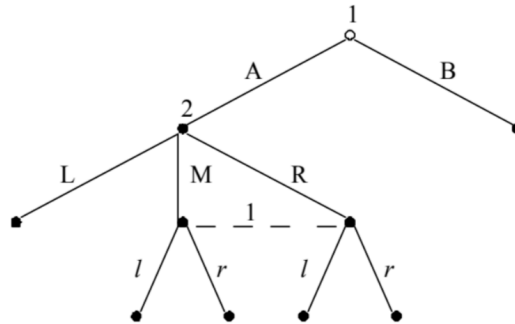


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 Microeconomics IV (Game Theory)  
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**Problem Set 4 - Equilibria of Extensive-Form Games**

**Instructions:** You are encouraged to solve the problems before the recitation. Additionally, you are encouraged to work in groups. It is **not mandatory** to submit solutions unless stated otherwise. However, if you would like to share your solution, I would be happy to review it.

**Problem 1** Consider the following extensive-form game:



- a. Let  $\sigma_1^*$  denote player 1's mixed strategy in which she plays  $(B, r)$  with probability 0.4,  $(B, l)$  with probability 0.1,  $(A, r)$  with probability 0.3, and  $(A, l)$  with probability 0.2. Find the behavioral strategy of player 1 that is equivalent to  $\sigma_1^*$ . Can you find other mixed strategies that are equivalent to  $\sigma_1^*$ ?
- b. Compute a behavioral strategy of player 1 that is equivalent to her mixed strategy in which she plays  $(B, r)$  with probability 0.7,  $(B, l)$  with probability 0.3. Is the behavioral strategy uniquely defined? Explain.

**Solution:**

- a. The behavioral strategy equivalent to  $\sigma_1^*$  is:  $\beta(A) = 0.5$ ,  $\beta(l) = 0.4$ . This follows from:

$$\begin{aligned}
b_1(A | h_1) &= \sigma_1(A, l) + \sigma_1(A, r) = \frac{1}{2} \\
b_1(B | h_1) &= \sigma_1(B, l) + \sigma_1(B, r) = \frac{1}{2} \\
b_1(l | h_3) &= \frac{\sigma_1(A, l)}{b_1(A | h_1)} = \frac{0.2}{0.5} = 0.4 \\
b_1(r | h_3) &= \frac{\sigma_1(A, r)}{b_1(A | h_1)} = \frac{0.3}{0.5} = 0.6
\end{aligned}$$

Note that, since playing  $B$  ends the game, the  $(l, r)$  information set  $h_1$  is not reached after  $B$ . Hence, any probability distribution such that

$$\sigma_1(B, l) + \sigma_1(B, r) = b_1(B | h_1) = \frac{1}{2}$$

and  $\sigma_1(A, l) = 0.2$ ,  $\sigma_1(A, r) = 0.3$  will describe a mixed strategy that is equivalent to  $\sigma_1^*$ .

**b.**

Notice that at the information set  $h_1$ :

$$b_1(B | h_1) = \sigma_1(B, l) + \sigma_1(B, r) = 1$$

Thus, information set  $h_3$  is never reached, and  $(l, r)$  are never played. Therefore, any behavioral strategy that assigns  $b_1(B | h_1) = 1$  and  $b_1(l | h_3) = q$ ,  $b_1(r | h_3) = 1 - q$  for any  $q \in [0, 1]$  is equivalent to the mixed strategy given in the question.

This implies that there is no unique behavioral strategy representation.

**Problem 2** Consider the following game. Player 1 first decides between two games  $A$  or  $B$ , then the game chosen by player 1 is played simultaneously. Player 1 knows which game is played, but player 2 does not know.

		<b>Game A</b>		<b>Game B</b>	
		L	R	L	R
U	(1, 0)	(0, 1)	(4, 3)	(-3, 2)	
D	(-1, 2)	(2, 0)	(1, 0)	(0, 0)	

**a.** Find an arbitrary mixed strategy Nash equilibrium of this game in which each pure strategy is played with positive probability.

