Game Theory 1. Introduction

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Application Examples

Rationality

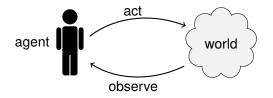
Course Outline

Let's Play a Game

What is Game Theory?

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?

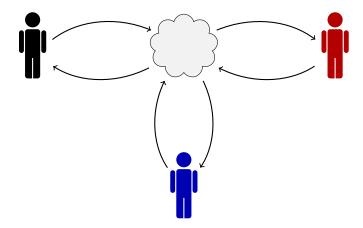
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Rational Agents in Game Theory

Situation in game theory:





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.

What is Game Theory?

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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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Board and Card Games

Two-player board and card games:

- very special
- whatever is good for one player is bad for the other (strictly competitive games)
- recent visible success: Poker (no-limit, heads-up, hold'em)



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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?

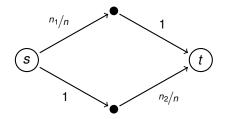
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Congestion games: road network with travel costs dependent on the number of agents choosing a particular road



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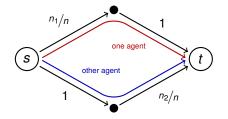
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Let's Play a Game

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

Average travel cost per agent: ?

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



What is Game

DRG

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Theory?

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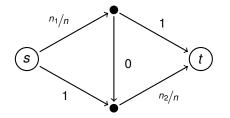
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Let's Play a Game

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

Average travel cost per agent: 1.5

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



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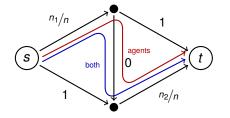
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Let's Play a Game

Question: Assume that there are *n* = 2 agents. Which routes will they choose now (with free new road)?

Average travel cost per agent: ?

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



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Let's Play a Game

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

Security Games

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

What is Game Theory?

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- setting: a set of alternatives (candidates) and a set of voters, determine winner or ranking
- questions:
 - 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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Let's Play a Game

Rationality

own utility and nothing else. Contrasts: Altruictic agents want to maximi

- Altruistic agents want to maximize utility of other agents
- Cooperative agents want to maximize group utility

General assumption: All players want to maximize their

Byzantine agents want to minimize utility of other agents

Limitations:

Rationality

Rationality:

- 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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Application Examples

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mechanism design



What is

strategic games Application Examples extensive games Rationality repeated games and Poker Let's Play a Game social choice theory



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Let's Play a Game



We play a game called "Beauty Contest".

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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