

Bimatrix games: a few computational issues

FERENC FORGÓ

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The computational complexity of finding a Nash equilibrium point renders it in the PPAD class whose place between P and NP has not been determined yet. Much better is the case if we set a less ambitious goal: identifying special cases solvable in polynomial time, settle for various kinds of approximations and focusing on random games. In addition to a brief overview of these issues, a few new results will be discussed along with an experiment gained in a sample of 500 randomly generated symmetric bimatrix games.