A Novel Bidding Strategy for PDAs using MCTS in Continuous Action Spaces

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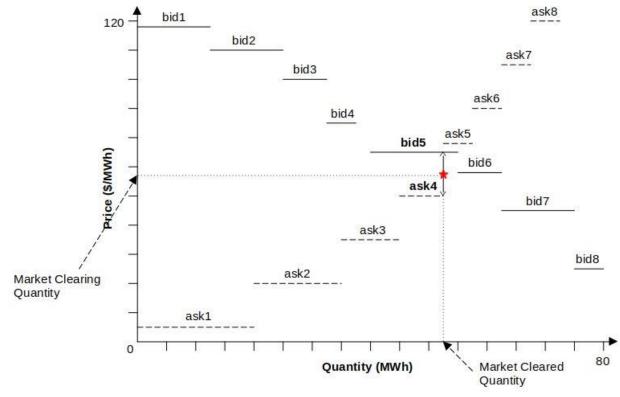




Background - PDA

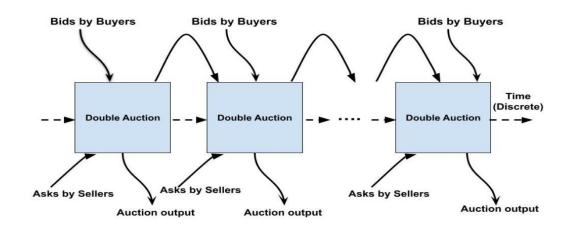
What is Periodic Double Auctions (PDAs)?





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Periodic Double Auction (Sequence of auctions)



Applications: Stock market auction and Energy auction

Challenges in Periodic Double Auctions (PDAs)

- Strategic planning across current and future auctions
- Each decision influences subsequent steps
- Need to be real-time.
- Need to account for the updated requirements based on factors like weather

Consequently, the decision-making process for bidding strategies becomes intricate, demanding innovative approaches to navigate the complexities of real-time bidding in PDAs.

For such sequential decision-making problems

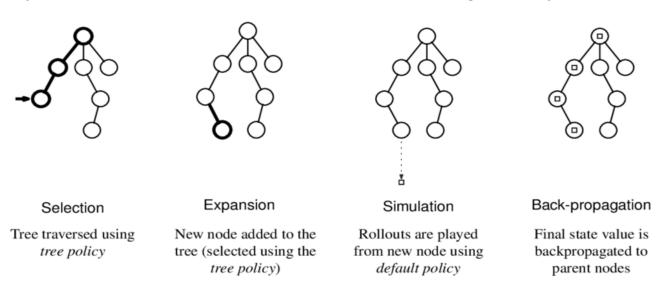


Monte Carlo Tree Search (MCTS)

Background - MCTS

Introduction of MCTS

- Monte Carlo Tree Search (MCTS) framework is capable of constructing trees
 - O That encompass entire decision-making trajectories
 - O Comprehensively capturing process dynamics
- Ability to blend the precision of tree search with the generality of random sampling



^{*}Image Credits: Monte Carlo tree search experiments in hearthstone, Andre Santos, Pedro A. Santos and Francisco S. Melo

Types of MCTS

- Discrete MCTS
- Continuous MCTS
 - Discretization
 - O Progressive Widening

Limitation: They do not leverage insights gained from explored actions to perform the exploration of unexplored actions or enhance knowledge about previously explored ones

- Some previous work (mostly for game playing, not directly applicable to other domains)
 - Policy gradient with MCTS

Our Contributions

- We investigate the efficacy of MCTS in continuous action spaces, specifically for the context of placing bids in a periodic double auction.
- Introducing Regression-MCTS (R-MCTS), a novel method designed to navigate the continuous action space of bid prices, harnessing insights gleaned from explored actions, to generalize the action space and accelerating MCTS learning.
- We demonstrate the effectiveness of R-MCTS by evaluating against several state-of-the-art MCTS methods, as well as various PDA bidding strategies, leveraging a simulated PDA environment as our experimental test bed.

