### Strategic Games, Theory, and Experiment Butler University

#### David Housman

Goshen College

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David Housman (Goshen College) Strategic Games, Theory, and Experiment

## **Dictator Game**

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• What is the distribution of offers?

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- Theory: self-interested versus equity-interested dictator

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- Theory: self-interested versus equity-interested dictator
- Experiment: double-blind vs. standard

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- Offer distribution: now, theory, experiment.
- Minimal acceptable offers distribution: now, theory, experiment.

## Ah or Blee

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- There is no dilemma if
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  - there are mandates by an external authority, or
  - there is repeated play.

# A Strange Auction

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- Biological interpretation.

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- $\beta(v)$  is a player's bid if the prize is worth v to him.
- One player who values the prize at v thinks about changing his bid from β(v) to b. His expected payoff is

$$\pi(b) = \int_{\beta(u) < b} (v - \beta(u)) f(u) \, du - b \int_{\beta(u) \ge b} f(u) \, du$$

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- One player who values the prize at ν thinks about changing his bid from β(ν) to b. His expected payoff is

$$\pi(b) = \int_{\beta(u) < b} (\mathbf{v} - \beta(u)) f(u) \, du - b \int_{\beta(u) \ge b} f(u) \, du$$

• Assume  $\beta(\mathbf{v})$  is the player's payoff maximizing bid, that is,

 $\pi(\beta(\mathbf{v})) \geq \pi(\mathbf{b})$ 

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for all  $b \ge 0$ .

• Maximize the following at  $b = \beta(v)$ :

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• Assume  $\beta$  is strictly increasing and F is the cdf of f.

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• Assume  $\beta$  is differentiable.

$$\pi'(b) = \frac{(v - \beta(\beta^{-1}(b)))f(\beta^{-1}(b))}{\beta'(\beta^{-1}(b)))} - (1 - F(\beta^{-1}(b))) + \frac{bf(\beta^{-1}(b))}{\beta'(\beta^{-1}(b)))}$$

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• Solve for  $\beta'$ .

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$$\beta(v) = \int_0^v \frac{uf(u)}{1 - F(u)} \, du$$

which is differentiable and increasing where f(v) > 0.

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 Verify we have found a maximum by substituting β'(v) expression back into formula for π'(b).

$$\pi'(b) = (1 - F(\beta^{-1}(b))(v/\beta^{-1}(b) - 1))$$

which is positive if  $b < \beta(v)$  and negative if  $b > \beta(v)$ .

• Optimal bidding strategy.

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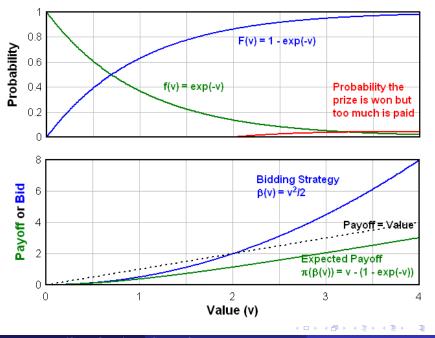
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• The average bid equals the average value.

$$\int_0^\infty \beta(v) f(v) \, dv = \int_0^\infty u f(u) \, du$$

• For some prize values v, the bid  $\beta(v)$  is greater than the value!



# Beauty Contest

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- Play now!

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- Play now!
- Find the distribution of guesses as well as the winner.

• If players choose randomly, the median will be 50. So, I should choose 35.

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- If everyone thought the way I just thought, the median will be 35. So, I should choose 24.5.

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- If everyone thought the way I just thought, the median will be 24.5. So, I should choose 17.
- If everyone thought the way I just thought, the median will be 17. So, I should choose 12.

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- This iterated process converges to 0, the unique Nash equilibrium strategy.

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- But the reality is that not everyone thinks that deeply, and so I must think about how deeply my opponents will think.

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- This iterated process converges to 0, the unique Nash equilibrium strategy.
- But the reality is that not everyone thinks that deeply, and so I must think about how deeply my opponents will think.
- This is why stock market and housing bubbles persist even though everyone knows it will burst at some point.

## MARPS

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- Paper covers rock (\$1 from rock player to paper player)>

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## Repeated Monetary Asymmetric Rock-Paper-Scissors

• Two players.

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- Rock smashes scissors (\$2 from scissors player to rock player).
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- Paper covers rock (\$1 from rock player to paper player)>
- Play it ten times with a single opponent now!

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- For self-interested and risk neutral players, rock 40%, paper 40%, and scissors 20% is prudential and Nash.
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- But there is no incentive to mix properly if others are mixing properly.

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- Players may be risk adverse or risk loving.

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- But there is no incentive to mix properly if others are mixing properly.
- Players may be risk adverse or risk loving.
- When asked to produce random sequences, people produce sequences that reliably deviate from random ones: too few long runs, too many alternations, and relative frequencies too close to event probabilities.

- For self-interested and risk neutral players, rock 40%, paper 40%, and scissors 20% is prudential and Nash.
- For self-interested players who only care about winning (and not by how much), rock 1/3, paper 1/3, and scissors 1/3 is prudential and Nash.
- But there is no incentive to mix properly if others are mixing properly.
- Players may be risk adverse or risk loving.
- When asked to produce random sequences, people produce sequences that reliably deviate from random ones: too few long runs, too many alternations, and relative frequencies too close to event probabilities.
- Biological interpretation.

## Conclusions

David Housman (Goshen College) Strategic Games, Theory, and Experiment No

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• Games are fun!

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Image: A matrix

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- Game theory can sometimes model the behavior of people, nations, animals, genes, or other agents.
- Preference models are crucial.
- Experimental work is having a strong impact.
- There is a lot more for us to learn!

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