Game Theory

Kevin: So according to game theory, it is not advantageous for either of us to work on this lecture

Tom: I didn't need game theory to tell me that I'm lazy; I already knew that

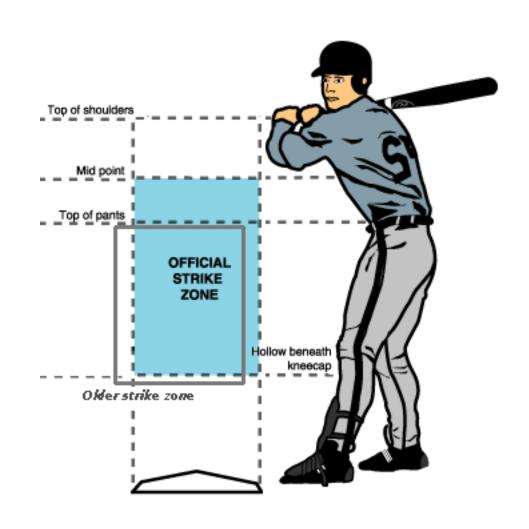
What is Game Theory?

- Game theory is a mathy formalization of strategic situations
- A strategic situation is any situation where your success depends on what other people do
- This includes

Chess



Baseball – ball or strike



Baseball – pitching in general

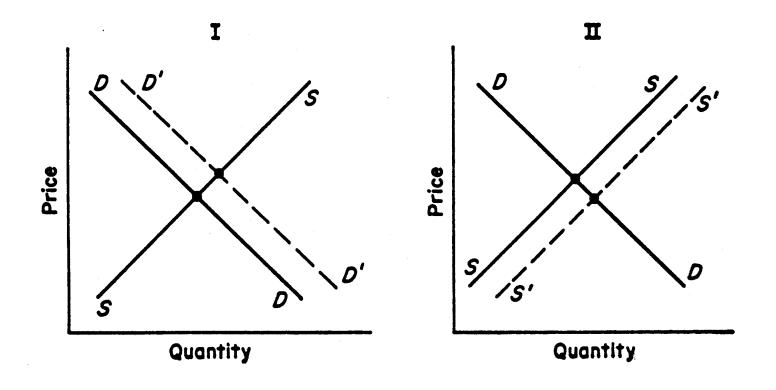


Asking someone on a date

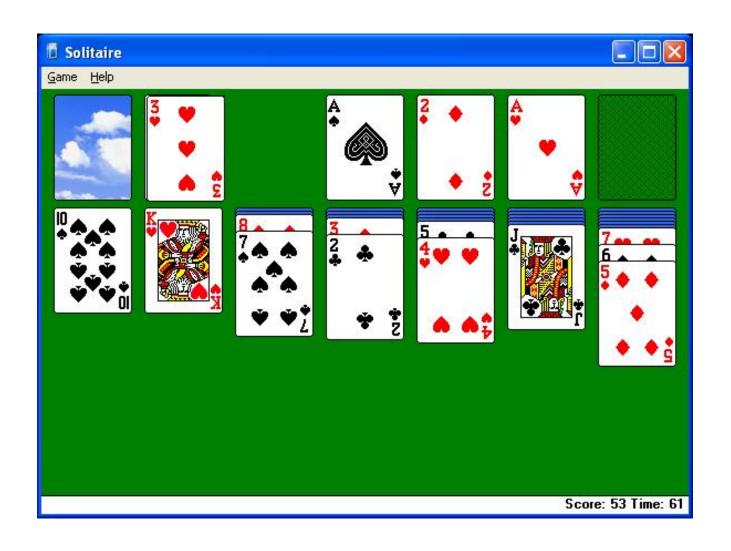


^{*}Likely not important in this class

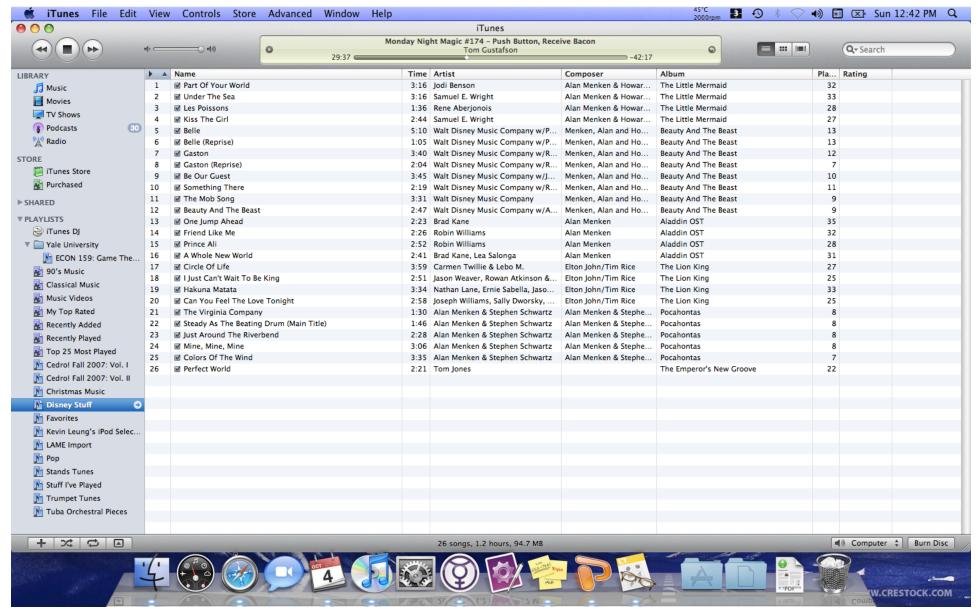
Production levels



NOT - Solitaire



NOT – iTunes choices



Breakdown of the class

- 3 examples, 3 topics
- Let's go

