Prisoner's dilemma

1

There are two prisoners whose aim is to minimize the years of imprisonment. They have committed a crime together. Each prisoner is interviewed separately, and there are not any contacts between them. They decide individually to confess or to deny the crime taking into account possible decisions of the other prisoner (strategic game). Each prisoner chooses his dominant strategy, that is the behaviour giving the best result regardless of the decision taken by the other prisoner.

		Prisoner B			
		confess deny			ny
Prisoner	confess	3	3	1	4
Α	deny	4	1	2	2

The first number shows the years of imprisonment of A, the second number of B. If for example A confesses and B denies, A gets 1 year of imprisonment and B 4 years (field at the top right).

2

Basic terms

- Players: decision makers ("Prisoner A or B")
- Strategy: behaviour of the players ("confess"/"deny")
- **Pay-off:** outcome (x years' imprisonment)
- **Dominant strategy:** the best outcome for a player regardless of the decision taken by the other player

Which are the **dominant strategies** in this game?

From the point of view of prisoner A:

- If B confesses, I should also *confess* (3 years are less than 4 years).
- If B denies, I should *confess* (1 year is less than 2 years).

strategy of A:

I confess regardless of what B has decided. "Confess" ist the **dominant strategy** of A (3 years' imprisonment).

From the point of view of prisoner B:

- If A confesses, I should also *confess* (3 years are less than 4 years).
- If B denies, I should *confess* (1 year is less than 2 years).

strategy of B:

"Confess" is his **dominant strategy**, too (3 years' imprisonment).

Remarks:

If both prisoners could cooperate successfully, they would get a better outcome for both (2 years of imprisonment). But they cannot cooperate, thus, the dominant strategy is the best result which can be achieved when deciding individually. That is the dilemma of the prisoners: By cooperation they could get a better result than by deciding individually.

4

The prisoner's dilemma charakterizes many economic decisions where only a few participants have to decide individually and where the outcome is influenced not only by the own decision but also by the decisions of the other participants. This is often the case in oligopolistic situations.

On the next page there are several examples. Pay-off is always the firm's profit. Can you see a dominant strategy?

41 Advertising, yes or no?

		Cigarette company 2				
		advertising not advertising			ertising	
Cigarette	advertising	30	30	50	20	
company 1	not advertising	20	50	40	40	

42 Restricting output, yes or no?

			Firn	Firm B			
		restr	icting	not restricting			
Firm	restricting	300	300	100	400		
Α	not restricting	400	100	200	200		

43 Cutting prices, yes or no?

			Firm B				
		cut	ting	not cutting			
Firm	cutting	90	90	80	110		
Α	not cutting	110	80	100	100		

44 Producing, yes or no?

		Firm B			
		prod	ucing	not producing	
Firm	producing	-60	-85	+60	0
A	not producing	0	+70	+50	0

+ (profit) / - (loss)

Solutions: click here!

 Further material on economics → www.economics.li Click here!

Solutions 41 to 44

41

For both cigarette companies, "advertising" is the dominant strategy (profit of 30 for each). The market shares do not change; the cost of advertising, however, lowers the profits. By coordination, they could get a better outcome ("not advertising", profit of 40 for each).

42

For both firms, "not restricting" is the dominant strategy (profit of 200 for each). By a cartel about "restricting", they could get a higher profit (300 for each) and behave like a monopoly (Cartels of this type are not allowed in many countries.).

43

For both firms, "not cutting" prices are the dominant strategy (profits of 100 for each). By coordination, they could **not** get a better outcome. That's why there does not exist a prisoner's dilemma.

44

There is no dominant strategy for either firm, that's why there is no prisoner's dilemma with possible rational decisions.

From the point of view of A:

- If B produces, I do **not** produce (0 > -60).
- If B does **not** produce, then I produce (+60 > +50).

From the point of view of B:

- If A produces, I do **not** produce (0 > -85).
- If A does **not** produce, then I produce (+70 > 0).