



# Competing Large Language Models in Multi-Agent Gaming Environments

**Jen-tse Huang**, Eric John Li, Man Ho Lam, Tian Liang, Wenxuan Wang

Youliang Yuan, Wenxiang Jiao, Xing Wang, Zhaopeng Tu, Michael Lyu



[Paper](#)



[Code](#)



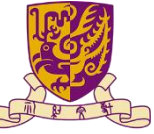
[My Homepage :\)](#)



Tencent AI Lab



香港中文大學  
The Chinese University of Hong Kong



# ➤ GAMA-Bench Motivation

- How is LLMs' **decision-making ability** in game theoretic scenes?
  1. **Multiparty**: theory-of-mind reasoning
  2. **Calculation**: arithmetic reasoning
  3. **Understanding**: environment & game rules
  
- Games: ideal test bed for LLM evaluation
  1. **Scope**: abstraction of real-world scenarios
  2. **Quantifiability**: compute scores with math models
  3. **Variability**: changing game parameters

# ➤ Limitations in Existing Frameworks

## 1. Two-player setting

- Prisoner's Dilemma; Ultimatum Game;
- Diner's Dilemma; Pirate Game;



## 2. Pure strategies

- Games without Pure Strategy Nash Equilibrium: Rock-Paper-Scissors; El Farol Bar Game
- Mixed Strategy Nash Equilibrium (MSNE)



