

# Workshop 23

## Support Enumeration

**FIT 3139** Computational Modelling and  
Simulation

[https://www.monash.edu/health/  
counselling](https://www.monash.edu/health/counselling)

# So, what should Nick do?

|        |       | Receiver |        |
|--------|-------|----------|--------|
|        |       | Left     | Right  |
|        |       | Left     | Right  |
| Server | Left  | 58, 42   | 79, 21 |
|        | Right | 73, 27   | 49, 51 |



There is no dominant strategy. What about Nash?

|        |       | Receiver |        |
|--------|-------|----------|--------|
|        |       | Left     | Right  |
|        |       | Left     | Right  |
| Server | Left  | 58, 42   | 79, 21 |
|        | Right | 73, 27   | 49, 51 |



$$B_{\text{Nick}}(\text{Left}) = \text{Right}$$

$$B_{\text{Rafa}}(\text{Left}) = \text{Left}$$

$$B_{\text{Nick}}(\text{Right}) = \text{Left}$$

$$B_{\text{Rafa}}(\text{Right}) = \text{Right}$$

No Nash. In “pure strategies”.

## *EQUILIBRIUM POINTS IN N-PERSON GAMES*

By JOHN F. NASH, JR.\*

PRINCETON UNIVERSITY

Communicated by S. Lefschetz, November 16, 1949

One may define a concept of an  $n$ -person game in which each player has a finite set of pure strategies and in which a definite set of payments to the  $n$  players corresponds to each  $n$ -tuple of pure strategies, one strategy being taken for each player. For mixed strategies, which are probability

Every game with a finite number of strategies has at least a Nash Equilibrium in (possibly) mixed strategies.

|        |       | Receiver |        |
|--------|-------|----------|--------|
|        |       | Left     | Right  |
|        |       | Left     | Right  |
| Server | Left  | 58, 42   | 79, 21 |
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There must be a mixed strategy Nash equilibrium.

**How do we find it?**

- In a bi-matrix game, a profile  $(\mathbf{x}, \mathbf{y})$  is Nash iff  $\mathbf{x}$  is a best response to  $\mathbf{y}$  and  $\mathbf{y}$  is a best response to  $\mathbf{x}$ .
- The **support** of a vector is the set of components that are non-zero.

# Best response condition

If a Nash equilibrium contains a mixed strategy, each pure strategy in the support of it, is a best response to the equilibrium mixture.

# Some useful notation

$x = (x_1, x_2, \dots, x_n)$  is a **mixed strategy profile**

$$(x_{-i}, \tau_i) = (\tau_i, x_{-i}) = \begin{cases} (\tau_1, x_2, \dots, x_n) & \text{if } i = 1 \\ (x_1, \dots, x_{i-1}, \tau_i, x_{i+1}, \dots, x_n) & \text{if } 1 < i < n \\ (x_1, \dots, x_{n-1}, \tau_n) & \text{if } i = n \end{cases}$$

replace a strategy in an otherwise identical profile

$$p=(p_i,p_{-i})$$

# Best response condition

If a player  $i$ 's mixed strategy  $p_i$  is a best response to the (mixed) strategies of the other players,  $p_{-i}$ , then for each pure strategy  $s_i$ , such that  $p_i(s_i) > 0$  it must be the case that  $s_i$  is itself a best response to  $p_{-i}$ .

In particular  $u_i(s_i, p_{-i})$  must be the same for all  $s_i$  such that  $p_i(s_i) > 0$

**Lemma:** A mixed strategy  $\mathbf{x}$  is a best response to a mixed strategy  $\mathbf{y}$  if and only if all pure strategies in its support are best responses to  $\mathbf{y}$

**Lemma:** A mixed strategy  $\mathbf{x}$  is a best response to a mixed strategy  $\mathbf{y}$  if and only if all pure strategies in its support are best responses to  $\mathbf{y}$

