

# “How Bayesian Persuasion can Help Reduce Illegal Parking and Other Socially Undesirable Behavior” by Penélope Hernández and Zvika Neeman

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## Outline

- An application of Bayesian persuasion: the city can allocate enforcement resources across different neighborhoods and send messages to deter undesirable behavior, for example, illegal parking.
- Two approaches for addresssing this problem:
  1. recasting it as a linear programming problem
    - We can identify messages with the set of neighborhoods on which they achieve deterrence (sending recommendations of actions).
    - We only need to consider a certain type of allocation rule: the city allocates its enforcement resources proportionally to the deterrence thresholds.
  2. dividing it into two sub-problems: knapsack problem + Baysian persuasion
    - Each neighborhood receives the same message and their action depends on the posterior’s mean (expected enforcement resources available).
    - Find the optimal “splitting” of the prior mean into a distribution of posterior’s means.

## Model

- A city with  $N \geq 1$  different neighborhoods.
- The city determines the amount of enforcement resources in each neighborhood out of the total amount of available resources  $r$ .
  - The distribution of  $r$  is  $r_k$ ,  $k \in \{1, \dots, K\}$ , with probability  $\pi_k$  respectively.
  - We refer to  $k$  as the state of the world. The city and drivers have common prior. The city knows the realization of the state, but drivers do not.
- The city can send a message  $m \in \{1, \dots, M\}$  about the state of the world  $k$ .
  - “Public signals”: The city sends the same message  $m$  to all neighborhoods.
  - A  $K \times M$  matrix of information structure: The probability that the city sends message  $m$  in state  $k$  is  $p_k(m) = Pr(m|k)$ .
  - The unconditional probability of receiving message  $m$  is  $Pr(m) = \sum_{k=1}^K p_k(m)\pi_k$ .
  - The posterior belief upon receiving message  $m$  is  $Pr(k|m) = \frac{p_k(m)\pi(k)}{\sum_{k'=1}^K p_{k'}(m)\pi(k')}$ .
  - The expected resources available conditional on message  $m$  is  $r(m) = \sum_{k=1}^K r_k Pr(k|m)$ .
- Denote the amount of resources allocated to enforcement in neighborhood  $i$  in state  $k$  when the city sends the message  $m$  by  $a_k^i(m)$ .
  - $a_k^i(m) \equiv 0$ , if message  $m$  is sent with probability zero in state  $k$ .
  - Resource constraint:  
In each state  $k \in \{1, \dots, K\}$ ,  $\sum_{i=1}^N a_k^i(m) \leq r_k$  for every message  $m$ .
  - Deterrence threshold:  
Define  $a^i(m) \equiv \sum_{k=1}^K a_k^i(m)Pr(k|m)$  as the expected resources in neighborhood  $i$  upon receiving message  $m$ .  
The measure of illegal parking in neighborhood  $i$  is a threshold function

$$q^i(a^i(m)) = \begin{cases} 1 & \text{if } a^i(m) < \tau^i \\ 0 & \text{if } a^i(m) \geq \tau^i \end{cases}$$

	$m_1$	$m_2$
$\pi_1$	1	0
$\pi_2$	$p$	$1 - p$
$\pi_3$	0	1

(a) The information structure

	$\tau^1$	$\tau^2$	$\tau^3$	
$\pi_1$	$a_1^1(m_1)$	$a_1^2(m_1)$	$a_1^3(m_1)$	$r_1$
$\pi_2$	$a_2^1(m_1)$	$a_2^2(m_1)$	$a_2^3(m_1)$	$r_2$
	$a_2^1(m_2)$	$a_2^2(m_2)$	$a_2^3(m_2)$	
$\pi_3$	$a_3^1(m_2)$	$a_3^2(m_2)$	$a_3^3(m_2)$	$r_3$

(b) The allocation of resources

- Denote the social disutility generated by illegal parking in neighborhood  $i$  by  $s^i$ .
- The city's objective is to allocate the amounts of enforcement resources and send messages with probabilities so as to minimize the expected social cost of illegal parking

$$\min_{\{a_k^i(m)\}, \{p_k(m)\}} \sum_{k=1}^K \sum_{m=1}^M \sum_{i=1}^N q^i(a^i(m)) s^i p_k(m) \pi_k$$

subject to the constraint of information structure and the resource constraint

$$(1) \quad p_k(m) \geq 0 \text{ and } \sum_{m=1}^M p_k(m) = 1 \text{ for every } k$$

$$(2) \quad \text{In each state } k \in \{1, \dots, K\}, \sum_{i=1}^N a_k^i(m) \leq r_k \text{ for every message } m$$

