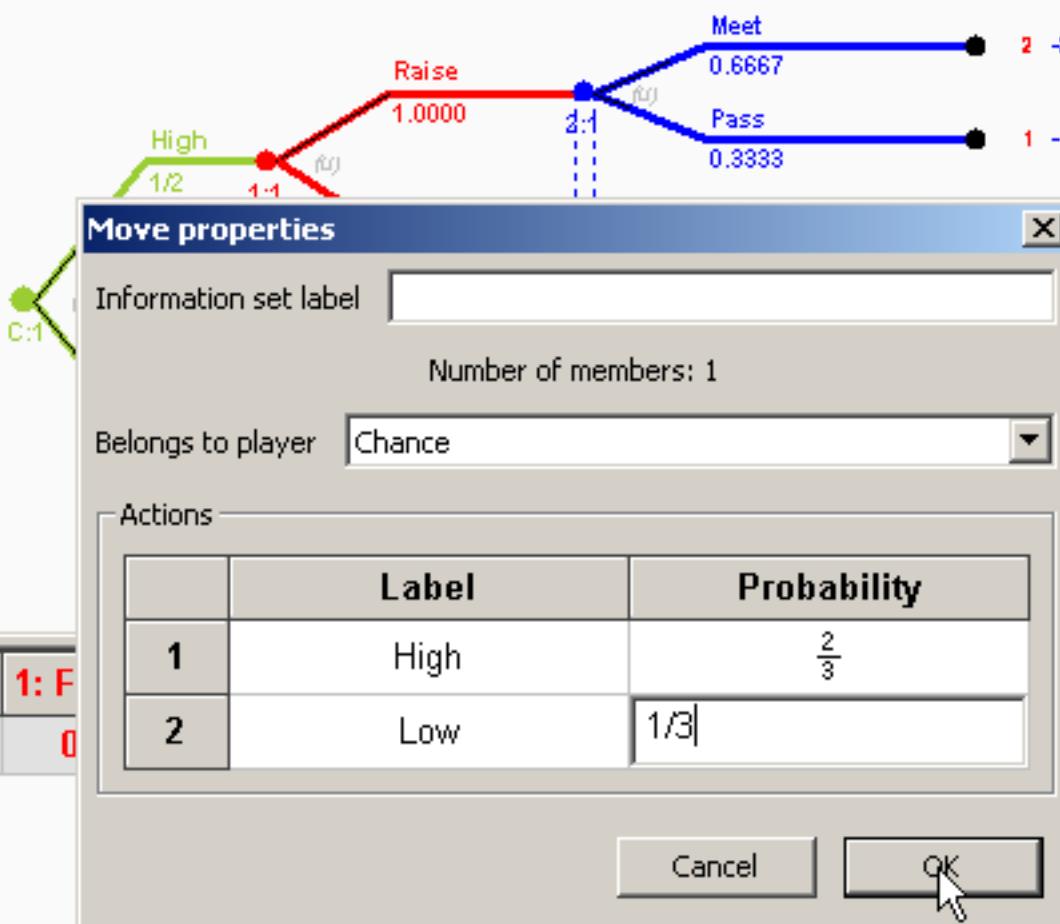
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