## 3. Fixed and classic setting

- Guess  $\frac{2}{3}$  of the Average
- Guess  $R$  of the Average



# ➤ GAMA-Bench Game Types

## 1. Cooperative Games

- Get worse if not cooperate

## 2. Betraying Games

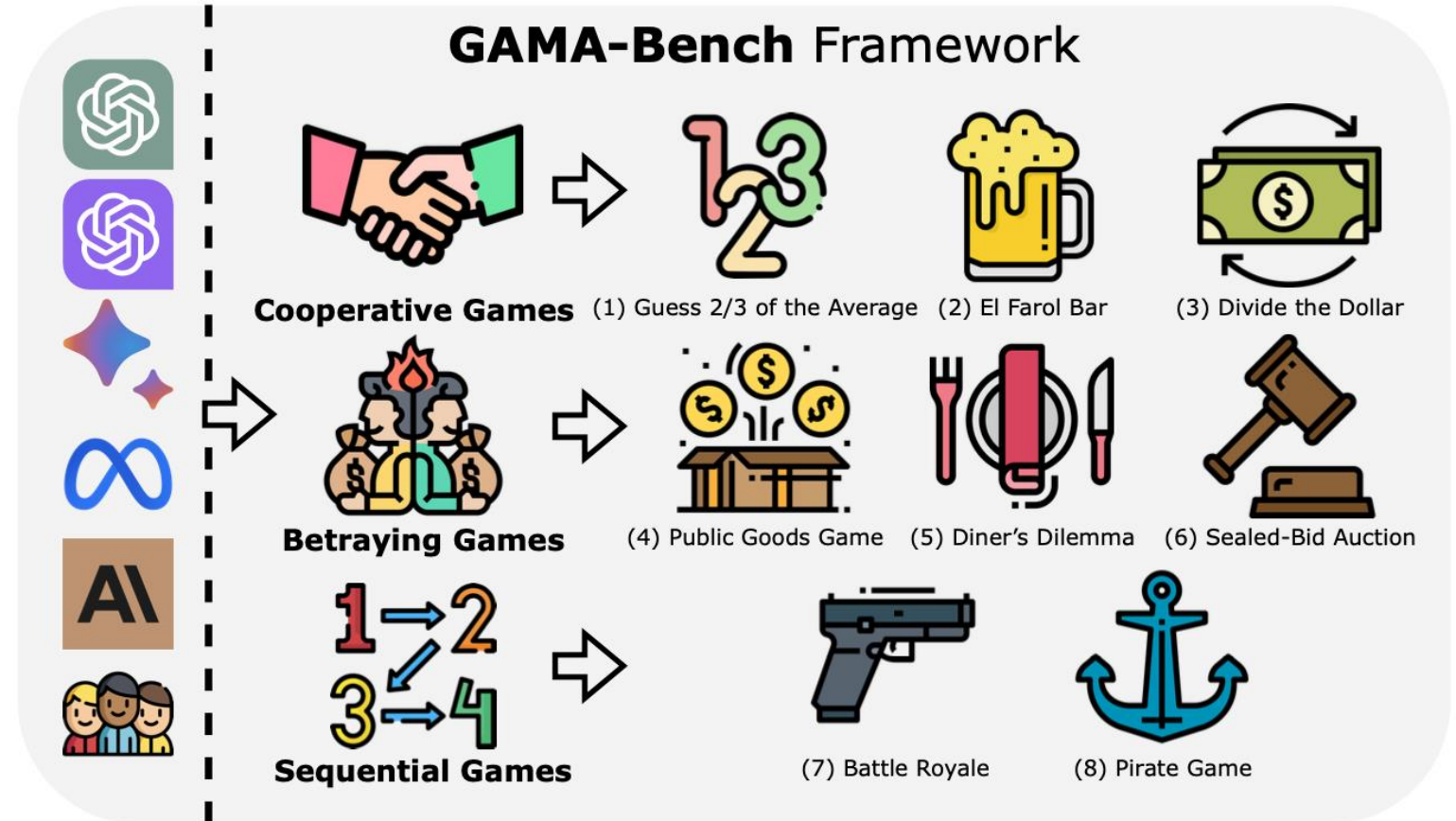
- Get better if not cooperate

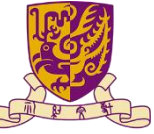
## ➤ Simultaneous Games

## 3. Sequential Games

### ➤ GAMA-Bench strengths:

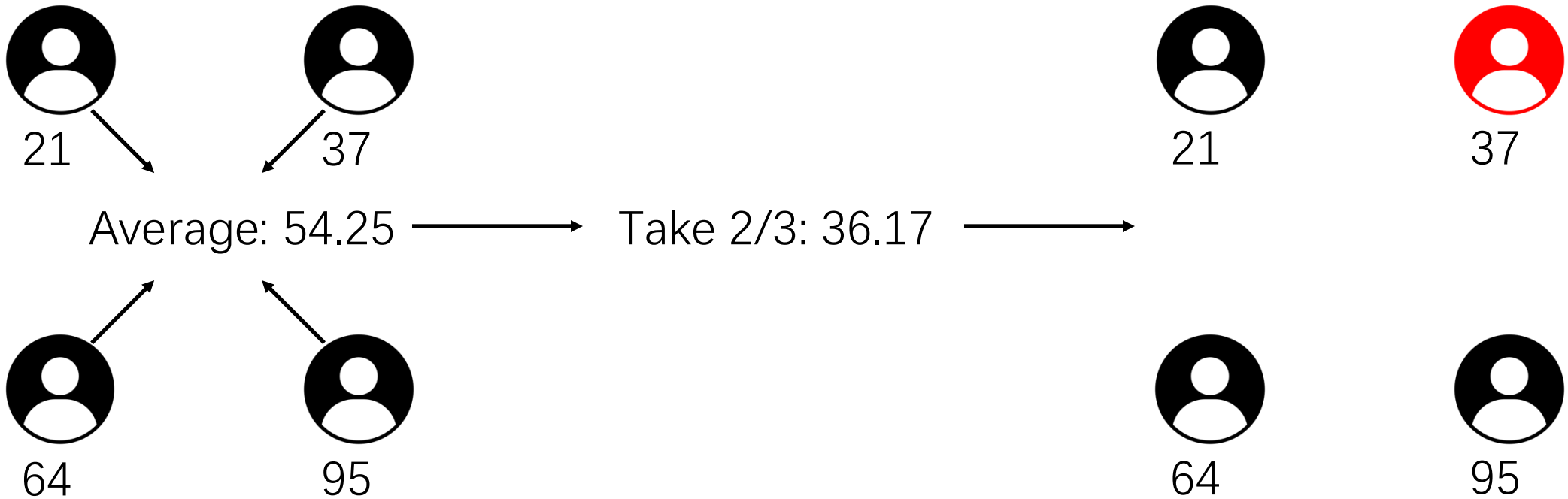
1. Not just 2-player/2-action games
2. Not only PSNE
3. Not only one game setting





## ➤ Highlighted Games 1/4 (Cooperative Game)

### ➤ Guess 2/3 of the Average



### ➤ Average of $[0, 100]$ -> 50 -> Take 2/3 -> 33.33

➤ -> Take 2/3 -> 22.22 -> Take 2/3 -> 14.81 -> ... -> 0!

