

# Lecture Notes of Mathematical Modeling

## Chapter 9: Decision Theory and Game Theory

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# Chapter Overview

- 1 Introduction to Decision and Game Theory
- 2 Mathematical Foundations of Decision Theory
- 3 Bayesian Decision Theory
- 4 Game Theory: Strategic Interactions
- 5 Evolutionary Game Theory
- 6 Mechanism Design and Auction Theory
- 7 Real-World Applications
- 8 Computational Challenges
- 9 Chapter Summary and Integration

# Learning Objectives

By the end of this chapter, you will be able to

- Understand mathematical foundations of decision theory under uncertainty
- Formulate and solve complex decision problems using Bayesian analysis
- Analyze strategic interactions using game theory and Nash equilibria
- Apply evolutionary stability concepts and mechanism design
- Implement computational algorithms for finding equilibria
- Understand auction theory and resource allocation applications
- Design optimal strategies for multi-agent systems

# Why Decision and Game Theory?

## The Challenge of Strategic Thinking

Decision theory and game theory provide mathematical frameworks for analyzing choice under uncertainty and strategic interaction among rational agents.

### **Revolutionary impact across fields:**

- Economics: Market analysis and policy design
- Biology: Evolutionary dynamics and behavior
- Computer Science: Algorithm design and AI
- Political Science: Voting and conflict analysis

# Why Decision and Game Theory?

## Modern Applications:

- **Auction Design:** Spectrum allocation worth billions of dollars
- **Evolutionary Biology:** Understanding sex ratios and cooperation
- **Autonomous Systems:** Coordination of self-driving vehicles
- **Cybersecurity:** Strategic defense against adversaries

# Why Decision and Game Theory?

## Mathematical Rigor

These theories enable precise analysis of seemingly intractable problems involving strategic behavior, uncertainty, and conflicting interests.

# Decision Problems Under Uncertainty

## Definition (Decision Problem Under Uncertainty)

A decision problem consists of:

- 1 Actions  $\mathcal{A} = \{a_1, a_2, \dots, a_m\}$  available to decision-maker
- 2 States of nature  $\Theta = \{\theta_1, \theta_2, \dots, \theta_n\}$
- 3 Consequence function  $c : \mathcal{A} \times \Theta \rightarrow \mathcal{X}$
- 4 Probability distribution  $P(\theta)$  over states (if known)

# Decision Problems Under Uncertainty

## The Central Challenge:

- Cannot perfectly predict which state will occur
- Must choose action before uncertainty resolves
- Different actions perform better under different states
- Need systematic approach for optimal choice



# Decision Problems Under Uncertainty

## Examples:

- **Medical Treatment:** Choose therapy before knowing patient response
- **Investment Decisions:** Portfolio allocation under market uncertainty
- **Business Strategy:** Product launch with uncertain demand
- **Policy Making:** Intervention with uncertain outcomes

# Expected Utility Theory

## Theorem (Expected Utility Theorem)

*If preferences over lotteries satisfy axioms of completeness, transitivity, continuity, and independence, then there exists utility function  $u : \mathcal{X} \rightarrow \mathbb{R}$  such that:*

$$L_1 \succeq L_2 \iff \mathbb{E}[u(L_1)] \geq \mathbb{E}[u(L_2)]$$

# Expected Utility Theory

## Key Axioms:

- **Completeness:** Can compare any two lotteries
- **Transitivity:** If  $A \succeq B$  and  $B \succeq C$ , then  $A \succeq C$
- **Continuity:** Preferences don't have sudden jumps
- **Independence:** Preferences over outcomes independent of irrelevant alternatives

# Expected Utility Theory

## Practical Implications:

- Rational choice = maximize expected utility
- Utility function captures risk preferences
- Provides normative foundation for decision-making
- Enables quantitative analysis of complex decisions

## Power of Formalization

Transforms intuitive decision-making into rigorous mathematical optimization.