Elements of Regression-MCTS (R-MCTS)

• UCT Selection:
$$argmax_a \left[\bar{v}_a + C \sqrt{\frac{log \sum_b n_b}{n_a}} \right]$$

• SPW: $n(v_c)^{\alpha} \ge |children(v_c)|$

$$\bullet \quad \textbf{Clearing Probability:} \quad p_{cleared}(s, action) = \frac{\sum_{ac \in auction[s], ac.CP < action} ac.cleared_amount}{\sum_{ac \in auction[s]} ac.cleared_amount}$$

Regression-MCTS (R-MCTS)

```
Algorithm 1 R-MCTS(rem quant, cur ts, delv ts)
                           1: bids \leftarrow [], root \leftarrow Node()
                                                                           # initialise bids list and root node
                           2: rem\ auctions \leftarrow delv\ ts - cur\ ts\ \# number of auctions remaining in a PDA
                            3: if rem quant > 0 then
                                 while i in NUMBER OF ROLLOUTS do
                                    visited \leftarrow [], rewards \leftarrow [], cur \leftarrow root \# initialise lists of visited, rewards
                                    visited \leftarrow [visited; root]
                                    list \ of \ sellers \leftarrow generate \ sellers()
                                    list \ of \ buyers \leftarrow clone \ buyers()
                                    while not cur.is leaf(rem quant) do
    Selection and
                           10:
                                      cur \leftarrow select(rem \ quant)
                                                                                                  # see algorithm 2
    Expansion
                                   cur.p cleared \leftarrow get pcleared(rem \ auctions, cur.action)
                           11:
                           12:
                                      cp, cq, rem quant \leftarrow perform auction(cur.action, rem quant,
                                      list of sellers, list of buyers) # clearing the current auction round
                                      rewards \leftarrow [rewards; cp]
                           13:
                           14:
                                       visited \leftarrow [visited; cur]
                                    end while
                           15:
        Simulation
                          16:
                                    cur \ cost, cur \ quant \leftarrow cur.simulation(rem \ quant, rem \ auctions)
                          17:
                                    root \leftarrow backpropogation(rewards, visited, cur \ cost, cur \ quant)
Backpropogation
                                 end while
                           18:
                          19:
        Best Move
                                 lp \leftarrow root.best action()
                                 bids \leftarrow [bids; Bid(buyer ID, lp, rem quant)]
                                                                                                        # limit order
                          21: else
                                 bids \leftarrow [bids; Bid(buyer ID, NULL, rem quant)]
                                                                                                     # market order
                          23: end if
                           24: return bids
```

```
SPW
Condition
```

Algorithm 2 select(node, rem_quant)

 $A \leftarrow \text{actions considered in } node$

4: else Variable Risk **Tactic**

7: end if

 $action \leftarrow argmax_{a \in A} \mathbb{E}(v|a) + C\sqrt{\frac{log \sum_{b \in A} number_of_visits(b)}{number_of_visits(a)}} \# UCB\text{-select}$

1: if $number \ of \ visits(node)^{\alpha} \leq number \ of \ children(node)$ then

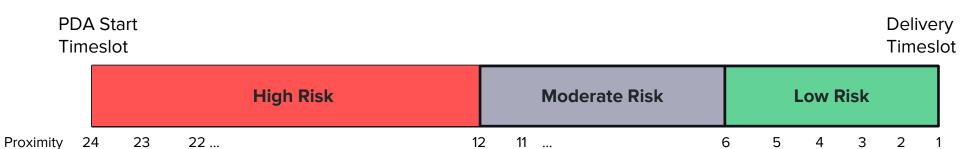
new $action \leftarrow child of node by taking an action using p cleared data$

 $node.children \leftarrow [node.children; action] \# SPW-select: expanding action space$

