Game Theory and Duality

Let $A = \{a_{ij}\}$ be an $m \times n$ payoff matrix for a game with zero sum. If the first player chooses his/her strategy *i* with probability x_i for every i = 1, ..., n, and the second player chooses his/her strategy *j* with probability y_j for all j = 1, ..., m then the expectation of the profit of the first player will be

$$F(A, \mathbf{x}, \mathbf{y}) = \sum_{i=1}^{m} \sum_{j=1}^{n} a_{ij} y_i x_j = \mathbf{y}^T A \mathbf{x}.$$

Thus the first player can provide the expected *profit*

$$v_1(A) = \max_{\mathbf{x}} \min_{\mathbf{y}} F(A, \mathbf{x}, \mathbf{y}),$$

and the second player's expected loss can be made at most

$$v_2(A) = \min_{\mathbf{x}} \max_{\mathbf{x}} F(A, \mathbf{x}, \mathbf{y}).$$

It is not hard to see that $v_1(A) \leq v_2(A)$ for every payoff matrix A.

Theorem 1 For every payoff matrix A, $v_1(A) = v_2(A)$.

PROOF. Consider the following LP1:

Find
$$\min -\mathbf{v_1}$$

 $a_{1,1}x_1 + a_{1,2}x_2 \dots + a_{1,n}x_n -v_1 \ge 0$
such that
 $a_{m,1}x_1 + a_{m,2}x_2 \dots + a_{m,n}x_n -v_1 \ge 0$
 $-x_1 -x_2 \dots -x_n = -1$
 $x_i \ge 0 \quad \forall i$

One can check that the maximum possible v_1 in this LP is exactly $v_1(A)$. The reason for it is that the inequalities mean that with the choice (x_1, \ldots, x_m) of the probabilities, the first player can get at least v_1 against every pure strategy of the second player. But then he can guarantee this gain against every mixed strategy as well.

Similarly, $v_2(A)$ is the solution of the following LP2:

Find
$$\max -\mathbf{v_2}$$

 $a_{1,1}y_1 + a_{2,1}y_2 \dots + a_{m,1}y_m -v_2 \leq 0$
 $\dots \dots \dots \dots \dots \dots \dots \dots$
such that
 $a_{1,m}y_1 + a_{2,m}y_2 \dots + a_{n,m}y_m -v_2 \leq 0$
 $-y_1 -y_2 \dots -y_m = -1$
 $x_j \geq 0 \quad \forall j$

Both these problems have feasible solutions (any pure strategies would do). Moreover, they are DUAL. This proves the theorem.