# Risk Preferences and Utility Functions

## Definition (Risk Aversion Measures)

For twice-differentiable utility function  $u$ :

$$\text{Absolute Risk Aversion: } A(x) = -\frac{u''(x)}{u'(x)} \quad (1)$$

$$\text{Relative Risk Aversion: } R(x) = -\frac{xu''(x)}{u'(x)} \quad (2)$$

# Risk Preferences and Utility Functions

## Risk Attitude Classification:

- **Risk Averse:**  $u''(x) < 0$  (concave utility)
- **Risk Neutral:**  $u''(x) = 0$  (linear utility)
- **Risk Seeking:**  $u''(x) > 0$  (convex utility)

**Intuition:** Diminishing marginal utility of wealth leads to risk aversion.

# Risk Preferences and Utility Functions

## Practical Applications:

- Insurance demand and optimal coverage
- Portfolio optimization and asset allocation
- Pricing of financial derivatives
- Public policy evaluation under uncertainty

## Real-World Relevance

Risk preferences explain why people buy insurance even when premiums exceed expected losses.

# Bayesian Framework for Information

## Definition (Bayesian Decision Problem)

A Bayesian decision problem includes:

- 1 Prior beliefs  $P(\theta)$  over states
- 2 Information sources with likelihood functions  $P(s|\theta)$
- 3 Posterior beliefs via Bayes' rule:  $P(\theta|s) = \frac{P(s|\theta)P(\theta)}{P(s)}$
- 4 Decision rules mapping information to actions



# Bayesian Framework for Information

**Value of Information:**

**Expected Value of Perfect Information (EVPI):**

$$EVPI = \sum_{\theta} P(\theta) \max_a u(a, \theta) - \max_a \sum_{\theta} P(\theta) u(a, \theta)$$

**Expected Value of Sample Information (EVSI):**

$$EVSI = \sum_s P(s) \max_a \sum_{\theta} P(\theta|s) u(a, \theta) - \max_a \sum_{\theta} P(\theta) u(a, \theta)$$

# Bayesian Framework for Information

## Key Insights:

- Information has value only if it changes decisions
- Perfect information provides upper bound on information value
- Sample information value depends on accuracy and relevance
- Information gathering should be compared to its cost

**Applications:** Medical testing, market research, scientific experimentation, intelligence gathering.

# Medical Diagnosis Example

## Example (Diagnostic Testing Decision)

Physician deciding whether to order expensive test:

- Disease prevalence:  $P(D) = 0.1$
- Test sensitivity: 0.9, specificity: 0.95
- Treatment utilities vary by disease state

# Medical Diagnosis Example

## Without Testing:

$$\mathbb{E}[u(\text{Treat})] = 0.1 \times 0.9 + 0.9 \times 0.7 = 0.72 \quad (1)$$

$$\mathbb{E}[u(\text{Don't Treat})] = 0.1 \times 0.1 + 0.9 \times 1.0 = 0.91 \quad (2)$$

Optimal action: Don't treat (expected utility = 0.91)

# Medical Diagnosis Example

**With Testing:** Update beliefs using test results

Posterior probabilities:

$$P(D|+) = \frac{0.9 \times 0.1}{0.9 \times 0.1 + 0.05 \times 0.9} = 0.67 \quad (1)$$

$$P(D|-) = \frac{0.1 \times 0.1}{0.1 \times 0.1 + 0.95 \times 0.9} = 0.012 \quad (2)$$

Expected utility with testing: 0.977

**Value of testing:**  $0.977 - 0.91 = 0.067$  utility units

# Strategic Form Games

## Definition (Strategic Form Game)

A game  $G = (N, (S_i)_{i \in N}, (u_i)_{i \in N})$  consists of:

- 1 Players  $N = \{1, 2, \dots, n\}$
- 2 Strategy sets  $S_i$  for each player  $i$
- 3 Payoff functions  $u_i : S_1 \times \dots \times S_n \rightarrow \mathbb{R}$

# Strategic Form Games

## Key Features:

- Simultaneous decision-making
- Each player's payoff depends on all players' choices
- Strategic interdependence creates complex dynamics
- Mathematical framework enables systematic analysis

# Strategic Form Games

## Classic Examples:

- **Prisoner's Dilemma:** Cooperation vs. defection
- **Coordination Games:** Multiple equilibria, coordination problems
- **Battle of Sexes:** Conflicting preferences with coordination benefits
- **Zero-Sum Games:** Pure conflict situations

These simple games capture essential strategic features of complex real-world interactions.



