

ECE 586GT: Exam I

Thursday, October 18, 2018

7:00 p.m. — 8:30 p.m.

2013 Electrical Engineering Building

1. [42 points] Consider the two-player zero sum game in which player one, the row selector, seeks to minimize ℓ and player 2, the column selector, seeks to maximize ℓ , where ℓ is given by the following table:

		Player 2		
		1	2	3
Player 1	1	0	1	2
	2	1	0	1
	3	2	1	0

As usual, pure strategies are special cases of mixed strategies.

- (a) (6 points) Identify all minmax optimal pure strategies for player 1.
 - (b) (6 points) Identify all maxmin optimal pure strategies for player 2.
 - (c) (12 points) Identify all maxmin optimal mixed strategies for player 2.
 - (d) (12 points) Identify all minmax optimal mixed strategies for player 1.
 - (e) (6 points) Identify the maximum expected payoff to player 2 over all correlated equilibria (Hint: Can be done with no calculation beyond what you did for parts (c) or (d).)
2. [30 points] Consensus games (Coles and Olives, 1980). Consider a normal form game with finite set of players I and action sets $S_i = \{0, 1\}$ for all $i \in I$. For each player i let A_i , with $A_i \subset I \setminus \{i\}$. For a strategy profile $s = (s_i)_{i \in I}$, let $u_i(s) = \sum_{j \in A_i} \mathbf{1}_{\{s_i = s_j\}}$. In other words, the payoff of player i is the number of players in A_i with which the player agrees.
- (a) (15 points) Suppose the sets $(A_i)_{i \in I}$ are neighborhood sets for an undirected graph. In other words, suppose for each $i, j \in I$, $i \in A_j$ if and only if $j \in A_i$. Is the game necessarily a potential game? If so, identify the potential function. If not, give an example and argue why a potential function does not exist for it.
 - (b) (15 points) Repeat part (a), but without the assumption $i \in A_j$ if and only if $j \in A_i$.
3. [28 points] Determine whether each statement is TRUE or FALSE, and give a justification for your answer for more than half credit.
- (a) $x = 0.5$ is a stable equilibrium for the differential equation $\dot{x}_t = x_t(1 - x_t)(x_t - 0.5)^2$.
 - (b) Suppose the sequence of strategy profiles produced by iterated best response for some finite normal form game is periodic with period 2, alternating between strategy profile vectors $s^{(0)}$ and $s^{(1)}$ in $S = S_1 \times \dots \times S_n$. Let s^* be the mixed strategy profile such that, $s_i^* = s_i^{(0)}$ with probability one half, and $s_i^* = s_i^{(1)}$ with probability one half, with the choices being made independently for different players. Then s^* must be a Nash equilibrium vector.
 - (c) Consider a two player game with vector valued payoffs and suppose sets S_1 and S_2 are both approachable by player 1. Then $S_1 \cup S_2$ must be approachable by player 1.
 - (d) Consider a two player game with vector valued payoffs and suppose sets S_1 and S_2 are both approachable by player 1. Then $S_1 \cap S_2$ must be approachable by player 1.