**Proof:**

$(Ay)_i$  is the expected payoff of player 1 when playing row  $i$ . Let  $u = \max_i [(Ay)_i]$

$$\begin{aligned} xAy &= \sum_i x_i (Ay)_i \\ &= \sum_i x_i (u - u + (Ay)_i) \\ &= \sum_i x_i (u - (u - (Ay)_i)) \\ &= \sum_i x_i u - \sum_i x_i (u - (Ay)_i) \\ &= u - \sum_i x_i (u - (Ay)_i) \end{aligned}$$

**Lemma:** A mixed strategy  $\mathbf{x}$  is a best response to a mixed strategy  $\mathbf{y}$  if and only if all pure strategies in its support are best responses to  $\mathbf{y}$

**Proof:**

$(Ay)_i$  is the expected payoff of player 1 when playing row  $i$ . Let  $u = \max_i [(Ay)_i]$

$$\begin{aligned} xAy &= \sum_i x_i (Ay)_i \\ xAy &= u - \underbrace{\sum_i x_i (u - (Ay)_i)}_{\geq 0} \end{aligned}$$

**when does row player maximise her payoff?**

$xAy$  achieves the maximum iff the sum is zero.

$$x_i > 0 \rightarrow (Ay)_i = u$$

$x$  is best response to  $y$  iff

$$x_i > 0 \implies (Ay)_i = u = \max \{(Ay)_k \mid k \in 1 \dots n\}$$

|        |       | Receiver |        |
|--------|-------|----------|--------|
|        |       | Left     | Right  |
|        |       | Left     | Right  |
| Server | Left  | 58, 42   | 79, 21 |
|        | Right | 73, 27   | 49, 51 |



Find Nash using the best response condition.

We want to find a **mixed** equilibrium.

This means both strategies have full support.

$$s^* = (x, y)$$

$$0 < \theta, \phi < 1$$

$$x = (\theta, 1 - \theta)$$

$$y = (\phi, 1 - \phi)$$

|        |       | $\phi$   | $1 - \phi$ |
|--------|-------|----------|------------|
|        |       | Receiver |            |
|        |       | Left     | Right      |
| Server | Left  | 58, 42   | 79, 21     |
|        | Right | 73, 27   | 49, 51     |

→ Left      → Right

### Best response condition

If  $x$  is a best response to  $y$ , then the pure strategies in the support of  $x$  are also a best response to  $y$

$$\rightarrow [58]\phi + [79](1 - \phi) = [73]\phi + [49](1 - \phi) \leftarrow$$

We want to find a **mixed** equilibrium.

This means both strategies have full support.

$$s^* = (x, y)$$

$$0 < \theta, \phi < 1$$

$$x = (\theta, 1 - \theta)$$

$$y = (\phi, 1 - \phi)$$

The diagram shows an extensive form game tree. The Server (orange) moves first, choosing between Left (blue) and Right (red). Choosing Left leads to a decision node for the Receiver (purple), who can choose Left or Right. Payoffs are listed as (Server payoff, Receiver payoff). If the Server chooses Left, payoffs are 58, 42 if the Receiver chooses Left, and 79, 21 if the Receiver chooses Right. If the Server chooses Right, payoffs are 73, 27 if the Receiver chooses Left, and 49, 51 if the Receiver chooses Right.

|        |       | Receiver |        |
|--------|-------|----------|--------|
|        |       | Left     | Right  |
| Server | Left  | 58, 42   | 79, 21 |
|        | Right | 73, 27   | 49, 51 |

### Best response condition

If  $x$  is a best response to  $y$ , then the pure strategies in the support of  $x$  are also a best response to  $y$

$$[58]\phi + [79](1 - \phi) = [73]\phi + [49](1 - \phi)$$

### Best response condition

If  $y$  is a best response to  $x$ , then the pure strategies in the support of  $y$  are also a best response to  $x$

$$\rightarrow [42]\theta + [27](1 - \theta) = [21]\theta + [51](1 - \theta) \leftarrow$$

We want to find a **mixed** equilibrium.

