

# GAME THEORY I

# A STRATEGIC SITUATION (DUE TO BEN POLAK)

		Player 2	
		$\alpha$	$\beta$
Player 1	$\alpha$	B-, B-	A, C
	$\beta$	C, A	A-, A-

# SELFISH STUDENTS

		Selfish 2	
		$\alpha$	$\beta$
Selfish 1	$\alpha$	1, 1	3, 0
	$\beta$	0, 3	2, 2

- ▶ No matter what Selfish 2 does, Selfish 1 wants to choose  $\alpha$  (and vice versa)
- ▶  $(\alpha, \alpha)$  is a sensible prediction for what will happen

# NICE STUDENTS

		Nice 2	
		$\alpha$	$\beta$
Nice 1	$\alpha$	2, 2	1, 0
	$\beta$	0, 1	3, 3

- ▶ Each nice student wants to match the behavior of the other nice student
- ▶  $(\alpha, \alpha)$  or  $(\beta, \beta)$  seem sensible.
- ▶ We need to know what people think about each other's behavior to have a prediction

# SELFISH VS. NICE

		Nice	
		$\alpha$	$\beta$
Selfish	$\alpha$	1, 2	3, 0
	$\beta$	0, 1	2, 3

- ▶ Nice wants to match what Selfish does
- ▶ No matter what Nice does, Selfish wants to player  $\alpha$
- ▶ If Nice can think one step about Selfish, she should realize she should play  $\alpha$
- ▶  $(\alpha, \alpha)$  seems the sensible prediction

# COMPONENTS OF A GAME

Players: Who is involved?

Strategies: What can they do?

Payoffs: What do they want?

# CHICKEN

		Player 2	
		Straight	Swerve
Player 1	Straight	0, 0	3, 1
	Swerve	1, 3	2, 2

# CHOOSING A RESTAURANT

		Rebecca	
		P	V
Ethan	P	4, 3	1, 1
	V	0, 0	3, 4



# WORKING IN A TEAM

2 players

Player  $i$  chooses effort  $s_i \geq 0$

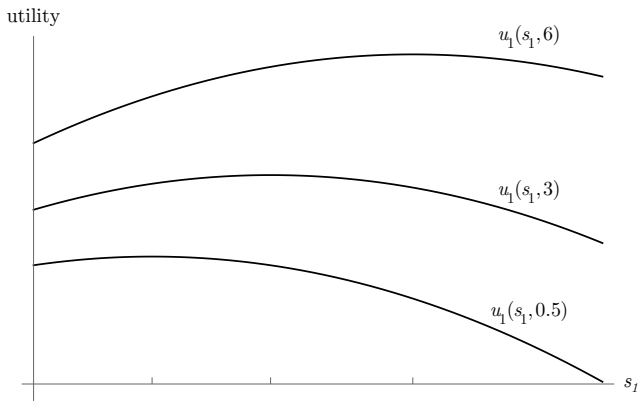
Jointly produce a product. Each enjoys an amount

$$\pi(s_1, s_2) = s_1 + s_2 + \frac{s_1 \times s_2}{2}$$

Cost of effort is  $s_i^2$

$$u_i(s_1, s_2) = \pi(s_1, s_2) - s_i^2$$

# PLAYER 1'S PAYOFFS AS A FUNCTION OF EACH PLAYER'S STRATEGY



# DEMAND BARGAINING

$N$  players

Each player “demands” a real number in  $[0, 10]$

If the demands sum to 10 or less, each player’s payoff is her bid

Otherwise players’ payoffs are 0

# NASH EQUILIBRIUM

A strategy profile where no individual has a unilateral incentive to change her behavior

Before we talk about why this is our central solution concept, let's formalize it

# NOTATION

Player  $i$ 's strategy

- ▶  $s_i$

Set of all possible strategies for Player  $i$

- ▶  $S_i$

Strategy profile (one strategy for each player)

- ▶  $\mathbf{s} = (s_1, s_2, \dots, s_N)$

Strategy profile for all players except  $i$

- ▶  $\mathbf{s}_{-i} = (s_1, s_2, \dots, s_{i-1}, s_{i+1}, \dots, s_N)$

Different notation for strategy profile

- ▶  $\mathbf{s} = (s_i, \mathbf{s}_{-i})$

# SELFISH STUDENTS

		Player 2	
		$\alpha$	$\beta$
Player 1	$\alpha$	1, 1	3, 0
	$\beta$	0, 3	2, 2

$$S_i = \{\alpha, \beta\}$$

4 strategy profiles:  $(\alpha, \alpha), (\alpha, \beta), (\beta, \alpha), (\beta, \beta)$

# CHICKEN

		Player 2	
		Straight	Swerve
Player 1	Straight	0, 0	3, 1
	Swerve	1, 3	2, 2

$$S_i = \{\text{Straight}, \text{Swerve}\}$$

4 strategy profiles: (Straight, Straight), (Straight, Swerve), (Swerve, Straight), (Swerve, Swerve)

# CHOOSING A RESTAURANT

		Rebecca	
		P	V
Ethan	P	4, 3	1, 1
	V	0, 0	3, 4

$$S_E = ? \quad S_R = ?$$

Strategy profiles: ?



