

Algorithms and Incentives in Machine Learning

Princeton CSML Seminar and ECE Korhammer Seminar Series

11/2023

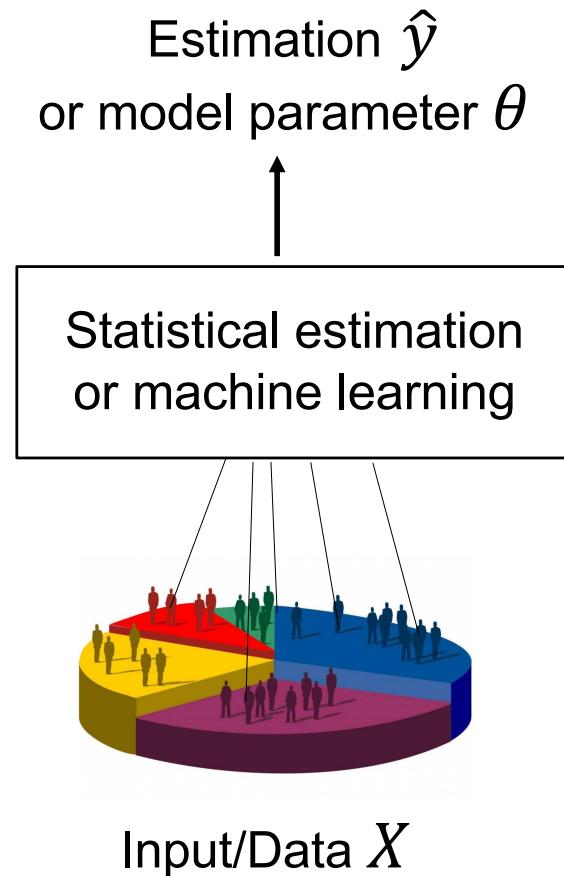
Haifeng Xu

Department of Computer Science
and Data Science Institute

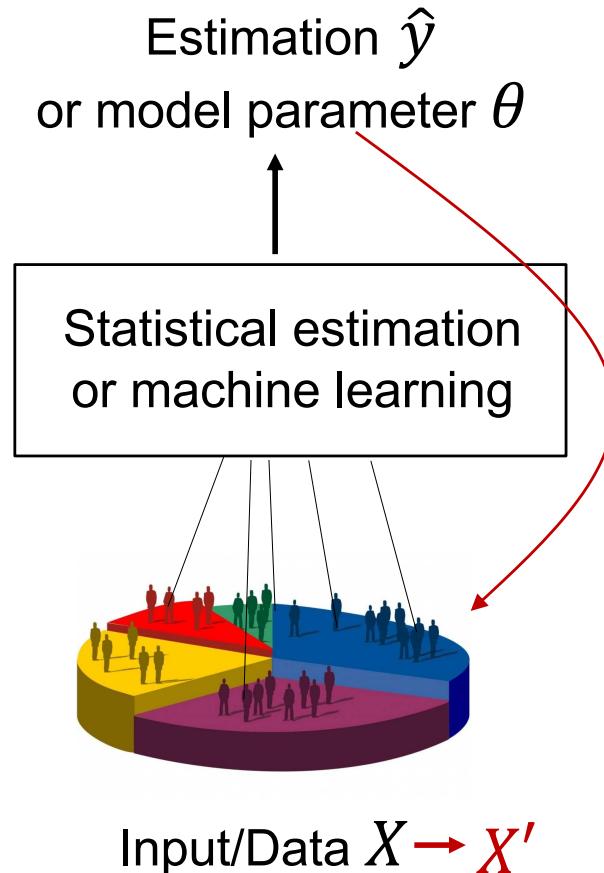
University of Chicago



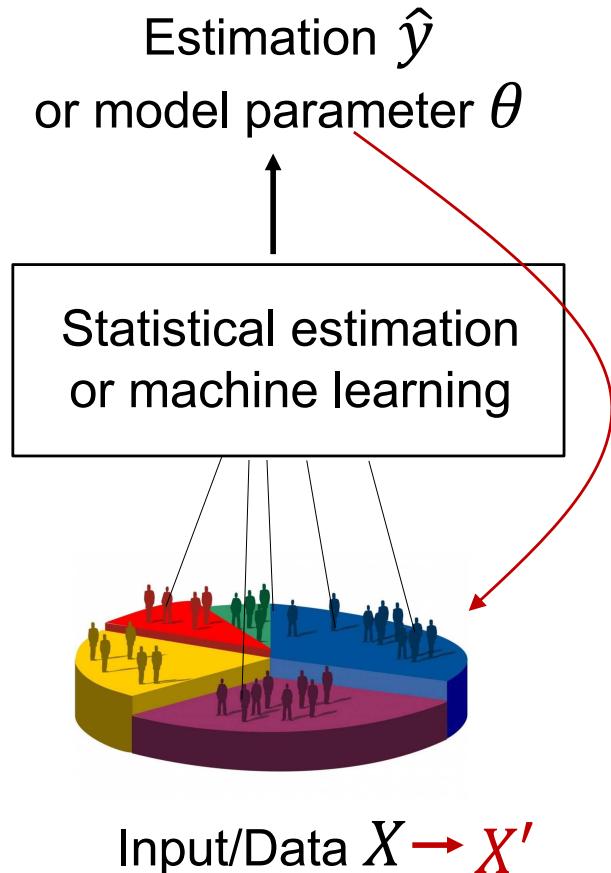
A classic paradigm of machine learning...



In many applications, learning outcomes affect data providers' welfare → leading to strategically supplied data



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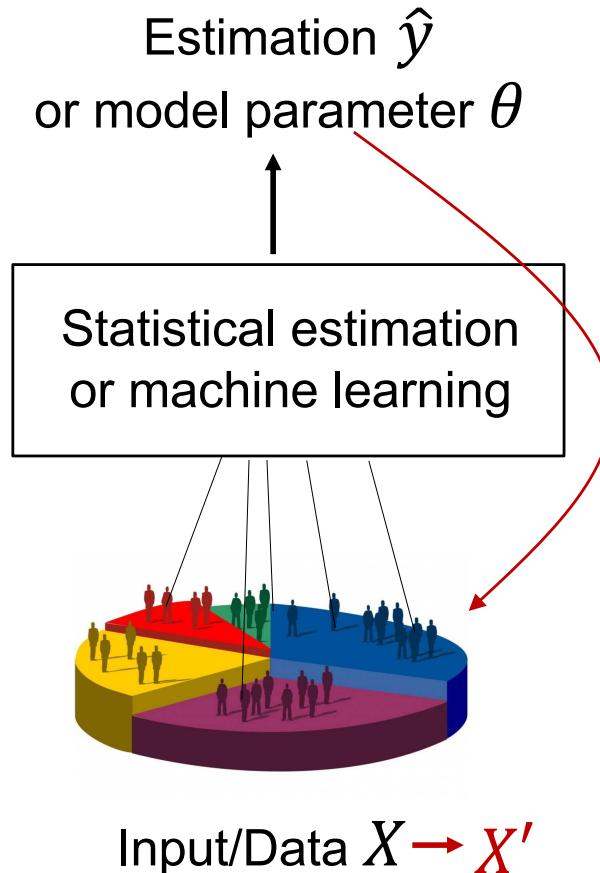


✓ Classify loan applicants

Business loan factors

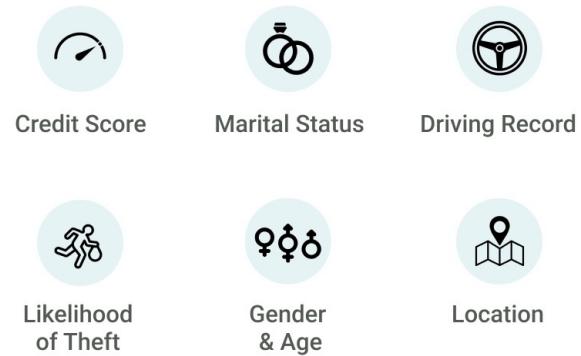


In many applications, learning outcomes affect data providers' welfare → leading to strategically supplied data



