

# Epistemic Game Theory

Handout Lecture 1

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# Strategic Games

## Definition

A **game in strategic form**  $\mathbb{G}$  is a tuple  $\langle \mathcal{A}, S_i, u_i \rangle$  such that :

- ▶  $\mathcal{A}$  is a finite set of agents.
- ▶  $S_i$  is a finite set of *actions* or *strategies* for  $i$ . A *strategy profile*  $\sigma \in \prod_{i \in \mathcal{A}} S_i$  is a vector of strategies, one for each agent in  $I$ . The strategy  $s_i$  which  $i$  plays in the profile  $\sigma$  is noted  $\sigma_i$ .
- ▶  $u_i : \prod_{i \in \mathcal{A}} S_i \rightarrow \mathbb{R}$  is an *utility function* that assigns to every strategy profile  $\sigma \in \prod_{i \in \mathcal{A}} S_i$  the utility valuation of that profile for agent  $i$ .

## Extensive form games

### Definition

A *game in extensive form*  $\mathcal{T}$  is a tuple  $\langle I, T, \tau, \{u_i\}_{i \in I} \rangle$  such that:

- ▶  $T$  is finite set of finite sequences of *actions*, called *histories*, such that:
  - The empty sequence  $\emptyset$ , the *root* of the tree, is in  $T$ .
  - $T$  is prefix-closed: if  $(a_1, \dots, a_n, a_{n+1}) \in T$  then  $(a_1, \dots, a_n) \in T$ .
- ▶ A history  $h$  is *terminal* in  $T$  whenever it is the sub-sequence of no other history  $h' \in T$ .  $Z$  denotes the set of terminal histories in  $T$ .
- ▶  $\tau : (T - Z) \rightarrow I$  is a *turn function* which assigns to every non-terminal history  $h$  the player whose turn it is to play at  $h$ .
- ▶  $u_i : Z \rightarrow \mathbb{R}$  is a *payoff function* for player  $i$  which assigns  $i$ 's payoff at each terminal history.

# Strategies

## Definition

- ▶ A *strategy*  $s_i$  for agent  $i$  is a function that gives, for every history  $h$  such that  $i = \tau(h)$ , an action  $a \in A(h)$ .  $S_i$  is the set of strategies for agent  $i$ .
- ▶ A *strategy profile*  $\sigma \in \prod_{i \in I} S_i$  is a combination of strategies, one for each agent, and  $\sigma(h)$  is a shorthand for the action  $a$  such that  $a = \sigma_i(h)$  for the agent  $i$  whose turn it is at  $h$ .
- ▶ A history  $h'$  is *reachable* or *not excluded* by the profile  $\sigma$  from  $h$  if  $h' = (h, \sigma(h), \sigma(h, \sigma(h)), \dots)$  for some finite number of application of  $\sigma$ .
- ▶ We denote  $u_i^h(\sigma)$  the value of *util* <sub>$i$</sub>  at the unique terminal history reachable from  $h$  by the profile  $\sigma$ .

## Nash Equilibrium - General Definition

### Definition

A profile of mixed strategy  $\sigma$  is a *Nash equilibrium* iff for all  $i$  and all mixed strategy  $\sigma'_i \neq \sigma_i$ :

$$EU_i(\sigma_i, \sigma_{-i}) \geq EU_i(\sigma'_i, \sigma_{-i})$$

Where  $EU_i$ , the *expected utility of the strategy*  $\sigma_i$  against  $\sigma_{-i}$  is calculated as follows ( $\sigma = (\sigma_i, \sigma_{-i})$ ):

$$EU_i(\sigma) = \sum_{s \in \prod_j S_j} \left( \left( \prod_{j \in \text{Ag}} \sigma_j(s_j) \right) u_i(s) \right)$$

## Some Facts about Nash Equilibrium

- ▶ Nash equilibria in Pure Strategies do not always exist.
- ▶ Every game in strategic form has a Nash equilibrium in mixed strategies.
  - The proof of this make use of Kakutani's Fixed point thm.
- ▶ Some games have multiple Nash equilibria.