File Edit View Format Tools Help



Chance

Alice

Payoff: 0.3333

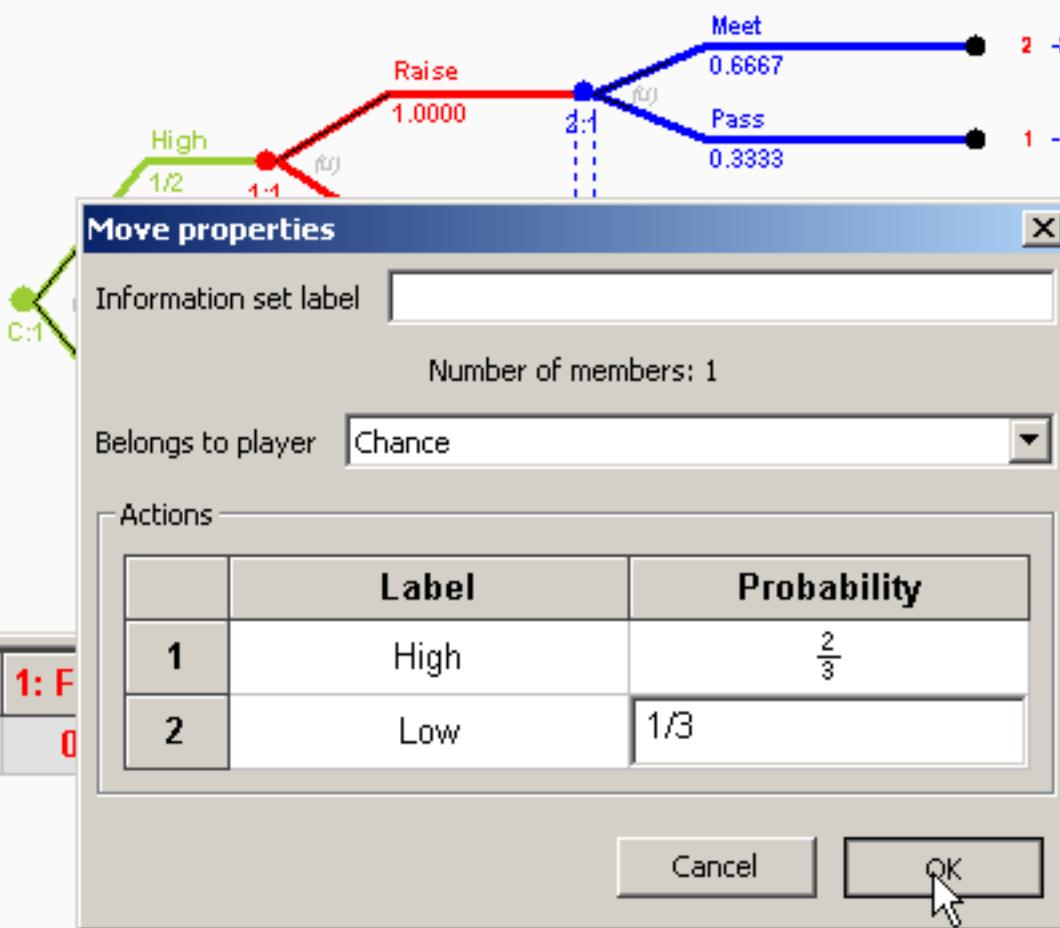
Node value: 0.3333

Bob

Payoff: -0.3333

Node value: -0.3333

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

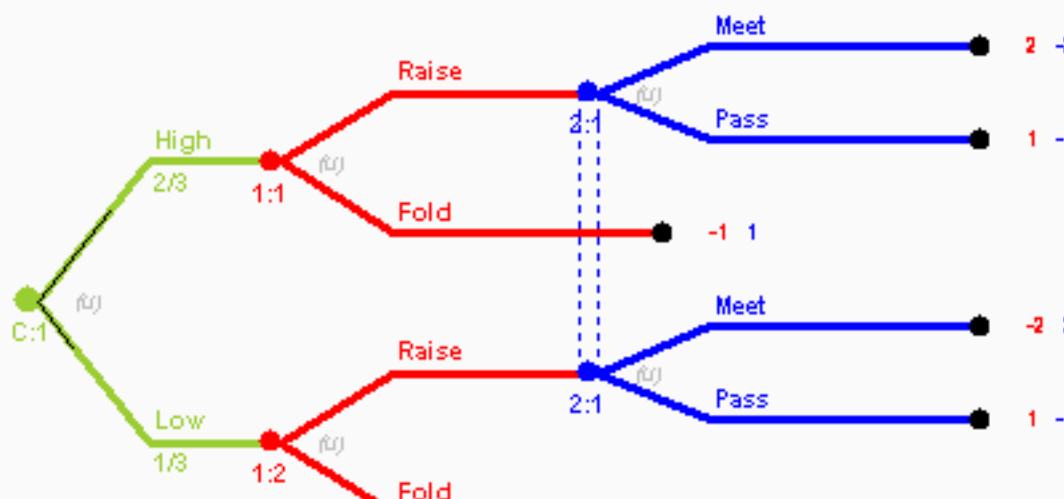




Chance

Alice

Bob



