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STAT 155

1. to show the market sharing game is a potential game we must show

$$\Phi(j_1, c_i) - \Phi(j_2, c_i) = u_i(j_1, c_i) - u_i(j_2, c_i)$$

$$\text{with } \Phi(j_i, c_i) = \sum_{j \in c} \sum_{k=1}^{n_j(c)} \frac{v_j}{k}$$

$$u_i(j_1, c_i) - u_i(j_2, c_i) = \frac{v_{j_1}}{n_{j_1}(c)} - \frac{v_{j_2}}{n_{j_2}(c) + 1}$$

and

$$\Phi(j_1, c_i) - \Phi(j_2, c_i) = \frac{v_{j_1}}{n_{j_1}(c)} - \frac{v_{j_2}}{n_{j_2}(c) + 1}$$

so the market sharing game is a potential game.

2. From section, it is sufficient to  
 a non-zero cycle in the payoff mat  
 to show it is not a potential game

for  $\begin{pmatrix} (4,4) & (2,3) \\ (5,3) & (1,5) \end{pmatrix}$

$$+1 + 2 + 1 + 2 = \boxed{6 \neq 0}$$

for  $\begin{pmatrix} (6,1) & (9,4) & (1,1) \\ (2,3) & (3,1) & (4,2) \\ (6,2) & (4,2) & (1,1) \end{pmatrix}$

$$0 - 2 + 5 + 3 = \boxed{6 \neq 0}$$

3.

	A	B	
A	(4, 4)	(2, 3)	Pure Strategies: (A, B) (B, A)
B	(5, 2)	(3, 3)	

$$\begin{aligned}
 4x + (1-x) \cdot 2 &= 5x + (1-x) \cdot 3 \\
 4x + 2 - 2x &= 5x + 3 - 3x \\
 2x + 2 &= 2x + 3 \\
 2 &\neq 3 \text{ no mixed strategy}
 \end{aligned}$$

There are no symmetric NE for this payoff matrix

for	<table border="0"> <tr> <td></td> <td>A</td> <td>B</td> </tr> <tr> <td>A</td> <td>(4, 4)</td> <td>(3, 2)</td> </tr> <tr> <td>B</td> <td>(2, 3)</td> <td>(5, 5)</td> </tr> </table>		A	B	A	(4, 4)	(3, 2)	B	(2, 3)	(5, 5)	<p>NE: (A, A)</p> <p>(B, B)</p>
	A	B									
A	(4, 4)	(3, 2)									
B	(2, 3)	(5, 5)									

$$4x + (1-x) \cdot 3 = 2x + (1-x) \cdot 5$$

$$4x + 3 - 3x = 2x + 5 - 5x$$

$$4x = 2$$

$$x = \frac{1}{2}$$

$$\left(\frac{1}{2}, \frac{1}{2}\right)$$

Three NE are symmetric  $(A,A), (B,B)$ ,  
and  $(\frac{1}{2}, \frac{1}{2})$

$x$  is ESS if for any pure strategy

$z$

$$(a) z^T A x \leq x^T A x$$

$$(b) \text{ If } z^T A x = x^T A x, \text{ then } z^T A z < x^T A z$$

$$\begin{bmatrix} 1 & 0 \end{bmatrix} \begin{bmatrix} 4 & 3 \\ 2 & 5 \end{bmatrix} \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix} = 3.5$$

$$\begin{bmatrix} 0 & 1 \end{bmatrix} \begin{bmatrix} 4 & 3 \\ 2 & 5 \end{bmatrix} \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix} = 3.5$$

Both are equal so (b)

$$z^T A z = 5 \neq x^T A z = 4$$

$$z A z = 4 \neq x^T A z = 3$$

not an ESS

for  $(A, A)$ :

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} A \begin{bmatrix} 1 & 0 \end{bmatrix} = 2 < x^T A x = 4$$

~~$(A, A)$  is ESS~~

for  $(B, B)$ :

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} A \begin{bmatrix} 0 & 1 \end{bmatrix} = 3 < \begin{bmatrix} 0 \\ 1 \end{bmatrix} A \begin{bmatrix} 0 & 1 \end{bmatrix} = 5$$

$(B, B)$  is ESS

4.  $x$  is ESS if for any pure strategy  $z$

$$(a) z^T A x \leq x^T A x$$

$$(b) \text{ If } z^T A x = x^T A x, \text{ then } z^T A z < x^T A z$$

define strategy  $i$  to be any pure strategy  $i$  in a symmetric game.

