### Classifications of Symmetric Normal Form Games

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- ► A non-empty (finite) set of **strategies** A<sub>i</sub>; and
- A payoff function u<sub>i</sub> : A → ℝ where A = ×<sub>i∈N</sub>A<sub>i</sub> is the set of strategy profiles or outcomes.

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Then:

 $A = \{(a, c, e), (a, c, f), (a, d, e), (a, d, f), (b, c, e), (b, c, f), (b, d, e), (b, d, f)\}$ 

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	е	f	_	е	f	
С	1, 1, 1	2, 2, 3	С	3, 2, 2	4, 5, 4	
d	2, 3, 2	5, 4, 4	d	4, 4, 5	6, 6, 6	
(a,,)				( <i>b</i> ,,)		

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The payoff to player 3 for the strategy profile (b, d, e) is  $u_3(b, d, e) = 5$ .

Suppose each player has the same strategy set.

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Eg. 
$$A_1 = A_2 = A_3 = \{a, b\}$$

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Let  $\pi \in S_N$  be a permutation of the players. The player permutations act on the left of strategy profiles via

$$\pi(s_1,...,s_n) = (s_{\pi^{-1}(1)},...,s_{\pi^{-1}(n)})$$

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Take  $\pi = (123) \in S_3$  and  $(s_1, s_2, s_3) \in A$ .

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$$\begin{aligned} \pi(s_1,s_2,s_3) &= (s_{\pi^{-1}(1)},s_{\pi^{-1}(2)},s_{\pi^{-1}(3)}) &= (s_3,s_1,s_2) \\ & \mathsf{Eg.} \ \pi(a,b,a) = (a,a,b) \end{aligned}$$

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Γis:

▶ **invariant** under  $\pi \in S_N$  if for each player  $i \in N$  and strategy profile  $s \in A$ ,  $u_i(s) = u_{\pi(i)}(\pi(s))$ ; and

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Eg. let  $\pi = (123)$ ,  $\pi(a, b, a) = (a, a, b)$  as before, and we see that  $u_2(a, b, a) = u_{\pi(2)}(\pi(a, b, a)) = u_3(a, a, b) = 3$ .

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⟨(123), (12)⟩ = S<sub>3</sub>.

- Γis:
  - standard symmetric if it is invariant under a transitive subgroup of the player permutations.

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Standard symmetric 3-player game.



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- Γ is invariant under (123);
- $\langle (123) \rangle = \{e, (123), (132)\}$  is a transitive subgroup of  $S_3$ ;

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Note: Must have  $u_i(a, a, a) = u_j(a, a, a)$  for all  $i, j \in N$  etc.
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A **bijection** from  $\Gamma$  to itself consists of a player permutation  $\pi \in S_N$  and for each player  $i \in N$ , a strategy set bijection  $\tau_i : A_i \to A_{\pi(i)}$ .

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$$g = ((123); \begin{pmatrix} a & b \\ d & c \end{pmatrix}, \begin{pmatrix} c & d \\ e & f \end{pmatrix}, \begin{pmatrix} e & f \\ a & b \end{pmatrix})$$

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Note:  $\operatorname{bij}(\Gamma) \cong (S_m \operatorname{Wr} S_n)$ .

Let G be a subgroup of the game bijections  $bij(\Gamma)$ .

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▶ The stabiliser of player  $i \in N$  is the subgroup  $G_i = \{g \in G : g(i) = i\} \leq G$ .

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- ▶ player transitive if for each i, j ∈ N there exists g ∈ G such that g(i) = j;
- ▶ player *n*-transitive if for each π ∈ S<sub>N</sub> there exists g ∈ G such that g(i) = π(i) for all i ∈ N; and

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- ▶ player *n*-transitive if for each π ∈ S<sub>N</sub> there exists g ∈ G such that g(i) = π(i) for all i ∈ N; and
- ► strategy trivial if for each g ∈ G<sub>i</sub>, g(s<sub>i</sub>) = s<sub>i</sub> for all s<sub>i</sub> ∈ A<sub>i</sub> (ie. τ<sub>i</sub> = id<sub>A<sub>i</sub></sub>).

