### Game Theory

1. Introduction

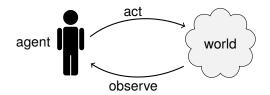
Albert-Ludwigs-Universität Freiburg

Bernhard Nebel and Robert Mattmüller

Summer semester 2018

# Rational Agents

Consider rationally acting agents:



Rational agents maximize their (expected) utility:

- decision theory
- Markov decision processes (MDPs)
- reinforcement learning
- Al planning
- ...

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> What is Game Theory?

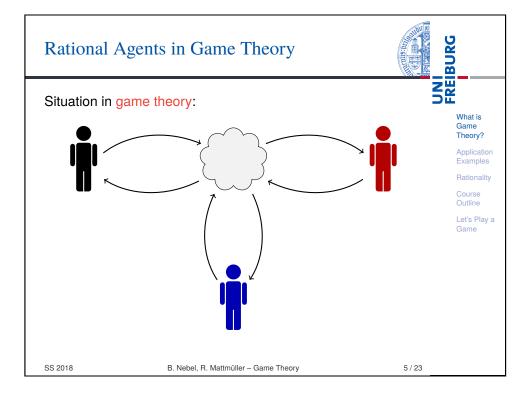
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# Rational Agents in Game Theory

Multiple rational agents interacting in strategic decision situations.

- resulting utility depends on what other agents do.
- all agents know that other agents are rational (this is even common knowledge).

#### Interesting questions:

- how to model such strategic situations
- how to solve such strategic situations
- how to design games that have desired solutions

Game theory is the study and analysis of such strategic decision situations.

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## History of Game Theory



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originally part of mathematics and theoretical economics

- today ubiquitous
- here: artificial intelligence and computer science perspective
  - rationality assumptions ("homo economicus") more warranted for artificial agents than for humans
  - interesting algorithmic questions

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# 2 Application Examples



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### **Board and Card Games**

Two-player board and card games:

(strictly competitive games)

very special



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recent visible success: Poker (no-limit, heads-up, hold'em)

whatever is good for one player is bad for the other

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#### **Auctions**

Auctions: Think of eBay, Google AdWords, ...

- setting: one object should be allocated to one out of a number of bidders.
- questions:
  - what bidding protocol to use?
  - who is the winner?
  - what does the winning bidder have to pay?

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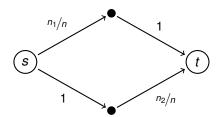
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#### **Congestion Games**

Congestion games: road network with travel costs dependent on the number of agents choosing a particular road



Question: Assume that there are n = 2 agents. Which routes will they choose?

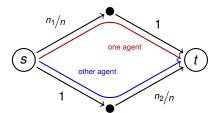
Average travel cost per agent: ?

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## **Congestion Games**

Congestion games: road network with travel costs dependent on the number of agents choosing a particular road



Question: Assume that there are n = 2 agents. Which routes will they choose?

Average travel cost per agent: 1.5

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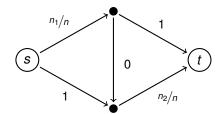
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# **Congestion Games**

Congestion games: road network with travel costs dependent on the number of agents choosing a particular road



Question: Assume that there are n = 2 agents.

Which routes will they choose now (with free new road)?

Average travel cost per agent: ?

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### **Congestion Games**

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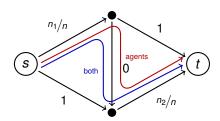
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Congestion games: road network with travel costs dependent on the number of agents choosing a particular road



Question: Assume that there are n = 2 agents.

Which routes will they choose now (with free new road)?

Average travel cost per agent: 2 > 1.5

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# **Security Games**



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Security games:

- setting: a facility (e.g., an airport) has to be guarded to avoid attacks
- possible methods:
  - visit all critical places
  - choose the places probabilistically
  - find a probability distribution for the routing that minimizes expected damage even under the assumption that the attacker can observe the guards

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#### Elections



- setting: a set of alternatives (candidates) and a set of voters, determine winner or ranking
- questions:

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- what questions to ask?
- how to determine a winner / ranking?
- what is the computational complexity of determining a winner?
- can the protocol be made manipulation-safe?

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# 3 Rationality



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## Rationality

#### Rationality:

- General assumption: All players want to maximize their own utility and nothing else.
- Contrasts:
  - Altruistic agents want to maximize utility of other agents
  - Cooperative agents want to maximize group utility
  - Byzantine agents want to minimize utility of other agents

#### Limitations:

- agents may not foresee all consequences of their decisions (bounded rationality)
- agents may not know all relevant information about the game structure (incomplete information)
- agents may not know all relevant information about the current state of the game (imperfect information)

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- strategic games
- extensive games
- repeated games
- imperfect information games and Poker
- social choice theory
- mechanism design

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# **Beauty Contest**



We play a game called "Beauty Contest".

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#### Rules

Everybody chooses a natural number n with  $1 \le n \le 100$ . The players that come closest to 2/3 of the average win.

Now it's your turn!

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