

# SYDE 533 Conflict Resolution

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## Tutorial 1: Two Decision-Makers Conflict Resolution

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## Conflict Resolution

# Conflict Resolution Procedure

Conflict Resolution consists of two modules:

- 1 Modeling.
- 2 Analysis.



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# Stability Analysis I

The solution concepts of human behavior under conflicts are explained as follows:

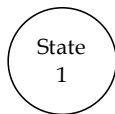
Solution Concept	Stability Description	Foresight	Risk
Nash Stability (r)	DM cannot move unilaterally to a more preferred state.	Low	Ignores risks.
Sequential Stability (S)	DM's unilateral improvements (UI's) are sanctioned by other DMs UI's.	Medium	Takes some risks.

# Stability Analysis II

## Nash Stability:

A state  $s_1$  is considered as a Nash stable for *DM 1* if and only if (iff) *DM 1* has no Unilateral improvement (UI) from  $s_1$ .

DM 1



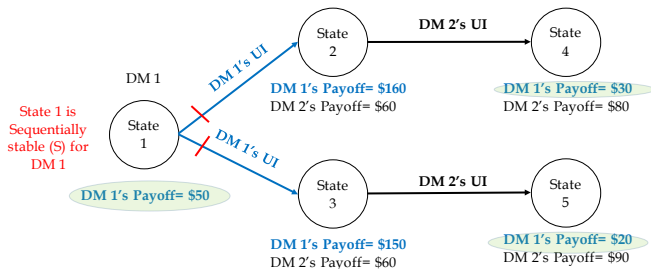
State 1 is Nash  
stable (r) for DM 1

Payoff= \$50

# Stability Analysis III

## Sequential Stability:

A state  $s_1$  is considered sequentially stable for *DM 1* iff there is a credible sanctioning move by *DM 2* for every UI's *DM 1* has from state  $s_1$ .





# Stability Analysis IV

## Unstable (u):

A state  $s_1$  is unstable (u) for *DM 1* if *DM 1* has at least one UI from  $s_1$  for which *DM 2* has no credible deterrent.

# Equilibrium

## Definition (**Equilibrium**)

A state is considered as an equilibrium for the conflict iff it is stable for every DM under either Nash or sequential stability.

## **The 1975 Conflict between Syria and Iraq over Sharing the Euphrates River Water**

## Choose Players and Options

### Decision Makers and Options

DM	Options		
Syria	1. Release Water	N	Syrian Strategy
	2. Escalate	N	
Iraq	3. Attack	N	Iraq Strategy

What is the total number of mathematical states?

# Choose Players and Options

What is the total number of mathematical states?

- Total number of mathematical states =  $2^h$ , where  $h$  is the total number of options in the dispute.
- In this conflict we only have three options.
- Therefore, the total number of possible states =  $2^3 = 8$ .

## Remove Infeasible States

- One infeasible situation in which Syria releases the water and escalates the situation at the same time (mutually exclusive options).
- Taking this into account resulted in the removal of two states from the model.

### Infeasible States

DM	Options		
Syria	1. Release Water	Y	Y Y
	2. Escalate	Y	Y Y
Iraq	3. Attack	-	Y N

# Feasible States

After removing the two infeasible states, we are left with six feasible states as shown below.

## Feasible States

DM	Options	States					
Syria	1. Release Water	N	Y	N	N	Y	N
	2. Escalate	N	N	Y	N	N	Y
Iraq	3. Attack	N	N	N	Y	Y	Y
Label		1	2	3	4	5	6

# Preference Vector

Preference Vector for Syria

DM	Options	States					
Syria	1. Release Water	N	N	N	Y	N	Y
	2. Escalate	N	Y	Y	N	N	N
Iraq	3. Attack	N	N	Y	N	Y	Y
		1	3	6	2	4	5

Preference Vector for Iraq

		States					
Syria	1. Release Water	Y	N	N	N	Y	N
	2. Escalate	N	N	Y	N	N	Y
Iraq	3. Attack	N	Y	Y	N	Y	N
Label		2	4	6	1	5	3



# Stability Analysis and Equilibria I

## Stability Analysis Tableau

Syria						
Overall stability						
Syrian Stability						
Preference Vector	1	3	6	2	4	5
UIs						
Iraq						
Iraq Stability						
Iraq Preference Vector	2	4	6	1	5	3
UIs						

# Stability Analysis and Equilibria II

## Stability Analysis Tableau

<b>Syria</b>						
Overall stability						
Syrian Stability						
Preference Vector	1	3	6	2	4	5
UIs		1		1	6	6
				3		4
<b>Iraq</b>						
Iraq Stability						
Iraq Preference Vector	2	4	6	1	5	3
UIs				4	2	6

# Stability Analysis and Equilibria III

## Stability Analysis Tableau

<b>Syria</b>						
Overall stability	<b>E</b>					
Syrian Stability	<b>r</b>	<b>s</b>	<b>r</b>	<b>u</b>	<b>u</b>	<b>u</b>
Preference Vector	1	3	6	2	4	5
UIs		<b>1</b>		<b>1</b>	<b>6</b>	<b>6</b>
				<b>3</b>		<b>4</b>
<b>Iraq</b>						
Iraq Stability	<b>r</b>	<b>r</b>	<b>r</b>	<b>u</b>	<b>s</b>	<b>u</b>
Iraq Preference Vector	2	4	6	1	5	3
UIs				<b>4</b>	<b>2</b>	<b>6</b>

## In Class Exercise 2

# Problem Description

In the Table below, indicate rational states using an “r”, sequentially stable states having unilateral improvements using an “s”, unstable states using a “u”, equilibrium state using “E”, and with “x” the states that are not equilibrium for the game.

Stability Analysis Tableau

<b>DM A</b>															
Overall stability															
DM A Stability															
Preference Vector	10	5	32	33	0	1	4	8	9	20	24	25	26	21	
UIs				5	32	5	32	23	5	32	32	5	10	5	
						33	0	0	33	0	0	33		33	
								4	1	4	4	1		1	
										8	8	9		9	
											20			25	
<b>DM B</b>															
DM B Stability															
Preference Vector	21	20	24	25	0	1	4	8	9	5	26	32	33	10	
UIs		21		24		0			8	4	24		32	8	
											25			9	

# Stability Analysis and Equilibria

## Stability Analysis

DM A														
Overall stability	X	E	<b>E</b>	X	X	X	X	X	X	X	X	X	X	X
DM A Stability	<b>r</b>	<b>r</b>	<b>r</b>	<b>s</b>	<b>u</b>	<b>u</b>	u	u	u	u	u	u	u	u
Preference Vector	10	5	32	33	0	1	4	8	9	20	24	25	26	21
UIs				5	32	5	32	23	5	32	32	5	10	5
						33	0	0	33	0	0	33		33
								4	1	4	4	1		1
										8	8	9		9
											20			25

DM B														
DM B Stability	<b>r</b>	<b>s</b>	<b>r</b>	<b>s</b>	<b>r</b>	<b>s</b>	r	r	s	s	s	r	u	u
Preference Vector	21	20	24	25	0	1	4	8	9	5	26	32	33	10
UIs		21		24		0			8	4	24		32	8
											25			9

# Summary

- The procedure of conflict resolution.
- Stability analysis concepts.
- Illustrative examples of the stability analysis concepts.
- Two in-class exercises.

# Thank You