

# **MS&E 246: Lecture 3**

## **Pure strategy Nash equilibrium**

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January 16, 2007

# Outline

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- Best response and pure strategy  
Nash equilibrium
- Relation to other equilibrium notions
- Examples
- Bertrand competition

# Best response set

*Best response set* for player  $n$  to  $\mathbf{s}_{-n}$ :

$$R_n(\mathbf{s}_{-n}) = \arg \max_{s_n \in S_n} \Pi_n(s_n, \mathbf{s}_{-n})$$

[ Note:  $\arg \max_{x \in X} f(x)$  is the  
*set of  $x$  that maximize  $f(x)$*  ]

# Nash equilibrium

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*Given: N-player game*

A vector  $\mathbf{s} = (s_1, \dots, s_N)$  is a (*pure strategy*)

*Nash equilibrium* if:

$$s_i \in R_i(\mathbf{s}_{-i})$$

for all players  $i$ .

Each *individual* plays a best response to the others.

# Nash equilibrium

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Pure strategy Nash equilibrium is robust to *unilateral deviations*

One of the hardest questions in game theory:

*How do players know to play a Nash equilibrium?*

# Example: Prisoner's dilemma

Recall the routing game:

		AT&T	
		near	far
MCI	near	$(-4, -4)$	$(-1, -5)$
	far	$(-5, -1)$	$(-2, -2)$

# Example: Prisoner's dilemma

Here (near, near) is the unique (pure strategy) NE:

		AT&T	
		near	far
MCI	near	(-4, -4)	(-1, -5)
	far	(-5, -1)	(-2, -2)

# Summary of relationships

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Given a game:

- Any DSE also survives ISD, and is a NE.

*(DSE = dominant strategy equilibrium; ISD = iterated strict dominance)*



# Example: bidding game

Recall the bidding game from lecture 1:

		Player 2's bid				
		<b>\$0</b>	<b>\$1</b>	<b>\$2</b>	<b>\$3</b>	<b>\$4</b>
Player 1's bid	<b>\$0</b>	\$4.00	\$4.00	\$4.00	\$4.00	\$4.00
	<b>\$1</b>	\$11.00	\$7.00	\$5.67	\$5.00	\$4.60
	<b>\$2</b>	\$10.00	\$7.33	\$6.00	\$5.20	\$4.67
	<b>\$3</b>	\$9.00	\$7.00	\$5.80	\$5.00	\$4.43
	<b>\$4</b>	\$8.00	\$6.40	\$5.33	\$4.57	\$4.00

# Example: bidding game

Here (2,2) is the unique (pure strategy) NE:

		Player 2's bid				
		\$0	\$1	<b>\$2</b>	\$3	\$4
Player 1's bid	\$0	\$4.00	\$4.00	\$4.00	\$4.00	\$4.00
	\$1	\$11.00	\$7.00	\$5.67	\$5.00	\$4.60
	<b>\$2</b>	\$10.00	\$7.33	<b>\$6.00</b>	\$5.20	\$4.67
	\$3	\$9.00	\$7.00	\$5.80	\$5.00	\$4.43
	\$4	\$8.00	\$6.40	\$5.33	\$4.57	\$4.00

