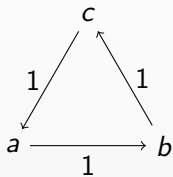


The Distribution of Optimal Strategies in Symmetric Zero-sum Games

Florian Brandl

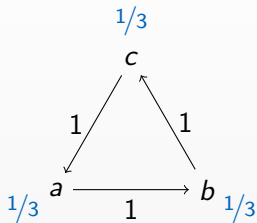
GAMES 2016

An Example



$$M = \begin{pmatrix} & a & b & c \\ a & 0 & 1 & -1 \\ b & -1 & 0 & 1 \\ c & 1 & -1 & 0 \end{pmatrix}$$

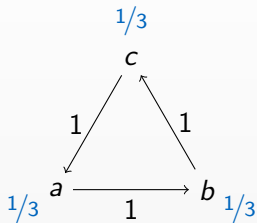
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$$\iff$$

$$p^{*T} M \geq 0$$

An Example

$$M = \begin{pmatrix} 0 & m_{1,2} & \dots & m_{1,n} \\ -m_{1,2} & 0 & \ddots & \vdots \\ \vdots & \ddots & 0 & m_{n-1,n} \\ -m_{1,n} & \dots & -m_{n-1,n} & 0 \end{pmatrix}$$

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- ▶ \mathcal{X} a probability distribution over symmetric zero-sum games.

Regularity

$$\begin{pmatrix} 0 & 1 & 1 & -2 \\ -1 & 0 & 1 & -1 \\ -1 & -1 & 0 & 1 \\ 2 & 1 & -1 & 0 \end{pmatrix}^*$$

*Le Breton [2005]

Regularity

$$\begin{pmatrix} 0 & 1/3 & 1/3 & 1/3 \end{pmatrix} \begin{pmatrix} 0 & 1 & 1 & -2 \\ -1 & 0 & 1 & -1 \\ -1 & -1 & 0 & 1 \\ 2 & 1 & -1 & 0 \end{pmatrix} = 0$$

Regularity

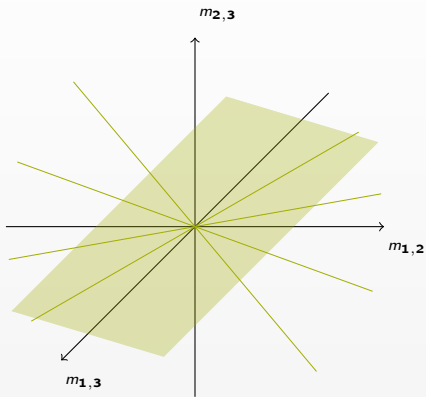
$$\begin{pmatrix} 1/4 & 0 & 1/2 & 1/4 \end{pmatrix} \begin{pmatrix} 0 & 1 & 1 & -2 \\ -1 & 0 & 1 & -1 \\ -1 & -1 & 0 & 1 \\ 2 & 1 & -1 & 0 \end{pmatrix} = 0$$

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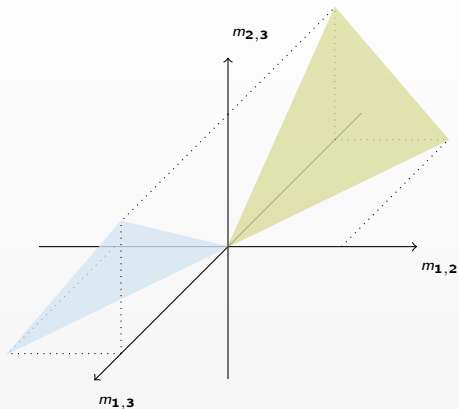
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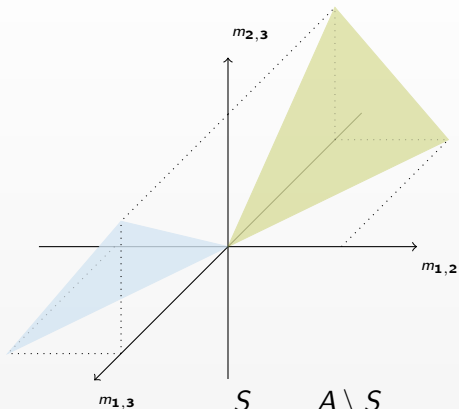


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Symmetry

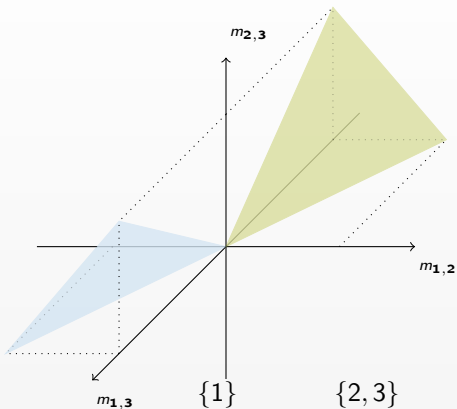


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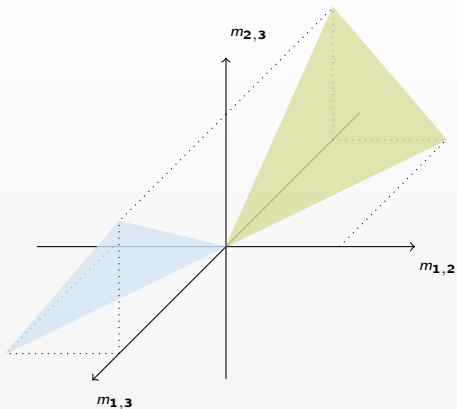
$$\phi_S(M) = \begin{pmatrix} \overbrace{m_{ij}}^S & \overbrace{-m_{ij}}^{A \setminus S} \\ \hline -m_{ij} & m_{ij} \end{pmatrix}$$

Symmetry



$$\phi_{\{1\}}(M) = \begin{pmatrix} \overbrace{0}^{\{1\}} & \overbrace{-m_{12} \quad -m_{13}}^{\{2,3\}} \\ -m_{21} & 0 & m_{23} \\ -m_{31} & m_{32} & 0 \end{pmatrix}$$

Symmetry



$$P_{\mathcal{X}}(\mathcal{M}) = P_{\mathcal{X}}(\phi_S(\mathcal{M}))$$

The Result

Let \mathcal{X} be a regular and symmetric probability distribution. Then, for every $S \subseteq A$, the probability that $M \sim \mathcal{X}$ has an *optimal strategy* with *support* S is

$$\begin{cases} 0 & \text{if } |S| \text{ is even, and} \\ 2^{-(n-1)} & \text{if } |S| \text{ is odd.} \end{cases}$$

Applications

- ▶ Tournament games [Fisher and Reeves, 1995]

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$$m_{ij} \sim \mathcal{N}(0, \sigma_{ij}), \quad i < j$$

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- ▶ Symmetric absolutely continuous distributions