

# **COMP6207**

# **Algorithmic Game Theory**

## **Lecture 16 Secretary Problem**

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# Learning Outcomes

- By the end of this session, the students should be able to
  - *Describe* the secretary problem
  - *Compare* its online feature with previous offline problems
  - *Compute* the best strategy in the classical secretary problem

# Offline vs. Online

- So far we have considered settings where all participants are present, the game is single-shot, and a centralised mechanism is in place
- So we have considered
  - offline setting (vs online setting)
  - single-shot game (vs repeated games)
- What if the participants arrive at different times (i.e. we are in an online setting)?

# Another marriage problem

- When someone proposes to me, should I accept or reject the current proposer if
  - I **know** there are in total  $n$  men
  - I **do not know** the future proposers and their qualities
  - My current decision is **irrevocable**
- What is the best strategy to maximise the probability of finding the best partner?

# A strategy

- Reject the first  $k$  candidates no matter how good they are.
  - Learn how good they are
  - Because there may be better ones later.
- After this, accept the first one who is better than all the first  $k$  candidates.
- If all the rest  $n - k$  are worse than the best one among the first  $k$ , then accept the last one.

# A Strategy (cont.)

- I want to determine, for each  $k$ , the probability that I **appoint the best candidate**.
- And then **maximise** this probability **over all  $k$** .
- Suppose I accept candidate  $i$  ( $i > k$ ).
- $S$ : the event that I accept the best one (amongst all  $n$  candidates).
- $S_i$ : the event that I accept the best one (amongst all  $n$  candidates), which is  $i$ .
- $\Pr[S] = \sum_{i=k+1}^n \Pr[S_i]$ .

# A Strategy (cont.)

- $S_i$ : the event that I accept the best one, which is  $i$ .
- Let's compute  $\Pr[S_i]$
- $S_i$ : event  $S_i$  is true implies that candidate  $i$  is the **best** among the  $n$  people
  - probability:  $1/n$ . (assuming uniform distribution in the classical problem)
- Recall that my strategy is to reject the first  $k$  candidates, event  $S_i$  is true also implies that candidates  $k + 1, \dots, i - 1$  are all **worse** than the best one among  $1, \dots, k$ .
  - so that candidates  $k + 1, \dots, i - 1$  are all rejected.
  - probability:  $k/(i - 1)$ . (*The best one among the first  $i - 1$  appears in the first  $k$ .*)
- So,  $\Pr[S_i] = \frac{1}{n} \cdot \frac{k}{i - 1}$

- $\Pr[S_i] = \frac{1}{n} \cdot \frac{k}{i-1} = \frac{k}{n(i-1)}.$

- So  $\Pr[S] = \sum_{i=k+1}^n \Pr[S_i]$

$$= \sum_{i=k+1}^n \frac{k}{n(i-1)}$$

$$= \frac{k}{n} \cdot \sum_{i=k}^{n-1} \frac{1}{i}$$

$$\approx \frac{k}{n} \cdot (\ln(n-1) - \ln(k-1)). \quad n \rightarrow \infty$$

- Maximise this over all  $k \in \{1, \dots, n\}$  we get

$$k \approx n/e \approx 0.368 \cdot n$$

- take derivative with respect to  $k$ , and set it equal to 0.

$n$ -th harmonic number

$$H_n = \sum_{i=1}^n \frac{1}{i} \approx \ln(n)$$



# The Secretary Problem

- Hire the best secretary

$n$	1	2	3	4	5	6	7	8	9
$k+1$	1	1	2	2	3	3	3	4	4
Pr	1.0	0.5	0.5	0.433	0.433	0.428	0.414	0.410	0.406

- For **small  $n$**  we can find the **optimal  $k$**  using **dynamic programming**
- Selling a house: Given a series of offers, how many should you consider before accepting an offer?
- Job hunting: How many interviews should I take?
- Ski rental: Continuing to pay a repeating cost or paying a one-time cost which eliminates or reduces the repeating cost?

# Is our solution 100% applicable in real life?

In practice,

- Number of applicants  $n$  maybe unknown
- The quality of the candidates follow some distributions (learn from statistics)
- The quality of the first  $k$  candidates is correlated with the quality of the future candidates.
- Explainable AI
- ....

# Online mechanism design problems

- Limited-Supply Online Auctions
  - Selling online advertisement slots
  - Selling online digital goods
    - Books
    - Movies
    - Music
  - ...
- Online matching
  - Job-machine scheduling
  - Employer-employee matching (job market)
  - Request a ride on Uber
  - ...