# Summary of relationships

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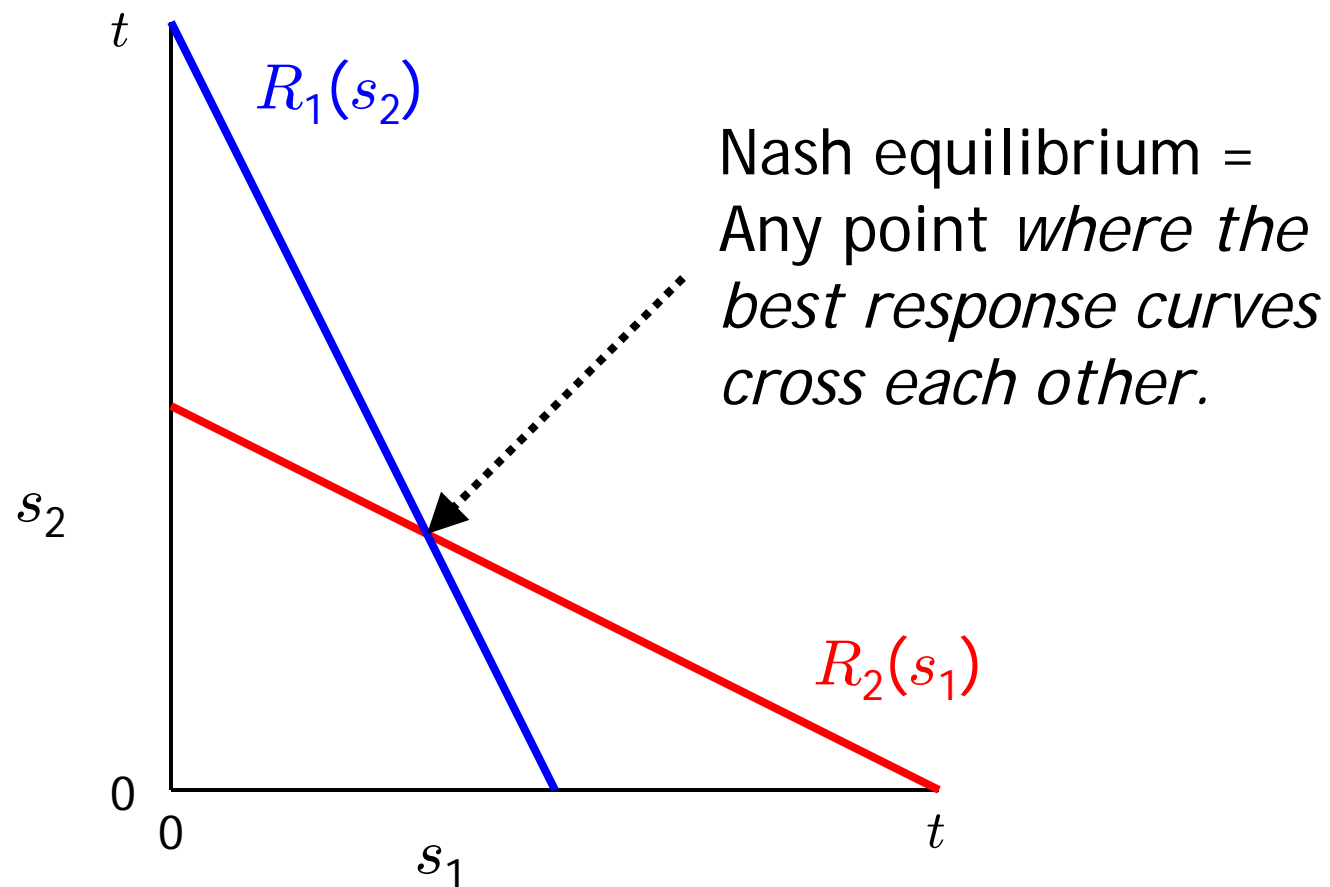
Given a game:

- Any DSE also survives ISD, and is a NE.
- If a game is dominance solvable, the resulting strategy vector is a NE  
*Another example of this: the Cournot game.*
- Any NE survives ISD (and is also rationalizable).

*(DSE = dominant strategy equilibrium; ISD = iterated strict dominance)*

# Example: Cournot duopoly

Unique NE:  $(t/3, t/3)$



# Example: coordination game

Two players trying to *coordinate* their actions:

		Player 2	
		<i>L</i>	<i>R</i>
Player 1	<i>l</i>	(2, 1)	(0, 0)
	<i>r</i>	(0, 0)	(1, 2)

# Example: coordination game

Best response of player 1:

$$R_1(L) = \{ l \}, R_1(R) = \{ r \}$$

		Player 2	
		<i>L</i>	<i>R</i>
Player 1	<i>l</i>	( <u>2</u> , 1)	(0, 0)
	<i>r</i>	(0, 0)	( <u>1</u> , 2)

# Example: coordination game

Best response of player 2:

$$R_2(l) = \{ L \}, R_2(r) = \{ R \}$$

		Player 2	
		<i>L</i>	<i>R</i>
Player 1	<i>l</i>	(2, <u>1</u> )	(0, 0)
	<i>r</i>	(0, 0)	(1, <u>2</u> )

# Example: coordination game

Two Nash equilibria:  $(l, L)$  and  $(r, R)$ .