## ➤ Highlighted Games 2/4 (Cooperative Game)

### ➤ El Farol Bar Game

- The most historic and iconic bar in Santa Fe, NM, USA

### ➤ Rules

- N players decide independently **whether to go** to the bar
- Bar has its capacity:
  - If **< 60%** of N are in the bar, they have **More** fun than staying home
  - If **>= 60%** of N are in the bar, they have **Less** fun than staying home



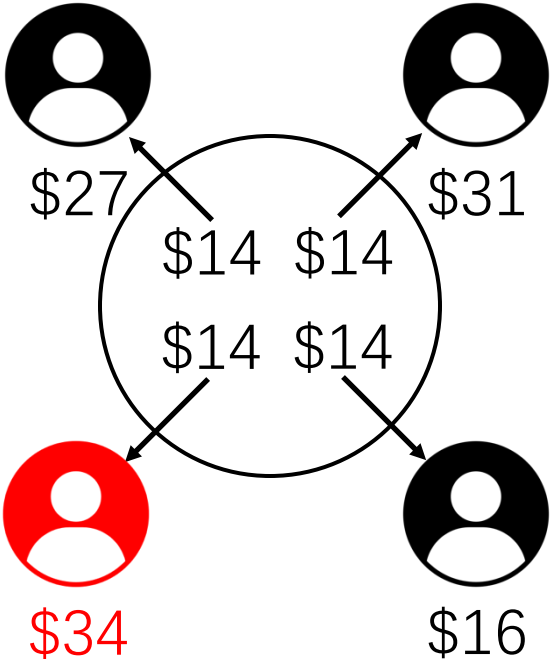
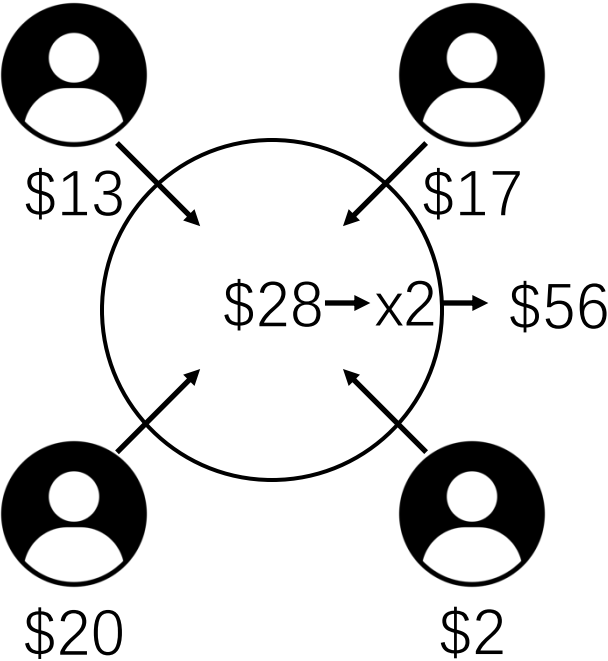
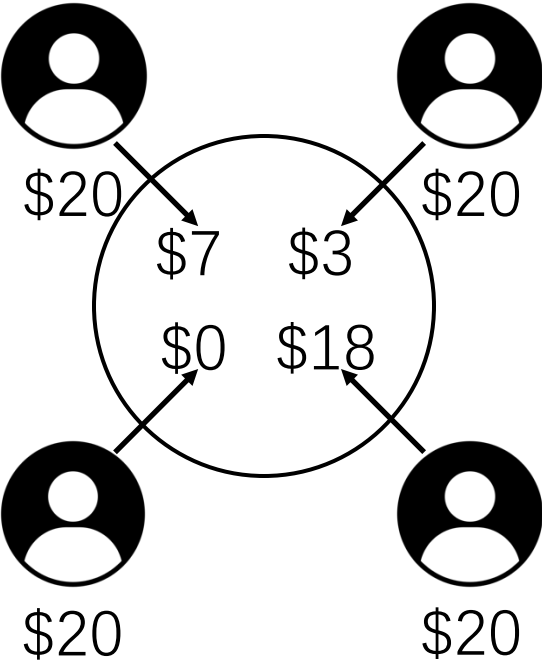
### ➤ There is no **PSNE**!

