

## Nonlinear Optimization Lecture 20

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### Game Theory Intro

There are two purposes to game theory: descriptive and predictive. In engineering, the primary use is *predictive*.

### Noncooperative $N$ -Player Game

#### Theorem. Nash Equilibrium Problem

For each player  $i$ :

$$\begin{aligned} \max \quad & u_i(x^i, x^{-i}) \\ \text{s.t.} \quad & x^i \in X_i \subset \mathbb{R}^{m_i} \\ & X = \prod_{i=1}^N X_i = X_1 \times X_2 \times \cdots \times X_N \end{aligned}$$

where  $u_i: X \rightarrow \mathbb{R}$  is continuously differentiable with respect to  $x^i$  or pseudo-concave with respect to  $x^i$ .

$x^* \in X$  is <sup>1</sup> a solution to  $NE(X, u)$  if and only if  $x^* \in X$  satisfies

$$\sum_{i=1}^N [\nabla_{x^i} u_i(x^*)]^T (x^i - x^{i*}) \leq 0 \quad \forall x \in X$$

This kind of problem is called *variational inequality*, because the form of the inequality changes with  $x^i - x^{i*}$ , as in the number of inequalities that  $x^*$  must satisfy is infinite, as the above must be satisfied  $\forall x$ .

*Recall.* For  $\min f(x)$  s.t.  $x \in X$ ,  $x^* \in X$  is optimal if and only if  $\nabla f(x^*)^T (x - x^*) \geq 0 \quad \forall x \in X$ .

*Remark.* In the following formulation, the optimum is for the global “system” maximum. Note the difference with the Nash equilibrium.

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<sup>1</sup> $x^* = (x^{1*}, x^{2*}, \dots, x^{N*})$

$$\begin{aligned}
& \max \quad \sum_{i=1}^N u_i(x) \\
& \text{s.t.} \quad x \in X \\
& \Leftrightarrow \quad \sum_{i=1}^N (\nabla_x u_i)^T (x - x^*) \leq 0 \quad \forall x \in X
\end{aligned}$$

*Proof* ( $\Rightarrow$ ). For each  $i$ : given  $x^{i*}$ ,  $x^{i*}$  maximizes  $u_i$ .

$$[\nabla_{x^i} u_i(x^{i*}, x^{-i*})]^T (x^i - x^{i*}) \leq 0 \quad \forall x^i \in X_i$$

This then simply leads to the Variational Inequality, so proven.

*Proof* ( $\Leftarrow$ ). Assume that  $x^*$  satisfies the VI, and show that it is a nash equilibrium point.

Fix  $j \in 1, 2, \dots, N$  and let  $y = [x^{1*}, x^{2*}, \dots, y^j, \dots, x^{N*}]$  for some  $y^j \in X_j$ . Essentially: take the optimal for all players not  $j$  and let one player's strategy vary. Note also that  $y \in X$ .

From here, when taking  $x^i - x^{i*}$ , all terms cancel except  $y^j$ .

$$[\nabla_{x^j} u_j(x^*)]^T (y^j - x^{j*}) \leq 0$$

Because our choice of  $y^j$  was arbitrary, we can do the same thing for all  $y^j \in X_j$ . Then  $x^{j*}$  maximizes  $u_j$  given  $x^{j*}$  (because pseudo-convex).

### Scalar-based version of Nash Equilibrium Variational Inequality

$$\sum_{i=1}^N \sum_{j=1}^{m_i} \frac{\partial u_i(x^*)}{\partial x_j^i} (x_j^i x_j^{i*}) \leq 0 \quad \forall x \in X$$

## Variational Inequality

*Definition.*

$$VI(F, \Omega)$$

$$\Omega \subset \mathbb{R}^n \text{ non-empty}$$

$$F: \Omega \rightarrow \mathbb{R}^n$$

$VI(F, \Omega)$  is to find a vector  $y$

such that  $y \in \Omega$

$$[F(y)]^T (x - y) \geq 0 \quad \forall x \in \Omega$$

$$\langle F(y), x - y \rangle \geq 0 \quad \forall x \in \Omega$$