

Game Theory

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- ▶ each player has a list of moves they can make (strategies)
- ▶ there are payoffs for each eventual outcome

New Grading Scheme

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 - ▶ If you both put β , you both get $B+$

The **outcome matrix**:

		Other	
		α	β
You	α	$B-, B-$	A, F
	β	F, A	$B+, B+$

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 - ▶ prosecution and defense deciding which arguments to put before the jury

Possible Payoffs

Selfish Strategy:

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		α	β
You	α	1, 1	3, 0
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- ▶ One strategy **strongly dominates** the other if your payoff from one is higher than the payoff from the other, regardless of others' strategies.

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- ▶ One strategy **strongly dominates** the other if your payoff from one is higher than the payoff from the other, regardless of others' strategies.
- ▶ **Moral:** you should never pick a dominated strategy

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- ▶ The other person also shouldn't choose a dominated strategy, and should also choose α

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- ▶ **Moral:** rational play can lead to bad outcomes (both players would prefer $(B+, B+)$ to $(B-, B-)$)
- ▶ This time of game is called **Prisoners' Dilemma**

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- ▶ Is there a dominated strategy?
 - ▶ No:
 - ▶ If the other chooses α , you should also choose α
 - ▶ If the other chooses β , you should also choose β
- ▶ This is called a **coordination game**

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- ▶ Does your opponent have a dominated strategy?

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What should they do?

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What should they do?
 - ▶ If they are rational, and they think you're rational, they'll know that you'll play α
 - ▶ So they should play α
- ▶ **Moral:** If you don't have a dominated strategy, try to predict your opponents' choice

Grading Scheme

Fact: in Prisoners' Dilemma situation, roughly 30% choose β

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 - ▶ 30 wins \$4.90