

## Lecture 2

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## Overview

- Common knowledge and the beauty contest
- Iterated Elimination of Strictly Dominated Strategies
- Introduction to Nash Equilibrium

## Overview

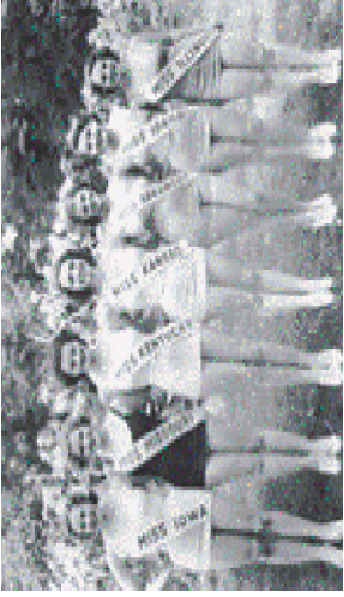
- **Common knowledge and the beauty contest**
- Iterated Elimination of Strictly Dominated Strategies
- Introduction to Nash Equilibrium

## Common knowledge and the beauty contest

Let's play a game...

- Each player chooses an integer between 0 and 100.
- We calculate the average of the submitted numbers.
- The aim of each player is to choose an integer which is as close as possible to the  $2/3$  of this average.
- This game is a version of Keynes's Beauty Contest.

## Common knowledge and the beauty contest



## Common knowledge and the beauty contest

- John Maynard Keynes (1883-1946), British economist.
- Suppose a newspaper is organizing a beauty contest.
- The readers are asked to vote for the prettiest contestant.
- The contestant who receives the highest support is chosen as Miss Great Britain.
- The readers who voted for her receive prizes.

## Common knowledge and the beauty contest

- Who would you vote for?
  - The prettiest?

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## Common knowledge and the beauty contest

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- “It is not a case of choosing those which are really the prettiest, nor even those which average opinion genuinely thinks prettiest. . . .”

## Common knowledge and the beauty contest

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- Here is what Keynes says about this:
- “It is not a case of choosing those which are really the prettiest, nor even those which average opinion genuinely thinks prettiest. . . .”
- . . . We devote our intelligences to anticipating what average opinion expects the average opinion to be.”

## Common knowledge and the beauty contest

- Keynes is the father of macroeconomics.
- What does beauty contest game have to do with economics?
- Success in financial markets depends on being one step ahead of the crowd.
- If you can predict the behavior of the average investor, you are the most successful of all.

## Common knowledge and the beauty contest

Introducing Game Theory, A Graphic Guide by Ivan Pastine, Tuvana Pastine & Tom Humberstone



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## Back to the Prisoners' Dilemma

- Let's imagine a modified version of the original game where Player 1 is the brother of the chief of police.
- If both players deny, Player 1 is set free.
- There is no change in the other prison terms.

$v_1/v_2$	deny	confess
deny	0, -2	-5, -1
confess	-1, -5	-4, -4

- Will Player 2 ever play "deny"?
- Since  $-1 > -2$  and  $-4 > -5$ , "deny" is a dominated strategy for Player 2.

## Back to the Prisoners' Dilemma

- Player 1 knows this and will account for it:

$v_1/v_2$	confess
deny	-5, -1
confess	-4, -4

- Player 2 plays confess ( $-4 > -5$ ).
- Assumptions:
  - Player 2 is rational (i.e. will not play a dominated strategy)

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  - Player 1 is rational...

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- Assumptions:
  - Player 2 is rational (i.e. will not play a dominated strategy)
  - Player 1 is rational...
  - ...and knows that Player 2 is rational

## Back to the Prisoners' Dilemma

- Can we make a prediction about the following?

$v_1 / v_2$	left	center	right
top	3, 3	1, 2	1, 1
middle	1, 4	2, 3	2, 2
bottom	0, 3	1, 5	4, 4

- "right" is strictly dominated by "center"

## Back to the Prisoners' Dilemma

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- In the reduced game, "bottom" is dominated by "middle"

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- In the reduced game, "bottom" is dominated by "middle"
- In the re-reduced game, "left" dominates "center"

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- Eventually "top" dominates "middle"

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bottom	0, 3	1, 5	4, 4

- "right" is strictly dominated by "center"
- In the reduced game, "bottom" is dominated by "middle"
- In the re-reduced game, "left" dominates "center"
- Eventually "top" dominates "middle"
- Our prediction is "top", "left".

## Iterated Elimination of Strictly Dominated Strategies

- The name of this process is "Iterated Elimination of Strictly Dominated Strategies"
- Iterated-elimination Equilibrium
- Assumptions to reach it:
  - Player 1 is rational.

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  - ...

## Iterated Elimination of Strictly Dominated Strategies

The formal assumption:

- Common Knowledge of Rationality:
- Player  $i$  knows that Player  $j$  knows that Player  $i$  knows that . . . . Player  $i$  is rational.
- We can extend the statement above as long as necessary (infinitely many times).
- Notice that this is stronger than rationality of all players.

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- **Introduction to Nash Equilibrium**



## Best Response

- "What is my best response if the other player chooses  $x$ ?"

$v_1 / v_2$	left	center	right
top	3, 3	1, 2	1, 1
middle	1, 4	2, 3	2, 2
bottom	0, 3	1, 5	4, 4

- For P2, best response to "top" is "left", to "middle" is "left", to "bottom" is "center".
- For P1, best response to "left" is "top", to "center" is "middle", to "right" is "bottom".

