Problem Set Week 4

GV4C8 Game Theory for Political Science

Kevin Lingfeng Li

Question 1

Find the mixed strategy equilibria of the following static games:

1a:

We can pretty quickly see there are no Nash Equilibria. Now, let us define p and q as the following:

- p is probability player 1 plays T, 1-p is probability plays B. Let us call this strategy σ_1 .
- q is probability player 2 plays L, 1-q is probability plays R . Let us call this strategy σ_2 .
- $\sigma_i(s_k)$ denotes the probability that player i plays strategy s_k

What are **player 1's** expected utilities when playing either strategy?

•
$$u_1(T, \sigma_2) = \sigma_2(s_L)u_1(T, L) + \sigma_2(S_R)u_1(T, R) = (q)1 + (1 - q)2$$

•
$$u_1(B, \sigma_2) = \sigma_2(s_L)u_1(B, L) + \sigma_2(s_R)u_1(B, R) = (q)2 + (1 - q)0$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$\begin{split} u_1(T,\sigma_2) &= u_1(B,\sigma_2) \\ (q)1 + (1-q)2 &= (q)2 + (1-q)0 \\ q + 2 - 2q &= 2q \\ -q + 2 &= 2q \\ 3q &= 2 \\ q &= 2/3 \end{split}$$

What are player 2's expected utilities when playing either strategy?

$$\bullet \ \ u_2(\sigma_1,L) = \sigma_1(s_T)u_2(T,L) + \sigma_1(s_B)u_2(B,L) = (p)2 + (1-p)1$$

•
$$u_2(\sigma_1, R) = \sigma_1(s_T)u_2(T, R) + \sigma_1(s_R)u_2(B, R) = (p)0 + (1 - p)3$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$u_2(\sigma_1,L) = u_2(\sigma_1,R)$$

$$(p)2 + (1-p)1 = (p)0 + (1-p)3$$

$$2p + 1 - p = 3 - 3p$$

$$p + 1 = 3 - 3p$$

$$4p = 2$$

$$p = 1/2$$

Thus, there is a Mixed Strategy Nash Equilibria where:

$$(\sigma_1^*,\sigma_2^*) = \left((\frac{1}{2},\frac{1}{2}),(\frac{2}{3},\frac{1}{3})\right)$$

1b:

We can pretty quickly see there are no Nash Equilibria. Now, let us define p and q as the following:

- p is probability player 1 plays T, 1-p is probability plays B. Let us call this strategy σ_1 .
- q is probability player 2 plays $L,\,1-q$ is probability plays R . Let us call this strategy $\sigma_2.$
- $\sigma_i(s_k)$ denotes the probability that player i plays strategy s_k

What are player 1's expected utilities when playing either strategy?

•
$$u_1(T, \sigma_2) = \sigma_2(s_L)u_1(T, L) + \sigma_2(S_R)u_1(T, R) = (q)6 + (1 - q)0$$

•
$$u_1(B, \sigma_2) = \sigma_2(s_L)u_1(B, L) + \sigma_2(s_R)u_1(B, R) = (q)3 + (1 - q)6$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$\begin{aligned} u_1(T,\sigma_2) &= u_1(B,\sigma_2) \\ (q)6 + (1-q)0 &= (q)3 + (1-q)6 \\ 6q &= 3q + 6 - 6q \\ 6q &= -3q + 6 \\ 9q &= 6 \\ q &= 2/3 \end{aligned}$$

What are player 2's expected utilities when playing either strategy?

•
$$u_2(\sigma_1, L) = \sigma_1(s_T)u_2(T, L) + \sigma_1(s_B)u_2(B, L) = (p)0 + (1 - p)4$$

•
$$u_2(\sigma_1, R) = \sigma_1(s_T)u_2(T, R) + \sigma_1(s_R)u_2(B, R) = (p)6 + (1-p)0$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$u_2(\sigma_1,L) = u_2(\sigma_1,R)$$

$$(p)0 + (1-p)4 = (p)6 + (1-p)0$$

$$4 - 4p = 6p$$

$$10p = 4$$

$$p = 2/5$$

Thus, there is a Mixed Strategy Nash Equilibria where:

$$(\sigma_1^*,\sigma_2^*) = \left((\frac{2}{5},\frac{3}{5}),(\frac{2}{3},\frac{1}{3})\right)$$

1c:

We can pretty quickly see there are two Nash Equilibria, one involving each player playing another strategy. Now, let us define p and q as the following:

- p is probability player 1 plays T, 1-p is probability plays B. Let us call this strategy σ_1 .
- q is probability player 2 plays L, 1-q is probability plays R . Let us call this strategy σ_2 .
- $\sigma_i(s_k)$ denotes the probability that player i plays strategy s_k

What are player 1's expected utilities when playing either strategy?

