

Introduction to Game Theory

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2.8 Mixed Strategies

In this section we consider a class of infinite strategic games that are induced by finite strategic games, when the players' choices are determined by some probabilistic rules.

Notation: A probability distribution over a finite set $X \neq \emptyset$ is any function

$$p: X \rightarrow [0, 1]$$

such that $\sum_{x \in X} p(x) = 1$. The set of probability distributions over X is denoted by ΔX .

Let $G = \langle N, (A_i)_{i \in N}, (u_i)_{i \in N} \rangle$ be a finite strategic game. The idea of so-called "mixed strategies" is as follows:

- * a strategic game is played iteratively
- * the players initially choose a probabilistic rule according to which each round is played.

A mixed strategy, then, is a choice of such a probabilistic rule. More formally, a mixed strategy of player i : in game G is a probability distribution over A_i . ΔA_i denotes the set of all mixed strategies.

Note: Even though G is finite, i.e. all sets A_i are finite, the sets ΔA_i are infinite.

The strategies in A_i are referred to as pure strategies.

Moreover, each $a_i \in A_i$ induces a particular mixed strategy, namely

$$\hat{a}_i(a_i') := \begin{cases} 1 & \text{if } a_i = a_i' \\ 0 & \text{else} \end{cases}$$

Each profile of mixed strategies $(\alpha_i)_{i \in N} \in \prod_{i \in N} \Delta A_i$
 induces a probability distribution on $A = \prod_{i \in N} A_i$

$$p(a) = \prod_{i \in N} \alpha_i(a_i) = \alpha_1(a_1) \cdot \dots \cdot \alpha_{|N|}(a_{|N|})$$

- the probability that profile a is played.

For any set $A' \subseteq A$, define

$$p(A') = \sum_{a \in A'} p(a) = \sum_{a \in A'} \left(\prod_{i \in N} \alpha_i(a_i) \right).$$

Definition: Let G be finite.

Let $\alpha \in \prod_{i \in N} \Delta A_i$ be a profile of mixed strategies.

The expected utility of α for player i in G is defined as:

$$U_i(\alpha) = U_i((\alpha_j)_{j \in N})$$

$$:= \sum_{a \in A} p(a) \cdot u_i(a)$$

$$= \sum_{a \in A} \left(\prod_{j \in N} \alpha_j(a_j) \right) \cdot u_i(a).$$

$$U_i : \prod_{i \in N} \Delta A_i \rightarrow \mathbb{R}$$

Example: Mixed strategies in Matching Pennies

head $\leftarrow H$ tail $\leftarrow T$

$H \rightarrow$ head

$T \rightarrow$ tail

$1, -1$	$-1, 1$
$-1, 1$	$1, -1$

Player 1 chooses $\alpha_1 \in \Delta\{H, T\}$ with

$$\alpha_1(H) = 2/3, \quad \alpha_1(T) = 1/3$$

Player 2 chooses $\alpha_2 \in \Delta\{H, T\}$ with

$$\alpha_2(H) = 1/3, \quad \alpha_2(T) = 2/3.$$

Standard for specifying mixed strategy profiles

$$(2/3 \cdot H + 1/3 \cdot T, 1/3 \cdot H + 2/3 \cdot T)$$

Thus, we have the following prob. distributions on A :

$$p(H, H) = \alpha_1(H) \cdot \alpha_2(H) = 2/9$$

$$p(H, T) = \dots = 4/9$$

$$p(T, H) = \dots = 1/9$$

$$p(T, T) = \dots = 2/9$$

Thus,

$$U_1(\alpha_1, \alpha_2) = \sum_{a \in A} p(a) u_1(a)$$

$$= 2/9 \cdot 1 + 4/9 \cdot (-1) + 1/9 \cdot (-1) + 2/9 \cdot 1$$

$$= -1/9$$

$$U_2(\alpha_1, \alpha_2) = \dots = 1/5$$

Remark: The expected utility functions U_i are

multi-linear, given $x \in \Pi_0 \Delta \lambda$, $\beta_i, \gamma_i \in \Delta \Delta_i$,
 $\lambda \in [0, 1]$, it follows

$$U_i(x_{-i}, \lambda \beta_i + (1-\lambda) \gamma_i) =$$

$$\lambda \cdot U_i(x_{-i}, \beta_i) + (1-\lambda) U_i(x_{-i}, \gamma_i)$$

Prove it! Easy!

Moreover,

$$U_i(x) = \sum_{a_i \in \Delta_i} x_i(a_i) \cdot U_i(x_{-i}, \hat{a}_i)$$

Prove it!

Example: In the Redding Pennies example with

$x = (x_1, x_2) = (\frac{2}{3} \cdot H + \frac{1}{3} \cdot T, \frac{1}{3} \cdot H + \frac{2}{3} \cdot T)$ we can
calculate $U_1(x_1, x_2)$ as follows:

$$\begin{aligned} U_1(x_1, x_2) &= x_1(H) \cdot U_1(\hat{H}, x_2) + x_1(T) \cdot U_1(\hat{T}, x_2) \\ &= \frac{2}{3} \cdot (\frac{1}{3} - \frac{2}{3}) + \frac{1}{3} \cdot (-\frac{1}{3} + \frac{2}{3}) \\ &= \dots = -\frac{1}{9} \end{aligned}$$

Definition (Mixed extension):

Let $G = \langle N, (A_i)_{i \in N}, (u_i)_{i \in N} \rangle$ be a finite strategic game. The mixed extension of G is the strategic game

$$G^\Delta = \langle N, (\Delta A_i)_{i \in N}, (u_i)_{i \in N} \rangle$$

where for each $i \in N$, ΔA_i is the set of all mixed strategies of player i in G , and $u_i: \prod_{j \in N} \Delta A_j \rightarrow \mathbb{R}$ is the function that assigns to each mixed strategy profile α the expected utility $u_i(\alpha)$ of α for player i .

