# Algorithmic game theory 

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## 3rd lecture

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Proof of the Minimax Theorem

The Minimax Theorem

## The Minimax Theorem

- For every zero-sum game, worst-case optimal strategies for both players exist and can be efficiently computed. There is a number $v$ such that, for any worst-case optimal strategies $x^{*}$ and $y^{*}$, the strategy profile $\left(x^{*}, y^{*}\right)$ is a Nash equilibrium and $\beta\left(x^{*}\right)=\left(x^{*}\right)^{\top} M y^{*}=\alpha\left(y^{*}\right)=v$.


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Figure: John von Neumann (1903-1957) and Oskar Morgenstern (1902-1977)

Duality of linear programming

## Duality of linear programming

|  | Primal linear program | Dual linear program |
| :---: | :---: | :---: |
| Variables | $x_{1}, \ldots, x_{m}$ | $y_{1}, \ldots, y_{n}$ |
| Matrix | $A \in \mathbb{R}^{n \times m}$ | $A^{\top} \in \mathbb{R}^{m \times n}$ |
| Right-hand side | $b \in \mathbb{R}^{n}$ | $c \in \mathbb{R}^{m}$ |
| Objective function | $\max C^{\top} x$ | $\min b^{\top} y$ |
| Constraints | $i$ th constraint has $\leq$ | $y_{i} \geq 0$ |
|  | $\geq$ | $y_{i} \leq 0$ |
|  | $=$ | $y_{i} \in \mathbb{R}$ |
|  | $x_{j} \geq 0$ | $j$ th constraint has $\geq$ |
|  | $x_{j} \leq 0$ | $\leq$ |
|  | $x_{j} \in \mathbb{R}$ | $=$ |

Table: A recipe for making dual programs.

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SIMPLY EXPLAINED:
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MEETING AN OLD SCHOOLMATE
Source: https://pinterest.com

- Later, we show the currently best known algorithm for this problem.

Examples of polytopes

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## Best response polyhedra $\bar{P}$ and $\bar{Q}$ for the Battle of sexes

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## Best response polytopes $P$ and $Q$ for the Battle of sexes



- Now we are (almost) ready to present the Lemke-Howson algorithm, the best known algorithm to find Nash equilibria in bimatrix games.
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## Thank you for your attention.

