

Zero-sum matrix games

► „Game“ (Borel, 1921)



→ a mountain pass is won by the commander who sends more regiments to it than the other;
the battle is won by the one who has conquered more passes than the other

→ partition the number of regiments:

$(5, 0, 0)$, $(4, 1, 0)$, $(3, 2, 0)$, $(3, 1, 1)$, $(2, 2, 1)$

assign them in one of $3! = 6$ possible ways to the passes randomly

→ winning probabilities:

e.g. with $(4, 1, 0)$ for Cal. Blobs

and $(5, 0, 0)$ for the opponent,

the winning probability for Cal. Blobs is $\frac{1}{3}$ and with prob. $\frac{2}{3}$ there will be a draw \Rightarrow payoff: $\frac{1}{3} - 0 = \frac{1}{3}$

→ payoff matrix (for Cal. Blobs)

		$(5, 0, 0)$	$(4, 1, 0)$	$(3, 2, 0)$	$(3, 1, 1)$	$(2, 2, 1)$
Strategies of Cal. Blobs	→ $(5, 0, 0)$	0	$-\frac{1}{3}$	$-\frac{1}{3}$	-1	-1
	→ $(4, 1, 0)$	$\frac{1}{3}$	0	0	$-\frac{1}{3}$	$-\frac{2}{3}$
	→ $(3, 2, 0)$	$\frac{1}{3}$	0	0	0	$\frac{1}{3}$
	→ $(3, 1, 1)$	1	$\frac{1}{3}$	0	0	$-\frac{1}{3}$
	→ $(2, 2, 1)$	1	$\frac{2}{3}$	$-\frac{1}{3}$	$\frac{1}{3}$	0






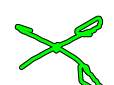
→ choose a strategy that guarantees the highest payoff in the worst case ($\hat{=}$ smallest value in the row): $(3, 2, 0)$

→ opponent: chooses a strategy that guarantees the lowest payoff in his worst case ($\hat{=}$ highest value in the column): $(3, 2, 0)$

→ strategies are best responses to each other
(Nash equilibrium)

▶ another example: Rock, paper, scissors

→ payoff matrix: player B

				
Player A		0	-1	1
		1	0	-1
		-1	1	0

→ no (pure) Nash equilibrium!

→ solution: choose every strategy with some probability: $\frac{1}{3}$

→ no reason to change the $(\frac{1}{3}, \frac{1}{3}, \frac{1}{3})$ -strategy

→ mixed Nash equilibrium

↑
mixed strategy

► In general: two players A and B with n and m pure strategies, resp.

The payoff matrix is $M := (m_{ij})_{\substack{1 \leq i \leq n \\ 1 \leq j \leq m}}$ where

m_{ij} gives the payoff for A if strategy i is played against str. j .

A mixed strategy is a probability distribution over the pure strategies:

$$\text{for A: } x = (x_1, \dots, x_n) \geq 0, \quad \sum_{i=1}^n x_i = 1$$

$$\text{for B: } y = (y_1, \dots, y_m) \geq 0, \quad \sum_{j=1}^m y_j = 1$$

Given two mixed strat. x and y , the expected payoff for A is:

$$\begin{aligned} & \sum_{i,j} m_{ij} \cdot P_{x,y} [A \text{ plays } i, B \text{ plays } j] \\ &= \sum_{i,j} m_{ij} \cdot P_x [A \text{ plays } i] \cdot P_y [B \text{ plays } j] \end{aligned}$$

$$= \sum_{i,j} m_{ij} \cdot x_i \cdot y_j$$

$$= x^T M y$$

→ If Player A plays strategy x , the worst case payoff is

$$\min_y x^T M y$$

→ Player A plays the strategy \tilde{x} that maximises $\min_y x^T M y$

→ Player B plays the strategy \tilde{y} that minimises $\max_x x^T M y$

$$\text{Then: } \min_y \tilde{x}^T M y \leq \tilde{x}^T M \tilde{y} \leq \max_x x^T M \tilde{y}$$

Theorem. (Minimax Theorem (J.v. Neumann, 1926) for zero-sum matrix games)

For every $n \times m$ payoff matrix M there exist mixed strategies \tilde{x} and \tilde{y} such that

$$\max_x \min_y x^T M y = \min_y \max_x x^T M y = \tilde{x}^T M \tilde{y} = \max_x x^T M \tilde{y} = \min_y \max_x x^T M y.$$

(\tilde{x}, \tilde{y}) is called a Nash equilibrium, $\tilde{x}^T M \tilde{y}$ is the game value.

Proof: Define \tilde{x} and \tilde{y} as above.

B's best response to a given mixed strategy x of A is the solution of the linear program

$$\begin{aligned} \min \quad & x^T M y \\ \text{s.t.} \quad & \sum y = 1 \\ & y \geq 0 \end{aligned}$$

Let $\beta(x)$ be the solution of this linear program.

A's task is to maximise $\beta(x)$ over all his strategies x

Dualize the above LP:

$$\begin{aligned} \max \quad & x_0 \\ \text{s.t.} \quad & M^T x - \mathbb{1} x_0 \geq 0 \end{aligned}$$

This also has optimal solution $\beta(x)$!

Extend this:

$$(*) \quad \begin{aligned} \max \quad & x_0 \\ \text{s.t.} \quad & M^T x - \mathbb{1} x_0 \geq 0 \\ & \sum_{i=1}^n x_i = 1 \\ & x_1, \dots, x_n \geq 0 \end{aligned}$$

The optimal solution to (*) is \tilde{x} with optimal value \tilde{x}_0 .

Do the same for player B ... then \tilde{y} is the optimal solution to the lin. program

$$(**) \quad \begin{aligned} \min \quad & y_0 \\ \text{s.t.} \quad & M y - \mathbb{1} y_0 \leq 0 \\ & \sum_{j=1}^m y_j = 1 \\ & y_1, \dots, y_m \geq 0 \end{aligned}$$

(*) and (**) are dual to each other

$\Rightarrow \tilde{x}_0 = \tilde{y}_0$ (by the duality theorem)

□.