

Algorithmic game theory

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2nd lecture

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Proof of Nash's Theorem

Nash's Theorem

- Every normal-form game has a Nash equilibrium.

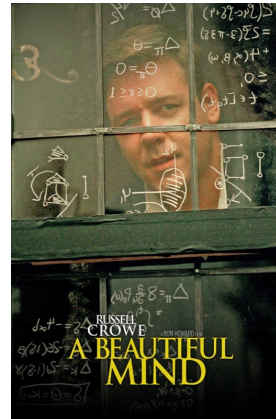


Figure: John Forbes Nash Jr. (1928–2015) and his depiction in the movie **A Beautiful mind**.

Brouwer's Fixed Point Theorem

Brouwer's Fixed Point Theorem

- For each $d \in \mathbb{N}$, let K be a non-empty compact convex set in \mathbb{R}^d and $f: K \rightarrow K$ be a continuous mapping. Then, there exists a fixed point $x_0 \in K$ for f , that is, $f(x_0) = x_0$.



Figure: L. E. J. Brouwer (1881–1966).

Source: <https://arxiv.org/pdf/1612.06820.pdf>

- https://www.youtube.com/watch?v=csInNn6pfT4&t=268s&ab_

Pareto optimality

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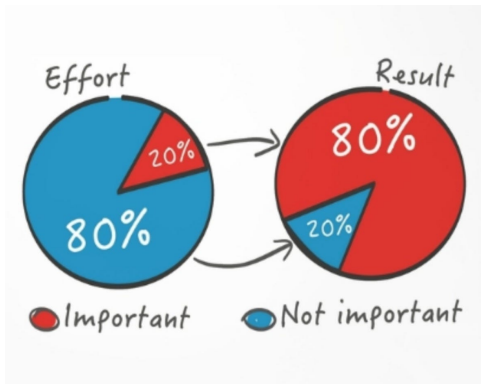
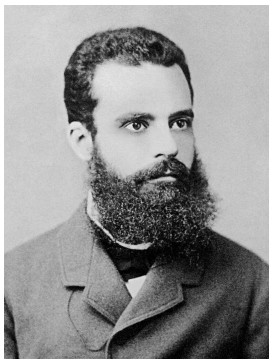


Figure: Vilfredo Pareto (1848–1923).

Sources: <https://en.wikipedia.org> and <https://medium.com/>

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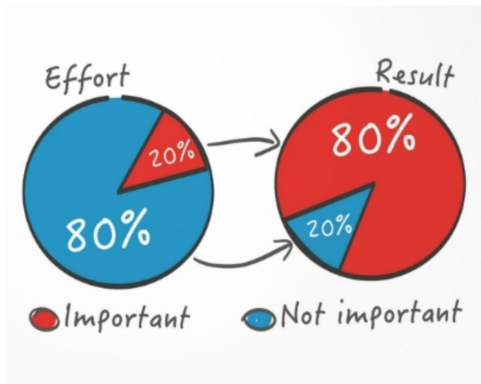
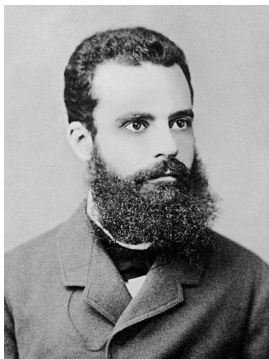


Figure: Vilfredo Pareto (1848–1923).

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- **Pareto principle:** for many outcomes roughly 80% of consequences come from 20% of the causes.

Finding Nash equilibria in zero-sum games

Zero-sum games

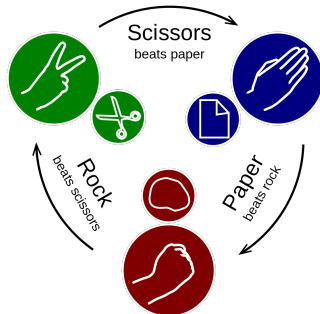
Zero-sum games

- Two-player games (P, A, u) where $u_1(a) = -u_2(a)$ for every $a \in A$.

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	Rock	Paper	Scissors
Rock	(0,0)	(-1,1)	(1,-1)
Paper	(1,-1)	(0,0)	(-1,1)
Scissors	(-1,1)	(1,-1)	(0,0)



Sources: <https://en.wikipedia.org/>

Zero-sum games examples: chess



Source: <https://edition.cnn.com/>

Zero-sum games examples: table tennis



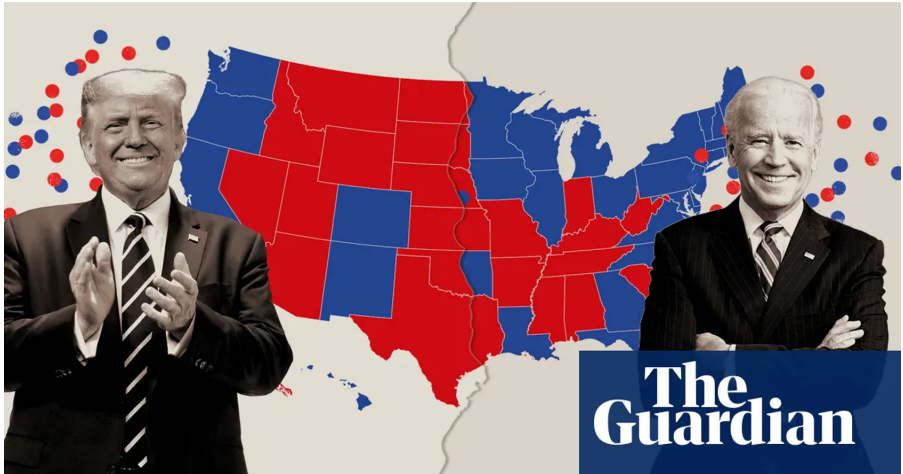
Source: <https://www.reddit.com/>

Zero-sum games examples: derivative trading



Source: <https://www.linkedin.com/>

Zero-sum games examples: elections



Source: <https://www.theguardian.com/>

Zero-sum games examples: many more



Source: <https://lhongtortai.com/collection/what-is-a-non-zero-sum-game>

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 (x^*, y^*) is a Nash equilibrium and $\beta(x^*) = (x^*)^\top M y^* = \alpha(y^*) = v$.

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

Duality of linear programming

	Primal linear program	Dual linear program
Variables	x_1, \dots, x_m	y_1, \dots, y_n
Matrix	$A \in \mathbb{R}^{n \times m}$	$A^T \in \mathbb{R}^{m \times n}$
Right-hand side	$b \in \mathbb{R}^n$	$c \in \mathbb{R}^m$
Objective function	$\max c^T x$	$\min b^T y$
Constraints	i th constraint has \leq \geq $=$ $x_j \geq 0$ $x_j \leq 0$ $x_j \in \mathbb{R}$	$y_i \geq 0$ $y_i \leq 0$ $y_i \in \mathbb{R}$ j th constraint has \geq \leq $=$

Table: A recipe for making dual programs.



Source: <https://czthomas.files.wordpress.com>

Thank you for your attention.