

Nash Equilibrium

Two player game.

Two Strategy

	a	b
	c	d

Mixed strategy: [Player 1 does Strategy 1 with prob x
Strategy 2 with prob $1-x$

[Player 2 does Strategy 1 with prob y
Strategy 2 with prob $1-y$.

e.g. $x \rightarrow \begin{pmatrix} \overset{y}{\downarrow} & \overset{1-y}{\downarrow} \\ 1 & 5 \\ \underset{1-x}{\rightarrow} & 6 & 4 \end{pmatrix}$ ← Player 1's matrix

Expected payoff for P1: $xy(1) + x(1-y)(5) + (1-x)y(6) + (1-x)(1-y)(4)$

$$(x \ 1-x) \begin{pmatrix} 1 & 5 \\ 6 & 4 \end{pmatrix} \begin{pmatrix} y \\ 1-y \end{pmatrix} = -6xy + 2y + x + 4$$

Nash equilibrium occurs at saddle point!

$$f(x,y) = -6xy + 2y + x + 4$$

$$f_x = -6y + 1 \quad f_y = -6x + 2.$$

Saddle point: $(\frac{1}{3}, \frac{1}{6})$ is the equilibrium!

A catch! Sometimes the equilibrium isn't at a saddle pt; it could be on the "edge" of region $(x=0 \text{ or } 1, y=0, 1)$.

Here's a game:

Imagine $f(x,y) = x + y$. What's Nash equilibrium?

$x=1$ (otherwise increasing x improves player 1)

$y=0$ (otherwise decreasing y would improve player 2)

Try another: chicken.

		y	
		DS	S
x	DS	-10	1
	S	-1	-10

		y	
		DS	S
x	DS	-10	-1
	S	1	-10

Nash equilibria?

$$f_1(x, y) = -10xy + x(1-y) - y(1-x) = -10xy + x - y$$

$$f_2(x, y) = -10xy + (1-x)y - x(1-y) = -10xy - x + y$$

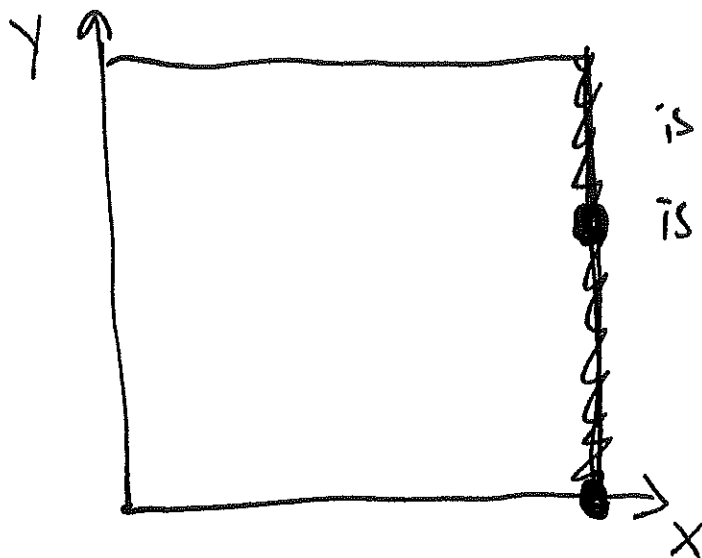
Is there one in the "middle"?

$$\frac{\partial}{\partial x} f_1 = 0 \quad \text{and} \quad \frac{\partial}{\partial y} f_2 = 0$$

$$-10y + 1 = 0 \quad -10x + 1 \leadsto \left(\frac{1}{10}, \frac{1}{10}\right)$$

Nash equilibrium

On "edges"



is there an equilibrium here?

is $(1, y_0)$ an equilibrium for some y ?

if $\left(\frac{\partial}{\partial x} f_1\right)(1, y_0) \neq 0$ then $P1$ ok.

$\left(\frac{\partial}{\partial y} f_2\right)(1, y_0) = 0$ then $P2$ ok.

$$\rightarrow (-10x + 1) \Big|_{(1, y_0)} = 0 \quad x \notin \frac{4}{10}$$

No way!

No equilibrium in the middle of an edge!

