





Maxmin Strategies

Game Theory Course: Jackson, Leyton-Brown & Shoham

Maxmin Strategies

- Player i's maxmin strategy is a strategy that maximizes i's worst-case payoff, in the situation where all the other players (whom we denote -i) happen to play the strategies which cause the greatest harm to i.
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- The maxmin value (or safety level) of the game for player i is that minimum payoff guaranteed by a maxmin strategy.

Definition (Maxmin)

The maxmin strategy for player i is $\arg\max_{s_i}\min_{s_{-i}}u_i(s_1,s_2)$, and the maxmin value for player i is $\max_{s_i}\min_{s_{-i}}u_i(s_1,s_2)$.

• Why would i want to play a maxmin strategy?

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- Why would i want to play a maxmin strategy?
 - a conservative agent maximizing worst-case payoff
 - a paranoid agent who believes everyone is out to get him

Minmax Strategies

- Bayesian Norma-form auctions

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- Why would *i* want to play a minmax strategy?

Definition (Minmax, 2-player)

In a two-player game, the minmax strategy for player i against player -i is $\arg\min_{s_i}\max_{s_{-i}}u_{-i}(s_i,s_{-i})$, and player -i's minmax value is $\min_{s_i}\max_{s_{-i}}u_{-i}(s_i,s_{-i})$.

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- Why would i want to play a minmax strategy?
 - to punish the other agent as much as possible

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Theorem (Minimax theorem (von Neumann, 1928))

In any finite, two-player, zero-sum game, in any Nash equilibrium each player receives a payoff that is equal to both his maxmin value and his minmax value.

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- 2. For both players, the set of maxmin strategies coincides with the set of minmax strategies.

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- 1. Each player's maxmin value is equal to his minmax value. The maxmin value for player 1 is called the value of the game.
- 2. For both players, the set of maxmin strategies coincides with the set of minmax strategies.
- 3. Any maxmin strategy profile (or, equivalently, minmax strategy profile) is a Nash equilibrium. Furthermore, these are all the Nash equilibria. Consequently, all Nash equilibria have the same payoff vector (namely, those in which player I gets the value of the game).

Saddle Point: Matching Pennies