Moral: NE is not a *unique predictor of play!*

		Player 2	
		$L$	$R$
Player 1	$l$	$(2, 1)$	$(0, 0)$
	$r$	$(0, 0)$	$(1, 2)$



# Example: matching pennies

*No* pure strategy NE for this game

Moral: Pure strategy NE may not exist.

		Player 2	
		H	T
Player 1	H	(1, -1)	(-1, 1)
	T	(-1, 1)	(1, -1)

# Example: Bertrand competition

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- In *Cournot* competition, firms choose the *quantity* they will produce.
- In *Bertrand* competition, firms choose the *prices* they will charge.

# Bertrand competition: model

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- Two firms
- Each firm  $i$  chooses a price  $p_i \geq 0$
- Each unit produced incurs a cost  $c \geq 0$
- Consumers only buy from the producer offering the *lowest price*
- Demand is  $D > 0$

# Bertrand competition: model

- Two firms
- Each firm  $i$  chooses a price  $p_i$
- Profit of firm  $i$ :

$$\Pi_i(p_1, p_2) = (p_i - c)D_i(p_1, p_2)$$

where

$$D_i(p_1, p_2) = \begin{cases} 0, & \text{if } p_i > p_{-i} \\ D_i, & \text{if } p_i < p_{-i} \\ \frac{1}{2} D_i, & \text{if } p_i = p_{-i} \end{cases}$$

# Bertrand competition: analysis

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Suppose firm 2 sets a price =  $p_2 < c$ .

What is the *best response set* of firm 1?

Firm 1 wants to price higher than  $p_2$ .

$$R_1(p_2) = (p_2, \infty)$$

# Bertrand competition: analysis

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Suppose firm 2 sets a price =  $p_2 > c$ .

What is the *best response set* of firm 1?

Firm 1 wants to price slightly lower than  $p_2$

... but there is no *best response!*

$$R_1(p_2) = \emptyset$$

# Bertrand competition: analysis

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Suppose firm 2 sets a price =  $p_2 = c$ .

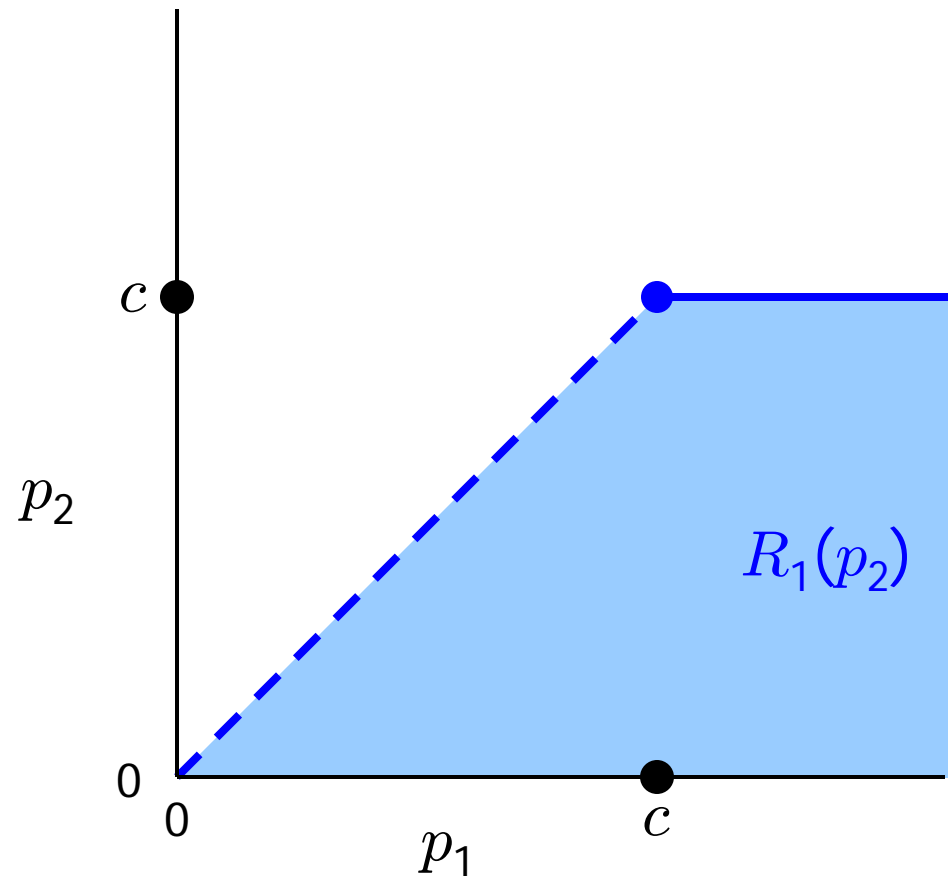
What is the *best response set* of firm 1?