$$A = \begin{pmatrix} 58 & 79 \\ 73 & 49 \end{pmatrix}$$

This means both strategies have full support.

$$s^* = (x, y)$$

$$0 < \theta, \phi < 1$$

$$x = (\theta, 1 - \theta)$$

$$y = (\phi, 1 - \phi)$$

$$B = \begin{pmatrix} 42 & 21 \\ 27 & 51 \end{pmatrix}$$

$$[58]\phi + [79](1 - \phi) = [73]\phi + [49](1 - \phi)$$

$$\phi = \frac{2}{3}$$

$$[42]\theta + [27](1 - \theta) = [21]\theta + [51](1 - \theta)$$

$$\theta = \frac{8}{15}$$

Verify it is indeed a best response...

Payoff for row, in eq.

$$xAy = 65 \quad Ay = \begin{pmatrix} 65 \\ 65 \end{pmatrix}$$

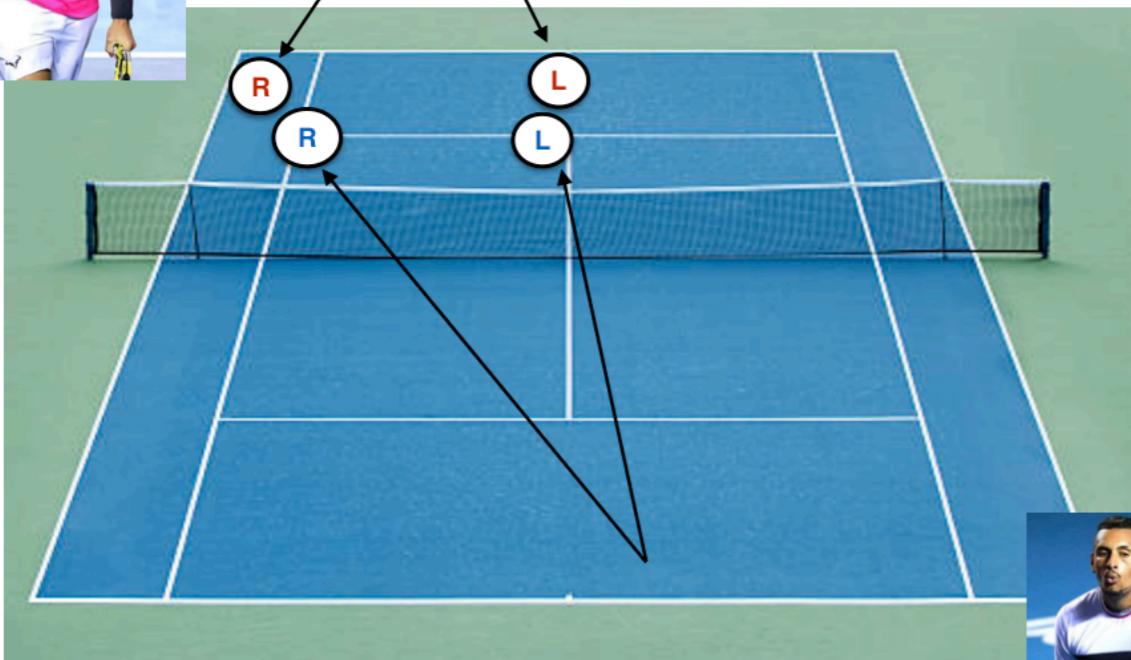
Payoff for column, in eq.

$$xBy = 35 \quad xB = \begin{pmatrix} 35 \\ 35 \end{pmatrix}$$

Can row/column improve playing something outside the support?

**No**

$$s^* = \left[ \left( \frac{8}{15}, \frac{7}{15} \right), \left( \frac{2}{3}, \frac{1}{3} \right) \right] \longrightarrow \text{Nash equilibrium}$$



Serving



$$s^* = \left[ \left( \frac{8}{15}, \frac{7}{15} \right), \left( \frac{2}{3}, \frac{1}{3} \right) \right]$$

[The American Ec...](#) / [Vol. 91, No. 5,...](#) / Minimax Play at...