**b.** For the mixed strategy equilibrium you obtained in part (a), give an equivalent presentation in behavioral strategies.

**Solution:**

a. The sets of (pure) strategies are:

$$S_1 = \{AUU, AUD, ADU, ADD, BUU, BUD, BDU, BDD\}$$

$$S_2 = \{L, R\}$$

**Mixed Strategy Profile**

Now, define the mixed strategies:

$$\begin{aligned}\sigma_1^*(AUU) &= \sigma_1^*(AUD) = \frac{p}{2} \\ \sigma_1^*(ADU) &= \sigma_1^*(ADD) = \frac{q}{2} \\ \sigma_1^*(BUU) &= \sigma_1^*(BDU) = \frac{r}{2} \\ \sigma_1^*(BUD) &= \sigma_1^*(BDD) = \frac{1-p-q-r}{2} \\ \sigma_2^*(L) &= x, \quad \sigma_2^*(R) = 1-x\end{aligned}$$

Note: We assume payoff-equivalent strategies are assigned equal probability to simplify the calculations.

**Indifference Condition for Player 2**

Player 2's expected payoffs:

$$\begin{aligned}EU_2(L \mid \sigma_1^*) &= 2q + 3r \\ EU_2(R \mid \sigma_1^*) &= p + 2r\end{aligned}$$

To mix, player 2 must be indifferent between  $L$  and  $R$ :

$$EU_2(L \mid \sigma_1^*) = EU_2(R \mid \sigma_1^*) \Rightarrow 2q = p - r \tag{1}$$

**Indifference Condition for Player 1**

Player 1's expected payoffs:

$$\begin{aligned}EU_1(AUU, \sigma_2^*) &= EU_1(AUD, \sigma_2^*) = x \\ EU_1(ADU, \sigma_2^*) &= EU_1(ADD, \sigma_2^*) = 2 - 3x \\ EU_1(BUU, \sigma_2^*) &= EU_1(BDU, \sigma_2^*) = 7x - 3 \\ EU_1(BUD, \sigma_2^*) &= EU_1(BDD, \sigma_2^*) = x\end{aligned}$$

To assign positive probability to all pure strategies, player 1 must satisfy:

$$EU_1(AUU, \sigma_2^*) = EU_1(ADU, \sigma_2^*) = EU_1(BUU, \sigma_2^*) = EU_1(BUD, \sigma_2^*) \Rightarrow x = \frac{1}{2} \quad (2)$$

### Example Mixed Strategy Nash Equilibrium

Any mixed strategy satisfying both equations (1) and (2) is a mixed strategy NE.

For example, the following profile constitutes a NE:

$$\begin{aligned} \sigma_1^*(AUU) &= \sigma_1^*(AUD) = 0.2 \\ \sigma_1^*(ADU) &= \sigma_1^*(ADD) = 0.05 \\ \sigma_1^*(BUU) &= \sigma_1^*(BDU) = 0.1 \\ \sigma_1^*(BUD) &= \sigma_1^*(BDD) = 0.15 \\ \sigma_2^*(L) &= \sigma_2^*(R) = 0.5 \end{aligned}$$

b. The equivalent behavioral strategies are:

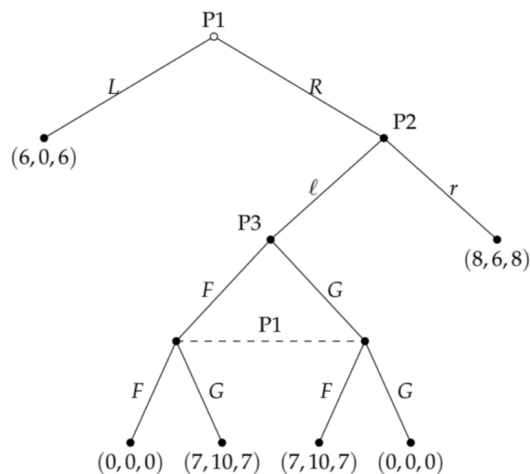
$$\beta_1(A) = 0.5, \quad \beta_1(U | A) = 0.8, \quad \beta_1(U | B) = 0.4, \quad \beta_2(L) = 0.5.$$