## First Approach – Linear Programming

- We can think messages as directly instructing receiver's action on whether illegal parking occurs in neighborhood  $i$ , i.e.,  $M = 2^{\{1, \dots, N\}}$ , with  $\emptyset \in M$ .
- Denote the set of neighborhoods on which each message  $m$  achieves deterrence by  $S(m) \subseteq \{1, \dots, N\}$ . Deterrence here means  $i \in S(m) \iff a^i(m) \geq \tau^i$ .
- **Proposition** Given  $\{p_k(m)\}$  and an allocation  $\{a_k^i(m)\}$  that satisfy feasibility constraints (1) and (2), the same probabilities together with the allocation  $\{(a_k^i)^*(m)\}$  achieves equal or better deterrence than  $\{a_k^i(m)\}$ .
- Definition:  $\{(a_k^i)^*(m)\}$  is a “ratio” rule.
  - For every state  $k$ , for every message  $m$  that is sent with a positive probability at  $k$ , and for every neighborhood  $i \in S(m)$ ,

$$(a_k^i)^*(m) = \frac{\tau^i}{\sum_{j \in S(m)} \tau^j} \cdot r_k$$

- and for every location  $i \notin S(m)$ , or messages  $m$  that are sent with probability zero,

$$(a_k^i)^*(m) = 0$$

- This proposition says given an information structure  $\{p_k(m)\}$ ,  
 $a^i(m) \equiv \sum_{k=1}^K Pr(k|m) a_k^i(m) \geq \tau^i \implies \sum_{k=1}^K Pr(k|m) (a_k^i)^*(m) \geq \tau^i$ .
- Allocation according to this optimal ratio rule minimizes unnecessary waste of enforcement resources.

Recall:

$$\min_{\{a_k^i(m)\}, \{p_k(m)\}} \sum_{k=1}^K \sum_{m=1}^M \sum_{i=1}^N q^i(a^i(m)) s^i p_k(m) \pi_k, \text{ s.t.,}$$

$$(1) p_k(m) \geq 0 \text{ and } \sum_{m=1}^M p_k(m) = 1 \text{ for every } k$$

$$(2) \text{ In each state } k \in \{1, \dots, K\}, \sum_{i=1}^N a_k^i(m) \leq r_k \text{ for every message } m.$$

This problem can be rewritten as:

$$\min_{\{p_k(m)\}} \sum_{k=1}^K \sum_{m=1}^M \sum_{i \in \{1, \dots, N\} \setminus S(m)} s^i p_k(m) \pi_k, \text{ s.t.,}$$

$$(1) p_k(m) \geq 0 \text{ and } \sum_{m=1}^M p_k(m) = 1 \text{ for every } k$$

$$(2^*) \sum_{k=1}^K p_k(m) \pi(k) (a_k^i)^*(m) \geq \tau^i \sum_{k=1}^K p_k(m) \pi(k) \text{ for every } m \text{ and } i \in S(m).$$

Note:  $S(m)$  is determined through the condition (2\*).

$$i \in S(m) \iff \sum_{k=1}^K Pr(k|m) (a_k^i)^*(m) \geq \tau^i \iff \sum_{k=1}^K \frac{p_k(m) \pi_k}{\sum_{k=1}^K p_k(m) \pi_k} (a_k^i)^*(m) \geq \tau^i$$

We have a linear programming exercise with the size of input  $K \times 2^N$ . It is computationally hard with large  $N$ .

## Second Approach – Splitting

- **Knapsack problem without persuasion**

Define  $D_S(r) = \begin{cases} \sum_{i \in \{1, \dots, N\}} s^i & \text{if } r < \sum_{i \in S} \tau^i \\ \sum_{i \in \{1, \dots, N\} \setminus S} s^i & \text{if } \sum_{i \in S} \tau^i \leq r \end{cases}$  and  $D(r) = \min_{S \subseteq \{1, \dots, N\}} D_S(r)$ .

The city's payoff  $D(r)$  is a non-increasing step function.

