

EPICENTER Spring Course on Epistemic Game Theory

Chapter 9: Strong Belief in the Opponents' Rationality

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Strong belief in the opponents' rationality

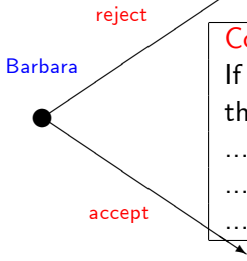
- In the previous chapter, we have discussed the concept of **common belief in future rationality**.
- **Main idea:** Whatever you observe in the game, you **always** believe that your opponents will choose **rationally from now on**.
- **Common belief** in this type of reasoning leads to **common belief in future rationality**.
- It may **not** be the **only plausible way** of reasoning in a dynamic game!

Example: Painting Chris' house

Story

- Chris is planning to **paint** his house tomorrow, and needs someone to **help** him.
- You and Barbara are both interested. This evening, both of you must come to Chris' house, and whisper a **price** in his ear. Price must be either **200, 300, 400** or **500 euros**.
- Person with **lowest price** will get the job. In case of a **tie**, Chris will toss a coin.
- Before you leave for Chris' house, Barbara gets a **phone call** from a colleague, who asks her to repair his car tomorrow at a price of **350 euros**.
- Barbara must decide whether or not to **accept** the colleague's offer.

	200	300	400	500
200	100, 100	200, 0	200, 0	200, 0
300	0, 200	150, 150	300, 0	300, 0
400	0, 200	0, 300	200, 200	400, 0
500	0, 200	0, 300	0, 400	250, 250



Common belief in future rationality:

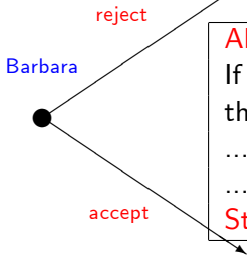
If you observe that Barbara has **rejected** offer, then you believe that

- ... rejecting offer was a **mistake**,
- ... Barbara chooses **rationally from now on**
- ... Barbara believes that you choose **rationally**.

350, 500

You will choose price **200**.

	200	300	400	500
200	100, 100	200, 0	200, 0	200, 0
300	0, 200	150, 150	300, 0	300, 0
400	0, 200	0, 300	200, 200	400, 0
500	0, 200	0, 300	0, 400	250, 250



Alternative way of reasoning:

If you observe that Barbara has **rejected** offer, then you believe that

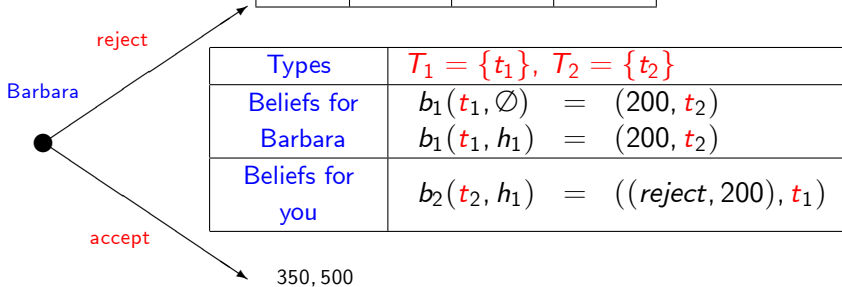
... **rejecting** offer is **part of a rational strategy**,
 ... Barbara will choose price **400**.

Strong belief in Barbara's rationality.

You will choose price **300**.

- Strong belief in the opponents' rationality:
- If at information set $h \in H_i$, it is possible for player i to believe that each of his opponents is implementing a rational strategy,
- then player i must believe at h that each of his opponents is implementing a rational strategy.
- How can we formalize this idea within an epistemic model?
- Attempt: Consider an epistemic model M , a type t_i and an information set $h \in H_i$.
- If for every opponent there is a type inside M for which there is an optimal strategy leading to h ,
- then type t_i must at h only assign positive probability to strategy-type pairs where the strategy is optimal for the type.
- This will not work.

200	100, 100	200, 0	200, 0	200, 0
300	0, 200	150, 150	300, 0	300, 0
400	0, 200	0, 300	200, 200	400, 0
500	0, 200	0, 300	0, 400	250, 250



Your type t_2 satisfies conditions, but does **not strongly believe** in Barbara's rationality.

Problem: Not sufficiently many types in epistemic model M .

- To make the definition of **strong belief in the opponents' rationality work**, we must require that the epistemic model M contains **sufficiently many types**.
- Consider an epistemic model M , and an information set $h \in H_i$:
- **If** for every opponent there is a type in **some epistemic model M'** , for which there is an **optimal strategy leading to h** ,
- then M must contain **at least one** such type for every opponent.

- A strategy s_i is **optimal** for type t_i is s_i is **optimal** for t_i at **every information set** $h \in H_i$ that s_i leads to.

Definition (Strong belief in the opponents' rationality)

Type t_i **strongly believes in the opponents' rationality** at h if,

whenever we can find a combination of opponents' **types** in **some epistemic model** M' , for which there is a combination of **optimal** strategies leading to h ,

then

- (1) the epistemic model M must contain **at least one** such combination of opponents' types, and
- (2) type t_i must at h only assign **positive probability** to opponents' strategy-type combinations where the strategy combination **leads to** h , and the strategies are **optimal** for the types.