Firm 1 wants to price at or higher than  $c$ .

$$R_1(p_2) = [c, \infty)$$

# Bertrand competition: analysis

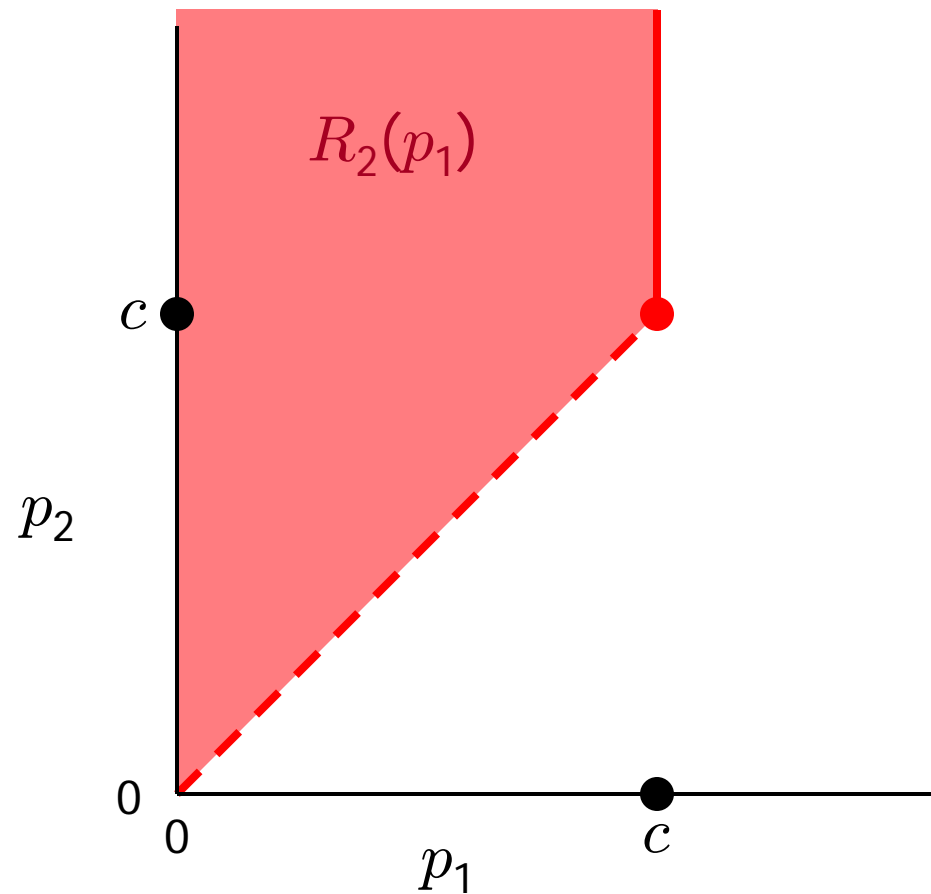
Best response of firm 1:





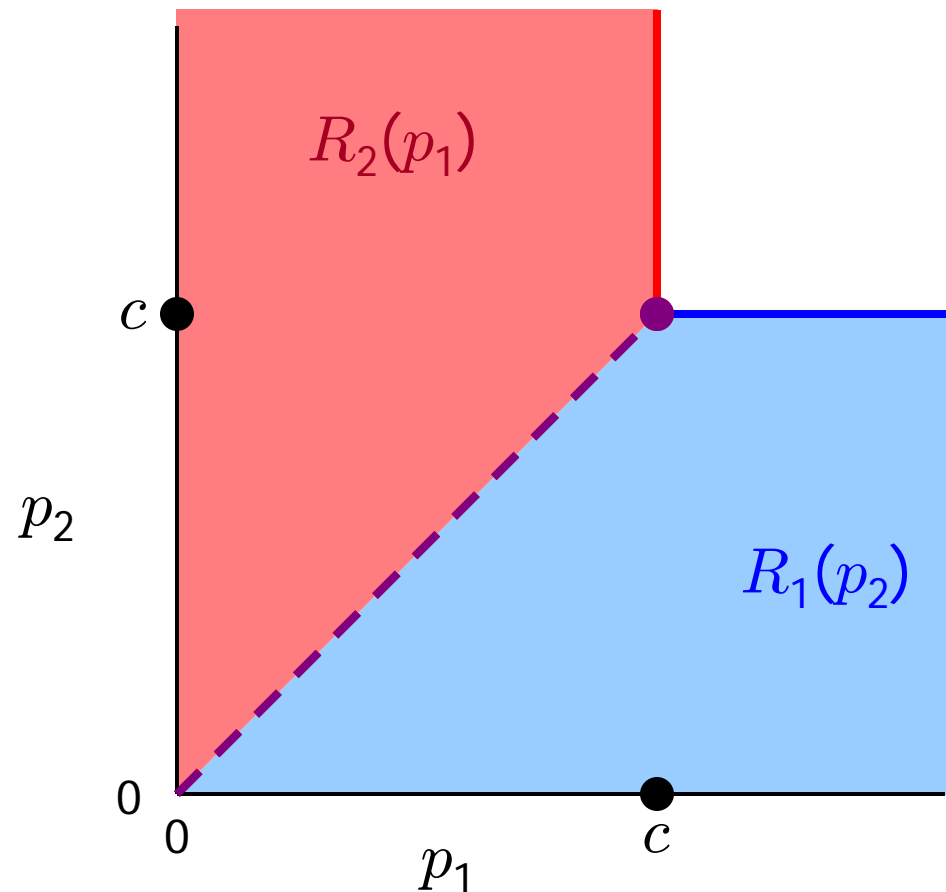
# Bertrand competition: analysis

Best response of firm 2:



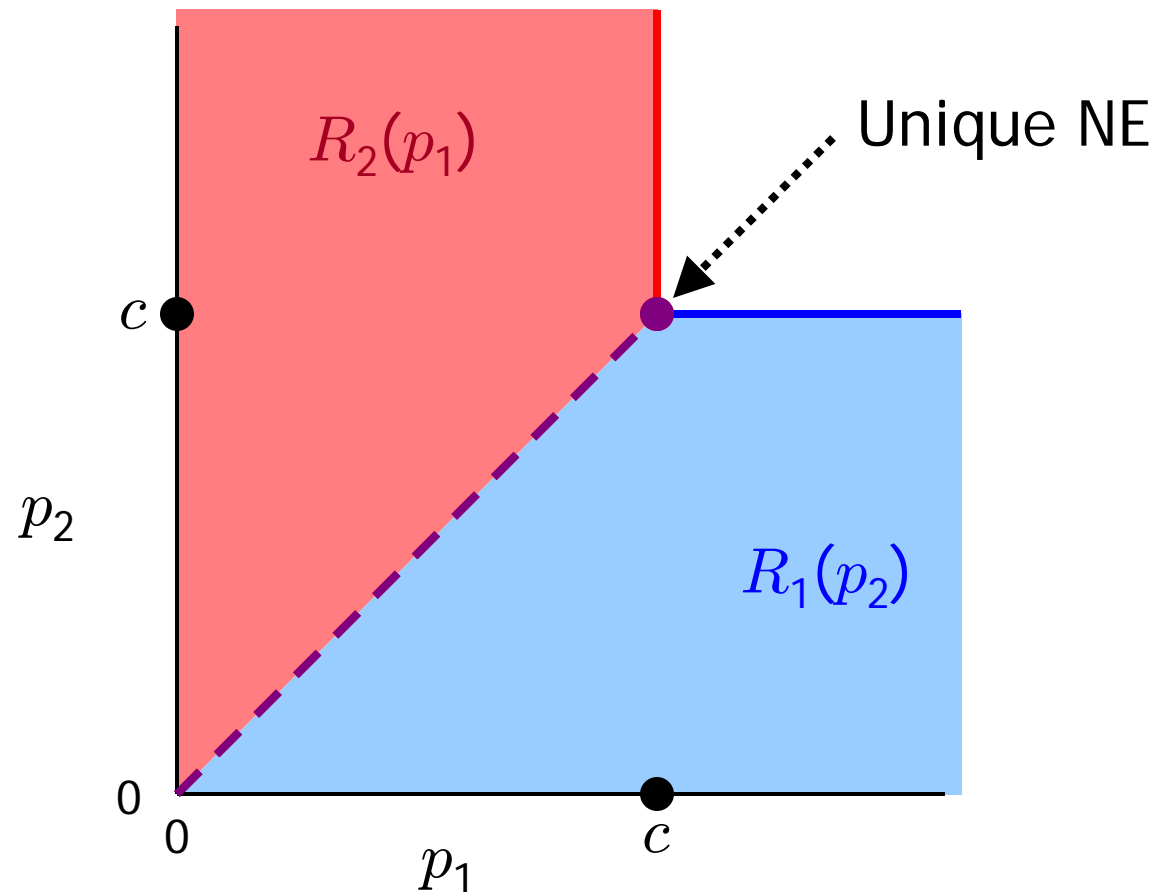
# Bertrand competition: analysis

Where do they “cross”?



# Bertrand competition: analysis

Thus the unique NE is where  $p_1 = c$ ,  $p_2 = c$ .



# Bertrand competition

Straightforward to show:

The same result holds if demand depends on price, i.e., if the demand at price  $p$  is  $D(p) > 0$ .

*Proof technique:*

(1) Show  $p_i < c$  is never played in a NE.

(2) Show if  $c < p_1 < p_2$ , then firm 2 prefers to lower  $p_2$ .

(3) Show if  $c < p_1 = p_2$ , then firm 2 prefers to lower  $p_2$ .

# Bertrand competition

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What happens if  $c_1 < c_2$ ?

No pure NE exists; however, an  $\varepsilon$ -NE exists:

Each player is happy as long as they are within  $\varepsilon$  of their optimal payoff.

$\varepsilon$ -NE :  $p_2 = c_2, p_1 = c_2 - \delta$

(where  $\delta$  is infinitesimal)

# Bertrand vs. Cournot

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Assume demand is  $D(p) = a - p$ .

*Interpretation:*  $D(p)$  denotes the total number of consumers willing to pay *at least*  $p$  for the good.

Then the *inverse demand* is

$$P(Q) = a - Q.$$

This is the market-clearing price at which  $Q$  total units of supply would be sold.

# Bertrand vs. Cournot

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Assume demand is  $D(p) = a - p$ .

