# 1. Exercise Sheet

### Exercise 1 Expected Payoffs

Consider a game with the following payoff matrix:

$$A = \begin{array}{cc} C & D \\ C & \begin{bmatrix} 0, 0 & 1, 1 \\ D & \begin{bmatrix} 0, 0 & 1, 1 \\ 0, 0 & 1, 1 \end{bmatrix}$$

- a) Compute the expected payoff for player 1 playing cooperate (C), when it is already known that player 2 plays a mixed strategy of x = (1/2, 1/2).
- b) Compute the expected payoff of player 1, when he plays a mixed strategy of  $x_1 = (1/2, 1/2)$ and player 2 plays a mixed strategy of  $x_2 = (1/2, 1/2)$ .
- c) Assume that both players currently play a mixed strategy of x = (1/2, 1/2). What kind of strategy can player 1 play to increase his payoff? What kind of strategy can player 2 play to increase his payoff?

#### Exercise 2 Nash Equilibria

Consider a 2-Player Prisoner's Dilemma game with the following payoff matrix.

$$A = \begin{array}{cc} C & D \\ C & \begin{bmatrix} 3, 3 & 0, 5 \\ D & 5, 0 & 1, 1 \end{bmatrix}$$

What strategy profile is a Nash-Equilibrium?

## Exercise 3 Nash Equilibria

Roger and Colleen play a game. Each one has a coin. They will both show a side of their coin simultaneously. If both show heads, no money will be exchanged. If Roger shows heads and Colleen shows tails then Colleen will give Roger 1 Dollar. If Roger shows tails and Colleen shows heads, then Roger will pay Colleen 1 Dollar. If both show tails, then they both get 2 Dollar.

- a) Write the payoff matrix (for both players). Note: You can write in one matrix or in two matrices.
- b) What is the best response of Colleen to Roger, when he plays/shows tails?
- c) What is the Nash-equilibrium for this payoff matrix?

## **Computational Intelligence in Games**

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## Exercise 4 Nash Equilibria in Mixed Strategies

Consider the game Rock-Paper-Scissors-Lizard-Spock. The rules are defined as:

- Scissors cuts Paper
- Paper covers Rock
- Rock crushes Lizard
- Lizard poisons Spock
- Spock smashes Scissors
- Scissors decapitates Lizard
- Lizard eats Paper
- Paper disproves Spock
- Spock vaporizes Rock
- Rock crushes Scissors



- a) Write the payoff matrix for the 2-player version of the game.
- b) Show that there cannot be a Nash-Equilibrium with pure strategies.
- c) Proof that the Nash-Equilibrium is a mixed strategy with the probability distribution x = (1/5, 1/5, 1/5, 1/5, 1/5).
  - Hint: read up on the proof for the base-game Rock-Paper-Scissors and adapt it to the 5 strategy variant: https://oyc.yale.edu/sites/default/files/mixed\_strategies\_handout\_0\_0.pdf

# Exercise 5 Replicator Equations and Fixed Points

Consider the Stag-Hunt game with the following payoff matrix:

$$\begin{array}{ccc} C & D \\ C & \begin{bmatrix} 2, \, 2 & 0, \, 1 \\ 1, \, 0 & 1, \, 1 \end{bmatrix}$$

- a) Use replicator equations to calculate the fixed point(s), for the number of cooperators.
- b) Show to which fixed point the population converges if the initial frequency of cooperators is 75%.
- c) Show which fixed point the population converges to for any start-frequency of cooperators.