## Best Response (Definition)

Player  $i$ 's best response function gives her best strategy  $s_i$  for a list  $s_{-i}$  of other players' strategies:

$$\begin{aligned} b_i(s_{-i}) &= s_i \in S_i \\ &\text{s.t.} \\ v_i(s_i, s_{-i}) &\geq v_i(s'_i, s_{-i}) \\ &\forall s'_i \in S_i \end{aligned}$$

## Best Response (Example)

$v_1 / v_2$	deny	confess
deny	-1, -2	-5, -1
confess	-1, -5	-4, -4

$$b_1(\text{deny}) = \{\text{deny, confess}\}$$

NB: A player may have more than one best response to the strategies of the others.

## Best Response (Example)

$v_1 / v_2$	left	center	right
top	0, 7	2, 5	7, 0
middle	5, 2	3, 3	5, 2
bottom	7, 0	2, 5	0, 7

- any dominated strategies?
- what about IESDS?
- what about best responses?
- Common knowledge of rationality does not eliminate any of the strategies in this game.
- Any strategy in this game is rationalizable.

## Best Response (Example)

$v_1 / v_2$	left	center	right
top	0, 7	2, 5	7, 0
middle	5, 2	3, 3	5, 2
bottom	7, 0	2, 5	0, 7

- Below is how one can rationalize strategy "top"
  - Player 1 may play "top"
  - thinking that Ply 2 plays "right"
  - thinking that Ply 1 plays "bottom"
  - thinking that Ply 2 plays "left"
  - thinking that Ply 1 plays "top"

## Nash Equilibrium

- A strategy profile  $s^* = (s_1^*, s_2^*, \dots, s_n^*)$  is a **Nash Equilibrium** if

$$v_i(s_i^*, s_{-i}^*) \geq v_i(s_i', s_{-i}^*)$$

- In other words,  $s^*$  is a **Nash Equilibrium** if all players use their best response functions,

$$s_i^* = b_i(s_{-i}^*), \forall i$$

## Never Best response

- A strategy  $s_i$  is never best response if  $\nexists s_{-i}$  s.t.  $s_i = b_j (s_{-i})$ .
- **Proposition:** A strictly dominated strategy is never best response.
- Is it possible for a strategy that is not strictly dominated to be a never best response?

$v_1 / v_2$	left	right
A	10	0
B	0	10
C	3	3

- C is not strictly dominated but is Never Best Response.
- C is strictly dominated if Player 1 chooses A or B by flipping a fair coin (mixed strategies).

## Never Best response

- **Proposition:** When mixed strategies are taken into account, in 2-player games, if a strategy is never best response then it is strictly dominated.
- formal proof in the textbook by Fudenberg and Tirole

## Exercise you can try

- Consider the strategic form game represented by the following bimatrix, where player 1 is the row and player 2 is the column player:

$v_1/v_2$	L	R
T	$a, b$	$c, 2$
M	1, 1	1, 0
B	3, 2	0, 1

- $a$ ,  $b$  and  $c$  are numbers which are left unspecified for now.
  - For which values of  $a$ ,  $b$  and  $c$  the outcome (T;L) is a strictly dominant strategy equilibrium?

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  - For which values of  $a$ ,  $b$  and  $c$  the outcome (T;L) is a strictly dominant strategy equilibrium?
  - For which values of  $a$ ,  $b$  and  $c$  the outcome (T;L) is a pure-strategy Nash equilibrium.

## Exercise you can try

- Consider the strategic form game represented by the following bimatrix, where player 1 is the row and player 2 is the column player:

$v_1/v_2$	L	R
T	$a, b$	$c, 2$
M	1, 1	1, 0
B	3, 2	0, 1

- For which values of  $a$ ,  $b$  and  $c$  the outcome (T;L) is a strictly dominant strategy equilibrium?
- It must be:  $a > \max\{1, 3\} = 3$ ,  $c > \max\{1, 0\} = 1$  and  $b > 2$
- For which values of  $a$ ,  $b$  and  $c$  the outcome (T;L) is a pure-strategy Nash equilibrium.
- It must be:  $a \geq \max\{1, 3\} = 3$  and  $b \geq 2$ . The value of  $c$  is not relevant here.
- What if we want (T;L) to be the only pure-strategy Nash equilibrium?

## Exercise you can try

- Consider the strategic form game represented by the following bimatrix, where player 1 is the row and player 2 is the column player:

$v_1/v_2$	L	C	R
T	4, 2	2, 6	2, 4
M	6, 2	2, 0	2, 4
B	2, 10	-2, 8	0, 4

- Are there strictly dominated strategies? If yes, which one(s)?
- Find all strategies that survive IESDS.
- Find the Nash Equilibria

## Exercise you can try

$v_1/v_2$	L	C	R
T	4, 2	2, 6	2, 4
M	6, 2	2, 0	2, 4
B	2, 10	-2, 8	0, 4

- **Strict dominance:** P1: Strategy B is strictly dominated by T ( $4 > 2, 2 > -2, 2 > 0$ )
- **IESDS:** If we delete B we are left with a 2\*3 matrix. In that case, P2 never plays L.
- This leads us to a 2\*2 matrix with strategies T, M for P1 and C, R for P2.
- **NE:** In the 2\*2 matrix we can see that (T,C) and (M,R) are the Nash equilibria. Can we see the same in the 3\*3 matrix? (see slide 24)

## Comparison

Up to now we have seen the following:

- Strictly dominant strategy equilibrium (focus on the dominant strategies)
- Iterated elimination equilibrium (focus on the dominant strategies, update the game and repeat)
- N.E. (focus on best responses)

## Summary

- Iterated Elimination of Strictly Dominated Strategies
- Best response
- Nash equilibrium

The end

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(do not use the essec email in moodle)