MA3077 Tutorial 6 (24 Oct 2023)

Lecture 15 self-study

Lecture 16 self-study

```
% to learn about linprog, type <help linprog> or <doc linprog>
in the command window.
% Note that linprog solves minimization problems only!
% set the problem specs
                               % objective function to minimize
f = -[0;0;0;1];
A = -[0 \ 5 \ 2 \ -1; \ -2 \ 4 \ 3 \ -1; \ 2 \ -3 \ -4 \ -1; \ 1 \ 0 \ 0 \ 0; \ 0 \ 1 \ 0 \ 0; \ 0 \ 1
0];
                                % inequality constraints matrix
                               % inequality constraints rhs
b = [0 \ 0 \ 0 \ 0 \ 0];
Aeq = [1 1 1 0];
                                % equality constraints matrix
beq = [1];
                                % equality constraints rhs
% call linprog
[x,fval,exitflag,output] = linprog(f,A,b,Aeq,beq);
% print optimal solution and value
fprintf('%.4f ',x,fval);
```

Further exercise

- (Suggested by one of your classmates) Instead of incorporating the non-negativity constraint x ≥ 0 into the lower half of the inequality constraints matrix A, it would be simpler to set this as a lower bound and call linprog(f, A, b, Aeq, beq, lb, ub). In order to specify lb, one needs a lower bound for v as well. Can you think of one? (Hint: What is the worst possible payoff for Player 1?)
- Compute the optimal mixed strategy for Player 2, and verify that it leads to the same expected outcome.
- (Challenging) Write a MATLAB program that takes as input *any* payoff matrix A.