

Colorado CSCI 5454: Algorithms

Homework 11

Instructor: Bo Waggoner

Due: Saturday, December 14, 2019 at 11:59pm

Turn in electronically via Gradescope.

Remember to list the people you worked with and any outside sources used (if none, write “none”).

Problem 1 (4 points)

Recall from HW3 the max flow problem with vertex capacities $w(v)$, where the total flow into a vertex can be at most $w(v)$.

We solved that problem by modifying the graph to create a different instance of max flow. Here, instead, modify the linear programming formulation of max flow to give a linear program for this problem.

Make sure to explain what the variables are, the objective function, and the constraints. The constraints should include bounds on the variables (e.g. nonnegative) if applicable.

Problem 2 (8 points)

Consider a finite two-player, zero-sum game with utility function $u(a_1, a_2)$. Our goal is to find an equilibrium strategy p_1 for player one, i.e.

$$\max_{p_1 \in \Delta_{A_1}} \min_{a_2 \in A_2} \sum_{a_1 \in A_1} p_1(a_1) u(a_1, a_2) \quad (1)$$

In this problem, we will cast this as a linear programming problem.

Part a (2 points) The original variables are $p_1(1), \dots, p_1(n)$ where there are n actions of player 1. What linear constraints must these variables satisfy to form a valid probability distribution?

Part b (2 points) Let us create a variable v that represents the worst-case utility of player 1, i.e. think of v as representing $\min_{a_2} \sum_{a_1 \in A_1} p_1(a_1) u(a_1, a_2)$.

Let us pick a particular action for player 2, call it a_2 . What inequality below must be true? Fill in the blank with one of $<, \leq, =, \geq, >$:

$$v \text{ ----- } \sum_{a_1 \in A_1} p_1(a_1) u(a_1, a_2).$$

Justify your answer briefly.

Hint: In rock-paper-scissors, if a_2 is “rock”, then the right side represents “utility of player 1 for playing p_1 if player 2 plays rock.”

Part c (4 points) Building on the previous parts, create a linear program for an equilibrium strategy of player 1. Briefly justify your answer: why does this solve Expression 1?

Hint: try “maximize v subject to...”