Inefficiency of Equilibria

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 - ☐ Equilibrium outcome are bad for both the players
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 - □ What is the quantity we want to maximize/minimize?
 - □ What is the meaning of optimal solution?
- Notion of equilibria (Nash (pure, mixed), correlated, ...)

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Choice of objective function and choice of equilibrium concept

How to measure the quality of solution?

Utilitarian: maximum social welfare (total utility/payoff)

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■ Egalitarian: maximizes the minimum payoff (max min)

Why we want to measure inefficiency of equilibria?

The answer to this may help

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- We may take some measure to improve it
- If it is not too bad, then we may not bother for the selfish behavior because it is expensive and sometimes impossible to change it
- How to quantify the selfish behavior (equilibrium)?
 - □ When there are multiple equilibria, which one to choose?

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$$PoA = \frac{worst \underline{equilibrium cost}}{optimal cost} \ge 1$$
 (cost)

Leep it always greater than or equal to 1.

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$$PoA = \frac{\text{value of optimal solution}}{\text{value of worst equilibrium}} \ge 1 \text{ (payoff/utility)}$$

PoA =
$$\frac{\text{worst equilibrium cost}}{\text{optimal cost}} \gtrsim 1$$
 (cost)

If PoA is close to 1, then?

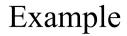
Price of Stability (PoS) $P_{o}S = \frac{1}{12} = \frac{1}{12}$

■ PoS is defined as the ratio between the value of optimal solution and the value of the best equilibrium solution

$$PoS = \frac{\text{value of optimal solution}}{\text{value of best equilibrium}} \ge 1 \text{ (payoff/utility)}$$

$$PoS = \frac{\text{best equilibrium cost}}{\text{optimal cost}} \ge 1 \qquad \text{(cost)}$$

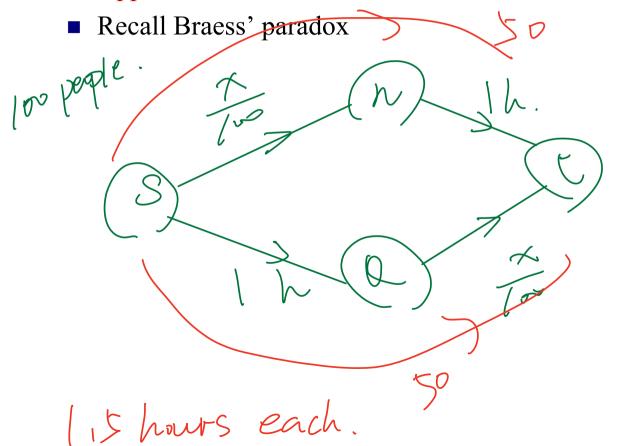
- PoS quantifies the necessary degradation of solution quality due to imposition of the game theoretic constraint of stability
- $1 \le PoS \le PoA$





Selfish Routing

■ Applications: road traffic, communication networks, etc.



Selfish Routing

- Applications: road traffic, communication networks, etc.
- Recall Braess' paradox
- Atomic setting each player is not negligible

Atomic setting
$$A$$
 each player is not negligible

Non-atomic setting (each individual has negligible size)

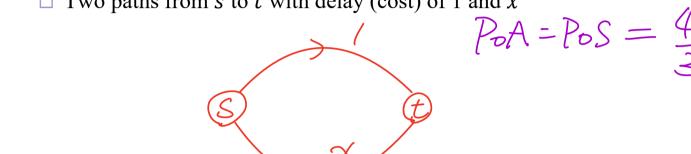
Po $A = Po S = \frac{2}{1 I} = \frac{4}{3}$

s each,

Pigou's Example (1920)

Non-atomic setting. (total / unit A simple selfish routing network

 \square Two paths from s to t with delay (cost) of 1 and x



quilibrium Solution: All choose "X" => X=(.

Optimal Solution: Min{X2+(1-x)} $\Rightarrow x = \frac{1}{2}$ half choose "1" half choose "x".

Pigou's Example (1920)

- A simple selfish routing network
 - What happens when the paths have affine cost function ax + b where

 $a, b \ge 0$ and r units of flow need to go from s to t

$$P_0A = P_0S = \frac{ar^2 + br}{\frac{3}{4}ar^2 + br} \le \frac{4}{3}$$

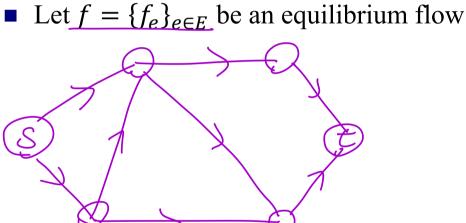
Equilibrium sol: axtb < artb => all choose "axtb"

optimal sol: min $\{(ar+b)(1-x) + x(ax+b)\}$.

