



# Algorithmic Game Theory

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**Let's Play a Game!**

# The Grade Game

You **should choose** between  $\alpha$  and  $\beta$ !

Note:

- Do not show your neighbors what you are doing!
- Look this as a “grade bid”.
- I will randomly pair your paper with one other paper.
- Neither you nor your pair will ever know with whom you were paired.

I will grade like this:

- If you put  $\alpha$  and your pair puts  $\beta$ , then you will get grade A, and your pair grade C;
- If both you and your pair put  $\alpha$ , then you both will get the grade B-;
- If you put  $\beta$  and your pair puts  $\alpha$ , then you will get the grade C and your pair grade A;
- If both you and your pair put  $\beta$ , then you will both get grade B+

# Represent a Game

**My Pair**

	$\alpha$	$\beta$
$\alpha$	B -	A
$\beta$	C	B +

**Me**

**My Grade**

**My Pair**

	$\alpha$	$\beta$
$\alpha$	B -	C
$\beta$	A	B +

**Me**

**Pair's Grades**

# Grade Game: Outcome Matrix

**My Pair**

		$\alpha$	$\beta$
Me	$\alpha$	B - , B -	A , C
	$\beta$	C , A	B + , B +

1<sup>st</sup> grade  
Row player

2<sup>nd</sup> grade  
Column player

We can find everything  
that was in the game in one table!

# Grade Game: Let's Discuss

What did you do?

- How many chose  $\alpha$ ?
- How many chose  $\beta$ ?
- Why?

# Grade Game: Our Answer

- Regardless of my partner choice, there would be better outcomes for me by choosing  $\alpha$  rather than  $\beta$ ;
- What we have examined is **not** a game yet



# Grade Game: Payoff

- Right now we have:
  - The players
  - Strategies, that is the actions players can take
  - We know what the outcomes are
- We are missing **objectives**, i.e. **payoffs**
- Basically we don't know what players care about

# Grade Game: Payoff Choices

- Two different payoffs:
  - We only care about our **own** grade
  - We might care about **other people's** grade

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# Grade Game: Payoff Matrix

You only care about your own grades  
(**Selfishness**)

Payoffs:

$(A, C) \rightarrow (19, 8)$

$(B-, B-) \rightarrow (12, 12)$

$B+ \rightarrow 14$

Hence the preference order is:

$A > B+ > B- > C$

$19 > 14 > 12 > 8$

		My pair	
		$\alpha$	$\beta$
Me	$\alpha$	12 , 12	19 , 8
	$\beta$	8 , 19	14 , 14

# Grade Game: Selfishness

- What should you do, in this case?
  - Play  $\alpha$ ! Indeed, no matter what the pair does, by playing  $\alpha$  you would obtain a higher payoff
- What do we call people who only care about their own grades?

## Definition:

We say that my strategy  $\alpha$  **strictly dominates** my strategy  $\beta$ , if my payoff from  $\alpha$  is strictly greater than that from  $\beta$ , regardless of what others do.

# First Lesson

Do Not Play  
Strictly Dominated Strategies!

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# Contracts and Collusion

- Why shouldn't you play strictly dominated strategies?
  - Because if I play a dominating strategy I'm doing better than what I could do regardless what the other does
- Let's look again at the payoff matrix
  - If we (me and my pair) reason selfishly, we will both select  $\alpha$ , and get a payoff of 12;
  - But if we reasoned in a different way, we could end up both with a payoff of 14 (**Make Contract**)



# Failure of Collusion

- What's the problem with this latter reasoning?
- Suppose you have super mental power and oblige your partner to agree with you and chose  $\beta$ , so that you both would end up with a payoff of 14...
- Even with communication, it wouldn't work, because at this point, you'd be better off by choosing  $\alpha$ , and get a payoff of 19

# Second Lesson

*Rational Choice*

*(i.e., Not Choosing a Dominatedu Strategy)*

*Can Lead to Outcomes that Suck!*

# The Prisoner's Dilemma

- Did you know it?
- Any other examples?
- What kind of remedies we have for such situations?
  - Repeted game/punishment/... (We will get back to this later)

Prisoners' dilemma

		prisoner B	
		confess	remain silent
prisoner A	confess	 5 years 5 years	 0 year 20 years
	remain silent	 20 years 0 year	 1 year 1 year

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# The Grade Game: Payoff Matrix