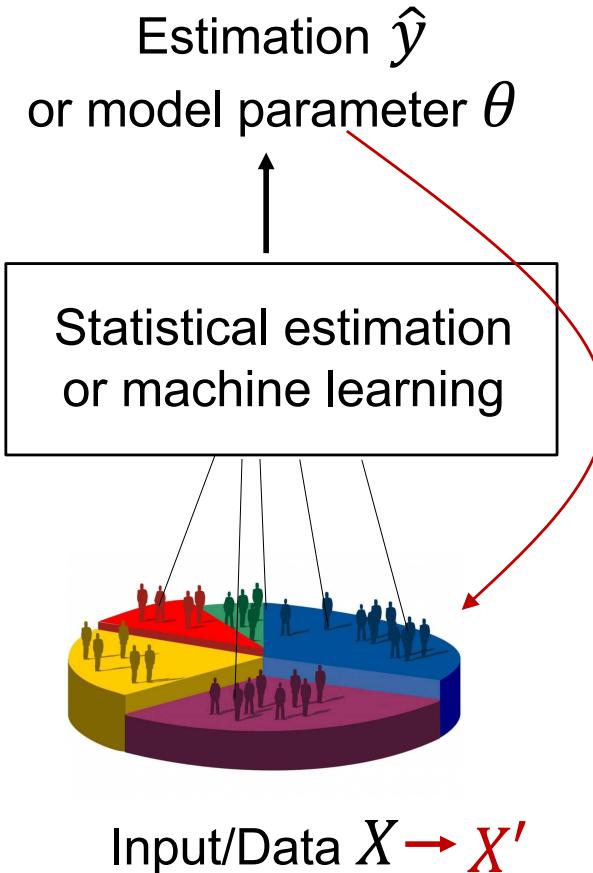
- ✓ Classify loan applicants
- ✓ Estimate insurance rate for applicants

6 Key Factors That Affect Car Insurance Rates



©way.com

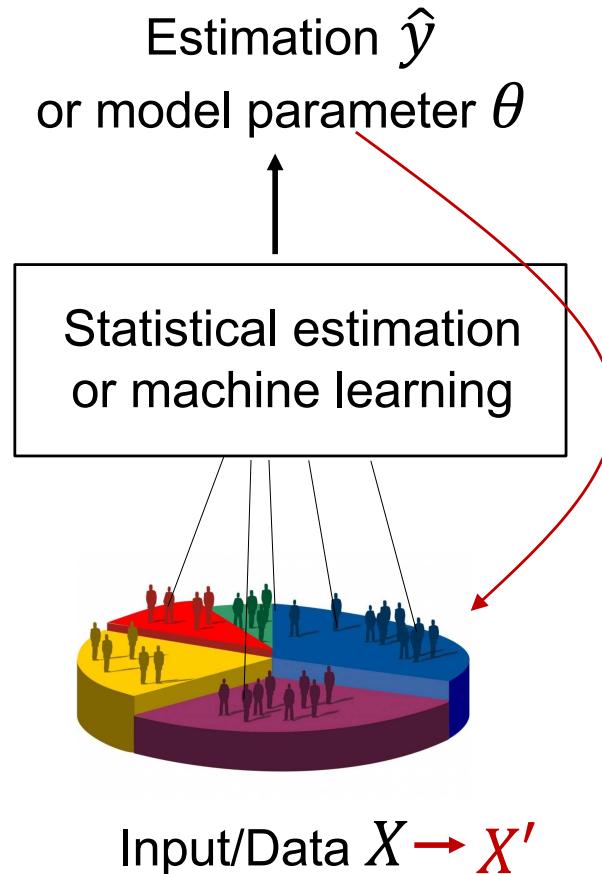
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- ✓ Classify loan applicants
- ✓ Estimate insurance rate for applicants
- ✓ Learning to recommend contents



In many applications, learning outcomes affect data providers' welfare → leading to strategically supplied data

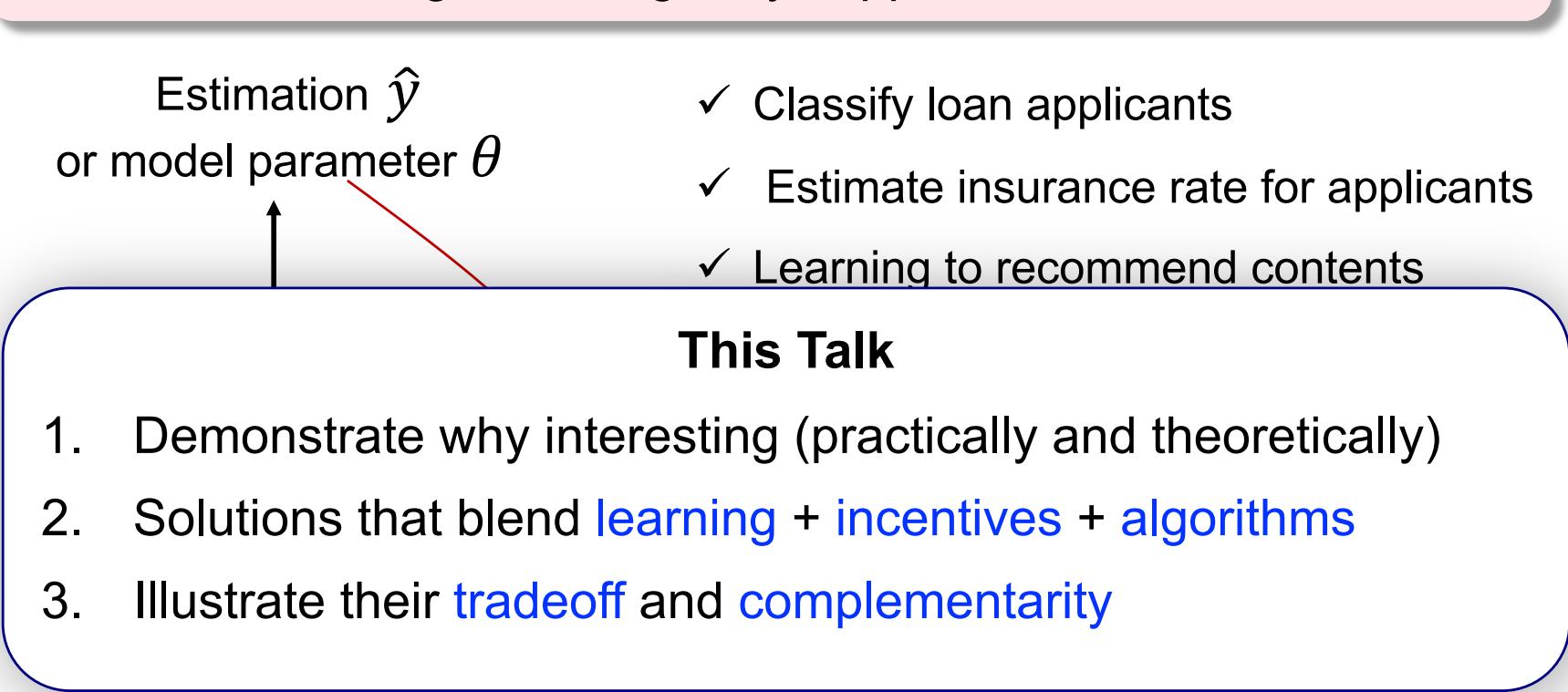


- ✓ Classify loan applicants
- ✓ Estimate insurance rate for applicants
- ✓ Learning to recommend contents
- ✓ Spam filters



