

Exercises chap. 11

11.3 a) Let $y \in \mathbb{R}^m$ be a randomized strategy for your player.

Want to find $\min_{\substack{y \geq 0 \\ e^T y = 1}} \max_{\substack{x \geq 0 \\ e^T x = 1}} y^T A x \rightarrow (x^*, y^*)$

s is as in the text.

$$\max_{\substack{x \geq 0 \\ e^T x = 1}} (y^T A x) = \max_j (y^T A)_j = \max_j \left(\sum_{i \neq r, s} y_i a_{ij} + y_r a_{rj} + y_s a_{sj} \right)$$

row $r \geq$ rows

$$\geq \max_j \left(\sum_{i \neq r, s} y_i a_{ij} + a_{sj} (y_r + y_s) \right)$$

$$= \max_j \left(\sum_{i \neq r} y'_i a_{ij} \right)$$

where y' is y with entry r removed, and y_s is replaced with $y_r + y_s$. y' is a randomized strategy for the game where row r is removed ($A \rightarrow A_0$)

Let y^* be an optimal strategy for this new game. Then

$$\max_{x \geq 0} (y^*)^T A_0 x \leq \max_{i \neq r} \sum y'_i a_{ij} \stackrel{\text{proved above}}{\leq} \max_{\substack{x \geq 0 \\ e^T x = 1}} (y^T A x) \quad \text{for all } y$$

\Downarrow

$$\max_{x \geq 0} (y^*)^T A_0 x \leq \min_{\substack{y \geq 0 \\ e^T y = 1}} \max_{\substack{x \geq 0 \\ e^T x = 1}} y^T A x$$

$(y_1^*, \dots, y_{r-1}^*, 0, y_{r+1}^*, \dots) \Rightarrow$ it you insert a zero at position y_r , you get an optimal strategy for the game.

b) Similar (see notes from last year)

c) In summary: if row r dominates another row, set $y_r^* = 0$
if col s is dominated by another column, set $y_s^* = 0$

see that col 1 dominates col 4 \Rightarrow can drop col. 4

$$\begin{pmatrix} -6 & 2 & -4 & -7 & -5 \\ 0 & 4 & -2 & -9 & -1 \\ -7 & 3 & -3 & -8 & -2 \\ 2 & -3 & 6 & 0 & 3 \end{pmatrix}$$

↓

$$\begin{pmatrix} -6 & 2 & -4 & -5 \\ 0 & 4 & -2 & -1 \\ -7 & 3 & -3 & -2 \\ 2 & -3 & 6 & 3 \end{pmatrix} \quad \text{see that row 2} \geq \text{row 1} \Rightarrow \text{can drop row 2}$$

↓

$$\begin{pmatrix} -6 & 2 & -4 & -5 \\ -7 & 3 & -3 & -2 \\ 2 & -3 & 6 & 3 \end{pmatrix} \quad \text{see that col 3} \geq \text{col. 1} \Rightarrow \text{can drop col. 1}$$

↓

$$\begin{pmatrix} 2 & -4 & -5 \\ 3 & -3 & -2 \\ -3 & 6 & 3 \end{pmatrix} \quad \text{see that row 2} \geq \text{row 1} \Rightarrow \text{can drop row 2}$$

↓

$$\begin{pmatrix} 2 & -4 & -5 \\ -3 & 6 & 3 \end{pmatrix} \quad \text{see that col 2} \geq \text{col 3} \Rightarrow \text{can drop col. 3}$$

↓

$$\begin{pmatrix} 2 & -4 \\ -3 & 6 \end{pmatrix}$$

11.5 (*) r th pure strategy of row player: row player chooses $y = e_r$
 (**) s th pure strategy of col player: col player chooses $x = e_s$.

(*) col. player chooses x by $\max_{\substack{x \geq 0 \\ e^T x = 1}} (e_r)^T A x = \max_{\substack{x \geq 0 \\ e^T x = 1}} (A x)_r$

(**) row player chooses y by $\min_{\substack{y \geq 0 \\ e^T y = 1}} y^T A e_s = \min_{\substack{y \geq 0 \\ e^T y = 1}} (y^T A)_s$

So, when is $\max_{\substack{x \geq 0 \\ e^T x = 1}} (A x)_r = \min_{\substack{y \geq 0 \\ e^T y = 1}} (y^T A)_s$

$\max_k a_{kr} = \min_l a_{sl}$
 max in r th column = min in s th row

Since: $\max_k a_{kr} \geq a_{sr} \geq \min_l a_{sl}$

We must have that $a_{sr} = \max_k a_{kr} = \min_l a_{sl}$

So: a_{sr} must be max in col r , and min in row s .

11.6 We have shown that, with $f(x) = \min_{\substack{y \geq 0 \\ e^T y = 1}} y^T A x$
 $g(y) = \max_{\substack{x \geq 0 \\ e^T x = 1}} y^T A x$,

$\max_{\substack{x \geq 0 \\ e^T x = 1}} f(x)$ and $\min_{\substack{y \geq 0 \\ e^T y = 1}} g(y)$ are dual problems.

By the minmax theorem, there exist x^*, y^* so that $f(x^*) = g(y^*)$

Weak duality: $\max_{\substack{x \geq 0 \\ e^T x = 1}} f(x) = \min_{\substack{y \geq 0 \\ e^T y = 1}} g(y)$

This shows that $\max_{\substack{x \geq 0 \\ e^T x = 1}} \min_{\substack{y \geq 0 \\ e^T y = 1}} y^T A x = \min_{\substack{y \geq 0 \\ e^T y = 1}} \max_{\substack{x \geq 0 \\ e^T x = 1}} y^T A x$.

