

UGEB2530 Game and strategic thinking
Assignment 1

Due: 26 Jan 2014 (Monday)

1. Find all pure Nash equilibria of the following games.
 - (a) $\begin{pmatrix} (4, -4) & (1, -2) \\ (3, 5) & (-2, 7) \end{pmatrix}$
 - (b) $\begin{pmatrix} (5, 3) & (1, -2) \\ (3, 0) & (4, 5) \end{pmatrix}$
2. There is a 4-face dice and the numbers on the 4 faces are 1, 1, 2 and 3 respectively. The dice is thrown once.
 - (a) Find the expected value of the number at the bottom.
 - (b) Find the expected value of the square of the number at the bottom.
3. In a rock-paper-scissors game, the loser pays the total number of fingers in the two gesture to the winner. The payoffs of the players are 0 if there is a draw.
 - (a) Write down the game matrix (payoff of player 1) of the game. (Use rock, paper, scissors, as the order of strategies.)
 - (b) Suppose player 1 uses (0.2, 0.3, 0.5) and player 2 uses (0.3, 0.4, 0.3). Find that expected payoff of player 1.
 - (c) If player 1 uses (0.2, 0.3, 0.5), what is the best strategy of player 2.
 - (d) If player 2 uses (0.3, 0.4, 0.3), what is the best strategy of player 1.
4. In a game, two players call out one of the numbers 1, 2, or 3 simultaneously. Let S be the sum of the two numbers. If S is even, then player 2 pay S dollars to player 1. If S is odd, then player 1 pay S dollars to player 2.
 - (a) Write down the game matrix for the payoff of player 1.
 - (b) Write down the game matrix for the payoff of player 2.
 - (c) Find the expected payoff of player 1 if player 1 calls out the numbers 1, 2, 3 with probabilities 0.3, 0.2, 0.5 respectively, and player 2 calls out the numbers 1, 2, 3 with probabilities 0.6, 0.1, 0.3 respectively.
 - (d) Suppose player 2 calls out the numbers 1, 2, 3 with probabilities 0.6, 0.1, 0.3 respectively. What is the best strategy for player 1 and what is his expected payoff if he uses this strategy?

End of paper