# DEMAND BARGAINING WITH 3 PLAYERS

$$S_i = [0, 10]$$

- ▶ Player  $i$  can choose any real number between 0 and 10

$$\mathbf{s} = (s_1 = 1, s_2 = 4, s_3 = 7) = (1, 4, 7)$$

- ▶ An example of a strategy profile

$$\mathbf{s}_{-2} = (1, 7)$$

- ▶ Same strategy profile, with player 2's strategy omitted

$$\mathbf{s} = (\mathbf{s}_{-2}, s_2) = ((1, 7), 4)$$

- ▶ Reconstructing the strategy profile

# NOTATING PAYOFFS

Players' payoffs are defined over strategy profiles

- ▶ A strategy profile implies an outcome of the game

Player  $i$ 's payoff from the strategy profile  $\mathbf{s}$  is

$$u_i(\mathbf{s})$$

Player  $i$ 's payoff if she chooses  $s_i$  and others play as in  $\mathbf{s}_{-i}$

$$u_i(s_i, \mathbf{s}_{-i})$$

# NASH EQUILIBRIUM

Consider a game with  $N$  players. A strategy profile  $\mathbf{s}^* = (s_1^*, s_2^*, \dots, s_N^*)$  is a **Nash equilibrium** of the game if, for every player  $i$

$$u_i(s_i^*, \mathbf{s}_{-i}^*) \geq u_i(s'_i, \mathbf{s}_{-i}^*)$$

for all  $s'_i \in S_i$

# BEST RESPONSES

A strategy,  $s_i$ , is a **best response** by Player  $i$  to a profile of strategies for all other players,  $\mathbf{s}_{-i}$ , if

$$u_i(s_i, \mathbf{s}_{-i}) \geq u_i(s'_i, \mathbf{s}_{-i})$$

for all  $s'_i \in S_i$

# BEST RESPONSE CORRESPONDENCE

Player  $i$ 's **best response correspondence**,  $BR_i$ , is a mapping from strategies for all players other than  $i$  into subsets of  $S_i$  satisfying the following condition:

- ▶ For each  $\mathbf{s}_{-i}$ , the mapping yields a set of strategies for Player  $i$ ,  $BR_i(\mathbf{s}_{-i})$ , such that  $s_i$  is in  $BR_i(\mathbf{s}_{-i})$  if and only if  $s_i$  is a best response to  $\mathbf{s}_{-i}$

# AN EQUIVALENT DEFINITION OF NE

Consider a game with  $N$  players. A strategy profile  $\mathbf{s}^* = (s_1^*, s_2^*, \dots, s_N^*)$  is a **Nash equilibrium** of the game if  $s_i^*$  is a best response to  $\mathbf{s}_{-i}^*$  for each  $i = 1, 2, \dots, N$

# SELFISH VS. NICE

		Nice	
		$\alpha$	$\beta$
Selfish	$\alpha$	1✓, 2✓	3✓, 0
	$\beta$	0, 1	2, 3✓

# CHICKEN

		Player 2	
		Straight	Swerve
Player 1	Straight	0, 0	3 <sup>✓</sup> , 1 <sup>✓</sup>
	Swerve	1 <sup>✓</sup> , 3 <sup>✓</sup>	2, 2



# YOU SOLVE CHOOSING A RESTAURANT

		Rebecca	
		P	V
Ethan	P	4, 3	1, 1
	V	0, 0	3, 4

# ANOTHER PRACTICE GAME

		Player 2	
		L	R
Player 1	U	10, 2	3, 4
	D	-1, 0	5, 7

## WORKING IN A TEAM

$$u_1(s_1, s_2) = \pi(s_1, s_2) - s_1^2 = s_1 + s_2 + \frac{s_1 s_2}{2} - s_1^2$$

