# Games and Boolean models - mid-term exam

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#### Instructions:

- Edit your work using the provided tex file. Hand in your work as a LaTex-generated pdf file attached to an e-mail addressed to roxyjean at gmail.com, by the end (i.e. 24:00) of sunday 12 November 2017. Your name should appear both as the author above, and in the chosen tex/pdf files names.
- All solution methods and corresponding computations have to be carefully commented, either in English or in Italian. Any part of the work consisting of non-commented computations and/or expressions shall be disregarded.

#### Notes for the Teacher:

Answers to execerices are given by proposition environments. When an answer (proposition) has a motivation it is given by a proof environment.

from Ryser [7]: Our definitions and proofs are concise and they deserve careful scrutiny. But effort and ingenuity lead to mastery, and our subject holds rich for those who learn its secrets.

# 1 Exercise

For an even integer m, let  $M = \{1, ..., m\}$  and define  $f: M \to M$  by

$$f(k) = \begin{cases} \frac{m}{2} + k & \text{if } 1 \le k \le \frac{m}{2}, \\ k - \frac{m}{2} & \text{if } \frac{m}{2} < k \le m. \end{cases}$$

1. Characterize binary relation  $R^f$  on M defined by

$$R^f = \{(k, f(k)) : 1 \le k \le m\} \subset M \times M$$

in terms of (ir)reflexivity, (a/anti)symmetry, transitivity and completeness. Determine the number of 1s in Boolean matrix  $\mathcal{M}^{R^f} \in \{0,1\}^{m \times m}$  representing  $R^f$ , i.e.  $\mathcal{M}^{R^f}_{kl} = \left\{ \begin{array}{c} 1 \text{ if } (k,l) \in R^f, \\ 0 \text{ if } (k,l) \in M \times M \backslash R^f, \end{array} \right. 1 \leq k,l \leq m.$ 

2. Identify a  $(\supseteq$ -)minimal rational preference (binary relation)  $R^{\succsim^*}$  satisfying  $R^{\succsim^*}\supseteq R$ . How many 1s are in Boolean matrix  $\mathcal{M}^{R^{\succsim^*}}$ ? Also determine the corresponding ordered partition  $\mathfrak{P}^{\succsim^*}=(A_1,\ldots,A_{|\mathfrak{D}^{\succsim^*}|})$  of M.

# 1.1 Solution

### 1.1.1 Prerequisites

- Set: an abstract aggregate of elements.
- Mapping: a way to create new sets.
- mapping: a properties holding on element(s) of set.
- Binary relation: see [1], [2] and [5].

#### 1.1.2 Notation

- M = a finite set of m elements.
- m = number of elements of set M.

# 1.1.3 Analysis of a function f

Given the binary relation  $R^f$  as above defined, we'll investigate its properties (symmetry, transitivity, etc.).

Anzitutto che cos'è la f? La f assegna ad ogni elemento di M un elemento di stesso, pertanto si potrebbe trattare di una permutazione ovvero

an elements of the symmetric group of degree n, denoted by  $S_n$  [2].

Nel nostro caso n = |M| = m. Quanto detto non è proprio rigoroso in quanto si dovrebbe dimostrare che f è una permutazione ovvero dovrei fare vedere che la f è sia iniettiva che suriettiva. Di questo fatto me ne sono accorto svolgendo i calcoli sulla f ovvero andando a calcolare f(0), ..., f(m) per |M| uguale a 4, 6, 8.

