Calculation of Nash-Harsanyi Solutions

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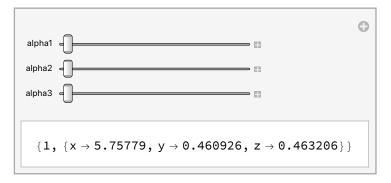
The following is a PDF of the code used for the calculation of symmetric and asymmetric Nash-Harsanyi solutions.

```
In[1]:=
        (*The following characteristic value functions have each been
         divided by 1e9 for sake of Mathematica's algorithm convergence*)
       ve = 5.125744170;
       vs = 0.460925711;
       vet = 0.463206226;
       vgc = 6.681922000;
 ln[\cdot]:= Maximize[\{(x-ve)*(y-vs)*(z-vet), x+y+z=vgc,\}]
          x \ge ve, y \ge vs, z \ge vet, x > 0, y > 0, z > 0, \{x, y, z\}
 ln[5]:= \{0.00935151719593653^{\circ},
         \{x \rightarrow 5.336426131786796^{\circ}, y \rightarrow 0.6716076786380306^{\circ}, z \rightarrow 0.6738881895751727^{\circ}\}
 Out[5] = \{0.00935152, \{x \rightarrow 5.33643, y \rightarrow 0.671608, z \rightarrow 0.673888\}\}
 ln[6]:= Maximize[{(x-ve) + (y-vs) + (z-vet), x + y + z == vgc,
          x \ge ve, y \ge vs, z \ge vet, x > 0, y > 0, z > 0, \{x, y, z\}
 Out[6] = \{0.632046, \{x \rightarrow 5.12574, y \rightarrow 0.460926, z \rightarrow 1.09525\}\}
 In[7]:= alpha1 = 0.75;
        alpha2 = 0.15;
       alpha3 = 0.10;
 In[a] := Maximize[{((x - ve) ^ (alpha1)) * ((y - vs) ^ (alpha2)) * ((z - vet) ^ (alpha3))},
          x + y + z = vgc, x \ge ve, y \ge vs, z \ge vet\}, \{x, y, z\}
Out[0]=
        \{0.30441, \{x \rightarrow 5.59978, y \rightarrow 0.555733, z \rightarrow 0.526411\}\}
```

In this, we first assume the dominant player to be Egypt (alpha1).

```
In[10]:= Manipulate[Maximize[{(*Objective function*)
          ((x - ve) \wedge (alpha1)) * ((y - vs) \wedge (alpha2)) * ((z - vet) \wedge (alpha3)),
          (*Constraints*)x + y + z = vgc, x \ge ve, y \ge vs, z \ge vet, \{x, y, z\}],
       {alpha1, 0, 1, 0.05}, {alpha2, 0, 1 - alpha1 - alpha3, 0.05},
       {alpha3, 0, 1 - alpha1 - alpha2, 0.05},
       DynamicWrapper["", Export["test.csv", {alpha1, alpha2, alpha3, x, y, z}, "CSV"]]]
```

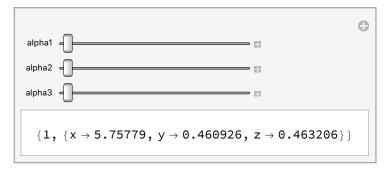
Out[10]=



Now, we assume Sudan to be the dominant player (alpha2).

```
In[11]:= Manipulate[Maximize[{(*Objective function*)
          ((x - ve) \wedge (alpha1)) * ((y - vs) \wedge (alpha2)) * ((z - vet) \wedge (alpha3)),
          (*Constraints*)x + y + z = vgc, x \ge ve, y \ge vs, z \ge vet\}, \{x, y, z\}],
       {alpha1, 0, 1 - alpha2 - alpha3, 0.05}, {alpha2, 0, 1, 0.05},
       {alpha3, 0, 1 - alpha2 - alpha1, 0.05}]
```

Out[11]=



Now, we assume Ethiopia to be the dominant player (alpha3).

```
In[12]:= Manipulate[Maximize[{(*Objective function*)
         ((x - ve) ^ (alpha1)) * ((y - vs) ^ (alpha2)) * ((z - vet) ^ (alpha3)),
         (*Constraints*)x + y + z = vgc, x \ge ve, y \ge vs, z \ge vet\}, \{x, y, z\}],
       {alpha1, 0, 1 - alpha3 - alpha2, 0.05}, {alpha2, 0, 1 - alpha3 - alpha1, 0.05},
       {alpha3, 0, 1, 0.05}]
```

Out[12]=

