

# Zero sum games

Gianni Arioli, Roberto Lucchetti

Politecnico di Milano

# Summary of the slides

- ➊ Zero sum game in strategic form
- ➋ Conservative values of the players
- ➌ Optimal strategies for the players and common value
- ➍  $v_1 \leq v_2$  for arbitrary games
- ➎ Mixed extension of the (finite) zero sum game
- ➏ The von Neumann theorem
- ➐ Finding optimal strategies for the players as LP problems
- ➑ Some basics of Linear Programming
- ➒ Duality: the weak and the strong duality theorems
- ➓ Complementarity conditions
- ➔ Equivalent formulations for finding optimal strategies
- ➕ Complementarity conditions in the zero sum games
- ➖ Nash equilibria profiles, optimal strategies and the value in zero sum game
- ➗ Fair games

# General form

## Definition

A two player *zero sum game* in strategic form is the triplet  $(X, Y, f : X \times Y \rightarrow \mathbb{R})$

$X$  is the strategy space of Player 1,  $Y$  the strategy space of Player 2,  $f(x, y)$  is what Player 1 gets from Player 2, when they play  $x, y$  respectively. Thus  $f$  is the utility function of Player 1, while for Player 2 the utility function  $g$  is  $g = -f$ .

# Finite game

In the finite case  $X = \{1, 2, \dots, n\}$ ,  $Y = \{1, 2, \dots, m\}$  the game is described by a payoff matrix  $P$

## Example

$$P = \begin{pmatrix} 4 & 3 & 1 \\ 7 & 5 & 8 \\ 8 & 2 & 0 \end{pmatrix}$$

Player 1 selects row  $i$ , Player 2 selects column  $j$ .

In general

$$\begin{pmatrix} p_{11} & \dots & p_{1m} \\ \dots & \dots & \dots \\ p_{n1} & \dots & p_{nm} \end{pmatrix}$$

where  $p_{ij}$  is the **payment of Player 2 to Player 1** when they play  $i, j$  respectively.

# How to solve them

Consider the game

$$\begin{pmatrix} 4 & 3 & 1 \\ 7 & 5 & 8 \\ 8 & 2 & 0 \end{pmatrix}$$

- $\min_j p_{1j} = 1, \min_j p_{2j} = 5, \min_j p_{3j} = 0 \quad v_1 = 5$
- $\max_i p_{i1} = 8, \max_i p_{i2} = 5, \max_i p_{i3} = 8, \quad v_2 = 5$

Thus

- Player 1 **can guarantee** herself to get **at least**

$$v_1 = \max_i \min_j p_{ij}$$

- Player 2 **can guarantee** himself to pay **no more than**

$$v_2 = \min_j \max_i p_{ij}$$

In the example  $v_1 = v_2 = 5$ : rational outcome **5**, rational behavior ( $\bar{i} = 2, \bar{j} = 2$ )

# Alternative idea of solution

Suppose

- $v_1 = v_2 := v$ ,
- $\bar{i}$  a row such that  $p_{\bar{i}j} \geq v$  for all  $j$
- $(\bar{j})$  a column such that  $p_{i\bar{j}} \leq v$  for all  $i$

Then  $p_{\bar{i}\bar{j}} = v$  and  $p_{\bar{i}\bar{j}} = v$  is the rational outcome of the game

## Remark

- $\bar{i}$  is an *optimal strategy* for Player 1, because she cannot get more than  $v$ , since  $v = v_2$  is the conservative value of the second player
- $\bar{j}$  is an *optimal strategy* for Player 2, because he cannot pay less than  $v$ , since  $v = v_1$  is the conservative value of the first player

## Remark

$\bar{i}$  maximizes the function  $\alpha(i) = \min_j p_{ij}$   
 $\bar{j}$  minimizes the function  $\beta(j) = \max_i p_{ij}$

# For arbitrary games

$$(X, Y, f : X \times Y \rightarrow \mathbb{R})$$

The players can guarantee to themselves (almost):

$$\text{Pl1: } v_1 = \sup_x \inf_y f(x, y)$$

$$\text{Player 2: } v_2 = \inf_y \sup_x f(x, y)$$

$v_1, v_2$  are the **conservative values of the players**

If  $v_1 = v_2$ , we set  $v = v_1 = v_2$  and we say that the game has **value  $v$**

# Optimality

Suppose

- ①  $v_1 = v_2 := v$
- ② there exists strategy  $\bar{x}$  such that  $f(\bar{x}, y) \geq v$  for all  $y \in Y$
- ③ there exists strategy  $\bar{y}$  such that  $f(x, \bar{y}) \leq v$  for all  $x \in X$

