

MS&E 211, Autumn 2014-15, Lecture 12

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(Based on slides by Benjamin Van Roy)

Rock Paper Scissors

- Pay off matrix: Player 1, Payoff is given by matrix P

$P =$

ROW = PLAYER 2 COL= PLAYER 1	Rock	Paper	Scissors
Rock	0	1	-1
Paper	-1	0	1
Scissors	1	-1	0

- Player 2, pay off $Q = -P$
- **Zero-Sum Game**, so just use P
 - Player 1 wants to choose a strategy to maximize the payoff P
 - Player 2 wants to choose a strategy to minimize the payoff P
- Nash Equilibrium: A strategy for player 1 and a strategy for player 2 such that no player has the incentive to unilaterally deviate

Two-Player Zero-Sum Games and Duality

Battle of Wits

Is there an equilibrium?

primal

$$\begin{array}{ll}\max & cx \\ \text{s.t.} & Ax \leq b \\ & x \geq 0\end{array}$$

dual

$$\begin{array}{ll}\min & yb \\ \text{s.t.} & yA \geq c \\ & y \geq 0\end{array}$$

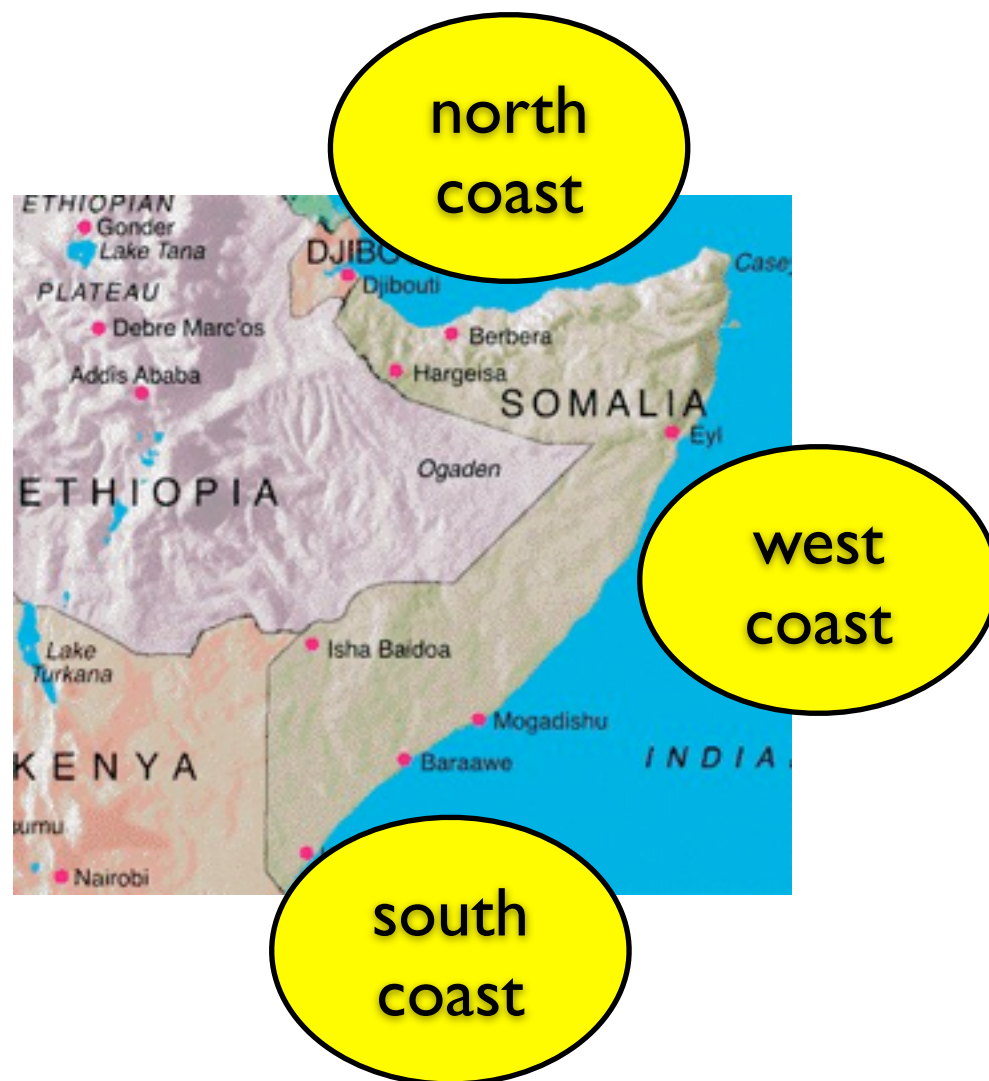
(y is a row vector)

Duality Theorem

Primal has an optimal solution if and only if dual does.

