

Errata For “Guarantees for Self-Play in Multiplayer Games via Polymatrix Decomposability”

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On page 10 (mid-way down) the following text has incorrect numbers.

We found the computed values of δ and γ do a good job of upper bounding the vulnerability. Across the runs, the bounds are at minimum 1.06 times the vulnerability, at maximum 1.92 times the vulnerability and on average 1.40 times as large, with a standard error of 0.041.

The correct numbers are those in the appendix. This paragraph has been corrected to

We found the computed values of δ and γ do a good job of upper bounding the vulnerability. Across the runs, the bounds are at minimum 1.89 times the vulnerability, at maximum 3.05 times the vulnerability and on average 2.51 times as large, with a standard error of 0.049.