In many applications, learning outcomes affect data providers' welfare → leading to strategically supplied data

Estimation \hat{y}
or model parameter θ



- ✓ Classify loan applicants
- ✓ Estimate insurance rate for applicants
- ✓ Learning to recommend contents

This Talk

1. Demonstrate why interesting (practically and theoretically)
2. Solutions that blend **learning + incentives + algorithms**
3. Illustrate their **tradeoff and complementarity**



Input/Data $X \rightarrow X'$

Outline

A timely real-world problem



Vignette 1

Elicit truthful information to improve statistical estimation

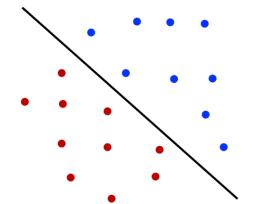


A well-studied classic model



Vignette 2

PAC-Learning in strategic environments



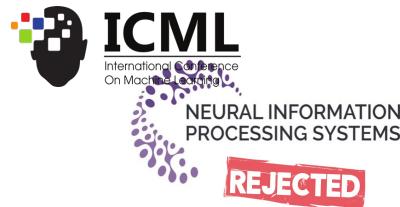
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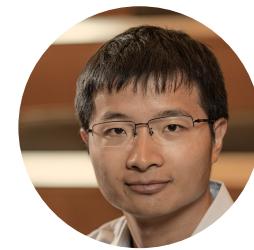
Joint work with



Jibang Wu
(UChicago, CS)

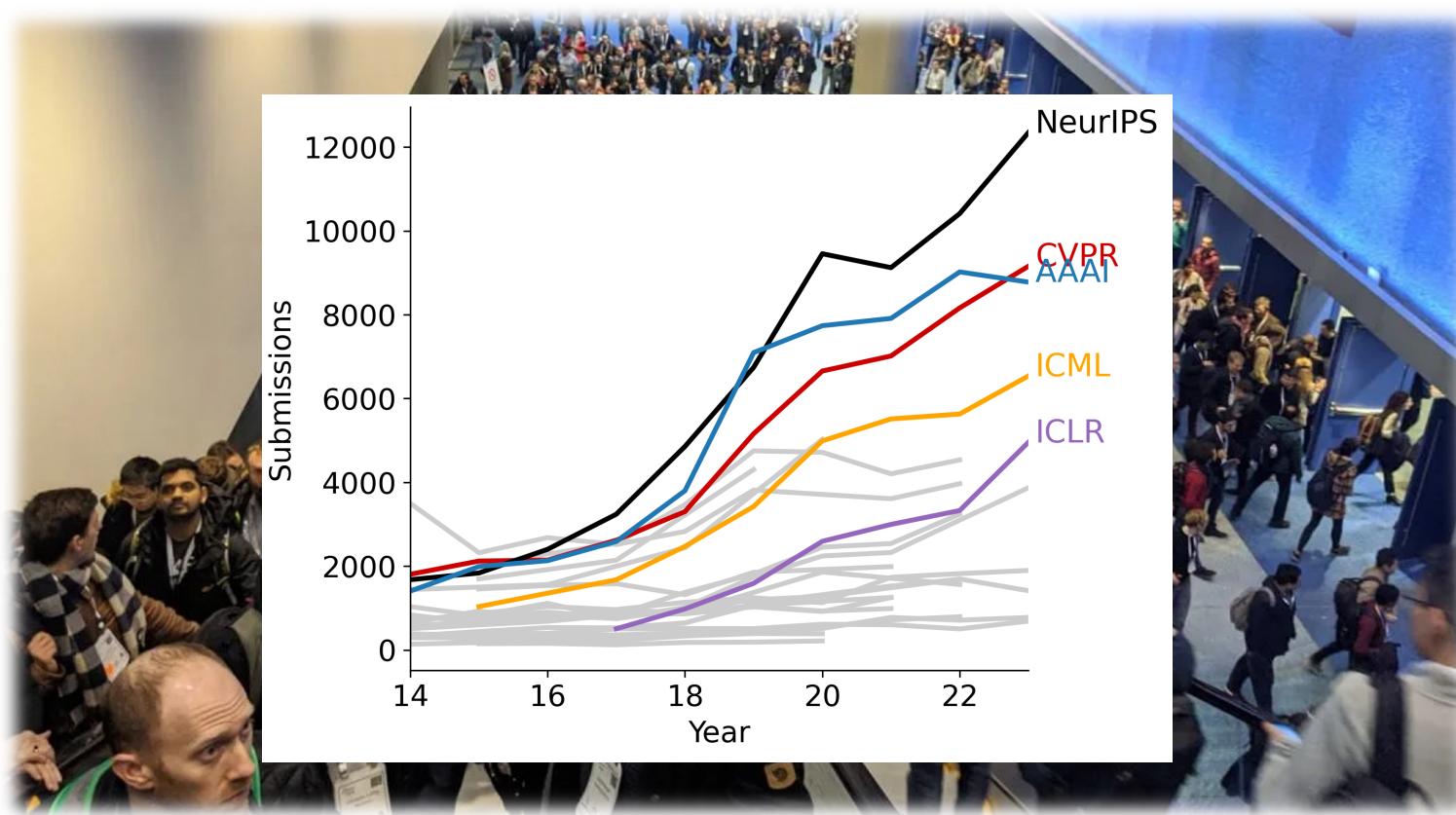


Yifan Guo
(USTC, Math)



Weijie Su
(UPenn, Wharton)

A Concern of ML Venues – Massive Sizes



Lack of Qualified Reviewers ⇒ Large Noise

- 70% of reviewers in NeurIPS 2016 are PhD students [Shah 2022]
- Nowadays, even many undergrad reviewers



Ian Goodfellow
@goodfellow_ian · Follow

I suspect that peer review *actually causes* rather than mitigates many of the "troubling trends" recently identified by @zacharylipton and Jacob Steinhardt:

arXiv.org
Troubling Trends in Machine Learning Scholarship
Collectively, machine learning (ML) researchers are engaged in the creation and dissemination of ...

11:29 AM · Jul 29, 2018

686 Reply Share

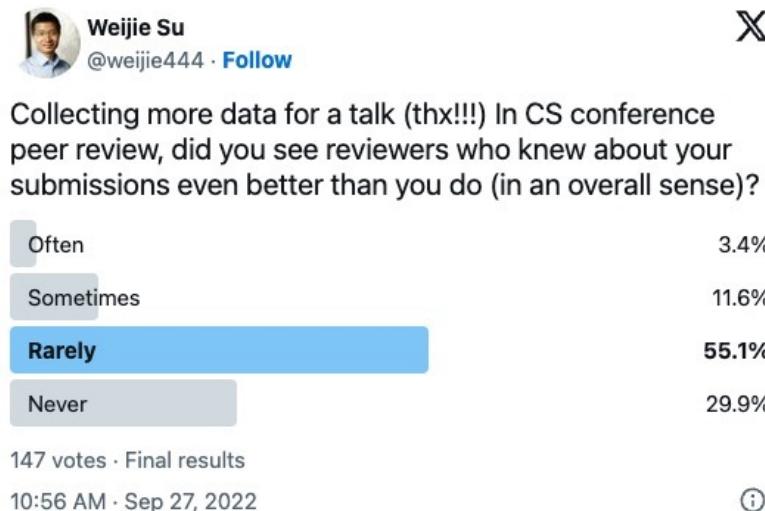
Read 23 replies

This work tries to develop a workable solution

Core idea: authors' own information about their papers is another source of data for improving paper score estimation

Why?

