## Algorithmic Game Theory Practice Problems: Correlated and Coarse Correlated Equilibrium Concepts, Price of Anarchy

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- 1. Let  $\Gamma = \langle N, (S_i)_{i \in N}, (u_i)_{i \in N} \rangle$  be a game in strategic form. Let  $\sigma_i \in \Delta(S_i)$  be mixed strategies of the players and  $\sigma = \prod_{i \in N} \sigma_i$ . Prove that  $\sigma$  is a CE if and only if  $(\sigma_i)_{i \in N}$  is an MSNE.
- 2. Let  $\Gamma = \langle N, (S_i)_{i \in N}, (u_i)_{i \in N} \rangle$  be a game in strategic form. Prove that a distribution  $\sigma \in \Delta(\prod_{i \in N} S_i)$  is a CE if and only if the following holds for every  $i \in N$  and every  $\delta_i : S_i \longrightarrow S_i$ .

$$\mathbb{E}_{s \sim \sigma}[\mathfrak{u}_{\mathfrak{i}}(s)] \geqslant \mathbb{E}_{s \sim \sigma}[\mathfrak{u}_{\mathfrak{i}}(\delta_{\mathfrak{i}}(s_{\mathfrak{i}}), s_{-\mathfrak{i}})]$$

- 3. Give an example of a game which has a PSNE but the best response dynamics can run forever.
- 4. Let  $\alpha$  be a correlated equilibrium of a matrix game. Prove that  $u_1(\alpha)$  (the utility of the row player) is equal to the value of the game in mixed strategies.
- 5. Compute all correlated equilibrium of the following coordination game.
  - $\triangleright$  The set of players (N) : {1, 2}

 $\triangleright$ 

 $\triangleright$  The set of strategies:  $S_i = \{A, B\}$  for every  $i \in [2]$ 

Payoff matrix:  
Player 1 
$$\begin{array}{c|c}
Player 2 \\
\hline
A & B \\
\hline
A & (2,2) & (0,6) \\
\hline
B & (6,0) & (1,1) \\
\hline
\end{array}$$

- 6. Compute all correlated equilibrium of the following coordination game.
  - $\triangleright$  The set of players (N) : {1, 2}
  - $\triangleright$  The set of strategies:  $S_i = \{A, B\}$  for every  $i \in [2]$

$$\triangleright Payoff matrix: \begin{array}{c|c} Player 2 \\ \hline A & B \\ Player 1 & A & (2,2) & (0,0) \\ \hline B & (0,0) & (1,1) \end{array}$$

- 7. Prove that as the degree p of the cost function in the bottom link of Pigou's network goes to  $\infty$ , the price of anarchy of Pigou's network tends to  $\infty$  as  $\frac{p}{\ln p}$ .
- 8. Prove that in a selfish load balancing game with 3 tasks and 2 identical machines, the PoA with respect to PSNE is 1.