Example #1: Star

is the loneliest number...

Star Format

- 5 players, each playing a different color
- Each player trying to defeat enemy colors before anyone else
 - G player tries to destroy B and U
- Interesting format because of ally pairings
- Friend of an friend is an enemy?
 - Friend of an enemy is a frenemy?

Example situation – Star Format



Example situation – Star Format



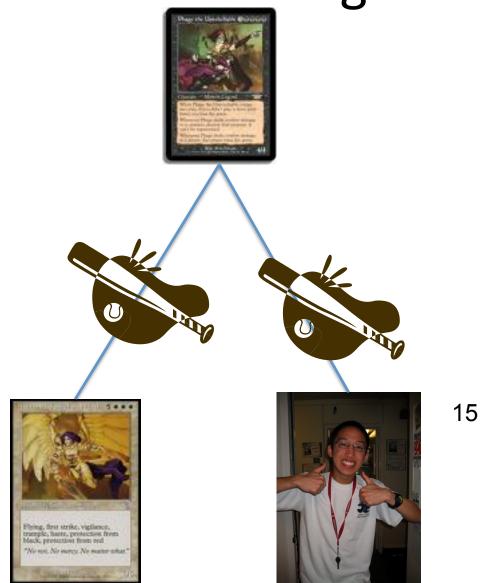
I Swing, Akroma sits



Akroma swings, I sit



Both Swing



Neither swing



What should I do?



A Better Way to Look at it











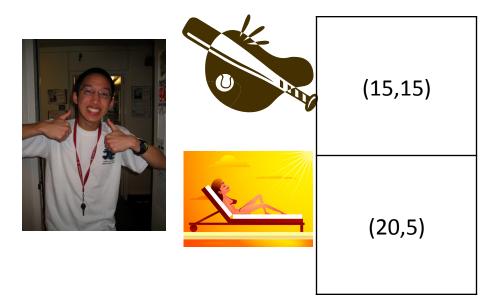
(15,15)	(5,20)



(20,5) (10,10)

If Akroma Swings...

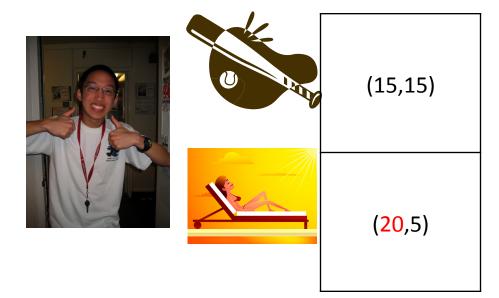






We should sit







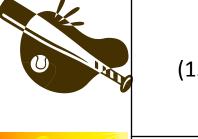
If Akroma sits...