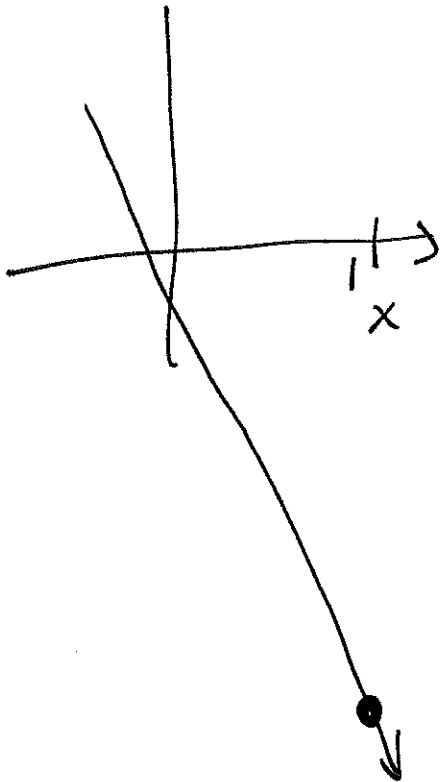
What about $(1, 1)$?

$(1, 1)$? If $P1$ decreases x a little bit,
does f_1 increase or decrease?

$$f_1(x, y) = -10xy + x - y.$$

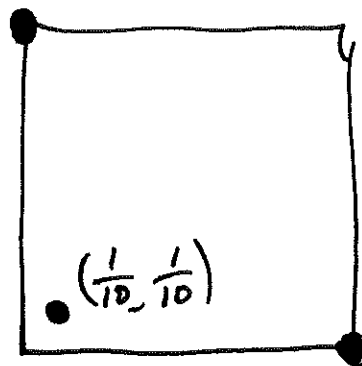
If $y=1$: $\partial/\partial x$

$$-9x - 1.$$



Not a Nash equilibrium!

Player 1 can change
strategy and do better.



3 equilibria!

Main part of proof

Brouwer Fixed Point Thm

If you have a continuous function

$f: K \rightarrow K$ where K is a ^{closed} convex subset of \mathbb{R}^n ,

then there exists an x with $f(x) = x$

ex: $f: [0,1] \times [0,1] \rightarrow [0,1] \times [0,1]$



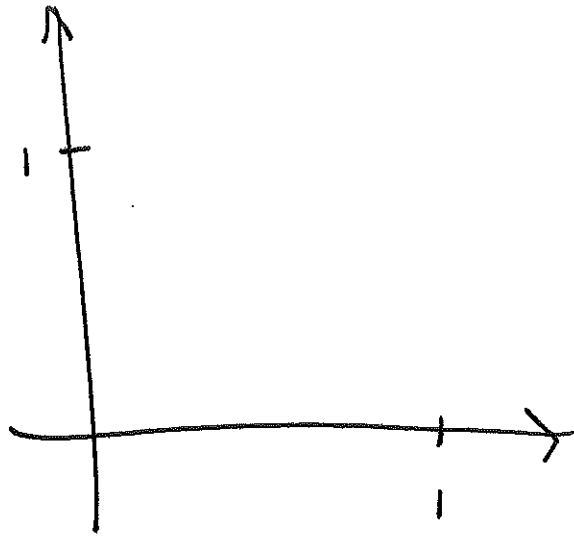
"If you crumple up a sheet of paper,
map and set

- If you crumple a sheet of paper and place it on top of another sheet of paper, some point ends up directly above corresponding point on other paper.
- If you place a map of USA on the ground inside USA, some point on map is directly above the corresponding real-life point.

(Why: let K be the map, map $0 \leq x \leq 2$
 $0 \leq y \leq 1$)

$$f(x, y) = \begin{pmatrix} \text{the new } (x, y) \text{ on map where} \\ \text{original pt ended map} \end{pmatrix}$$

- If you stir a cup of coffee, some coffee particle ends up in the same place it was before you stirred!



This doesn't work if we relax the requirements!

→ If not closed, $x^2: (0,1) \rightarrow (0,1)$.

→ If not continuous, $f(x) = x + 0.1 \bmod 1$

→ If not convex, rotate



"algebraic topology"

Borsuk-Ulam thm

Suppose $f: S^2 \rightarrow \mathbb{R}^2$ is continuous.
Sphere (no cutting!)

There exists an x so $f(x) = f(-x)$.
↙ opposite pt.

