

## Game Theory: Entry survey

- Can minimax tree search be used with simultaneous moves? Briefly explain why or why not?

Answer: No, minimax assumes opponents take turns. But one can simulate adversary as stochastic entity in the environment.

- Think that you will have to make the move of the US side in a Cold War scenario. How would you consider the opponent's move, uncertainty, and secrecy?

Answer: Bayes Nets or tree search with additional constraints may be used. One can maximize likelihood of possible Russian moves. Secrecy can be modeled as partial observability.

## Exit survey

- Why don't we take the mixed strategy if there is a dominant strategy?

Answer: Because the dominant strategy is guaranteed to give better result already. The only exception is if a mixed strategy can maximize your utility *further* than the dominant strategy.

- What advantage is gained by a player by *looking* irrational?

Answer: The opponent will have to consider irrational outcomes, which may give you stronger leverage.