- Possible payoffs: This time people are more inclined to be **altruistic**

Payoffs:

$(A,C) \rightarrow 19 - 6 = 13$   
my 'A' my guilt

$(C,A) \rightarrow 8 - 2 = 6$   
my 'C' my indignation

This is a **coordination problem**

		<b>My Pair</b>	
		$\alpha$	$\beta$
<b>Me</b>	$\alpha$	12 , 12	13, 6
	$\beta$	6,13	14,14

# The Grade Game [Coordination]

- What would you do in this case?
  - By choosing  $\alpha$  you may “minimize your losses”
  - By choosing  $\beta$  you may “maximize your profit”
- We have the same game structure, the same outcomes, but the payoffs are different
- Is there any dominated strategy in this game?

# Third Lesson

*Payoffs* Matter!

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# The Grade Game: Selfish vs Altruistic

In this case,  $\alpha$  still **dominates**

The fact we (selfish player) are playing against an altruistic player doesn't change my strategy, even by changing the other Player's payoff

		My pair (Altruistic)	
		$\alpha$	$\beta$
Me (Selfish)	$\alpha$	12 , 12	19, 6
	$\beta$	8,13	14,14

# The Grade Game: Altruistic vs Selfish

- What happened here?
- Do I have a dominating strategy?
- Does the other player have a dominating strategy?

By thinking of what my “opponent” will do I can decide what to do.

My pair  
(Selfish)

		$\alpha$		$\beta$	
		$\alpha$		$\beta$	
Me (Altruistic)	$\alpha$	12 , 12		13, 8	
	$\beta$	6,19		14,14	

# Observations

- In realistic settings:
  - It is often hard to determine what are the payoffs of your “opponent”
  - It is easier to figure out my own payoffs
- In general, we have to figure out what are the odds (probability) of my “opponent” being selfish or altruistic

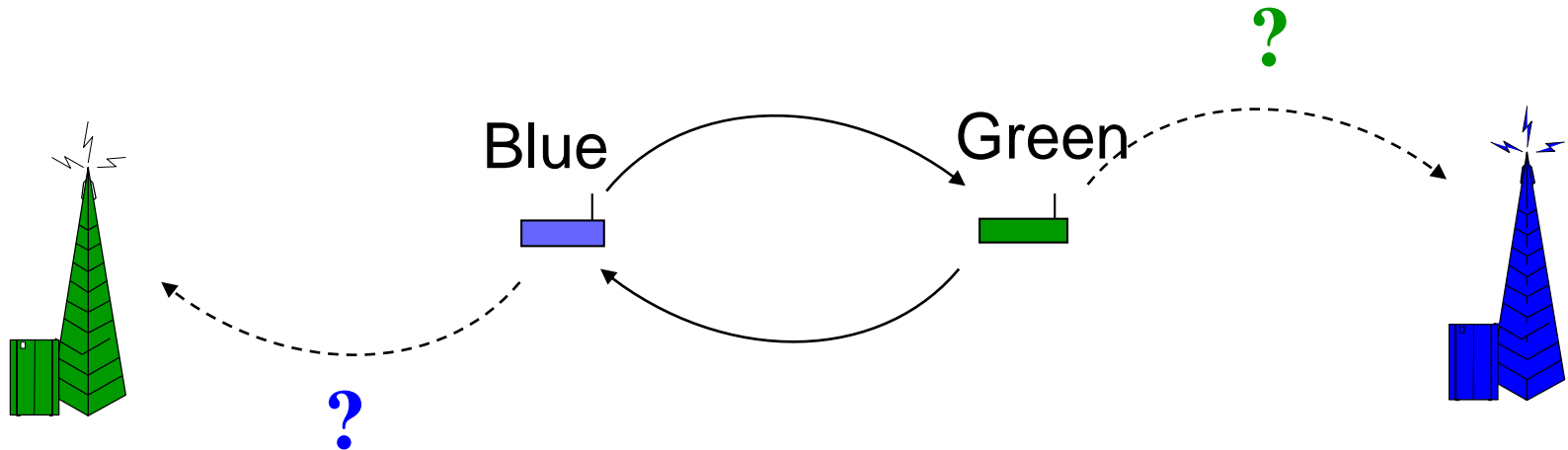
# Fourth Lesson

*Put Yourself in **Others' Shoes** and Try  
to Figure Out What They Will Do!  
**“Think Strategically”***