## von Neumann's minimax theorem

For every two-player zero-sum game with finite strategy sets  $S_1$  and  $S_2$ , there is a number  $v$ , called the **value** of the game such that:

$$\begin{aligned} v &= \max_{p \in \Delta(S_1)} \min_{q \in \Delta(S_2)} u_1(s_1, s_2) \\ &= \min_{q \in \Delta(S_2)} \max_{p \in \Delta(S_1)} u_1(s_1, s_2) \end{aligned}$$

Furthermore, a mixed strategy profile  $(s_1, s_2)$  is a Nash equilibrium if and only if

$$\begin{aligned} s_1 &\in \operatorname{argmax}_{p \in \Delta(S_1)} \min_{q \in \Delta(S_2)} u_1(p, q) \\ s_2 &\in \operatorname{argmax}_{q \in \Delta(S_2)} \min_{p \in \Delta(S_1)} u_1(p, q) \end{aligned}$$

Finally, for all mixed Nash equilibria  $(p, q)$ ,  $u_1(p, q) = v$

## Maximization of Expected Utility

Let  $DP = \langle S, O, u, p \rangle$  be a decision problem.  $S$  is a finite set of states and  $O$  a set of outcomes. An action  $a : S \rightarrow O$  is a function from states to outcomes,  $u$  a real-valued utility function on  $O$ , and  $p$  a probability measure over  $S$ . The **expected utility** of  $a \in A$  with respect to  $p$  is defined as follows:

$$EU_p(a) := \sum_{s \in S} p(s)u(a(s))$$

An action  $a \in A$  **maximizes expected utility** with respect to  $p$  provided for all  $a' \in A$ ,  $EU_p(a) \geq EU_p(a')$ . In such a case, we also say  $a$  is a **best response** to  $p$  in game  $DP$ .



## Some facts about strict dominance

- ▶ **Strict dominance is downward monotonic:** If  $a_i$  is strictly dominated with respect to  $X \subseteq S$  and  $X' \subseteq X$ , then  $a_i$  is strictly dominated with respect to  $X'$ .
  - Intuition: the condition of being strictly dominated can be written down in a first-order formula of the form  $\forall x\varphi(x)$ , where  $\varphi(x)$  is quantifier-free. Such formulas are downward monotonic: If  $\mathcal{M}, s \models \forall x\varphi(x)$  and  $\mathcal{M}' \subseteq \mathcal{M}$  then  $\mathcal{M}', s \models \forall x\varphi(x)$

## Some facts about strict dominance

► **Relation with MEU:**

Suppose that  $G = \langle N, \{S_i\}_{i \in N}, \{u_i\}_{i \in N} \rangle$  is a strategic game. A strategy  $s_i \in S_i$  is strictly dominated (possibly by a mixed strategy) with respect to  $X \subseteq S_{-i}$  iff there is no probability measure  $p \in \Delta(X)$  such that  $s_i$  is a best response with respect to  $p$ .

Suppose that  $G = \langle N, \{S_i\}_{i \in N}, \{u_i\}_{i \in N} \rangle$  is a finite strategic game. Suppose that  $s_i \in S_i$  is strictly dominated with respect to  $X$ :

$$\exists s'_i \in S_i, \forall s_{-i} \in X, \quad u_i(s'_i, s_{-i}) > u_i(s_i, s_{-i})$$

Let  $p \in \Delta(X)$  be any probability measure. Then,

$$\forall s_{-i} \in X, \quad p(s_{-i}) \cdot u_i(s'_i, s_{-i}) \geq p(s_{-i}) \cdot u_i(s_i, s_{-i})$$

$$\exists s_{-i} \in X, \quad p(s_{-i}) \cdot u_i(s'_i, s_{-i}) > p(s_{-i}) \cdot u_i(s_i, s_{-i})$$

Hence,

$$\sum_{s_{-i} \in S_{-i}} p(s_{-i}) \cdot u_i(s'_i, s_{-i}) > \sum_{s_{-i} \in S_{-i}} p(s_{-i}) \cdot u_i(s_i, s_{-i})$$

So,  $EU(s'_i, p) > EU(s_i, p)$ :  $s_i$  is not a best response to  $p$ .

