

Normal-form game:  $(P, A, u) :=$

$P$  = finite set of players

$A$  = set of action profiles

$A_1 \times \dots \times A_n$ , where  $A_i :=$  action set of player  $i$

$u$  = utility function

$(u_1, \dots, u_n)$  where  $u_i: A \rightarrow \mathbb{R}$  is utility function of  $i$

Each player  $i$  knows  $P, A, u$

selects action from  $A$

does not know actions taken by other players

receives utility  $u_i(a)$  for the result of  $a \in A$

- Example: kámen-nůžky-papír

Chess

two players

actions  $\rightarrow$  all possible situations in chess  
- crazy huge

Strategy:

Mixed strategy = prob. distr.  $s_i$  on  $A_i$

= assigns  $s_i(a_i) \geq 0$  to each  $a_i \in A_i$ ,  $\sum_{a_i \in A_i} s_i(a_i) = 1$

$S_i = \{ \text{all mixed strategies of } i \}$

Pure strategy = special case of mixed strategy: 1 action with prob = 1

$$S = (s_1, \dots, s_n)$$

Let  $s \in S$  is mixed strategy profile.

$$s_{-i} = (s_1, \dots, s_{i-1}, s_{i+1}, \dots, s_n)$$

$$u_i(s) = \sum_{a \in A} u_i(a) \cdot \prod_{j=1}^n s_j(a_j)$$

$$u_i(s_i^1, s_{-i}) = s_{-i} \cdot s_i^1 = (s_1, \dots, s_{i-1}, s_i^1, s_{i+1}, \dots, s_n)$$

Linearity of  $u_i(s)$

$$u(s_i, s_{-i}) = u(s)$$

$$u_i(s) = \sum s_j(a_j) \cdot u_i(a_i, s_{-i})$$

## Example: matching pennies

|   | H     | T     |
|---|-------|-------|
| H | 1, -1 | -1, 1 |
| T | -1, 1 | 1, -1 |

head/tail

$$NE: \left(\frac{1}{2}T + \frac{1}{2}H, \frac{1}{2}T + \frac{1}{2}H\right)$$

→ zero-sum game

↳ whatever one gets, the other loses

$$\forall a \in A: u_1(a) = -u_2(a)$$

## : prisms dilemma

|   | T       | S        |
|---|---------|----------|
| T | (2, -2) | (0, -3)  |
| S | (-3, 0) | (-1, -1) |

T: testify  
S: silent

$$NE: (T, T)$$

## : battle of sexes

| H \ W | F      | O      |
|-------|--------|--------|
| F     | (2, 1) | (0, 0) |
| O     | (0, 0) | (1, 2) |

H: husband

W: wife

F: go to football, O: go to opera

$$NE: (F, F), (O, O), \left(\frac{2}{3}F + \frac{1}{3}O, \frac{1}{3}F + \frac{2}{3}O\right)$$

## : game of chicken

| H \ W | T       | S          |
|-------|---------|------------|
| T     | (0, 0)  | (-1, 1)    |
| S     | (1, -1) | (-10, -10) |

T: turn, S: straight

- who turns, is the loser

- this is NOT zero-sum game

## Solution concepts:

-  $i \in P$ ,  $i$  sees  $s_{-i}$  (the strategy of other players)

↳ then plays **BEST RESPONSE** of  $i$  to  $s_{-i}$  =

mixed strategy  $s_i^*$  s.t.  $\forall s'_i \in S_i: u_i(s_i^*, s_{-i}) \geq u_i(s'_i, s_{-i})$

**Nash equilibrium** = mixed strategy profile  $s \in S$  s.t.  $\forall i \in P$ :

$s_i$  is best response of  $i$  to  $s_{-i}$

## Nash Theorem

$\forall$  normal-form game has NE.

Ok:

only preparation for next lecture

Compact set:

$X \subset \mathbb{R}^d$  is compact, if it is bounded and close.

Convex set:

$\forall x, y \in X$ , line segment  $xy \in X$

$$\text{Simplex } \Delta = \Delta(x_1, \dots, x_n) = \left\{ \sum_{i=1}^n t_i x_i : t_i \in [0, 1], \sum_{i=1}^n t_i = 1 \right\}$$

Lemma

$U_1 \dots U_n$  compact sets,  $U_i \in \mathbb{R}^{d_i}$ , then  $U = U_1 \times U_2 \times \dots \times U_n \in \mathbb{R}^{d_1 + \dots + d_n}$  is compact.

