

Homework 7.1

- Here is the payoff matrix for the most commonly used version of the Prisoner's Dilemma.
 - What is Player 1's maximin strategy?
 - What is Player 1's minimax regret strategy?

	<i>C</i>	<i>D</i>
<i>C</i>	3, 3	0, 5
<i>D</i>	5, 0	1, 1

- Here is the payoff matrix for the generalized version of the Prisoner's Dilemma. Recall that the constraints on the numbers are as follows:

$$c > a > d > b$$

$$2a > b + c$$

For each possible combination of a , b , c , and d that satisfies the above constraints, what are

- Player 1's maximin strategy?
- Player 1's minimax regret strategy?

	<i>C</i>	<i>D</i>
<i>C</i>	a, a	b, c
<i>D</i>	c, b	d, d

Homework 7.2

- In the definition of a Bayesian game, why is the following condition part of the definition?
- *Condition 1:*
 - The games in \mathbf{G} have the same number of agents, and the same *strategy space* (set of possible strategies) for each agent. The only difference is in the payoffs of the strategies.

Homework 7.3

- Suppose we have an auction in which the object's owner colludes with the auctioneer in the following fashion:
 - The owner pretends to be one of the bidders, and places bids on the object in an attempt to raise the selling price
 - If the owner's bid wins the auction, then the object remains the property of the owner (and the owner doesn't pay the bid)
 - What is the owner's optimal bidding strategy in each of the following auctions?
 - (a) English auction
 - (b) First-price sealed-bid auction
 - (c) Second-price sealed-bid auction