- If everyone acts the same, either **All** or **None** are in the bar; Less total utility!
- **MSNE**: (60%) Go + (40%) Not Go



# Highlighted Games 3/4 (Betraying Game)

## Public Goods Game



➤ Dollars in the public pot multiply by  $R$  ( $1 < R < N$ )

➤ Players tend to free-ride



# Highlighted Games 4/4 (Sequential Game)

## Pirate Game



➤ 1<sup>st</sup> Pirate: 0 for 2<sup>nd</sup>, 1 for 3<sup>rd</sup>, 0 for 4<sup>th</sup>, 1 for 5<sup>th</sup> ... And keep the remaining





# ➤ GAMA-Bench Evaluation Metrics

## 1. Optimal Strategy

- For self-interest
- For social welfare: Require priors

## 2. Human Choices

- Require user studies

- We mainly study optimal strategy for **Self-Interest** in GAMA-Bench
- The scores are re-scaled to **0-100** (the higher the better)

$$S_1 = \begin{cases} \frac{(MAX-MIN)-S_1}{MAX-MIN} * 100, & R < 1 \\ \left(1 - \frac{|2S_1-(MAX-MIN)|}{MAX-MIN}\right) * 100, & R = 1, \\ \frac{S_1}{MAX-MIN} * 100, & R > 1 \end{cases}$$

$$S_2 = \frac{\max(R, 1 - R) - S_2}{\max(R, 1 - R)} * 100,$$

$$S_3 = \max\left(\frac{G - S_3}{G} * 100, 0\right),$$

$$S_4 = \begin{cases} \frac{T-S_4}{T} * 100, & \frac{R}{N} \leq 1 \\ \frac{S_4}{T} * 100, & \frac{R}{N} > 1 \end{cases},$$