Brouwer point thm:

$d \in \mathbb{N}$ ,  $U$  is non-empty compact convex set in  $\mathbb{R}^d$  and

$f: U \rightarrow U$  continuous function, then  $\exists x_i \in U: f(x_i) = x_i$

Brouwer  $\Rightarrow$  Nash:

Game  $G_1 = (P, A, u)$ , want = NE

this is compact and convex

$$S_i = \left\{ \sum \text{prob. dist. } A_i \right\} = \Delta(a_i \in A_i)$$

$\hookrightarrow$  interpret as points in  $\mathbb{R}^{|A_i|}$

$S = S_1 \times \dots \times S_n$  = cartesian product of simplices

by Lemma:  $S$  is also compact.

Consider  $s \in S$ , we want to define  $f(s) = s$  via  $f: S \rightarrow S$  s.t.

$f$  is continuous and  $S$  is NE  $\Leftrightarrow f(s) = s$ , then Brouwer  $\rightarrow$  NE

Let's define  $f$ .

Take  $s \in S$ , we want  $f(s)$ .

$\forall i \in P \forall a_i \in A_i$ , we define  $\varphi_{i,a_i} : S \rightarrow \mathbb{R}$

by setting  $\varphi_{i,a_i}(s) = \max \{0, u_i(a_i, s_{-i}) - u_i(s)\}$

$$\text{we set } s'_i(a_i) = \frac{s_i(a_i) + \varphi_{i,a_i}(s)}{\sum_{b_i \in A_i} (s_i(b_i) + \varphi_{i,b_i}(s))} = \frac{s_i(a_i) + \varphi_{i,a_i}(s)}{1 + \sum_{b_i \in A_i} \varphi_{i,b_i}(s)}$$

then  $s'_i \in S_i$  and  $s' = (s'_1, \dots, s'_n) \in S$

we set  $f(s) = s' \rightarrow f$  is continuous

remains to verify that fixed points of  $f$  are NE.

1) NE is fixed point of  $f$

Let  $s$  be NE. Consider  $i \in P$ .  $s$  is NE  $\Rightarrow \forall a_i \in A_i : \varphi_{i,a_i}(s) = 0$

Therefore  $s'_i(a_i) = s_i(a_i) \Rightarrow s = s' = f(s) \Rightarrow \underline{s \text{ is fixed point.}}$

because  $s_i$  is best response to  $s_{-i}$

$$s'_i(a_i) = \frac{s_i(a_i) + \varphi_{i,a_i}(s)}{1 + \sum_{b_i \in A_i} \varphi_{i,b_i}(s)} = \frac{s_i(a_i) + 0}{1 + 0} = s_i(a_i)$$

1) Fixed point of  $f$  are NE:

let  $s \in S$  such that  $s = f(s)$ . Take  $i \in P$ .

$\exists a'_i \in A_i$  such that  $s'_i(a'_i) > 0$  and  $u_i(a'_i, s_{-i}) \leq u_i(s)$

follow from linearity of  $u_i(s)$  as otherwise

$$u_i(s) < \sum_{b_i \in A_i} u_i(b_i, s_{-i}) \cdot s_i(b_i)$$

$\hookrightarrow$  but here should be " $=$ "

$$u_i(a'_i, s_{-i}) \leq u_i(s) \Rightarrow \varphi_{i,a'_i}(s) = 0 \Rightarrow s'_i(a'_i) = s'_i(a_i) = \frac{s_i(a'_i) + \varphi_{i,a'_i}(s)}{1 + \sum_{b_i \in A_i} \varphi_{i,b_i}(s)} = \frac{s_i(a'_i) + 0}{1 + 0} = s_i(a'_i)$$

$$\Rightarrow \forall b_i \in A_i : \varphi_{i,b_i}(s) = 0$$

This suffices to show that  $s$  is NE. (There is no any improvement)

- because  $\forall s'_i \in S_i: u_i(s'_i, s_{-i}) = \sum_{b_i \in A_i} u_i(b_i, s_{-i}) \cdot s_i(b_i) \leq \left( \sum_{b_i \in A_i} s_i(b_i) \right) \cdot u_i(s) = u_i(s)$

$\uparrow$   $\leq u_i(s_i, s_{-i})$   $= 1$

linearity

X

## Pareto optimality

Let  $G = (P, A, u)$  be a game.  $s, s' \in S$ .

$s$  **pareto dominates**  $s'$  if:

$\forall i \in P: u_i(s) \geq u_i(s')$  AND

$\exists j \in P: u_j(s) > u_j(s')$ .

$s$  is **pareto optimal** if  $\nexists s'$  that pareto dominates.

$\exists$  NE that is not pareto optimal. (thats why it is a paradox)

$\exists$  pareto optimal states that are not NE.

