### ECO316: Applied game theory Lecture 4

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## Strategic game



- Nash equilibrium?
- Game has no Nash equilibrium
- What happens if game is played?

	L	R
Т	1,0	0,4
В	0,1	2,0

Members of populations are randomly matched



	L	R
Т	1,0	0,4
В	0,1	2,0

Is this pattern of behavior a steady state?



	L	R
Т	1,0	0,4
В	0,1	2,0

Not steady state: player 2's want to switch to *R* 



	L	R
Т	1,0	0,4
В	0,1	2,0

Is this pattern of behavior a steady state?



#### Games without Nash equilibria (q) (1-q) L R T 1,0 0,4B 0,1 2,0

- Given frequencies of L and R for player 2, what is optimal action for player 1?
- Expected payoffs of player 1:

$$T: q \cdot 1 + (1 - q) \cdot 0 = q$$
  
B: q \cdot 0 + (1 - q) \cdot 2 = 2(1 - q)

- $\Rightarrow$  *T* is better if q > 2(1 q), or  $q > \frac{2}{3}$
- $\Rightarrow$  *B* is better if  $q < \frac{2}{3}$
- ⇒ If  $q = \frac{2}{3}$  then expected payoffs to *T* and *B* are equal ⇒ player 1 is indifferent between *T* and *B*

$$\begin{array}{c|c} & L & R \\ (p) T & 1, 0 & 0, 4 \\ (1-p) B & 0, 1 & 2, 0 \end{array}$$

- Given frequencies of T and B for player 1, what is optimal action for player 2?
- Expected payoffs of player 2:

$$L: p \cdot 0 + (1 - p) \cdot 1 = 1 - p$$
  
R: p \cdot 4 + (1 - p) \cdot 0 = 4p

- $\Rightarrow$  *L* is better if 1 p > 4p, or  $p < \frac{1}{5}$
- $\Rightarrow$  *R* is better if  $p > \frac{1}{5}$
- ⇒ If  $p = \frac{1}{5}$  then expected payoffs to *L* and *R* are equal ⇒ player 2 is indifferent between *L* and *R*

$$\begin{array}{ccc} (q) & (1-q) \\ L & R \\ (p) \ T & 1,0 & 0,4 \\ (1-p) \ B & 0,1 & 2,0 \end{array}$$

#### Conclusion

- ▶ both players are indifferent between their two actions if and only if p = <sup>1</sup>/<sub>5</sub> and q = <sup>2</sup>/<sub>3</sub>
- ⇒ in a steady state in which some player 1's choose *T* and some choose *B* and some player 2's choose *L* and some choose *R*, we must have  $p = \frac{1}{5}$  and  $q = \frac{2}{3}$ 
  - $p = \frac{1}{5}$ ,  $q = \frac{2}{3}$  is consistent with stochastic steady state
  - $\left(\left(\frac{1}{5},\frac{4}{5}\right),\left(\frac{2}{3},\frac{1}{3}\right)\right)$  is a mixed strategy Nash equilibrium

Equilibrium payoffs

$$\begin{array}{c} (\frac{2}{3}) & (\frac{1}{3}) \\ L & R \\ (\frac{1}{5}) T & 1, 0 & 0, 4 \\ (\frac{4}{5}) B & 0, 1 & 2, 0 \end{array}$$

Player 1's expected payoffs:

to *T*: 
$$\frac{2}{3} \cdot 1 + \frac{1}{3} \cdot 0 = \frac{2}{3}$$
 to *B*:  $\frac{2}{3} \cdot 0 + \frac{1}{3} \cdot 2 = \frac{2}{3}$ 

 $\Rightarrow$  player 1's expected payoff in equilibrium is  $\frac{2}{3}$ 

Player 2's expected payoffs:

to *L*: 
$$\frac{1}{5} \cdot 0 + \frac{4}{5} \cdot 1 = \frac{4}{5}$$
 to *R*:  $\frac{1}{5} \cdot 4 + \frac{4}{5} \cdot 0 = \frac{4}{5}$ 

 $\Rightarrow$  player 2's expected payoff in equilibrium is  $\frac{4}{5}$ 





 $\Rightarrow$  P1's best response to any  $q < \frac{2}{3}$  is p = 0 (i.e. *B*)

- *T* is better than *B* if  $q > \frac{2}{3} \Rightarrow$  best response p = 1
- *T* and *B* equally good if  $q = \frac{2}{3} \Rightarrow every p$  is best response





