

# LECTURE 10

		S	
		L	R
V	L	50, 50	80, 20
	R	90, 10	20, 80

$(1-p^*) = 0.3$   
 $p^* = (0.7)$   
 $q^* = (0.6)$   
 Check  $p^*$  is BR to  $q^*$

V payoff L  $\rightarrow 50(0.6) + 80(0.4) = 0.62$   
 R  $\rightarrow 90(0.6) + 20(0.4) = 0.62$

V payoff  $p^* = (0.7)(0.62) + (0.3)(0.62)$   
 $= 0.62$

If  $p^*$  is not BR then there should be deviation which makes her strictly better off

$p^*$  is as good as L

" " " R

deviating L or R does not increase payoff

- V has no strictly profitable pure strategy deviation

- V " " " mixed " "

$p(0.62) + (1-p)(0.62) = 0.62$   
 any mix will yield 0.62

Since there is no pure strategy deviation profitable so there won't be any mixed strategy deviation that is profitable.

Lesson:- We only have to check strictly profitable pure strategy deviations

## Dating Game (cont.)

		Boy	
		AP	REP
Girl	AP	2, 1	0, 0
	REP	0, 0	1, 2

AP  $\rightarrow$  Apple Picking  
 REP  $\rightarrow$  Yale Rep

Pure Strategies:- NE (AP, AP)  
 (REP, REP)

Battle of the Sexes

Find mixed NE in the game

To find  $q$ , use G's payoff

AP  $\rightarrow 2q + 0(1-q)$

REP  $\rightarrow 0q + 1(1-q)$

Must be equal

$2q = 1 - q$

$q = \frac{1}{3}$

$1 - q = \frac{2}{3}$

Boy assigning  $\frac{2}{3}$  to REP which is more favorable



To find <sup>NE</sup> p, use B's payoff:-

$$AP \rightarrow 1p + 0(1-p)$$

$$REP \rightarrow 0p + 2(1-p)$$

$$p = 2 - 2p$$

$$3p = 2$$

$$p = \frac{2}{3}$$

$$1-p = \frac{1}{3}$$

Gril assigning  
2<sup>nd</sup> to AP which is her  
more favoured

Check that  $p = \frac{2}{3}$  is BR for G:-

$$AP \rightarrow 2(\frac{1}{3}) + 0(\frac{2}{3}) = \frac{2}{3}$$

$$REP \rightarrow 0(\frac{1}{3}) + 1(\frac{2}{3}) = \frac{2}{3}$$

$$\frac{2}{3}p + (1-p)\frac{2}{3} = \frac{2}{3}$$

$$NE: \left[ \begin{matrix} AP & REP \\ \left( \frac{2}{3}, \frac{1}{3} \right) & \left( \frac{1}{3}, \frac{2}{3} \right) \end{matrix} \right] \xrightarrow{\text{payoff}} \left[ \left( \frac{2}{3} \right), \left( \frac{2}{3} \right) \right]$$

~~End up~~ Payoffs are bad & they don't meet many times

$$\text{Prob. of meeting} = \left( \frac{2}{3} \right)_G \left( \frac{1}{3} \right)_B + \left( \frac{1}{3} \right)_G \left( \frac{2}{3} \right)_B = \frac{4}{9}$$

### Tax Paying

		Tax Payer	
		H	C
Auditor	A	2, 0	4, -10
	N	4, 0	0, 4
		q	1-q

H = Honestly

C = Cheat

A = Audit

N = Not audit

So, no pure strategy NE

### Find NE

$$\begin{aligned} \text{Auditor:-} & \quad A: 2q + 4(1-q) \\ & \quad N: 4q + 0(1-q) \end{aligned}$$

$$2q + 4(1-q) = 4q$$

$$4 = 6q$$

$$q = \frac{2}{3}$$

2<sup>nd</sup> of the  
tax payers paying  
taxes honestly

$$NE: \left[ \begin{matrix} A & N \\ \left( \frac{2}{3}, \frac{5}{3} \right) & \left( \frac{2}{3}, \frac{1}{3} \right) \end{matrix} \right]$$

We can think  
it not as randomization  
of tax payers  
paying taxes

Tax Payer:-  
(Payoffs)

$$\begin{aligned} H: & \quad 0p + (1-p)0 \\ C: & \quad -10p + 4(1-p) \end{aligned}$$

$$0 = 4 - 14p$$

$$p = \frac{2}{7}$$

Auditors audit  
2<sup>nd</sup> times.



## Change payoffs

- Policy: Let's raise the fine to -20

Will this ~~find~~ tax compliance go up/down?

		H	T	
		C	N	
Auditor	A	2, 0	4, -20	p
	N	4, 0	0, 4	1-p
		q	1-q	

Auditor:-

$$A: 2q + 4(1-q)$$

$$N: 4q + 0(1-q)$$

$$2q + 4 - 4q = 4q$$

$$q = \frac{2}{3}$$

In equilibrium tax compliance has not changed!!

tax compliance depends on row player's (auditor's)

~~Column~~ ~~Row~~ Column player's

(Tax payer)

payoff which didn't change.

Taxpayer:-

$$H: 0p + (1-p)0$$

$$C: -20p + 4(1-p)$$

$$0 = 4 - 24p \Rightarrow p = \frac{1}{6}$$

Audit rate has gone down

→ If we increase this then also q remains same but p increases

⇒ Rich people who have higher payoff ~~when~~ on cheating & not getting audited will have same compliance rate but will be audited more

- To get higher compliance rate change payoffs to auditor.

3 different interpretations of mix:-

- ① Randomization
- ② Beliefs
- ③ Proportion

## LECTURE - 11

### Evolution & Game Theory

#### ① Influence of GT on bio

##### Animal behaviour

strategies → genes

payoffs → genetic fitness