200	100, 100	200, 0	200, 0	200, 0
300	0, 200	150, 150	300, 0	300, 0
400	0, 200	0, 300	200, 200	400, 0
500	0, 200	0, 300	0, 400	250, 250

Barbara



reject

accept

Types	$T_1 = \{t_1\}, T_2 = \{t_2\}$
Beliefs for Barbara	$b_1(t_1, \emptyset) = (200, t_2)$ $b_1(t_1, h_1) = (200, t_2)$
Beliefs for you	$b_2(t_2, h_1) = ((\text{reject}, 200), t_1)$

350, 500

Your type t_2 does **not** strongly believe in Barbara's rationality.

200	100, 100	200, 0	200, 0	200, 0
300	0, 200	150, 150	300, 0	300, 0
400	0, 200	0, 300	200, 200	400, 0
500	0, 200	0, 300	0, 400	250, 250

Barbara

reject



accept

350, 500

$$T_1 = \{t_1^a, t_1^r\}, T_2 = \{t_2\}$$

$$b_1(t_1^a, \emptyset) = (300, t_2)$$

$$b_1(t_1^a, h_1) = (300, t_2)$$

$$b_1(t_1^r, \emptyset) = (500, t_2)$$

$$b_1(t_1^r, h_1) = (500, t_2)$$

$$b_2(t_2, h_1) = ((\text{reject}, 400), t_1^r)$$

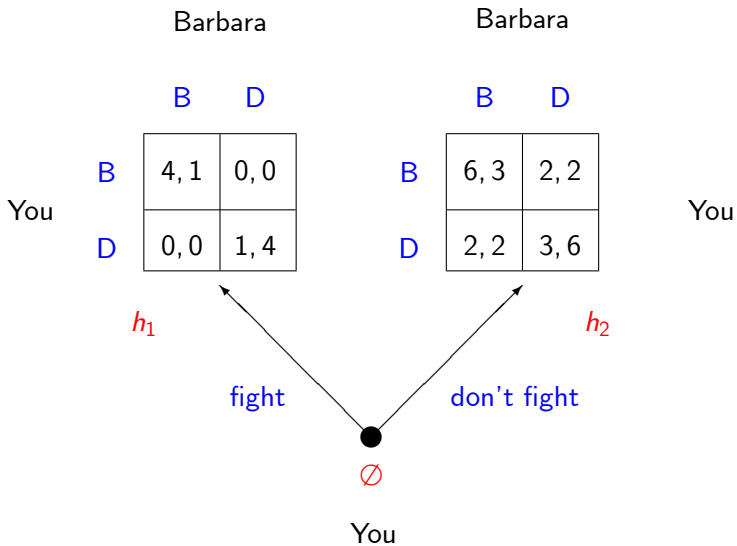
Your type t_2 strongly believes in Barbara's rationality.

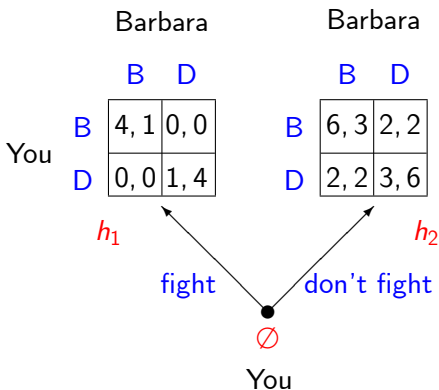
Two-fold strong belief in rationality

- Suppose player i is at information set h , and he reasons about two possible strategies s_j and s'_j for player j :
- strategy s_j is optimal for some type t_j , but not for any type that strongly believes in i 's rationality,
- strategy s'_j is optimal for a type t_j that strongly believes in i 's rationality.
- Then, according to the idea of strong belief in the opponents' rationality, s'_j seems the more plausible strategy.
- Hence, player i believes at h that player j has chosen s'_j , and not s_j .
- Two-fold strong belief in rationality.

Story

- Barbara and you must decide with **TV program** to watch: **Blackadder** or **Dallas**.
- You prefer **Blackadder** (utility 6) to **Dallas** (utility 3).
- Barbara prefers **Dallas** (utility 6) to **Blackadder** (utility 3).
- You both must write down a **program** on a piece of paper. If you both write the **same** program, you will **watch** it together. Otherwise, you will play a **game of cards** (utility 2 for both).
- Before writing down a program, you have the option to **start a fight** with Barbara to convince her to watch your favorite program. This would **reduce** your utility and Barbara's utility by **2**.





Suppose, Barbara **strongly believes in your rationality**.

Then, at h_1 she will believe that you choose (*fight*, *B*).

Hence, Barbara will choose *B* at h_1 .

So, if Barbara **strongly believes in your rationality**, her only **optimal strategies** are (*B*, *B*) and (*B*, *D*).

So, if you express **2-fold strong belief in Barbara's rationality**, then you believe that Barbara chooses (*B*, *B*) or (*B*, *D*).

Hence, you can only **rationaly** choose (*fight*, *B*) or (*don't*, *B*).

- Two-fold strong belief in rationality:
- Consider an information set h for player i .
- If there is an opponents' strategy-type combination where (a) the opponents' strategy combination leads to h , (b) the strategies are optimal for the types, and (c) the types strongly believe in the opponents' rationality,
- then type t_i must at h only assign positive probability to opponents' strategy-type combinations that satisfy (a), (b) and (c).
- To make this definition work, we must require that the epistemic model M contains sufficiently many types:
- If we can find a combination of opponents' types, in some epistemic model M' , that strongly believe in the opponents' rationality, and for which there is a combination of optimal strategies leading to h ,
- then the epistemic model M must contain at least one such combination of opponents' types.

