Lec 3 Revisit example: 5,5 alternatives -> outcomes D 6,0 a; - oi's $N = \{1, 2, \ldots, n\}$

Normal/form game One shot

 $S_1 = S_2 = \{A, D\}$

Si = strategy set of player i

difference between action and strategy

Si ∈ Si si is a strategy of player i

Si : strategy profile of all agents except agen

player i

(A1, A2, ..., An): strategy profile

 \mathcal{D}

0,6

1, 1

 $= (S_1, S_1) = S \quad \in S_1 \times S_2 \times \cdots \times S_m = S$ $u_1(S_1, S_2, \dots, S_i, \dots, S_m) : \text{ whility of agent } i$

when player j picks strategy sj, j=1,.., n

u: S → R (von-Neumann-Morgenstern utilities)

Agent models Concept #2: Behavior of players

- (i) Rationality: every agent picks as strategies to maximize here utility.
- (2) Intelligence: possess enough information about the game and able to find the best Strategy for her.

Concept #3: Common Knowledge A fact is a common knowledge if

[Players knows The fact all other the fact.

(2) All players knows that players knows that players knows that players knows that Example: Island and 3 blue eyed people with a sage. Assumption: Rationality is a common knowledge of Thefact That all players are national $u_i(s_i, A_i) > u_i(s_i, A_i)$ and mi (si, si) > ui (si, si) for some si a strategy si is structly dominated by si if \sit 5; u: (s:, s:) > u:(s:',s:) a strategy is (strictly/weakly) dominant strategy of Playeri if strictly/weakly dominates all other strategies 11 € Si\ 21is (Strict/week Dominant streetegy equilibrium is a strategy profile (si,si) s.t. \ien si is a strictly/weakly dominant strategy. SDSE, WDSE Explain with the previous example Is SDSE/WDSE guaranteed to exist? - Example of Battle of Sexes. Come to the world of weaker equilibrium guarantee. Pure Strukeyy Nash equilibrium. is a strategy profile (si, si) s.t. HIEN MI (AT AT) >, MI (AI, AI) YAIES;