Extensive-Form Games

Michal Šustr, Dominik Seitz, Branislav Bošanský

Czech Technical University in Prague

michal.sustr@aic.fel.cvut.cz dominik.seitz@aic.fel.cvut.cz branislav.bosansky@agents.fel.cvut.cz

October 26, 2021

Previously ... on multi-agent systems (tutorials and lectures).

1 Extensive-Form Games (game trees)

Normal-form LP

Reminder from lectures:

$$\max_{s,U} \quad U \tag{1}$$

s.t.
$$\sum_{a_1 \in \mathcal{A}_1} s(a_1)u_1(a_1, a_2) \ge U$$
 $\forall a_2 \in \mathcal{A}_2$ (2)

$$\sum_{a_1 \in \mathcal{A}_1} s(a_1) = 1 \tag{3}$$

$$s(a_1) \ge 0 \qquad \forall a_1 \in \mathcal{A}_1 \qquad (4)$$

Sequence-form LP

Reminder from lectures:

$$\max_{r_1,v} v(root) \tag{5}$$

$$s.t. r_1(\emptyset) = 1 (6)$$

$$0 \le r_1(\sigma_1) \le 1 \qquad \forall \sigma_1 \in \Sigma_1 \tag{7}$$

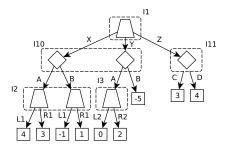
$$\sum_{a \in \mathcal{A}(I_1)} r_1(\sigma_1 a) = r_1(\sigma_1) \quad \forall I_1 \in \mathcal{I}_1, \sigma_1 = \mathsf{seq}_1(I_1)$$
 (8)

$$\sum_{I' \in \mathcal{I}_2: \sigma_2 a = \mathsf{seq}_2(I')} v(I') + \sum_{\sigma_1 \in \Sigma_1} g(\sigma_1, \sigma_2 a) r_1(\sigma_1) \ge v(I) \qquad \forall I \in \mathcal{I}_2, \sigma_2 = \mathsf{seq}_2(I), \forall a \in \mathcal{A}(I)$$

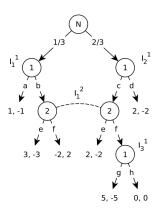
(9)

- \blacksquare seq_i(I) is a sequence of player i to information set,
- lacksquare $I\in\mathcal{I}_i,\ v_I$ is an expected utility in an information set,
- lacksquare inf_i(σ_i) is an information set, where the last action of σ_i has been executed,
- \bullet $\sigma_i a$ denotes an extension of a sequence σ_i with action a

Task 1: Consider the following games. Write down a sequence-form linear program for both players:



Task 2: Consider the following games. Write down a sequence-form linear program for both players:



Task 3: Write down a sequence-form linear program for both players for the following game of a small "poker":

- there is an ante of 1\$
- lacktriangle there is a limited deck of cards $\{J,J,Q,Q\}$
- each player receives a card
- player 1 either folds or bets 2\$
- player 2 either calls or folds
- player with the higher card wins