Definition (Mixed strategy NE)

A mixed strategy NE of a strategic game G is a NE of the mixed extension of G .

Lemma: Every NE $a^* = (a_1^*, \dots, a_{|N|}^*) \in A$

of a finite strategic game G defines a NE

$$\hat{a}^* = (\hat{a}_1^*, \dots, \hat{a}_{|N|}^*) \in \prod_{j \in N} \Delta A_j;$$

of G^Δ .

Conversely, given $(a_1, \dots, a_{|N|}) \in \Delta$ such that

$$\hat{a} = (\hat{a}_1, \dots, \hat{a}_{|N|})$$

is a NE of G^Δ , then $(a_1, \dots, a_{|N|})$ is a NE of G .

Proof sketch: Easy! Just observe that for all

$a = (a_1, \dots, a_{|N|}) \in A$ it follows

$$\begin{aligned} U_i(\hat{a}) &\stackrel{\text{def}}{=} \sum_{b \in A} \left(\prod_{j \in N} \hat{a}_j(b_j) \right) \cdot u_i(b) \\ &= u_i(a) \end{aligned}$$

Then so on!

...



Let x_i be a mixed strategy of player i in the finite game G .

The support of x_i is defined as:

$$\text{support}(x_i) = \{a_i \in A_i : x_i(a_i) > 0\}$$

Lemma (Support lemma).

A mixed strategy profile $x^* \in \prod_{i \in N} \Delta A_i$ is a mixed strategy NE if and only if for each player $i \in N$, each pure strategy $a_i \in \text{support}(x_i^*)$ is a best response to x_{-i}^* , i.e.,

$$\hat{a}_i \in B_i(x_{-i}^*)$$

Proof Do it yourself!

Example: Consider Rock n Scissors (B n S)

	B	S
B	2, 1	0, 0
S	0, 0	1, 2

2 NE in pure strategies: (B, B), (S, S).

Thus (B, B) and (S, S) are mixed strategy

NE of the game.

Assume that (α_1, α_2) is any mixed strategy NE.

It follows

$$U_1(\hat{B}, \alpha_2) = \alpha_2(B) \cdot 2 + \alpha_2(S) \cdot 0 = 2\alpha_2(B)$$

by the
lemma

$$U_1(\hat{S}, \alpha_2) = \alpha_2(B) \cdot 0 + \alpha_2(S) \cdot 1 = \alpha_2(S) = 1 - \alpha_2(B)$$

$$\text{Thus, } \alpha_2(B) = 1/3$$

In a similar way

$$u_2(\alpha_1, \hat{B}) = \dots = \alpha_1(B)$$

Sum of Lem-

$$u_2(\alpha_1, \hat{S}) = \dots = 2 \cdot \alpha_1(S) = 2 \cdot (1 - \alpha_1(B))$$

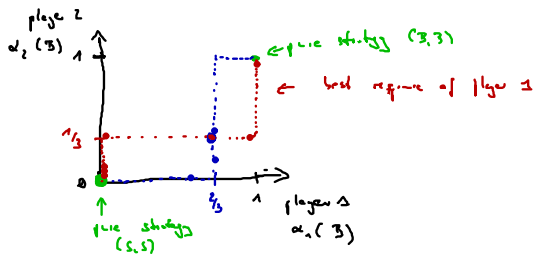
$$\text{Thus, } \alpha_1(B) = 2/3.$$

Thus,

$$\left(\left(\frac{2}{3} \cdot B + \frac{1}{3} \cdot S, \frac{1}{3} \cdot B + \frac{2}{3} \cdot S \right), \right.$$

can be the only further mixed strategy NE of BS.

Picture representation of BS:



$$\Rightarrow \left(\frac{2}{3} B, \frac{1}{3} S \right) \rightarrow \frac{1}{3} B + \frac{2}{3} S$$

is a NE

$$u_1(x_1, x_2) = x_1(B) \cdot x_2(B) \cdot 2 + \overset{1-x_2(B)}{x_1(B)} \cdot x_2(S) \cdot 0 + x_1(S) \cdot x_2(B) \cdot 0 + x_1(S) \cdot x_2(S) \cdot 1$$

$$= 0$$

$$= 3 \cdot \overset{x}{x_1(B)} \cdot x_2(B) + 1 - x_1(B) - x_2(B)$$

So we need to find maxima of the function: $b =$

$$f_b(x) := (3b-1) \cdot x + (1-b) \quad b \in [0,1] \quad x \in [0,1]$$

For $b < 1/3$, $f_b(x)$ has max at $x=0$, because $3b-1 < 0$

For $b = 1/3$, $f_b(x)$ has max constant for all $x \in [0,1]$

For $b > 1/3$, $f_b(x)$ has max at $x=1$

Theorem : (Nash)

Each finite strategic game has a mixed strategy NE.

Proof: Let $G = (N, (A_i), (u_i))$ be a finite strategic game. Define $m_i := |A_i|$ and identify each $\alpha_i \in \Delta A_i$ with the tuple

$$(\alpha_i(a_1^i), \dots, \alpha_i(a_{m_i}^i)) \in [0, 1]^{m_i} \subseteq \mathbb{R}^{m_i}$$

where $A_i = \{a_1^i, \dots, a_{m_i}^i\}$ (1, 0, ..., 0)

Thus, ΔA_i becomes a non-empty subset of $\mathbb{R}^{m_i}$, which is convex and compact.

Then show that the expected utility functions U_i are quasi-concave and on A_i and continuous. Thus all conditions of the theorem in 2.7. are satisfied.

□

References



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