

# Decisions with Multiple Agents: Game Theory

Alice Gao  
Lecture 16

Based on work by K. Leyton-Brown, K. Larson, and P. van Beek

# Outline

Learning Goals

Revisiting the Learning goals

# Learning Goals

By the end of the lecture, you should be able to

- ▶ Determine dominant-strategy equilibria of a 2-player normal form game.
- ▶ Determine pure-strategy Nash equilibria of a 2-player normal form game.
- ▶ Determine whether one outcome Pareto dominates another outcome of a game. Determine Pareto optimal outcomes of a 2-player normal form game.
- ▶ Calculate a mixed strategy Nash equilibrium of a 2-player normal form game.

## CQ: Prior knowledge w/ GT and MD

**CQ:** Have you learned Game Theory and/or Mechanism Design in another course?

(A) Yes

(B) No

# Decision making with multiple agents

- ▶ Decision making in a multi-agent environment.
- ▶ When making a decision, each agent needs to take into account of the other agents' behaviour.

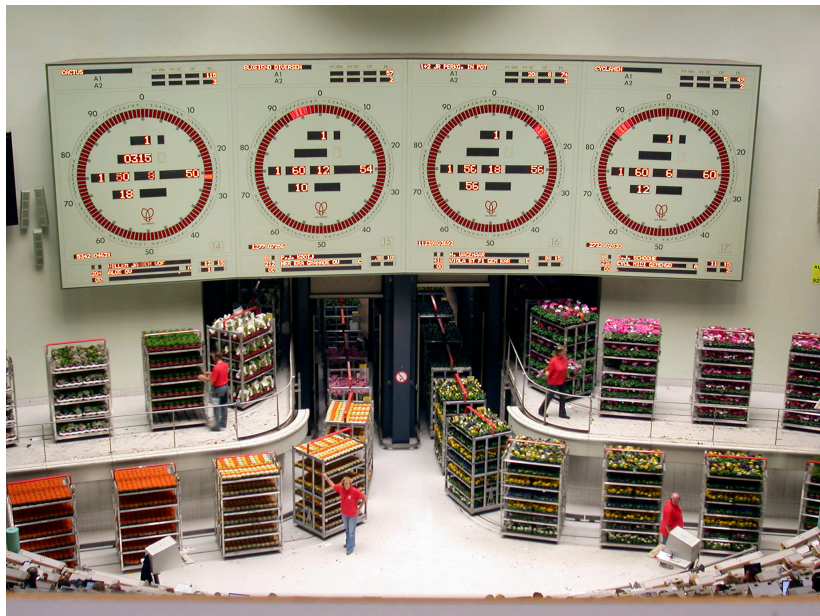
# What is a game?



# Game Theory

A game is a mathematical model of a strategic scenario.

# Dutch flower auction





# Matching problems

Examples: medical residency matching, school choice, and organ transplant, etc.



# Crowdsourcing

Examples: 99 Designs, Topcoder, Duolingo, uwflow.com

The screenshot shows the ESP Game interface. At the top, there's a navigation bar with 'ESP Game' selected. Below that, the score is 200 and the time is 0:52. The main question is 'What do you see?'. On the left, under 'taboo words', the words 'star' and 'stone' are listed. In the center, there's a photo of a wall with a star on it. On the right, under 'guesses', the words 'wall' and 'russia' are listed. At the bottom right, there are 'submit' and 'pass' buttons.

score 200

time 0:52

ESP Game  
Concentrate...

What do you see?

taboo words

star

stone

guesses

wall

russia

submit pass

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# Game Theory vs Mechanism Design

- ▶ Game theory: Given a game, how would agents play it?
  
- ▶ Mechanism design: How should we design the rules of the game so that the agents will behave the way we want them to?

# The multi-agent framework

- ▶ Each agent decides what to do based on
  - ▶ their information about the world
  - ▶ their information about other agents
  - ▶ their utility function
- ▶ The outcome depends on the actions of all agents.

# Relationship between utility functions

A game can be

- ▶ cooperative where agents have a common goal.
- ▶ competitive where agents have conflicting goals.
- ▶ or somewhere in between.

## CQ: Friends who enjoy each other's company

**CQ:** Which of the following statements is correct?

- (A) For Alice, staying home strictly dominates going dancing.
- (B) For Alice, going dancing strictly dominates staying home.
- (C) For Alice, neither action strictly dominates the other action.

		Anna	
		<i>home</i>	<i>dancing</i>
Alice	<i>home</i>	(0, 0)	(0, 1)
	<i>dancing</i>	(1, 0)	(2, 2)

## CQ: Signing up for the same activity - strategy dominance

**CQ:** Which of the following statements is correct?

- (A) For Alice, dancing strictly dominates running.
- (B) For Alice, running strictly dominates dancing.
- (C) For Alice, neither action strictly dominates the other action.

		Anna	
		<i>dancing</i>	<i>running</i>
Alice	<i>dancing</i>	(2, 2)	(0, 0)
	<i>running</i>	(0, 0)	(1, 1)

## CQ: Signing up for the same activity - dominant strategy equilibrium

**CQ:** Does this game have a dominant strategy equilibrium?

If so, which outcome is such an equilibrium?

- (A) (dancing, dancing)
- (B) (dancing, running)
- (C) (running, dancing)
- (D) (running, running)
- (E) This game does NOT have a dominant strategy equilibrium.

		Anna	
		<i>dancing</i>	<i>running</i>
Alice	<i>dancing</i>	(2, 2)	(0, 0)
	<i>running</i>	(0, 0)	(1, 1)



# Nash equilibrium



- ▶ Won Nobel prize in Economics.
- ▶ One-page paper on Nash equilibrium and 26-page PhD thesis.
- ▶ Every finite game has at least one Nash equilibrium. (It may not be a pure strategy equilibrium though.)

## CQ: Signing up for the same activity - Best response

**CQ:** Consider the strategy profile (*dancing*, *running*). Which of the following statements is true?

- (A) Alice's action is a best response to Anna's action.
- (B) Anna's action is a best response to Alice's action.
- (C) Both (A) and (B) are true.
- (D) Neither (A) nor (B) is true.

		Anna	
		<i>dancing</i>	<i>running</i>
Alice	<i>dancing</i>	(2, 2)	(0, 0)
	<i>running</i>	(0, 0)	(1, 1)

## CQ: Signing up for the same activity - Nash equilibria

**CQ:** Which of the following is correct about the game below?  
Consider only pure-strategy Nash equilibria.

- (A) (dancing, dancing) is the only Nash equilibrium.
- (B) (running, running) is the only Nash equilibrium.
- (C) (dancing, dancing) and (running, running) are both Nash equilibria.
- (D) This game has more than 2 Nash equilibria.

		Anna	
		<i>dancing</i>	<i>running</i>
Alice	<i>dancing</i>	(2, 2)	(0, 0)
	<i>running</i>	(0, 0)	(1, 1)

## CQ: Signing up for the same activity - Pareto optimality

**CQ:** How many of the four outcomes are **Pareto optimal**?

- (A) 0    (B) 1    (C) 2    (D) 3    (E) 4

		Anna	
		<i>dancing</i>	<i>running</i>
Alice	<i>dancing</i>	(2, 2)	(0, 0)
	<i>running</i>	(0, 0)	(1, 1)

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