

Mechanism Design Notes

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1 Regret Minimization and Correlated Equilibrium Concepts

Consider the following online learning problem: There is a set of actions A , $|A| = n$. For each time step $t = 1, \dots, T$, the decision maker picks a distribution on actions p^t . Afterwards, a cost vector $c^t : A \rightarrow [0, 1]$ is selected (in any way - even by an adversary who can see p^t before it picks c^t) and the decision maker “incurs cost” $\mathbb{E}_{a \sim p^t} [c^t(a)] = \langle p^t, c^t \rangle$. Additionally, the decision maker learns the vector c^t . The goal is to minimize the sum of the costs $\mathbb{E}_{a \sim p^t} [c^t(a)]$.

$$\sum_{t=1}^T \min_a c^t(a)$$

Can we hope to achieve something approximating this? Not quite: an adversary who can first look at p^t can, for example, make all costs very high, except the one with smallest probability in p^t . A more realistic goal is to compare our cost to the following:

$$\min_a \sum_{t=1}^T c^t(a)$$

Intuitively, “the cost of the best action which, in hindsight, we could’ve always taken”.

This leads us to define the *regret* of our learning algorithm as

$$\mathbb{E}_{a^t \sim p^t, t=1, \dots, T} \left[\sum_{t=1}^T c^t(a) \right] - \min_a \sum_{t=1}^T c^t(a) = \sum_{t=1}^T \langle p^t, c^t \rangle - \min_a \sum_{t=1}^T c^t(a)$$

It turns out there is a simple algorithm that achieves low regret.

Parameters: $\epsilon > 0, T$

Initialize $w^1(a) = 1$ for each $a \in A$

for $t = 1, \dots, T$ **do**

 Choose action $a \in A$ according to distribution p^t proportional to w^t

 i.e. let $p^t(a) = w^t(a) / \Phi^t$ where $\Phi^t = \sum_{a \in A} w^t(a)$

 Observe costs c^t and update weights as follows for each $a \in A$:

$w^{t+1}(a) = w^t(a)(1 - \epsilon)^{c^t(a)}$.

Theorem 1.1. Let $OPT = \min_a \sum_{t=1}^T c^t(a)$. If we set $\epsilon = \sqrt{\log n / T}$, then after T rounds the total realized cost of the multiplicative weights algorithm is $OPT + O(\sqrt{T \log n})$.

Proof. The proof follows two observations. First, if the decision maker makes a bad move (i.e. the weight of costly moves is high) then lots of total weight is lost. Second, the best action in hindsight contributes has weight $(1 - \epsilon)^{OPT}$ at time T . Intuitively, this says that the only way for the decision maker to have many bad moves is if every action was very bad.

For the formal proof, start by bounding Φ^{t+1} in terms of Φ^t . In what follows, almost all of the inequalities are standard approximations, which can be proved using Taylor series

or other estimations. This is somewhat interesting, and basically just happens because ϵ is so small we can go back and forth between exponentiation and addition really easily. In a sense, this was exactly the property we needed for our multiplicative weights to produce a low additive cost measure. Denote by $\ell^t = \mathbb{E}_{a \sim p^t} [c^t(a)]$ be the realized cost at time t .

$$\begin{aligned}
\Phi^{t+1} &= \sum_a w^t(a) (1 - \epsilon)^{c^t(a)} \\
&\leq \sum_a w^t(a) (1 - \epsilon c^t(a)) \\
&= \sum_a w^t(a) - \Phi^t \epsilon \sum_a \frac{w^t(a)}{\Phi^t} c^t(a) \\
&= \Phi^t \left(1 - \epsilon \sum_a p^t(a) c^t(a) \right) \\
&= \Phi^t (1 - \epsilon \ell^t)
\end{aligned}$$

Now we can relate Φ^T to the total loss $L = \sum_{t=1}^T \ell^t$:

$$\begin{aligned}
\Phi^T &= \Phi^0 \prod_{t=1}^T (1 - \epsilon \ell^t) \\
&\leq n \prod_{t=1}^T \exp(-\epsilon \ell^t) \\
&= n \exp\left(-\epsilon \sum_{t=1}^T \ell^t\right) \\
&= n \exp(-\epsilon L)
\end{aligned}$$

On the other hand, for any action $a \in A$ we have

$$\begin{aligned}
(1 - \epsilon)^{OPT} &\leq w^T(a) < \Phi^T \leq n \exp(-\epsilon L) \\
OPT(-\epsilon - \epsilon^2/2) &\leq OPT \log(1 - \epsilon) \leq \log n - \epsilon L
\end{aligned}$$

$$\begin{aligned}
L &\leq OPT + (\epsilon/2)OPT + \frac{\log n}{\epsilon} \\
&\leq OPT + (\sqrt{\log n/T}/2)T + \frac{\log n}{\sqrt{\log n/T}} \\
&= OPT + \frac{3}{2}\sqrt{T \log n}
\end{aligned}$$

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