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Mixed Strategy Equilibria

Matching Pennies

	Н	Т
Н	1*,-1	-1,1*
Т	-1,1*	1*,-1

- This game does not have a Nash equilibrium: each player wants to do the opposite of the other
- Suppose instead of choosing H or T for sure, each player flips a coin to determine what to do

Call H, T *pure* strategies

A *mixed* strategy is a probability distribution over pure strategies

Solving the Matching Pennies Game

- $\ensuremath{p_{1}}\xspace$ probability that 1 chooses H
- p_2 probability that 2 chooses H

 $u_1(p_1, p_2) = p_1p_2 + (1 - p_1)(1 - p_2) - (1 - p_1)p_2 - p_1(1 - p_2)$

$$egin{aligned} &u_2(p_1,p_2)=\ &-p_1p_2-(1-p_1)(1-p_2)+(1-p_1)p_2+p_1(1-p_2) \end{aligned}$$

reaction function of 1:

if $p_2 < 1/2$ then $p_1 = 0$

if $p_2 > 1/2$ then $p_1 = 1$

if $p_2 = 1/2$ then indifferent

reaction function of 2:

if $p_1 < 1/2$ then $p_2 = 1$

if $p_1 > 1/2$ then $p_2 = 0$

if $p_1 = 1/2$ then indifferent

if $p_1 = p_2 = 1/2$ then both players are indifferent this is a *mixed strategy Nash equilibrium*

Remarks

- Not easy to give a recipe for finding mixed Nash equilibria
- To mix a player must be indifferent, this is the usual method of solving: find the strategies for player 2 that makes player 1 indifferent and vice versa
- Every finite game has a mixed Nash equilibrium

Coordination Game

	L	R
U	1*,1*	0,0
D	0,0	1*,1*

Two pure equilibria, but also a mixed equilibrium where both players play 50-50.

• Interpretation of mixed equilibrium in terms of uncertainty

Battle of the Sexes

	L	R
U	2*,1*	0,0
D	0,0	1*,2*

Two pure equilibria. Is there a mixed equilibrium?

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Player 1's utility from playing U 2p_2
Player 1's utility from playing D 1 - p_2
Player 1's indifference 2p_2 = 1 - p_2
solve to find p_2 = 1/3
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Similarly we can solve for player 2's indifference and find $p_1 = 2/3$

So each player puts more weight on the strategy he likes best

Probability of U,L is 2/9, of D,R is 2/9 Probability of U,R is 4/9, of D,L is 1/9

Kitty Genovese Problem

Description of the problem

Model of the problem

n people all identical

benefit is someone calls the police is x

cost of calling the police is 1

Assumption: x > 1

Look for symmetric mixed strategy equilibrium where *p* is probability of each person calling the police

solution

p is the symmetric equilibrium probability for each player to call the police

each player *i* must be indifferent between calling the police or not

if *i* calls the police, gets *x*-1 for sure.

If *i* doesn't, gets 0 with probability $(1 - p)^{n-1}$, gets *x* with probability $1 - (1 - p)^{n-1}$

so indifference when

$$x-1 = x(1-(1-p)^{n-1})$$

solve for *p*
$$p = 1 - (1/x)^{1/(n-1)}$$

probability police is called

$$1 - (1 - p)^n = 1 - \left(\frac{1}{x}\right)^{\frac{n}{n-1}}$$

$$1 - (1 - p)^n = 1 - (1 / x)^{n / (n-1)}$$

