

Cold-War Game:

C_1, C_2 - cold war

C_1, C_2 can choose from
2 different actions,

H - health of citizens

D - military spending

$c_1 \backslash c_2$	H	D
H	100, 100	-100, 150
D	150, -100	10, 10

(D, D) is the NE outcome

(D, D) is NOT a Pareto Optimal outcome since both can improve their payoff by choosing (H, H) .

$C_1 \backslash C_2$	H	D
H	100, 100	-100, 150
D	150, -100	10, 10

D is a 'DOMINANT' strategy or action for C_1 — i.e. D is a 'Best response' irrespective of the action of the other country.

a_i^* is a DOMINANT action
for player i , if

$$U_i(a_i^*, a_{-i}) \geq U_i(a_i, a_{-i})$$

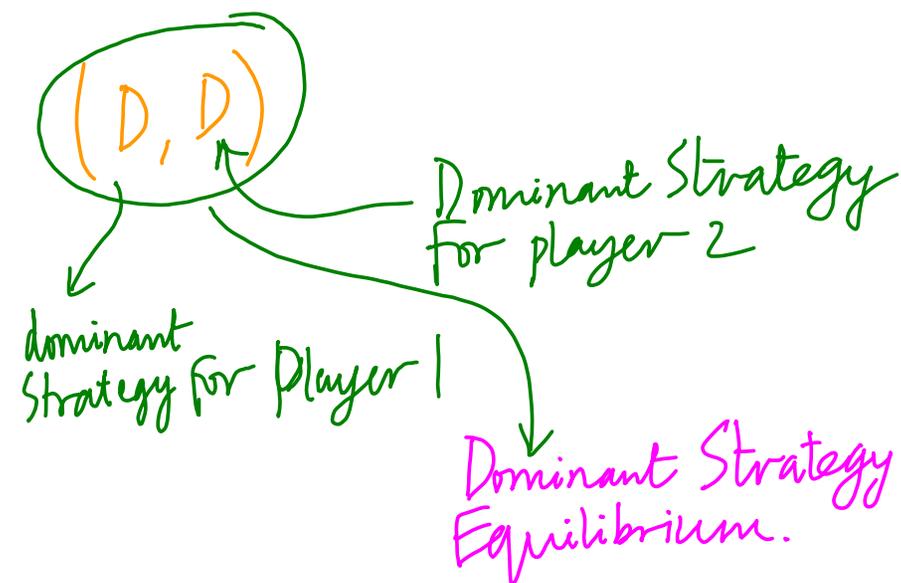
for all $a_i \in A_i$
for all $a_{-i} \in A_{-i}$

$$U_1(D, H) \geq U_1(H, H)$$

$$U_1(D, D) \geq U_1(H, D)$$

Therefore D is a 'DOMINANT'
action for country 1.

Therefore, D is a dominant action for country 2.



$P_1 \backslash P_2$	C	D
C	$-3, -3$	$0, -4$
D	$-4, 0$	$-1, -1$

So Confess (C) is a 'Dominant' strategy for both players in the PD Game.

Therefore (C, C) is a
'Dominant' strategy
equilibrium.

Example of a Party
Several people having
'loud' conversations.

either - Shout/Loud
↓
Speak Softly.
Speaking loudly or shouting
is a Dominant Strategy
equilibrium.

Concert Example:

— Sit

— Stand.

Everyone standing is the
'dominant' strategy equilibrium.