Then the *inverse demand* is

$$P(Q) = a - Q.$$

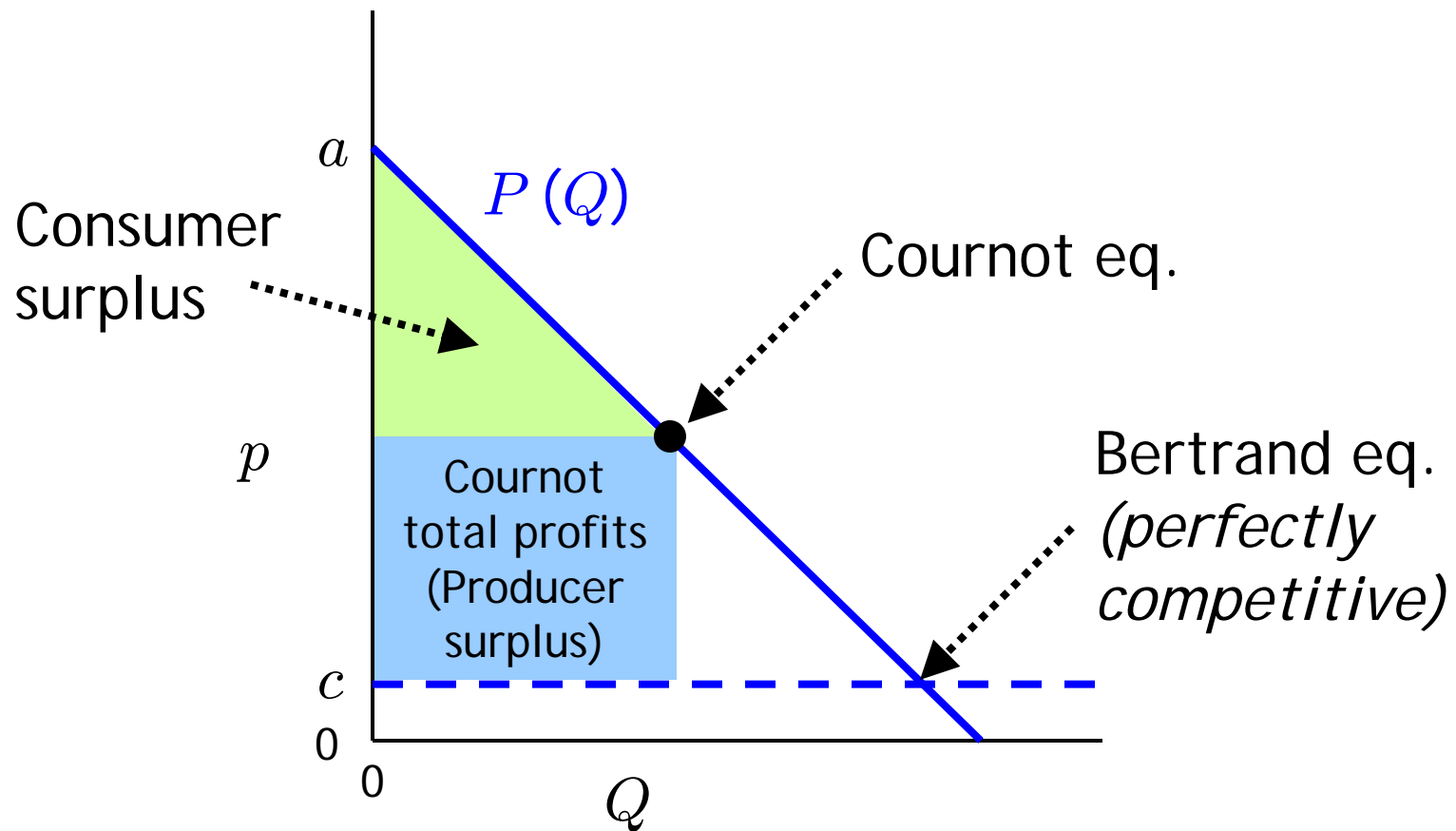
Assume  $c < a$ .

