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Algorithmic Game Theory

Javad Salimi

Salimi.sartakhti@gmail.com

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1. Game Elements
2. First Lesson: Strictly Dominated Strategy
3. Second Lesson: Rationality vs Outcomes
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5. Fourth Lesson: Think Strategically
6. Prisoner's Dilemma: Applied Example

Let's Play a Game!

The Grade Game

You should choose between α and β !

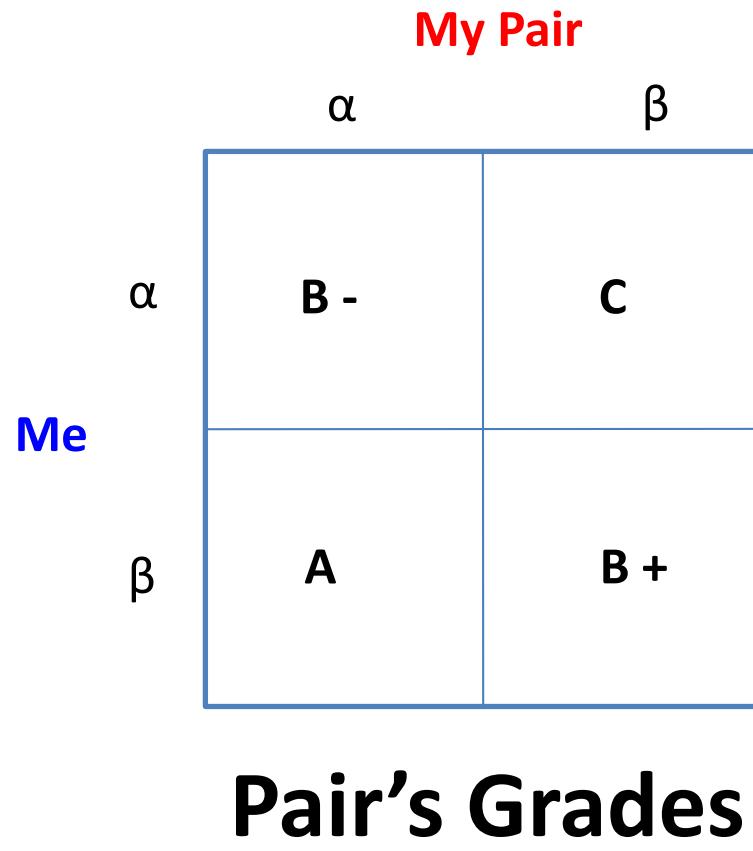
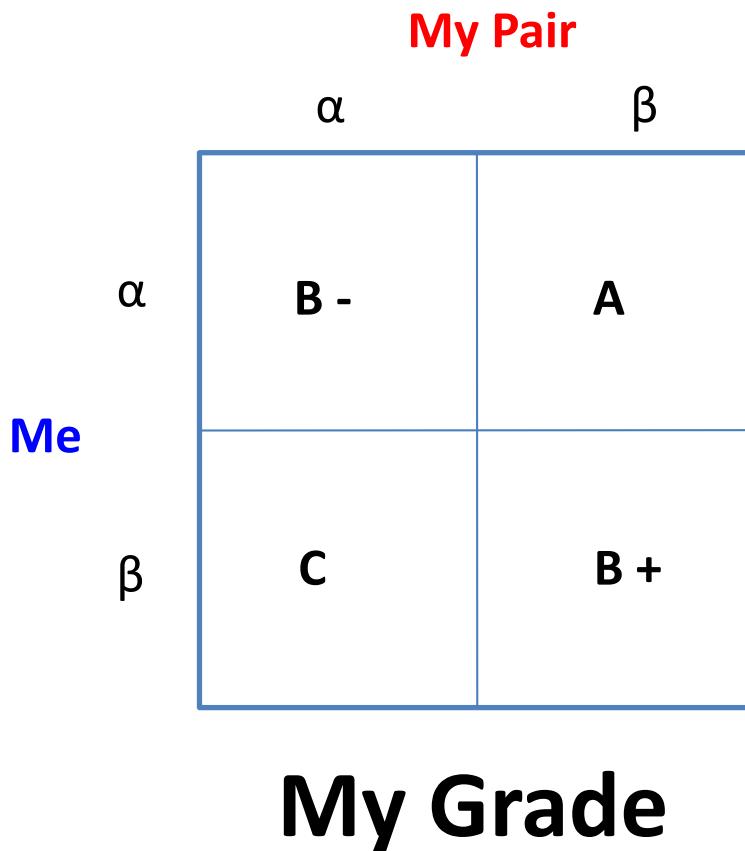
Note:

- 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 α and your pair puts β , then you will get grade A, and your pair grade C;
- If both you and your pair put α , then you both will get the grade B-;
- If you put β and your pair puts α , then you will get the grade C and your pair grade A;
- If both you and your pair put β , then you will both get grade B+

Represent a Game



Grade Game: Outcome Matrix

		My Pair	
		α	β
		B^-, B^-	A, C
Me	α		
	β	C, A	B^+, B^+
1 st grade Row player		\nearrow	\nearrow
2 nd 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 α ?
- How many chose β ?
- Why?

Grade Game: Our Answer

- Regardless of my partner choice, there would be better outcomes for me by choosing α rather than β ;
- 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) → (19,8)

(B-, B-) → (12,12)

B+ → 14

Hence the preference order is:

A > B+ > B- > C

19>14>12>8

		My pair	
		α	β
Me	α	12 , 12	19 , 8
	β	8 , 19	14 , 14

Grade Game: Selfishness

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

Definition:

We say that my strategy α **strictly dominates** my strategy β , if my payoff from α is strictly greater than that from β , 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 α , 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 β , 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 α , and get a payoff of 19

Second Lesson

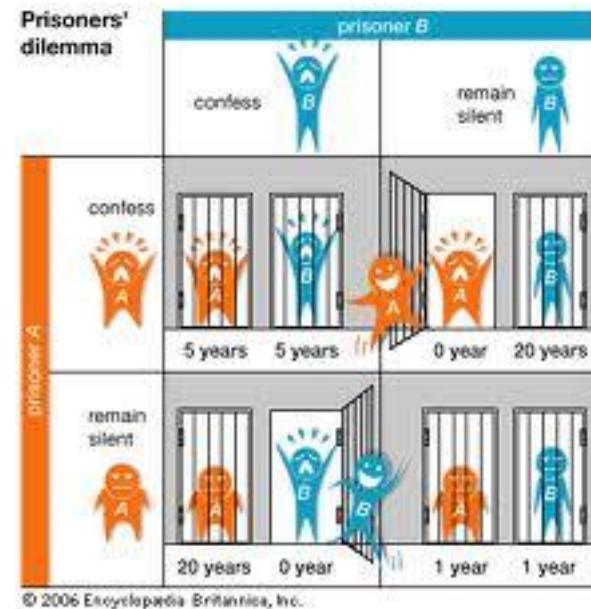
Rational Choice

(i.e., Not Choosing a Dominated_u 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)



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The Grade Game: Payoff Matrix

- Possible payoffs: This time people are more incline 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**

		My Pair	
		α	β
Me	α	12, 12	13, 6
	β	6, 13	14, 14

The Grade Game [Coordination]

- What would you do in this case?
 - By choosing α you may “minimize your losses”
 - By choosing β 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, α 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)	
		α	β
Me (Selfish)	α	12, 12	19, 6
	β	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)	
		α	β
α	α	12, 12	13, 8
	β	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