Now we again send Gambit looking for equilibria.

#	Liap Value	1: Raise	1: Fold



File Edit View Format Tools Help

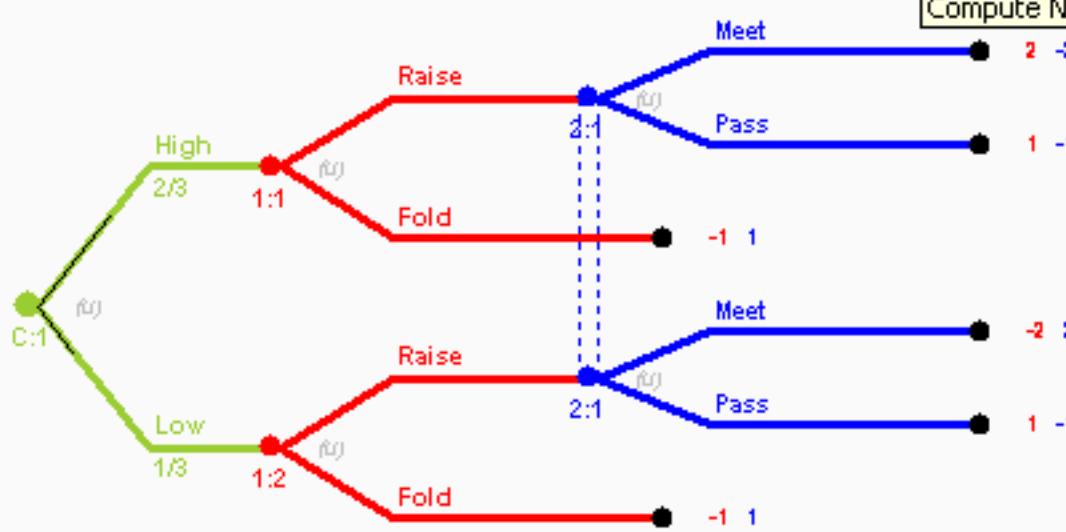


Chance

Alice

Bob

Compute Nash equilibria of this game



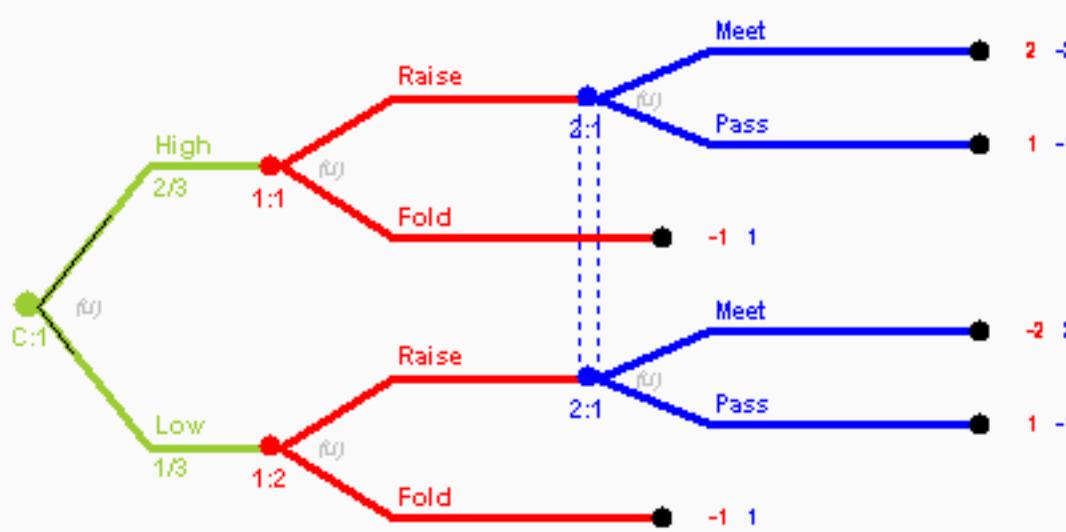
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass



Chance

Alice

Bob



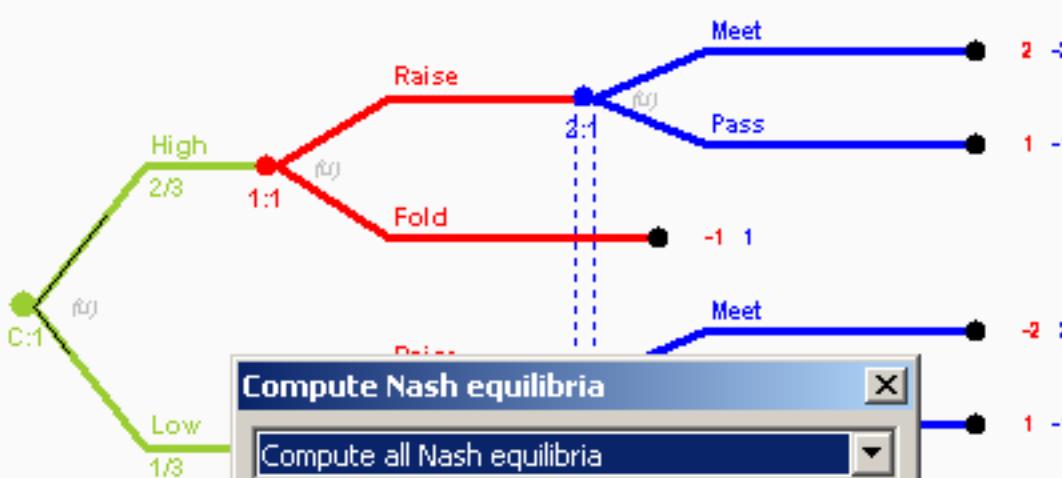
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass

0.000
0.00

Chance

Alice

Bob



Compute Nash equilibria

Compute all Nash equilibria

with Gambit's recommended method

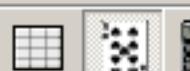
using the extensive game

Cancel OK

Gambit - A simple game of poker (unsaved changes)