**Problem 3** Consider the following three-player sequential game. In the first stage, P1 can either play  $L$ , ending the game with payoffs  $(6, 0, 6)$ , or play  $R$ , which gives the move to P2. P2 can then play either  $r$ , ending the game with payoffs  $(8, 6, 8)$ , or play  $\ell$ , thereby moving the game to the third stage. In stage 3, P1 and P3 (but not P2) play a simultaneous-move coordination game: they each choose  $F$  or  $G$ . If their choices differ, they each receive 7 and P2 gets 10; if their choices coincide, all three players get 0.

- Draw the extensive form game in question.
- Find ALL subgame perfect equilibria in this game.
- Take note of P1's choice in stage 1 in all of the subgame perfect equilibria. Discuss carefully whether it could be rational for P1 to choose a different action in stage 1.

**Solution:**

a.



**b.** Recall that a SPE induces a NE in every subgame. There are three subgames in this game (each stage initiates a subgame).

In the smallest subgame, the coordination game in stage 3, there are three NEs. Two of these NEs are in pure strategies: (i) P1 chooses  $F$  and P3 chooses  $G$ , and (ii) P3 chooses  $F$  and P1 chooses  $G$ ; both equilibria lead to the payoff vector  $(7, 10, 7)$ . There is also a mixed strategy NE, in which both P1 and P3 randomize between  $F$  and  $G$  with equal probability. This mixed NE leads to an expected payoff vector  $(3.5, 5, 3.5)$ .

In stage 2, P2 chooses  $\ell$  if the equilibrium in stage 3 is either of the two pure strategy NEs; otherwise, he chooses  $r$  if the equilibrium in stage 3 is in mixed strategies.

In stage 1, P1 chooses  $R$ , anticipating a payoff of either 7 (when she can successfully coordinate with P3 in stage 3) or 8 (when she fails to coordinate with P3 and hence playing the mixed NE in stage 3).

To summarize, there are three SPEs: two in pure strategies,  $(RF; \ell; G)$  and  $(RG; \ell; F)$ , and one involving mixing  $(R(\frac{1}{2}F + \frac{1}{2}G); r; (\frac{1}{2}F + \frac{1}{2}G))$ .

**c.** A subgame perfect equilibrium requires not only that P1 and P2 anticipate NEs in all subgames, but also that the NEs they anticipate are the *same*. This is a point that Rabin (1988) makes in critiquing the notion of subgame perfection.

In our example, suppose P1 anticipates the mixed strategy NE to be played in stage 3 (if reached). But she also believes that P2 would expect the stage 3 outcome to be one of the pure strategy NEs (and hence P2 would choose  $\ell$ ). Then P1 would choose  $L$  to secure a payoff of 6, as opposed to the expected payoff of 3.5 if he chooses  $R$  as dictated by her equilibrium strategy in any SPE.

**Problem 4** Consider the following three-player normal form game, where  $S_1 = \{U, D\}$ ,  $S_2 = \{L, R\}$ , and  $S_3 = \{X, Y\}$ :

	X	
L	R	
U	(1, 1, 1)	(1, 0, 1)
D	(1, 1, 1)	(0, 0, 1)

	Y	
L	R	
U	(1, 1, 0)	(0, 0, 0)
D	(0, 1, 0)	(1, 0, 0)

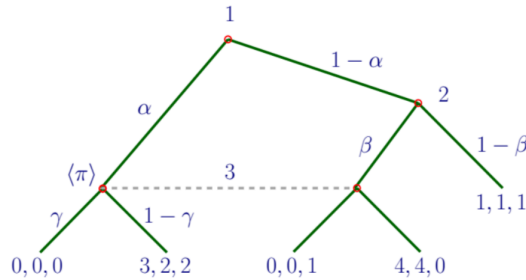
- a. Perform iterated deletion of weakly dominated strategies. What are the strategies that survive this process?
- b. Find all Nash equilibria (both pure and mixed). Does any of the Nash equilibrium involve weakly dominated strategies?