 $\Rightarrow$  P2's best response to any  $p < \frac{1}{5}$  is q = 1 (i.e. L)

- *R* is better than *L* if  $p > \frac{1}{5} \Rightarrow$  best response q = 0
- L and R equally good if  $p = \frac{1}{5} \Rightarrow every q$  is best response





Intersection of B<sub>1</sub> and B<sub>2</sub> corresponds to mixed strategy Nash equilibrium:

$$((p, 1-p), (q, 1-q)) = ((\frac{1}{5}, \frac{4}{5}), (\frac{2}{3}, \frac{1}{3}))$$

#### Summary

$$\begin{array}{c|c} L(q) & R(1-q) \\ \hline T(p) & 1,0 & 0,4 \\ B(1-p) & 0,1 & 2,0 \end{array}$$

- Game has no ("pure strategy") Nash equilibrium
- ► But it has a unique mixed strategy Nash equilibrium, in which player 1's mixed strategy is (<sup>1</sup>/<sub>5</sub>, <sup>4</sup>/<sub>5</sub>) and player 2's mixed strategy is (<sup>2</sup>/<sub>3</sub>, <sup>1</sup>/<sub>3</sub>)
- The equilibrium corresponds to a stochastic steady state

#### Two interpretations

- 1. For each player in game, large population of people who may play the role of that player. Equilibrium probability of an action = fraction of population that uses that action.
- Each player individually randomizes between her actions. That is, she uses a mixed strategy—a probability distribution over her actions.
- Model fits both interpretations
- First interpretation often fits an application
- But I will usually use language of second interpretation, which is more convenient
- Will call a mixed strategy that assigns probability 1 to a single action a pure strategy

#### Mixed strategy

A mixed strategy for a player is a probability distribution over the player's set of actions

#### Mixed strategy Nash equilibrium

A mixed strategy Nash equilibrium of a strategic game is a profile of mixed strategies with the property that no player can increase her (expected) payoff by choosing a different mixed strategy, *given* the other players' mixed strategies

#### Expected payoffs

Previously, payoffs were purely ordinal:

$$u(a) = 0, u(b) = 1, u(c) = 4$$
  
 $v(a) = 0, v(b) = 3, v(c) = 4$ 

 $\Rightarrow$  *u* and *v* represent *same* preferences over *a*, *b*, and *c* 

But now that payoff numbers are used to calculate expected payoffs, they are not purely ordinal:

for *u*: *a* with prob.  $\frac{1}{2}$  & *c* with prob.  $\frac{1}{2} \Rightarrow$  expected payoff 2  $\Rightarrow$  better than b

for *v*: *a* with prob.  $\frac{1}{2}$  & *c* with prob.  $\frac{1}{2} \Rightarrow$  expected payoff 2  $\Rightarrow$  worse than *b* 

 $\blacktriangleright$   $\Rightarrow$  expected payoffs represent *different* preferences

#### Proposition

The expected values of the payoff functions u and v represent same preferences over lotteries if and only if for some  $\alpha > 0$  and  $\beta$ ,

$$v(x) = \alpha u(x) + \beta$$
 for all x.

Example

$$u(a) = 0, u(b) = 1, u(c) = 4$$
  
 $v(a) = 0, v(b) = 3, v(c) = 4$ 

Can we find  $\alpha > 0$  and  $\beta$  to satisfy condition in Proposition? We need

$$\begin{array}{lll} \mathbf{x} = \mathbf{a}: & \mathbf{v}(\mathbf{a}) = \alpha \mathbf{u}(\mathbf{a}) + \beta & \Rightarrow & \mathbf{0} = \alpha \cdot \mathbf{0} + \beta & \Rightarrow \beta = \mathbf{0} \\ \mathbf{x} = \mathbf{b}: & \mathbf{v}(\mathbf{b}) = \alpha \mathbf{u}(\mathbf{b}) + \beta & \Rightarrow & \mathbf{3} = \alpha \cdot \mathbf{1} + \beta & \Rightarrow \alpha = \mathbf{3} \\ \mathbf{x} = \mathbf{c}: & \mathbf{v}(\mathbf{c}) = \alpha \mathbf{u}(\mathbf{c}) + \beta & \Rightarrow & \mathbf{4} = \alpha \cdot \mathbf{4} + \beta & \Rightarrow \alpha = \mathbf{1} \end{array}$$

Impossible! So *u* and *v* represent different preferences

#### Proposition

The expected values of the payoff functions u and v represent same preferences over lotteries if and only if for some  $\alpha > 0$ and  $\beta$ ,

$$v(x) = \alpha u(x) + \beta$$
 for all  $x$ .

