# 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

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#### 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<sub>i</sub>*
- Players can also select a probability distribution over their set of strategies, in which cases the strategies are called mixed

## Matrix Game: Mixed Strategy

### **Mixed Strategies**

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

 C
 D

 A
 4,-4
 0,0

 B
 -5,5
 3,-3

1/3

2/3

Payoff to P1 when playing A = 1/3(4) + 2/3(0) = 4/3Payoff to P1 when playing B = 1/3(-5) + 2/3(3) = 1/3

• How should players choose prob. distribution?

#### Mixed Nash Equilibrium

- Define σ<sub>i</sub> as a probability mass function over S<sub>i</sub>, 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

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

Lanada **Mixed Strategies** P2 No pure strategy NE Head Tail • Claim 1 - There exists a stochastic equilibrium Head 1,-1 -1.1 **P1** with both playing (1/2, 1/2) strategy 1,-1 Tail -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 = ½, and loses 1 w.p. ½. - P1's payoff does not depend on p!. Thus, every p (including 1/2) is optimal. - Similarly, for P2. KAIS1 Lanada **Mixed Nash Equilibrium** 

- Define σ<sub>i</sub> as a probability mass function over S<sub>i</sub>, the set of actions of player i
- When working with mixed strategies, each player *i* aim to maximize their **expected payoff**

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

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#### **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

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

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

#### **Computing NE using the BR concept** P2 Head Tail Head 1,-1 -1,1 P1 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 < ½, 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 = ½, P1's payoff (1,0) = P1's payoff (0,1) = P1's payff (p,1-p).
- Thus, P1's best response to P2(q,1-q) is: -

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ative game if and only if every player's strategy is a best response to the other players' strategies, that is:
$\mathbf{s}_i^* \in \mathbf{b}_i(\mathbf{s}_{-i}^*)$ for every player <i>i</i> . (3.6)
<ul> <li>BR and NE can be similarly defined for mixed strategies</li> </ul>

Aside: BR and NE

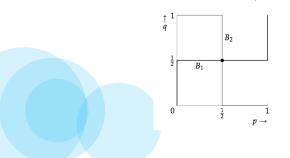
**Proposition 1** A strategy profile  $s^* \in S$  is a Nash equilibrium of a noncooper-

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

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

- 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  $p < \frac{1}{2}$ ,  $B_2(p) = \{1\}$  $\{q: 0 \le q \le 1\}$  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.



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