Then

- $v$  is the rational outcome of the game
- $\bar{x}$  is an **optimal strategy** for Player 1
- $\bar{y}$  is an **optimal strategy** for Player 2

Observe

- $\bar{x}$  is optimal for Player 1 since it maximizes the function  $\alpha(x) = \inf_y f(x, y)$
- $\bar{x}$  is optimal for Player 2 since it minimizes the function  $\beta(y) = \sup_x f(x, y)$
- $\alpha(x)$  is the value of the optimal choice of Player 2 if he knows that Player 1 plays  $x$
- symmetrically for  $\beta(y)$



$$v_1 \leq v_2$$

## Proposition

Let  $X, Y$  be nonempty sets and let  $f : X \times Y \rightarrow \mathbb{R}$  be an arbitrary real valued function. Then

$$\sup_x \inf_y f(x, y) \leq \inf_y \sup_x f(x, y)$$

**Proof** Observe that, for all  $x, y$ ,

$$\inf_y f(x, y) \leq f(x, y) \leq \sup_x f(x, y)$$

Thus

$$\alpha(x) = \inf_y f(x, y) \leq \sup_x f(x, y) = \beta(y)$$

Since for all  $x \in X$  and  $y \in Y$  it holds

$$\alpha(x) \leq \beta(y)$$

it follows

$$\sup_x \alpha(x) \leq \inf_y \beta(y) \quad \blacksquare$$

As a consequence, in every game  $v_1 \leq v_2$

# Equality need not hold

## Example

$$P = \begin{pmatrix} 0 & 1 & -1 \\ -1 & 0 & 1 \\ 1 & -1 & 0 \end{pmatrix}.$$

$$v_1 = -1, v_2 = 1$$

Nothing unexpected...

# Case $v_1 < v_2$

Finite case: mixed strategies. Game:  $n \times m$  matrix  $P$ .

Strategy space for Player 1:

$$\Sigma_n = \{x = (x_1, \dots, x_n) : x_i \geq 0, \sum_{i=1}^n x_i = 1\}$$

Strategy space for Player 2:

$$\Sigma_m = \{y = (y_1, \dots, y_m) : y_j \geq 0, \sum_{j=1}^m y_j = 1\}$$

$$f(x, y) = \sum_{i=1, \dots, n, j=1, \dots, m} x_i y_j p_{ij} = x^t P y$$

The **mixed extension** of the initial game  $P$ :  $(\Sigma_n, \Sigma_m, f(x, y) = x^t P y)$

# To prove existence of a rational outcome

To have existence of a rational outcome for the game, need to prove:

①  $v_1 = v_2$  (the two conservative values agree)

② there exists  $\bar{x}$  fulfilling

$$v_1 = \inf_y f(\bar{x}, y)$$

( $\bar{x}$  is optimal for Player 1)

③ there exists  $\bar{y}$  fulfilling

$$v_2 = \sup_x f(x, \bar{y})$$

( $\bar{y}$  is optimal for Player 2)

In the finite case optimal  $\bar{x}$  and  $\bar{y}$  always exist; thus existence is equivalent to coincidence of the conservative values

# The von Neumann theorem

## Theorem

*A two player, finite, zero sum game as described by a payoff matrix  $P$  has a rational outcome*

# Finding optimal strategies: Player 1

Player 1 must choose a probability distribution  $x = (x_1, \dots, x_n) \in \Sigma_n$ :

$$x_1 p_{11} + \dots + x_n p_{n1} \geq v$$

...

$$x_1 p_{1j} + \dots + x_n p_{nj} \geq v$$

...

$$x_1 p_{1m} + \dots + x_n p_{nm} \geq v$$

where  $v$  must be as large as possible

$x_1 p_{1j} + \dots + x_n p_{nj}$  is the expected value of Player 1, if Player 2 plays column  $j$ . Thus the above inequalities require that Player 1 gets at least  $v$  against every pure strategy of Player 2.

This is enough to guarantee that she gets at least  $v$  against every mixed strategy of Player 2

## Finding optimal strategies: Player 2

Player 2 must choose a probability distribution  $y = (y_1, \dots, y_m) \in \Sigma_m$ :

$$y_1 p_{11} + \dots + y_m p_{1m} \leq w$$

...

$$y_1 p_{i1} + \dots + y_m p_{im} \leq w$$

...

$$y_1 p_{n1} + \dots + y_m p_{nm} \leq w$$

where  $w$  must be as small as possible

$y_1 p_{i1} + \dots + y_m p_{im}$  is the expected value of Player 2 if Player 1 plays row  $i$ . Thus the above inequalities require that Player 2 pays no more than  $v$  against every pure strategy of Player 1.

