Computing Nash Equilibria Supplemental Lecture Notes for cs566 - November 9, 2004 Commissioned by Prof. David Avis School of Computer Science, McGill University

We first derive conditions for equilibria for zero sum games, then generalize them for non-zero sum games. Let 1_n denote a column vector of n ones. Let A be a $m \times n$ payoff matrix for Alice. Let (x, y), with $x \in \mathbb{R}^m, y \in \mathbb{R}^n$, be the strategies used by Alice and Bob respectively. The LP formulation for a zero sum game based on A is:

$$\max z \tag{1}$$
$$1_n z \le x^T A$$

$$1_m^T x = 1 \tag{2}$$
$$x \ge 0$$

$$\min w \tag{3}$$
$$1_m w > A u$$

$$\begin{array}{l}
m \omega \geq n y \\
1_n^T y = 1 \\
y \geq 0
\end{array}$$
(4)

Note that these are a dual pair of LPs. In the first LP, if Alice chooses strategy x, Bob's best repsonse is to select from the minimum components of the vector $x^T A$. Bob's payoff is -z. In the second LP, if Bob chooses strategy y Alice's best response is to choose from the maximum components of the vector Ay. Alice's payoff is w. By the duality theorem of LP, at optimality z = w, and this is the value of the game. The corresponding strategies (x, y) are equilibrium strategies: no player can improve the outcome by deviating unilaterally from his/her equilibrium strategy. The complementary slackness conditions for LP dictate that this occurs when the following additional conditions hold:

$$y^{T}(x^{T}A - 1_{n}z) = 0 (5)$$

$$x^T(1_m w - Ay) = 0 (6)$$

For example, if $w > A_i y$ (A_i is the *i*-th row of A) then Alice will not choose row *i*, so $x_i = 0$.

We move to non-zero sum games. Now there is no notion of a value of the game, but the idea of equilibrium strategies does generalize to this case. Let B be a $m \times n$ payoff matrix for Bob, and let v be his payoff. By substituting v = -z in (1), we may rewrite the first LP:

$$\min v \tag{7}$$

$$1_{n}v \ge x^{T}(-A)$$

$$1_{m}^{T}x = 1$$

$$x \ge 0$$
(8)

Letting B replace -A as Bob's payoff matrix and dropping the objective functions, we get the constraint sets:

$$1_n v \ge B^T x$$

$$1_m^T x = 1$$

$$x \ge 0$$
(9)

$$1_m w \ge A y$$

$$1_n^T y = 1$$

$$y \ge 0$$
(10)

Then (x, y), with $x \in \mathbb{R}^m, y \in \mathbb{R}^n$, is a Nash Equilibrium pair of strategies if:

$$x^T(1_m w - Ay) = 0 \tag{11}$$

$$y^{T}(1_{n}v - B^{T}x) = 0 (12)$$

A simple procedure for computing equilibrium pairs is as follows. We observe that (9) defines a polyhedron in \mathbb{R}^{m+1} and (10) defines a polyhedron in \mathbb{R}^{n+1} . We first compute the vertices of these two polyhedra, using a package such as lrs (http://cgm.cs.mcgill.ca/~avis/). For each pair of vertices (v, x; w, y) from the polyhedra (9) and (10) respectively, we check the conditions (11) and (12). The pair is an equilibrium pair if the conditions (11) and (12) are satisfied.

EXAMPLE:

$$A = \begin{bmatrix} 0 & 6\\ 2 & 5\\ 3 & 3 \end{bmatrix}, B = \begin{bmatrix} 1 & 0\\ 0 & 2\\ 4 & 3 \end{bmatrix}$$

We first prepare the lrs input files. The format is a list of the coefficients of inequalities in the format $b + cx \ge 0$. The linearity option is used to specify an equation. The inputs are:

for (9):	for (10):
H-representation	H-representation
linearity 1 6	linearity 1 6
begin	begin
6 5 integer	6 4 integer
0 1 -1 0 -4	0 1 0 -6
0 1 0 -2 -3	0 1 -2 -5
$0 \ 0 \ 1 \ 0 \ 0$	0 1 -3 -3
$0 \ 0 \ 0 \ 1 \ 0$	$0 \ 0 \ 1 \ 0$
$0 \ 0 \ 0 \ 0 \ 1$	$0 \ 0 \ 0 \ 1$
-1 0 1 1 1	-1 0 1 1
end	end

Using these inputs, we run lrs and we get the vertex lists:

v	x_1	x_2	x_3		an	01.	010
1	1	0	0		<i>w</i>	g_1	<u>92</u>
2/3	2/3	1/3	Ο		3	1	0
2/0	2/0	1/0	0	and	3	2/3	1/3
2	0	T	0		4	1/3	2/3
8/3	0	1/3	2/3		Т	1/0	2/0
4	Ο	ດ້	1		6	0	T
4	0	0	1		Ŭ	Ŭ	-

Thus there are 20 pairs (v, x; w, y) to test conditions (11) and (12) on. But things can be done a bit more simply by fixing x and then listing vectors y (if any) that form a pair with x. We rewrite (11) and (12) as

$$x_i = 0 \text{ or } A_i y = w \qquad i = 1, ..., m$$
 (13)

$$y_j = 0 \text{ or } B_j^T x = v \qquad j = 1, ..., n$$
 (14)

where A_i is row i of A, B_j^T is column j of B.

Take x = (0, 0, 1), v = 4. We compute:

$$B_1^T x = (1, 0, 4)(0, 0, 1) = 4 = v$$

$$B_2^T x = (0, 2, 3)(0, 0, 1) = 3 \neq v.$$

By (14), any Nash Equilibrium (x, y) with this x must have $y_2 = 0$. The only candidate is y = (1, 0) with w = 3. We need to check (13). Since only $x_3 > 0$, we check $A_3y = (3, 3)(1, 0) = 3 = w$. This means that (0, 0, 1), (1, 0) is a Nash Equilibrium, and this is the only pair with x = (0, 0, 1). Proceeding for each x we get a complete list of Equilibria: (0, 0, 1), (1, 0); (0, 1/3, 2/3), (2/3, 1/3); and (2/3, 1/3, 0), (1/3, 2/3).

Exercise: check this list is correct!