

# rgamer を用いた資料作成

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# 実行しつつコードを表示

```
g1 <- normal_form(  
  players = c("player 1", "player 2"),  
  s1 = c("C", "D"),  
  s2 = c("C", "D"),  
  payoffs1 = c(4, 5, 1, 2),  
  payoffs2 = c(4, 1, 5, 2),  
)  
  
sol_g1 <- solve_nfg(g1,  
  mark_br = FALSE,  
  mixed = TRUE,  
  show_table = FALSE)
```

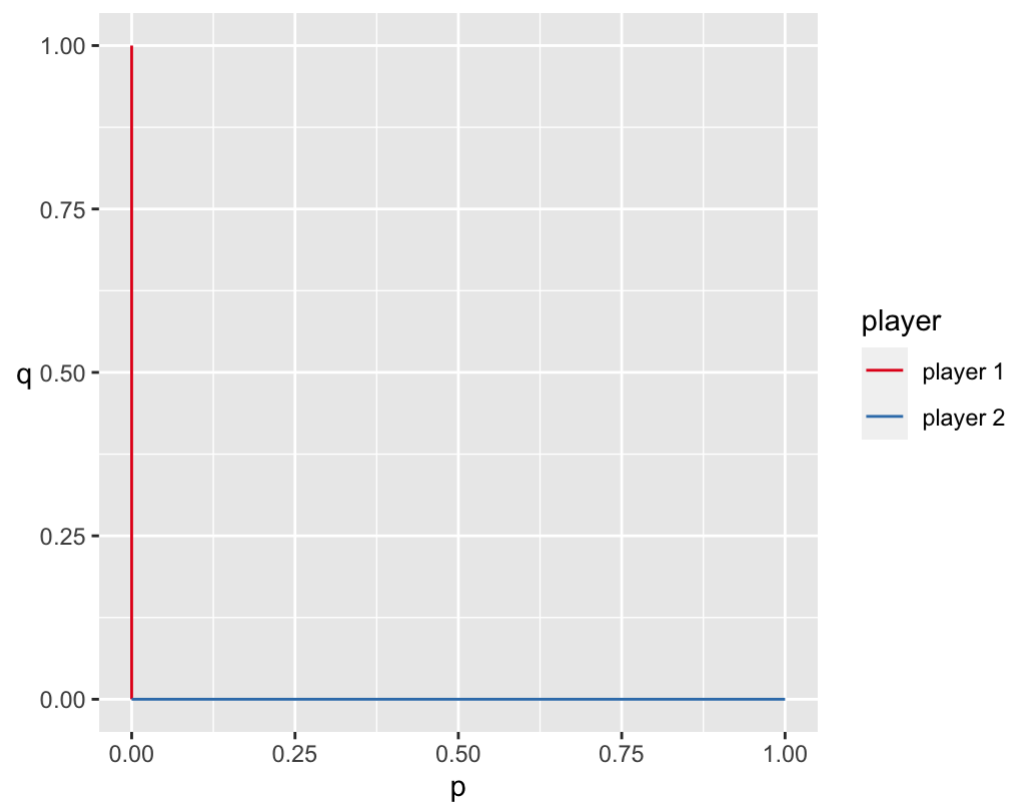
# 利得表を表示

sol\_g1\$table

		player 2	
		C	D
player 1	strategy		
	C	4, 4	1, 5