If x^* and y^* are optimal then $cx^* = y^*b$

CTF-150 versus the Somali Pirates



area	intercept probability
north	1/3
west	1/2
south	3/4

Strategies

area	intercept probability
north	1/3
west	1/2
south	3/4

		pirates		
CTF-150	success probability	north	west	south
	north	2/3	1	1
	west	1	1/2	1
	south	1	1	1/4

payoff matrix
= P

- Pirates assume CTF to be “clairvoyant”
- Pirate strategy A: north
 - CTF-150 strategy: north
 - Success probability: 2/3
- Pirate strategy B: equiprobable actions
 - CTF-150 strategy: south
 - Success probability: 3/4

Can the pirates do better?

Optimal Strategy against a Clairvoyant Opponent

- Possible strategies for pirates and coast guard

$$\mathcal{X} = \left\{ x \in \mathbb{R}^3 \mid x \geq 0, \sum_{n=1}^3 x_n = 1 \right\}$$

$$\mathcal{Y} = \left\{ y \in \mathbb{R}^3 \mid y \geq 0, \sum_{n=1}^3 y_n = 1 \right\}$$

- Pirate's probability of success $= yPx$
- Pirate selects a strategy (assuming optimal countermeasure)

$$\max_{x \in \mathcal{X}} \left(\min_{y \in \mathcal{Y}} yPx \right)$$

- What if coast guard strategizes similarly?

$$\min_{y \in \mathcal{Y}} \left(\max_{x \in \mathcal{X}} yPx \right)$$

This is an equilibrium!

General Two-Player Zero-Sum Game

- Actions
 - Player 1: $\{1, 2, 3, \dots, N\}$
 - Player 2: $\{1, 2, 3, \dots, M\}$
- Payoff matrix: $P \in \mathbb{R}^{M \times N}$
- Strategies
 - Player 1: $\mathcal{X} = \left\{ x \in \mathbb{R}^N \mid x \geq 0, \sum_{n=1}^N x_n = 1 \right\}$
 - Player 2: $\mathcal{Y} = \left\{ y \in \mathbb{R}^M \mid y \geq 0, \sum_{m=1}^M y_m = 1 \right\}$
- Expected payoff: $yPx = \sum_{m=1}^M \sum_{n=1}^N x_n y_m P_{mn}$

Conservative Strategies via Linear Programming

Observation: for a clairvoyant opponent, a pure counterstrategy suffices

- Player 1

$$\max_{x \in \mathcal{X}} \underbrace{\min_{y \in \mathcal{Y}} yPx}_u \Rightarrow$$

$$\begin{array}{ll} \max & u \\ \text{s.t.} & ue \leq Px \\ & \sum_{n=1}^N x_n = 1 \\ & x \geq 0 \end{array}$$

- Player 2

$$\min_{y \in \mathcal{Y}} \underbrace{\max_{x \in \mathcal{X}} yPx}_v \Rightarrow$$

$$\begin{array}{ll} \min & v \\ \text{s.t.} & ve \geq yP \\ & \sum_{m=1}^M y_m = 1 \\ & y \geq 0 \end{array}$$

(e is a vector of all 1's, and is a row or column vector as needed)

Equilibrium

- **Def.** An equilibrium is a pair of strategies (x^*, y^*) such that
 - y^* is optimal for player 2 if player 1 uses x^*
 - x^* is optimal for player 1 if player 2 uses y^*
- No incentives to deviate: $y^*Px \leq y^*Px^* \leq yPx^* \quad \forall x \in \mathcal{X}, y \in \mathcal{Y}$
- Conservative strategies attain an equilibrium

Minimax Theorem

$$\max_{x \in \mathcal{X}} \min_{y \in \mathcal{Y}} yPx = \min_{y \in \mathcal{Y}} \max_{x \in \mathcal{X}} yPx$$

$$y^*Px^* \geq \min_{y \in \mathcal{Y}} yPx^* = \max_{x \in \mathcal{X}} y^*Px \geq y^*Px^*$$

$$y^*Px \leq y^*Px^* \leq yPx^* \quad \forall x \in \mathcal{X}, y \in \mathcal{Y}$$

Proof of Minimax Theorem

$$\max_{x \in \mathcal{X}} \min_{y \in \mathcal{Y}} yPx$$



$$\begin{array}{ll} \max & u \\ \text{s.t.} & ue \leq Px \\ & \sum_{n=1}^N x_n = 1 \\ & x \geq 0 \end{array}$$

$$\min_{y \in \mathcal{Y}} \max_{x \in \mathcal{X}} yPx$$



$$\begin{array}{ll} \min & v \\ \text{s.t.} & ve \geq yP \\ & \sum_{m=1}^M y_m = 1 \\ & y \geq 0 \end{array}$$

$$\begin{array}{c} \text{duals} \\ \longleftrightarrow \\ u^* = v^* \end{array}$$