

HW problem on absorbing Markov chains:

#2

Andrej

| | 0 | 4 | 1 | 2 | 3 |
|---|---------------|---------------|---------------|---------------|---------------|
| 0 | 1 | 0 | 0 | 0 | 0 |
| 4 | 0 | 1 | 0 | 0 | 0 |
| 1 | $\frac{1}{2}$ | 0 | 0 | $\frac{1}{2}$ | 0 |
| 2 | 0 | 0 | $\frac{1}{2}$ | 0 | $\frac{1}{2}$ |
| 3 | 0 | $\frac{1}{2}$ | 0 | $\frac{1}{2}$ | 0 |

Vijay

$$\begin{pmatrix} I & 0 \\ R & Q \end{pmatrix}$$

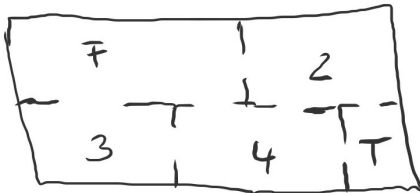
$$I - Q = \begin{pmatrix} 1 & -\frac{1}{2} & 0 \\ -\frac{1}{2} & 1 & -\frac{1}{2} \\ 0 & -\frac{1}{2} & 1 \end{pmatrix} \Rightarrow (I - Q)^{-1} = \begin{pmatrix} \frac{3}{2} & 1 & \frac{1}{2} \\ 1 & 2 & 1 \\ \frac{1}{2} & 1 & \frac{3}{2} \end{pmatrix}$$

$$(I - Q)^{-1} R = \begin{pmatrix} 0 & 0 \\ \frac{3}{4} & \frac{1}{4} \\ \frac{1}{2} & \frac{1}{2} \\ \frac{1}{4} & \frac{3}{4} \end{pmatrix}$$

matrix of absorbing probabilities

$\frac{3}{4}$ is the probab. that Andrej, having \$1, will lose it all.

#5:



| | F | T | 2 | 3 | 4 |
|---|---------------|---------------|---------------|---------------|---------------|
| F | 1 | 0 | 0 | 0 | 0 |
| T | 0 | 1 | 0 | 0 | 0 |
| 2 | $\frac{1}{3}$ | $\frac{1}{3}$ | 0 | 0 | $\frac{1}{3}$ |
| 3 | $\frac{1}{2}$ | 0 | 0 | 0 | $\frac{1}{2}$ |
| 4 | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | 0 |

$$I - Q = \begin{pmatrix} 1 & 0 & -\frac{1}{3} \\ 0 & 1 & -\frac{1}{2} \\ -\frac{1}{4} & -\frac{1}{4} & 1 \end{pmatrix}$$

$$(I - Q)^{-1} = \frac{1}{19} \begin{pmatrix} 21 & 2 & 8 \\ 3 & 22 & 12 \\ 6 & 6 & 24 \end{pmatrix}$$

$$(I - Q)^{-1} R = \frac{1}{19} \begin{pmatrix} 10 & 9 \\ 15 & 4 \\ 11 & 8 \end{pmatrix}$$

So the probab. that rat will end up in the trap if initially placed in room 3 is $\frac{4}{19}$.

Back to two-player zero-sum games:

Recall: strictly determined games: payoff matrix has a saddle point

↓

row minima *

column maxima □

simultaneously

| | | |
|----------|----------|------|
| | Player C | |
| | -25* | 10 |
| Player R | □ 10* | □ 50 |

(made-up example) ↖ saddle point

"Value of this game is 10" (expected payoff for the row player if both follow optimal strategy)

Mixed strategies:

In the absence of a saddle point, optimal strategies are random choices of options with certain probabilities.

| | | | |
|---|---------|------|---------|
| | | C | |
| | | dime | quarter |
| R | dime | 10 | -10 |
| | quarter | -25 | 25 |

A mixed strategy for Robert is a probability vector $(p \quad 1-p)$
 " " " " Claire " " " " " " $\begin{pmatrix} q \\ 1-q \end{pmatrix}$

$A \begin{pmatrix} q \\ 1-q \end{pmatrix} = \begin{pmatrix} c_1 \\ c_2 \end{pmatrix}$ where c_i is the expected payoff for Robert, given Claire's strategy, if Robert has chosen row i

$(p \quad 1-p) A = (r_1 \quad r_2)$ r_i is the expected payoff for Robert given his strategy if Claire has chosen column i

Given both strategies,

$(p \quad 1-p) A \begin{pmatrix} q \\ 1-q \end{pmatrix}$ is the expected payoff (for Robert) of the game.

E.g.: $p = \frac{2}{10}$ $q = \frac{7}{10}$

$$\begin{pmatrix} \frac{2}{10} & \frac{8}{10} \end{pmatrix} \begin{pmatrix} 10 & -10 \\ -25 & 25 \end{pmatrix} \begin{pmatrix} \frac{7}{10} \\ \frac{3}{10} \end{pmatrix} = \begin{pmatrix} \frac{2}{10} & \frac{8}{10} \end{pmatrix} \begin{pmatrix} 4 \\ -10 \end{pmatrix} = -\frac{72}{10} = -7.2$$

With these given mixed strategies, Robert loses -7.2 ct. on average per game.

Robert should use the mixed strategy where $r_1 = r_2$, otherwise Claire could observe and prefer that choice of column where Robert is worse off.

$$(p \quad 1-p) \begin{pmatrix} 10 & -10 \\ -25 & 25 \end{pmatrix} = \left(\underbrace{(10p - 25(1-p))}_{r_1} \quad \underbrace{(-10p + 25(1-p))}_{r_2} \right)$$

$$= 35p - 25 \qquad = 25 - 35p$$

$$r_1 = r_2 \Rightarrow 35p - 25 = 25 - 35p$$

$$\Rightarrow 70p = 50$$

$$\Rightarrow p = \frac{5}{7}$$