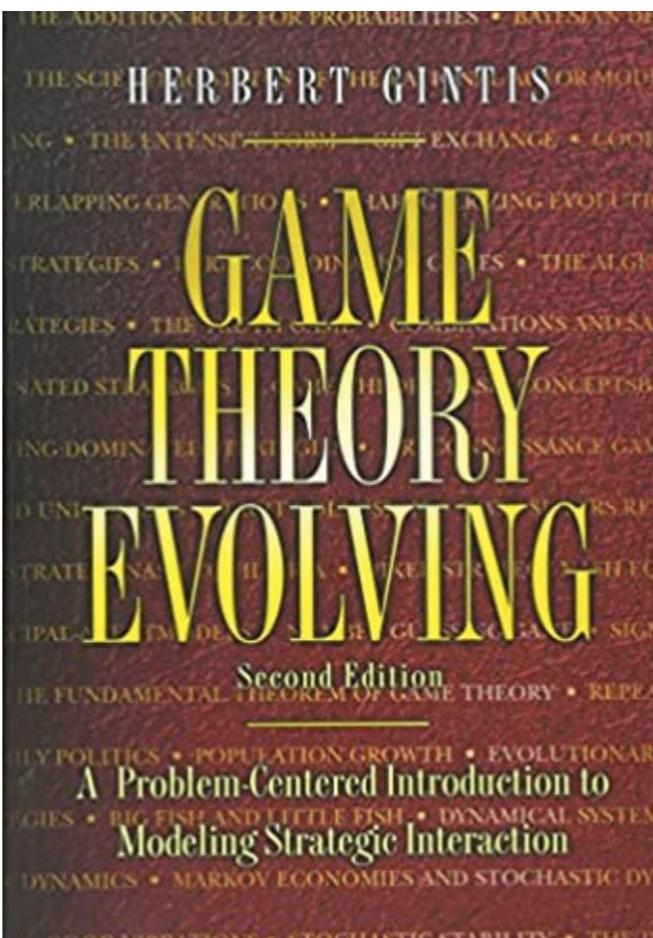


JOURNAL ARTICLE  
**Minimax Play at Wimbledon**

Mark Walker and John Wooders  
*The American Economic Review*  
Vol. 91, No. 5 (Dec., 2001), pp. 1521-1538

Published by: [American Economic Association](#)  
<https://www.jstor.org/stable/2677937>  
Page Count: 18

# Reading more...



- **Gintis, H.** "Game Theory Evolving: A Problem-Centered Introduction to Modelling Strategic Interaction" Princeton University Press, Cambridge, (2009).

# [Chapters 5 and 6]

Available online, Monash Library

# What about an Algorithm?

# Workshop 23

## Support Enumeration

**FIT 3139** Computational Modelling and  
Simulation

# Nash Equilibrium

A profile  $x^* = (x_1^*, \dots, x_n^*)$  is a Nash Equilibrium if and only if  $x_i^*$  is a **best response** to  $x_{-i}^* = (x_1^*, \dots, x_{i-1}^*, x_{i+1}^*, \dots, x_n^*)$  for each  $i$

Players are “best-responding” to each other

**How to check if a mixture is a best response ?**

$x$  is best response to  $y$  iff

$$x_i > 0 \implies (Ay)_i = u = \max \{(Ay)_k \mid k \in 1 \dots n\}$$

We want to find a **mixed** equilibrium.

$$A = \begin{pmatrix} 58 & 79 \\ 73 & 49 \end{pmatrix}$$

This means both strategies have full support.

$$s^* = (x, y)$$

$$0 < \theta, \phi < 1$$

$$x = (\theta, 1 - \theta)$$

$$y = (\phi, 1 - \phi)$$

$$B = \begin{pmatrix} 42 & 21 \\ 27 & 51 \end{pmatrix}$$

$$[58]\phi + [79](1 - \phi) = [73]\phi + [49](1 - \phi)$$

$$\phi = \frac{2}{3}$$

$$[42]\theta + [27](1 - \theta) = [21]\theta + [51](1 - \theta)$$

$$\theta = \frac{8}{15}$$

Verify it is indeed a best response...