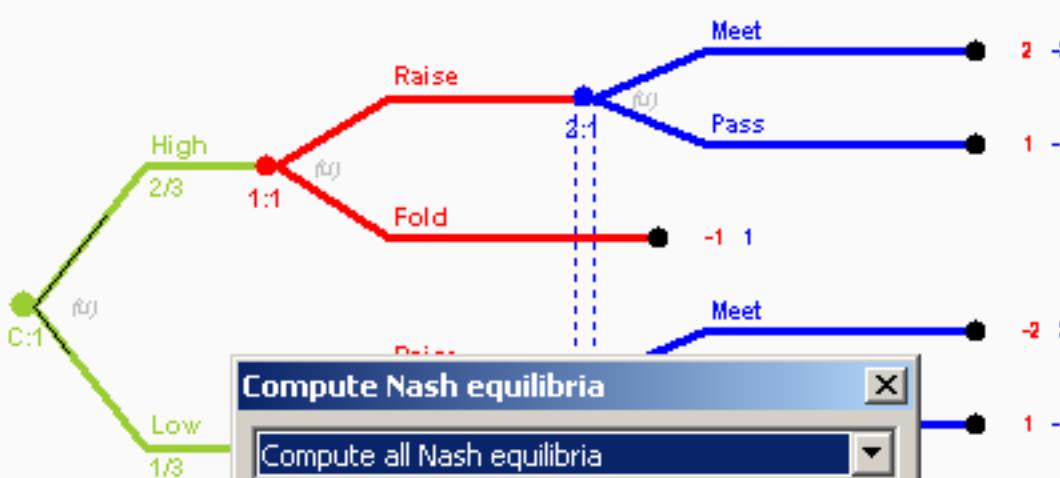
File Edit View Format Tools Help

0,000
0,00

Chance

Alice

Bob



Compute Nash equilibria

Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel

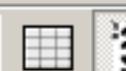
OK

Liap Value 1: Raise 1: Fold 2: Raise

File Edit View Format Tools Help



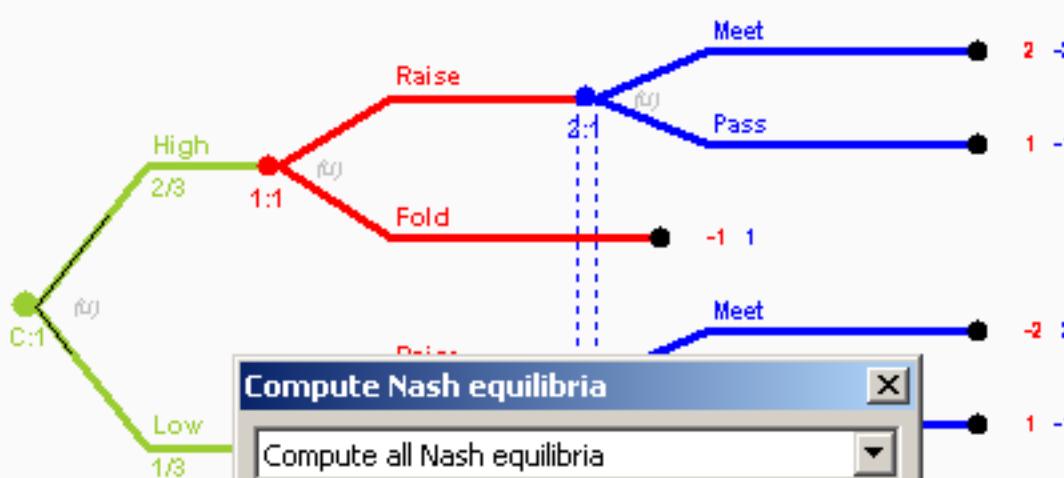
0,000 0,00



Chance

Alice

Bob



Compute Nash equilibria

Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel

OK

Liap Value 1: Raise 1: Fold 2: Raise



Chance

Alice

Payoff: 0.7778

Node value: 0.7778

Bob

Payoff: -0.7778

Node value: -0.7778

Computing Nash equilibria

The computation has completed. Number of equilibria found so far: 1

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.6667	0.3333	0	0	0.6667	0.3333

#	Liap Value	1:
1	0.0000	1



Chance

Alice

Payoff: 0.7778

Node value: 0.7778

Bob

Payoff: -0.7778

Node value: -0.7778

Computing Nash equilibria



The computation has completed.

Number of equilibria found so far: 1



#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.6667	0.3333	0	0	0.6667	0.3333

#	Liap Value	1:
1	0.0000	1



File Edit View Format Tools Help

0.000
0.00

Chance

Alice

Payoff: 0.7778

Node value: 0.7778

Bob

Payoff: -0.7778

Node value: -0.7778

Computing Nash equilibria



The computation has completed.