Definition (Two-fold strong belief in rationality)

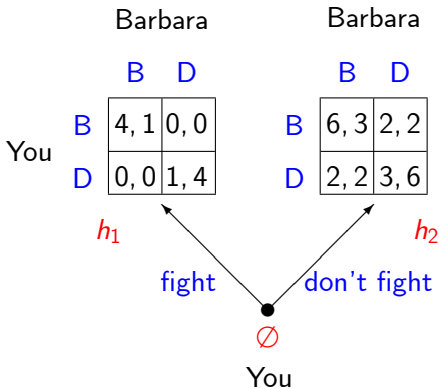
Type t_i expresses 2-fold strong belief in rationality at h if,

whenever we can find a combination of opponents' types, in some epistemic model M' , that strongly believe in their opponents' rationality, and for which there is a combination of optimal strategies leading to h ,

then

(1) the epistemic model M must contain at least one such combination of opponents' types, and

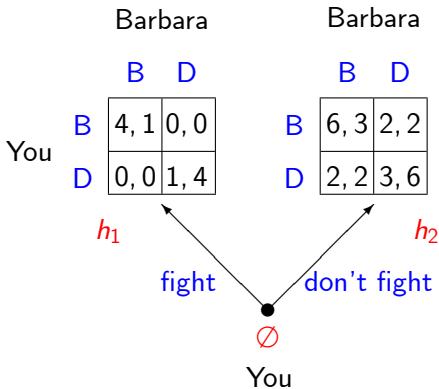
(2) type t_i must at h only assign positive probability to opponents' strategy-type combinations where the strategy combination leads to h , the types strongly believe in their opponents' rationality, and the strategies are optimal for the types.



$b_1(t_1^{fB})$	$=$	$((B, D), t_2^{BD})$
$b_1(t_1^{dB})$	$=$	$((B, B), t_2^{BB})$
$b_1(t_1^{dD})$	$=$	$((D, D), t_2^{DD})$
$b_2(t_2^{BB}, h_1)$	$=$	$((fight, B), t_1^{fB})$
$b_2(t_2^{BB}, h_2)$	$=$	$((don't, B), t_1^{dB})$
$b_2(t_2^{BD}, h_1)$	$=$	$((fight, B), t_1^{fB})$
$b_2(t_2^{BD}, h_2)$	$=$	$((don't, D), t_1^{dD})$
$b_2(t_2^{DD}, h_1)$	$=$	$((fight, D), t_1^{fB})$
$b_2(t_2^{DD}, h_2)$	$=$	$((don't, D), t_1^{dD})$

Show: Your types t_1^{fB} and t_1^{dB} express 2-fold strong belief in rationality.

- Barbara's types t_2^{BB} and t_2^{BD} strongly believe in your rationality.



$$b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

$$b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Your type t_1^{dD} does not express 2-fold strong belief in rationality.

- Barbara's type t_2^{DD} does not strongly believe in your rationality.

Definition (Common strong belief in rationality)

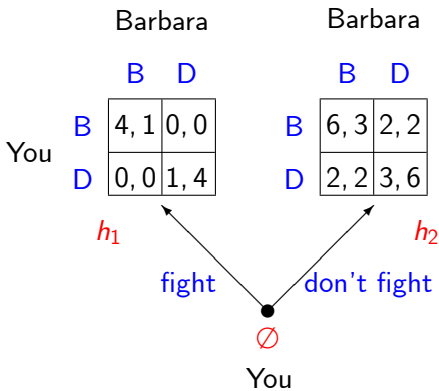
Type t_i is said to express **1-fold strong belief in rationality** if t_i **strongly believes in the opponents' rationality**.

Say that type t_i expresses **k -fold strong belief in rationality** at h if, whenever we can find a combination of opponents' types, in **some** epistemic model M' , that express **up to $(k - 1)$ -fold strong belief in rationality**, and for which there is a combination of **optimal** strategies **leading to h** , then

(1) the epistemic model M must contain **at least one** such combination of opponents' types, and

(2) type t_i must at h only assign **positive probability** to opponents' strategy-type combinations where the strategy combination **leads to h** , the types express **up to $(k - 1)$ -fold strong belief in rationality**, and the strategies are **optimal** for the types.

Type t_i expresses **common strong belief in rationality** if it expresses **k -fold strong belief in rationality** for **every k** .



$$(2) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(2) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(1) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

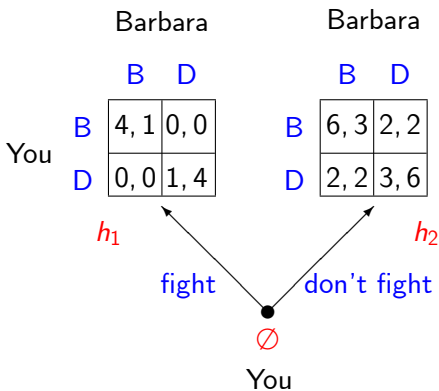
$$(1) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

- We know:
- Your types t_1^{fB} , t_1^{dB} and t_1^{dD} express 1-fold strong belief in rationality.
- Your types t_1^{fB} and t_1^{dB} express 2-fold strong belief in rationality, but t_1^{dD} not.
- Barbara's types t_2^{BB} and t_2^{BD} express 1-fold strong belief in rationality, but t_2^{DD} not.



$$(2) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(2) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(1) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

