

Course : Algorithmic Game Theory and Its Applications

Name : Orges Skura

Student Number : S1813106

Coursework 1

Question 2

By ^{a)} using the provided payoff matrix, we can define the following LP problem in order to compute minimax profile. The below are defined for player 1:

Maximize v
subject to

$$3x_1 + 7x_2 + x_3 + x_4 + 4x_5 \geq v$$

$$3x_1 + 8x_2 + 2x_3 + 4x_4 + 7x_5 \geq v$$

$$9x_1 + 4x_2 + 5x_3 + 4x_4 + 7x_5 \geq v$$

$$6x_1 + 5x_2 + 6x_3 + 5x_4 + 8x_5 \geq v$$

$$2x_1 + 3x_2 + 4x_3 + 9x_4 + 3x_5 \geq v$$

$$x_1 + x_2 + x_3 + x_4 + x_5 \leq 1$$

$$x_1 \geq 0, x_2 \geq 0, x_3 \geq 0, x_4 \geq 0, x_5 \geq 0$$

This is equivalent to

Maximize v

subject to

$$v - 3x_1 - 7x_2 - x_3 - x_4 - x_5 \leq 0$$

$$v - 3x_1 - 8x_2 - 2x_3 - 4x_4 - 7x_5 \leq 0$$

$$v - 9x_1 - 4x_2 - 5x_3 - 4x_4 - 7x_5 \leq 0$$

$$v - 6x_1 - 5x_2 - 6x_3 - 5x_4 - 8x_5 \leq 0$$

$$v - 2x_1 - 3x_2 - 4x_3 - 9x_4 - 3x_5 \leq 0$$

$$x_1 + x_2 + x_3 + x_4 + x_5 = 1$$

$$x_1 \geq 0, x_2 \geq 0, x_3 \geq 0, x_4 \geq 0, x_5 \geq 0$$

Question 2

a) ~~Primal Form~~

In primal form this is equal to

$$\text{Maximize } \underline{c}^T \underline{x}$$

Subject to:

$$(\underline{B} \underline{x})_i \leq b_i \text{ for } i = 1, 2, 3, 4, 5$$

$$(\underline{B} \underline{x})_6 = b_6$$

$$x_i \geq 0 \text{ for } i = 1, 2, 3, 4, 5$$

where $\underline{c} = [0, 0, 0, 0, 0, 1]^T$, $\underline{x} = [x_1, x_2, x_3, x_4, x_5]^T$
 $\underline{b} = [0, 0, 0, 0, 0, 1]^T$ and

$$\underline{B} = \begin{bmatrix} -3 & -7 & -1 & -1 & -4 & 1 \\ -3 & -8 & -2 & -4 & -7 & 1 \\ -9 & -4 & -5 & -4 & -7 & 1 \\ -6 & -5 & -6 & -5 & -8 & 1 \\ -2 & -3 & -4 & -9 & -3 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 \end{bmatrix}$$

Therefore by using the LP duality theorem we can get the LP problem to find the maxminizer strategy profile that is the strategy for player 2 we need to use the LP duality theorem, to find dual LP:

$$\text{Minimize } \underline{b}^T \underline{y}$$

Subject to

$$(\underline{B}^T \underline{y})_j \geq c_j \quad j = 1, 2, 3, 4, 5$$

$$(\underline{B}^T \underline{y})_6 = c_6$$

$$y_j \geq 0 \quad j = 1, 2, 3, 4, 5$$

Where in this case $\underline{y}^* = [y_1, y_2, y_3, y_4, y_5, v]^T$

By Minimax Theorem we have that $\underline{b}^T \underline{y} = \underline{c}^T \underline{x}$

The results were computed in Matlab using linprog package
 Minimax Value: $14/3$, Minimax Profile:

$$\text{Player 1} \quad x_1 = [0, \frac{1}{2}, 0, \frac{5}{18}, \frac{2}{9}]^T$$

$$\text{Player 2} \quad x_2 = [\frac{1}{3}, 0, \frac{1}{3}, 0, \frac{1}{3}]^T$$

Question 2

b)

$$B = \begin{bmatrix} 0 & A & -b \\ -A^T & 0 & c \\ b^T & -c^T & 0 \end{bmatrix}$$

Please note that the value of any symmetric 2 player zero sum game must be equal to 0. This implies, by the minimax theorem that $B_{\text{WW}} \leq 0$. Suppose for contradiction that $z=0$. Then we have the following:

$$B_{\text{WW}} = \begin{bmatrix} 0 & A & -b \\ -A^T & 0 & c \\ b^T & -c^T & 0 \end{bmatrix} \begin{bmatrix} y^* \\ x^* \\ 0 \end{bmatrix} = \begin{bmatrix} Ax^* \\ -A^Ty^* \\ b^Ty^* - c^Tx^* \end{bmatrix} \leq 0$$

We can deduce the following inequalities:

- $Ax^* \leq 0$
- $-A^Ty^* \leq 0 \Leftrightarrow A^Ty^* \geq 0$
- $b^Ty^* - c^Tx^* \leq 0 \Leftrightarrow b^Ty^* \leq c^Tx^*$

Now suppose $y^* \neq 0$ then we have that $(y^*)^T(Ax' - b) < 0$ because $Ax' < 0$ and $y^* > 0$

Notice that by weak duality we must have $c^Tx^* \leq b^Ty^*$, therefore putting this together with $b^Ty^* \leq c^Tx^*$ we have that $b^Ty^* \neq 0$ as a result this must mean that $c^Tx^* \neq 0$ so we have that $x^* \neq 0$. Then it follows that $(x^*)^T(A^Ty' - c) > 0$ since we are given that $A^Ty' > c$.

By . We can put all of this together and using the fact that $c^Tx^* = b^Ty^*$ since by strong duality they must be the same since they are optimal solutions:

$$\textcircled{1} (y^*)^T(Ax' - b) < 0 < (x^*)^T(A^Ty' - c)$$

$$\textcircled{2} (y^*)^T(Ax' - b) < (x^*)^T(A^Ty' - c)$$

Question 2

$$b) \textcircled{3} (y^*)^T A x' - (y^*)^T b < (x^*)^T A^T y' - (x^*)^T C$$

$$\textcircled{4} (y^*)^T A x' < (x^*)^T A^T y' - (x^*)^T C + (y^*)^T b$$

$$\textcircled{5} (y^*)^T A x' < (x^*)^T A^T y'$$

This is because ~~(x^*)^T C = (y^*)^T b~~

$$\textcircled{6} (y^*)^T A x' < ((x^*)^T A^T y')^T$$

We can do this since $(x^*)^T A^T y'$ is 1×1 matrix so trasposing it does not change anything

$$\textcircled{7} (y^*)^T A x' < (y')^T A x^*$$

However, in the last step we see that $(y^*)^T A x' < (y')^T A x^*$ is a contradiction since we have that y^* is an optimal ~~solution~~ response. That means that there must be some x' and y' such that this equality holds - we know this by Minimax Theorem. We also know that x' and y' are feasible solutions to the problem but since $\textcircled{7}$, we will never have equality. Hence we have proved by contradiction that ~~$z > 0$~~ .