

# Game Theoretical Methodology and Technique for Internet Protocols

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- 1 Discrete Fixed Point Computation
- 2 Discrete Fixed Point in 2D
- 3 Two Player Nash Equilibrium

# Discrete Fixed Point Computation

## Continuous Fixed Point

A function  $f : R^n \rightarrow R^n$  has a fixed point if there is an  $x \in R^n$  such that  $f(x) = x$ .

- Continuous Fixed Point:  $f(x) : [0, 1] \rightarrow [0, 1]$  continuous.
- Discrete Fixed Point:  $g_1(x) : \{1, \dots, n\} = N \rightarrow N$ .
- Discrete Fixed Point:  $g_2(x) : N \rightarrow \{\pm 1, 0, -1\}$ .
- Discrete Fixed Point:  $g_3(x) : N \rightarrow \{0, 1\}$ .

## Assignment

Let  $f(\cdot)$  be continuous. Is there always a fixed point in the following? Prove it or give a counter example.

- 1 Continuous Fixed Point  $f(x) : [0, 1] \rightarrow [0, 4]$ ,  $f(0) = 1$ ,  $f(1) = 3$ .
- 2 Continuous Fixed Point  $f(x) : [0, 1] \rightarrow [0, 1]$ ,  $f(0) > 0$ ,  $f(1) < 1$ .
- 3 Continuous Fixed Point  $f(x) : [0, 1] \rightarrow [1/3, 1/2]$
- 4 Continuous Fixed Point  $f(x) : [0, 1) \rightarrow [0, 1)$ .
- 5 Continuous Fixed Point  $f(x) : [0, \infty) \rightarrow [0, \infty)$

# Discrete Fixed Point

Is there a fixed point  $x^* \in N$  and  $g_1(x^*) = x^*$  if the following statements are true.

- 1  $g_1(x) : \{1, \dots, n\} = N \rightarrow N$ .
- 2 Discrete Continuity:  $g_1(x \pm 1) \in \{g(x), g(x) \pm 1\}$ .

## Discrete Fixed Point

Is there a zero point  $x^* \in N$  such that  $g_2(x^*) = 0$  if the following statements are true.

- 1  $g_2(x) : \{1, \dots, n\} = N \rightarrow \{0, -1, 1\}$ .
- 2  $\forall x : x + g_2(x) \in N$ .
- 3 Discrete Continuity:  $g_2(x) * g_2(x + 1) \geq 0$ .

# Discrete Fixed Point

Is there a zero point  $x^* \in N$  and  $g_3(x^*) = 0$  and  $g_3(x^* + 1) = 1$  if the following statements are true.

- 1  $g_2(x) : \{1, \dots, n\} = N \rightarrow \{0, 1\}$ .
- 2  $\forall x : x + g_3(x) \in N$ .
- 3  $g_3(0) = 0$  and  $g_3(n) = 1$ .



# Assignment

Is there an adjacent pair  $(x^*, x^* + 1)$  and  $g_4(x^*) * g_4(x^* + 1) = -1$  if the following statements are true.

- 1  $g_4(x) : \{1, \dots, n\} = N \rightarrow \{-1, 1\}$ .
- 2  $g_4(1) + g_4(n) = 0$ .

## Discrete Fixed Point Computation in 2D

## 2D Fixed Point

- Direction Preservation Zero Point
- SPERNER's triangle
- Tucker Edge

# Oracle Complexity

- Index and degree
- Binary Search
- Path following

# Polynomial Computable Function Model Complexity

- PPAD
- PPA
- Odd index boundary

## Two Player Nash Equilibrium

# Pure Nash Equilibrium

- Prisoner's Dilemma

strategies	stays silent	betrays	
stays silent	-1,-1	-5, 0	
betrays	0,-5	-3,-3	

- Game of Chicken

$$\text{RowPlayerPayoffs} \begin{pmatrix} -2 & 1 \\ -1 & -1 \end{pmatrix} \quad \text{ColumnPlayerPayoffs} \begin{pmatrix} -2 & -1 \\ 1 & -1 \end{pmatrix}$$

- Battle of Sexes

events	opera	football	
opera	4,2	0,0	
football	0,0	2,4	

# Mixed Nash Equilibrium

- Rock-Paper-Sissors

	<i>rock</i>	<i>paper</i>	<i>scissors</i>
<i>r</i>	0,0	-1,1	1,-1
<i>p</i>	1,-1	0,0	-1,1
<i>s</i>	-1,1	1,-1	0,0

- Matching Pennies Game

	head	tail
head	1,-1	-1,+1
tail	-1,+1	+1,-1



## Best responses and Nash Equilibrium

- Given opponent  $i$ 's strategy  $x_i$ , the best response of  $2 - i$  is  $BR_{2-i}(x_1, x_2)$ ,  $i = 1, 2$ .
- Let  $(x'_1, x'_2) = BR(x_1, x_2) = (BR_1(x_2), BR_2(x_1))$ .
- $BR(\vec{x}) : S_2 \Rightarrow S_2$  maps  $S_2 = \{x \geq 0, x_1 + x_2 = 1\}$  into itself.
- BR has a fixed point  $x^*$  by the fixed point theorem.
- Assignment: there is an error in the proof, how to fix it?

# Computation

- Lemke-Howson's Algorithm
- PPAD solution model
- Nash Computation

## Self Study Requirement

- Become an Expert in the Subject of One Lecture
- Criteria:
  - Basic: understand all the proofs and ready to help other students to prepare for the midterm/final exam (4%)
  - Middle level: Acquire an appropriate dataset for big data analysis (input size  $<$  memory space  $<$  output database size  $<$  hardisk space, 3%)
  - Advanced: Understand one interesting new method and prepare a ppt file for next year students (2%)
  - Excellency: Propose/implement an appropriate algorithm or solve a problem at research frontier (1%)