Bertrand eq.:  $p_1 = p_2 = c$

Cournot eq:  $q_1 = q_2 = (a - c)/3$

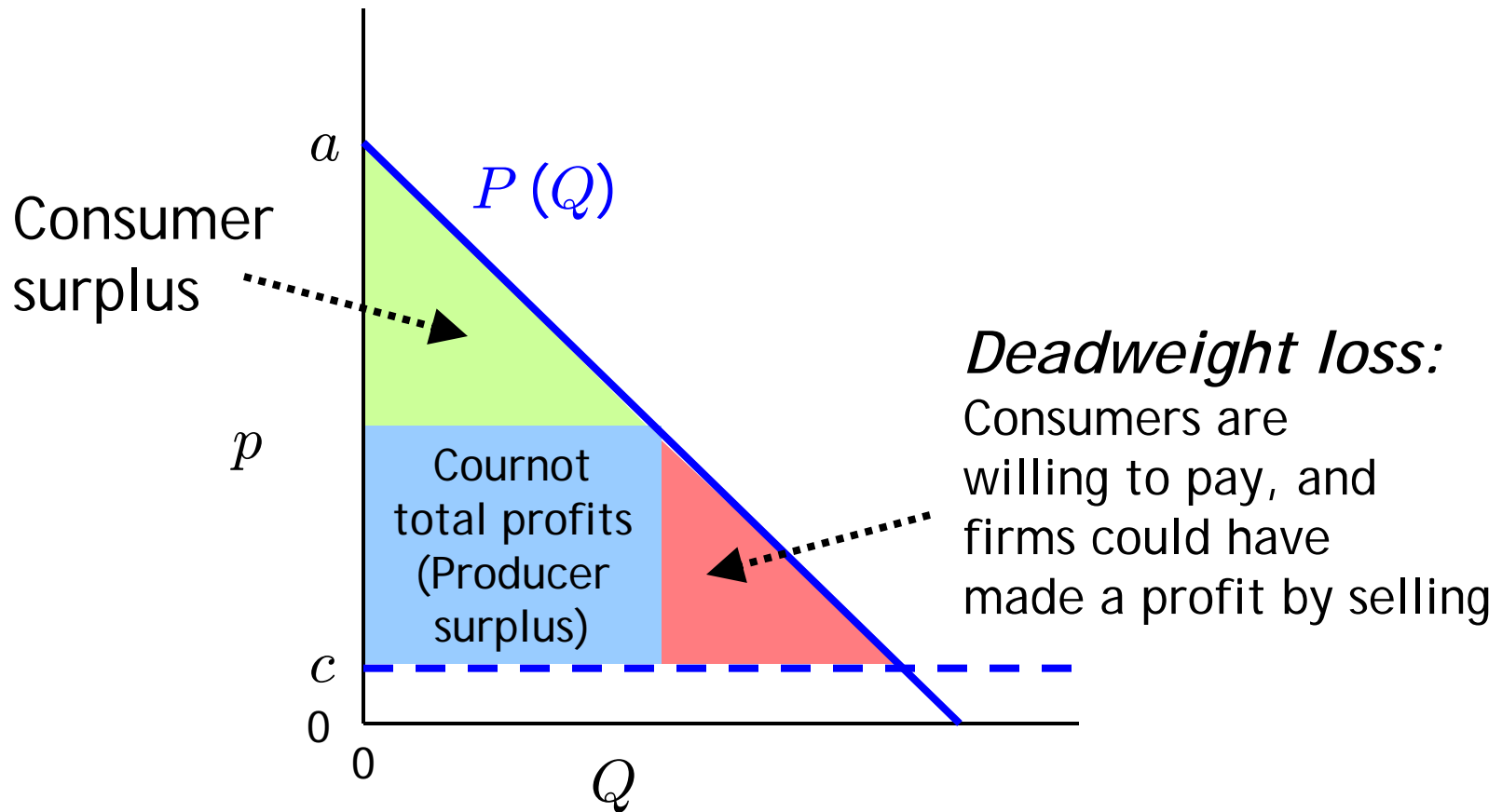
$\Rightarrow$  Cournot price =  $a/3 + 2c/3 > c$

# Bertrand vs. Cournot





# Bertrand vs. Cournot



# Bertrand vs. Cournot

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- Cournot eq. price  $>$  Bertrand eq. price
- Bertrand price =  
    marginal cost of production
- In Cournot eq., there is positive deadweight loss.

This is because firms have *market power*:  
*they anticipate their effect on prices.*

# Questions to think about

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- Can a *weakly dominated* strategy be played in a Nash equilibrium?
- Can a *strictly dominated* strategy be played in a Nash equilibrium?
- Why is any NE rationalizable?
- What are real-world examples of Bertrand competition?  
Cournot competition?

# Summary: Finding NE

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Finding NE is typically a matter of checking the definition.

Two basic approaches...

# Finding NE: Approach 1

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*First approach to finding NE:*

- (1) Compute the complete best response mapping for each player.
- (2) Find where they intersect each other (graphically or otherwise).

## Finding NE: Approach 2

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*Second approach to finding NE:*

Fix a strategy vector  $(s_1, \dots, s_N)$ .

Check if any player has a *profitable deviation*.

If so, it cannot be a NE.

If not, it is an NE.