

Computing the mixed-strategy Nash equilibria

If (σ_1, σ_2) is a N.E. then $\left\{ \begin{array}{l} \pi_1(\sigma_1, \sigma_2) = \pi_1(A, \sigma_2) = \pi_1(B, \sigma_2) \\ \pi_2(\sigma_1, \sigma_2) = \pi_2(\sigma_1, C) = \pi_2(\sigma_1, D) \end{array} \right.$

Theorem. At a Nash equilibrium in mixed strategies, a player must be indifferent between any two PURE strategies that she plays with positive probability.

$$= \left(\underbrace{\begin{pmatrix} A & B \\ p & 1-p \end{pmatrix}}_{\sigma_1}, \underbrace{\begin{pmatrix} C & D \\ q & 1-q \end{pmatrix}}_{\sigma_2} \right)$$

Player 1

		Player 2			
		q	$1-q$		
	C	D			
p	A	15	3	36	0
$1-p$	B	34	0	30	2

if Player 1 plays A his payoff would be $15q + 36(1-q) = 36 - 21q$

or " B " " " $34q + 30(1-q) = 30 + 4q$

By the theorem it must be that $36 - 21q = 30 + 4q$

$$6 = 25q$$

$$q = \frac{6}{25}$$

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		Player 2	
		q	$1-q$
		C	D
p	A	15	3
		36	0
$1-p$	B	34	0
		30	2

NASH EQUILIBRIUM

IF player 2 plays C then $\pi_2 = 3p$

" " " D then $\pi_2 = 2(1-p) = 2 - 2p$

$$\left(\begin{pmatrix} A & B \\ \frac{2}{5} & \frac{3}{5} \end{pmatrix}, \begin{pmatrix} C & D \\ \frac{6}{25} & \frac{19}{25} \end{pmatrix} \right)$$

By theorem: need

$$3p = 2 - 2p$$

$$5p = 2$$

$$p = \frac{2}{5}$$

Theorem. At a Nash equilibrium in mixed strategies, a player must be indifferent between any two strategies that she plays with positive probability.

Provides a necessary, *but not sufficient*, condition for a mixed-strategy profile to be a Nash equilibrium

		Player 2			
		D		E	
Player 1	A	6	0	0	4
	B	0	4	6	0
	C	4	0	4	2

NOT A Nash equilibrium

$$\pi_1 \left(\left(\begin{matrix} A & B & C \end{matrix} \right), \left(\begin{matrix} D & E \end{matrix} \right) \right) = \pi_1 \left(C, \left(\begin{matrix} D & E \\ \frac{1}{2} & \frac{1}{2} \end{matrix} \right) \right)$$

$$= 4 \cdot \frac{1}{2} + \frac{4}{2} = 4$$

$$\frac{1}{2} \cdot \frac{1}{2} \cdot 6 + \frac{1}{2} \cdot \frac{1}{2} \cdot 0 + \frac{1}{2} \cdot \frac{1}{2} \cdot 0 + \frac{1}{2} \cdot \frac{1}{2} \cdot 6 = \frac{6}{2} = 3$$

$$\pi_1 \left(A, \left(\begin{matrix} D & E \\ \frac{1}{2} & \frac{1}{2} \end{matrix} \right) \right) = 6 \cdot \frac{1}{2} + 0 \cdot \frac{1}{2} = 3$$

$$\pi_1 \left(B, \left(\begin{matrix} D & E \\ \frac{1}{2} & \frac{1}{2} \end{matrix} \right) \right) = \frac{1}{2} \cdot 0 + \frac{1}{2} \cdot 6 = 3$$

The condition of the theorem is silent about

$$\pi_1 \left(C, \left(\begin{matrix} D & E \\ \frac{1}{2} & \frac{1}{2} \end{matrix} \right) \right)$$

because prob of C is zero

STRICTLY

Theorem: A strategy can be played with positive probability at a Nash equilibrium only if it survives the IDSDS procedure.