Another example

$$u(a) = 0, u(b) = 1, u(c) = 4$$
  
 $v(a) = 1, v(b) = 3, v(c) = 9$ 

Can we find  $\alpha > 0$  and  $\beta$  to satisfy condition in Proposition? We need  $\mathbf{x} = \mathbf{a}: \mathbf{1} = \alpha \cdot \mathbf{0} + \beta \Rightarrow \beta = \mathbf{1}$ 

 $\begin{array}{ll} \mathbf{x} = \mathbf{a} : & \mathbf{1} = \alpha \cdot \mathbf{0} + \beta & \Rightarrow \beta = \mathbf{1} \\ \mathbf{x} = \mathbf{b} : & \mathbf{3} = \alpha \cdot \mathbf{1} + \beta & \Rightarrow \alpha = \mathbf{2} \\ \mathbf{x} = \mathbf{c} : & \mathbf{9} = \alpha \cdot \mathbf{4} + \beta & \Rightarrow \alpha = \mathbf{2} \end{array}$ 

So  $\alpha = 2$  and  $\beta = 1$  satisfy Proposition. So *u* and *v* represent same preferences.



• S better than B if  $q < \frac{1}{3}$ 

• *B* and *S* have same expected payoff if  $q = \frac{1}{3}$ 



• S better than B if  $p < \frac{2}{3}$ 

• B and S have same expected payoff if  $p = \frac{2}{3}$ 



- 3 mixed strategy Nash equilibria: ((0, 1), (0, 1)) $((\frac{2}{3}, \frac{1}{3}), (\frac{1}{3}, \frac{2}{3}))$ , and ((1, 0), (1, 0))
- ((0,1), (0,1)) and ((1,0), (1,0)) are pure strategy equilibria
   ((S, S) and (B, B))



Equilibrium payoffs:

equilibrium ((0, 1), (0, 1)) : (1, 2)equilibrium  $((\frac{2}{3}, \frac{1}{3}), (\frac{1}{3}, \frac{2}{3})) : (\frac{2}{3}, \frac{2}{3})$ equilibrium ((1, 0), (1, 0)) : (2, 1)

#### Mixed and pure equilibria

- No randomization allowed ⇒ BoS has two Nash equilibria, (B, B) and (S, S)
- ► Randomization allowed ⇒ these two equilibria survive (as ((1,0), (1,0)) and ((0,1), (0,1))) and a third one (((<sup>2</sup>/<sub>3</sub>, <sup>1</sup>/<sub>3</sub>), (<sup>1</sup>/<sub>3</sub>, <sup>2</sup>/<sub>3</sub>))) appears
- In any game,
  - a Nash equilibrium when no randomization is allowed survives as a mixed strategy Nash equilibrium when randomization is allowed
  - a mixed strategy Nash equilibrium in which each player assigns probability 1 to a single action remains a Nash equilibrium when no randomization is allowed

- In every example, a mixed strategy Nash equilibrium exists even if a pure strategy equilibrium does not exist
- Same is true for any game in which each player has *finitely* many actions
- Main result in John Nash's PhD thesis

#### Proposition

Every strategic game in which every player has finitely many actions has a mixed strategy Nash equilibrium



- ▶ For P1: *T* better than *B* if 0 > 2*q*, or never!
- B better than T if 0 < 2q, or q > 0
- B and T have same expected payoff if q = 0



- For P2: *L* better than *R* if p + 2(1 p) > 2p + 1 p, or  $p < \frac{1}{2}$
- *R* better than *L* if  $p > \frac{1}{2}$
- L and R have same expected payoff if  $p = \frac{1}{2}$



- Infinitely many mixed strategy Nash equilibria:
  - ► ((0, 1), (1, 0))
  - any strategy pair ((p, 1 p), (0, 1)) for  $\frac{1}{2} \le p \le 1$