Payoff for row, in eq.

$$xAy = 65 \quad Ay = \begin{pmatrix} 65 \\ 65 \end{pmatrix}$$

Payoff for column, in eq.

$$xBy = 35 \quad xB = \begin{pmatrix} 35 \\ 35 \end{pmatrix}$$

Can row/column improve playing something outside the support?

**No**

$$s^* = \left[ \left( \frac{8}{15}, \frac{7}{15} \right), \left( \frac{2}{3}, \frac{1}{3} \right) \right] \longrightarrow \text{Nash equilibrium}$$

We want to find a **mixed** equilibrium.

$$A = \begin{pmatrix} 58 & 79 \\ 73 & 49 \end{pmatrix}$$

This means both strategies have full support.

$$s^* = (x, y)$$

$$0 < \theta, \phi < 1$$

$$x = (\theta, 1 - \theta)$$

$$y = (\phi, 1 - \phi)$$

$$B = \begin{pmatrix} 42 & 21 \\ 27 & 51 \end{pmatrix}$$

**We could do this because we “guessed” the support.**

$$[58]\phi + [79](1 - \phi) = [73]\phi + [49](1 - \phi)$$

$$[42]\theta + [27](1 - \theta) = [21]\theta + [51](1 - \theta) \longrightarrow \theta = \frac{8}{15}$$

Verify it is indeed a best response...

Payoff for row, in eq.

$$xAy = 65 \quad Ay = \begin{pmatrix} 65 \\ 65 \end{pmatrix}$$

Payoff for column, in eq.

$$xBy = 35 \quad xB = \begin{pmatrix} 35 \\ 35 \end{pmatrix}$$

Can row/column improve playing something outside the support?

No

$$s^* = \left[ \left( \frac{8}{15}, \frac{7}{15} \right), \left( \frac{2}{3}, \frac{1}{3} \right) \right] \longrightarrow \text{Nash equilibrium}$$

# Finding Mixed Nash

- If the support of the mixed Nash Equilibria are known, the problem reduces to a system of linear equations.
- The set of supports for a finite game is a combinatorial space.
- Finding mixed Nash Equilibria is a combinatorial problem.

“Algorithmic Game Theory”, Nissan et al (2007).

Column player

|            |   | U      | M     | D        |
|------------|---|--------|-------|----------|
| Row player | L | 1, 1/2 | 1, -1 | -1, -1/2 |
|            | R | 2, -1  | -1, 3 | 0, 2     |

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

$$A = \{1, 2\}$$

$$B = \{1, 2, 3\}$$

Possible supports of size 2

Case 1:  $(1, 2)$   $(1, 2)$

$$x = (\alpha, \beta) \quad y = (\delta, \gamma, 0)$$

Case 2:  $(1, 2)$   $(1, 3)$

$$x = (\alpha, \beta) \quad y = (\delta, 0, \gamma)$$

Case 3:  $(1, 2)$   $(2, 3)$

$$x = (\alpha, \beta) \quad y = (0, \delta, \gamma)$$

Apply best response condition in each case to find mixture, and check if Nash

Case 1: (1, 2) (1, 2)

