Lab - Week 9

Classical Game Theory (Nash Equilibrium)

The purpose of this lab is to give you practice with determining outcomes of normal form games for pure strategies.

1. Dominated Strategies

Tasks

- 3.1 Define formally what a dominated strategy is.
- 3.2 Explain why a dominated strategy is an important concept.
- 3.3 Find out what the difference is between strictly dominated and weakly dominated. Explain!
- 3.4 We have defined the game *Morra* in the lecture. Which strategies are dominated in *Morra*? For this, recall that the payoff matrix for (our version of *Morra*) is:

$$P = \begin{pmatrix} 0 & 2 & | & -3 & | & 0 \\ \hline -2 & 0 & 0 & | & 3 \\ \hline 3 & 0 & 0 & | & -4 \\ \hline 0 & | & -3 & | & 4 & | & 0 \end{pmatrix};$$

3.5 For each of the bi-matrix games below, name the dominated strategies. Which of the dominated strategies are weakly dominated, which strictly?

$$A = \left(\frac{2|1}{1|1}\right); B = \left(\frac{1|1}{1|3}\right);$$

$$A = \begin{pmatrix} 2 & | & 1 & | & 3 & | & 17 \\ \hline 27 & 3 & | & 1 & | & 1 \\ \hline 4 & | & 6 & | & 7 & | & 8 \end{pmatrix}; B = \begin{pmatrix} 11 & 9 & | & 10 & | & 22 \\ \hline 0 & | & 1 & | & 1 & | & 0 \\ \hline 2 & | & 10 & | & 12 & | & 0 \end{pmatrix}$$

$$A = \left(\frac{3|3|2}{2|1|3}\right); B = \left(\frac{2|1|3}{2|3|2}\right);$$

3.6 [optional - at home unless time permits] Write a (Python) program to automatically determine the pareto optimal outcomes for a bi-matrix game.

2. Nash Equilibrium

Nash Equilibrium in Pure Strategies

A pure Nash Equilibrium contains only one strategy of each player.

Tasks

4.1 Does the game in bi-matrix notation below have a pure Nash equilibrium? Give the equilibrium strategy profile or show why there is no pure Nash equilibrium.

$$A = \left(\frac{1|2}{2|1}\right); B = \left(\frac{4|2}{3|6}\right);$$

- 4.2 Does the game from 4.1 have a mixed Nash equilibrium? Give the equilibrium point or give reasons why mixed Nash does not exist.
- 4.3 Define a two-player zero sum game that has a pure Nash equilibrium.