$$S_5 = (1 - S_5) * 100,$$

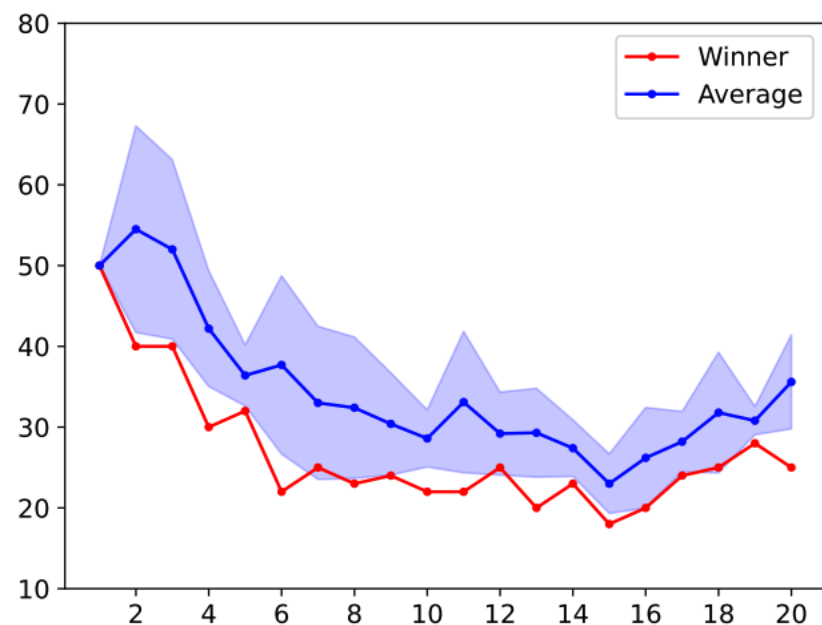
$$S_6 = S_6 * 100,$$

$$S_7 = S_7 * 100,$$

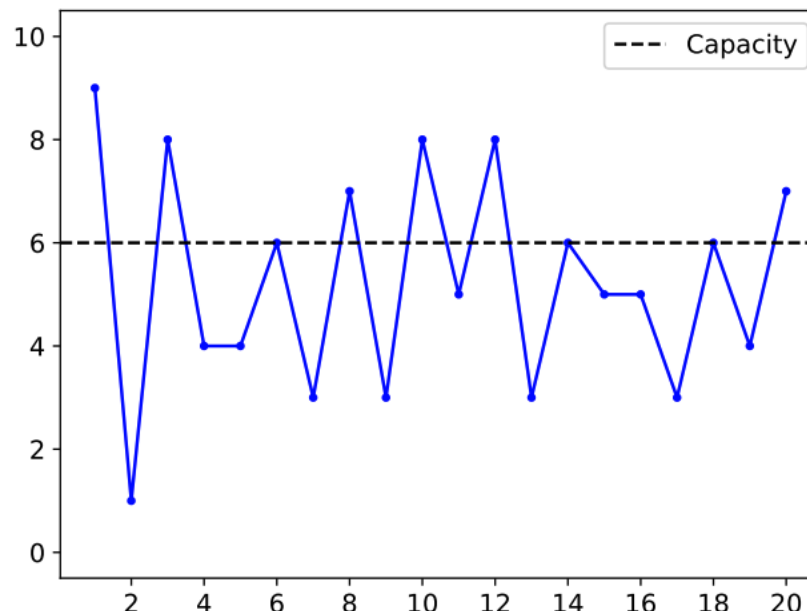
$$S_8 = \frac{2 * G - S_{8P}}{2 * G} * 50 + S_{8V} * 50.$$



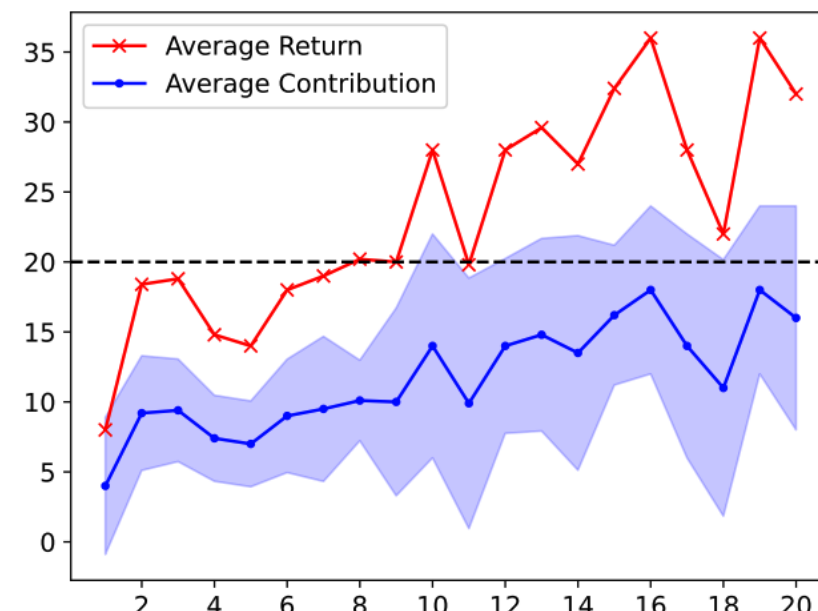
# How Does GPT-3.5 Perform?



(1) Guess 2/3 of the Average  
Average Number and Winning Number



(2-1) El Farol Bar-Explicit  
Number of Players in the Bar



(4) Public Goods Game  
Average Contribution and Return

Pirate Rank	1	2	3	4	5	6	7	8	9	10	$S_{8P}$	$S_{8V}$
Round 1	100✓	0✗	0✗	0✗	0✗	0✗	0✗	0✗	0✗	0✗	8	1.00
Round 2	-	99✓	0✗	1✓	0✓	0✗	0✗	0✗	0✗	0✓	6	0.75
Round 3	-	-	50✓	1✓	1✓	1✓	1✓	1✓	1✓	44✓	94	0.57