# Nash Equilibrium

## Definition (Nash Equilibrium)

Strategy profile  $s^* = (s_1^*, \dots, s_n^*)$  is Nash equilibrium if for every player  $i$ :

$$u_i(s_i^*, s_{-i}^*) \geq u_i(s_i, s_{-i}^*)$$

for all strategies  $s_i \in S_i$ .

# Nash Equilibrium

## Theorem (Nash Equilibrium Existence)

*Every finite strategic form game has at least one Nash equilibrium in mixed strategies.*

**Proof idea:** Uses Brouwer fixed point theorem applied to best response correspondences.

# Nash Equilibrium

## Interpretation:

- No player can unilaterally improve their payoff
- Self-enforcing: no incentive to deviate
- Prediction of rational play
- Stable outcome of strategic interaction

## Fundamental Concept

Nash equilibrium provides the primary solution concept for non-cooperative games.

# Mixed Strategy Equilibria

## Battle of the Sexes Game:

	Opera	Football
Opera	(2,1)	(0,0)
Football	(0,0)	(1,2)

Three Nash equilibria: (Opera, Opera), (Football, Football), and one mixed.

# Mixed Strategy Equilibria

## Theorem (Indifference Principle)

*In mixed strategy Nash equilibrium, players must be indifferent among all strategies in their support.*

For Battle of Sexes mixed equilibrium:

- Player 1 chooses Opera with probability  $2/3$
- Player 2 chooses Opera with probability  $1/3$
- Expected payoffs:  $(2/3, 2/3)$  for both players

# Mixed Strategy Equilibria

## Why Mixed Strategies?

- Pure strategies may not yield equilibrium
- Randomization can be optimal response to opponent's randomization
- Common in competitive situations (sports, military, cybersecurity)
- Mathematical guarantee of equilibrium existence

# Evolutionary Stability

## Definition (Evolutionarily Stable Strategy (ESS))

Strategy  $s^*$  is evolutionarily stable if for any alternative strategy  $s \neq s^*$ , there exists  $\bar{\epsilon} > 0$  such that for  $0 < \epsilon < \bar{\epsilon}$ :

$$u(s^*, \epsilon s + (1 - \epsilon)s^*) > u(s, \epsilon s + (1 - \epsilon)s^*)$$

# Evolutionary Stability

## ESS Conditions:

- 1  $u(s^*, s^*) \geq u(s, s^*)$  for all  $s$  (Nash condition)
- 2 If  $u(s, s^*) = u(s^*, s^*)$ , then  $u(s^*, s) > u(s, s)$

**Intuition:** ESS is uninvadable by small groups of mutants.



# Evolutionary Stability

## Definition (Replicator Dynamics)

Evolution of strategy frequencies:

$$\frac{d}{dt}x_i(t) = x_i(t)[f_i(x(t)) - \bar{f}(x(t))]$$

where  $f_i$  is fitness of strategy  $i$ ,  $\bar{f}$  is average fitness.

**Properties:** ESS are asymptotically stable under replicator dynamics.

# Hawk-Dove Game

## Example (Animal Conflict Model)

Two strategies: Hawk (aggressive), Dove (peaceful)

Payoff matrix with resource value  $V = 10$ , fighting cost  $C = 15$ :

	Hawk	Dove
Hawk	$\frac{V-C}{2} = -2.5$	$V = 10$
Dove	0	$\frac{V}{2} = 5$

# Hawk-Dove Game

## ESS Analysis:

- Pure Hawk: Not ESS (negative payoff against itself)
- Pure Dove: Not ESS (invaded by Hawks)
- Mixed ESS: Proportion of Hawks =  $V/C = 10/15 = 2/3$

# Hawk-Dove Game

## Biological Interpretation:

- Explains why animals don't always fight to the death
- Frequency-dependent selection maintains polymorphism
- Cost-benefit analysis determines equilibrium aggression levels
- Foundation for understanding animal behavior evolution

## Insight

Even purely selfish behavior can lead to moderated aggression through evolutionary dynamics.