La f può essere pensata come suddivisa in due funzioni  $f_{part1}$  e  $f_{part2}$  e pertanto la prima cosa da fare è discernere quale delle due funzioni applicare a k quando quest'ultimo è passato alla funzione f in altre parole la scrittura f(k) si potrebbe leggere come: quale funzione devo applicare a k? Ebbene la funzione da applicare dipende da k, se  $k \leq \frac{m}{2}$  applichiamo la  $f_{part1}$ , altrimenti applichiamo la  $f_{part2}$ . Chiaramente  $f_{part1}$  ed  $f_{part2}$  sono definite come:

$$f(k) = f_{part1}(k) = \frac{m}{2} + k$$

if  $k \leq \frac{m}{2}$  first half elements of M, and,

$$f(k) = f_{part2}(k) = k - \frac{m}{2}$$

if  $k > \frac{m}{2}$  second half elements of M

Cioè la prima metà di elementi di M viene calcolata con  $f_{part1}$  mentre la seconda metà di elementi di M viene calcolata con  $f_{part2}$ .

Proviamo a schematizzare:

Per m=4, ossia  $M=\{1,2,3,4\}$  abbiamo che  $\frac{m}{2}=2$ ,

$$f(1) = 2 + 1 = 3$$

$$f(2) = 2 + 2 = 4$$

$$f(3) = 3 - 2 = 1$$

$$f(4) = 4 - 2 = 2$$

che posso rappresentare in forma di matrice:

$$\begin{pmatrix} 1 & 2 & 3 & 4 \\ 3 & 4 & 1 & 2 \end{pmatrix}$$

La matrice precedente la leggiamo in questo modo: nella prima riga ci sono i valori di k, mentre nella seconda riga sono riportati i valori di f(k). Come si può notare da questo primo svolgimento, ma dopo cercheremo di dimostrarlo algebricamente, la relazione  $R^f$  è certamente simmetrica.

Per m=6, (saltiamo da 4 a 6 perchè l'esercizio richiede che m sia pari), ossia  $M=\{1,2,3,4,5,6\}$  abbiamo che  $\frac{m}{2}=3$ ,

$$f(1) = 3 + 1 = 4$$

$$f(2) = 3 + 2 = 5$$

$$f(3) = 3 + 3 = 6$$

$$f(4) = 4 - 3 = 1$$

$$f(5) = 5 - 3 = 2$$

$$f(6) = 6 - 3 = 3$$

Che possiamo rappresentare sotto forma di matrice come

$$\begin{pmatrix} 1 & 2 & 3 & 4 & 5 & 6 \\ 4 & 5 & 6 & 1 & 2 & 3 \end{pmatrix}$$

La funzione f potrebbe essere vista anche come  $k \equiv f(k) \pmod{\frac{m}{2}}$  e con quest'ultima espressione ...

# 1.1.4 Analysis of $R^f$ properties

**Proposition 1.** The binary relation  $R^f$  is symmetric, intransitive and incomplete.

*Proof.* Symmetry. Symmetry seems to be trivial but we need to show that  $(k, f(k)) \in \mathbb{R}^f \implies (f(k), k) \in \mathbb{R}^f$ .

Thinking  $R^f$  as  $R^f = \{(a,b) \land (b,a) : b = a + \frac{m}{2}, \forall a,b \in M,\} \subseteq M \times M$ The reason could be because congruences are symmetric but we need to show to many things in order to prove the proposition.

**Transitivity**. NO, infatti posso trovare due ennuple  $(k, f(k)), (f(k), f(f(k))) \in \mathbb{R}^f$  tali che  $(k, f(f(k))) \notin \mathbb{R}^f$ . E.g. se prendo  $(1, 3), (3, 1) \in \mathbb{R}^{f^4}$ , dove  $f^4$  rappresenta la funzione f quando m = 4, la ennupla  $(1, 1) \notin \mathbb{R}^{f^4}$ .

Completeness. NO, infatti 
$$(1,2) \land (2,1) \notin R^{f^4}$$
.

# 1.1.5 Number of 1s in Boolean matrix representing $R^f$

**Proposition 2.** There are m 1s in the boolean matrix representing  $R^f$ .

# 2 Exercise

For player set  $N = \{1, ..., n\}$  and strategy set  $\mathbb{S}_i = \{0, 1\}$  for all  $i \in N$ , let

$$u_i(s) = u_i(s_i, s_{-i}) = \left(s_i - \sum_{j \in N} \frac{s_j}{n}\right)^2$$
 for all strategy profiles  $s \in \{0, 1\}^n$ .