D $\frac{2}{q}$ E $\frac{1-q}{F}$

Step 1 ~~A~~ 1, 4 4, 2 0, 8 strictly dominated by C

	D	E	F
A	1, 4	4, 2	0, 8
B	4, 0	2, 1	2, 0
C	2, 3	6, 4	1, 6

Player 1:

B → $2q + 2(1-q) = 2$

C → $6q + 1 \cdot (1-q) = 1 + 5q$

need $2 = 1 + 5q$

$q = \frac{1}{5}$

Step 2:
D now strictly dominated by E

Player 2: E → $1 \cdot p + 4(1-p) = 4 - 3p$

F → $0 \cdot p + 6(1-p) = 6 - 6p$

need $4 - 3p = 6 - 6p$

$3p = 2$ $p = \frac{2}{3}$

$\left(\begin{pmatrix} A & B & C \\ 0 & \frac{2}{3} & \frac{1}{3} \end{pmatrix}, \begin{pmatrix} D & E & F \\ 0 & \frac{1}{5} & \frac{4}{5} \end{pmatrix} \right)$ Nash equil

CARDINAL

IDSOS

		Player 2					
		D		E		F	
Player 1	A	0	1	3	0	5	0
	B	1	2	1	4	2	3
	C	3	0	0	2	0	1

Player 1: B is not strictly dominated by A

B " " C

B is strictly dominated by σ_1 $\left(\begin{matrix} A & C \\ \frac{1}{2} & \frac{1}{2} \end{matrix} \right)$:

• against D, B gives (1), σ_1 gives: $\frac{1}{2} 0 + \frac{1}{2} 3 = 1.5$

• " E, " (1), : $\frac{1}{2} 3 + \frac{1}{2} 0 = 1.5$

• F, B gives (2), σ_1 gives: $\frac{1}{2} 5 + \frac{1}{2} 0 = 2.5$

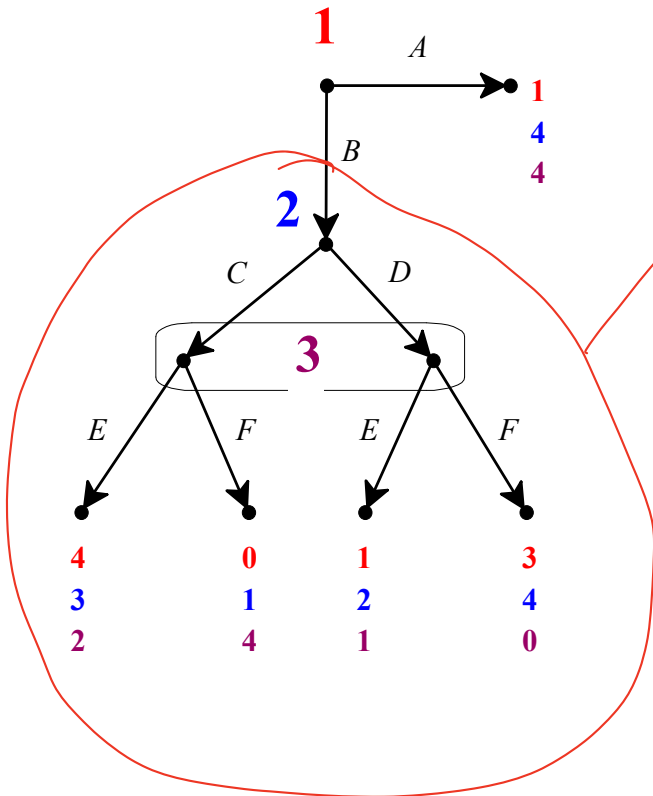
		Player 2					
		q D	$1-q$ E	F			
Player 1	P A	0	1	3	0	5	0
	B	1	2	1	4	2	3
	1-p C	3	0	0	2	0	1

Step 1 (crossed out) and Step 2 (crossed out) are indicated by purple lines.

In the reduced game after deletion of B

F is strictly dominated by $\begin{pmatrix} D & E \\ \frac{1}{3} & \frac{2}{3} \end{pmatrix}$

- F against A gives Player 2 $\textcircled{0}$, σ_2 gives $\frac{1}{3} \cdot 1 + 0 \cdot \frac{2}{3} = \frac{1}{3}$
- " C $\textcircled{1}$, σ_2 $\frac{1}{3} \cdot 0 + \frac{2}{3} \cdot 2 = \frac{4}{3}$



g 3 $1-g$
 E F

$2^P C$	3, 2	1, 4
$1-p D$	2, 1	4, 0

No pure-strategy N.E.