Authors often have good knowledge about their own papers



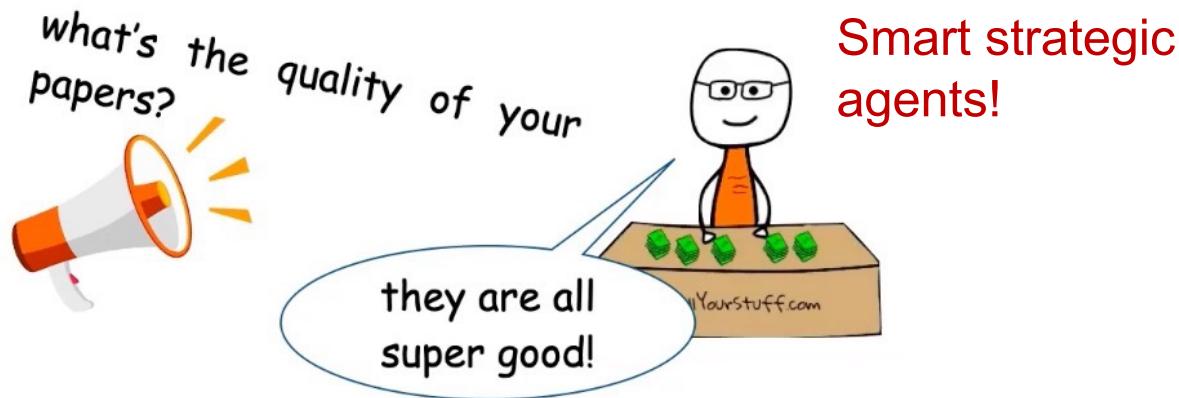
However, Challenges Remain

Challenge 1: what information to elicit from authors?

- Cannot be too fine-grained
- Cannot be too coarse neither (then not that useful)

A good compromise: authors' ranking of their papers

Challenge 2: how to guarantee authors will tell truthful information?



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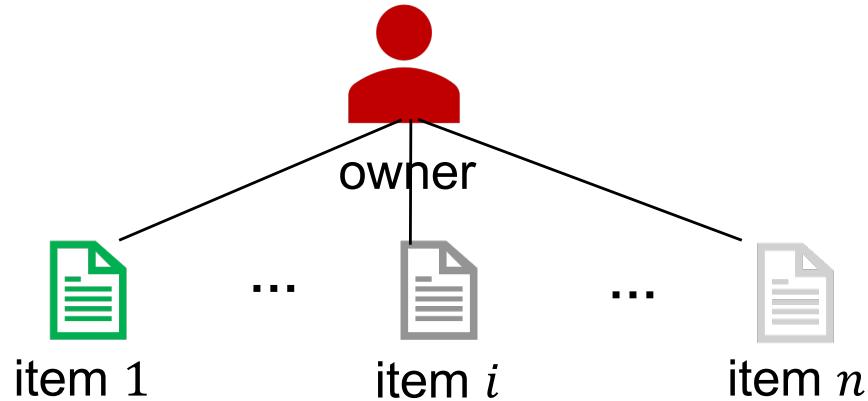
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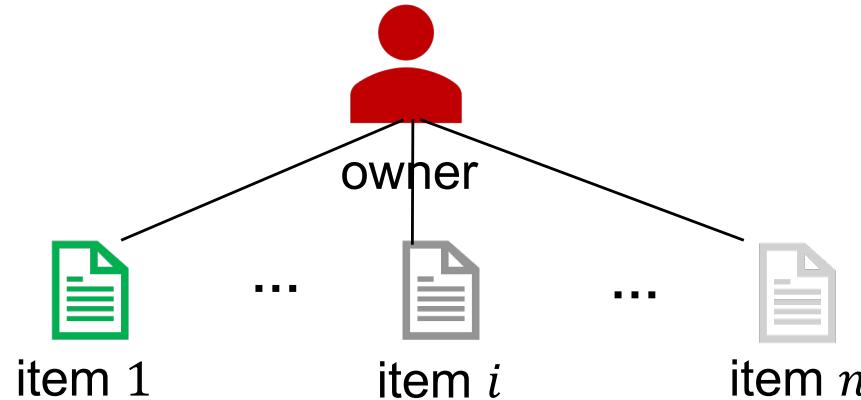
Challenge 2: how to guarantee authors will tell truthful information?

- Estimation method has to be designed so that information elicitation is aligned with authors' incentives

It Can Work in Idealized Situations! [Su, NeurIPS'21]



Formal Model

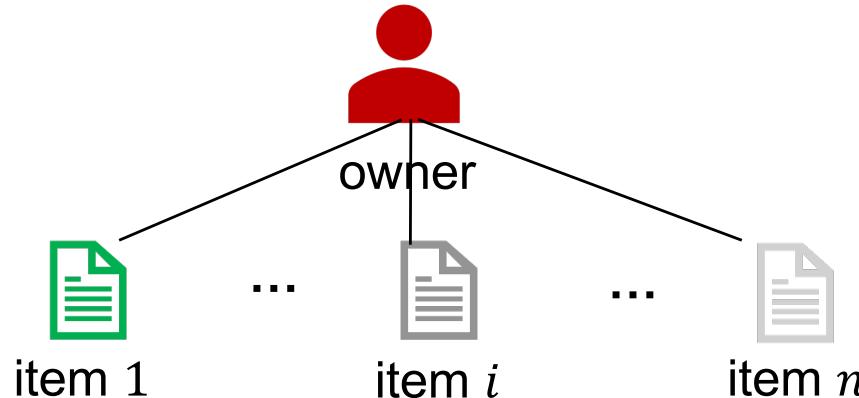


- Ground-truth score: $\mathbf{R} = (R_1, \dots, R_n)$
- Review score: $y_i = R_i + z_i$ (noise)
- Designer's task:
 1. Ask for owner's ranking π of her items
 2. Use π and $\{y_i\}_i$ to compute refined scores $\hat{\mathbf{R}}(\pi, \{y_i\}_i)$
- Owner derives utility $U(\hat{R}_1, \dots, \hat{R}_n)$ from output scores



The design of $\hat{\mathbf{R}}$ function matters – it may be gamed!

A Simple and Elegant Solution

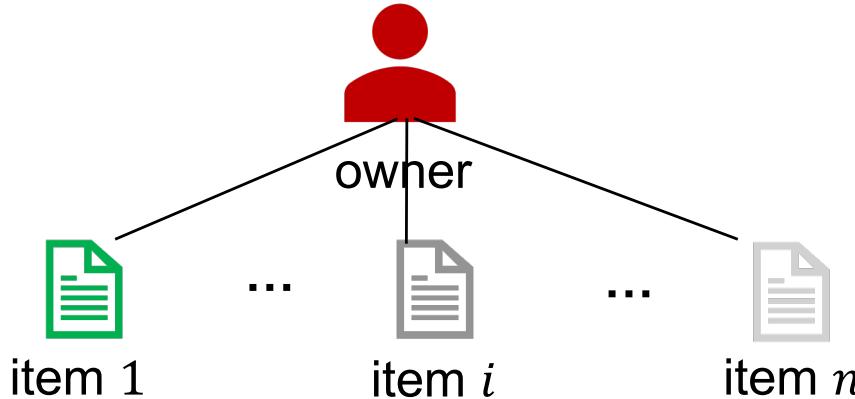


Isotonic regression

$$\hat{R} = \arg \min_{\mathbf{r}} \|\mathbf{y} - \mathbf{r}\|^2$$

$$\text{s.t. } r_{\pi(1)} \geq r_{\pi(2)} \geq \dots \geq r_{\pi(n)}$$

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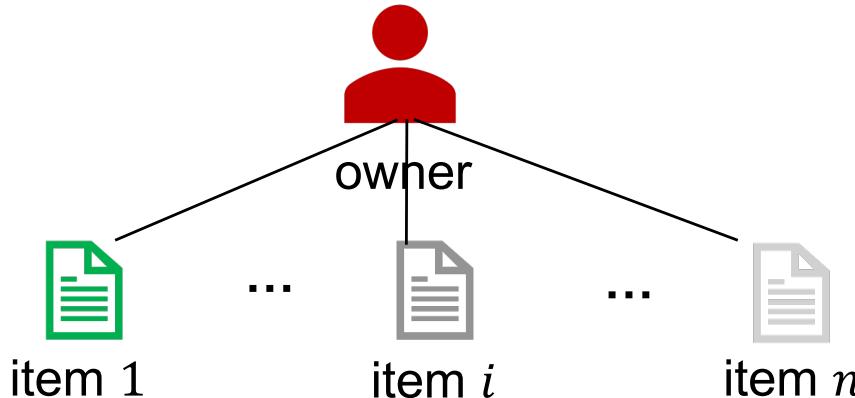
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Thm [Su,'21]: Suppose owner's utility function $U(\hat{\mathbf{R}})$ is convex, then isotonic mechanism is truthful.