**Pareto principle:** Roughly 80% of outcomes consequences from 20% causes.

## NE in zeroSum games

$P = \{1, 2\}, A_1 = \{a_1, \dots, a_n\}$   $\rightarrow a_i$  -  $i$ th possible action, not action of player 1.

$A_2 = \{b_1, \dots, b_n\}$   $\rightarrow$  action for each player

Payoff matrix  $(M)_{ij} = u_1(a_i, b_j) = -u_2(a_i, b_j)$

$s_1(a_i) = x_i \Rightarrow$  **mixed strategy vectors**  $x = (x_1, \dots, x_n)$

$s_2(b_j) = y_j$   $y = (y_1, \dots, y_n)$

$-u_1(s_1, s_2) = \sum_{(a_i, b_j) \in A_1 \times A_2} \underbrace{u_1(a_i, b_j)}_{M_{ij}} \cdot \underbrace{s(a_i)}_{x_i} \cdot \underbrace{s(b_j)}_{y_j} = \sum_i \sum_j x_i M_{ij} y_j = \underline{\underline{x^T M y}}$

Player 1 wants to maximize payoff:  $x^T M y$

Player 2 wants to minimize costs:  $x^T M y$ .

Consider fixed  $x$ : Best payoff 2 to  $x$  is  $\min_{y \in S_2} (x^T M y) = \beta(x)$

Consider fixed  $y$ :

Best payoff 1 to  $y$  is  $\max_{x \in S_1} (x^T M y) = \alpha(y)$

Player 1 plays against perfect opponent  $\Rightarrow$  player 1 wants to play  $\bar{x}$  that satisfies  $\beta(\bar{x}) = \max_{x \in S_1} \beta(x)$

Worst-case optimal strategy (WOS)

Player 2 plays against perfect opponent  $\Rightarrow$  wants to play  $\bar{y}$  that

satisfies  $\alpha(\bar{y}) = \min_{y \in S_2} \alpha(y)$

$(x, y)$  is NE if  $\beta(x) = x^T M y = \alpha(y)$

Lemma:

a)  $\forall x \in S_1, \forall y \in S_2: \beta(x) \leq x^T M y \leq \alpha(y)$

b) If  $(x^*, y^*)$  is NE, then  $x^*$  and  $y^*$  are WOS.

c) If  $\beta(x^*) = \alpha(y^*) \Rightarrow (x^*, y^*)$  is NE.

Ok:

a)  $\beta(x) = \min_{y' \in S_2} x^T M y' \leq x^T M y \leq \max_{x' \in S_1} x'^T M y = \alpha(y)$

b)  $(x^*, y^*)$  is NE, a)  $\Rightarrow \forall x \in S_1: \beta(x) \leq \alpha(y^*) = \beta(x^*) \Rightarrow x^*$  is WOS.

$\hookrightarrow \Rightarrow \beta(x^*) = \alpha(y^*)$   
- similar to  $y^*$ .

c) a)  $\Rightarrow \beta(x^*) \leq (x^*)^T M y^* \leq \alpha(y^*) \Rightarrow \beta(x^*) = (x^*)^T M y^* = \alpha(y^*)$ ,  
therefore  $(x^*, y^*)$  is NE.

## Minimax theorem:

For zero-sum  $G = (P, A, v)$ , WOS exists and can be found efficiently using LP (linear programming).

$\exists v \in \mathbb{R}, \forall (x^*, y^*)$  of WOS:  $(x^*, y^*)$  is NE and  $p(x^*) = v = \alpha(y^*)$

↳ Basically it says that when playing zero-sum game, we can reveal our strategy and it changes nothing.

## How NOT to prove minimax using LP

$\max_{x_1, \dots, x_m} P(x_1, \dots, x_m) = \max_x \min_y x^T M y$  —→ this is NOT linear  
 $x_1 + \dots + x_m = 1, x_1, \dots, x_m \geq 0$  (I have prob. distr. now)

Takito teddy me! ☺

## Linear Programming:

$$\max c^T x \quad x \in \mathbb{R}^n$$

$$(P) \quad Ax \leq b \quad b \in \mathbb{R}^n \\ x \geq 0 \quad A \in \mathbb{R}^{n \times m}$$

LP

↓

$$\min b^T y \quad y \in \mathbb{R}^n$$

$$(D) \quad A^T y \geq c \\ y \geq 0$$

## Duality theorem:

If P, D have feasible solutions,  
then  $\exists$  optima of P, D  $(x^*, y^*)$   
satisfying  $c^T x^* = b^T y^*$