

# Algorithmic Game Theory

## Homework 3

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### 1 Problem 15

**Singleton Congestion Game.** *In singleton congestion games with  $n$  players accessing to a set of  $m$  resources, all best response sequences have length at most  $n^2m$*

*Proof.* Having the set of delay functions  $V = \{d(e, f(k, e)) | e \in E \wedge 1 \leq k \leq n\}$ , we sort this set in increasing order and we define a new delay function such as each value is the index of the ordered previous set  $V$ .

$$d'(e, f(k, e)) = \text{index of } d(e, f(k, e)) \text{ of sorted set } V$$

Having this, it is trivial to observed that if some the strategy selected  $(s_{-i}, s'_i)$  for some player  $i$ , reduce the cost in  $d'_e(k)$  also it is reduced on  $d_e(k)$ . As we are analyzing for a Singleton Congestion game we know that  $s_{-i} = r$  and  $s'_i = r'$  by definition, therefore  $c(s_{-i}) = d(r, f(s_{-i}, r))$  and  $c(s'_i) = d(r', f(s'_i, r'))$ . Since for player  $i$ ,  $(s_{-i}, s'_i)$  is an improvement, we know that  $d(r', f(s'_i, r')) < d(r, f(s_{-i}, r))$ , and also  $d'(r', f(s'_i, r')) < d'(r, f(s_{-i}, r))$ .

We also observe that  $d'(e, f(k, e)) \leq nm, \forall e \in E, k \in N$ , since  $|V| \leq nm$ .

Taking **Rossenthal's** potential function delay can be upper bound as:

$$\Phi(s) = \sum_{e \in E} \sum_{k=1}^{f(s,e)} d'(e, f(k, e)) \leq \sum_{e \in E} \sum_{k=1}^{f(s,e)} nm \leq n^2m \quad (1a)$$

$n^2$  is taking because every player uses exactly one resource, therefore  $\sum_{e \in E} f(k, e) = n$ . ■

## 2 Problem 17

It can be seen that  $PoA = PoS = \frac{k}{k} = 1$  and this is because of the following:

- In order to maximize their utility each player is going to perform the task until  $k$  select as strategy perform the task.
- As we have analyzed this problem before there is a  $NE \iff \sum_{i=1}^n x_i \neq k - 1$ , this indicates that  $PoA = \frac{k}{k}$ , because when reaching the equilibrium non player has incentive to change its strategy.
- The same happen with  $PoS = \frac{k}{k}$
- Therefore it is a stabilized game