

LEMKE-HOWSON ALGORITHM FOR TWO-PERSON NON-ZERO
SUM GAMES

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Abstract

Lemke-Howson Algorithm is effective method to find at least one Nash Equilibrium (N.E) in the pure strategies and mixed strategies for bimatrix (or two-person non-zero sum) games. The algorithm was first introduced in [1] and algebraic method specifying N.E points was generated for bimatrix games. In this work, bimatrix games are studied and Lemke-Howson Algorithm is investigated to find N.E.

Keywords: Bimatrix Games, Nash Equilibrium, Lemke-Howson Algorithm.

References

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