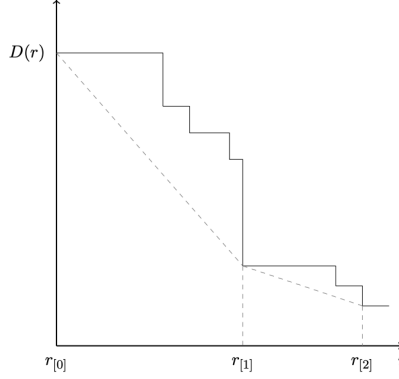


Figure 2:  $D(r)$  and the convexification of  $D(r)$  from below

- **Bayesian persuasion problem**

- The goal is to split  $E[r]$  into a distribution of  $r(m)$ ,  $m \in M$ .

- $E[r] = \sum_{m=1}^M Pr(m) \cdot r(m)$ , implied by the fact that the mean of posteriors is prior.
- By Blackwell & Girshick (1954), the distribution of posterior's mean is a mean-preserving contraction of (second-order stochastically dominated by) the prior distribution.

- Main take-away: Bayesian plausibility implies that two messages may be not enough.

- An example

- Suppose there are 3 states.
- $(r_1, r_2, r_3) = (0, \frac{1}{2}, 1)$  with prior  $(\pi_1, \pi_2, \pi_3) = (\frac{1}{4}, \frac{1}{2}, \frac{1}{4})$ .  $E[r] = \frac{1}{2}$ .
- Suppose the city has 2 neighborhoods with thresholds  $\tau^1 = \frac{1}{2}$  and  $\tau^2 = 1$  and social disutilities  $s^1 = \frac{1}{4}$  and  $s^2 = 1$ .

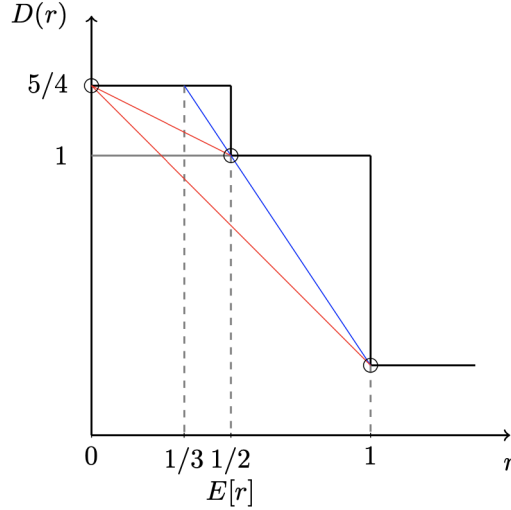


Figure 3: Three messages are better than two

- The optimal deterrence with two messages  $L$  and  $H$  requires that  $r(H) = 1$  and  $r(L)$  as low as possible.

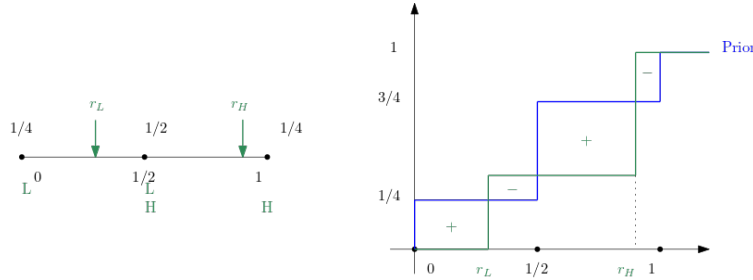


Figure 4: Distribution of posterior's mean

- The lowest possible value of  $r_L$  depends on  $r_H$  and is given by  $\max \left\{ \frac{3r_H - 2}{8r_H - 5}, 0 \right\}$ .
  - \*  $1/2 < r_H \leq 2/3$ :  $r_L < 1/2$  is unrestricted;
  - \*  $2/3 < r_H < 1$ : the lowest possible value of  $r_L$  is increasing in  $r_H$ ;
  - \*  $r_H = 1$ : then the lowest possible value of  $r_L$  is  $1/3$ .
- $r(L) = 1/3$ . Because  $E[r] = \sum_{m=1}^M Pr(m) \cdot r(m)$ ,  $Pr(L) = 3/4$  and  $Pr(H) = 1/4$ .
- With two messages:  $\frac{3}{4} \cdot \frac{5}{4} + \frac{1}{4} \cdot \frac{1}{4} = 1$ .
- With three messages that reveals the state of the world:  $\frac{1}{4} \cdot \frac{5}{4} + \frac{1}{2} \cdot 1 + \frac{1}{4} \cdot \frac{1}{4} = \frac{7}{8} < 1$ .