

# Evolutionary Stable Strategies

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# Outline

- 1 Introduction
  - Game Theory and Evolution
- 2 The Monomorphic Games
  - Prisoner Dilema and Evolution
  - Other Examples
- 3 The Polimorphic Games
  - Symetric Battle of Sexes
- 4 Social Conventions
- 5 Hawks & Doves

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# Biology and Game Theory

- GT influence in biology

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- Payoffs - Genetic Fitness

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- GT influence in biology
- Strategies - Genes
- Payoffs - Genetic Fitness
- Reproduction: Asexual vs Sexual (GT point of view)

## Specific definitions

- Monomorphic vs Polimorphic Populations



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- Random Mutations & Matching

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## Definition (Evolutionary Stability)

Consider a large population all of whom are playing the same strategy. The strategy is called evolutionarily stable if any small mutation playing a different strategy would die out

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# Game

Frame subtitles are optional. Use upper- or lowercase letters.

	C	D
C	2;2	0;3
D	3;0	1;1

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- What are NE (reminder)?

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- What are NE (reminder)?
- Evolutionary Stable Strategies...

# Conclusions

- Strickly Dominated Strategies are not ESS



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- ESS are NE

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- Strickly Dominated Strategies are not ESS
- ESS are NE
- Nature sucks sometimes

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# NE and GSS

	A	B
A	a;a	0;a
B	a;0	0;0

# NE and GSS

	A	B
A	a;a	0;a
B	a;0	0;0

- NE is not sufficient condition for ESS

# Invading Gene and ESS

	A	B	C
A	2;2	1;1	1;1
B	1;1	1;1	1;0
C	1;1	0;1	1,1

# Invading Gene and ESS

	A	B	C
A	2;2	1;1	1;1
B	1;1	1;1	1;0
C	1;1	0;1	1,1

- Invader is not necessary ESS

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# Game

	A	D
A	0;0	1;2
D	2;1	0;0

# Game

	A	D
A	0;0	1;2
D	2;1	0;0

- No Symetric ESS

# Game

	A	D
A	0;0	1;2
D	2;1	0;0

- No Symetric ESS
- Mixed Strategy Symetric Equilibrium

# Social Conventions as Correlated Equilibria

	L	R
L	1;1	0;0
R	0;0	2;2

# Hawk & Doves and Evolutionary Stable Startegies

	H	D
H	$(\frac{V-c}{2}; \frac{V-c}{2})$	$(V; 0)$
D	$(0; V)$	$(\frac{V}{2}; \frac{V}{2})$

# Hawk & Doves and Evolutionary Stable Startegies

	H	D
H	$(\frac{V-c}{2}; \frac{V-c}{2})$	$(V; 0)$
D	$(0; V)$	$(\frac{V}{2}; \frac{V}{2})$

- Identification  $(\frac{V}{c})$

# Summary

- Monomorphic Games
- Polimorphic Games
- Social Conventions