8: new state = node.action

9: return new state

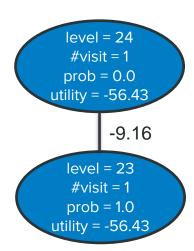
Variable Risk Tactic



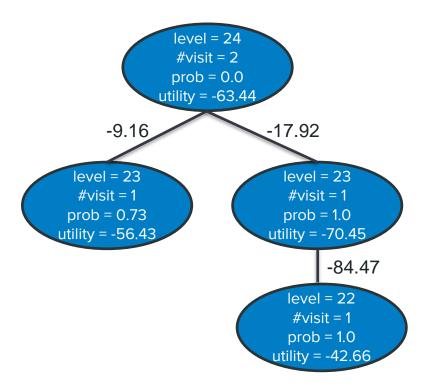
At the start



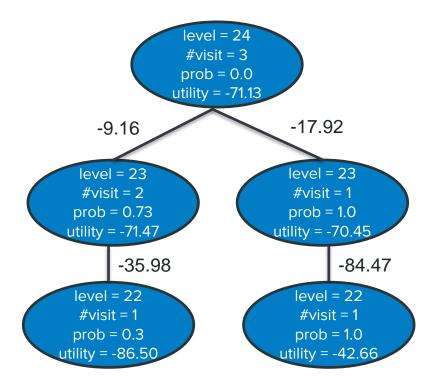
1st Iteration



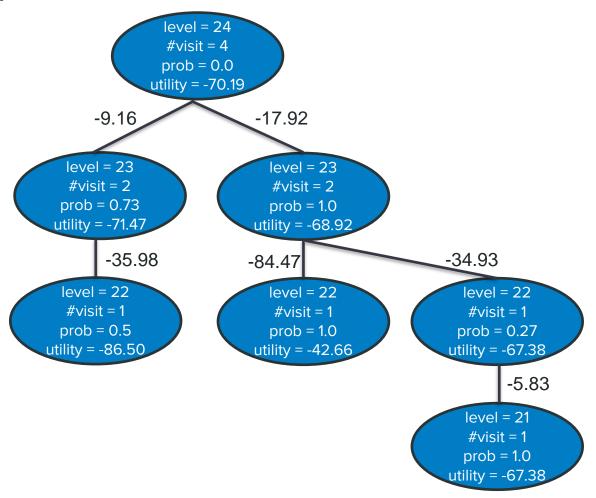
2nd Iteration



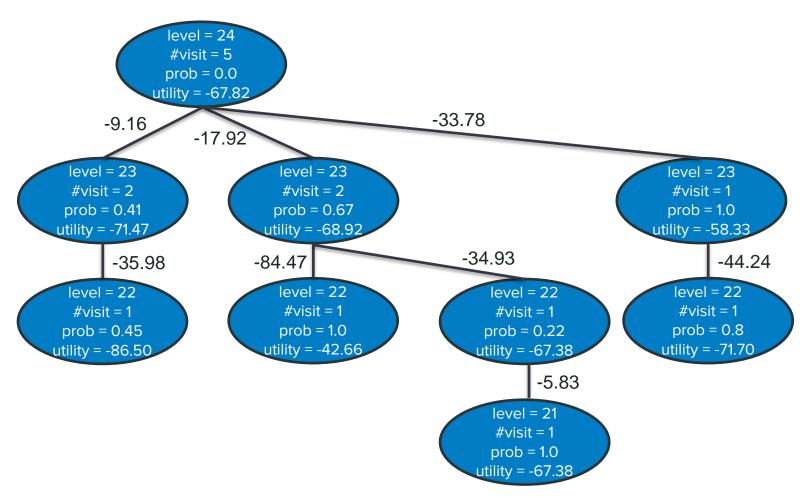
3rd Iteration



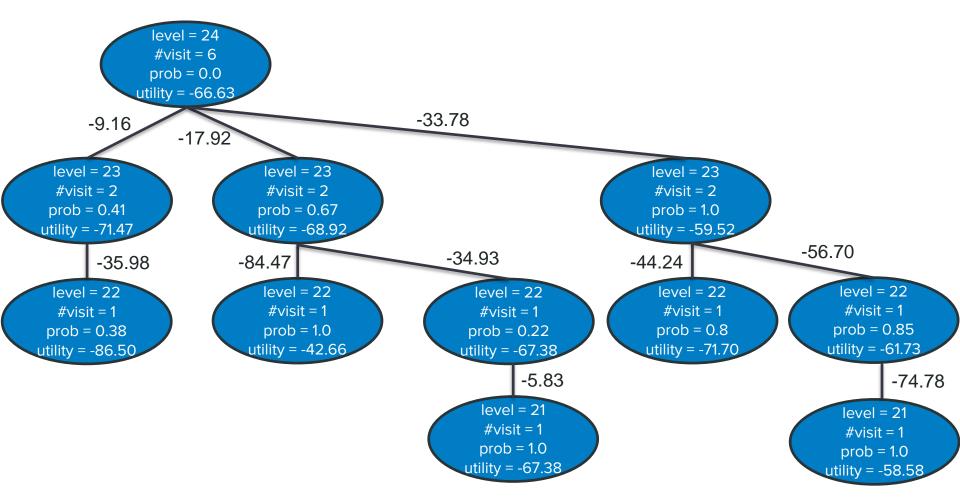
4th Iteration



5th Iteration



5th Iteration



Experiments and Results

Baseline Bidding Strategies for Comparison

MCTS-based Strategies:

MCTS-Vanilla: Discretizes the action space of bid prices. Each action within this space is defined by two multipliers, α_1 and α_2 , applied to the lower and upper bounds of feasible bid prices, respectively.

MCTS-SPW: Initially starts with a discrete action space and dynamically grows its size with the number of rollouts as more bid prices are randomly sampled by balancing between exploration and exploitation.

SPOT: Integrates several heuristic techniques to optimize bid prices and strategically place multiple bids in auctions. Specifically, it calculates the standard deviation of clearing prices σ offline and incorporates an external limit price predictor that provides limit-price μ .