This is enough to guarantee that he pays no more than  $v$  against every mixed strategy of Player 1.

# In matrix form

Player 1:

$$\begin{cases} \max_{x,v} v : \\ P^t x \geq v \mathbf{1}_m \\ x \geq 0 \quad \langle \mathbf{1}, x \rangle = 1 \end{cases} \quad (1)$$

Player 2:

$$\begin{cases} \min_{y,w} w : \\ P y \leq w \mathbf{1}_n \\ y \geq 0 \quad \langle \mathbf{1}, y \rangle = 1 \end{cases} \quad (2)$$

(1) and (2) are dual problems, they are both feasible



# Dual linear programs: Form 1

## Definition

The following two linear programs are said to be *in duality*

$$(P) \quad \begin{cases} \min c^t x \\ Ax \geq b \\ x \geq 0 \end{cases} \quad (D) \quad \begin{cases} \max b^t y \\ A^T y \leq c \\ y \geq 0 \end{cases}$$

The min problem is called *primal problem* and the max is called *dual problem*.

# Dual linear programs: Form 2

## Definition

The following two linear programs are said to be *in duality*

$$(P) \quad \begin{cases} \min c^t x \\ Ax \geq b \end{cases} \quad (D) \quad \begin{cases} \max b^t y \\ A^T y = c \\ y \geq 0 \end{cases}$$

There is a standard way to pass from the first form of (P) (where non negativity constraint are present) to the second form of (P), and conversely; dualizing the problems leads to equivalent form of the dual problems.

# Feasibility of dual programs

Easy examples show that, given two problems in duality:

- They can be both infeasible
- Only one can be feasible
- Both can be feasible

# Example 1

Consider

$$\begin{cases} \min x_1 + x_2 \\ x_1 + 2x_2 \geq 1 \\ x_1 \geq 0, x_2 \geq 0 \end{cases}$$

Its dual is

$$\begin{cases} \max y \\ y \leq 1 \\ 2y \leq 1 \\ y \geq 0 \end{cases}$$

Since  $(x_1, x_2) = (0, \frac{1}{2})$  fulfills the constraints of the primal problem and  $y = \frac{1}{2}$  fulfills the constraints of the dual problem, they are both feasible.

## Examples 2,3

Consider

$$\begin{cases} \min x_1 - x_2 \\ x_1 + x_2 \geq 2 \\ -x_1 - x_2 \geq -1 \\ x_1 \geq 0, x_2 \geq 0 \end{cases}$$

Its dual is

$$\begin{cases} \max 2y_1 - y_2 \\ y_1 - y_2 \leq 1 \\ y_1 - y_2 \leq -1 \\ y \geq 0 \end{cases}$$

The primal is infeasible while  $(0, 1)$  is feasible in the dual.

Taking  $A = 0$ ,  $b = (1, \dots, 1)$  and  $c = (-1, \dots, -1)$  shows that both problems can be infeasible.

# Weak duality theorem

## Theorem

Let  $v$  be the value of the primal *min* problem and  $V$  the value of the dual *max* problem. Then

$$v \geq V$$

## Proof

Form 1:

$$c^t x \geq (A^t y)^t x = y^t A x \geq y^t b = b^t y$$

Since this is true for all admissible  $x$  and  $y$  the result follows.

Form 2:

$$c^t x = (A^t y)^t x = y^t A x \geq y^t b = b^t y$$



# Strong duality theorem

## Theorem

- If the primal and dual problems are feasible, then both problems have optimal solutions  $\bar{x}, \bar{y}$  and the optimal values coincide

$$v = c^t \bar{x} = b^t \bar{y} = V.$$

In this case we say that *there is no duality gap*.

- If the primal is feasible and the dual is infeasible, then  $v = V = -\infty$
- If the primal is infeasible and the dual is feasible, then  $v = V = +\infty$
- If both the primal and the dual are infeasible, then  $v = \infty > V = -\infty$

## Corollary

If one problem is feasible and has an optimal solution, then also the dual problem is feasible and has solutions. Moreover there is no duality gap.

