

1. Find some pure Nash equilibrium in the following congestion game:

- $k = 3$  players,
- $m = 3$  facilities  $\{1 \dots m\}$ ,
- For player  $i$ , there is a set  $S_i$  of strategies that are subsets of facilities,  $s \subseteq \{1 \dots m\}$ ,  $S_1 = S_2 = S_3 = \{\{1, 2\}, \{3, 2\}, \{1, 3\}\}$ .
- For facility  $j$ , there is a cost vector  $c_j \in \mathbb{R}^k$ , where  $c_j(n)$  is the cost of facility  $j$  when it is used by  $n$  players.

$$c_1 = (1, 2, 3), \quad c_2 = (3, 2, 1), \quad c_3 = (2, 2, 2).$$

2. Show that the following games are not potential:

$$\begin{pmatrix} (5, 3) & (1, 5) \\ (0, 4) & (3, 3) \end{pmatrix}, \quad \begin{pmatrix} (2, 1) & (3, 1) & (2, 3) \\ (2, 1) & (4, 2) & (2, 2) \\ (3, 2) & (4, 0) & (1, 3) \end{pmatrix}$$

3. Consider the following general-sum game of  $n$  players. For each  $i$  from 1 to  $n$  the  $i$ -th player picks a natural number  $k_i$  from 1 to 1000. Denote the set of natural divisors of  $k$  as  $D(k)$ . The utility functions are the following:

$$u_i(k_i, k_{-i}) = \sum_{d \in D(k_i)} \#\{j : k_j \neq 0 \bmod d\}.$$

Show that this game has a pure Nash equilibrium.