

2016

Game Theory: Matrix Game tool

User Manual

This is the User Manual for the Matrix Game tool, a 2-Player Matrix Game simulator, primarily designed for students learning about Game Theory and Matrix Games. This is the final project for Linear Optimization (MATH 4025) with Dr. Peter Wolenski at Louisiana State University.



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Introduction

Start by unzipping the MatrixGameTool.zip file with WinRar, 7zip, etc.

The **source code** can be found among the unzipped directories by following the path below.

Source code path: [MatrixGameTool/src/matrixgametool/*.java](#)

Source files: [Main.java](#), [MatrixInterface.java](#), [PayoffMatrix.java](#), and [StrategySetPanel.java](#)

Alternatively, source code can be viewed online, here: <https://github.com/mwolff3/MatrixGameTool>

The **executable jar file** can be found among the unzipped directories by following the path below.

Executable path: [MatrixGameTool/dist/MatrixGameTool](#)

Executable file: [MatrixGameTool](#) (should have a little java/coffee cup icon for this file)

The **code documentation** can be found among the unzipped directories by following the path below:

Documentation path: [MatrixGameTool/dist/index.html](#)

Documentation file: [index.html](#)

Setup

If not on an LSU computer, you may need to accomplish this step before running the executable file to play the Matrix Game Simulator. Make sure you have installed a Java Runtime Environment (JRE) or that your JRE is up-to-date by following the steps below:

1. Go to the Java SE download page linked below (should look like picture in step 2):
<http://www.oracle.com/technetwork/java/javase/downloads/index.html>
2. Click the Download button under JRE (boxed in red below)



- Under the first header “Java SE Runtime Environment 8u91”, click “Accept License Agreement” and then download the .exe file boxed in red and pictured below.

Oracle Technology Network > Java > Java SE > Downloads

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Java SE Runtime Environment 8 Downloads

Do you want to run Java™ programs, or do you want to develop Java programs? If you want to run Java programs, but not develop them, download the Java Runtime Environment, or JRE™.

If you want to develop applications for Java, download the Java Development Kit, or JDK™. The JDK includes the JRE, so you do not have to download both separately.

JRE 8u91 [Checksum](#)
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Java SE Runtime Environment 8u91

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Linux x86	49.07 MB	jre-8u91-linux-i586.rpm
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Product / File Description	File Size	Download
Linux x86	54.78 MB	jre-8u92-linux-i586.rpm

- Locate the downloaded file, double-click, and install (using default settings).
- If it prompts you to delete any old versions of Java, follow the steps that allow it to do so.
- Lastly, follow the path mentioned in the introduction to navigate to the Matrix Game Tool executable file, double-click, and the game application should open. Now you're ready to play, run tests/simulations, calculate, enjoy!

Game Play

Upon running the Matrix Game Tool you should see something like the following gameplay page (pictured below to the left):

The image shows two side-by-side screenshots of the 'Matrix Game' application window. Both windows have a title bar with 'File' and 'Game' menus. The main area contains a 3x3 payoff matrix with columns labeled x0, x1, and x2. The left window shows the matrix with all zeros. The right window shows the same matrix, but the input fields for the matrix are highlighted with red and blue boxes, and the input fields for P1 and P2 strategies are highlighted with green boxes. Below the matrix, there are input fields for 'P1 Strategy' and 'P2 Strategy', each with three sub-inputs. A 'RUN' button is at the bottom of each window.

	x0	x1	x2
	0	0	0
	0	0	0
	0	0	0

P1 Strategy:

P2 Strategy:

RUN

(Reference above image to the right) Here, you will be able to enter the numbers in the payoff matrix, in the red and blue boxes. x0, x1, and x2 are the column labels, and of course this game has 3 rows, making it a 3x3 matrix. The green boxes beside P1 Strategy and P2 Strategy are for the user to enter the probability (in decimal format) that P1 and P2 will play each strategy available to them to try to win (to either maximize or minimize their score).

Red & Blue box input:

- Can be any double/floating point value between $-\infty$ to $+\infty$ that makes sense for the particular game being played

Green box input:

- Any decimal entry combination that sums to 1, roughly (i.e. .33, .33, .33 or .5, .25, .25)

On the following page, a 2-player matrix game example has been entered into the simulator. The game payoff in this example happens to be for the game Penny, Nickel, Dime. The image also demonstrates how you can use the *Game* menu to *Populate Optimal* value from the given payoff matrix.