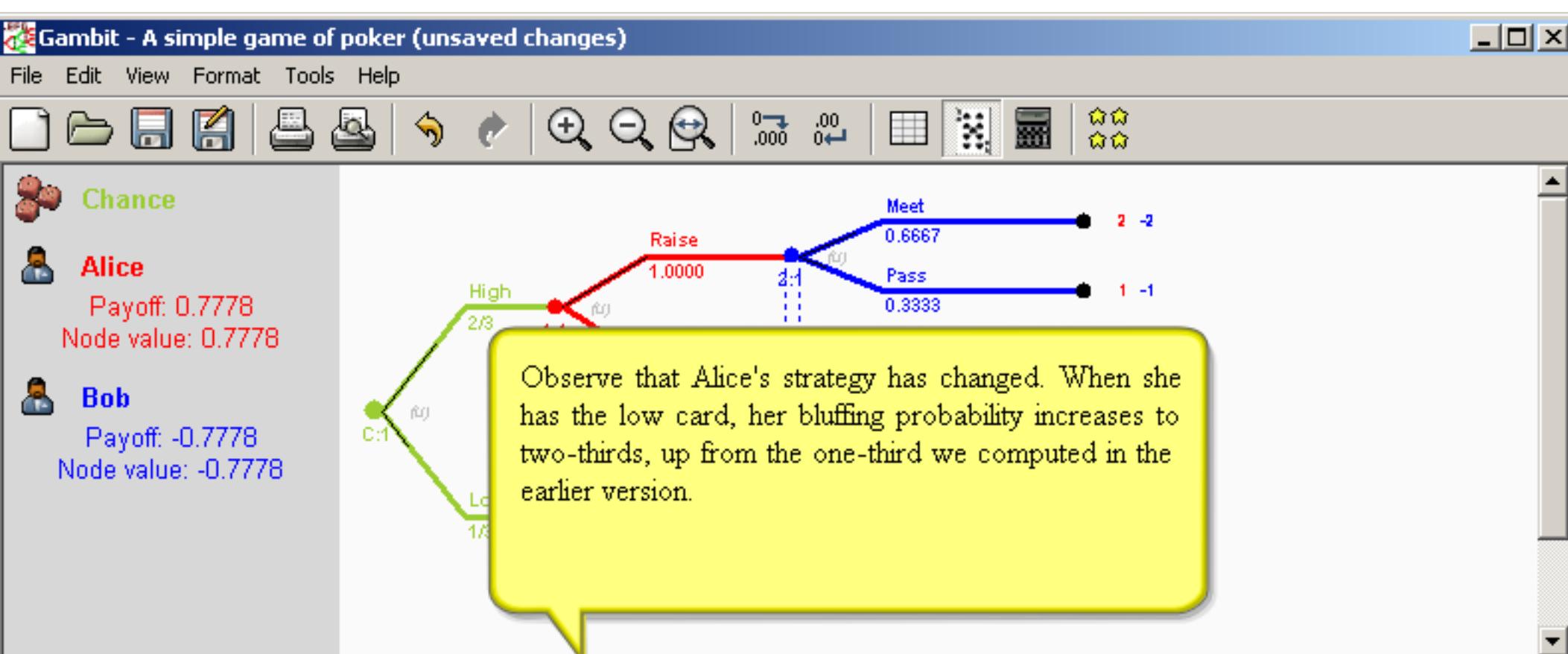
Number of equilibria found so far: 1



#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.6667	0.3333	0	0	0.6667	0.3333