$x = (\alpha, \beta)$   $y = (\delta, \gamma, 0)$

**row player**

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

**column player**

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

Case 1:  $(1, 2)$   $(1, 2)$

$x = (\alpha, \beta)$   $y = (\delta, \gamma, 0)$

row player

$$\hat{A} = \begin{pmatrix} \delta & \gamma \\ 1 & 1 \\ 2 & -1 \end{pmatrix}$$

$$\delta + \gamma = u$$

$$2\delta - \gamma = u$$

$$\delta + \gamma = 1$$

column player

$$\hat{B} = \begin{pmatrix} \frac{1}{2} & -1 \\ \beta & 3 \end{pmatrix}$$

$$0.5\alpha - \beta = v$$

$$-\alpha + 3\beta = v$$

$$\alpha + \beta = 1$$

$$Mx = b \quad M = \begin{bmatrix} 1 & 1 & -1 \\ 2 & -1 & -1 \\ 1 & 1 & 0 \end{bmatrix} \quad b = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$Mx = b \quad M = \begin{bmatrix} 0.5 & -1 & -1 \\ -1 & 3 & -1 \\ 1 & 1 & 0 \end{bmatrix} \quad b = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\delta = \frac{2}{3} \quad \gamma = \frac{1}{3} \quad \begin{array}{c} \text{row's payoff} \\ \downarrow \\ u = 1 \end{array}$$

$$\alpha = \frac{8}{11} \quad \beta = \frac{3}{11} \quad \begin{array}{c} \text{column's payoff} \\ \downarrow \\ v = \frac{1}{11} \end{array}$$

Candidate Nash

$$[x, y] = \left[ \left( \frac{8}{11}, \frac{3}{11} \right), \left( \frac{2}{3}, \frac{1}{3}, 0 \right) \right]$$

Case 1:  $(1, 2) \quad (1, 2)$

$x = (\alpha, \beta) \quad y = (\delta, \gamma, 0)$

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

Candidate Nash

$$[x, y] = \left[ \left( \frac{8}{11}, \frac{3}{11} \right), \left( \frac{2}{3}, \frac{1}{3}, 0 \right) \right]$$

row's payoff  
↓  
 $u = 1$

column's payoff  
↓  
 $v = \frac{1}{11}$

Verify

$$Ay = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$xB = \left( \frac{1}{11}, \frac{1}{11}, \frac{2}{11} \right)$$

Column player is better off, playing something else.

**Not Nash**

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

$$A = \{1, 2\}$$

$$B = \{1, 2, 3\}$$

Possible supports of size 2

✗ Case 1:  $(1, 2)$   $(1, 2)$

$$x = (\alpha, \beta) \quad y = (\delta, \gamma, 0)$$

Case 2:  $(1, 2)$   $(1, 3)$

$$x = (\alpha, \beta) \quad y = (\delta, 0, \gamma)$$

Case 3:  $(1, 2)$   $(2, 3)$

$$x = (\alpha, \beta) \quad y = (0, \delta, \gamma)$$

Apply best response condition in each case to find mixture, and check if Nash

Case 2: (1, 2) (1, 3)

$x = (\alpha, \beta)$   $y = (\delta, 0, \gamma)$

**row player**

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

**column player**

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

Case 2:  $(1, 2)$   $(1, 3)$

$x = (\alpha, \beta)$   $y = (\delta, 0, \gamma)$

row player

$$\hat{A} = \begin{pmatrix} \delta & \gamma \\ 1 & -1 \\ 2 & 0 \end{pmatrix}$$

$$\delta - \gamma = u$$

$$2\delta = u$$

$$\delta + \gamma = 1$$

column player

$$\hat{B} = \begin{pmatrix} \frac{1}{2} & -\frac{1}{2} \\ \beta & 2 \\ -1 & 1 \end{pmatrix}$$

$$0.5\alpha - \beta = v$$

$$-0.5\alpha + 2\beta = v$$

$$\alpha + \beta = 1$$

$$Mx = b \quad M = \begin{bmatrix} 1 & -1 & -1 \\ 2 & 0 & -1 \\ 1 & 1 & 0 \end{bmatrix} \quad b = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$Mx = b \quad M = \begin{bmatrix} 0.5 & -1 & -1 \\ -0.5 & 2 & -1 \\ 1 & 1 & 0 \end{bmatrix} \quad b = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

No solution!

