### **Game Theory**

Thinking Strategically II: Nash Equilibria (Part 2)

#### **Review:**

Nash Equilibria

Prisoners' Dilemma
Dominance: Strict vs Weak
Pareto-dominance
Common Knowledge
Best Response

### **Review:**

Common Knowledge Best Response Nash Equilibria

### Common Knowledge

#### **Common Knowledge**

Some fact (call it "p") is *common knowledge* just in case (1) everyone knows that p, (2) everyone knows that everyone knows that p, (3) everyone knows that everyone knows that p, ...

### **Best Response**

### **Best Response**

Given what all other players are doing, a strategy is a best response just in case a player cannot do better by switching to a different strategy.

### **Best Response**

If you knew what the other player would do, you should play your best response to their move.

Likewise, if the other player knew what you would do, they should play their best response to your move.

You are trying to predict what *they* will do.

They are trying to predict what you will do.

### **Best Response**

Sometimes (like in "Rock, Paper, Scissors"), there is no *stable* stopping point.

Example:



### **Best Response**

Sometimes (like in "Rock, Paper, Scissors"), there is no *stable* stopping point.

**Example:** 

2

		Poison <b>A</b>	Posion <b>B</b>
1	Drink A	Die, Live	Live, Die
	Drink B	Live, Die	Die, Live

### **Best Response**

Drink A

Drink B

Sometimes (like in "Rock, Paper, Scissors"), there is no *stable* stopping point.

**Example:** 

1

Poison A Posion R

1 013011 74	1 031011 <b>D</b>	
Die, Live	Live, Die	
Live, Die	Die, Live	

### **Best Response**

Sometimes (like in "Rock, Paper, Scissors"), there is no *stable* stopping point.

Example:

		Poison A	Posion <b>B</b>	Poison <b>Both</b>
1	Drink A	Die, Live	Live, Die	
	Drink B	Live, Die	Die, Live	

#### **Best Response**

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Example:

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Poison A Posion R Poison Roth

Drink A Drink B

Poison A	Posion <b>D</b>	Poison Both
Die, Live	Live, Die	
Live, Die	Die, Live	

#### **Best Response**

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**Example:** 

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	Poison A	Posion <b>B</b>	Poison Both
Drink A	Die, Live	Live, Die	Die, Live
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### **Best Response**

Sometimes (like in "Rock, Paper, Scissors"), there is no stable stopping point.

Example:

1

Posion B Poison Both

Drink A Drink B Poison A Live, Die Die, Live Die, Live Die, Live Live, Die Die, Live

Nash Equilibria

Set of strategies, one for each player, such that no player has an incentive to change their strategy.

### An Example

Nash Equilibria (What's your best response?)

**Example:** What should you do if you think Player 2 will play 1?

 Nash Equilibria (What's your best response?)

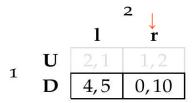
Example: What should you do if you think Player 2 will play 1?

Nash Equilibria (What's their best response?)

**Example:** What should Player 2 do if you play **D**?

1 r 1 U 2,1 1,2 1 D 4,5 0,10 Nash Equilibria (What's their best response?)

**Example:** What should Player 2 do if you play **D**?



Nash Equilibria (What's your best response?)

Example: What should you do if Player 2 plays r?

1 r 1 2,1 1,2 1 D 4,5 0,10 Nash Equilibria (What's your best response?)

**Example:** What should you do if Player 2 plays r?

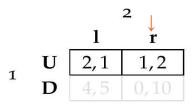
Nash Equilibria (What's their best response?)

**Example:** What should Player 2 do if you play **U**?

2 r 1 D

Nash Equilibria (What's their best response?)

**Example:** What should Player 2 do if you play **D**?



### **Nash Equilibria**

**Example:** If you play **U**, Player 2 should play **r**. And, if Player 2 plays r, you should play U.

**U** is the *best response* to **r**, which is the best response to U.

r 1

### Nash Equilibria

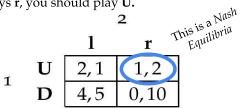
Set of strategies, one for each player, such that no player has an incentive to change their strategy.