- 1. Is this a interest game? If yes, then determine the (non-empty) set of strategy profiles where each player attains the maximum payoff. If no, then show that different players have different optimal strategy profiles. Is this a constant-sum game? If yes, then show that any two strategy profiles s, s' ∈ {0,1}<sup>n</sup> provide the same aggregate payoff, that is to say ∑<sub>i∈N</sub> u<sub>i</sub>(s) = ∑<sub>i∈N</sub> u<sub>i</sub>(s). If no, then show that there are different strategy profiles providing different aggregate payoffs. Are there Pareto-dominated strategy profiles? If yes, then determine all pairs of strategy profiles one of which Pareto-dominates the other. If no, then show that for any pair of strategy profiles neither one Pareto-dominates the other.
- 2. Regarding this as a congestion game with a 2-set  $\{0,1\}$  of facilities, denote by  $u_0(k)$  the utility attained by playing 0 when the number of those playing 0 is k and by  $u_1(k)$  the utility attained by playing 1 when the number of those playing 1 is k. Verify whether the game is monotone and, in particular, whether

$$u_0(k) - u_0(k+1) = u_1(k) - u_1(k+1)$$

for all  $1 \le k < n$ . For 1 < k < n, denote by  $s_0^k \in \{0,1\}^n$  any of the  $\binom{n}{k}$  strategy profiles where  $k = |\{i : s_i = 0\}|$ , and by  $\mathbf{P} : \{0,1\}^n \to \mathbb{R}$  the exact potential function. Determine  $\mathbf{P}(s_0^k)$ . Is there any relation between the set of strong equilibria and the set of equilibria (with non-random strategies)? How many equilibria are there?

3. Verify whether the *n*-tuple of random strategies  $\frac{1}{2} \in [0,1]^n$  where every  $i \in N$  plays both 0 and 1 with equal probability, i.e.  $\frac{1}{2}$ , is an equilibrium.

#### 2.1 Solution

### 2.1.1 Prerequisites

- See [3], [4], [5], [8]
- Preference relation. reflexive, transitive and complete.
- Preference aggregation. mainly [5];
- Common interest game. mainly [5];
- Potential game.
- Congestion game.
- Dominance.

#### 2.1.2 Notation

- $\Gamma = (\mathbb{N}, \mathbb{S}, u_i)$ .  $\Gamma$  è il gioco definito dall'esercizio.
- $\mathbb{N} = \{1, ..., n\} = A$  set of n elements called players.
- $\mathbb{S}_i = \{0,1\} = A$  set of 2 elements called strategies. A strategy can have many levels, in fact an element of  $\mathbb{S}_i$  can be another set of strategies and so on. For flat strategy set we use the name *alternative*. I the our game there are n strategy sets. Each element of the strategy set  $\mathbb{S}_i$  has value 0 or 1. Nevertheless, the process of value assignment can continue to infinity if we look at 0 and 1 not as number or as value of real set  $\mathbb{R}$  but as a name indicating a choice.

In altre parole, assumiamo che gli elementi di  $\mathbb{S}_i$  siano i numeri reali  $0,1\in\mathbb{R}$ .

- $\mathbb{S} = \mathbb{S}_1 \times, ..., \times \mathbb{S}_n$ . Strategy profiles set. Insieme di ennuple  $(a_1, ..., a_n)$  con  $a_1, a_n \in \{0, 1\} \subseteq \mathbb{R}$ . Insieme degli outcomes. Insieme dei prospetti. In condizione di completa informazione ogni giocatore conosce tutti i prospetti ed il rispettivo valore dato dalla sua funzione di utilità  $u_i$ .
- $s \in \mathbb{S}, s^* \in \mathbb{S}$

