## CS390 Computational Game Theory and Mechanism Design July 16, Year

Problem Set 4

F1224004 5112409048 刘爽

- 1. Suppose the player in the center prefer the opposite sides, the players around prefer the same sides. Then the player in the center choose strategy  $(\frac{1+\epsilon}{2}H,(\frac{1-\epsilon}{2}T))$  and the players around choose stratege  $(\frac{1}{2}H,\frac{1}{2}T)$ , the player in the center has reached his best response, which with utility 0. Now consider any other player, his best response is (1H,0T), the expected utility of which is  $\epsilon$ , and his current expected utility is 0. Then we can conclude this is an  $\epsilon$ -NE.
- 2. First we consider the five players around. For each one of them, let's call him A, suppose the center player's strategy is (pH, qT). If p = q, then any strategy for A is a best response. If p > q, then A's best response is (1H, 0T). If p < q, A's best response is (0H, 1T).

Next consider the center player. His utility can be calculated by  $p(\sum H_i - \sum T_i) + q(\sum T_i - \sum H_i)$ . If q = p, it is a NE if and only if  $\sum H_i = \sum T_i$ . If p > q, his opponents will all choose (1H, 0T), and the center players best response is (0H, 1T), that is a contradiction. For p < q is the same.

Finally, we can conclude that all the NE are look like this: the center player's strategy is  $(\frac{1}{2}H, \frac{1}{2}T)$ , other players can choose arbitrary strategy as long as  $\sum H_i = \sum T_i$ .

3.