➤ Formally, suppose π^* is true ranking of R_i 's, then

$$\mathbb{E}_{\text{noisy } \mathbf{y}} U(\hat{\mathbf{R}}(\pi^*, \mathbf{y})) \geq \mathbb{E}_{\text{noisy } \mathbf{y}} U(\hat{\mathbf{R}}(\pi, \mathbf{y})), \quad \forall \pi$$

A Simple and Elegant Solution



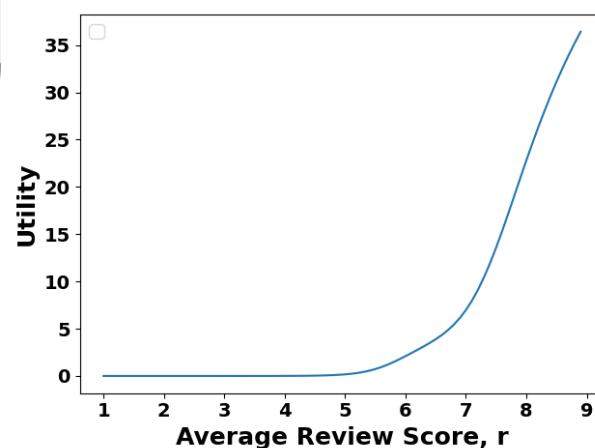
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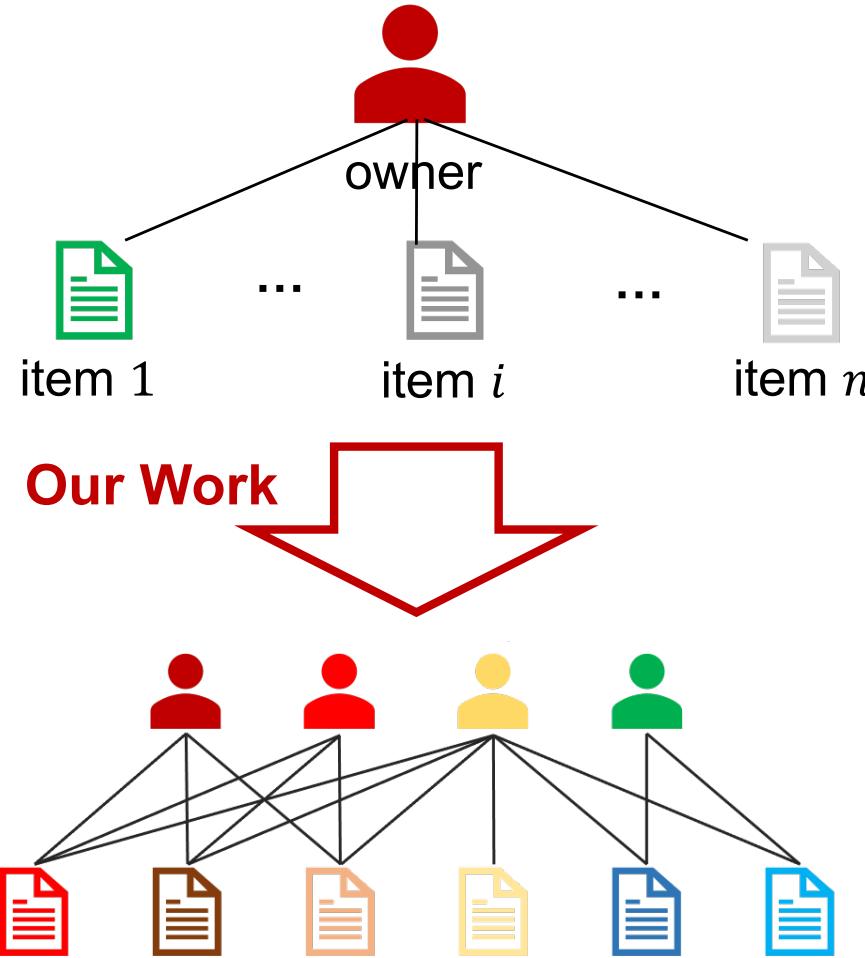
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Thm [Su,'21]: Suppose owner's utility function $U(\hat{\mathbf{R}})$ is convex, then isotonic mechanism is truthful.

- Convex utility captures the high-risk-high-reward nature of research
 - Empirically justified with ICLR'22 data



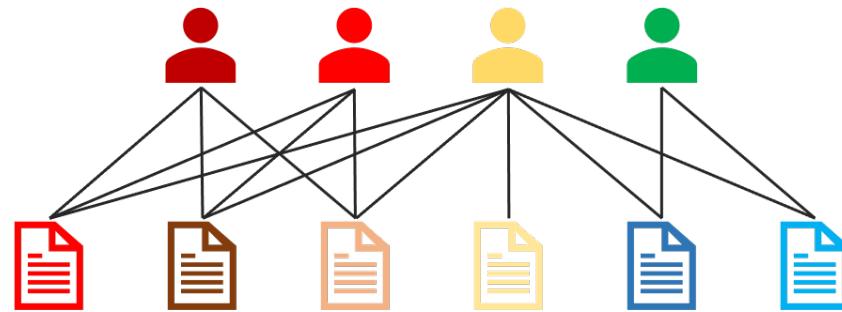
Address More Realistic Peer Review Setups



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Main Question: Can we still elicit truthful information from owners to improve review score estimation?

Ans: Yes, though to some extent



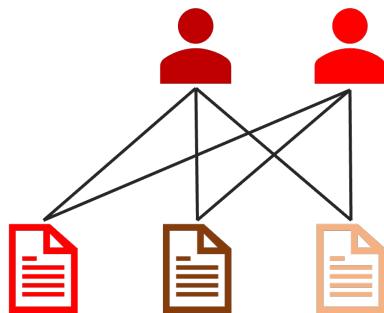
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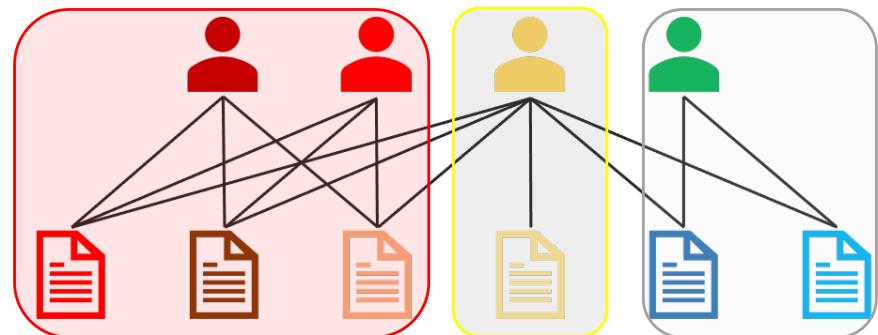
Our approaches have two steps:

