

# JDEP 384H: Numerical Methods in Business

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110 Kaufmann Center

# Outline

- 1 NT: Decision Analysis and Game Theory
  - An Intelligent Opponent: Game Theory

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# A Model Problem

## The Problem:

Dominant strategy elimination and the more general maximin/minimax strategies will not solve the following problem.

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Strategy		Player 2		
		1	2	3
Player 1	1	2	3	-2
	2	-1	4	0
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## Solution:

Use *mixed strategies* instead of pure strategies, i.e., a probability vector  $(x_1, x_2, x_3)$  for player 1 ( $y = (y_1, y_2, y_3)$  for player 2) that maximizes for player 1 (minimizes for player 2) the payoff for all possible plays by the opponent.

- If the payoff table is converted into a matrix  $A$  ( $m \times n$  in general), then the payoff for any pair of mixed strategies is

$$p = \sum_{i=1}^m \sum_{j=1}^n a_{ij} x_i y_j = \mathbf{x}^T A \mathbf{y}$$

- Player 1's goal: Find probability vector  $\mathbf{x}$  solving  $\max_{\mathbf{x}} \min_{\mathbf{y}} \mathbf{x}^T A \mathbf{y}$ .
- Player 2's goal: Find probability vector  $\mathbf{y}$  solving  $\min_{\mathbf{y}} \max_{\mathbf{x}} \mathbf{x}^T A \mathbf{y}$ .

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## Linear Programming to the Rescue:

We can solve either problem of the previous frame with linear programming tools as follows.

- **Key fact:** Both problems have a solution with common payoff  $p$ . In fact, they solve the linear programming programs  $\max p$  subject to constraints  $\mathbf{x}^T A \geq p \mathbf{1}_{1,n}$ ,  $\mathbf{x} \geq \mathbf{0}$ ,  $\mathbf{x}^T \mathbf{1}_{m,1} = 1$ , for player 1 and  $\min p$  subject to constraints  $A \mathbf{y} \leq p \mathbf{1}_{m,1}$ ,  $\mathbf{y} \geq \mathbf{0}$ ,  $\mathbf{1}_{1,n} \mathbf{y} = 1$ , for player 2. These linear programming problems are *dual* to each other.
- **Practical tip:** We can also insure that  $p \geq 0$  by simply adding a constant to every payoff so that the table is nonnegative, computing the strategies and then subtracting the constant from the computed optimal payoff.
- Let's set up all three examples as LP problems, both explicitly and in matrix form, and solve them with Matlab to determine optimal strategies for each game. Check requirements of `linprog` first.

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# A Sensitivity Analysis

## The Original Model Problem:

Two companies compete for the bulk of a shared market for a certain product and plan to execute one of three strategies. Both marketing departments analyzed them and have arrived at essentially the same figures for outcomes.

- The three strategies are:
  - Better packaging.
  - An advertising campaign.
  - Slight price reduction.
- Suppose there is considerable uncertainty about the payoff in the case that both players make a slight reduction in price. How could we clearly illustrate the effect of changes in the payoff on the weight that one of the companies puts on this strategy?

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