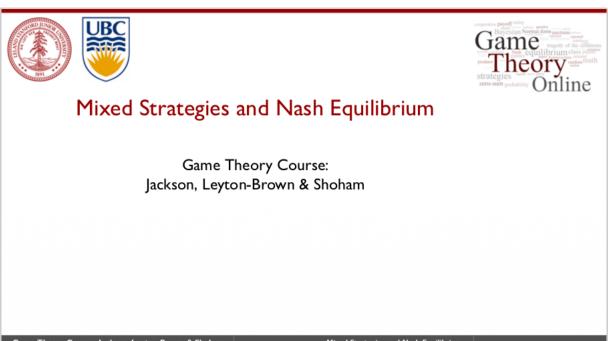
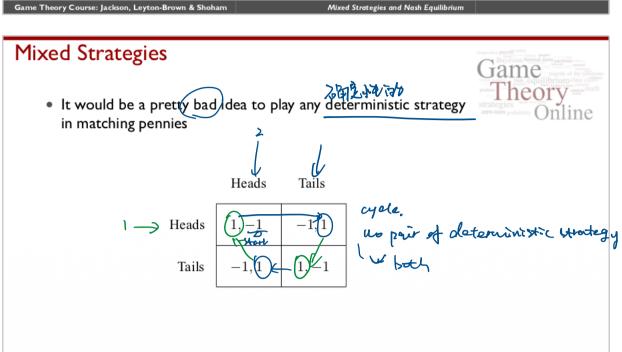
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2-2-MixedNa...





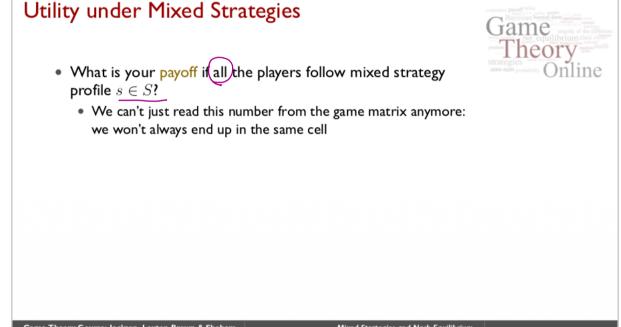
Game

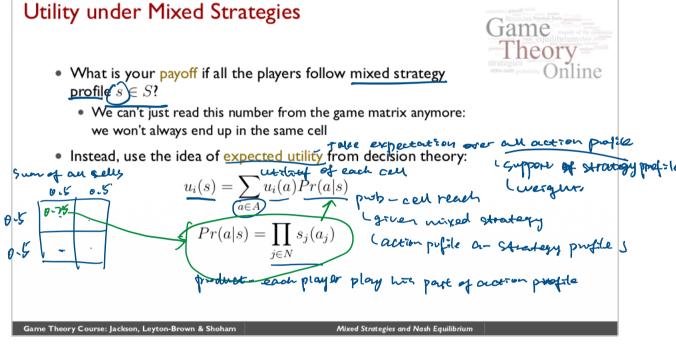
Theory and a stage of the control of

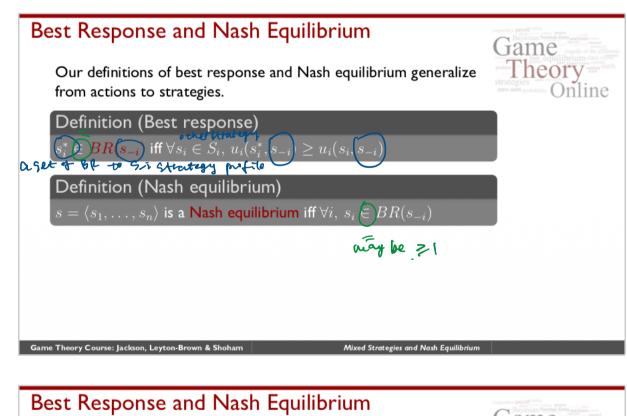
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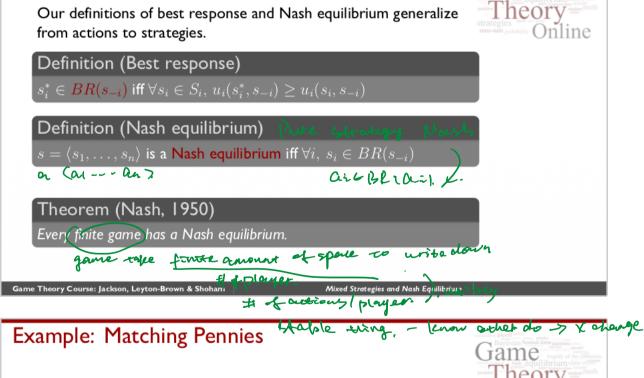


- It would be a pretty bad idea to play any deterministic strategy in matching pennies
- Idea: confuse the opponent by playing randomly • Define a strategy s_i for agent i as any probability distribution $-5 - 5 \approx 10^{-5}$
- over the actions A_i . pure strategy: only one action is played with positive probability
 - mixed strategy: more than one action is played with positive probability these actions are called the support of the mixed strategy
- Let the set of all strategies for i be S_i
- Let the set of all strategy profiles be $S = S_1 \times \ldots \times S_n$.









Game