Player 2:

$$C \rightarrow 3g + 1(1-g) = 1 + 2g$$

$$D \rightarrow 2g + 4(1-g) = 4 - 2g$$

$$4 - 2g = 1 + 2g \quad 3 = 4g$$

$$g = \frac{3}{4}$$

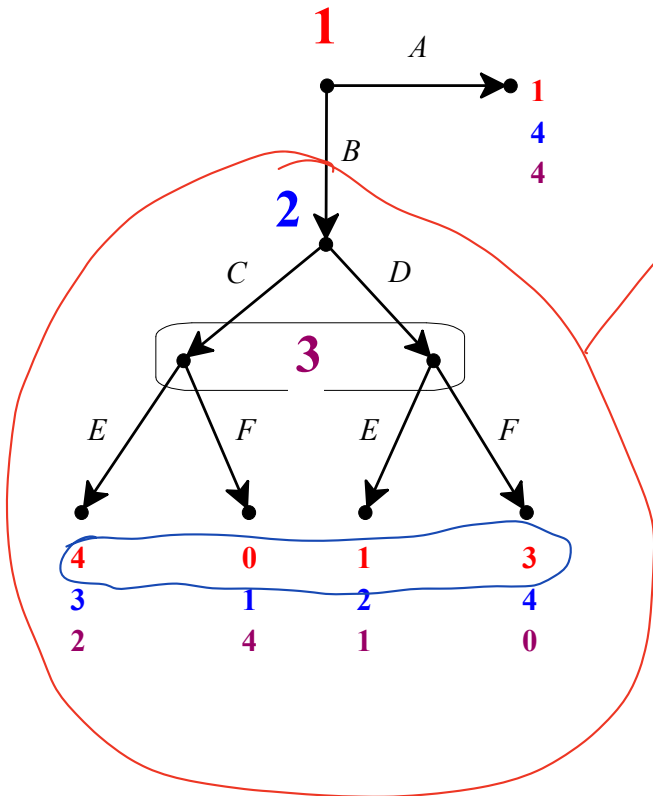
Player 3: $E \rightarrow 2p + 1(1-p) = 1 + p$

$$F \rightarrow 4p + 0(1-p) = 4p$$

$$4p = 1 + p$$

$$3 = 1 + p$$

$$p = \frac{1}{3}$$



q 3 $1-q$
 E F

$2^P C$	3, 2	1, 4
$1-p D$	2, 1	4, 0

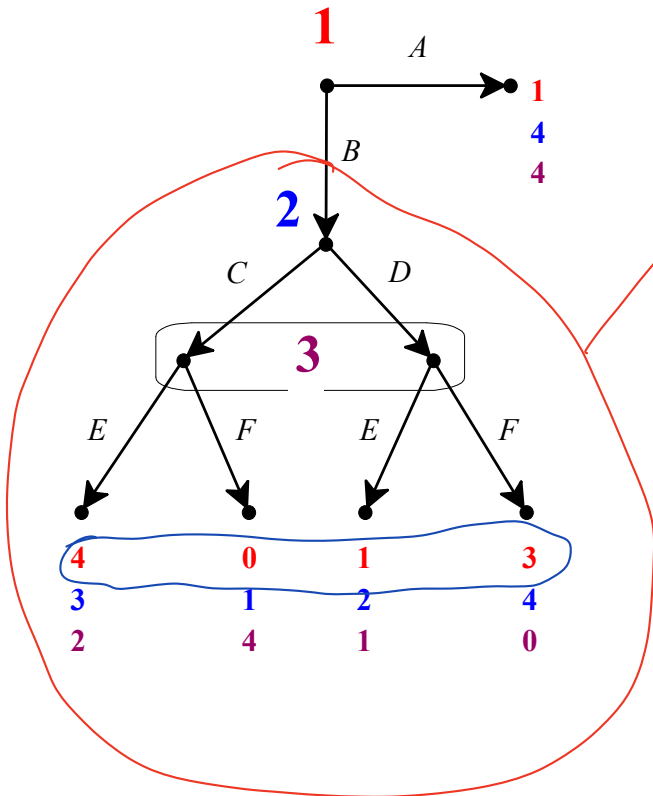
No ure-strategy N.E.