An **automorphism** of  $\Gamma$  is an invariant bijection  $g \in bij(\Gamma)$ 

ie. 
$$u_i(s) = u_{g(i)}(g(s))$$
 for all  $i \in N$ ,  $s \in A$ 



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Matching Pennies

	Н	Т
Н	1, -1	-1, 1
Т	-1, 1	1, -1

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Matching Pennies

$$\begin{array}{c|ccc} H & T \\ H & 1, -1 & -1, 1 \\ T & -1, 1 & 1, -1 \end{array}$$

 $Aut(\Gamma) = \{ (e; (\overset{H}{_{H}} \overset{T}{_{T}}), (\overset{H}{_{H}} \overset{T}{_{T}})), (e; (\overset{H}{_{T}} \overset{T}{_{H}}), (\overset{H}{_{H}} \overset{T}{_{H}})), \\ ((12); (\overset{H}{_{H}} \overset{T}{_{T}}), (\overset{H}{_{T}} \overset{T}{_{H}})), ((12); (\overset{H}{_{T}} \overset{H}{_{H}}), (\overset{H}{_{H}} \overset{T}{_{T}})) \}$ 

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An **automorphism** of  $\Gamma$  is an invariant bijection  $g \in bij(\Gamma)$ 

ie. 
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The automorphisms of  $\Gamma$  form a group which we denote by  $Aut(\Gamma).$  Example

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Aut( $\Gamma$ ) is player transitive, is not strategy trivial and contains no proper transitive subgroups.

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This ensures the elements of  $N \times A$  that are in the same orbit have the same payoff.

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#### Example

$$g = ((12); \left(egin{array}{c} a & b \ c & d \end{array}
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### Constructing Symmetric Games

We can construct a symmetric game  $\Gamma$  as follows:

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$$\begin{array}{c}
c & d \\
a & \alpha, \alpha & \gamma, \beta \\
b & \beta, \gamma & \delta, \delta
\end{array}$$



 $\mathsf{Aut}(\Gamma) = \langle ((123); \begin{pmatrix} a & b \\ c & d \end{pmatrix}, \begin{pmatrix} c & d \\ e & f \end{pmatrix}, \begin{pmatrix} e & f \\ a & b \end{pmatrix}), ((12); \begin{pmatrix} a & b \\ d & c \end{pmatrix}, \begin{pmatrix} c & d \\ b & a \end{pmatrix}, \begin{pmatrix} e & f \\ f & e \end{pmatrix}) \rangle$ 

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Aut(Γ) is player n-transitive;



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#### Aut(Γ) is player *n*-transitive;

► \langle ((123); \begin{pmatrix} a & b \\ c & d \end{pmatrix}, \begin{pmatrix} e & f \\ a & b \end{pmatrix}) \rangle is player transitive and strategy trivial;

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 $\mathsf{Aut}(\Gamma) = \langle ((123); \begin{pmatrix} a & b \\ c & d \end{pmatrix}, \begin{pmatrix} c & d \\ e & f \end{pmatrix}, \begin{pmatrix} e & f \\ a & b \end{pmatrix}), ((12); \begin{pmatrix} a & b \\ d & c \end{pmatrix}, \begin{pmatrix} c & d \\ b & a \end{pmatrix}, \begin{pmatrix} e & f \\ f & e \end{pmatrix}) \rangle$ 

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►  $((12); \begin{pmatrix} a & b \\ c & d \end{pmatrix}, \begin{pmatrix} c & d \\ a & b \end{pmatrix}, \begin{pmatrix} e & f \\ e & f \end{pmatrix}) \notin \operatorname{Aut}(\Gamma).$ 

Example: only-transitive non-standard symmetric



$$\begin{aligned} \mathsf{Aut}(\Gamma) \geq \langle \left( (12) \circ (34); \begin{pmatrix} a & b \\ d & c \end{pmatrix}, \begin{pmatrix} c & d \\ a & b \end{pmatrix}, \begin{pmatrix} e & f \\ h & g \end{pmatrix}, \begin{pmatrix} g & h \\ e & f \end{pmatrix} \right), \\ \left( (13) \circ (24); \begin{pmatrix} a & b \\ f & e \end{pmatrix}, \begin{pmatrix} c & d \\ h & g \end{pmatrix}, \begin{pmatrix} e & f \\ a & b \end{pmatrix}, \begin{pmatrix} g & h \\ c & d \end{pmatrix} \right), \\ \left( (14) \circ (23); \begin{pmatrix} a & b \\ h & g \end{pmatrix}, \begin{pmatrix} c & d \\ f & e \end{pmatrix}, \begin{pmatrix} e & f \\ c & d \end{pmatrix}, \begin{pmatrix} g & h \\ c & d \end{pmatrix} \right) \rangle\end{aligned}$$

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# Questions?

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#### Bonus Example: only-transitive non-standard symmetric



 $\mathsf{Aut}(\Gamma) \geq \langle ((1234); \begin{pmatrix} a & b \\ d & c \end{pmatrix}, \begin{pmatrix} c & d \\ e & f \end{pmatrix}, \begin{pmatrix} e & f \\ g & h \end{pmatrix}, \begin{pmatrix} g & h \\ a & b \end{pmatrix}) \rangle$