



How do Tom and Jerry Play? A Simple Application of Convex Analysis in Hide-and-Seek Games

> Xinmi Li, Master of Finance<sup>1</sup>; Jie Zheng, Professor<sup>2</sup> <sup>1</sup>School of Economics and Management, Tsinghua University <sup>2</sup>The Center for Economic Research, Shandong University



# Abstract

- We propose a simultaneous-move hide-and-seek game, where one player wins by matching the other player, while the other player wins by mismatching in a continuous space X in Euclidean space.
- A complete characterization of Type I Nash Equilibrium where the seeker plays a pure strategy, showing that the center of mass of the hider's strategy coincides with the seeker's strategy at the center of the minimal cover ball.
- A characterization Type II Nash Equilibrium where the seeker plays a non-pure strategy, showing that the shape of X matters and the seeker will only allocate the probability weights along a straight line.

### Results

Theorem 1 (Type I Nash Equilibrium)

Type I Nash Equilibrium always exists. A strategy profile  $(x_A^*, \sigma_B^*)$  is a Type I Nash Equilibrium, if and only if:

- Seeker A adopts a pure strategy  $x_A^* = x^*$ , where  $x^*$  is the center of  $b_{mc}(X) = b(x^*, r^*)$ , the minimal cover ball of X.
- Hider B adopts a mixed strategy  $\sigma_B^*$ , where
  - $\sigma_B^*$  is supported by the intersection of the boundary of X and its minimal cover ball;
  - the center of mass of  $\sigma_B^*$  locates at  $x^*$ .

• Discussions of results under alternative settings.

These results can be applied to a large number of scenarios, characterizing the behavior of two players in a zero-sum game, where one player aims to maximize the distance between them, while the other aims to minimize it.

# Introduction

**Hide-and-seek is a well-known game, where one player aims to win by matching the other's decision, while the other aims to win by mismatching.** Typical hideand-seek games take place every day in the real world:

- Animal society. In a jungle, predators hope to catch their preys, while preys always struggle to move away from predators' territories.
- **City management**. Police officers hope to catch criminals, while criminals hope to stay as far away as possible from police officers.
- Race between innovation and imitation. Innovators hope to develop new methods, ideas or products, while imitators hope to mimic them.

#### Games in a space have attracted many game theorists for over a century.

- Hotelling model (Hotelling, 1929) studies how location affects duopoly competition, proposing early concepts linking games with space.
- Von Neumann (1953) studies the 2-dimension zero-sum hide-and-seek game with 2 players.
- Petrosjan (1993) discusses the hide-and-seek problem briefly based on triangles.
- Other different branches, such as 3-player matching pennies games (Jordan, 1993; McCabe et al., 2000; Cao & Yang, 2014; Cao et al., 2019; among many others) or experiments (Crawford & Iriberri, 2007; among many others).

# **Figure 1.** Examples when *X* is a compact convex set in $\mathbb{R}$ or $\mathbb{R}^2$ .

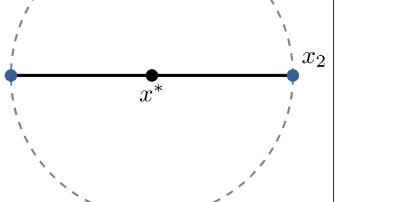
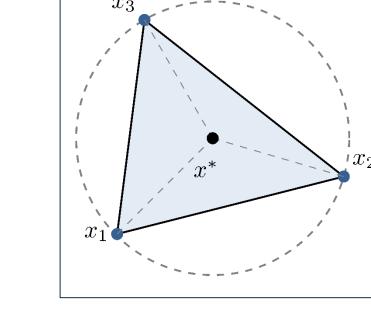
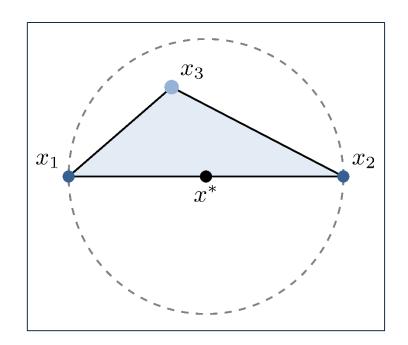


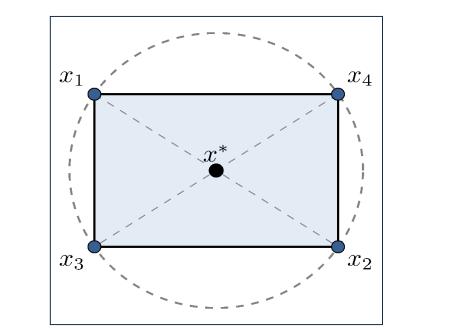
Figure 1-a. X is a closed interval.

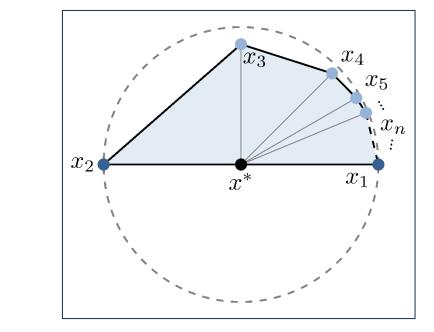


**Figure 1-b.** *X* is an acute triangle.

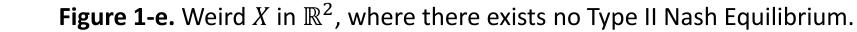


**Figure 1-c.** *X* is an obtuse triangle.





**Figure 1-d.** *X* is a box (rectangle in  $\mathbb{R}^2$ ).



#### Theorem 2 (Type II Nash Equilibrium)

#### The existence of Type II Nash Equilibrium depends on the shape of X:

- Necessary condition:  $\partial X \cap \partial b_{mc}(X)$  contains exactly 1 pair of antipodal points (formally,  $\partial X \cap \partial b_{mc}(X) = \{x_1, x_2\}$ ).
- Sufficient condition: There is no converging point sequence in  $EP(X) \{x_1, x_2\}$  that converges to  $x_1$  or  $x_2$ , where EP(X) is the extreme point set of X.