N. E. : $\left(\begin{pmatrix} C & D \\ \frac{1}{3} & \frac{2}{3} \end{pmatrix}, \begin{pmatrix} E & F \\ \frac{3}{4} & \frac{1}{4} \end{pmatrix} \right)$

$$\pi_1 = \frac{1}{3} \frac{3}{4} 4 + \frac{1}{3} \frac{1}{4} 0 + \frac{2}{3} \frac{3}{4} 1 + \frac{2}{3} \frac{1}{4} 3 = 2$$

$$\pi_2 = 3 \frac{3}{4} + 1 \frac{1}{4} = 2.5$$

$$\pi_3 = 4 \frac{1}{3} + 0 \frac{2}{3} = \frac{4}{3}$$



q 3 $1-q$
 E F

$2^P C$	3, 2	1, 4
$1-p D$	2, 1	4, 0

No ure-strategy N.E.

N. E. : $\left(\begin{matrix} \sigma_2 \\ C & D \\ \frac{1}{3} & \frac{2}{3} \end{matrix} \right), \left(\begin{matrix} \sigma_3 \\ E & F \\ \frac{3}{4} & \frac{1}{4} \end{matrix} \right)$

$$\pi_1 = \frac{1}{3} \frac{3}{4} 4 + \frac{1}{3} \frac{1}{4} 0 + \frac{2}{3} \frac{3}{4} 1 + \frac{2}{3} \frac{1}{4} 3 = 2$$

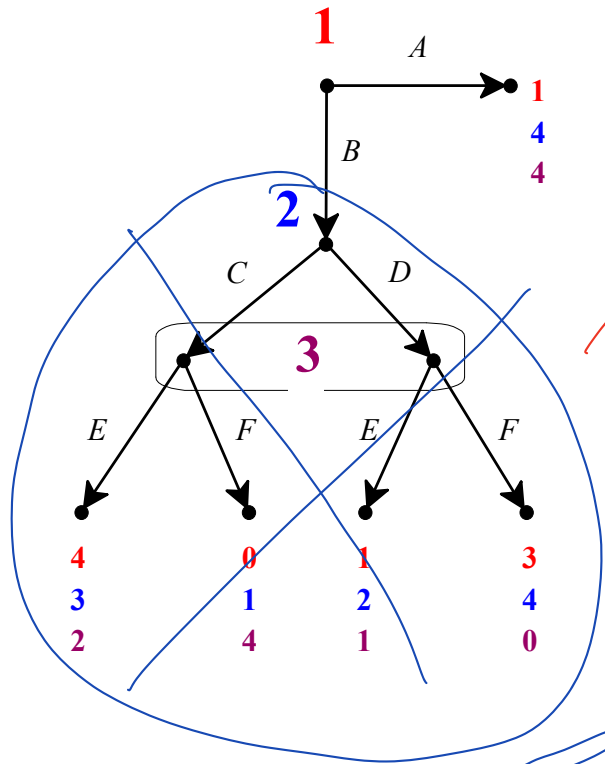
$$\pi_2 = 3 \frac{3}{4} + 1 \frac{1}{4} = 2.5$$

← using the fact that

$$\pi_2(\sigma_2, \sigma_3) = \pi(C, \sigma_3)$$

$$\pi_3 = 4 \frac{1}{3} + 0 \frac{2}{3} = \frac{4}{3}$$

← using $\pi_3(\sigma_2, \sigma_3) = \pi_3(\sigma_3, F)$



q 3 $1-q$
 E F

$2^P C$ $2, 1$ $1, 4$
 $1-P D$ $2, 1$ $4, 0$

$2^P C$	$2, 1$	$1, 4$
$1-P D$	$2, 1$	$4, 0$

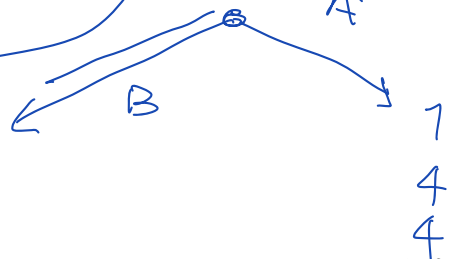
SPE :

$$\gamma \left(\begin{pmatrix} A & B \\ 0 & 1 \end{pmatrix}, \begin{pmatrix} C & D \\ \frac{1}{3} & \frac{2}{3} \end{pmatrix}, \begin{pmatrix} E & F \\ \frac{3}{4} & \frac{1}{4} \end{pmatrix} \right)$$