Step 1



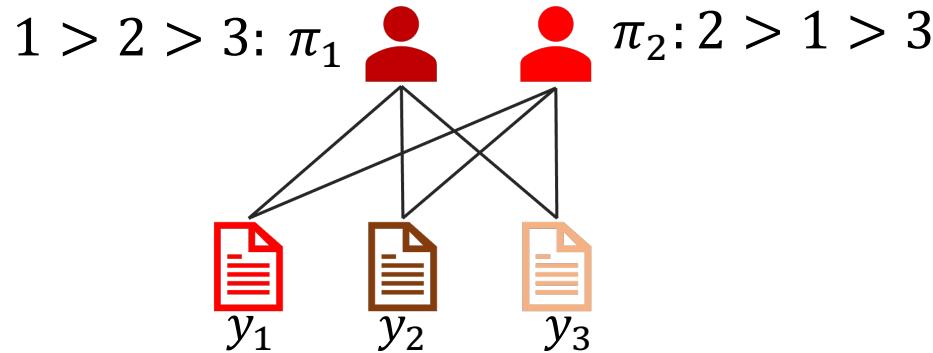
Complete ownership
(Statistics + mechanism design)

Step 2



Partition general ownership into
blocks of complete ownerships
(algorithm design)

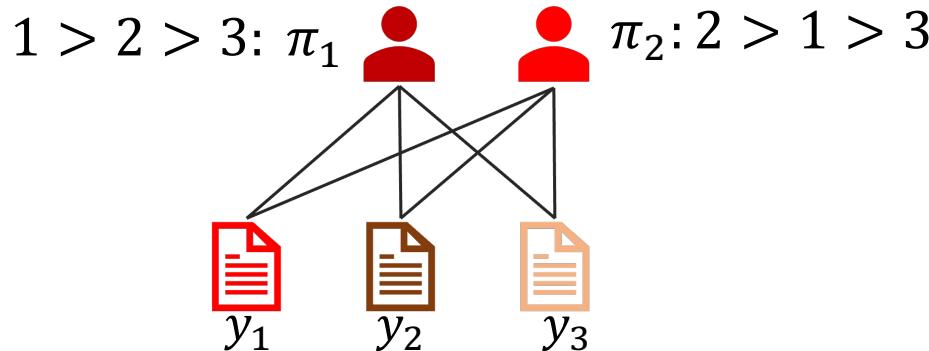
Step I: the Complete Ownership Situation



Model: the same, except all owners hold ranking information

Goal: elicit information from all owners to refine score estimation

Step I: the Complete Ownership Situation



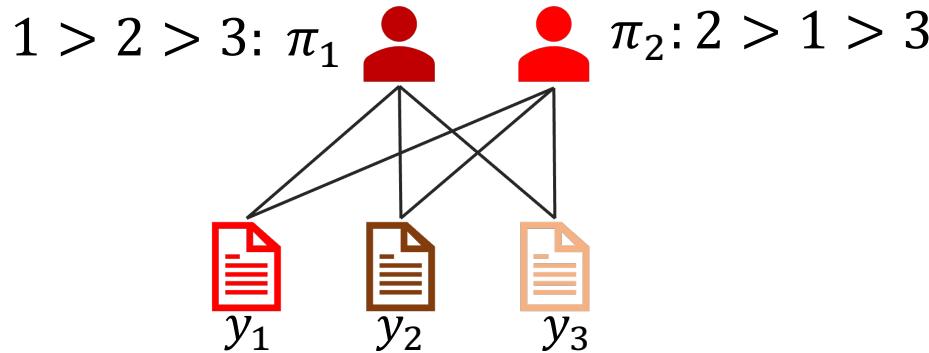
Suppose we get ranking π_j from every owner j , what's the most natural way to calculate estimated score?

The Weighted Isotonic Mechanism

1. Elicit π_j from every j
2. Run isotonic regression to find $\hat{\mathbf{R}}^{(j)} = \text{Isotonic}(\pi_j, \mathbf{y})$
3. Output weighted combination $\hat{\mathbf{R}} = \sum_j \alpha_j \hat{\mathbf{R}}^{(j)}$

$\{\alpha_j\}$ can be arbitrary

Step I: the Complete Ownership Situation

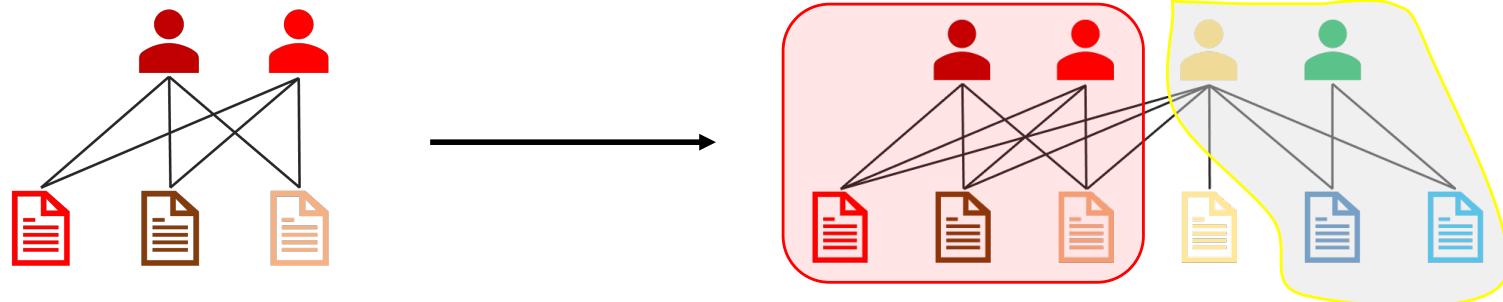


Theorem [WXGS'23]. Under weighted isotonic mechanism and convex utility, every owner reports truthful ranking is a Nash equilibrium (NE)

Moreover, this NE is **payoff-dominant** – everyone simultaneously achieves highest possible utility among all possible NEs.

- Strong evidence of truthful behaviors
- Generalizes truthful behavior in previous single-agent optimization [Su'21] to truthful behaviors in multi-agent strategic gaming
- Proof uses a new technique *majorization*

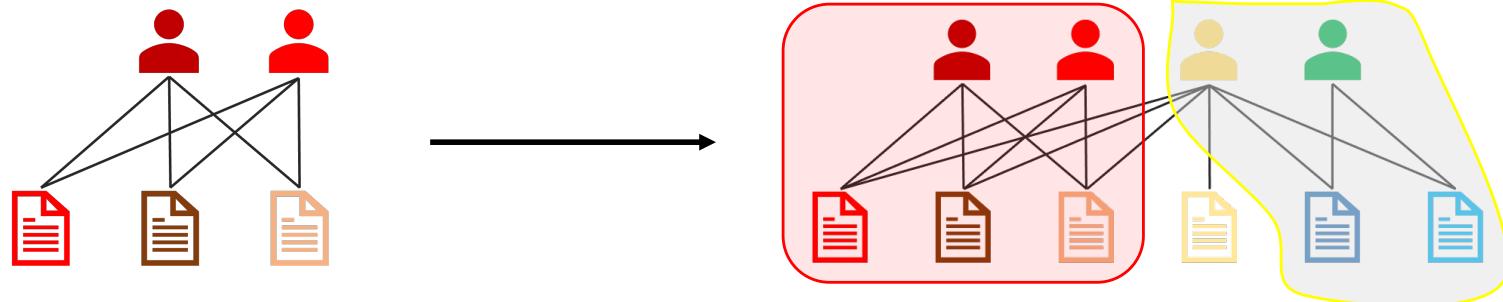
Step 2: Generalizing to Overlapping Ownership



Ideally, we want to elicit every j 's (partial) ranking π_j for **all** her own items, and design a way to aggregate them $\hat{R}(\pi_1, \dots, \pi_m; \mathbf{y})$