$$\alpha = \frac{3}{4} \quad \beta = \frac{1}{4} \quad \downarrow \quad v = \frac{1}{8}$$

column's payoff

No Nash

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

$$A = \{1, 2\}$$

$$B = \{1, 2, 3\}$$

Possible supports of size 2

✗ Case 1:  $(1, 2)$   $(1, 2)$

$$x = (\alpha, \beta) \quad y = (\delta, \gamma, 0)$$

✗ Case 2:  $(1, 2)$   $(1, 3)$

$$x = (\alpha, \beta) \quad y = (\delta, 0, \gamma)$$

Case 3:  $(1, 2)$   $(2, 3)$

$$x = (\alpha, \beta) \quad y = (0, \delta, \gamma)$$

Apply best response condition in each case to find mixture, and check if Nash

Case 3:  $(1, 2)$   $(2, 3)$

$x = (\alpha, \beta)$   $y = (0, \delta, \gamma)$

**row player**

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

**column player**

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

Case 3:  $(1, 2) \quad (2, 3)$

$x = (\alpha, \beta) \quad y = (0, \delta, \gamma)$

row player

$$\hat{A} = \begin{pmatrix} \delta & \gamma \\ 1 & -1 \\ -1 & 0 \end{pmatrix}$$

$$\delta - \gamma = u$$

$$-\delta = u$$

$$\delta + \gamma = 1$$

column player

$$\hat{B} = \begin{pmatrix} -1 & -\frac{1}{2} \\ \beta & 2 \end{pmatrix}$$

$$-\alpha + 3\beta = v$$

$$-0.5\alpha + 2\beta = v$$

$$\alpha + \beta = 1$$

$$Mx = b \quad M = \begin{bmatrix} 1 & -1 & -1 \\ -1 & 0 & -1 \\ 1 & 1 & 0 \end{bmatrix} \quad b = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$Mx = b \quad M = \begin{bmatrix} -1 & 3 & -1 \\ -0.5 & 2 & -1 \\ 1 & 1 & 0 \end{bmatrix} \quad b = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

row's payoff

$$\delta = \frac{1}{3} \quad \gamma = \frac{2}{3} \quad u = -\frac{1}{3}$$

column's payoff

$$\alpha = \frac{2}{3} \quad \beta = \frac{1}{3} \quad v = \frac{1}{3}$$

Candidate Nash

$$[x, y] = \left[ \left( \frac{2}{3}, \frac{1}{3} \right), \left( 0, \frac{1}{3}, \frac{2}{3} \right) \right]$$

Case 3:  $(1, 2) \quad (2, 3)$        $x = (\alpha, \beta)$        $y = (0, \delta, \gamma)$

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

Candidate Nash

$$[x, y] = \left[ \left( \frac{2}{3}, \frac{1}{3} \right), \left( 0, \frac{1}{3}, \frac{2}{3} \right) \right]$$

row's payoff  
 $\downarrow$   
 $u = -\frac{1}{3}$       column's payoff  
 $\downarrow$   
 $v = \frac{1}{3}$

Verify

$$Ay = \begin{pmatrix} -\frac{1}{3} \\ -\frac{1}{3} \\ -\frac{1}{3} \end{pmatrix}$$

$$xB = \left( 0, \frac{1}{3}, \frac{1}{3} \right)$$

Mixtures are best responses to each other...

**It is Nash!**

$$A = \begin{pmatrix} 1 & 1 & -1 \\ 2 & -1 & 0 \end{pmatrix}$$

$$B = \begin{pmatrix} \frac{1}{2} & -1 & -\frac{1}{2} \\ -1 & 3 & 2 \end{pmatrix}$$