# ➤ How About the Robustness?

Temperature	0.0	0.2	0.4	0.6	0.8	1.0	<i>Avg<math>\pm</math>Std</i>
Guess 2/3 of the Average	48.0	50.0	49.8	54.7	61.7	65.4	54.9 $\pm$ 7.1
El Farol Bar	55.8	71.7	63.3	68.3	69.2	73.3	66.9 $\pm$ 6.4
Divide the Dollar	69.3	67.0	67.6	67.9	72.8	68.1	68.8 $\pm$ 2.1
Public Goods Game	15.3	10.7	17.8	18.0	36.5	41.2	23.3 $\pm$ 12.5
Diner's Dilemma	0.0	0.0	0.0	0.0	0.0	4.0	0.7 $\pm$ 1.6
Sealed-Bid Auction	13.1	14.0	12.2	11.1	13.0	14.6	13.0 $\pm$ 1.2
Battle Royale	28.6	26.7	46.7	15.0	33.3	20.0	28.4 $\pm$ 11.1
Pirate Game	75.0	53.9	77.7	83.8	59.5	80.6	71.7 $\pm$ 12.1
<b>Overall</b>	38.1	36.7	41.9	39.9	43.2	45.9	41.0 $\pm$ 3.4

Version	V1 (Default)	V2	V3	V4	V5	<i>Avg<math>\pm</math>Std</i>
Guess 2/3 of the Average	65.4	66.4	47.9	66.9	69.7	63.3 $\pm$ 8.7
El Farol Bar	73.3	75.8	65.8	75.8	71.7	72.5 $\pm$ 4.1
Divide the Dollar	68.1	81.0	91.4	75.8	79.6	79.2 $\pm$ 8.5
Public Goods Game	41.2	26.6	45.2	50.2	24.2	37.5 $\pm$ 11.5
Diner's Dilemma	4.0	3.5	0.0	57.0	18.5	16.6 $\pm$ 23.7
Sealed-Bid Auction	14.6	11.8	13.4	8.0	15.5	12.6 $\pm$ 3.0
Battle Royale	20.0	30.8	15.0	25.0	18.8	21.9 $\pm$ 6.1
Pirate Game	80.6	87.9	60.8	60.5	53.7	68.7 $\pm$ 14.7

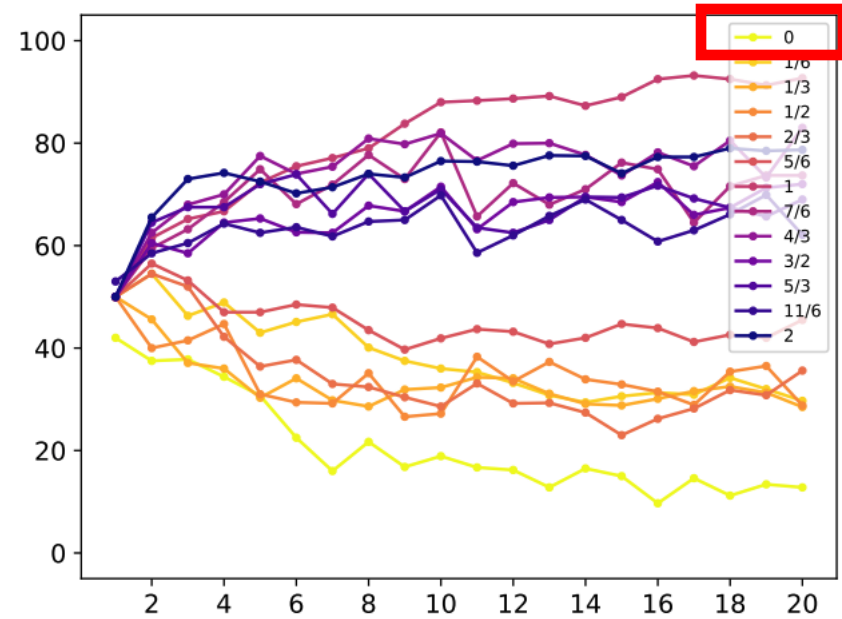
## ➤ Temperature

- Some games have higher performance with higher temperatures
- Others do not have correlation with temperatures
- Overall, a **lower** temperature **decreases** the performance