- Design such a **statistical estimation** \hat{R} seems quite challenging ...
- We resort to **algorithmic approach** – use partition to create independence
 1. Partition ownership graph into blocks, each as a complete ownership
 2. Run previous truthful mechanism independently for each block

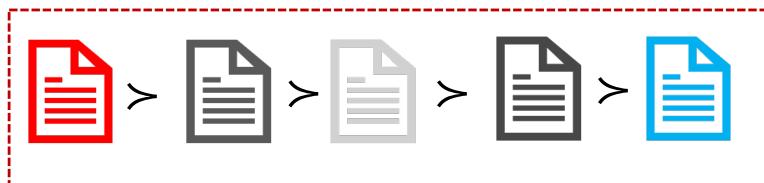
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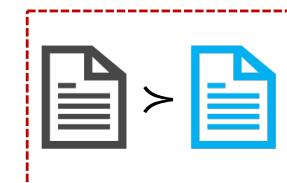
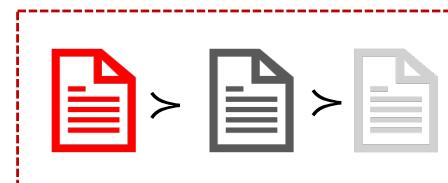
Any partition will lead to truthful equilibrium

Question is which partition gives the “best” score estimation?

- Difficult to statistically quantify how good an estimation is
- However, intuitively, the larger a block is, the better



better
than

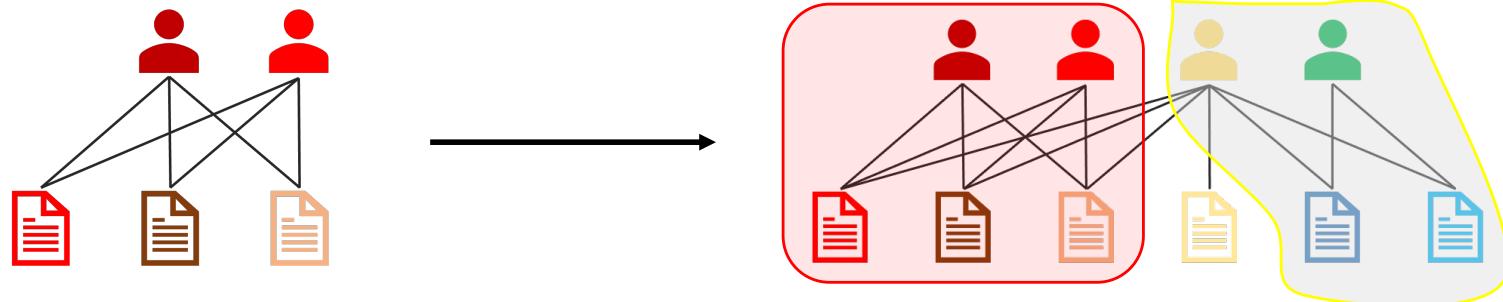


If $l = l_1 + l_2$, then $w(l)$

\geq

$w(l_1) + w(l_2)$

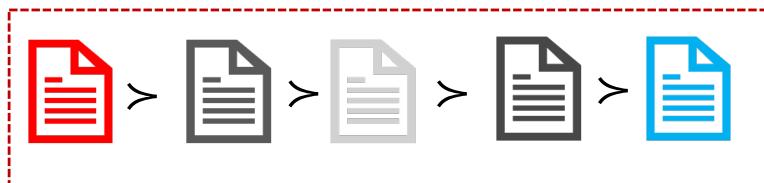
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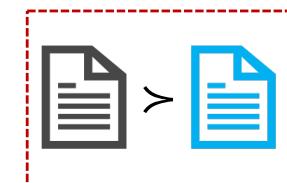
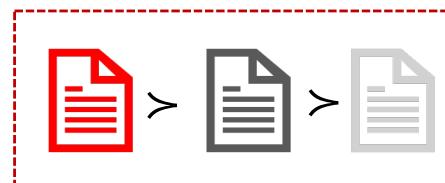
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- Formally, suppose block sizes are l_1, l_2, \dots, l_k ,
partition wellness = $w(l_1) + w(l_2) + \dots + w(l_k)$ for some convex w



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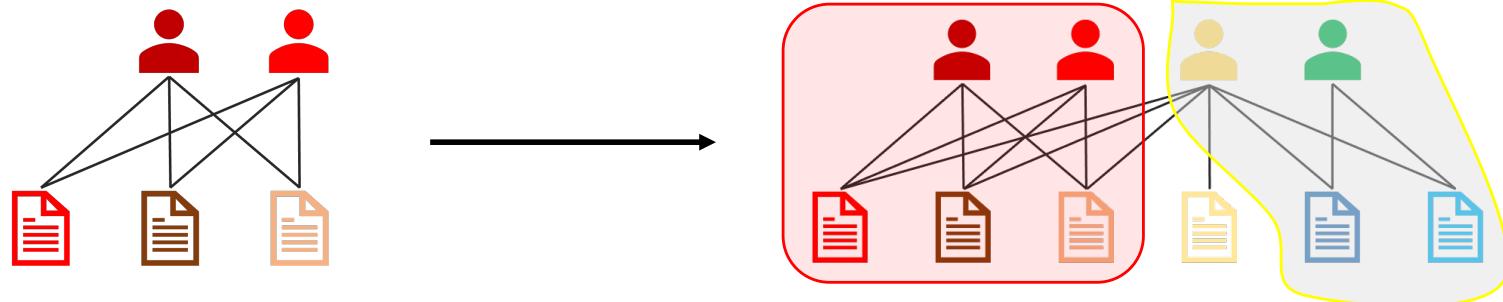


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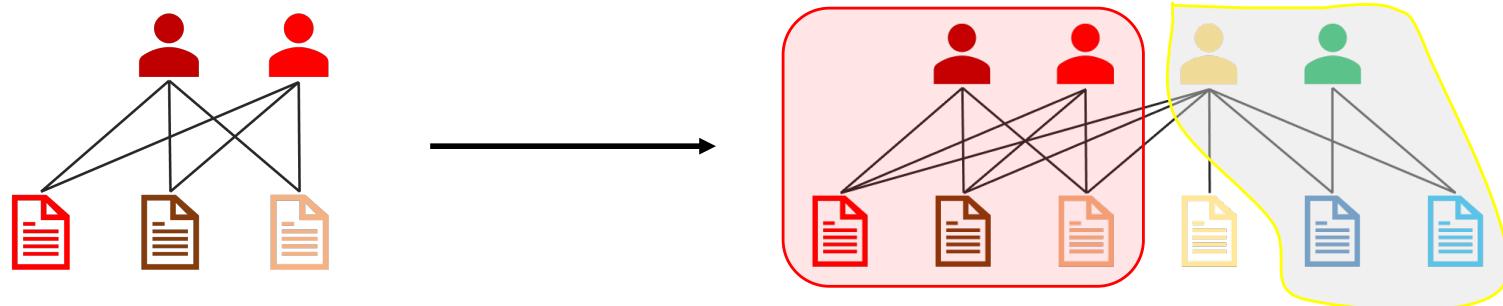


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- What is w ? Impossible to know... → will resort to robust analysis

