

# CS711: Introduction to Game Theory and Mechanism Design

**Teacher: Swaprava Nath**

Mixed Strategies

# Recap

- iterated elimination of dominated strategies
- preservation of equilibrium
- situation where stability and security coincide – two player zero sum games
- discussions limited to pure strategies – but an equilibrium may not exist

Penalty shootout game

<b>S \ G</b>	L	R
L	-1,1	1,-1
R	1,-1	-1,1

# Mixed Strategies

- probability distribution over the set of strategies

	<b>S \ G</b>	$\frac{4}{5}$ L	$\frac{1}{5}$ R
$\frac{2}{3}$ L	L	-1, 1	1, -1
$\frac{1}{3}$ R	R	1, -1	-1, 1

- mixed strategy** of a player
  - finite set  $A$ ,  $\Delta(A)$  is defined as the set of all probability distributions over  $A$  – i.e.,  $\Delta(A) = \{p \in [0, 1]^{|A|} : \sum_{a \in A} p(a) = 1\}$
  - $\sigma_i$  is a mixed strategy of player  $i$
  - $\sigma_i \in \Delta(S_i)$  which implies
  - $\sigma_i : S_i \mapsto [0, 1]$  s.t.  $\sum_{s_i \in S_i} \sigma_i(s_i) = 1$
- non-cooperative game – players pick their strategies independently
- the joint probability that player 1 picks  $s_1$  and 2 picks  $s_2 = \sigma_1(s_1) \times \sigma_2(s_2)$
- Utility of player  $i$  at a mixed strategy profile  $(\sigma_i, \sigma_{-i})$  is

$$u_i(\sigma_i, \sigma_{-i}) = \sum_{(s_1, \dots, s_n) \in S_1 \times \dots \times S_n} (\sigma_1(s_1) \times \dots \times \sigma_n(s_n)) u_i(s_1, \dots, s_n)$$

overload of the notation  $u_i$

## Examples

	S \ G	$\frac{4}{5}$ L	$\frac{1}{5}$ R
$\frac{2}{3}$ L	L	-1,1	1,-1
$\frac{1}{3}$ R	R	1,-1	-1,1

- $\sigma_1 = (\frac{2}{3}, \frac{1}{3})$  and  $\sigma_2 = (\frac{4}{5}, \frac{1}{5})$
- $u_1(\sigma_1, \sigma_2) =$
- $\frac{2}{3} \cdot \frac{4}{5} \cdot (-1) + \frac{2}{3} \cdot \frac{1}{5} \cdot (1) + \frac{1}{3} \cdot \frac{4}{5} \cdot (1) + \frac{1}{3} \cdot \frac{1}{5} \cdot (-1)$
- $u_2(\sigma_1, \sigma_2) = \frac{2}{3} \cdot \frac{4}{5} \cdot (1) + \frac{2}{3} \cdot \frac{1}{5} \cdot (-1) + \frac{1}{3} \cdot \frac{4}{5} \cdot (-1) + \frac{1}{3} \cdot \frac{1}{5} \cdot (1)$
- utility at a mixed strategy profile  $(\sigma_1, \sigma_2)$  is an expected utility taken w.r.t. the probability distribution  $\sigma_1 \cdot \sigma_2$
- all the properties of expectation holds – e.g., linearity
- utility at the strategy profile  $(\lambda\sigma_i + (1-\lambda)\sigma'_i, \sigma_{-i})$  is given by

$$u_i(\lambda\sigma_i + (1-\lambda)\sigma'_i, \sigma_{-i}) = \lambda u_i(\sigma_i, \sigma_{-i}) + (1-\lambda)u_i(\sigma'_i, \sigma_{-i}), \forall \sigma_{-i} \in \prod_{j \neq i} \Delta(S_j)$$

- formal proof left as exercise

# Mixed Strategy Nash Equilibrium

## Definition (Mixed Strategy Nash Equilibrium)

MSNE is a mixed strategy profile  $(\sigma_i^*, \sigma_{-i}^*)$  s.t.

$$u_i(\sigma_i^*, \sigma_{-i}^*) \geq u_i(\sigma_i', \sigma_{-i}^*) \quad \forall \sigma_i' \in \Delta(S_i), \quad \forall i \in N.$$

- relation of PSNE and MSNE?
- PSNE  $\implies$  MSNE
- equivalence of the definition with pure strategies on the RHS

## Theorem

Consider an NFG  $G = \langle N, (S_i)_{i \in N}, (u_i)_{i \in N} \rangle$ . A mixed strategy profile  $(\sigma_i^*, \sigma_{-i}^*)$  is an MSNE if and only if

$$u_i(\sigma_i^*, \sigma_{-i}^*) \geq u_i(s_i, \sigma_{-i}^*) \quad \forall s_i \in S_i, \quad \forall i \in N.$$