D	5, 1	2, 2	

# 最適反応を表示

sol\_g1\$br\_plot



# 支配関係を表示

コードは表示しない

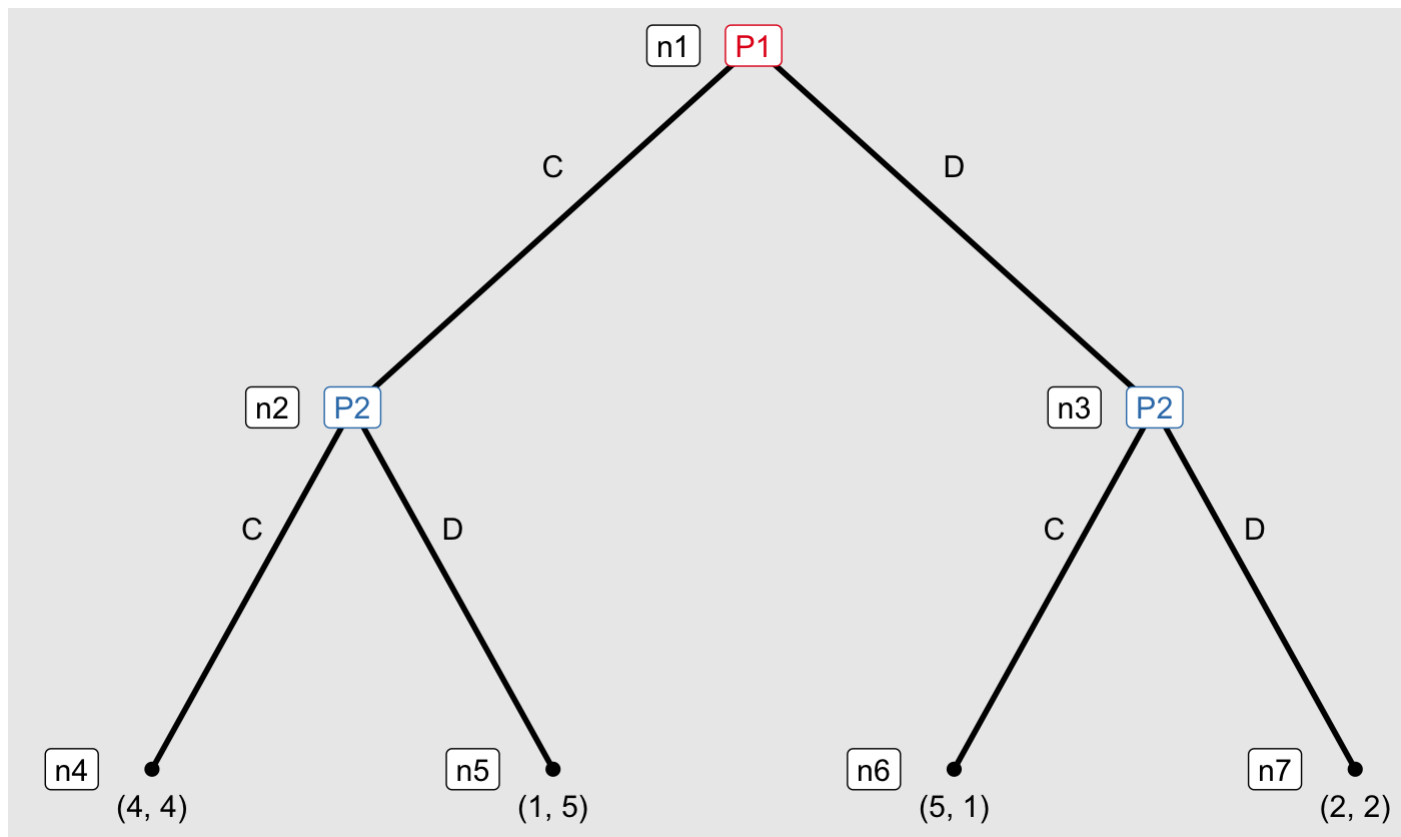
```
## $dominated
## $dominated$`player 1`
## [1] "C"
##
## $dominated$`player 2`
## [1] "C"
##
##
## $w_dominated
## $w_dominated$`player 1`
## [1] "C"
##
## $w_dominated$`player 2`
## [1] "C"
```

# 展開形ゲーム

```
g2 <- seq_form(  
  players = c("P1", "P2"),  
  s1 = c("C", "D"),  
  s2 = c("C", "D"),  
  payoffs1 = c(4, 5, 1, 2),  
  payoffs2 = c(4, 1, 5, 2),  
)
```