- $s_i$ . Sia data  $s \in \mathbb{S} = (s_1, ..., s_n)$  una tupla, allora  $s_i$  indica l'iesimo elemento all'interno della tupla s. E.g. s = (3, 6, 9, 45) allora  $s_2 = 6$ . Per fortuna tutti gli indici iniziano da 1. Sottolineamo questo fatto perchè molto spesso in computer science and specifically in programming languages indices start from 0.
- $s_{-i} = \text{E.g.}$   $s_{-2} = (3, 9, 45)$ . Questa notazione serve per poter suddividere le componenti o coordinate del generico settore. Una volta distinte da diversi nomi le coordinate possono essere utilizzate nella definizione della funzione stessa.
- $(s_i, s_{-i}) = \text{E.g.} (6, (3, 9, 45)) = (3, 6, 9, 45).$
- $u_i(s)$  = funzione di utilità dell'iesimo giocatore.

#### 2.1.3 Is this a common interest game?

**Definition 1.** Common interest games are those where there is a strategy profile  $s^* \in \mathbb{S}$  such that  $s^* \gtrsim_i s$  for all  $s \in \mathbb{S}$ . [5].

In altre parole, nei common interest games esiste una strategia che è preferita da tutti i giocatori. In altre parole, il best response set di tutti i giocatori è diverso dall'insieme vuoto. E qui sta l'inghippo, l'intersezione non va fatta a gruppi di due giocatori, ma per tutti i giocatori. Bisogna intersecare il best response set di tutti i giocatori.

#### svolgimento ERRATO

**Definition 2.** A game  $\Gamma$  is a common interest game iif Best response strategy set for player i intersecanting best response strategy set for player j is not empty.

In altre parole il comune interesse è modellato sull'intersezione di insiemi. Che potremmo assiomatizzare come segue:

Let A be a set, let B be a set then if  $A \cap B = \emptyset$  indica che non c'è comune interesse.

Potremmo restringere la definizione sopra e considerare il caso ovvero l'insieme delle strategie in cui la utility function del giocatore i-esimo restituisce un valore maggiore di zero.

**Proposition 3.**  $\Gamma$  is a common interest game.

#### svolgimento CORRETTO

**Proposition 4.**  $\Gamma$  isn't a common interest game.

*Proof.* We'll prove that this proposition is false by constructing a set of strategy profiles that are elements of  $BR_i \cap BR_j$  for all  $i, j \in \mathbb{N}$ . Those construction can be given by strategy profiles in which there are k=2 quantitá di 1s. Either for i and j playing 1s is the best responses when i or j play 1s and the others play 0. So, for all i and  $j \in \mathbb{N}$ . So  $\Gamma$  is a common interest game. Contraddiction.  $\square$ 

### 2.1.4 Is this a constant-sum game?

**Proposition 5.**  $\Gamma$  is a constant-sum game.

*Proof.* For n = 3 players let be  $s, s^*$  two strategy profiles with  $s^* = (0, 0, 0)$  and s = (1, 0, 0) then the sum of the payoffs of the players is not equals for s and  $s^*$ .

$$u_1(s^*) + u_2(s^*) + u_3(s^*) \neq u_1(s) + u_2(s) + u_3(s)$$

Contraddiction

Per i calcoli si rimanda al companion html/javascript file containing some code examples on how to calculate combination on a set of class k.

### 2.1.5 Are there Pareto-dominated strategy profiles?

**Proposition 6.** S contains pareto-dominated strategy profiles.

*Proof.* For all games strategy profiles in which every player play 0 or every player play 1 are pareto-dominated strategy profiles because if a player deviates from its choice then obtain a plus and no other player can do less than they do.  $\Box$ 