# Proof

- Proof: ( $\Rightarrow$ )  $s_i$  is a special case of the mixed strategy, where the mixed strategy of player  $i$  is degenerate at  $s_i$ , hence the inequality holds by definition of MSNE
- ( $\Leftarrow$ ) pick any arbitrary mixed strategy  $\sigma_i$  for  $i$
- We can write

$$\begin{aligned}u_i(\sigma_i, \sigma_{-i}^*) &= \sum_{s_i \in S_i} \sigma_i(s_i) u_i(s_i, \sigma_{-i}^*) \\ &\leq \sum_{s_i \in S_i} \sigma_i(s_i) u_i(\sigma_i^*, \sigma_{-i}^*) \\ &= u_i(\sigma_i^*, \sigma_{-i}^*) \sum_{s_i \in S_i} \sigma_i(s_i) \\ &= u_i(\sigma_i^*, \sigma_{-i}^*)\end{aligned}$$

## Example of MSNE

	<b>S \ G</b>	$\frac{4}{5}$ L	$\frac{1}{5}$ R
$\frac{2}{3}$ L	L	-1,1	1,-1
$\frac{1}{3}$ R	R	1,-1	-1,1

- Is the mixed strategy profile an MSNE?
- To prove, one needs to show if there exists or does not exist a better mixed strategy for any of the players
- Expected utility for player 2 from L =  $\frac{2}{3}(1) + \frac{1}{3}(-1) = 1/3$ , and that from R =  $-1/3$
- Expected utility will increase if player 2 moves probability mass from R to L
- $\implies$  this is not an MSNE
- Hints at some balance among the expected utilities at different strategies

	<b>S \ G</b>	$\frac{1}{2}$ L	$\frac{1}{2}$ R
$\frac{1}{2}$ L	L	-1,1	1,-1
$\frac{1}{2}$ R	R	1,-1	-1,1

- Repeat the calculations

# Finding an MSNE

- support of a mixed strategy

## Definition (Support of a Mixed Strategy)

The support of a mixed strategy  $\sigma_i$  is the subset of the strategy space of  $i$  on which the mixed strategy  $\sigma_i$  has positive mass, and is denoted by

$$\delta(\sigma_i) = \{s_i \in S_i : \sigma_i(s_i) > 0\}.$$

- using the definition of support, we find a characterization of the MSNE

## Theorem (Characterization of a MSNE)

A mixed strategy profile  $(\sigma_i^*, \sigma_{-i}^*)$  is a MSNE iff  $\forall i \in N$

1.  $u_i(s_i, \sigma_{-i}^*)$  is the same for all  $s_i \in \delta(\sigma_i^*)$ , and
2.  $u_i(s_i, \sigma_{-i}^*) \geq u_i(s'_i, \sigma_{-i}^*)$ ,  $\forall s_i \in \delta(\sigma_i^*)$ ,  $s'_i \notin \delta(\sigma_i^*)$ .



# Application of the Characterization

## Theorem (Characterization of a MSNE)

A mixed strategy profile  $(\sigma_i^*, \sigma_{-i}^*)$  is a MSNE iff  $\forall i \in N$

1.  $u_i(s_i, \sigma_{-i}^*)$  is the same for all  $s_i \in \delta(\sigma_i^*)$ , and
2.  $u_i(s_i, \sigma_{-i}^*) \geq u_i(s'_i, \sigma_{-i}^*)$ ,  $\forall s_i \in \delta(\sigma_i^*), s'_i \notin \delta(\sigma_i^*)$ .

- Penalty shootout game / matching coins game

1 \ 2	H	T
H	1,-1	-1,1
T	-1,1	1,-1

- Let the probability of player 1 choosing H be  $p$  – similarly, for player 2, let that probability be  $q$
- **support** =  $(\{H\}, \{H\})$ 
  - ▶ for player 2,  $s_2 = T$  violates condition 2
- **support** =  $(\{H\}, \{H, T\})$ 
  - ▶ the expected utility for player 2 has to be equal for H and T – cannot happen – violates condition 1

# Application of Characterization (contd.)

- **support =  $(\{H,T\},\{H,T\})$**

- ▶ condition 2 is vacuously satisfied
- ▶ consider player 1 chooses H w.p.  $p$  and player 2 chooses H w.p.  $q$  in the MSNE
- ▶ condition 1 for player 1:  $u_1(H, (q, 1 - q)) = u_1(T, (q, 1 - q))$ , gives the value of  $q$
- ▶ condition 1 for player 2:  $u_2((p, 1 - p), H) = u_2((p, 1 - p), T)$ , gives the value of  $p$
- ▶ hence the MSNE for this game  $((\frac{1}{2}, \frac{1}{2}), (\frac{1}{2}, \frac{1}{2}))$

## Two more exercises (in class)

- Football or Cricket game

1 \ 2	F	C
F	2,1	0,0
C	0,0	1,2

- An arbitrary added strategy for player 2

1 \ 2	F	C	D
F	2,1	0,0	1,1
C	0,0	1,2	2,0