# Complementarity conditions: Form 1

$$(P) \quad \begin{cases} \min c^t x \\ Ax \geq b, x \geq 0 \end{cases} \quad ; \quad (D) \quad \begin{cases} \max b^t y \\ A^T y \leq c, y \geq 0 \end{cases}$$

## Theorem

Let  $\bar{x}, \bar{y}$  be primal and dual feasible. Then  $\bar{x}, \bar{y}$  are simultaneously optimal iff

$$(CC) \quad \begin{cases} (\forall i = 1, \dots, n) & \bar{x}_i > 0 \Rightarrow \sum_{j=1}^m a_{ji} \bar{y}_j = c_i \\ (\forall j = 1, \dots, m) & \bar{y}_j > 0 \Rightarrow \sum_{i=1}^n a_{ij} \bar{x}_i = b_j \end{cases}$$

**Proof** Since  $c^t x \geq y^t A x \geq b^t y$  it follows that  $\bar{x}, \bar{y}$  are optimal iff

$$c^t \bar{x}^t = \bar{y}^t A \bar{x} = b^t \bar{y}$$

This is equivalent to

$$\bar{x}^t (A^t \bar{y} - c) = 0 \quad \text{and} \quad \bar{y}^t (A \bar{x} - b) = 0$$

Since  $\bar{x}, \bar{y} \geq 0$  and  $A \bar{x} \geq b, A^t \bar{y} \leq c$  the latter are equivalent to (CC).



# An example

Consider

$$\begin{cases} \min x_1 + x_2 : \\ 2x_1 + x_2 \geq 2 \\ x_1 + 2x_2 \leq 2 \\ x_1 \geq 0, x_2 \geq 0 \end{cases}$$

Its dual is

$$\begin{cases} \max 2y_1 - 2y_2 : \\ 2y_1 - y_2 \leq 1 \\ y_1 - 2y_2 \leq 1 \\ y_1 \geq 0, y_2 \geq 0 \end{cases}$$

We have  $v = 1$ ,  $(\bar{x}_1, \bar{x}_2) = (1, 0)$  ;  $V = 1$ ,  $(\bar{y}_1, \bar{y}_2) = (\frac{1}{2}, 0)$ .

Check of the complementarity conditions:

$$\bar{y}_1 = \frac{1}{2} > 0 \implies 2\bar{x}_1 + \bar{x}_2 = 2, \quad \bar{x}_1 = 1 > 0 \implies 2y_1 - y_2 = 1$$

# Equivalent formulation

Back to a zero sum game described by a payoff matrix  $P$ . We can assume, w.l.o.g., that  $p_{ij} > 0$  for all  $i, j$ . This implies  $v > 0$

Set  $\alpha_i = \frac{x_i}{v}$ . Then  $\sum x_i = 1$  becomes  $\sum \alpha_i = \frac{1}{v}$  and maximizing  $v$  is equivalent to minimizing  $\sum \alpha_i$ . Set  $\beta_j = \frac{y_j}{v}$  and do the same as before.

Consider the two problems in duality

$$(P) \quad \begin{cases} \min c^t \alpha \\ A\alpha \geq b \\ \alpha \geq 0 \end{cases} \quad (D) \quad \begin{cases} \max b^t \beta \\ A^t \beta \leq c \\ \beta \geq 0 \end{cases}$$

where  $c^t = (1, \dots, 1)$ ,  $b^t = (1, \dots, 1)$ ,  $A = P^t$ .

Denote by  $v$  the common value of the two problems. We have

- $x$  is optimal strategy for Player 1 if and only if  $x = v\alpha$  for some  $\alpha$  optimal solution of (P)
- $y$  is optimal strategy for Player 2 if and only if  $y = v\beta$  for some  $\beta$  optimal solution of (D)

# Complementarity conditions in zero sum games

Write again the complementarity conditions for the above problems, being  $x, y$  strategies for the two players:

$$(CC) \begin{cases} (\forall i = 1, \dots, n) & \bar{x}_i > 0 \Rightarrow \sum_{j=1}^m p_{ij} \bar{y}_j = v \\ (\forall j = 1, \dots, m) & \bar{y}_j > 0 \Rightarrow \sum_{i=1}^n p_{ji} \bar{x}_i = v \end{cases}$$

Interpretation:

- Since  $\bar{y}$  is optimal for Player 2, he is able to pay no more than  $v$  against all strategies of the first player
- If  $\bar{x}_i > 0$  then Player 1 plays row  $i$  with positive probability

The complementarity condition shows then that the row  $i$  must be optimal for Player 1 (since she gets less or equal to  $v$  by playing the other rows).