(15,15) (5,20)



(20,5) (10,10)

We should sit







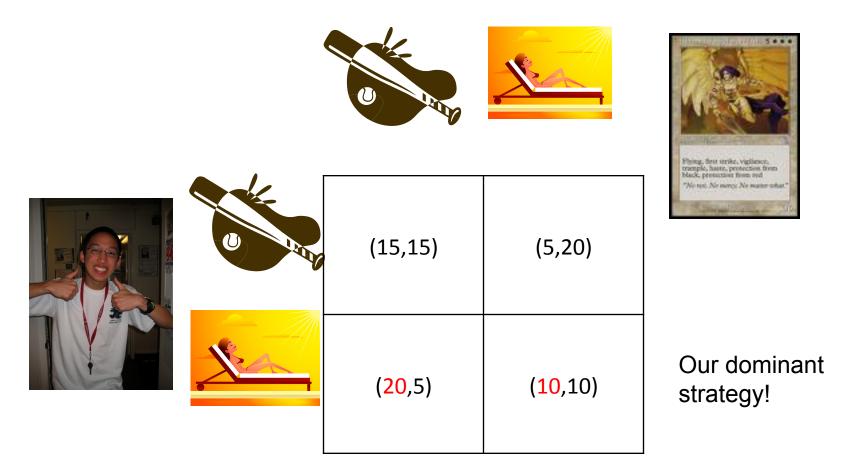


(5,20)



(10,10)

We have a winner!



This is easy; so why is it known as the Prisoner's Dilemma?

It's worse.











How can we fix this?

- Why doesn't communication help?
- What did the 19th century railroad tycoons do?

Why don't we play Magic like this?

- It's a repeated game
- Nothing is ceteris paribus
- Akroma knows what your choice is
- Life totals don't necessarily represent whether you're going to win
- More generally, you don't know what your opponents' goals are
 - This is why playing against Tom in a multiplayer match always gets me angry

Example #2: Kithkin

can be as bad as 1

* if 2 is Hilary Clinton

A Different Situation













Knight of Meadowgrain

Deck Lists

You – Kithkin - Florian Michalec Lands (23)

16 Plains

3 Rustic Clachan

4 Windbrisk Heights

Creatures (20)

2 Burrenton Forge-Tender

3 Cloudgoat Ranger

4 Figure of Destiny

4 Goldmeadow Stalwart

4 Knight of the White Orchid

3 Ranger of Eos

Spells (17)

2 Ajani Goldmane

3 Harm's Way

4 Honor of the Pure

4 Path to Exile

4 Spectral Procession

Him – Jund Cascade – Pierre Simonnin **Lands (24)**It's irrelevant

Creatures (22)4 Bloodbraid Flf

4 Boggart Ram-Gang

4 Demigod of Revenge

4 Kitchen Finks

4 Putrid Leech

2 Sygg, River Cutthroat

Other Spells (14)

2 Doom Blade

3 Jund Charm

4 Lightning Bolt

4 Maelstrom Pulse

1 Volcanic Fallout

So What Are Our Options?















1) Just Swing













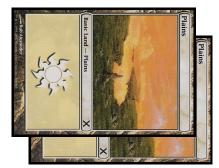
2) HotP











[Jund Charm □ □ □ □ Choose one — Remove target player's graveyard from the game; or jund Charm deals 2 damage to each creature; or put two +1/+1 counters on target creature. Jund pulses with raw energy, waiting for shamans to shape it into useful form.



3) Tom









Chart



4



5



What did we learn from the last game?



3 7

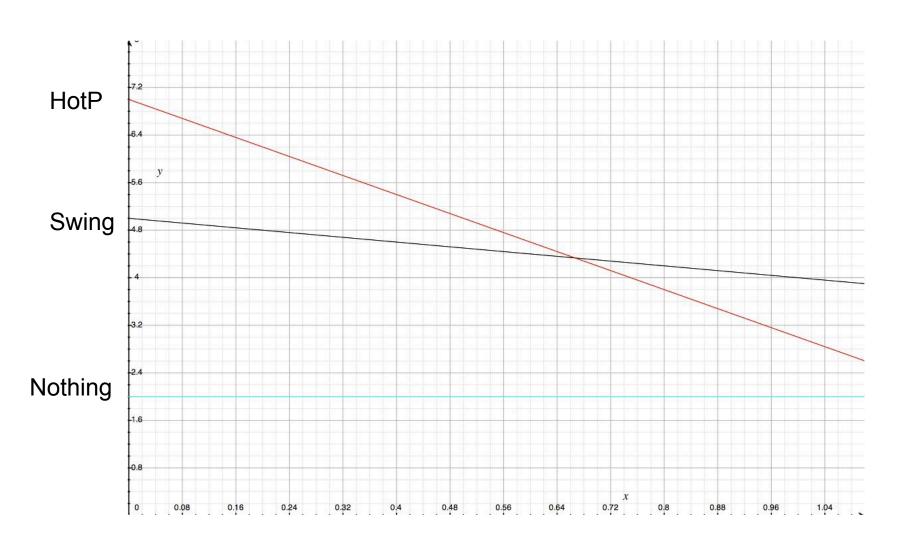
Can we do better? How can we think of this problem differently?