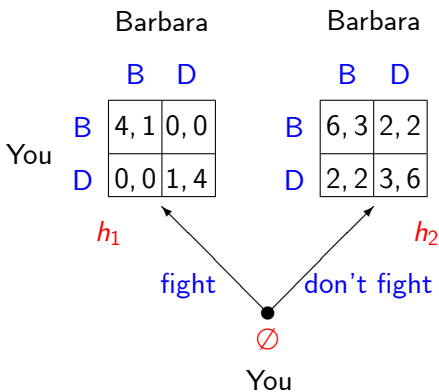
$$(1) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Barbara's types t_2^{BB} and t_2^{BD} express 2-fold strong belief in rationality.



$$(2) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(2) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(2) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

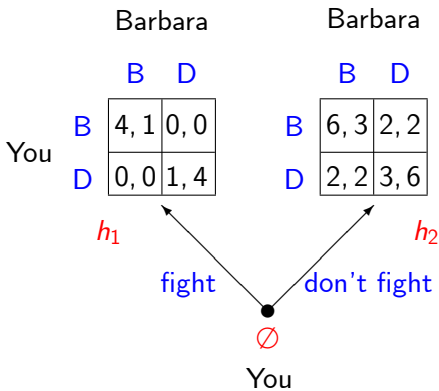
$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Your types t_1^{fB} and t_1^{dB} express 3-fold strong belief in rationality.



$$(3) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(3) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(2) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

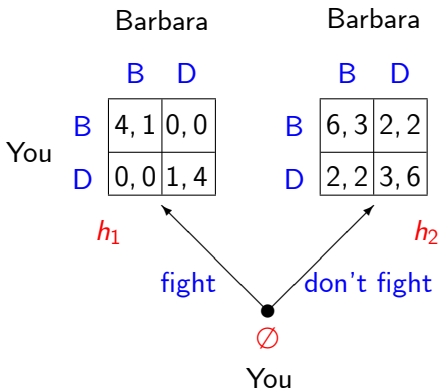
$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dB})$$

Show: Barbara's type t_2^{BB} expresses 3-fold strong belief in rationality, but her type t_2^{BD} not.



$$(3) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(3) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(3) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

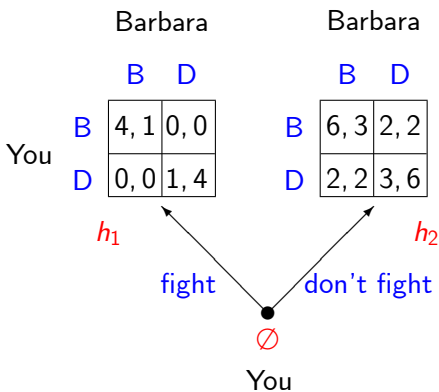
$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Your type t_1^{dB} expresses 4-fold strong belief in rationality, but your type t_1^{fB} not.



$$(3) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(4) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(3) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

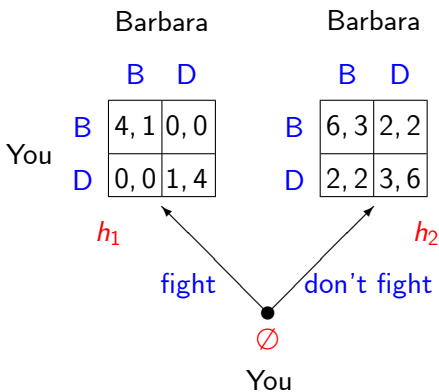
$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Barbara's type t_2^{BB} expresses 4-fold strong belief in rationality.



$$(3) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(4) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(4) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

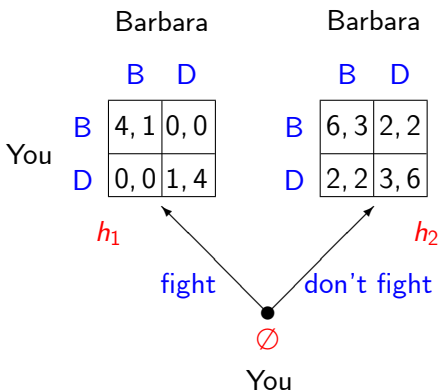
$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Your type t_1^{dB} expresses 5-fold strong belief in rationality.



$$(3) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(5) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(4) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

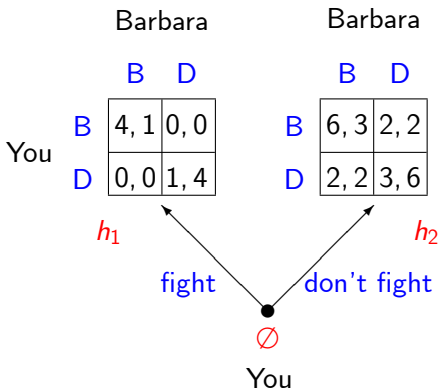
$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Barbara's type t_2^{BB} expresses 5-fold strong belief in rationality.



$$(3) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(5) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(5) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

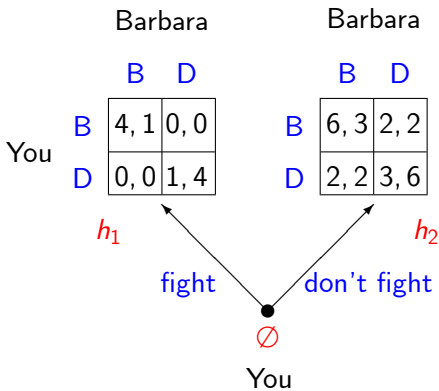
$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Show: Your type t_1^{dB} and Barbara's type t_2^{BB} express **k-fold strong belief** in rationality, for every $k \geq 6$.