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# The Forwarder's Dilemma



# Forwarder Game

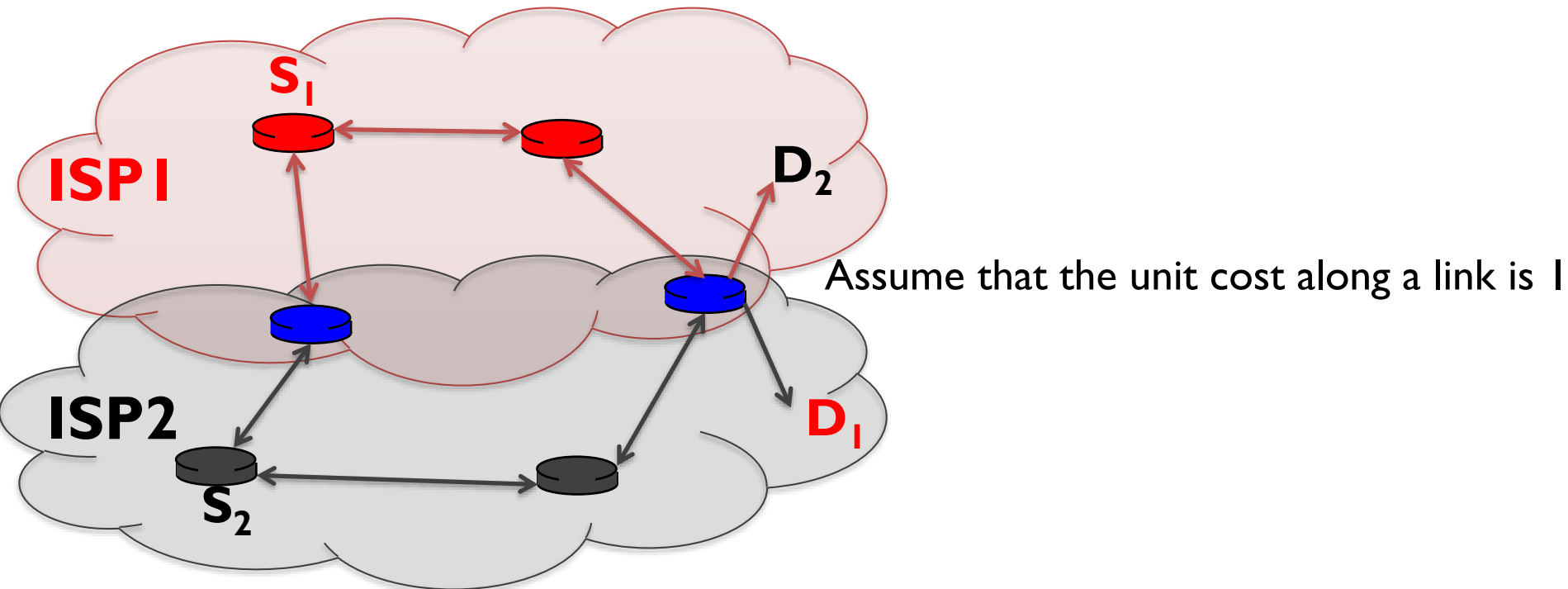
- users controlling the devices are *rational* = try to maximize their benefit

		Green	
		Forward	Drop
Blue	Forward	$(1-c, 1-c)$	$(-c, 1)$
	Drop	$(1, -c)$	$(0, 0)$

- Reward for packet reaching the destination: 1
- Cost of packet forwarding:  $c$  ( $0 < c < 1$ )

strategy Drop **strictly dominates** strategy Forward

# ISP Routing Games



		ISP2	
ISP1		Hot Potato	Cooperate
Hot Potato		$(-5, -5)$	$(-2, -6)$
Cooperate		$(-6, -2)$	$(-3, -3)$



# Prisoner's Dilemma (Final Words)

- In each of the previous examples we end up with a bad outcome
- This is **not a failure of communication**
- Solutions:
  - Contracts → change the payoffs
  - Repeated interaction

# Summary

- We've seen a compact representation of games: this is called the **normal form**
- Lessons we learned:
  1. Do not play strictly dominated strategies
  2. Put yourself in others' shoes
- It doesn't just matter what your payoffs are
- It's also important what other people's payoff are, because you want to try and figure out what they're going to do and respond appropriately