Set of strategies, one for each player, such that no player has an incentive to change their strategy.

Set of strategies, one for each player, such that each strategy is a *best response* to the others.

### Nash Equilibria

**Example:** If you play **U**, Player 2 should play **r**. And, if Player 2 plays **r**, you should play **U**.

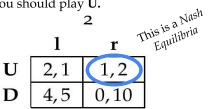


### Nash Equilibria

**Example:** If you play **U**, Player 2 should play **r**. And, if Player 2 plays **r**, you should play **U**.

Nash Equilibria are *stable* in the following sense:

If both players were to know that they were in one, they'd stay there.



### Nash Equilibria

**Example:** If you play **U**, Player 2 should play **r**. And, if Player 2 plays **r**, you should play **U**.

Nash Equilibria are *stable* in the following sense:

If both players were to know that they were in one, they'd stay there.

1 r This is a Mash Equilibria
U 2,1 (1,2)
D 4,5 0,10

[Compare to Rock, Paper, Scissors]

Set of strategies, one for each player, such that no player has an incentive to change their strategy.

### Nash Equilibria

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*No Regrets:* no player can do strictly better by deviating (holding fixed what everyone else does).

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### Nash Equilibria

WHY?

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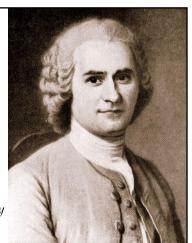
### Example: Stag Hunt



Example: Stag Hunt



Jean Jacques Rousseau (1712-1778) The Discourse on the Origin of Inequality



### Nash Equilibria

1

Example: Stag Hunt

stag hare 3,3 0,2

1,1

 Stag
 3,3

 Hare
 2,0

Nash Equilibria

Example: Stag Hunt

2

Example: Stag Hunt

 $\begin{array}{c|cccc}
 & & & 2 \\
 & & stag & hare \\
 & & & 3,3 & 0,2 \\
 & & & & 1,1 \\
 & & & & & 1,1
\end{array}$ Hare  $\begin{array}{c|ccccc}
 & 2,0 & 1,1 \\
 & & & & & 1,1
\end{array}$ 

### Nash Equilibria

Example: Stag Hunt

stag hare

Stag 3,3 0,2

Hare 2,0 1,1

### Nash Equilibria

Example: Stag Hunt

stag hare

Stag 3,3 0,2

Hare 2,0 1,1

### **Nash Equilibria**

Example: Stag Hunt

stag hare

Stag 3,3 0,2

Hare 2,0 1,1

Example: Stag Hunt

 $\begin{array}{c|cccc}
 & & & 2 \\
 & & stag & hare \\
 & Stag & 3,3 & 0,2 \\
 & \rightarrow Hare & 2,0 & 1,1
\end{array}$ 

### Nash Equilibria

Example: Stag Hunt

stag hare

Stag 3,3 0,2

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### Nash Equilibria

Example: Stag Hunt

stag hare

Stag 3,3 0,2

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### **Nash Equilibria**

Example: Stag Hunt

Example: Stag Hunt

stag hare

Stag 3,3 0,2

Hare 2,0 1,1

### Nash Equilibria

Example: Stag Hunt

stag hare

Stag 3,3 0,2

Hare 2,0 1,1

### Activity: Investment Game

### **Nash Equilibria**

Example: Investment Game

Players: you

Strategies: invest \$0 or invest \$10

Payoffs: if you invest \$0, you win/lose nothing

if you invest \$10, win \$11 if >90% invests

win \$0 otherwise.

**Example:** Investment Game

2

Invest Refrain

invest	retrain
1,1	-10,0
0,-10	0,0

### Nash Equilibria

Example: Bank Run



## Example: Meeting Game

### **Meeting Game (Stag Hunt)**

2

Go 3,3 0,1
Stay 1,0 1,1

### **Meeting Game (Stag Hunt)**

Communication helps!

2

# Example: Stoplight

### Nash Equilibria

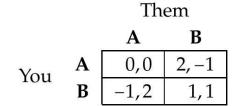
Example: Stoplight game

2

### Nash Equilibria

Example: Stoplight game

# Example: The Prisoners' Dilemma



### Nash Equilibria