= $\times = \frac{1}{2}$ = half "arth" half "axtb".

PoA of General Network

- Let G = (V, E) be network and we have affine cost function on edges, i.e., $c_e(x) = a_e x + b_e$
- $cuges, 1.\underline{c., c_{\varrho}(x) u_{\varrho}x + u_{\varrho}}$



\(\sigma \) = total flow / or \(\sigma \) in former

Cost of equilibrium: $C(f) = \sum_{e \in E} (a_e f_e + b_e) f_e$.

Cost of optimal: C(f*).

PoA of General Network

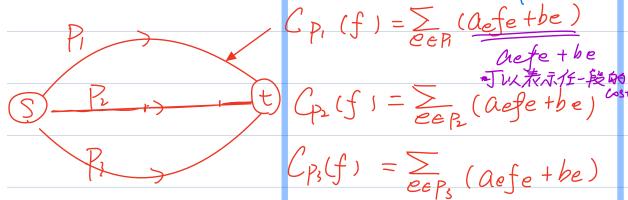
- Let G = (V, E) be network and we have affine cost function on edges, i.e., $c_e(x) = a_e x + b_e$
- Let $f = \{f_e\}_{e \in E}$ be an equilibrium flow
- Let C(f) be the cost of f
- C(f) = ?

PoA of General Network

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- Let $f = \{f_e\}_{e \in E}$ be an equilibrium flow
- Let C(f) be the cost of f
- C(f) = ?
- Let $f^* = \{f_e^*\}_{e \in E}$ be an optimal solution

■ PoA = ?
$$\frac{\mathcal{C}(f)}{\mathcal{C}(f^*)} \leq \frac{\mathcal{C}}{3}$$

Equilibrium: f = {fe}eeE total cost of each path.



- Dif there are positive amount of flow both on P, and P_2 , then $C_{P_1}(f) = C_{P_2}(f)$. Otherwise one would switch from its path to the path with the lowest cost until they are same.
- 2) if positive flow on P_1 , zero flow on P_2 . then $Cp_1(f) \leq Cp_2(f)$. Otherwise one would choose P_2 instead of P_1 .

$$P_0A = \frac{C(f)}{C(f^*)}$$

Prove PoA < \frac{4}{3}

Proof: Set Equilibrium flow $f = \{fe\}_{e \in E}$ Let $X = \{Xe\}_{e \in E}$ be an arbitrary flow.

$$C(x) = \sum_{e \in E} (aefe+be) \times e$$

$$= \sum (aefe \times e + be \times e).$$

$$fe \times e - \times e \leq \frac{1}{4} f e$$

$$\leq \sum (ae \times e + be \times e) + \sum \frac{ae}{4} f e$$

$$\leq C(x) + \frac{1}{4} C(f)$$

In equilibrium, the flow only lies on smallest cost paths, hence $C^{f}(X)$ $= C^{f}(f)$ Still only lies on Smallest cost paths $> C^{f}(f)$ some flow lie on other paths.

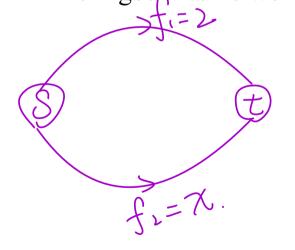
 $C^f(x) \ge C^f(f) \forall x.$

=>
$$C(f^*) + \frac{1}{4}C(f) > C^{f}(f^*) > C^{f}(f) = c(f)$$

$$\Longrightarrow C(f^*) \geqslant \frac{3}{4}C(f)$$

$$\Rightarrow P_{oA} \leq \frac{4}{3}$$

- Few number of players, so the size is not negligible
- Example: Two players want to send 1 unit of flow from s to t in the Pigou-like network



Equilibrium
$$\{(0, 2)\}$$
 $\{(1, 1), 3\}$

$$PoA = \frac{\text{worst equilibrium}}{\text{optimel}} = \frac{4}{3}$$

$$PoS = \frac{\text{best equilibrium}}{\text{optimal}} = 1$$

- Few number of players, so the size is not negligible
- Example: Two players want to send 1 unit of flow from s to t in the Pigou-like network
- Equilibrium?

(1). player can be different.
(2). can have multiple equilibriums

Difference with non-atomic setting?

- Few number of players, so the size is not negligible
- Example: Two players want to send 1 unit of flow from *s* to *t* in the Pigou-like network
- Equilibrium?

■ General problem: k players, each player i wants to send 1 unit of flow from $s_{(i)}$ to $t_{(i)}$ on a single path in a network \overline{G}

Ifferent players have different

Starts and terminals.

PoA

■ PoA can be larger than 4/3