### 2.1.6 Regarding as congestion game

For n=4

s	$(u_1(s), u_2(s), u_3(s), u_4(s))$	$u_1 + u_2 + u_3$	$\mathrm{num}\ \mathrm{of}\ 0\mathrm{s}$	num of 1s
0000	(0, 0, 0, 0, )	0	4	0
0001	(0.0625, 0.0625, 0.0625, 0.5625,)	0.75	3	1
0010	(0.0625, 0.0625, 0.5625, 0.0625,)	0.75	3	1
0011	(0.25, 0.25, 0.25, 0.25, )	1	2	2
0100	(0.0625, 0.5625, 0.0625, 0.0625,)	0.75	3	1
0101	(0.25, 0.25, 0.25, 0.25, )	1	2	2
0110	(0.25, 0.25, 0.25, 0.25, )	1	2	2
0111	(0.5625, 0.0625, 0.0625, 0.0625,)	0.75	1	3
1000	(0.5625, 0.0625, 0.0625, 0.0625,)	0.75	3	1
1001	(0.25, 0.25, 0.25, 0.25, )	1	2	2
1010	(0.25, 0.25, 0.25, 0.25, )	1	2	2
1011	(0.0625, 0.5625, 0.0625, 0.0625,)	0.75	1	3
1100	(0.25, 0.25, 0.25, 0.25, )	1	2	2
1101	(0.0625, 0.0625, 0.5625, 0.0625,)	0.75	1	3
1110	(0.0625, 0.0625, 0.0625, 0.5625,)	0.75	1	3
1111	(0,0,0,0,)	0	0	4

Inoltre,

$$u_0(k) = u_0(0) = 0$$

$$u_0(k) = u_0(1) = 0.5625$$

$$u_0(k) = u_0(2) = 0.25$$

$$u_0(k) = u_0(3) = 0,0625$$

$$u_0(k) = u_0(4) = 0$$

And,  

$$u_1(k) = u_1(0) = 0$$
  
 $u_1(k) = u_1(1) = 0.5625$   
 $u_1(k) = u_1(2) = 0.25$   
 $u_1(k) = u_1(3) = 0,0625$   
 $u_1(k) = u_1(4) = 0$ 

So,

$$u_0(0) - u_0(1) = 0 - 0.5625$$
  
 $u_1(0) - u_1(1) = 0 - 0.5625$ 

Then, 
$$u_0(0) - u_0(1) = u_1(0) - u_1(1)$$

# 3 Exercise

For  $M=\{1,\ldots,m\}$ , consider the symmetric congestion game where every player  $i\in N=\{1,\ldots,n\}$  has strategy set  $\mathbb{S}_i=\mathcal{K}\subset 2^{2^M}$  consisting of the m! maximal chains  $\{A_0,A_1,\ldots,A_{m-1},A_m\}\in\mathcal{K}$  of subsets of M. That is,

$$M = A_m \supset^* A_{m-1} \supset^* \cdots \supset^* A_1 \supset^* A_0 = \emptyset$$
, where

$$A_k \supset^* A_{k-1} \Leftrightarrow A_k \supset A_{k-1}, |A_k| = |A_{k-1}| + 1 \ (1 \le k \le m)$$

is the *covering relation*. Hence the set of facilities is  $\{A : \emptyset \subset A \subset M\}$ . For every strategy profile  $s = (s_1, \ldots, s_n) \in \mathcal{K}^n$ , denote i's strategy  $(i \in N)$  by

$$s_i = \{A_0, A_1^i, \dots, A_{m-1}^i, A_m\} \in \mathcal{K},$$

and define congestion vector  $\{c_A(s): \emptyset \subset A \subset M\} \in \mathbb{Z}_+^{2^m-2}$  by

$$c_A(s) = |\{i : A \in s_i\}|.$$

Finally, utilities have form

$$u_i(s) = \sum_{0 < k < m} \frac{1}{c_{A_k^i}(s)}.$$

In what follows, distinguish between cases (a)  $n \leq m$  and (b) n = m!.