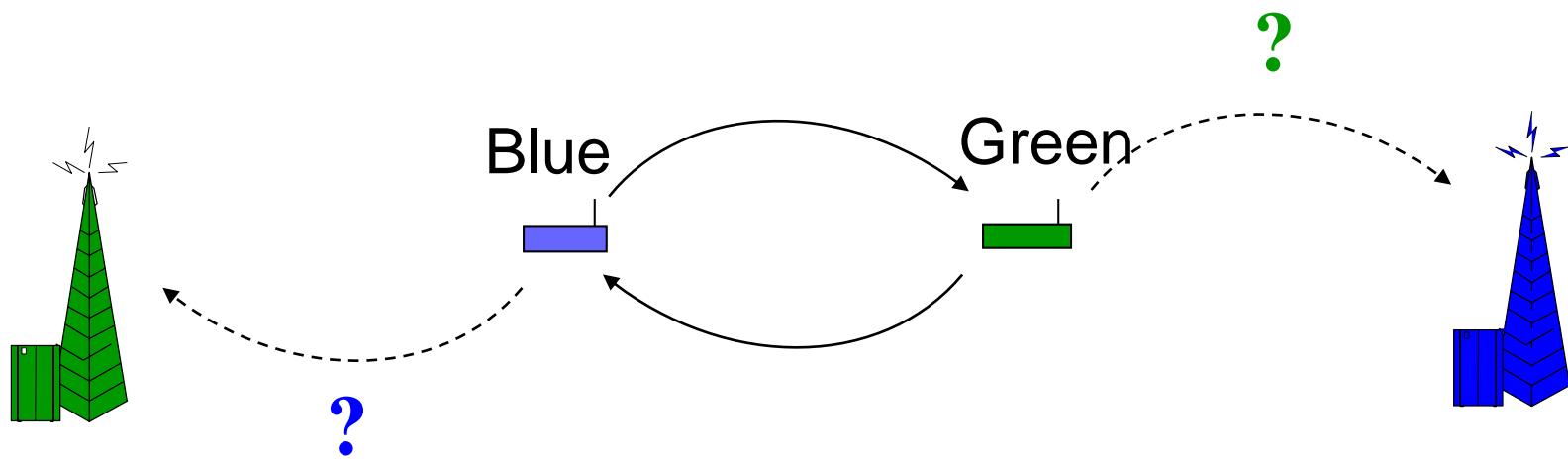
*Put Yourself in **Others' Shoes** and Try
to Figure Out What They Will Do!*

“Think Strategically”

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The Forwarder's Dilemma



Forwarder Game

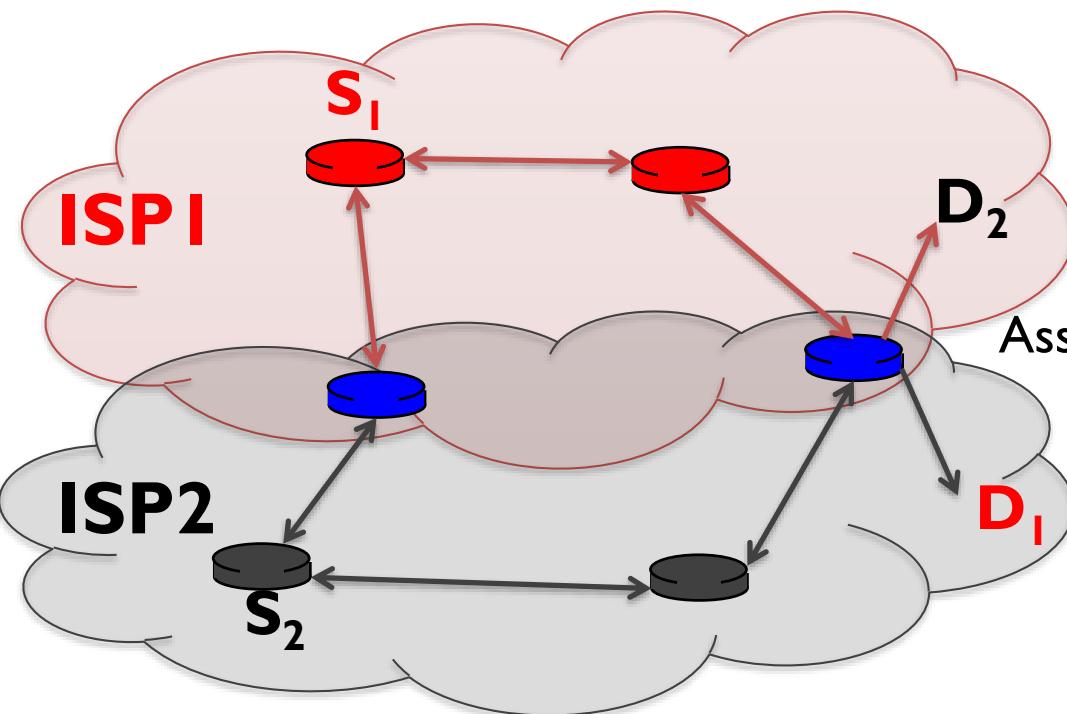
- users controlling the devices are *rational* = try to maximize their benefit

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

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

strategy Drop **strictly dominates** strategy Forward

ISP Routing Games



Assume that the unit cost along a link is 1

	ISP2	Hot Potato	Cooperate
ISP1	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:
 - I. 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