Baseline Bidding Strategies for Comparison

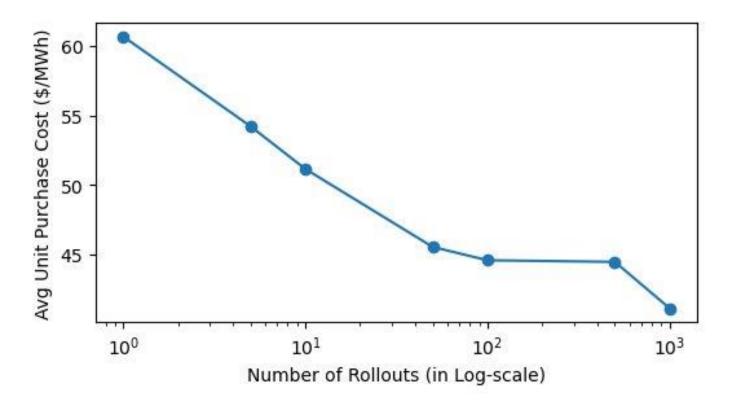
PDA Bidding Strategies:

ZI: Strategy to place random bids within upper and lower bounds

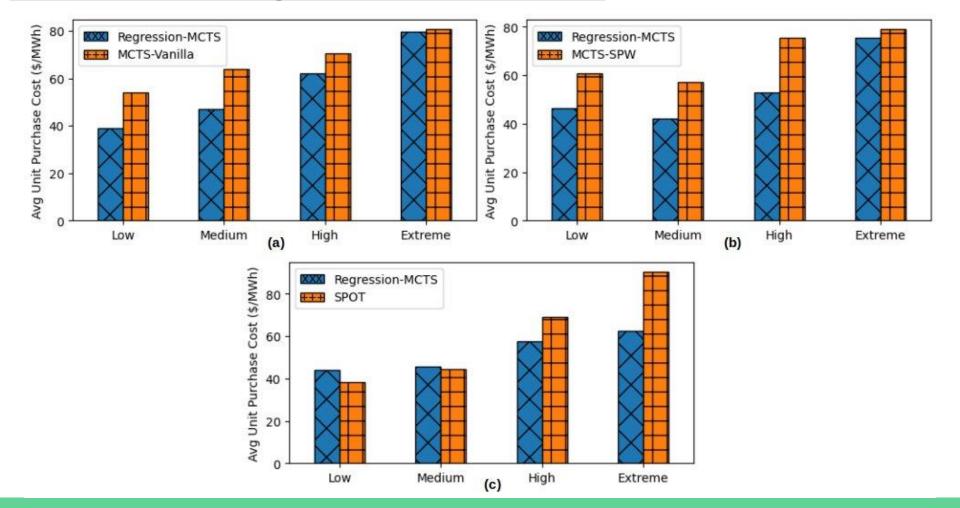
ZIP: Heuristic strategy to adjust the profit margins while placing bids

VV21: Heuristic strategy that models the cost curve of the generating company derived from uncleared ask information available in PDAs. Then, uses the cost curve information to place bids.

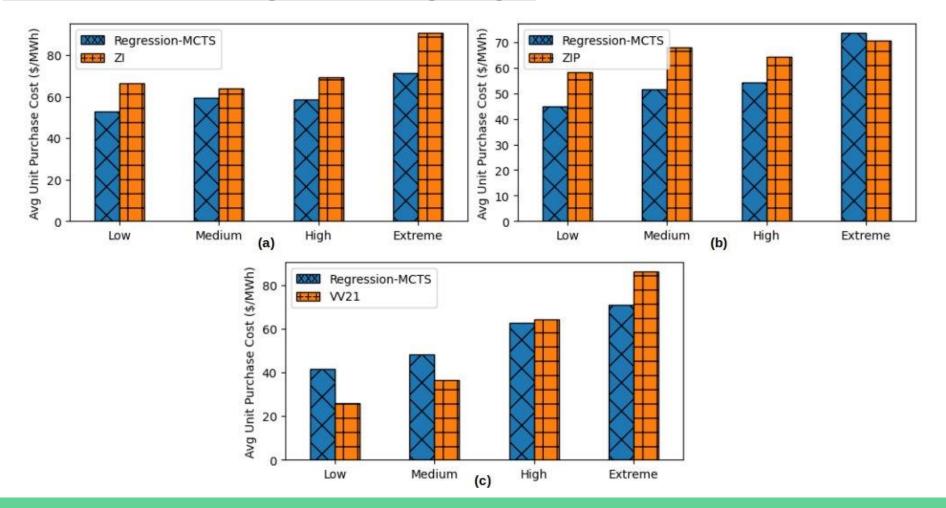
Set-1: Performance R-MCTS with #rollouts



Set-2: Performance R-MCTS against state-of-the-art MCTS methods



Set-3: Performance R-MCTS against PDA bidding strategies



Thank you !!!

Questions ...?