Lecture 2.4

Minmax Theorem: $A \in \mathbb{R}^{m \times n}$. There exist mixed strategies $x^* = (x_1^*, \dots, x_m^*) \text{ and } y^* = (y_1^*, \dots, y_n^*) \quad \text{s.t.}$ $x^* = (x_1^*, \dots, x_m^*) \quad \text{and} \quad y^* = (y_1^*, \dots, y_n^*) \quad \text{s.t.}$ $x^* = Ay.$ $x \in \Delta([m])$

Proof: LPI and LP2 are duals of each other.

LPI in clearly fearible.

min Aij < max (m) × Ant < max Aij

min Aij < max (m) × Ant < min Aij

Corollary: In every matrix game, there exists an MSNG. The mixed strategies of both the players quarantee their security level.

Proof: Let $x^* = (x_1^*, ..., x_m^*)$ be a solution to LPI $y^* = (y_1^*, ..., y_n^*)$ By minimum Theorem, $x \in D(n)$ $x \in D(n)$

Hence (x*, y*) is an MSNE.

X* and y* are solutions of LPI and LP2

respectively.

An MSNE of a two player zero-sum game

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can be computed in polynomial time.

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x* Ay* < max × Ay* = max min × Aej = N

x* Ay* < max × Ay* = x to([m)) je[n)

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=> Utility of the row player in (\$\frac{1}{2}\frac{1}{2

