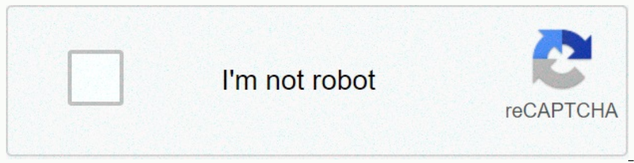

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Subgame perfect nash equilibrium definition

For more information: Try the big form game solver to automatically calculate the balance on the applets page. Read news articles about sequencing games. Take an online quiz on finding balance in sequencing games. Bayesian-Nash equilibrium, Bayesian Nash equilibrium(so-called Bayesn Nash equilibrium) refers to a set of strategies in which a person chooses a strategy in each rotation to maximize the strategy according to the distribution of the probability of his characteristics and the human characteristics of other turns, i.e. he has no incentive to choose another strategy. Both Nash's equilibrium and Nash's perfect balance sub-game represent the basic assumption that the game structure, game rules, strategic space of everyone in the game, and the payment function are common knowledge. A game that satisfies such a hypothesis is called the game of complete information. But in real life this assumption is often not satisfied. In non-cooperative game theory, a situation in which a person does not have an accurate knowledge of the structure of the game and the characteristics of the person in the other game are called incomplete information games. Before 1967, game theory experts were unable to play incomplete information games. Hersanian contribution (1967-1968) solved this problem, filling a huge gap in game theory and even economics, for which he won the Nobel Prize in Economics. John C. Harmany introduces a virtual person in a game called Nature. Unlike the average person in the office, natural does not have its own payment functions and purposes, i.e. not all results are different for it. Nature first acts to determine the characteristics of people in the administration. The chosen person knows their actual characteristics, while other departments do not know the actual features of the selected office, only distributing the possibility of different features is possible. In addition, the selected office also knows the distribution function in the minds of other offices, which are the common knowledge distribution function. John C. Hersanian's work is called human transmission, through which John C. Harsanai transforms the incomplete information game into a complete but incomplete information game. Here complete but not complete information means that nature makes its own choices, but other people in the office don't know what their specific choices are, only distributing the possibility of different choices. In this way, incomplete informational games are analytical. Accordingly, John C. Hersanian defines the Bayesian-Nash equilibrium. If you believe that this entry is still complete and needs to be completed with new or error-corrected content, edit the input. Dan, Zfj3000, Vulture, Yixi. Open the APP last season we took an official look at great form games; Analysis research for Andon form games Retarded induction. This season we will take a look at another important aspect of extensive form games. The connection between wide and normal form games it should be fairly direct to see that we can show any extensive form game in normal form. Strategies in the normal form game simply match all possible combinations of strategies in each level related to each player. Consider the following game: We have: and the game is given the corresponding normal form as: note! There is always a representation of the unique normal form of an extensive form game (ignoring the order of strategies) however its shots are not true. The following game: Has two extensive representations of the game form shown. In an extended form game, a node \(x\) is said to start a sub-game if and only if \(x\) and all successors \(x\) in the information collections contain only the successors \(x\). A game where all nodes start a sub-game is shown. A game that does not have full information nodes \(c\) and \(f\) and \(b\) starts the following games, but not all successors are shown \(b\). Likewise, in the game shown, the only node that starts a sub-game is \(d\). We have identified how to get Nash balance in extensive form games. We are now refining this: Nash's perfect balance follows Nash's balance game where the strategy profiles specify Nash's balance for each sub-game of the game. Note that this includes ancillary games that may be reached during the game! Let the example shown take into account the fear. Let's build the game the corresponding normal form: and using our top order: Nash Balance for the top game (easily found by inspecting the best answers) are: if we take a look at the normal form of representation of the game from the following game started in node b with the strategy set: we have: we see that the (unique) Nash balance for the above game is \(D,X)\). So the only perfect balance below the game is from the whole game \({AD,X}\). Some comments: Hopefully it's clear that Nash's perfect balance follows Nash's balance refinement game. In games with full information, Nash's balance obtained through retarded induction is a complete subgame. Example: Suppose there is a current company, I, and a potential participant, E. The potential participant first decides whether or not to enter the market and whether or not its entry is viewed by the official. In the last stage of the game the official decides whether to fight entry (as such involved in aggressive pricing strategy) or instead enter. So each company has two strategies: • E: enter/stay out • I: fight/accommodate if entry occursThe payoffs are as follows:• When E stays out: I= 2, E = 0.• When E comes in and I fight: I = −1 and E = −1.• When E comes in and I am located: I = 1 and E = 1.Two pairs are Nash balance strategies: {Stay out, fight if And {enter, acco. if entry}One of these equlibria, i.e. {stay out, fight if entry} is somewhat strange. This is clearly NE for this game, but it is based on an empty (or invalid) threat: the incumbant will never choose to fight once a potential participant has entered the market. So it's not very likely that the potential participant will stay off the market. To rule out balance based on empty threats we need a stronger balance concept for trail games: the balance below the full game. In this case, one of Nash's equilibrium balances is not below the game-complete. Balance.

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