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# The Query Complexity of Correlated Equilibria* ${ }^{*}$ 

Sergiu Hart ${ }^{\ddagger}$<br>Noam Nisan ${ }^{\S}$

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#### Abstract

We consider the complexity of finding a correlated equilibrium of an $n$-player game in a model that allows the algorithm to make queries on players' payoffs at pure strategy profiles. Randomized regret-based dynamics are known to yield an approximate correlated equilibrium efficiently, namely, in time that is polynomial in the number of players $n$. Here we show that both randomization and approximation are necessary: no efficient deterministic algorithm can reach even an


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[^0]:    *Dedicated to the memory of Lloyd S. Shapley: a giant in the field, a pioneering and inspiring figure, a supportive teacher and mentor, and a friend. The combination of game theory with operations research, combinatorics, probability, and computer science-all present in this paper-has been a cornerstone of Lloyd Shapley's work. Interestingly, the edge iso-perimetric inequality (Hart 1976) that we use here came about in order to solve a problem posed by Lloyd in 1974 in connection with the Banzhaf value.
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