

**CS344M**  
**Autonomous Multiagent Systems**  
**Spring 2008**

**Prof: Peter Stone**

Department of Computer Sciences  
The University of Texas at Austin

# Good Afternoon, Colleagues

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- Mixed Nash equilibria?
- What can't game theory simulate?
- What if one player isn't rational?
- Doran's research

# Logistics

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- Project progress reports due next week

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- Thoughts on faculty candidate?

# Class Discussion

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Matt Wilson on a multiagent game

# Bach/Stravinsky

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- Unfortunately, there are 2: Bach and Stravinsky
- No time to get in touch with each other
- I prefer Stravinsky, she prefers Bach
- But most of all, we want to be together
- Propose a payoff matrix

# Bach/Stravinsky

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		Wife	
		S	B
Me	S	2, 1	0, 0
	B	0, 0	1, 2

# Correlated Equilibria

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Sometimes mixing isn't enough: Bach/Stravinsky

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Want only S,S or B,B - 50% each

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- When and where?
- What are the Nash equilibria?

# Incomplete Information Games

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- We each get one of 3 cards: 1,2,3
- If we both fold, we both lose nothing
- If one raises and one folds, the raiser gets 1
- If both raise, the one with the higher card gets 5
- Zero sum

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Card 3	R	5 , -5	1 , -1
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		Card ?	
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Card 1	R	-5, 5	1, -1
	F	-1, 1	0, 0

# Bayes-Nash Equilibrium

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- $3 \Rightarrow \text{raise}$



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With more numbers and/or different payoffs, bluffing can be a part of the Nash Equilibrium

# Stackelburg Game

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		Player 2	
		Action 1	Action 2
Player 1	Action 1	1,0	3,2
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- What would you do as player 1?
- What would you do as player 2? (repeated game)
- **Threats** can stabilize a non-equilibrium strategy
- Change the **best response** of the other agent

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Threats slides

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- Need to do well against some set of agents, never too poorly, and well against yourself.

# Stochastic Games

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- Tutorial slides