**Solution:**

a.  $L$  and  $X$  are the strictly dominant strategy for players 2 and 3, respectively. However, there is no domination between  $U$  and  $D$ , either before or after removing the other players' dominated strategies. So the strategies that survive IDWDS are  $\{\{U, D\}, \{L\}, \{X\}\}$ .

b. In a NE, both players 2 and 3 would play their respective dominant strategy. Player 1 is then indifferent between  $U$  and  $D$ . So the NEs of this game can be described by  $(pU + (1-p)D, L, X)$ , for any  $p \in [0, 1]$ . None of the NEs involves weakly dominated strategies.

**Problem 5** Find the sequential equilibria of the three-player game represented below. Actions are always left or right. For simplicity, we write behavioral probabilities:



- Let  $\alpha$ ,  $\beta$ , and  $\gamma$  denote the probabilities with which players 1, 2, and 3 play **Left** at their respective information sets.
- Let  $\pi$  denote player 3's belief that they are at the **left** node of their information set.

We are looking for all combinations of strategies  $(\alpha, \beta, \gamma)$  and belief  $\pi$  that are **sequentially rational** and **consistent**.

**Solution:**

First we show that it cannot be  $0 < \alpha < 1$  (that is the first player cannot mix). By contradiction, suppose it were so. Then 1 must be indifferent between  $L$  and  $R$  so that  $3(1 - \gamma)$  must equal  $1 - \beta + 4\beta(1 - \gamma)$ , that is  $2 - 3\gamma = \beta(3 - 4\gamma)$ . Also, given  $1 - \alpha > 0$  it is  $L \succeq_2 R$  iff  $4(1 - \gamma) \geq 1$  that is  $\gamma \leq 3/4$ . But then as you can easily check for no value of  $\gamma$  can the equality  $2 - 3\gamma = \beta(3 - 4\gamma)$  be satisfied (for example if  $\gamma < 3/4$  then  $\beta = 1$  so...). Whence either  $\alpha = 0$  or  $\alpha = 1$ .

Suppose  $\alpha = 1$ . Then  $\gamma = 0$ ; but then it should be  $\beta < 1$  (otherwise 1 would deviate to  $R$  and get 4) which implies  $R \succeq_2 L$  that is  $\gamma \geq 3/4$  – contradiction.

Therefore in equilibrium it must be  $\alpha = 0$ . Given this, if  $\beta > 0$  then  $\gamma = 1$  which implies  $\beta = 0$  – another contradiction. Hence also  $\beta = 0$ .

To sustain the play  $R, R$  we need  $R \succeq_{1,2} L$  and this is possible if  $\gamma$  is such that  $\gamma \geq 3/4$ . That is we need  $L \succeq_3 R$  which means  $1 - \pi \geq 2\pi$  or  $\pi \leq 1/3$ .

The conclusion so far is that the sequentially rational systems are strategies  $(\alpha, \beta, \gamma)$  with  $\alpha = \beta = 0$  and  $\gamma \geq 3/4$  and beliefs  $\pi \leq 1/3$ .

To finish we show that these  $\pi$ 's are consistent. We need sequences of fully mixed  $(\alpha_n, \beta_n, \gamma_n) \rightarrow (\alpha, \beta, \gamma)$  and  $\pi_n \rightarrow \pi$  with

$$\pi_n = \frac{\alpha}{\alpha + (1 - \alpha)\beta}$$

Note that  $\pi \leq 1/3$  is equivalent to  $(1 - \pi)/\pi \geq 2$  so it suffices to have  $(1 - \pi_n)/\pi_n = (1 - \alpha_n)\beta_n/\alpha_n \geq 2$ .

To this end we may take  $\gamma_n = \gamma$ ,  $0 < \alpha_n \rightarrow 0$  and  $\beta_n = c\alpha_n/(1 - \alpha_n)$  with any  $c \geq 2$  (of course  $\beta_n \rightarrow 0$ ).