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Finishing Mult Weights  
for Multicommodity Flow

RECAP.

2 player zero sum game.

Payoff matrix  $A = (a_{ij}) \in \mathbb{R}^{n \times m}$

Player 1 chooses  $x \in \Delta^n = \{ \sum x_i = 1, x_i \geq 0 \forall i \}$

Player 2 chooses  $y \in \Delta^m$

P1 goal:  $\max x^T A y = \sum_{i,j} a_{ij} x_i y_j$

P2 goal:  $\min x^T A y$

von Neumann:

$$\max_{x \in \Delta^n} \min_{y \in \Delta^m} (x^T A y) = \min_{y \in \Delta^m} \max_{x \in \Delta^n} (x^T A y)$$

Suppose the game is played  $T$  times and

$n_{ij} \stackrel{\Delta}{=} \#$  times P1 chooses  $i$  while P2 chooses  $j$ .

Define:  $x_i = \frac{1}{T} \sum_j n_{ij}$  // fraction of times P1 chose  $i$

$y_j = \frac{1}{T} \sum_i n_{ij}$  // fraction of times P2 chose  $j$

$$x = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} \quad y = \begin{bmatrix} y_1 \\ \vdots \\ y_m \end{bmatrix} \quad N_{ij} = \frac{n_{ij}}{T}$$

$$e_i = \begin{bmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{bmatrix} \leftarrow i \quad R_1 = \max_i \left( e_i^T A y \right) - \text{Tr}(N^T A) \quad // \text{P1's "regret"}$$

$$R_2 = \text{Tr}(N^T A) - \min_j \left( x^T A e_j \right) \quad // \text{P2's regret}$$

Then observe

$$\left( \max_i e_i^T A y \right) - R_1 = \text{Tr}(N^T A) = \left( \min_j x^T A e_j \right) + R_2$$

$$\left( \max_{\tilde{x} \in \Delta^n} \tilde{x}^T A y \right) - R_1 \quad \min_{\tilde{y} \in \Delta^m} \left( x^T A \tilde{y} \right) + R_2$$

$\forall$

$\forall$

$$\min_{\tilde{y} \in \Delta^m} \max_{\tilde{x} \in \Delta^n} \left( \tilde{x}^T A \tilde{y} \right) - R_1$$

$$\max_{\tilde{x} \in \Delta^n} \min_{\tilde{y} \in \Delta^m} \left( \tilde{x}^T A \tilde{y} \right) + R_2$$

$\text{val}_1(\text{P2 moves first})$

$\geq$

$\text{val}_1(\text{P1 moves first})$

$$\text{val}_1(\text{P1 moves first}) \leq \text{val}_1(\text{P2 moves first}) \leq \text{val}_1(\text{P1 first}) + R_1 + R_2$$

If  $R_1(T), R_2(T) \rightarrow 0$  as  $T \rightarrow \infty$

one obtains von Neumann's Theorem.

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Relating multicommodity flow to game theory...

P1 (maximizer) "edge inspector"

Choose an edge  $e$ . Inspect how much flow is crossing  $e$ .

P2 (minimizer) "router"

Choose paths  $Q = (P_1, \dots, P_k)$ .

Send  $\frac{1}{k}$  units of flow on each path.

Payoffs:  $a_{e(Q)} = \frac{n_e(Q)}{k}$