# Summarizing

- A finite zero sum game has always rational outcome in mixed strategies
- The set of optimal strategies for the players is a nonempty closed convex set
- The outcome, at each pair of optimal strategies, is the common conservative value  $v$  of the players

# But what about the Nash equilibria of a zero sum game?

## Theorem

Let  $X, Y$  be (nonempty) sets and  $f : X \times Y \rightarrow \mathbb{R}$  a function. Then the following are equivalent:

- 1 The pair  $(\bar{x}, \bar{y})$  fulfills

$$f(x, \bar{y}) \leq f(\bar{x}, \bar{y}) \leq f(\bar{x}, y) \quad \forall x \in X, \forall y \in Y$$

- 2 The following conditions are satisfied:
  - (i)  $\inf_y \sup_x f(x, y) = \sup_x \inf_y f(x, y)$
  - (ii)  $\inf_y f(\bar{x}, y) = \sup_x \inf_y f(x, y)$
  - (iii)  $\sup_x f(x, \bar{y}) = \inf_y \sup_x f(x, y)$

# Proof

**Proof** 1) implies 2). From 1) we get:

$$\inf_y \sup_x f(x, y) \leq \sup_x f(x, \bar{y}) = f(\bar{x}, \bar{y}) = \inf_y f(\bar{x}, y) \leq \sup_x \inf_y f(x, y)$$

Since  $v_1 \leq v_2$  always holds, all above inequalities are equalities

Conversely, suppose 2) holds Then

$$\inf_y \sup_x f(x, y) \stackrel{(iii)}{=} \sup_x f(x, \bar{y}) \geq f(\bar{x}, \bar{y}) \geq \inf_y f(\bar{x}, y) \stackrel{(ii)}{=} \sup_x \inf_y f(x, y)$$

Because of (i), all inequalities are equalities and the proof is complete ■

## As a consequence of the theorem

Any  $(\bar{x}, \bar{y})$  Nash equilibrium of the zero sum game provides optimal strategies for the players

Any pair of optimal strategies for the players provides a Nash equilibrium for the zero sum game

Thus Nash theorem generalizes von Neumann's

# A comment

## Remark

*Von Neumann approach with conservatives values shows that, in the particular case of the zero sum game:*

- *Players can find their optimal behavior **independently** for the other players*
- *Any pair of optimal strategies provides a Nash equilibrium; this implies **no need of coordination** to reach an equilibrium*
- *Every Nash equilibrium provides the same utility (payoff) to the players: **multiplicity of solutions is not a problem***
- *Nash equilibria are **easy to find** in zero sum games*



# Symmetric games

## Definition

A square matrix  $n \times n$   $P = (p_{ij})$  is said to be *antisymmetric* provided  $p_{ij} = -p_{ji}$  for all  $i, j = 1, \dots, n$ .

A (finite) zero sum game is said to be *fair* if the associated matrix is antisymmetric

In fair games there is no favorite player

# Fair outcome

## Proposition

*If  $P = (p_{ij})$  is antisymmetric the value is 0 and  $\bar{x}$  is an optimal strategy for Player 1 if and only if it is optimal for Player 2*

**Proof** Since

$$x^t P x = (x^t P x)^t = x^t P^t x = -x^t P x$$

$f(x, x) = 0$  for all  $x$  thus  $v_1 \leq 0, v_2 \geq 0$

Then  $v = 0$

If  $\bar{x}$  is optimal for the first player,  $\bar{x}^t P y \geq 0$  for all  $y$  and transposing

$y^t P \bar{x} \leq 0$  for all  $y \in \Sigma_n$ ,

thus  $\bar{x}$  is optimal also for the second player, and conversely ■

# Finding optimal strategies in a fair game

Need to solve the system of inequalities

$$\begin{aligned}
 x_1 p_{11} + \cdots + x_n p_{n1} &\geq 0 \\
 \cdots \\
 x_1 p_{1j} + \cdots + x_n p_{nj} &\geq 0 \\
 \cdots \\
 x_1 p_{1m} + \cdots + x_n p_{nn} &\geq 0
 \end{aligned} \tag{3}$$

with the extra conditions:

$$x_i \geq 0, \quad \sum_{i=1}^n x_i = 1$$

# Exercise

## Example

*Find the optimal strategies of the following fair game:*

$$P = \begin{pmatrix} 0 & 3 & -2 & 0 \\ -3 & 0 & 0 & 4 \\ 2 & 0 & 0 & -3 \\ 0 & -4 & 3 & 0 \end{pmatrix}$$