

A SIGNIFICANT APPROACH ON A SPECIAL CASE OF GAME THEORY

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ABSTRACT

A special case of game theory problem is identified and investigated for getting optimal pure mixed strategies in a non both row and column dominant game with the assistance of Brown's Algorithm in this paper. The problem presents a non dominance nature for both rows and columns. It is instituted with the premise of having same quantity in (i,j) and (j,i) actions. Few noteworthy determinations are found by computing maximum number of possible iterations with the classical Java program. The results are also shown in the graphs where ever necessary and feasible. The Lower bounds and Upper bounds are also traced in each scientific computation. The consequences are observed at each computational level.

KEYWORDS: Game Theory, Players, Strategy, Pay-Off Matrix, Optimal Solution, Lower Bound, Upper Bound