$$A = \{1, 2\}$$

$$B = \{1, 2, 3\}$$

Possible supports of size 2

✗ Case 1:  $(1, 2)$   $(1, 2)$

$$x = (\alpha, \beta) \quad y = (\delta, \gamma, 0)$$

✗ Case 2:  $(1, 2)$   $(1, 3)$

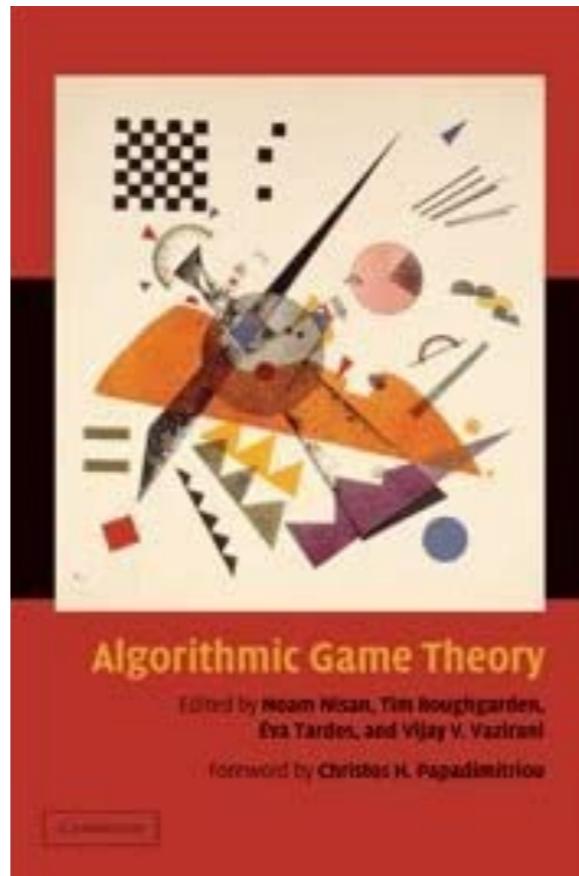
$$x = (\alpha, \beta) \quad y = (\delta, 0, \gamma)$$

✓ Case 3:  $(1, 2)$   $(2, 3)$

$$x = (\alpha, \beta) \quad y = (0, \delta, \gamma)$$

$$[x, y] = \left[ \left( \frac{2}{3}, \frac{1}{3} \right), \left( 0, \frac{1}{3}, \frac{2}{3} \right) \right]$$

# Reading more...

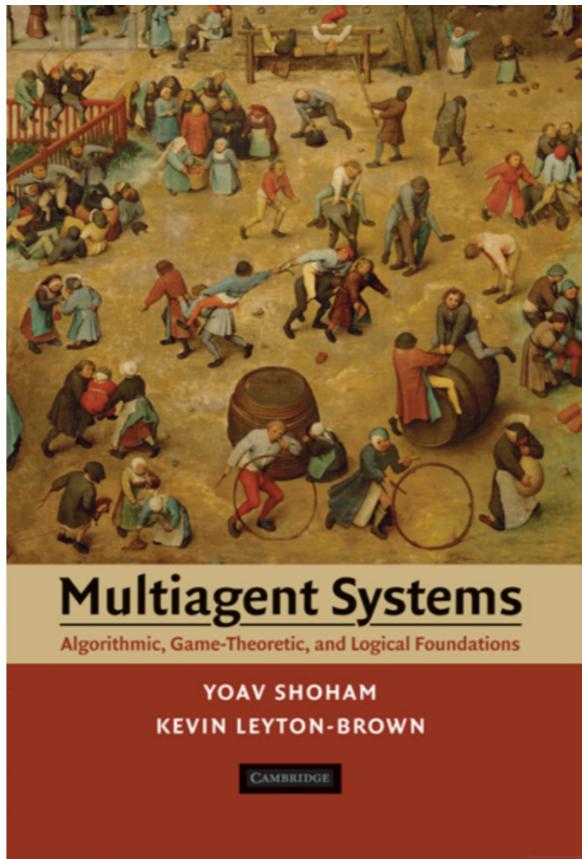


- **Nisan, Roughgarden, Tardos and Vazirani** (2007).  
Algorithmic Game Theory. Cambridge University Press.

[Chapter 3]

Available online, Monash Library

# Reading more...



- **Shoham, Leyton-Brown** (2009). Multiagent systems: algorithmic, game-theoretic, and logical foundations. Cambridge University Press.

[Chapter 4]

Available online, Monash Library