# Mechanism Design: Reverse Game Theory

## Definition (Mechanism)

A mechanism consists of:

- 1 Message spaces  $M_i$  for each agent  $i$
- 2 Outcome function  $g : M_1 \times \cdots \times M_n \rightarrow A$
- 3 Payment functions  $t_i : M_1 \times \cdots \times M_n \rightarrow \mathbb{R}$

**Goal:** Design games to achieve desired outcomes.

# Mechanism Design: Reverse Game Theory

## Desirable Properties:

- **Incentive Compatibility:** Truth-telling is optimal
- **Individual Rationality:** Participation is beneficial
- **Efficiency:** Maximizes social welfare
- **Revenue Maximization:** Maximizes designer's revenue

# Mechanism Design: Reverse Game Theory

## Applications:

- Auction design for spectrum allocation
- Voting systems and preference aggregation
- Contract theory and organizational design
- Algorithmic mechanism design for computer systems

**Challenge:** These properties often conflict, requiring careful trade-offs.

# Auction Theory

## Common Auction Formats:

- **First-Price Sealed-Bid:** Highest bidder wins, pays their bid
- **Second-Price Sealed-Bid:** Highest bidder wins, pays second-highest bid
- **English Auction:** Open ascending price auction
- **Dutch Auction:** Open descending price auction



# Auction Theory

## Theorem (Revenue Equivalence Theorem)

*Under standard conditions (independent private values, risk neutrality, efficient allocation), all auction formats yield the same expected revenue.*

### Conditions:

- Highest bidder wins
- Lowest-value bidder has zero expected payment
- Same information structure across formats

# Auction Theory

## Strategic Differences:

- **Second-Price:** Truth-telling is dominant strategy
- **First-Price:** Bid shading optimal (bid below value)
- **English:** Efficient but reveals information
- **Dutch:** Strategically equivalent to first-price

## Practical Impact

Revenue equivalence means auction choice should consider other factors: simplicity, transparency, collusion resistance.

# Economic Applications

## Oligopoly Competition:

### Cournot Model (quantity competition):

- Firms choose quantities simultaneously
- Market price determined by total quantity
- Strategic substitutes: higher competitor quantity  $\rightarrow$  lower own quantity

### Bertrand Model (price competition):

- Firms choose prices simultaneously
- With identical products: price equals marginal cost
- Strategic complements: higher competitor price  $\rightarrow$  higher own price

# Economic Applications

## Auction Applications:

- **Spectrum Auctions:** Generated over \$100 billion in government revenue
- **Electricity Markets:** Real-time bidding for power generation
- **Online Advertising:** Ad space allocation through automated auctions
- **Treasury Securities:** Government debt issuance

# Economic Applications

## Contract Theory:

- Principal-agent problems with moral hazard
- Optimal incentive design in organizations
- Insurance contracts with adverse selection
- Executive compensation design

These applications demonstrate how game theory guides real-world institutional design.

# Biological Applications

## Sex Ratio Evolution (Fisher's Principle):

Population with proportion  $p$  males. Fitness of strategy producing proportion  $x$  males:

$$f(x, p) = \frac{x}{p} + \frac{1-x}{1-p}$$

ESS condition:  $\frac{\partial f}{\partial x} = \frac{1}{p} - \frac{1}{1-p} = 0$

Solution:  $p = 1/2$  (equal sex ratio)

# Biological Applications

## Other Biological Applications:

- **Foraging Behavior:** Optimal patch selection strategies
- **Cooperation Evolution:** Explaining altruism and reciprocity
- **Signaling Systems:** Honest vs. deceptive communication
- **Territorial Behavior:** Space and resource competition

# Biological Applications

## Human Behavior:

- **Social Norms:** Evolution of cooperation and punishment
- **Language Evolution:** Communication system development
- **Cultural Evolution:** Transmission of behaviors and beliefs
- **Conflict Resolution:** Understanding war and peace

Game theory bridges social and biological sciences through unified mathematical framework.



