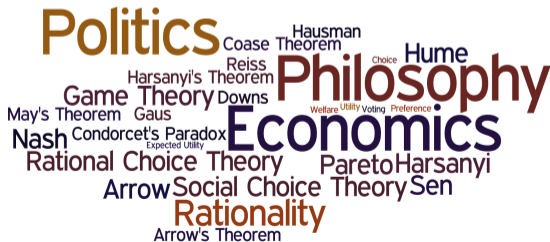


PHPE 400

Individual and Group Decision Making

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Nash Equilibria



		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	1, 1	2, 1
	<i>d</i>	1, 2	3, 3

Pure Strategy
Nash Equilibria
(*u*, *l*) and (*d*, *r*)

Nash Equilibria



		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	1, 1	2, 1
	<i>d</i>	1, 2	3, 3

Pure Strategy
Nash Equilibria
 (u, l) and (d, r)

		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	2, 2	2, 1
	<i>d</i>	1, 3	10, 2

Pure Strategy
Nash Equilibria
 (u, l)

Nash Equilibria



		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	1, 1	2, 1
	<i>d</i>	1, 2	3, 3

Pure Strategy
Nash Equilibria
(*u, l*) and (*d, r*)

		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	2, 2	2, 1
	<i>d</i>	1, 3	10, 2

Pure Strategy
Nash Equilibria
(*u, l*)

		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	0, 1	2, 1
	<i>d</i>	2, 0	2, 2

Pure Strategy
Nash Equilibria
(*u, r*) and (*d, r*)

Why play a Nash equilibrium?



Self-Enforcing Agreements: Nash equilibria are recommended by being the only strategy combinations on which the players could make self-enforcing agreements, i.e., agreements that each has reason to respect, even without external enforcement mechanisms.

M. Risse (2000). *What is rational about Nash equilibria?*. Synthese, 124:3, pp. 361 - 384.

		Column		
		<i>l</i>	<i>c</i>	<i>r</i>
Row	<i>u</i>	4, 6	5, 4	0, 0
	<i>m</i>	5, 7	4, 8	0, 0
	<i>d</i>	0, 0	0, 0	1, 1

		Column		
		l	c	r
Row	u	4, <u>6</u>	<u>5</u> , 4	0, 0
	m	<u>5</u> , 7	4, <u>8</u>	0, 0
	d	0, 0	0, 0	<u>1</u> , <u>1</u>

(d, r) is a Nash equilibrium, but it is **not self-enforcing**

		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	0, 0	4, 2
	<i>d</i>	2, 4	3, 3

		Column	
		<i>l</i>	<i>r</i>
Row	<i>u</i>	0, 0	<u>4</u> , <u>2</u>
	<i>d</i>	<u>2</u> , <u>4</u>	3, 3

(d, r) is **not** a Nash equilibrium, but it is **self-enforcing**

Self-Enforcing Agreements: Nash equilibria are recommended by being the only strategy combinations on which the players could make self-enforcing agreements, i.e., agreements that each has reason to respect, even without external enforcement mechanisms.

- ▶ There are Nash equilibria that are not self-enforcing
- ▶ There are self-enforcing outcomes that are not Nash equilibria

Is a Nash equilibrium *guaranteed* by players that are rational and have *common knowledge* of each others' rationality?

Column

	<i>l</i>	<i>c</i>	<i>r</i>
<i>u</i>	3, 2	0, 0	2, 3
<i>m</i>	0, 0	1, 1	0, 0
<i>d</i>	2, 3	0, 0	3, 2

		Column		
		<i>l</i>	<i>c</i>	<i>r</i>
Row	<i>u</i>	<u>3</u> , 2	0, 0	2, <u>3</u>
	<i>m</i>	0, 0	<u>1</u> , <u>1</u>	0, 0
	<i>d</i>	2, <u>3</u>	0, 0	<u>3</u> , 2

(m, c) is the unique Nash equilibrium

		Column		
		<i>l</i>	<i>c</i>	<i>r</i>
Row	<i>u</i>	<u>3</u> , 2	0, 0	2, <u>3</u>
	<i>m</i>	0, 0	<u>1</u> , <u>1</u>	0, 0
	<i>d</i>	2, <u>3</u>	0, 0	<u>3</u> , 2

u, *d*, *l*, and *r* are all **rationalizable**

		Column		
		<i>l</i>	<i>c</i>	<i>r</i>
Row	<i>u</i>	<u>3</u> , 2	0, 0	2, <u>3</u>
	<i>m</i>	0, 0	<u>1</u> , <u>1</u>	0, 0
	<i>d</i>	2, <u>3</u>	0, 0	<u>3</u> , 2

Row plays *d* because she thought Column would play *r*

		Column		
		l	c	r
Row	u	<u>3</u> , 2	0, 0	2, <u>3</u>
	m	0, 0	<u>1</u> , <u>1</u>	0, 0
	d	2, <u>3</u>	0, 0	<u>3</u> , 2

Column plays l because she thought Row would play d

Column

	l	c	r
u	<u>3</u> , 2	0, 0	2, <u>3</u>
m	0, 0	<u>1</u> , <u>1</u>	0, 0
d	2, <u>3</u>	0, 0	<u>3</u> , 2

Row

Column was correct, but Row was wrong.
 Both players are **rational**.

		Column			
		l	c	r	x
Row	u	$\underline{3}, 2$	$0, 0$	$2, \underline{3}$	$0, -5$
	m	$0, 0$	$\underline{1}, \underline{1}$	$0, 0$	$\underline{100}, -5$
	d	$2, \underline{3}$	$0, 0$	$\underline{3}, 2$	$1, -3$

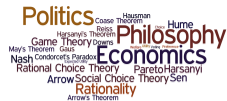
Not every strategy is rationalizable

		Column			
		l	c	r	x
Row	u	<u>3</u> , 2	0, 0	2, <u>3</u>	0, -5
	m	0, 0	<u>1</u> , <u>1</u>	0, 0	<u>100</u> , -5
	d	2, <u>3</u>	0, 0	<u>3</u> , 2	1, -3

Not every strategy is rationalizable:
 Row can't play m because she thinks Column will play x

An action a **strictly dominates** another action b for player i when i 's utility is strictly better choosing a than choosing b no matter what actions are chosen by the other players.

Example



Column

l *r*

Row	<i>u</i>	5, 5	-100, 4
	<i>d</i>	0, 1	0, 0

Example



		Column	
		l	r
Row	u	5, 5	-100, 4
	d	0, 1	0, 0

Since r is **strictly dominated** by l , Column will not play r .
Then, the best response for Row is u .

Important Games

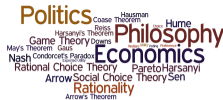
Coordination



		Column	
		a	b
Row	a	<u>1</u> , <u>1</u>	0, 0
	b	0, 0	<u>1</u> , <u>1</u>

- ▶ Both (a, a) and (b, b) are Nash equilibria
- ▶ Both (a, a) and (b, b) are Pareto optimal
- ▶ The players want to coordinate by choosing the *same* action a or b .

Coordination and Competition



		Column	
		a	b
Row	a	$0, 0$	$\underline{2}, \underline{1}$
	b	$\underline{1}, \underline{2}$	$0, 0$

- ▶ Both (a, b) and (b, a) are Nash equilibria
- ▶ Both (a, b) and (b, a) are Pareto optimal
- ▶ Players want to mis-coordinate, and both prefer choosing b while the other chooses a .

Cailin O'Connor (2019). *The Origins of Unfairness: Social Categories and Cultural Evolution*. Oxford University Press.