Hence, your type t_1^{dB} and Barbara's type t_2^{BB} express **common strong belief** in rationality.



$$(3) \ b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(c) \ b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) \ b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(c) \ b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

$$(2) \ b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

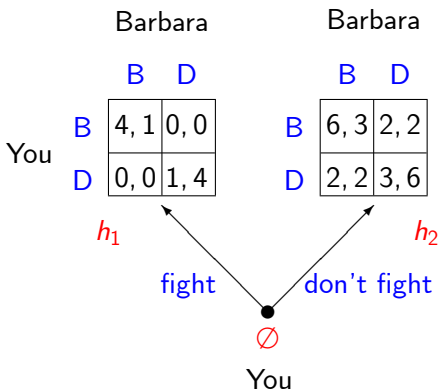
$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) \ b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Conclusion: Under **common strong belief in rationality**, you can only rationally choose $(don't, B)$, and you expect Barbara to choose (B, B) .

Hence, under **common strong belief in rationality**, you expect to be **watching your favorite program together, without having to start a fight with Barbara.**



$$(3) b_1(t_1^{fB}) = ((B, D), t_2^{BD})$$

$$(c) b_1(t_1^{dB}) = ((B, B), t_2^{BB})$$

$$(1) b_1(t_1^{dD}) = ((D, D), t_2^{DD})$$

$$(c) b_2(t_2^{BB}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BB}, h_2) = ((don't, B), t_1^{dB})$$

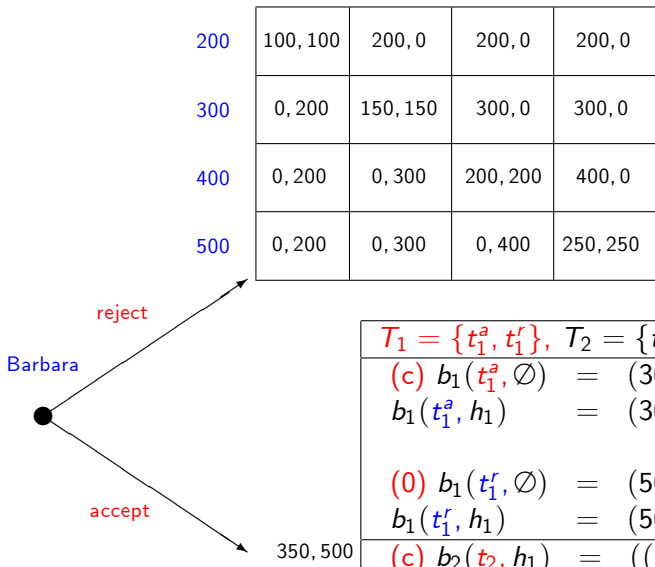
$$(2) b_2(t_2^{BD}, h_1) = ((fight, B), t_1^{fB})$$

$$b_2(t_2^{BD}, h_2) = ((don't, D), t_1^{dD})$$

$$(0) b_2(t_2^{DD}, h_1) = ((fight, D), t_1^{fB})$$

$$b_2(t_2^{DD}, h_2) = ((don't, D), t_1^{dD})$$

Note: In order to construct types that express **common strong belief in rationality**, we need to **include** types in the epistemic model that do **not** express **common strong belief in rationality**.



Exercise: Show that t_1^a and t_2 express common strong belief in rationality.

200	100, 100	200, 0	200, 0	200, 0
300	0, 200	150, 150	300, 0	300, 0
400	0, 200	0, 300	200, 200	400, 0
500	0, 200	0, 300	0, 400	250, 250

Barbara



reject

accept

350, 500

$$T_1 = \{t_1^a, t_1^r\}, T_2 = \{t_2\}$$

$$(c) b_1(t_1^a, \emptyset) = (300, t_2)$$

$$b_1(t_1^a, h_1) = (300, t_2)$$

$$(0) b_1(t_1^r, \emptyset) = (500, t_2)$$

$$b_1(t_1^r, h_1) = (500, t_2)$$

$$(c) b_2(t_2, h_1) = ((\text{reject}, 400), t_1^r)$$

Note: In order to construct types that express **common strong belief in rationality**, we need to **include** types in the epistemic model that do **not** express **common strong belief in rationality**.

- We wish to find those **strategies** you can rationally choose under **common strong belief in rationality**.
- Is there an **algorithm** that helps us find these strategies?
- **Yes**. Algorithm is similar in flavor to the **backward dominance procedure**.

- **Important ingredients:**
- The **full decision problem** for player i at h is $\Gamma^0(h) = (S_i(h), S_{-i}(h))$, where $S_i(h)$ is the set of **strategies** for player i that **lead to** h , and $S_{-i}(h)$ is the set of **opponents' strategy combinations** that **lead to** h .
- A **reduced decision problem** for player i at h is $\Gamma(h) = (D_i(h), D_{-i}(h))$, where $D_i(h) \subseteq S_i(h)$ and $D_{-i}(h) \subseteq S_{-i}(h)$.

Step 1: 1-fold strong belief in rationality.