Analysis

- There is no dominant strategy
- Instead, we should choose based on our certainty
- If we're 50% sure they will bolt, what should we do?
- If we're 80% sure they will bolt, what should we do?

Best Response Graph



Some Math...

•
$$4x + 5(1 - x) = 3x + 7(1 - x)$$

•
$$5 - x = 7 - 4x$$

•
$$3x = 2$$

•
$$x = 2/3$$

Example #3: Drafting*

* also a good way to catch up in MarioKart

Drafting

- Drafting is just as much of a game as Magic itself
- 8 people sit in a circle, each opens a pack
- Takes 1, passes 14 left, takes 1, passes 13 left...
- Pack 2, pass right
- Pack 3, pass left again
- 40 card deck, usually ~17 lands
- Sideboard is everything else

How Do I Draft?

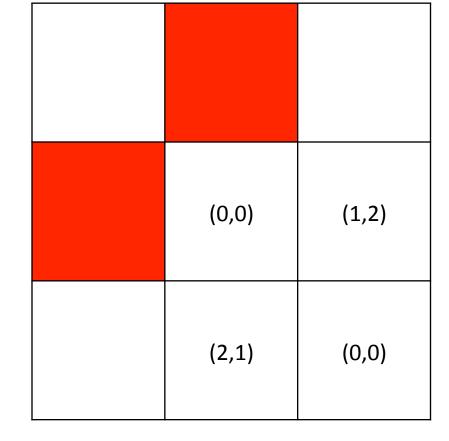
- BREAD
- Bombs
- Removal
- Evasion
- Acceleration / Aggressive
- Dumb stuff? It kind of breaks down
- So what colors do I pick?
- Volunteers?

Drafting buddies

- Drafting the same color as someone else is bad
- You both like white
 - That's common knowledge
- Both open good white and red cards
- What do you choose?

You knew it was coming...





Make your choice...

So are there any dominated strategies?

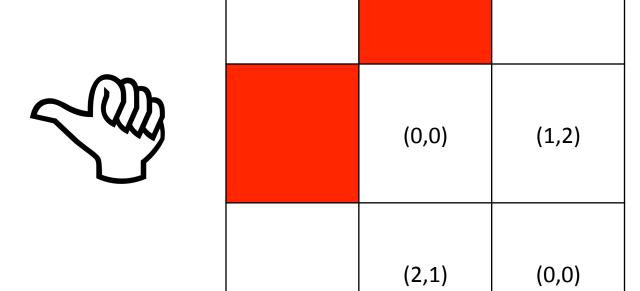
What does best response tell you?



Nash Equilibrium



When everyone is playing a best response to everyone else's strategy



Nash Equilibrium



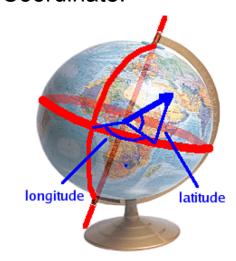
When everyone is playing a best response to everyone else's strategy



(0,0)	(1,2)
(2,1)	(0,0)

What can you do to get your best payoff?

Coordinate!



Signaling in booster draft



- Avoid over-drafting a color
 - passing information is good
- 1st pack: doom blade, assassinate, pacifism
 - What do you take?
- Just as important to read signals

Also Not Original

- Better known as the "Battle of the Sexes" based on picking a movie to see
 - Unsurprisingly, I've never had a problem like this
- Different than Prisoner's Dilemma because it was just a coordination game
 - In Prisoner's Dilemma, communication doesn't matter
 - In this case, communication can help by playing a particular Nash Equilibrium
- Self-enforcing Nash Equilibrium

How are you a better player?

- Do not play dominated strategies
 - Play close endgames like you get perfect topdecks
- Consider the expected payoff based on certainty
- Put yourself in their shoes
- Pay attention to signals and send signals
- Think about your games in terms of payoffs and strategies

Want more?

- Mixed strategies use randomizations of pure strategies
 - Maybe a way to determine whether you should bluff attacks or not
- Iterative deletion towards NE in metagame shift

Where Can You Learn More?

- Econ 160 (not offered; life sucks)
- Ben Polak's lectures on Game Theory at Yale
- Intro to Game Theory Frank Karsten
- Theory Games Frank Karsten