

$$\begin{matrix} (s_1, s_2) \\ s_1 < s_2 \end{matrix} \text{ is PNE} \Rightarrow s_2 = s_1 + 1$$

(A PLAYER USES THE MIN ENERGY TO BEAT THE OTHER)

PROOF: IF $s_2 \geq s_1 + 2$
 THEN $(s_1, s_1 + 1)$ IS
 A BETTER RESPONSE FOR (2)

$$\begin{matrix} (s_1, s_2) \\ s_1 < s_2 \end{matrix} \text{ is PNE} \Rightarrow s_1 = 0$$

(IF I LOOSE, IT'S BETTER TO JUST NOT TRANSMIT)

PROOF: IF $s_1 \geq 1$
 THEN $(0, s_2)$ IS
 BETTER RESPONSE FOR (1)

THUS THE ONLY POSSIBLE PNE ARE:

$(0, 1)$, $(1, 0)$ AND PERHAPS (e, e)

PART 1

(e, e) NOT PNE
 $e > 0$

(BOTH LOOSE AND SPEND ENERGY \Rightarrow BETTER USE "0")

ONLY THESE CAN BE PNE:

$(0, 1)$, $(1, 0)$, $(0, 0)$

IF $k > 2$ NONE IS A PNE:

REPLACE "0" BY "2" IS
A BETTER RESPONSE

$(0, 1) \rightarrow (2, 1)$
↑ ↑
COST COST
 k 2

IF $k = 2$ THE ONLY PNE ARE

$(0, 1)$, $(1, 0)$

IF $k = 1$ ALL THREE ARE PNE

PART 1 CONTD

$$k=2$$

THE ABOVE PROOF SAYS THAT THERE ARE ONLY 2 PNE:

$$(0, 1) \text{ AND } (1, 0)$$

WHOSE SOCIAL COST IS

$$1 + k$$

THIS IS OPTIMAL AS ONE OF THE TWO PLAYERS MUST NOT SUCCEED IN TRANSMITTING (COST k) AND THE OTHER MUST PAY AT LEAST THE MIN POWER (COST 1)

$$k=1$$

THE PNE $(0, 0)$ HAS ALSO OPTIMAL COST: $k+k=1+1=2$

PART 2

IN BOTH CASES, ALL PNE ARE OPT:

$$P_{\text{OAPNE}} = 1$$

	0	1	2	
0	1	1	2	
1	1	2	2	
2	2	2	3	

Handwritten annotations on the table:

- A red box labeled "CCE" is connected by red arrows to the cells (0,1), (1,1), and (2,2). Each arrow is labeled $1/2$.
- A circle is drawn around the first column (where player 1 chooses 0, 1, or 2).
- A circle is drawn around the first row (where player 2 chooses 0, 1, or 2).

NOTE : THIS IS A SOLUTION IF YOU WANT A CCE WHICH IS NOT A MNE or PNE (PROOF BELOW)

SIMPLER ANSWER :

ANY OF THE THREE PNE
(I OVERLOOKED THIS POSSIBILITY,)
BUT A STUDENT FIND IT

IN CCE BOTH PLAYERS HAVE EXPECTED COST

$$\frac{1}{2} \cdot 1 + \frac{1}{2} \cdot 1 = 1$$

PART 3

DEVIATING TO SOME s_i^* NOT IMPROVING:

$$0 \Rightarrow \frac{1}{2} \cdot 0 \cdot \boxed{1}^1 + \frac{1}{2} \cdot 0 \cdot \boxed{1}^0 = 1$$

$$1 \Rightarrow \frac{1}{2} \cdot 1 \cdot \boxed{2}^1 + \frac{1}{2} \cdot 1 \cdot \boxed{1}^0 > 1$$

$$2 \Rightarrow \frac{1}{2} \cdot 2 \cdot \boxed{2}^1 + \frac{1}{2} \cdot 2 \cdot \boxed{2}^0 > 1$$

EXPECTED COST OF
PLAYER 1 IF TAKING s_i^*

CCE IS INDEED A

COARSE CORRELATED EQUILIBRIUM

PART 3 CONT'D