- Which strategies can player i rationally choose if he expresses 1-fold strong belief in rationality, that is, strongly believes in the opponents' rationality?
- Consider a type t_i that expresses 1-fold strong belief in rationality.
- Then, at every information set $h \in H_i$:
- if there is a combination of optimal opponents' strategies leading to h ,
- then type t_i must at h only assign positive probability to combinations of optimal opponents' strategies leading to h .
- We know: an opponent's strategy s_j is optimal, if and only if, it is not strictly dominated at any full decision problem $\Gamma^0(h')$ where j is active.

- Hence, at every information set $h \in H_i$:
- if there is a combination of opponents' strategies s_j leading to h where s_j is not strictly dominated at any $\Gamma^0(h')$ where j is active,
- then type t_i must at h only assign positive probability to such opponents' strategy combinations.
- Let $\Gamma^1(h)$ be the reduced decision problem at h , obtained from $\Gamma^0(h)$ by eliminating all opponents' strategies s_j which are strictly dominated at some $\Gamma^0(h')$ where j is active,
- unless this would eliminate all opponents' strategy combinations from $\Gamma^0(h)$.
- In the latter case, $\Gamma^1(h) = \Gamma^0(h)$.
- Then, type t_i assigns at h only positive probability to opponents' strategy combinations in $\Gamma^1(h)$.

- Then, type t_i assigns at h only **positive probability** to opponents' strategy combinations in $\Gamma^1(h)$.
- So, every strategy that is **optimal** for t_i at h , must **not** be **strictly dominated** at $\Gamma^1(h)$.
- Let $\Gamma^2(\emptyset)$ be **reduced decision problem** at \emptyset which is obtained by **eliminating**, for every player i , those strategies that are **strictly dominated** within some **reduced decision problem** $\Gamma^1(h)$ at which i is active.
- Hence, every **optimal** strategy for t_i must be in $\Gamma^2(\emptyset)$.
- **Conclusion:** Every strategy that is **optimal** for some type that expresses **1-fold strong belief in rationality**, must be in $\Gamma^2(\emptyset)$.

Step 2: Up to 2-fold strong belief in rationality

- Which strategies can player i rationally choose if he expresses up to 2-fold strong belief in rationality?
- Consider a type t_i that expresses up to 2-fold strong belief in rationality. Then, at every information set $h \in H_i$:
- if there is an opponents' combination of strategies leading to h , where every opponents' strategy s_j is optimal for some type t_j that expresses 1-fold strong belief in rationality,
- then type t_i must at h only assign positive probability to such combinations of opponents' strategies.
- We know from Step 1, that every such opponent's strategy s_j is not strictly dominated within any reduced decision problem $\Gamma^1(h')$ where j is active.

- At every information set $h \in H_i$:
- if there is an opponents' combination of strategies leading to h , where every opponents' strategy s_j is optimal for some type t_j that expresses 1-fold strong belief in rationality,
- then type t_i must at h only assign positive probability to such combinations of opponents' strategies.
- We know from Step 1, that every such opponent's strategy s_j is not strictly dominated within any reduced decision problem $\Gamma^1(h')$ where j is active.
- Let $\Gamma^2(h)$ be the reduced decision problem at h , obtained from $\Gamma^1(h)$ by eliminating all opponents' strategies s_j which are strictly dominated at some $\Gamma^1(h')$ where j is active,
- unless this would eliminate all opponents' strategy combinations from $\Gamma^1(h)$.
- In the latter case, $\Gamma^2(h) = \Gamma^1(h)$.
- Then, type t_i assigns at h only positive probability to opponents' strategy combinations in $\Gamma^2(h)$.

- Then, type t_i assigns at h only **positive probability** to opponents' strategy combinations in $\Gamma^2(h)$.
- So, every strategy that is **optimal** for t_i at h , must **not** be **strictly dominated** at $\Gamma^2(h)$.
- Let $\Gamma^3(\emptyset)$ be **reduced decision problem** at \emptyset which is obtained by **eliminating**, for every player i , those strategies that are **strictly dominated** within some **reduced decision problem** $\Gamma^2(h)$ at which i is active.
- Hence, every **optimal** strategy for t_i must be in $\Gamma^3(\emptyset)$.
- **Conclusion:** Every strategy that is **optimal** for some type that expresses **up to 2-fold strong belief in rationality**, must be in $\Gamma^3(\emptyset)$.

Algorithm (Iterated conditional dominance procedure)

Step 1. At every *full decision problem* $\Gamma^0(h)$, *eliminate* for every player i those strategies that are *strictly dominated* at some *full decision problem* $\Gamma^0(h')$ at which player i is active, *unless* this would *remove all* strategy combinations that lead to h . In the latter case, we remove *nothing* from $\Gamma^0(h)$. This leads to *reduced decision problems* $\Gamma^1(h)$ at every information set h .

Step 2. At every *reduced decision problem* $\Gamma^1(h)$, *eliminate* for every player i those strategies that are *strictly dominated* at some *reduced decision problem* $\Gamma^1(h')$ at which player i is active, *unless* this would *remove all* strategy combinations that lead to h . In the latter case, we remove *nothing* from $\Gamma^1(h)$. This leads to *new reduced decision problems* $\Gamma^2(h)$ at every information set.

And so on. Continue until no more strategies can be eliminated in this way.

- The **order of elimination** is **crucial** for the strategies that survive this algorithm.

Theorem (Algorithm “works”)

(1) For every $k \geq 1$, the *strategies* that can rationally be chosen by a type that expresses *up to k -fold strong belief in rationality* are precisely the strategies in $\Gamma^{k+1}(\emptyset)$.

(2) The *strategies* that can rationally be chosen by a type that expresses *common strong belief in rationality* are exactly the strategies that are in $\Gamma^k(\emptyset)$ for every k .