For the converse direction, we sketch the proof for two player games and where  $X = S_{-i}$ .<sup>1</sup>

Let  $G = \langle S_1, S_2, u_1, u_2 \rangle$  be a two-player game.

(Let  $U_i : \Delta(S_1) \times \Delta(S_2) \rightarrow \mathbb{R}$  be the expected utility for  $i$ )

Suppose that  $\alpha \in \Delta(S_1)$  is not a best response to any  $p \in \Delta(S_2)$ .

$$\forall p \in \Delta(S_2) \quad \exists q \in \Delta(S_1), \quad U_1(q, p) > U_1(\alpha, p)$$

We can define a function  $b : \Delta(S_2) \rightarrow \Delta(S_1)$  where, for each  $p \in \Delta(S_2)$ ,  $U_1(b(p), p) > U_1(\alpha, p)$ .

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<sup>1</sup>The proof of the more general statement uses the *supporting hyperplane theorem* from convex analysis.

Consider the game  $G' = \langle S_1, S_2, \bar{u}_1, \bar{u}_2 \rangle$  where

$$\bar{u}_1(s_1, s_2) = u_1(s_1, s_2) - U_1(\alpha, s_2) \text{ and } \bar{u}_2(s_1, s_2) = -\bar{u}_1(s_1, s_2)$$

By the minimax theorem, there is a Nash equilibrium  $(p_1^*, p_2^*)$  such that for all  $m \in \Delta(S_2)$ ,

$$\bar{U}(p_1^*, m) \geq \bar{U}_1(p_1^*, p_2^*) \geq \bar{U}_1(b(p_2^*), p_2^*)$$

We now prove that  $\bar{U}_1(b(p_2^*), p_2^*) > \bar{U}_1(\alpha, p_2^*)$ :

$$\begin{aligned}
\bar{U}_1(b(p_2^*), p_2^*) &= \sum_{x \in S_1} \sum_{y \in S_2} b(p_2^*)(x) p_2^*(y) \bar{u}_1(x, y) \\
&= \sum_{x \in S_1} \sum_{y \in S_2} b(p_2^*)(x) p_2^*(y) [u_1(x, y) - U_1(\alpha, y)] \\
&= \sum_{x \in S_1} \sum_{y \in S_2} b(p_2^*)(x) p_2^*(y) u_1(x, y) \\
&\quad - \sum_{x \in S_1} \sum_{y \in S_2} b(p_2^*)(x) p_2^*(y) U_1(\alpha, y) \\
&= U_1(b(p_2^*), p_2^*) - \sum_{x \in S_1} \sum_{y \in S_2} b(p_2^*)(x) p_2^*(y) U_1(\alpha, y) \\
&> U_1(\alpha, p_2^*) - \sum_{x \in S_1} \sum_{y \in S_2} b(p_2^*)(x) p_2^*(y) U_1(\alpha, y) \\
&> U_1(\alpha, p_2^*)
\end{aligned}$$

## Relation with MEU: Proof

Since  $p_2^*(y)U_1(\alpha, y)$  does not depend on  $x$ , we have

$$\begin{aligned} \sum_{x \in S_1} \sum_{y \in S_2} b(p_2^*)(x) p_2^*(y) U_1(\alpha, y) &= \sum_{x \in S_1} b(p_2^*)(x) \sum_{y \in S_2} p_2^*(y) U_1(\alpha, y) \\ &= \sum_{x \in S_1} b(p_2^*)(x) U_1(\alpha, p_2^*) = U_1(\alpha, p_2^*) \sum_{x \in S_1} b(p_2^*)(x) = U_1(\alpha, p_2^*) \end{aligned}$$

Hence, for all  $m \in \Delta(S_2)$  we have  $\bar{U}_1(s_1^*, m) > 0$  which implies for all  $m \in \Delta(S_2)$ ,  $U_1(s_1^*, m) > U_1(\alpha, m)$ , and so  $\alpha$  is strictly dominated by  $p_1^*$ .