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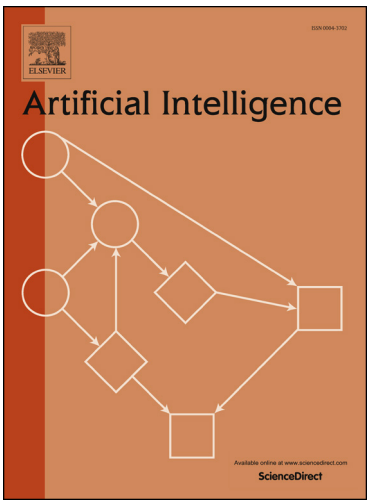

Algorithms for computing strategies in two-player simultaneous move games

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Highlights

- We present algorithms for computing strategies in zero-sum simultaneous move games.
- The algorithms include exact algorithms and Monte Carlo sampling algorithms.
- We compare the algorithms in the offline computation and the online game-playing.
- Novel exact algorithm dominates in the offline equilibrium strategy computation.
- Novel sampling algorithms can guarantee convergence to optimal strategies.