#	Liap Value	1:
1	0.0000	1





#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333



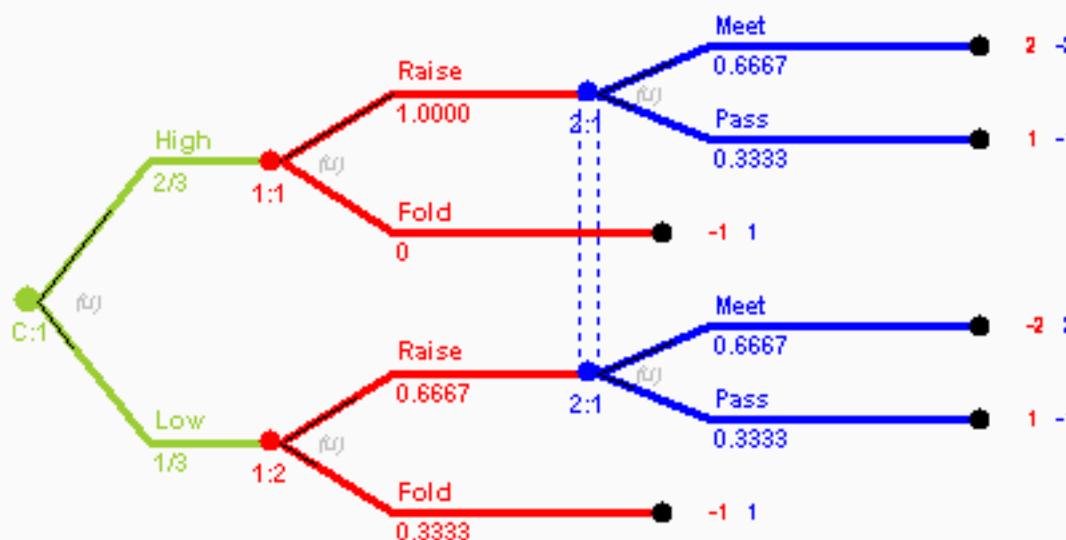


Chance

Alice

Payoff: 0.7778
Node value: 0.7778

Bob

Payoff: -0.7778
Node value: -0.7778

#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333



Chance

Alice

Payoff: 0.7778
Node value: 1.6667

Bob

Payoff: -0.7778
Node value: -1.6667
Node reached: 0.6667
Infoset value: -1.0000
Infoset reached: 0.8889
Belief: 0.7500

Bob's belief at his top node remains three-quarters. This quantity is crucial in this game, since it is this probability of Alice having a high card that exactly makes Bob indifferent between meeting and passing.

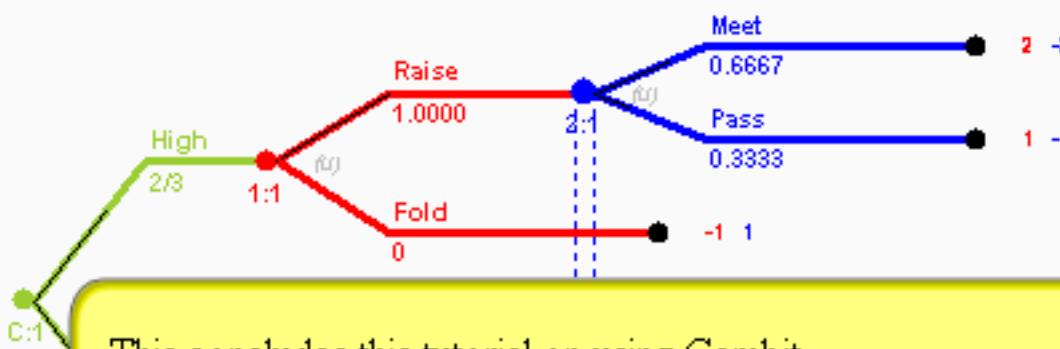
The game theorist's advice to Alice in this game is to play in such a way that Bob will think there is a three-fourths chance she has a high card, given that she raises. As we lower the probability of a bad hand, Alice should raise the frequency with which she bluffs to compensate, so that Bob will assess this desired probability.

- 2 -2
- 1 -1
- -2 2
- 1 -1

#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333



0.000 0.00

**Chance****Alice**Payoff: 0.7778
Node value: 1.6667**Bob**Payoff: -0.7778
Node value: -1.6667
Node reached: 0.6667
Infoset value: -1.0000
Infoset reached: 0.8889
Belief: 0.7500

This concludes this tutorial on using Gambit.

You can view or download other tutorials from the Gambit website at

<http://econweb.tamu.edu/gambit>

Happy gaming!

#	Liap Value	1: Raise	1: Fold
1	0.0000	1.0000	0