# Model

Suppose there are two players, A (seeker) and B (hider). The territory is denoted as a compact convex set  $X \subseteq \mathbb{R}^n$ . Player *i*'s pure strategy is a point  $x_i \in X$ . Player *i*'s mixed strategy is a probability measure  $\sigma_i \in \Delta(X)$ . Assume a 2-norm distance metric. The expected utility functions of the seeker A and hider B are denoted as

$$U_A(\sigma_A, \sigma_B) = \int_{X \times X} -\|x_A - x_B\|_2 \, d\sigma_A \, d\sigma_B$$
$$U_B(\sigma_A, \sigma_B) = \int_{X \times X} \|x_A - x_B\|_2 \, d\sigma_A \, d\sigma_B$$

#### If a strategy profile $(\sigma_A^*, \sigma_B^*)$ is a Type II Nash Equilibrium, then:

- Seeker A adopts a non-pure strategy  $\sigma_A^*$ , which is supported by the diameter  $\overline{x_1x_2}$  and has a center of mass locating at  $x^*$ .
- Hider B adopts a mixed strategy  $\sigma_B^*$ , which distributes equal probability weights only to the points  $x_1$  and  $x_2$ . Formally,  $\sigma_B^*(x_1) = \sigma_B^*(x_2) = \frac{1}{2}$ .

**Table 1.** The number of Type I and Type II Nash Equilibria.  $\checkmark$  means a possible combination and  $\mathbf{X}$  means an impossible one. For each possible combination, an example where  $X \subseteq \mathbb{R}$  or  $X \subseteq \mathbb{R}^2$  is provided in the bracket.

0	continuum
✓ (acute triangle)	✓ (closed interval)
🗸 (box)	×
-	

# Discussion

- Mathematical properties of minimal cover ball
  - existence & uniqueness
  - a convex optimization problem about the minimal cover ball
- Alternative settings
  - when X is no longer a compact convex set in Euclidean space
  - when X is a ball surface with the cosine distance metric

### Conclusions

A strategy profile  $(\sigma_A^*, \sigma_B^*)$  is a mixed strategy Nash Equilibrium, if and only if for any player *i*, for any deviation strategy  $\sigma_i \in \Delta(X)$ , we have  $U_i(\sigma_i^*, \sigma_{-i}^*) \ge U_i(\sigma_i, \sigma_{-i}^*)$ 

#### Definition (Minimal cover ball)

The ball  $b(x^*, r^*)$  is a minimal cover ball of a compact convex set  $X \subseteq \mathbb{R}^n$ , if  $X \subseteq b(x^*, r^*)$  and for any ball b(x, r) with  $X \subseteq b(x, r)$ , we have  $r^* \leq r$ .

Many social, economic, political and military interactions between two parties with conflict of interest share the feature of a game between a distance-maximizing hider and a distance-minimizing seeker. In this paper, we formally characterize the Nash Equilibrium of a simultaneous-move version of such a hide-and-seek game with a commonly shared compact strategy space *X*. Alongside this direction, many questions (e.g. the characterization of Nash Equilibrium under alternative settings) still remain open, which we leave for further exploration.

# Contact

#### Xinmi Li

Tsinghua University Email: lixinmi1999@gmail.com Website: https://xinmili.weebly.com Phone: (+86) 134 2749 5219

#### Jie Zheng Shandong University Email: jie.academic@gmail.com Website: https://jzheng.weebly.com Phone: (+86) 139 1198 7818

# **Key References**

- 1. Cao, Z. and Yang, X. (2014). The fashion game: Network extension of matching pennies. *Theoretical Computer Science*, 540-541:169–181.
- 2. Cao, Z., Qin, C., Yang, X., and Zhang, B. (2019). Dynamic matching pennies on networks. International Journal of Game Theory, 48:887–920.
- 3. Crawford, V. P. and Iriberri, N. (2007). Fatal attraction: Salience, na<sup>"</sup>ivet<sup>'</sup>e, and sophistication in experimental "hide-and-seek" games. *American Economic Review*, 97(5):1731–1750.
- 4. Hotelling, H. (1929). Stability in competition. *The Economic Journal*, 39(153):41–57.
- 5. Jordan, J. (1993). Three problems in learning mixed-strategy nash equilibria. *Games and Economic Behavior*, 5(3):368–386.
- 6. McCabe, K. A., Mukherji, A., and Runkle, D. E. (2000). An experimental study of information and mixed-strategy play in the three-person matching-pennies game. *Economic Theory*, 15(2):421–462.
- 7. Petrosjan, L. A. (1993). Differential Games of Pursuit. WORLD SCIENTIFIC.
- 8. von Neumann, J. (1953). A certain zero-sum two-person game equivalent to the optimal assignment problem. In Kuhn, H.W. and Tucker, A.W., editors, *Contributions to the Theory of Games*, volume II of *Annals of Mathematics Studies (AM-28)*, pages 5–12. Princeton University Press.