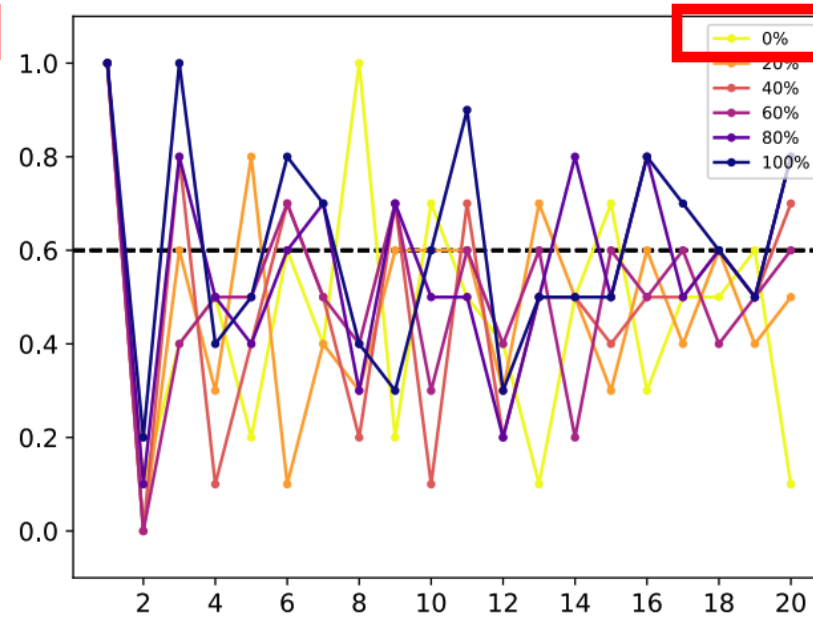
## ➤ Prompt sensitivity:

- Pirate Game and Diner's Dilemma that have more complicated rules are more sensitive

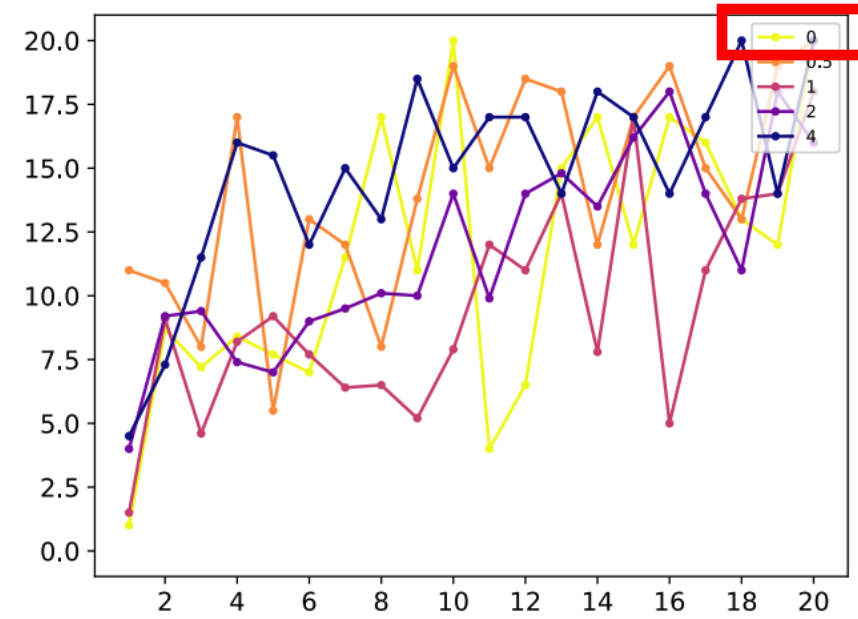
# How About the Generalizability?



(1) Guess 2/3 of the Average  
Average Number



(2) El Farol Bar  
Probability of Player Choosing To Go



(4) Public Goods Game  
Average Contribution

- Vary in different games
- GPT-3.5 has very low generalizability; Especially on extreme settings (0)



