Typesetting Game Theory

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January 6, 2020

Vectors and Cartesian Products

Use the `\boldsymbol`-command to typeset vectors and Cartesian products:

> A *normal-form game* $\langle N, \boldsymbol{A}, \boldsymbol{u} \rangle$ consists of a set $N = \{1, \ldots, n\}$ of *players* i, a set $\boldsymbol{A} = A_1 \times \cdots \times A_n$ of *action profiles* $\boldsymbol{a} = (a_1, \ldots, a_n)$, and a profile $\boldsymbol{u} = (u_1, \ldots, u_n)$ of *utility functions* $u_i : \boldsymbol{A} \to \mathbb{R}$.

Matrix Representation of Normal-Form Games

Typesetting normal-form games (Prisoner's Dilemma and a generic example):

	C	D
C	−10, −10	0, −25
D	−25, 0	−20, −20

	L	R
T	5, 1	6, 2
B	7, 3	8, 4

```
\nfgame{C D C D $-10$ $-25$ $0$ $-20$ $-10$ $0$ $-25$ $-20$}
\nfgame{T B L R $1$ $2$ $3$ $4$ $5$ $6$ $7$ $8$}
```