# Computing Equilibria

## Theorem (PPAD-Completeness)

*Computing Nash equilibrium in two-player games is PPAD-complete, even with two strategies per player.*

### Implications:

- No polynomial-time algorithm expected
- Problem belongs to class with guaranteed solutions
- Computational difficulty despite existence guarantee

# Computing Equilibria

## Algorithms for Equilibrium Computation:

- **Lemke-Howson:** Pivot algorithm for two-player games
- **Support Enumeration:** Check all possible supports
- **Evolutionary Algorithms:** Replicator dynamics simulation
- **Fictitious Play:** Iterative best-response learning

# Computing Equilibria

## Modern Developments:

- **Approximate Equilibria:** Relaxed solution concepts
- **Large-Scale Games:** Algorithms for massive games
- **Online Learning:** Adapting to changing environments
- **Multi-Agent Reinforcement Learning:** AI applications

These advances enable game-theoretic analysis of previously intractable problems.

# Theoretical Foundations

## What We've Accomplished:

- Expected utility theory for rational decision-making
- Bayesian analysis for information and learning
- Nash equilibrium for strategic interactions
- Evolutionary stability for dynamic systems
- Mechanism design for institutional engineering
- Auction theory for resource allocation

# Theoretical Foundations

## Mathematical Unity:

- Fixed point theorems underlie equilibrium existence
- Optimization principles guide solution concepts
- Probability theory enables uncertainty analysis
- Dynamic systems theory explains evolution and learning

# Theoretical Foundations

## Computational Reality:

- Computational complexity limits exact solutions
- Approximation algorithms enable practical applications
- Simulation methods explore complex dynamics
- Machine learning approaches automate strategy discovery

## Integration

Theory, computation, and applications form unified framework for strategic analysis.

# Practical Impact Across Domains

## Economics and Finance:

- Market design and auction mechanisms
- Risk management and portfolio theory
- Industrial organization and competition policy
- Behavioral economics and bounded rationality

# Practical Impact Across Domains

## Technology and Computing:

- Internet protocols and network design
- Cryptocurrency and blockchain mechanisms
- Artificial intelligence and multi-agent systems
- Cybersecurity and adversarial settings



# Practical Impact Across Domains

## Social Sciences and Policy:

- Voting systems and democratic institutions
- International relations and conflict resolution
- Environmental policy and climate agreements
- Public health interventions and compliance

These applications demonstrate the broad relevance of mathematical frameworks for strategic thinking.

# Future Directions

## Emerging Frontiers:

- **Behavioral Game Theory:** Incorporating psychological insights
- **Algorithmic Mechanism Design:** Computer science applications
- **Network Games:** Strategic interactions on graphs
- **Quantum Game Theory:** Quantum mechanical strategies

# Future Directions

## Technological Applications:

- Autonomous vehicle coordination
- Smart grid optimization
- Social media and information networks
- Distributed computing systems

# Future Directions

## Societal Challenges:

- Climate change coordination
- Pandemic response strategies
- Digital privacy and surveillance
- Artificial intelligence governance

## Continuing Evolution

Mathematical frameworks continue expanding to address emerging strategic challenges in our interconnected world.

# Key Takeaways

- Decision theory provides normative foundations for rational choice under uncertainty
- Game theory analyzes strategic interactions with mathematical precision
- Nash equilibrium offers fundamental solution concept for strategic stability
- Evolutionary approaches explain dynamics and long-run behavior
- Mechanism design enables engineering of strategic environments
- Computational methods make complex strategic analysis practical
- Applications span economics, biology, computer science, and social policy

**These mathematical frameworks transform strategic thinking from intuition and experience into systematic, rigorous analysis.**

# Thank You

## Questions and Discussion

*Mathematical frameworks for strategic decision-making  
under uncertainty*

## Course Conclusion:

*Mathematical Modeling: From Theory to Practice*  
Integrating all techniques for comprehensive problem-solving