

9.6 Matching Pennies: A Game with No Pure Strategy Equilibrium

Example 9.2 (Matching Pennies). Two players simultaneously choose Heads or Tails.

		Player B	
		Heads	Tails
Player A	Heads	+1, -1	-1, +1
	Tails	-1, +1	+1, -1

Step 1: Why no pure strategy Nash equilibrium exists

Consider every candidate pure-strategy profile:

- **(H, H):** A gets +1, B gets -1. B deviates to T \Rightarrow B gets +1. *Not a NE.*
- **(H, T):** A gets -1, A deviates to T \Rightarrow A gets +1. *Not a NE.*
- **(T, H):** A gets -1, A deviates to H \Rightarrow A gets +1. *Not a NE.*
- **(T, T):** B gets -1, B deviates to H \Rightarrow B gets +1. *Not a NE.*

In every case, one player wants to deviate. **No pure strategy NE exists.**

Step 2: Finding the mixed strategy equilibrium via indifference

Let p = probability A plays Heads, and q = probability B plays Heads. **Making Player B indifferent.**

A chooses p so that B's expected payoff from Heads equals that from Tails:

$$\underbrace{p(-1)}_{\text{B plays H, A plays H}} + \underbrace{(1-p)(+1)}_{\text{B plays H, A plays T}} = \underbrace{p(+1)}_{\text{B plays T, A plays H}} + \underbrace{(1-p)(-1)}_{\text{B plays T, A plays T}}$$

$$-p + 1 - p = p - 1 + p \implies 1 - 2p = 2p - 1 \implies \boxed{p = \frac{1}{2}}$$

By symmetry, B makes A indifferent by setting $\boxed{q = \frac{1}{2}}$.

Step 3: Expected payoffs in equilibrium

Outcome	Probability	Payoff _A	Payoff _B
(H, H)	$\frac{1}{4}$	+1	-1
(H, T)	$\frac{1}{4}$	-1	+1
(T, H)	$\frac{1}{4}$	-1	+1
(T, T)	$\frac{1}{4}$	+1	-1
Expected		0	0

Neither player can improve by changing strategy unilaterally. Both earn **zero** in expectation—this is a *fair game*.

Key Point: Why randomize?

Randomization prevents your opponent from exploiting predictable behavior. Empirical evidence confirms this: studies of professional soccer penalty kicks (Chiappori, Levitt, & Grosseclouse, 2002) and tennis serves (Walker & Wooders, 2001) show that professionals mix at rates remarkably close to equilibrium predictions. *Discussion:* Both players earn 0 in expectation. Would you pay to enter this game?