

Defn In a 2-player symmetric game, a strategy \hat{s} in ES (in pure strategies) if

- (a) (\hat{s}, \hat{s}) is a symmetric NE, AND
- (b) if (\hat{s}, \hat{s}) is not strict NE, [if there is an $s' \neq \hat{s}$ with $u(\hat{s}, \hat{s}) = u(s', \hat{s})$] then $u(\hat{s}, s') > u(s', s')$

	a	b
a	1, 1	1, 1
b	1, 1	0, 0

<< what is Nash? >> (a, a) is sym. Nash
 Is (a, a) strict NE? No: $u(a, a) = u(b, a) = 1$
 So check $u(a, b) \stackrel{?}{>} u(b, b)$
 $1 > 0 \quad \checkmark$
So a is ES

Evolution of social convention: driving on L or R

	L	R
L	2, 2	0, 0
R	0, 0	1, 1

<< what are potential ES? >>
 (L, L) are both NE
 (R, R)
 Strict, so L is ES
 R is ES

Lesson: We can have multiple ES conventions
 These need not be equally good.
 << (2, 2) "better than" (1, 1) >>

symmetric B of S

	a	b
a	0, 0	2, 1
b	1, 2	0, 0

<< Nature interpretation: a - aggression
 b - non-aggression >>

monomorphic Population

There is no symmetric pure-strategy NE in the game

<< So no pure, stable gene mix possible >>

There is a symmetric mixed-strategy NE in the game

$\left[\left(\frac{2}{3}, \frac{1}{3} \right), \left(\frac{2}{3}, \frac{1}{3} \right) \right]$ is NE polymorphic Pop.
 aggressive genes non-aggressive genes

Defn change:

$\hat{s} \rightsquigarrow \hat{p}$
 pure \rightsquigarrow mixed

mixed eq. cannot be strict, since it is mixed
 need to check $u(\hat{p}, \hat{p}') \stackrel{?}{>} u(\hat{p}', \hat{p}')$ for all possible mixed mutations \hat{p}'
 \checkmark

Hawk-Dove (strategy names for same species)

	H	D
H	$\frac{v-c}{2}, \frac{v-c}{2}$	$v, 0$
D	$0, v$	$\frac{v}{2}, \frac{v}{2}$

\hat{p} $(1-\hat{p})$

prize = $v > 0$

costs = $c > 0$ of fight

- (Is D an ESS?)
- (Is (D, D) a NE? X so not ESS)
- (Is H an ESS?)
- (Is (H, H) a NE? Yes if $\frac{v-c}{2} \geq 0$)

case (1) $v > c$ then (H, H) is strict NE
 (2) $v = c \Rightarrow \frac{v-c}{2} = 0$
 $u(H, H) = u(D, H) \dots$