•
$$u_1(T, \sigma_2) = \sigma_2(s_L)u_1(T, L) + \sigma_2(S_R)u_1(T, R) = (q)0 + (1 - q)0$$

•
$$u_1(B, \sigma_2) = \sigma_2(s_L)u_1(B, L) + \sigma_2(s_R)u_1(B, R) = (q)2 + (1 - q)0$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$u_1(T,\sigma_2) = u_1(B,\sigma_2)$$

$$(q)0 + (1-q)0 = (q)(2) + (1-q)0$$

$$0 = 2q$$

$$q = 0$$

What are player 2's expected utilities when playing either strategy?

$$\bullet \ \ u_2(\sigma_1,L) = \sigma_1(s_T)u_2(T,L) + \sigma_1(s_B)u_2(B,L) = (p)1 + (1-p)2$$

•
$$u_2(\sigma_1, R) = \sigma_1(s_T)u_2(T, R) + \sigma_1(s_R)u_2(B, R) = (p)2 + (1 - p)1$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$u_2(\sigma_1,L) = u_2(\sigma_1,R)$$

$$(p)1 + (1-p)2 = (p)2 + (1-p)1$$

$$p + 2 - 2p = 2p + 1 - p$$

$$-p + 2 = p + 1$$

$$1 = 2p$$

$$p = 1/2$$

Thus, there is a Mixed Strategy Nash Equilibria where:

$$(\sigma_1^*,\sigma_2^*) = \left((\frac{1}{2},\frac{1}{2}),(0,1)\right)$$

1d:

Table 4: For player 1, strategy C^1 is strictly dominanted. They will never play that strategy. We know that will not be a part of the mixed strategy nash equilibrium.

	A2	B2	C2
A1	0, 0	2, 3	7 , 0
B1	3 , 2	0, 0	0, 0
C1	0, 7	0, 0	6, 6

For player 2, strategy C^2 is strictly dominated. They will never play that strategy. We know that will not be a part of the mixed strategy nash equilibrium.

Thus, we can simplify the matrix to:

Now, let us find the mixed strategy nash equilibriums. Let us define p and q as the following:

- p is probability player 1 plays T, 1-p is probability plays B. Let us call this strategy σ_1 .
- q is probability player 2 plays $L,\,1-q$ is probability plays R . Let us call this strategy σ_2 .
- $\sigma_i(s_k)$ denotes the probability that player i plays strategy s_k

What are **player 1's** expected utilities when playing either strategy?

•
$$u_1(A^1, \sigma_2) = \sigma_2(s_{A^2})u_1(A^1, A^2) + \sigma_2(S_{B^2})u_1(A^1, B^2) = (q)0 + (1-q)2$$

$$\bullet \ \ u_1(B^1,\sigma_2)=\sigma_2(s_{A^2})u_1(B^1,A^2)+\sigma_2(s_{B^2})u_1(B^1,B^2)=(q)3+(1-q)0$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$\begin{split} u_1(A^1,\sigma_2) &= u_1(B^1,\sigma_2) \\ (q)0 + (1-q)2 &= (q)3 + (1-q)0 \\ 2 - 2q &= 3q \\ 2 &= 5q \\ q &= 2/5 \end{split}$$

What are player 2's expected utilities when playing either strategy?

$$\bullet \ \ u_2(\sigma_1,A^2)=\sigma_1(s_{A^1})u_2(A^1,A^2)+\sigma_1(s_{B^1})u_2(B^1,A^2)=(p)0+(1-p)2$$

•
$$u_2(\sigma_1, B^2) = \sigma_1(s_{A^1})u_2(A^1, B^2) + \sigma_1(s_{B^1})u_2(B^1, B^2) = (p)3 + (1-p)0$$

For mixed strategy equilibrium to exist, by definition, players must be indifferent to both strategies:

$$\begin{split} u_2(\sigma_1A^2) &= u_2(\sigma_1,B^2)\\ (p)0 + (1-p)2 &= (p)3 + (1-p)0\\ 2-2p &= 3p\\ 2 &= 5p\\ p &= 2/5 \end{split}$$

Thus, there is a Mixed Strategy Nash Equilibria where:

$$(\sigma_1^*,\sigma_2^*) = \left((\frac{2}{5},\frac{3}{5},0),(\frac{2}{5},\frac{3}{5},0)\right)$$

Since the third strategy is strictly dominated for both so it is 0 probability.

Question 2

Consider the following Battle of the Sexes Game:

	Cafe	Pub
Cafe	4, 3	1, 1
Pub	0, 0	3, 4

- ullet a) find all pure strategy NE
- b) compute best responses to any mixed strategy of the opponent
- c) display the best responses in a two dimensional graph
- d) describe mutual best responses

Question 3

Consider the following Hawk-Dove game:

	Cafe	Pub
Cafe	4, 3	1, 1
Pub	0, 0	3, 4

- ullet a) find all pure strategy NE
- b) compute best responses to any mixed strategy of the opponent
- c) display the best responses in a two dimensional graph
- d) describe mutual best responses

Question 4

Coordination game. Two people can perform a task if and only if they both exert effort.

- They are both better off if they both exert effort and perform the task, than if neither exerts effort (and nothing is accomplished);
- the worst outcome for each person is that she exerts effort and the other person does not (in which case again nothing is accomplished).
- Specifically, the players' preferences are represented by the expected value of the payoff functions below where c is a positive number less than 1 that can be interpreted as the cost of exerting effort.

Find all the mixed strategy Nash equilibria of this game. How do the equilibria change as c increases? Explain the reasons for the changes.

No Effort	Effort
0, 0	0, -c
-c, 0	1-c, 1-c
	0, 0