

lecture

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payoff functions

$$u_i : S \rightarrow \mathbb{R} \quad (1)$$

- I is the set of all players
- i is a player
- S_i is the set of all possible strategies for player i
- S is **space** strategy of profiles
- s is a specific strategy profile
- $-i$ is defined as $\{1, \dots, I\} \setminus i$

$$-s_i = (s_1, \dots, s_{i-1}, s_{i+1}, \dots, s_I)$$

Definition 1 (Nash Equilibrium). A strategy profile s from which no player has an incentive to deviate unilaterally

ie for player i

$$u_i(s_i, s_{-i}) \geq u_i(s'_i, s_{-i}) \forall s'_i \in S_i \quad (2)$$

it is generally not true that games have unique nash equilibria

r_i is the "Best response multifunction/correspondence"?

r_i tells what the best response for a player is based on what they believe other players will do

note that given an opponent's strategy, the players strategy output of r_i might be multiple strategies, thus it is a multifunction rather than a function ¹

$$r_i : S_{-i} \rightrightarrows S_i \quad (3)$$

note: \rightrightarrows means that r_i is a *multifunction*

σ_i is the probability distribution on S_i

$$\sigma = \prod_{i \in I} \sigma_i \quad (4)$$

¹a multifunction outputs a subset of the codomain. a correspondence is a function that outputs in 2^D where D is the codomain (powerset of the codomain)

Σ_i is the space of all possible mixed strategies for player i

$$\Sigma = \prod_{i \in I} \Sigma_i \quad (5)$$

$|s_i| - 1$ simplex ??

σ is a mixed nash equilibrium is $\forall \sigma_i \in \sigma$

$$u_i(\sigma_i, \sigma_{-i}) \geq u_i(\sigma'_i, \sigma_{-i}), \forall \sigma_i \in \sigma \quad (6)$$

$$r_i : \Sigma_{-i} \rightarrow \Sigma_i \quad (7)$$

$$r_i(\sigma_{-i}) \mapsto \arg\max_{\sigma_i} u(\sigma_i, \sigma_{-i}) \quad (8)$$

$$r : \Sigma \rightarrow \Sigma \quad (9)$$

Theorem 1 (nash's theorem). In every finite game with a finite number of players and a finite set of pure strategies per player, there exists at least one Nash equilibrium in mixed strategies.

Definition 2 (symmetric game). all players have same strategy space. a payoff to any player is the same for any other player i.e. permutations of any players strategies results in such that player i's strategy is played by player j results in the payoff of i and j being identical.

$$S_i = S_j, u_i(s_i, \dots, s_n) = u_j(s_{\pi(1)}, \dots, s_{\pi(n)})$$

$$\begin{aligned} S_i &= S \quad \text{for all } i \\ u_i(s) &= u_j(\pi(s)) \quad \text{for any permutation } \pi \text{ of players} \end{aligned} \quad (10)$$