define  $j \in J$  where  $j$  is a pure strategy where  $j \neq i$ .

$$\text{for (a) } j^T A i = i^T A i \quad \begin{bmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{bmatrix} \begin{bmatrix} a_{ii} & [0 \dots i \dots 0] \end{bmatrix}$$

$j^T A$  picks out the  $j$ th row of payoff Matrix  $A$  because there are 0s for every index but the  $j$ th which turns all values of those rows to 0

by similar logic,  $j^T A i$  picks the  $i$ th column from the  $j$ th row of

$$A \quad \text{so } j^T A i = a_{ji}$$

The same is true for  $i^T A i = a_{ii}$

Because  $a_{ji} < a_{ii}$  by construction,  
 $j^T A i < i^T A i$  and pure strategy

$i$  is an ESS

5. d1 has two options: ABC or ADC

all others are dominated because they will overlap with  $\{ABC, ADC\}$

d2 also has two options: BAD and BCD  
□ BAD BCD

ABC (16+7, 16+10) (13+23, 29+21)

ADC (15+21, 15+13) (10+14, 7+14)

BAD BCD

ABC (23, 26) (36, 44)

ADC (36, 28) (24, 21)

Pure NE: (ADC, BAD) where d1 takes roads AD, DC and d2 takes roads BC, CD  
(ABC, BCD) where d1 takes roads AB, BC and d2 takes roads BC, CD



$$6 \begin{pmatrix} (0,0) & (6,2) \\ (2,6) & (0,0) \end{pmatrix} \quad \begin{pmatrix} (0,0) & (6,0) \\ (4,0) & (0,0) \end{pmatrix}$$

$$6 \cdot (1-x) = 2x$$

$$6 - 6x = 2x$$

$$x = \frac{3}{4}$$

$$6 \cdot (1-x) = 2x$$

$$6 - 6x = 2x$$

$$x = \frac{3}{5}$$

$x$  is ESS if for any pure strategy

$z$

$$(a) z^T A x \leq x^T A x$$

$$(b) \text{ If } z^T A x = x^T A x, \text{ then } z^T A z < x^T A z$$

$$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}^T A \begin{bmatrix} \frac{3}{4} \\ \frac{1}{4} \\ 0 \end{bmatrix} = \frac{1}{5}$$

$$\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}^T A \begin{bmatrix} \frac{3}{4} \\ \frac{1}{4} \\ 0 \end{bmatrix} = \frac{1}{5}$$

$$\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}^T A \begin{bmatrix} \frac{3}{4} \\ \frac{1}{4} \\ 0 \end{bmatrix} = \frac{1}{5}$$

$$x^T A x = \frac{1}{5}$$

because of equality,  $z^T A z < x^T A z$   
must be checked

$$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}^T A x = 0 < x^T A z = 0.5$$

$$\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}^T A x = 0 < 4.5$$

$$\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}^T A x = 0 < 0.75$$

$$\text{for } (0, \frac{2}{5}, \frac{2}{3})$$

$$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}^T A x = 1.8$$

$$x^T A x = 3.6$$

$$\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}^T A x = 3.6$$

$$\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}^T A x = 3.6$$

to check cases where  $z^T A x < x^T A x$ ,

$$z_1^T A z_1 = 0 < x^T A z_1 = 5.4$$

$$z_2^T A z_2 = 0 < x^T A z_2 = 2.4$$

so  $(0, \frac{2}{5}, \frac{2}{3})$  is an ESS

Use the stability criterion of an arbitrarily small population of helps B and C's with  $z = (0, \frac{1}{2}, \frac{1}{2})$

$$(a) z^T A x = x^T A x$$

$$(b) \text{ If } z^T A x = x^T A x, \text{ then } z^T A z < x^T A z$$

$$\begin{bmatrix} 0 \\ \frac{1}{2} \\ \frac{1}{2} \\ z \end{bmatrix} A \begin{bmatrix} \frac{3}{4} \\ \frac{1}{4} \\ 0 \end{bmatrix} = 1.5 = x^T A x = 1.5$$

for (b)

$$z^T A z = 3.75 \neq x^T A z = 2.625$$

Thus AB is not stable against strategy  $z$  and pop. BC will overtake pop. AB