

# Lecture 3: Normal-form game (Strategic-form game) with mixed strategies

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## Key Words

- Normal-form (Strategic form) Game
- Matrix game
  - Strategy spaces are discrete
- Continuous-kernel game
  - Strategy spaces are continuous
- Strictly dominated strategies
- Pure/Mixed strategy
- Saddle point, Nash equilibrium

# Matrix Game: Mixed Strategy

## Pure vs. Mixed Strategies

- Previous lecture
  - Players make **deterministic choices** from their strategy spaces
- Strategies are **pure** if a player  $i$  selects, in a deterministic manner (probability 1), one strategy out of its strategy set  $S_i$
- Players can also select a **probability distribution** over their set of strategies, in which cases the strategies are called **mixed**

## Mixed Strategies

- Assume a zero-sum game, again.
- Payoffs are computed as **expectations**

		1/3	2/3
		C	D
Player 1	A	4,-4	0,0
	B	-5,5	3,-3

Payoff to P1 when playing A =  $1/3(4) + 2/3(0) = 4/3$

Payoff to P1 when playing B =  $1/3(-5) + 2/3(3) = 1/3$

- How should players choose prob. distribution?

## Mixed Strategies

- No pure strategy NE
- Claim 1
  - There exists a stochastic equilibrium with both playing  $(1/2, 1/2)$  strategy

		P2	
		Head	Tail
P1	Head	1,-1	-1,1
	Tail	-1,1	1,-1

- Why?
  - Need to argue that if P2 chooses  $(1/2, 1/2)$  strategy, P1 optimally chooses  $(1/2, 1/2)$  strategy, and vice versa
  - Suppose that P2  $(1/2, 1/2)$  and P1  $(p, 1-p)$ 
    - Each outcome (H,H) and (H,T) occurs w.p.  $p/2$ .
    - Each outcome (H,T) and (T,H) occurs w.p.  $(1-p)/2$ .
  - P1 gains 1 w.p.  $p/2 + (1-p)/2 = 1/2$ , and loses 1 w.p.  $1/2$ .
  - P1's payoff does not depend on  $p$ !. Thus, every  $p$  (including  $1/2$ ) is optimal.
  - Similarly, for P2.

## Mixed Nash Equilibrium

- Define  $\sigma_i$  as a probability mass function over  $S_i$ , the set of actions of player  $i$
- When working with mixed strategies, each player  $i$  aim to maximize their **expected payoff**

$$u_i(\sigma) = \sum_{s \in S} \left( \prod_{j=1}^I \sigma_j(s_j) \right) u_i(s)$$

- Mixed strategies Nash equilibrium

$$u_i(\sigma_i^*, \sigma_{-i}^*) \geq u_i(\sigma_i, \sigma_{-i}^*) \quad \text{for all } \sigma_i \in \Sigma_i.$$

## Mixed Nash Equilibrium

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$$u_i(\sigma) = \sum_{s \in S} \left( \prod_{j=1}^I \sigma_j(s_j) \right) u_i(s)$$

## Aside: Best Response Function

- Assume only pure strategy

**Definition 9** *The best response function  $b_i(\mathbf{s}_{-i})$  of a player  $i$  to the profile of strategies  $\mathbf{s}_{-i}$  is a set of strategies for that player such that*

$$b_i(\mathbf{s}_{-i}) = \{s_i \in \mathcal{S}_i \mid u_i(s_i, \mathbf{s}_{-i}) \geq u_i(s'_i, \mathbf{s}_{-i}), \forall s'_i \in \mathcal{S}_i\}. \quad (3.5)$$

- Best response function is a set-valued function
- Probably, we can define NE based on Best Response?

## Aside: BR and NE

**Proposition 1** *A strategy profile  $\mathbf{s}^* \in \mathcal{S}$  is a Nash equilibrium of a noncooperative game if and only if every player's strategy is a best response to the other players' strategies, that is:*

$$s_i^* \in b_i(\mathbf{s}_{-i}^*) \text{ for every player } i. \quad (3.6)$$

- BR and NE can be similarly defined for mixed strategies

# Computing NE using the BR concept

		P2	
		Head	Tail
P1	Head	1,-1	-1,1
	Tail	-1,1	1,-1

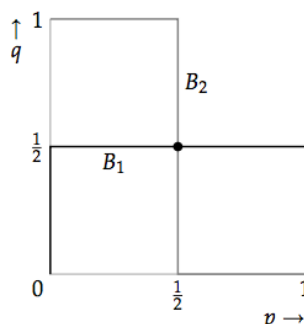
- $P1(p,1-p), P2(q,1-q)$
- Payoff to P1 when playing Head =  $q + (1-q)(-1) = 2q - 1$
- Payoff to P1 when playing Tail =  $q(-1) + (1-q)1 = 1 - 2q$
- If  $q < \frac{1}{2}$ , P1's payoff (Tail) > P1's payoff (Head)  
 $\rightarrow$  P1's payoff (1,0) > P1's payoff (p, 1-p) for  $p > 0$ .
- Similarly, if  $q > \frac{1}{2}$ , P1's payoff (0,1) > P1's payoff (p, 1-p) for  $p > 0$ .
- If  $q = \frac{1}{2}$ , P1's payoff (1,0) = P1's payoff (0,1) = P1's payoff (p,1-p).
- Thus, P1's best response to  $P2(q,1-q)$  is:

- Thus, P1's best response to  $P2(q,1-q)$  is:

$$B_1(q) = \begin{cases} \{0\} & \text{if } q < \frac{1}{2} \\ \{p: 0 \leq p \leq 1\} & \text{if } q = \frac{1}{2} \\ \{1\} & \text{if } q > \frac{1}{2}. \end{cases}$$

- Similarly, P2's best response to  $P1(p,1-p)$  is:

The best response function of player 2 is similar:  $B_2(p) = \{1\}$  if  $p < \frac{1}{2}$ ,  $B_2(p) = \{q: 0 \leq q \leq 1\}$  if  $p = \frac{1}{2}$ , and  $B_2(p) = \{0\}$  if  $p > \frac{1}{2}$ . Both best response functions are illustrated in Figure 110.1.



## Exercise: Battle of Sexes

- What is the mixed strategy NE?

		Husband	
		LW	WL
Wife	LW	2, 1	0, 0
	WL	0, 0	1, 2

## Summary