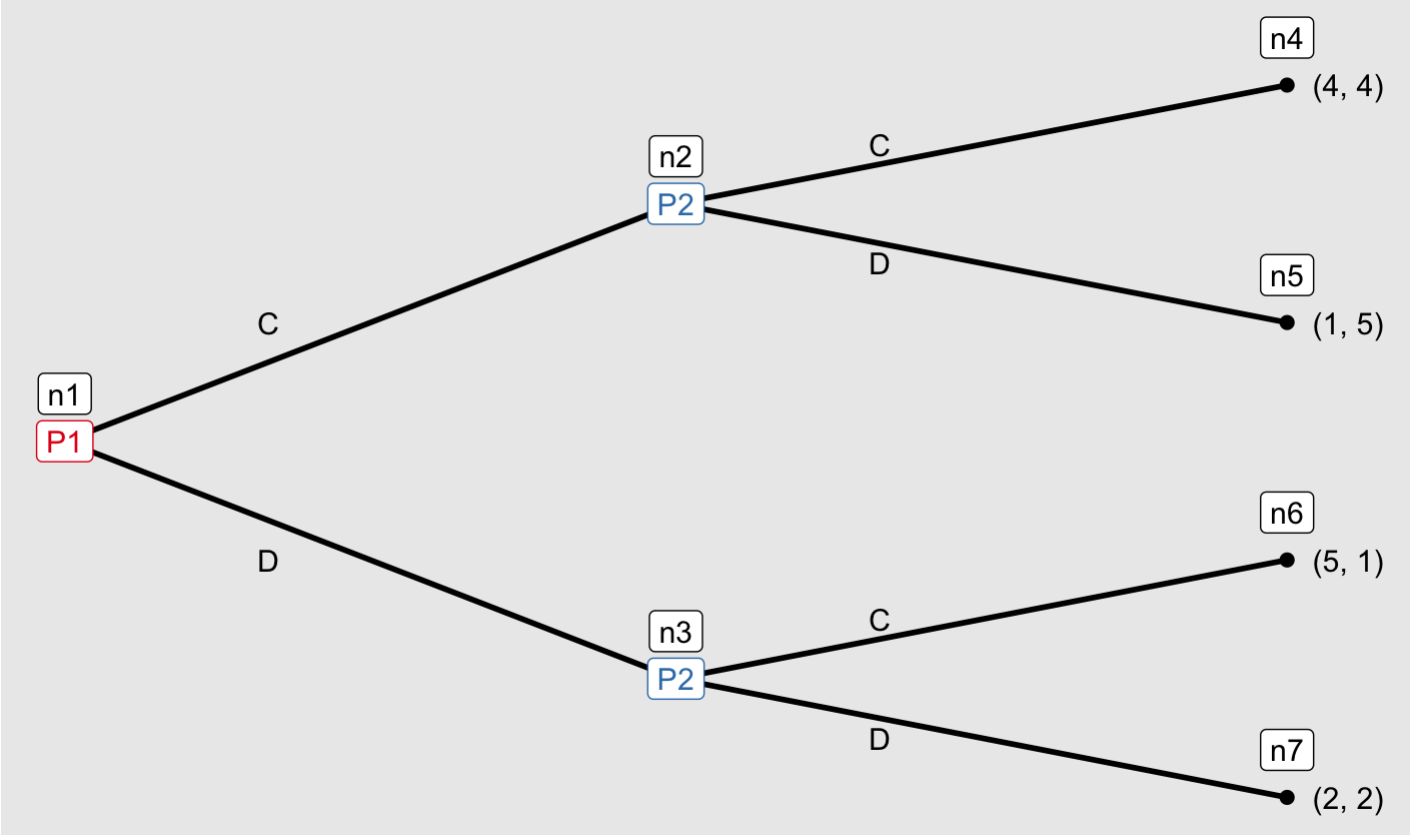
# ゲームの木

```
g3 <- seq_extensive(g2)
```