(2)

2.5

$\frac{4}{3}$



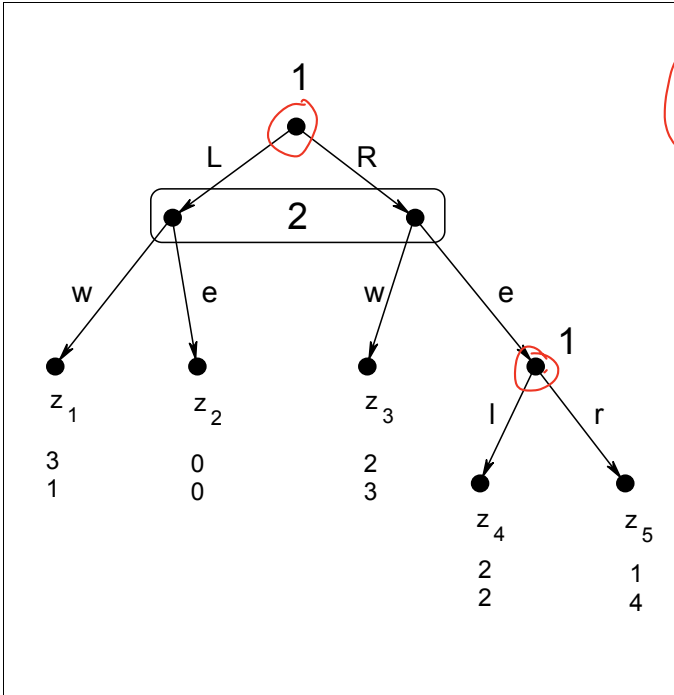
a mixed strategy
for Player 1

$$\left(\begin{array}{cccc} Ll & Lr & Rl & Rr \\ \frac{1}{12} & \frac{4}{12} & \frac{2}{12} & \frac{5}{12} \end{array} \right) \left(\begin{array}{cc} w & e \\ \frac{1}{3} & \frac{2}{3} \end{array} \right)$$

outcome	z_1	z_2	z_3	z_4	z_5
probability	$\frac{5}{36}$	$\frac{10}{36}$	$\frac{7}{36}$	$\frac{4}{36}$	$\frac{10}{36}$

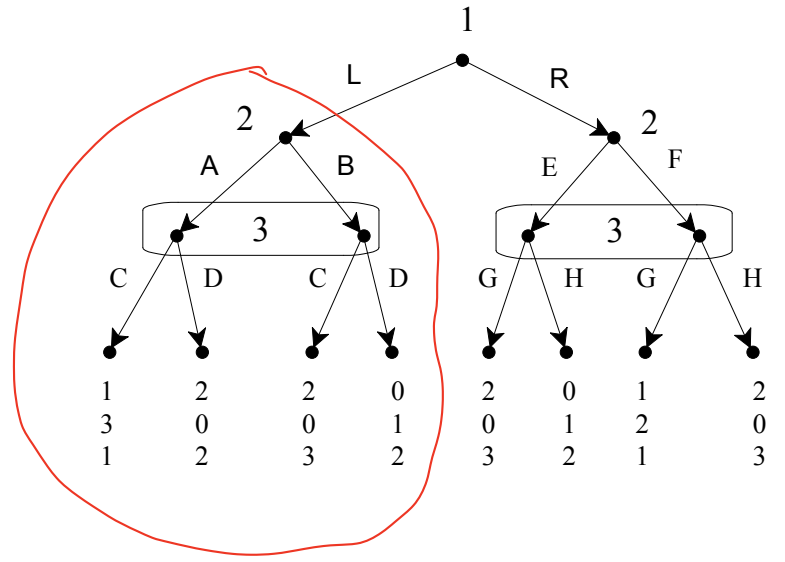
$$\left(\left(\begin{array}{cc|cc} L & R & l & r \\ \frac{5}{12} & \frac{7}{12} & \frac{2}{7} & \frac{5}{7} \end{array} \right), \left(\begin{array}{cc} w & e \\ \frac{1}{3} & \frac{2}{3} \end{array} \right) \right)$$