# Our Leaderboard

$\gamma$ -Bench Leaderboard	GPT-3.5			GPT-4		Gemini-Pro	
	0613	1106	0125	t-0125	o-0806	1.0	1.5
Guess 2/3 of the Average	41.4 $\pm$ 0.5	68.5 $\pm$ 0.5	63.4 $\pm$ 3.4	91.6 $\pm$ 0.6	94.3 $\pm$ 0.6	77.3 $\pm$ 6.2	95.4 $\pm$ 0.5
El Farol Bar	74.8 $\pm$ 4.5	64.3 $\pm$ 3.1	68.7 $\pm$ 2.7	23.0 $\pm$ 8.0	70.0 $\pm$ 22.1	33.5 $\pm$ 10.3	37.2 $\pm$ 4.2
Divide the Dollar	42.4 $\pm$ 7.7	70.3 $\pm$ 3.3	68.6 $\pm$ 2.4	98.1 $\pm$ 1.9	95.2 $\pm$ 0.7	77.6 $\pm$ 3.6	93.8 $\pm$ 0.3
Public Goods Game	17.7 $\pm$ 1.7	43.5 $\pm$ 12.6	38.9 $\pm$ 8.1	89.2 $\pm$ 1.8	90.9 $\pm$ 3.0	68.5 $\pm$ 7.6	100.0 $\pm$ 0.0
Diner's Dilemma	67.0 $\pm$ 4.9	1.4 $\pm$ 1.3	2.8 $\pm$ 2.8	0.9 $\pm$ 0.7	10.7 $\pm$ 8.3	3.1 $\pm$ 1.5	35.9 $\pm$ 5.3
Sealed-Bid Auction	10.3 $\pm$ 0.2	7.6 $\pm$ 1.8	13.0 $\pm$ 1.5	24.2 $\pm$ 1.1	20.8 $\pm$ 3.2	31.6 $\pm$ 12.2	26.9 $\pm$ 9.4
Battle Royale	19.5 $\pm$ 7.7	35.7 $\pm$ 6.8	28.6 $\pm$ 11.0	86.8 $\pm$ 9.7	67.3 $\pm$ 14.8	16.5 $\pm$ 6.9	81.3 $\pm$ 7.7
Pirate Game	68.4 $\pm$ 19.9	69.5 $\pm$ 14.6	71.6 $\pm$ 7.7	85.4 $\pm$ 8.7	84.4 $\pm$ 6.7	57.4 $\pm$ 14.3	87.9 $\pm$ 5.6
<b>Overall</b>	42.7 $\pm$ 2.0	45.1 $\pm$ 1.6	44.4 $\pm$ 2.1	62.4 $\pm$ 2.7	66.7 $\pm$ 4.7	45.7 $\pm$ 3.4	69.8 $\pm$ 1.6

$\gamma$ -Bench Leaderboard	LLaMA-3.1			Mixtral		Qwen-2
	8B	70B	405B	8x7B	8x22B	72B
Guess 2/3 of the Average	85.5 $\pm$ 3.0	84.0 $\pm$ 1.7	94.3 $\pm$ 0.6	91.8 $\pm$ 0.4	83.6 $\pm$ 4.6	93.2 $\pm$ 1.3
El Farol Bar	75.7 $\pm$ 2.2	59.7 $\pm$ 3.5	20.5 $\pm$ 24.2	66.8 $\pm$ 5.8	39.3 $\pm$ 12.2	17.0 $\pm$ 25.5
Divide the Dollar	56.4 $\pm$ 8.4	87.0 $\pm$ 4.1	94.9 $\pm$ 1.0	1.2 $\pm$ 2.8	79.0 $\pm$ 9.6	91.9 $\pm$ 2.4
Public Goods Game	19.6 $\pm$ 1.0	90.6 $\pm$ 3.6	97.0 $\pm$ 0.8	27.6 $\pm$ 11.7	83.7 $\pm$ 3.5	81.3 $\pm$ 5.9
Diner's Dilemma	59.3 $\pm$ 2.4	48.1 $\pm$ 5.7	14.4 $\pm$ 4.5	76.4 $\pm$ 7.1	79.9 $\pm$ 5.8	0.0 $\pm$ 0.0
Sealed-Bid Auction	37.1 $\pm$ 3.1	15.7 $\pm$ 2.7	14.7 $\pm$ 3.2	3.1 $\pm$ 1.6	13.2 $\pm$ 3.7	2.5 $\pm$ 0.7
Battle Royale	35.9 $\pm$ 12.1	77.7 $\pm$ 26.0	92.7 $\pm$ 10.1	12.6 $\pm$ 9.4	36.0 $\pm$ 21.0	81.7 $\pm$ 9.6
Pirate Game	78.3 $\pm$ 10.0	64.0 $\pm$ 15.5	65.6 $\pm$ 22.3	67.3 $\pm$ 7.6	84.3 $\pm$ 8.8	86.1 $\pm$ 6.4
<b>Overall</b>	56.0 $\pm$ 3.1	65.9 $\pm$ 3.3	61.8 $\pm$ 4.7	43.4 $\pm$ 2.2	62.4 $\pm$ 2.2	56.7 $\pm$ 3.4



# Thank you!