# 向きを変える

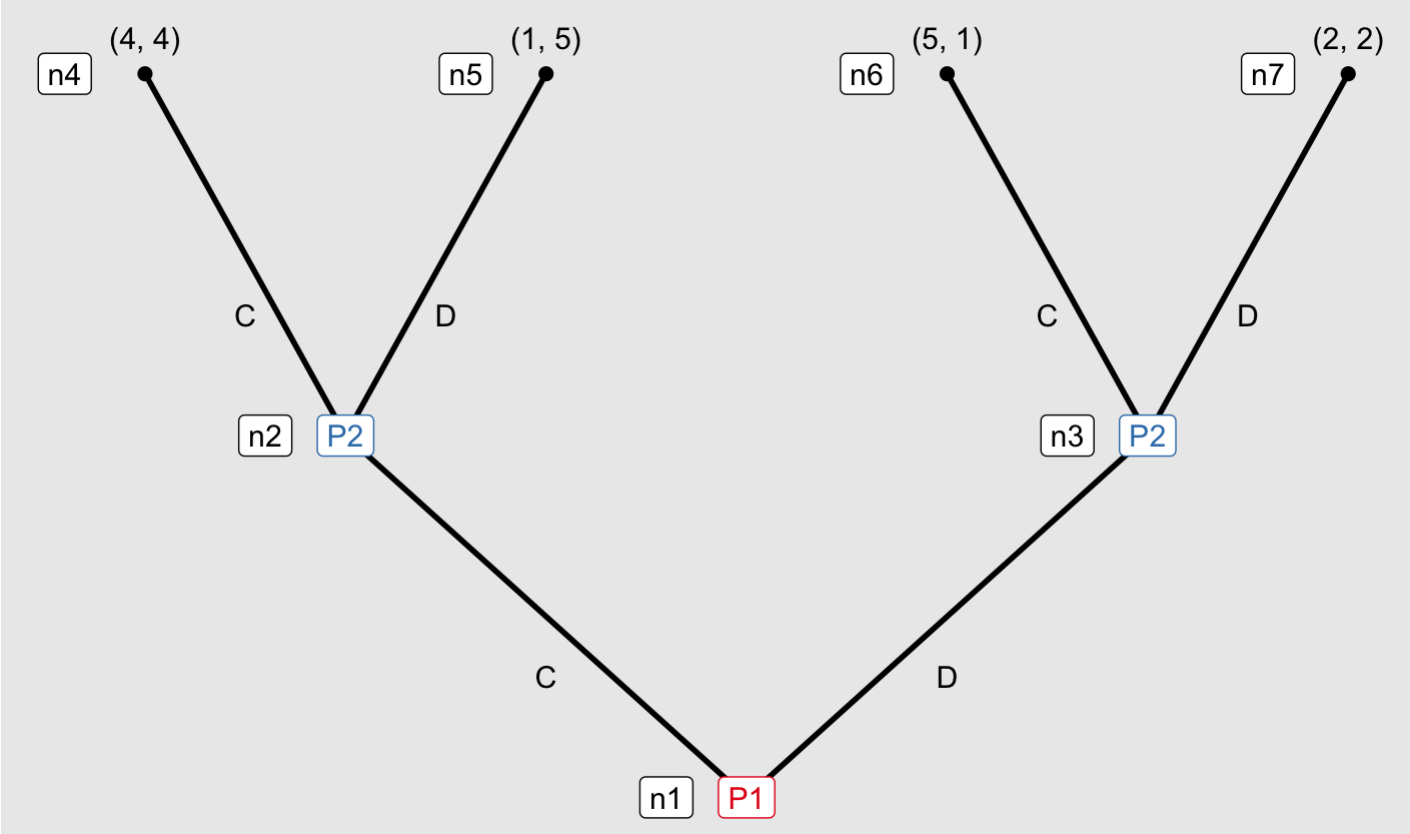
```
g3 <- seq_extensive(g2, direction = "right")
```





# 向きを変える

```
g3 <- seq_extensive(g2, direction = "up")
```



# 向きを変える

```
g3 <- seq_extensive(g2, direction = "vertical")
```