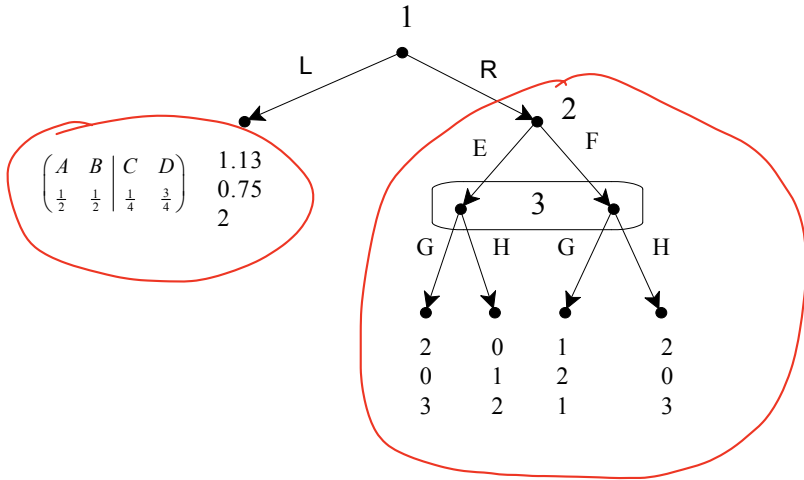
a behavioral
strategy for Player 1

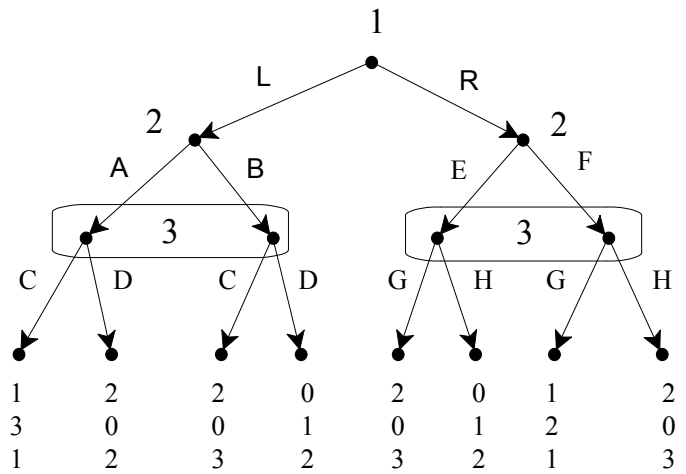
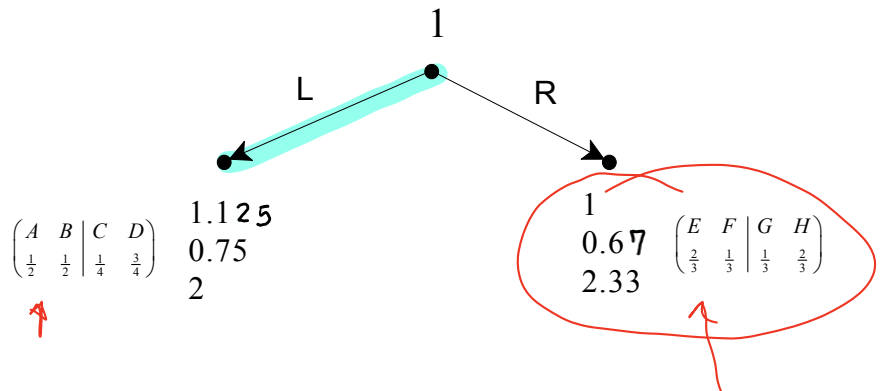


THEOREM (Kuhn, 1953). In an extensive game **with perfect recall**, mixed and behavior strategies are equivalent. [For a precise statement of "equivalence" see the textbook.]

1.125
1.3, 0.75, 2







SPE: $\left(\begin{array}{cc} L & R \\ 1 & 0 \end{array} \right), \left(\left(\begin{array}{cc} A & B \\ \frac{1}{2} & \frac{1}{2} \end{array} \right), \left(\begin{array}{cc} E & F \\ \frac{2}{3} & \frac{1}{3} \end{array} \right) \right)$

behavioral strategy for 2

$\left(\begin{array}{cc} C & D \\ \frac{1}{4} & \frac{3}{4} \end{array} \right), \left(\begin{array}{cc} G & H \\ \frac{1}{3} & \frac{2}{3} \end{array} \right)$