# Exercise Sheet 2: Extensive-Form Games Due Date: December 16, 2024

## Instructions

- Submit your exercises as a PDF file through the file vault (odevzdávárna) in the IS.
- Solutions will be graded based on their correctness and the *clarity* of the arguments presented.
- You do not have to provide proofs and justifications if you are not explicitly instructed to do so.
- Collaboration: While you may discuss the exercises with classmates, you must write down the solutions on your own.
- The bonus exercise is optional and will not be graded (although feedback will be provided if you submit a solution). Solving the exercise serves mainly your benefit.
- To pass the exercise sheet, you need to obtain at least 45 points out of 85 possible.
- If you do not meet the threshold for the minimum points, you may resubmit your solution after the first trial is marked.

## Exercises

#### Exercise 1: (max. 10 points)

Formalize rock-paper-scissors as a two-player zero-sum imperfect-information extensive-form game.

#### Exercise 2: (max. 25 points)

Find a two-player perfect-information extensive-form game where all of the following conditions are satisfied:

- there is a strategy profile whose outcome is for both players better than that of any Nash equilibrium;
- there is a Nash equilibrium whose outcome is for both players better than that of any subgameperfect equilibrium;
- there are exactly two subgame-perfect equilibria s, s', and the outcome of s is for both players better than that of s'.

Should you fail to find such a game, try your best (for partial points) to find a game which matches the requirements as closely as you can.

### Exercise 3: (max. 25 points)

a) [10 points] Consider the one-player perfect-information extensive-form game depicted below. In this game, consider a mixed strategy  $\sigma$  given as follows:



Find an equivalent behavioral strategy  $\beta$ . Is it unique? Justify your answer.

b) [15 points] Prove or disprove: In every zero-sum two-player perfect-information extensive-form game G, all subgame-perfect equilibria have the same outcome for player 1.

#### Exercise 4: (max. 25 points)

Consider the following two-player strategic-form game G:

- a) [10 points] Find a subgame-perfect equilibrium in  $G_{irep}^{avg}$  whose value is (3, 10/3).
- b) [8 points] Determine  $\inf_{c \in SPE(G_{irep}^{avg})} u_1(c)$ .
- c) [7 points] Determine  $\sup_{c \in \text{SPE}(G_{irep}^{avg})} u_1(c)$ .

Justify your answers.