- 1. Is this a common interest game? If yes, then determine the (non-empty) set of strategy profiles where each player attains the maximum payoff. If no, then show that different players have different optimal strategy profiles. Is this a constant-sum game? If yes, then show that any two strategy profiles  $s, s' \in \{0,1\}^n$  provide the same aggregate payoff, that is to say  $\sum_{i \in N} u_i(s) = \sum_{i \in N} u_i(s)$ . If no, then show that there are different strategy profiles providing different aggregate payoffs. Are there Pareto-dominated strategy profiles? If yes, then provide examples of pairs of strategy profiles one of which Pareto-dominates the other. If no, then show that for any pair of strategy profiles neither one Pareto-dominates the other.
- 2. Characterize the set of equilibria and the set of strong equilibria (with non-random strategies). Compute the value  $\mathbf{P}(s)$  taken by the exact potential  $\mathbf{P}$  at any equilibrium s.
- 3. Verify whether the random strategy profile consisting of n uniform distributions over the m!-set K of maximal chains is an equilibrium or not.

#### 3.1 Solution

#### 3.1.1 Prerequisites

**Definition 3.** For any symmetric congestion game form  $F = (N, M, \times_{j \in \mathbb{N}} \mathbb{S}_j)$ , if union  $\cup_{j \in \mathbb{N}} \mathbb{S}_j$  diplays no bad configuration, then  $SE(\Gamma) = NE(\Gamma)$  for all monotone congestion games  $\Gamma$  derived from F.

- bad configuration ???
- monotone congestion game ???
- non-singleton strategies

**Definition 4.** Union  $\bigcup_{j\in N} \mathbb{S}_j$  of all n strategy sets diplays a bad configuration if there are two facilities  $a, a' \in M$  and three strategies  $s, s', s'' \in \bigcup_{j\in N} \mathbb{S}_j$  such that  $a \in sa'$  and  $a \notin s' \ni a'$  while  $a, a' \in s''$  (this indeed may be regarded as an acyclity condition for deviations of non-singleton coalitions, to be compared with the finite improvement property of all potential games). [5].

non-singleton strategies

#### 3.1.2 Notation

- $\mathcal{K} = a \text{ set.}$
- P(s) = funzione potenziale.
- $\mathbf{P}$  = potenziale.

#### 3.1.3 Analysis of the game definition

LET G = (N, M, u) be SYMMETRIC CONGESTION GAME

LET M be SET

LET m be |M|, m also represents the (variable)name of the m-nth element..

LET k be INDICES of M

LET A\_k be SET ??? kappesimo sottoinsieme di di elementi di M

LET A k IN 2<sup>M</sup>

LET  $|2^M| = 2^m$ 

LET A be SET

LET XXX be a CHAIN

LET K^n be SET - of all stategy profiles LET s be ELEMENTS of K^n

### 3.1.4 Is this a common interest game?

**Definition 5.** Common interest games are those where there is a strategy profile  $s^* \in \mathbb{S}$  such that  $s^* \gtrsim_i s$  for all  $s \in \mathbb{S}$ . [5].

Who are the strategy profiles in this game?

- 3.1.5 Is this a constant-sum game?
- 3.1.6 Are there Pareto-dominated strategy profiles.
- 3.1.7 Characterize the set of equilibria.
- 3.1.8 Characterize the set of strong equilibria
- 3.1.9 Compute the value P(s) taken by the exact potential P at any equilibrium s.
- 3.1.10 Verify whether random strategy profile consisting of n uniform distributions over the m!.set  $\mathcal{K}$  of maximal chains is an equilibrium or not.

### 4 Exercise

Let  $M = \{1, \dots, 10\}$  and define

Let  $f: M \to \{0, 1\}$  by

Let  $f(i) = \begin{cases} 1 \text{ if } i \text{ is a prime,} \\ 0 \text{ otherwise.} \end{cases}$  Compute the discrete Choquet integral  $E_{\eta}^{C}(f)$ 

of f with respect to fuzzy probability  $\eta: 2^M \to [0,1]$  defined by

$$\eta(A) = \binom{11}{2}^{-2} \left(\sum_{i \in A} i\right)^2 \text{ for all } A \in 2^M.$$

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