

**Algorithmic Game Theory**  
 Summer 2015  
 Exercise Set 3

**Exercise 1:** (1+1+1 Points)

Consider the game defined by this cost matrix:

	A	B
A	1	0
B	1	1000

- (a) List all pure Nash equilibria.
- (b) Give a mixed Nash equilibrium that is not a pure Nash equilibrium.
- (c) Give a coarse correlated equilibrium that is not a mixed Nash equilibrium.

**Exercise 2:** (3 Points)

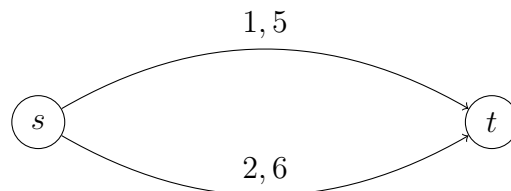
Give an example of a sequence of cost vectors  $\ell^t$  and strategy choices  $p^t$  such that the external regret is negative.

**Exercise 3:** (4 Points)

The no-regret algorithm analyzed in class was stated such that the overall length of the sequence  $T$  is given as a fixed parameter. Give a no-regret algorithm that works without such a parameter for all possible  $T$ . Use the algorithm from class as a subroutine (you do not need to analyze it again). Start with  $T = 1$  as a guess and run the subroutine. Once the subroutine ends, restart it but double your guess.

**Exercise 4:** (1+2+1 Points)

Consider this symmetric network congestion game with two players:



- (a) What are the price of anarchy and the price of stability for pure Nash equilibria?

- (b) What are the price of anarchy and the price of stability for mixed Nash equilibria?  
**Hint:** Start by listing all mixed Nash equilibria. To obtain these start with a sentence like, “Let  $\sigma$  be a mixed Nash equilibrium with  $\sigma_1 = (\lambda_1, 1 - \lambda_1)$ ,  $\sigma_2 = (\lambda_2, 1 - \lambda_2)$ ,” and continue by deriving properties of  $\lambda_1$  and  $\lambda_2$ .
- (c) What is the best price-of-anarchy bound that can be shown via smoothness?

**Exercise 5:** (3 Points)

For every  $M \geq 1$ , give an example of a two-player network congestion game whose price of anarchy for pure Nash equilibria is at least  $M$ .

**Exercise 6:** (3 Points)

Fair cost sharing games are congestion games with delays  $d_r(x) = c_r/x$  for some constant  $c_r$  for all  $r \in \mathcal{R}$ .

- (a) Show that fair cost sharing games with  $n$  players are  $(n, 0)$ -smooth.
- (b) For every  $n$ , give an example of an  $n$ -player fair cost sharing game whose price of anarchy for pure Nash equilibria is at least  $n$ .