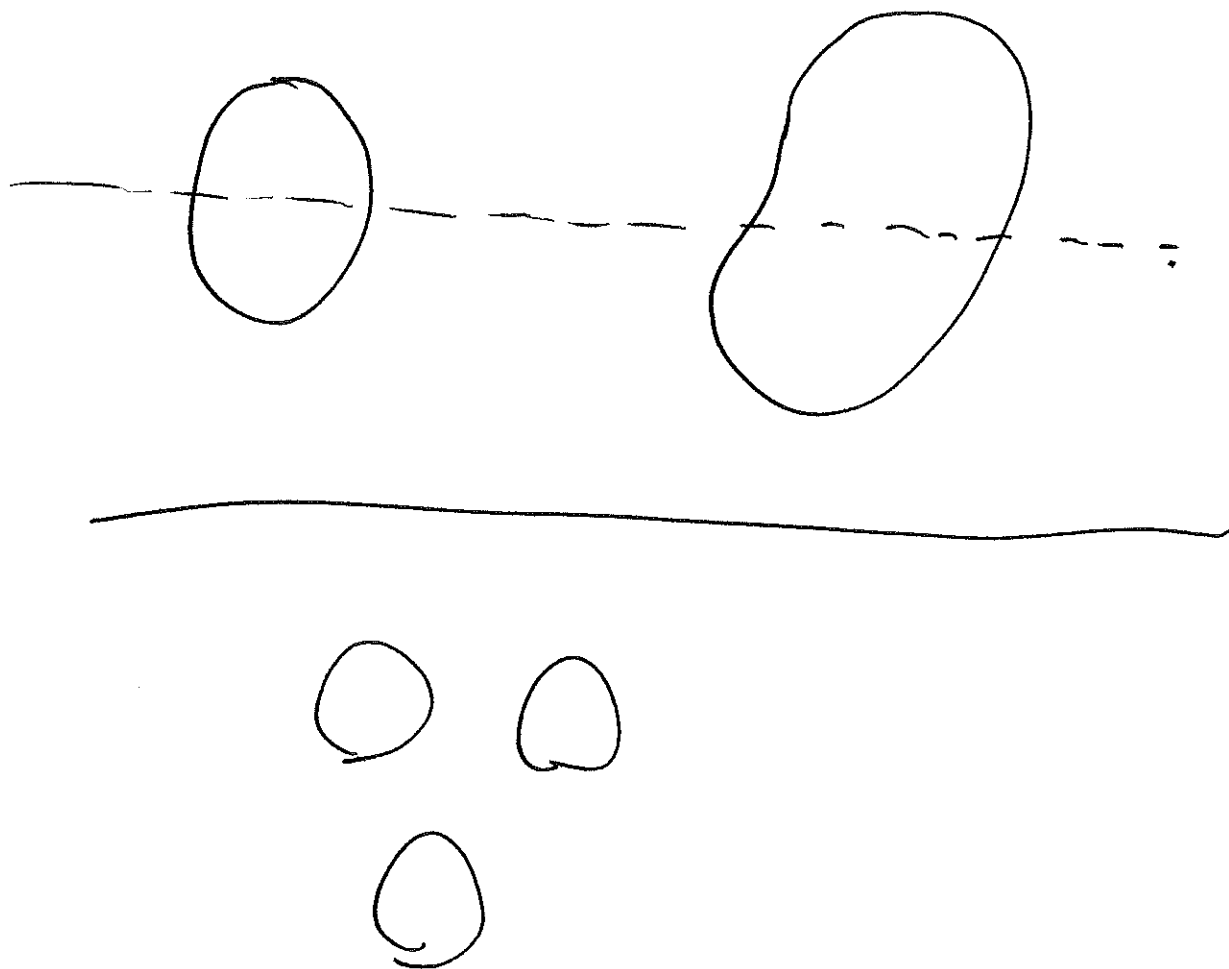
"There are always two opposite points on earth
with the same temperature and the same
humidity."

$$f(\text{pt on earth}) = \begin{pmatrix} \text{temp at} & \text{humidity} \\ \text{pt} & \text{at pt} \end{pmatrix}$$

Ham Sandwich Theorem

Suppose you have n regions in \mathbb{R}^n .

There exists an $(n-1)$ -dimensional plane which cuts all your regions in half.



Hairy ball theorem: ("you can't comb a tennis ball")

Let $f: S^2 \rightarrow \mathbb{R}^3$ is a function such that
sphere $f(x)$ is ~~perpendicular~~^{parallel} to sphere
tangent at every point.

Then $f(x) = 0$ for some x .

"There's always a point on Earth where the wind isn't blowing."