$\Gamma^0(h_1)$ 200 300 400 500

$(r, 200)$	100, 100	200, 0	200, 0	200, 0
$(r, 300)$	0, 200	150, 150	300, 0	300, 0
$(r, 400)$	0, 200	0, 300	200, 200	400, 0
$(r, 500)$	0, 200	0, 300	0, 400	250, 250

B

reject

accept

$\Gamma^0(\emptyset)$	200	300	400	500
$(r, 200)$	100, 100	200, 0	200, 0	200, 0
$(r, 300)$	0, 200	150, 150	300, 0	300, 0
$(r, 400)$	0, 200	0, 300	200, 200	400, 0
$(r, 500)$	0, 200	0, 300	0, 400	250, 250
<i>accept</i>	350, 500	350, 500	350, 500	350, 500

350, 500

Step 1

$\Gamma^1(h_1)$ 200 300 400

$(r, 400)$	0, 200	0, 300	200, 200

B

reject

accept

$\Gamma^1(\emptyset)$	200	300	400
$(r, 400)$	0, 200	0, 300	200, 200
<i>accept</i>	350, 500	350, 500	350, 500

350, 500

Step 1

$\Gamma^2(h_1)$

300

	0, 300		

 $(r, 400)$

reject

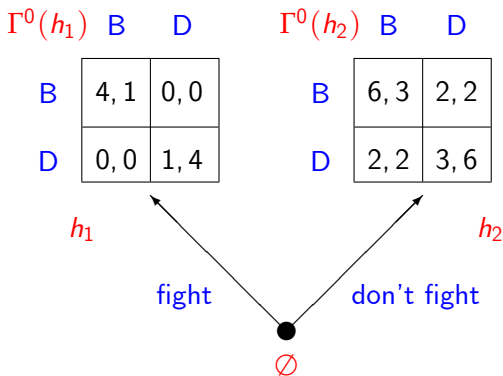
B

accept

$\Gamma^2(\emptyset)$	300
<i>accept</i>	350, 500

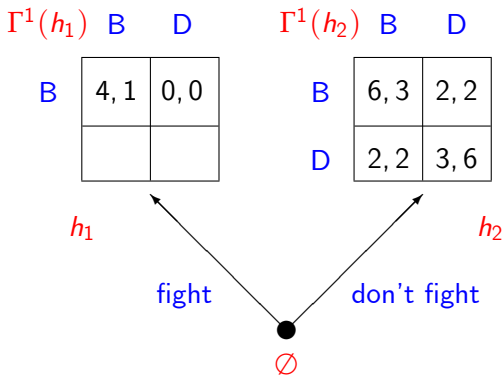
350, 500

Step 2: Algorithm stops



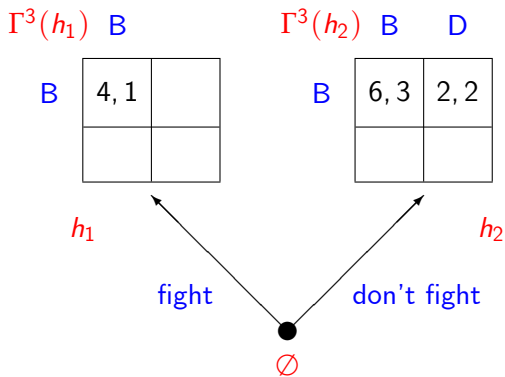
$\Gamma^0(\emptyset)$	(B, B)	(B, D)	(D, B)	(D, D)
$(fight, B)$	4, 1	4, 1	0, 0	0, 0
$(fight, D)$	0, 0	0, 0	1, 4	1, 4
$(don't, B)$	6, 3	2, 2	6, 3	2, 2
$(don't, D)$	2, 2	3, 6	2, 2	3, 6

Step 1



$\Gamma^1(\emptyset)$	(B, B)	(B, D)	(D, B)	(D, D)
$(fight, B)$	4, 1	4, 1	0, 0	0, 0
$(don't, B)$	6, 3	2, 2	6, 3	2, 2
$(don't, D)$	2, 2	3, 6	2, 2	3, 6

Step 1



$\Gamma^3(\emptyset)$	(B, B)	(B, D)
$(fight, B)$	4, 1	4, 1
$(don't, B)$	6, 3	2, 2

Step 3

$\Gamma^4(h_1)$ B $\Gamma^4(h_2)$ B

B	4, 1	

B	6, 3	

 h_1 h_2

fight

don't fight

 \emptyset

$\Gamma^4(\emptyset)$	(B, B)
$(fight, B)$	4, 1
$(don't, B)$	6, 3

Step 4

$\Gamma^5(h_1)$ B

B	4, 1	

h_1

$\Gamma^5(h_2)$ B

B	6, 3	

h_2

fight

don't fight



\emptyset

$\Gamma^5(\emptyset)$

(B, B)

(don't, B)

6, 3

Algorithm stops

Comparison with backward dominance procedure

- At step k in the **backward dominance procedure**, we only eliminate a strategy at h if it is **strictly dominated** at some reduced decision problem $\Gamma^{k-1}(h')$ **weakly following** h .
- In step k of the **iterated conditional dominance procedure**, we eliminate a strategy at h if it is **strictly dominated** at **any** reduced decision problem $\Gamma^{k-1}(h')$ – not necessarily weakly following h – **unless** ...
- So, it seems at first sight that in the **iterated conditional dominance procedure** we eliminate **more** than in the **backward dominance procedure**.
- This is **not true**. Because of the **unless** above.