## Mixed strategy Nash equilibrium Example



- Ignoring X, game is one we saw before
- In equilibrium of game excluding X, player 1's expected payoff is <sup>2</sup>/<sub>3</sub>
- ▶ Player 1's payoff to X against player 2's strategy  $(\frac{2}{3}, \frac{1}{3})$  is 0
- So strategy  $(\frac{1}{5}, \frac{4}{5}, 0)$  of player 1 is optimal in whole game
- ► Hence ((<sup>1</sup>/<sub>5</sub>, <sup>4</sup>/<sub>5</sub>, 0), (<sup>2</sup>/<sub>3</sub>, <sup>1</sup>/<sub>3</sub>)) is a mixed strategy Nash equilibrium of the whole game

Example



- Change payoff of player 1 to (X, L) and (X, R) to 1
- ▶ Is  $\left(\left(\frac{1}{5}, \frac{4}{5}, 0\right), \left(\frac{2}{3}, \frac{1}{3}\right)\right)$  an equilibrium of this game?
- Player 1's payoff to X is now 1 > <sup>2</sup>/<sub>3</sub>, so player 1 is better off choosing X than choosing T or B
- So ((<sup>1</sup>/<sub>5</sub>, <sup>4</sup>/<sub>5</sub>, 0), (<sup>2</sup>/<sub>3</sub>, <sup>1</sup>/<sub>3</sub>)) is not an equilibrium (Problem Set asks you to find equilibria)

In general,

 player must be indifferent between actions to be willing to randomize

SO

- 1. expected payoff to every action to which equilibrium mixed strategy assigns positive probability must be same
- expected payoff to every action to which equilibrium mixed strategy assigns probability 0 must be less than or equal to expected payoffs to actions used with positive probability

## Mixed strategy Nash equilibrium

Can use this fact to check whether strategy profile is mixed strategy Nash equilibrium

Example



(Unspecified payoffs are irrelevant.) Is indicated mixed strategy pair a Nash equilibrium?

Calculate expected payoffs to P1's actions:

• 
$$T: 0 \cdot ? + \frac{1}{3} \cdot 3 + \frac{2}{3} \cdot 1 = \frac{5}{3}$$
  
•  $M: 0 \cdot ? + \frac{1}{3} \cdot 0 + \frac{2}{3} \cdot 2 = \frac{4}{3}$   
•  $B: 0 \cdot ? + \frac{1}{3} \cdot 5 + \frac{2}{3} \cdot 0 = \frac{5}{3}$ 

## Mixed strategy Nash equilibrium

Can use this fact to check whether strategy profile is mixed strategy Nash equilibrium

Example



(Unspecified payoffs are irrelevant.) Is indicated mixed strategy pair a Nash equilibrium?

Calculate expected payoffs to P2's actions:

• L: 
$$\frac{3}{4} \cdot 2 + 0 \cdot ? + \frac{1}{4} \cdot 4 = \frac{5}{2}$$
  
• C:  $\frac{3}{4} \cdot 3 + 0 \cdot ? + \frac{1}{4} \cdot 1 = \frac{5}{2}$   
• R:  $\frac{3}{4} \cdot 1 + 0 \cdot ? + \frac{1}{4} \cdot 7 = \frac{5}{2}$ 

## Mixed strategy Nash equilibrium

Can use this fact to check whether strategy profile is mixed strategy Nash equilibrium

Example



(Unspecified payoffs are irrelevant.) Is indicated mixed strategy pair a Nash equilibrium?

- Every action to which P1's mixed strategy assigns positive probability (*T* and *B*) yields same payoff
- Every action to which P1's mixed strategy assigns probability 0 (*M*) yields at most this payoff

## Mixed strategy Nash equilibrium

Can use this fact to check whether strategy profile is mixed strategy Nash equilibrium

Example



(Unspecified payoffs are irrelevant.) Is indicated mixed strategy pair a Nash equilibrium?

- Every action to which P2's mixed strategy assigns positive probability (C and R) yields same payoff
- Every action to which P2's mixed strategy assigns probability 0 (L) yields at most this payoff

## Mixed strategy Nash equilibrium

Can use this fact to check whether strategy profile is mixed strategy Nash equilibrium

Example



(Unspecified payoffs are irrelevant.) Is indicated mixed strategy pair a Nash equilibrium?

 $\Rightarrow$  strategy pair is mixed strategy Nash equilibrium



- Mixed strategy equilibrium models stochastic steady state
- Every finite game has at least one mixed strategy equilibrium
- Pure strategy equilibria are special cases of mixed strategy equilibria
- In a mixed strategy equilibrium, every player
  - gets same expected payoff from every action to which she assigns positive probability
  - cannot get more payoff from action to which she assigns probability zero than from action to which she assigns positive probability