Find Player  $i$ 's best response by maximizing for each  $s_2$

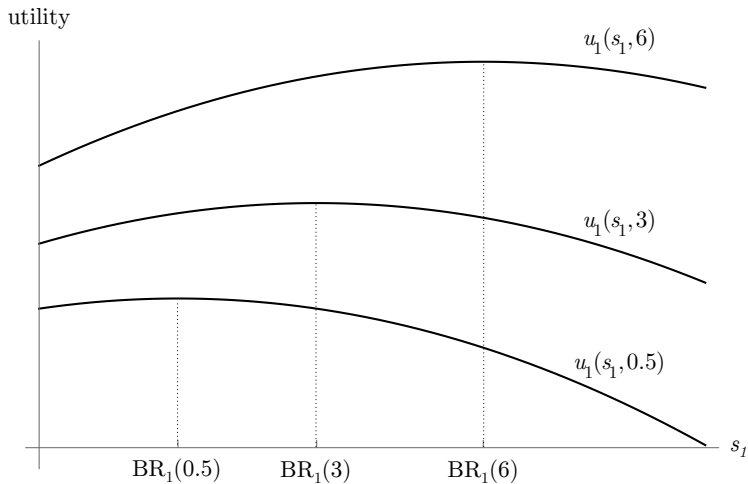
$$\frac{\partial u_1(s_1, s_2)}{\partial s_1} = 1 + \frac{s_2}{2} - 2s_1$$

First-order condition sets this equal to 0 to get  $BR_1(s_2)$

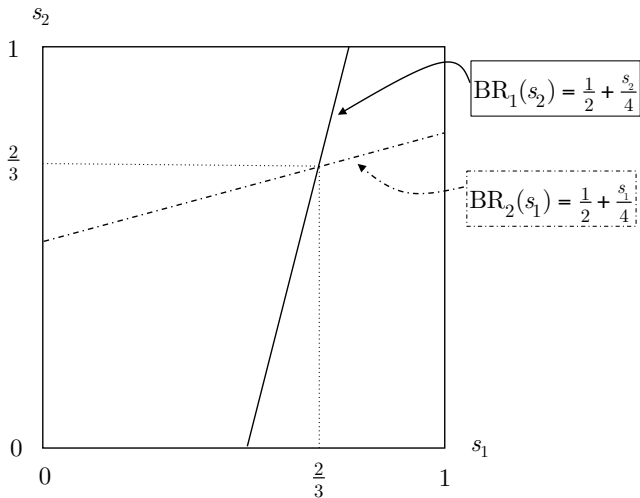
$$1 + \frac{s_2}{2} - 2BR_1(s_2) = 0$$

$$BR_1(s_2) = \frac{1}{2} + \frac{s_2}{4} \quad BR_2(s_1) = \frac{1}{2} + \frac{s_1}{4}$$

# PLAYER 1'S BEST RESPONSE



# NASH EQUILIBRIUM



## SOLVING FOR NE

Since best responses are unique, a NE is a profile,  $(s_1^*, s_2^*)$  satisfying

$$s_1^* = \text{BR}_1(s_2^*) = \frac{1}{2} + \frac{s_2^*}{4} \quad s_2^* = \text{BR}_2(s_1^*) = \frac{1}{2} + \frac{s_1^*}{4}$$

Substituting

$$s_1^* = \frac{1}{2} + \frac{\frac{1}{2} + \frac{s_1^*}{4}}{4}$$

$$s_1^* = \frac{2}{3} \quad s_2^* = \frac{2}{3}$$

# PRACTICE GAME WITH CONTINUOUS CHOICES

2 players

Each player,  $i$ , chooses a real number  $s_i$

There is a benefit of value 1 to be divided between the players

At a strategy profile  $(s_i, s_{-i})$ , Player  $i$  wins a share

$$\frac{s_i}{s_i + s_{-i}}$$

The cost of  $s_i$  is  $s_i$

# SOLVING

Write down Player 1's payoff from  $(s_1, s_2)$

Calculate Player 1's best response correspondence



## SOLVING<sup>2</sup>

Player 2 is symmetric to Player 1, so write down both players' best response correspondences

At a NE each player is playing a best response to the other. Write down two equations that characterize equilibrium.

# SOLVING<sup>3</sup>

Use substitution to find Player 1's equilibrium action

Now substitute this in to find Player 2's equilibrium action

# WHY NASH EQUILIBRIUM?

No regrets

Social learning

Self-enforcing agreements

Analyst humility

# TAKE AWAYS

A Nash Equilibrium is a strategy profile where each player is best responding to what all other players are doing

You find a NE by calculating each player's best response correspondence and seeing where they intersect

NE is our main *solution concept* for strategic situations