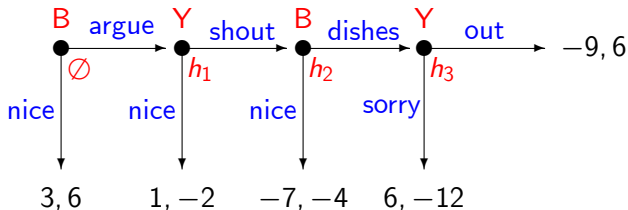
- In step k of the **iterated conditional dominance procedure**, it may happen that by eliminating all strategies from $\Gamma^{k-1}(h)$ which are strictly dominated at some $\Gamma^{k-1}(h')$ we would eliminate **all** strategy combinations from $\Gamma^{k-1}(h)$.
- In that case, we eliminate **no** strategies at h in the **iterated conditional dominance procedure**. But within the **backward dominance procedure**, we **could** still **eliminate** some strategies at h .
- In fact, the example “**Painting Chris’ house**” has shown that in terms of **strategies** selected, there is **no logical relationship** between the two procedures. Both procedures lead to a unique, yet **different**, strategy choice for you.
- However, both procedures lead to the **same outcome** in that example, namely that Barbara **accepts** the colleague’s offer at the beginning.
- The same phenomenon can also happen for dynamic games with **perfect information**.

Example: The heat of the fight.

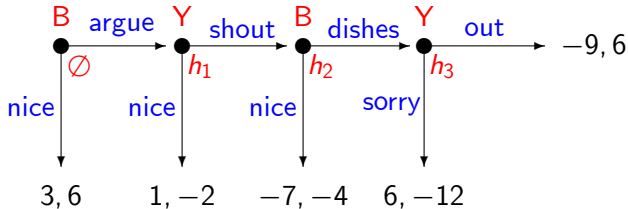
Story

- Barbara and you must decide with TV program to watch: Blackadder or Dallas.
- You prefer Blackadder (utility 6) to Dallas (utility 3).
- Barbara prefers Dallas (utility 6) to Blackadder (utility 3).

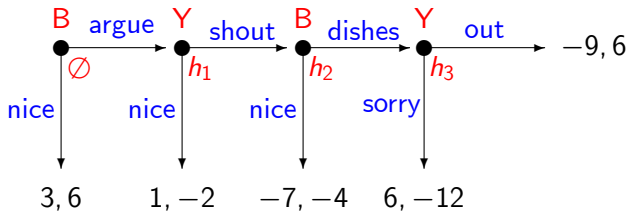
- At the beginning, Barbara can either be **nice** to you (let you watch your favorite program), or can start to **argue** with you.
- If she starts **arguing**, you can either be **nice** to her (let her watch her favorite program), or you can start **shouting** at her.
- If you start **shouting**, then Barbara can either be **nice** to you (let you watch your favorite program), or she can **throw dishes** on the floor, as a sign of her anger.
- If she starts **throwing dishes** on the floor, you can either **apologize** to her, and let her watch her favorite program, or you can **walk out the door** and watch **Blackadder** at Chris' freshly painted house.
- The utility for you and Barbara **decreases by 5** every time the conflict **escalates**.
- If you **apologize** to Barbara, her utility would **increase by 15**.
- If you watch **Blackadder** at Chris' house, your utility would **increase by 15**.



- **Backward dominance procedure:** Do backward induction.
- At h_3 , your backward induction choice is **out**.
- At h_2 , Barbara's backward induction choice is **nice**.
- At h_1 , your backward induction choice is **nice**.
- At \emptyset , Barbara's backward induction choice is **nice**.
- Hence, the **backward dominance procedure** uniquely selects your strategy **nice**.
- You expect the outcome where Barbara is **nice** at the beginning.



- Iterated conditional dominance procedure:
- At h_1 , you must believe that Barbara is choosing a rational strategy.
- Hence, at h_1 you must believe that Barbara is implementing the strategy (argue, dishes).
- But then, your unique optimal strategy is (shout, out).
- Hence, the iterated dominance procedure uniquely selects your strategy (shout, out).
- You expect the outcome where Barbara is nice at the beginning.



- Hence, the **backward dominance procedure** and the **iterated conditional dominance procedure** lead to unique, yet **different, strategy choices** for you.
- However, both procedures lead to the **same outcome**, namely that Barbara will be **nice** at the beginning.
- The latter is true for **every** dynamic game with **perfect information**, where there is a **unique backward induction outcome**.

- Outcome z is possible under common strong belief in rationality, if there is a strategy combination leading to z , where every strategy can rationally be chosen under common strong belief in rationality.
- Similarly for common belief in future rationality.

Theorem (Outcomes under common strong belief in rationality and common belief in future rationality)

Consider a game with perfect information. Then, every outcome that is possible under common strong belief in rationality, is also possible under common belief in future rationality.

- Remember that in dynamic games with **perfect information**, **common belief in future rationality** selects exactly the **backward induction strategies**.
- Hence, in particular, **common belief in future rationality** leads to a **backward induction outcome** in such games.

Corollary (Common strong belief in rationality leads to backward induction outcomes)

*In a game with perfect information, every **outcome** that is **possible** under **common strong belief in rationality** must be a **backward induction outcome**.*

- However, common strong belief in rationality may **not** lead to the **backward induction strategy** for every player.

The End

Thank you for your attention