

# ECE 457A TUTORIAL 07: GAME THEORY

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# Strategies To Solve Examples

- Dominant Strategy
  - It yields the best payoff for the player, regardless of other players' strategies.
- Iterated-Dominance (Dominated) Strategy
  - There is another strategy that performs at least as good, regardless of other players' strategies.
- Nash Equilibrium
  - A strategy profile is NE if no player wants to unilaterally deviate to another strategy, given other players' strategies.
  - No player can gain by deviating alone, i.e., by changing his or her strategy single-handedly.

# Example 1 (Prisoner's Dilemma) - DS

		Prisoner 2	
		Confess	Deny
Prisoner 1	Confess	-10, -10	-1, -25
	Deny	-25, -1	-3, -3



# Example 1 (Prisoner's Dilemma) - IDS

		Prisoner 2	
		Confess	Deny
Prisoner 1	Confess	-10, -10	-1, -25
	Deny	-25, -1	-3, -3



# Example 1 (Prisoner's Dilemma) - NE

		Prisoner 2	
		Confess	Deny
Prisoner 1	Confess	-10, -10	-1, -25
	Deny	-25, -1	-3, -3



## Example 2 - DS

		Alice	
		Run	Stop
Bob	Run	1, 1	-1, -3
	Stop	2, -1	2, 3



## Example 2 - IDS

		Alice	
		Run	Stop
Bob	Run	1, 1	-1, -3
	Stop	2, -1	2, 3



## Example 2 - NE

		Alice	
		Run	Stop
Bob	Run	1, 1	-1, -3
	Stop	2, -1	2, 3





## Example 3 - DS

		Player 2	
		X	Y
Player 1	A	5,2	4,2
	B	3,1	3,2
	C	2,1	4,1
	D	4,3	5,4



## Example 3 - IDS

		Player 2	
		X	Y
Player 1	A	5,2	4,2
	B	3,1	3,2
	C	2,1	4,1
	D	4,3	5,4



## Example 3 - NE

		Player 2	
		X	Y
Player 1	A	5,2	4,2
	B	3,1	3,2
	C	2,1	4,1
	D	4,3	5,4



## Example 4 - DS

		Player 2		
		L	C	R
Player 1	U	1, 10	3, 20	40, 0
	M	10, 20	50, -10	6, 0
	D	2, 20	4, 40	10, 0



# Example 4 - IDS

		Player 2		
		L	C	R
Player 1	U	1, 10	3, 20	40, 0
	M	10, 20	50, -10	6, 0
	D	2, 20	4, 40	10, 0



## Example 4 - NE

		Player 2		
		L	C	R
Player 1	U	1, 10	3, 20	40, 0
	M	10, 20	50, -10	6, 0
	D	2, 20	4, 40	10, 0



# References

- <https://www.tayfunsonmez.net/wp-content/uploads/2013/10/E3o8SL4.pdf>
- <http://www.smallparty.com/yoram/classes/principles/nash.pdf>