Step 2: Generalizing to Overlapping Ownership



Partition Optimization

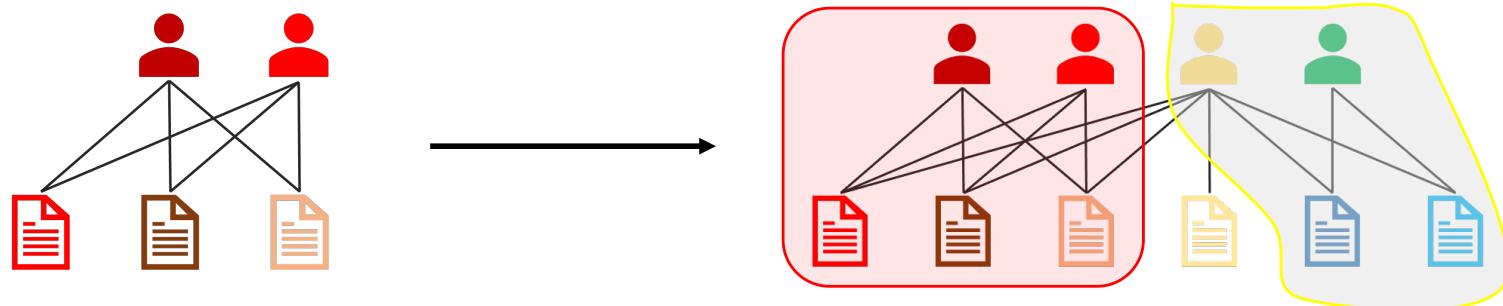
$$\text{maximize}_{l_1, l_2, \dots} [w(l_1) + w(l_2) + \dots + w(l_k)]$$

subject to each block has $\geq k$ owners (k -strongness)

Challenges

- Have to solve this problem "blindly" without knowing w

Step 2: Generalizing to Overlapping Ownership



Partition Optimization

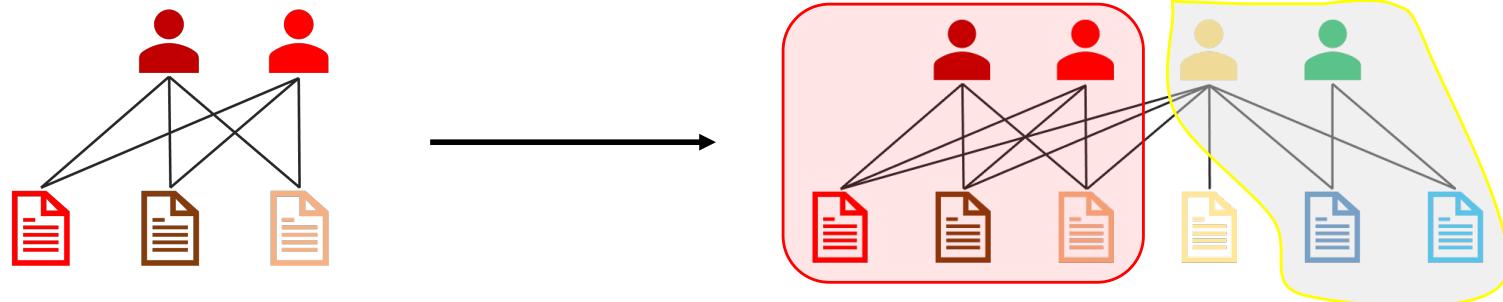
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Challenges

- Have to solve this problem "blindly" without knowing w
- Provably **NP-hard** even for w as simple as $w(l) = \max\{l - 1, 0\}$

Step 2: Generalizing to Overlapping Ownership



Partition Optimization

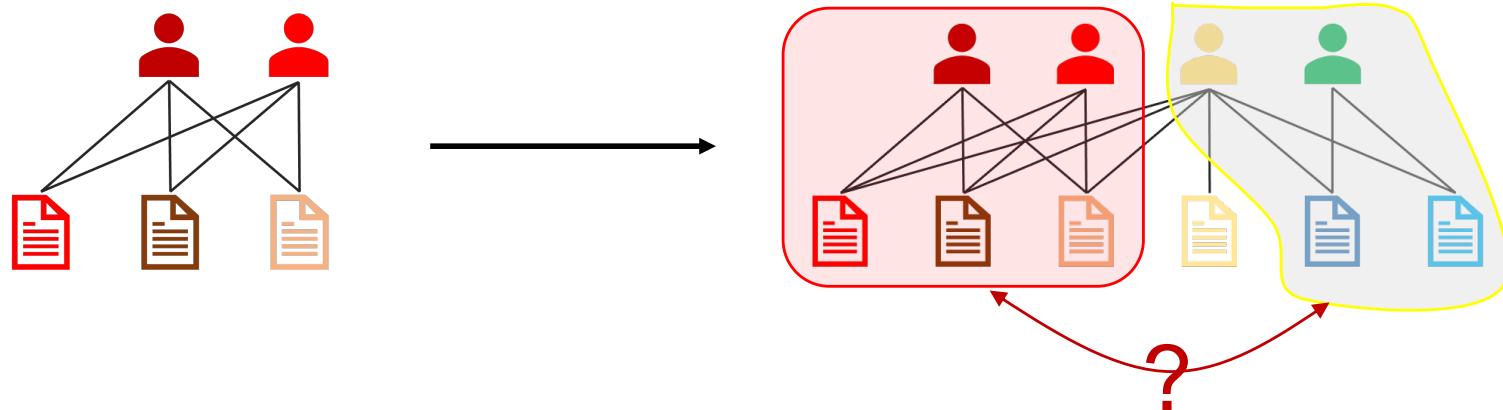
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Thm [WXGS'23]. A simple greedy algorithm outputs a partition that is simultaneously a $c(w) = \inf_{l \geq 2} \frac{w(l)}{l \cdot w'(l)}$ approximation for every convex w

- When $w(l) = l^\alpha \rightarrow c(w) = 1/\alpha$, and this ratio is tight for every monomial
- The algorithm simply greedily pick the largest next block

Step 2: Generalizing to Overlapping Ownership



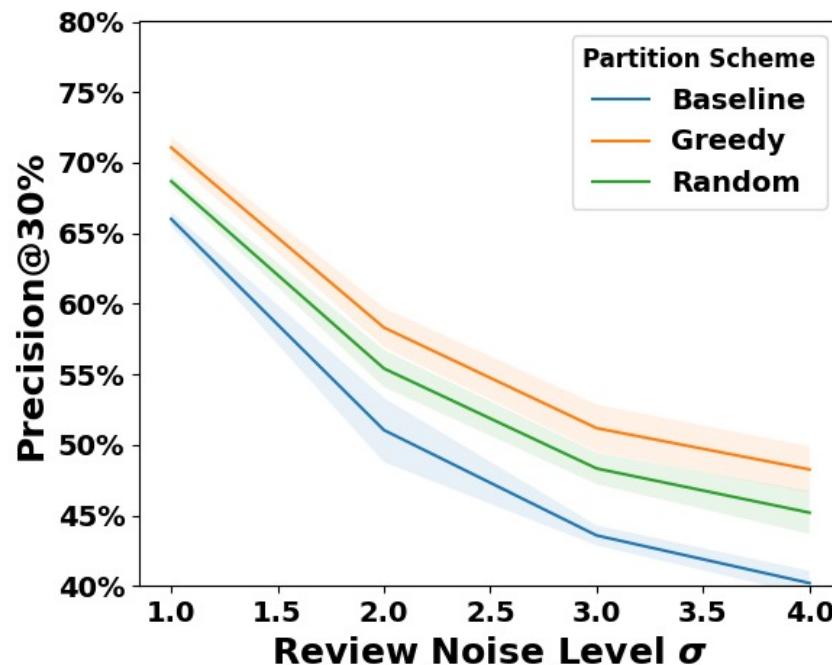
A potential criticism: partition gives up rankings for papers across partitions

- Indeed, but we show that any truthful mechanism has to be partition-based

There is fundamental tradeoff between
incentive constraints vs statistic efficiency

Empirical Evaluation

- ICLR 2021–2023 dataset with review score y and authorship graph
- Synthesized component: group-truth score, simulated as $R = y + z$, $z \sim \mathcal{N}(0, \sigma)$



Precision on acceptance (top 30%)

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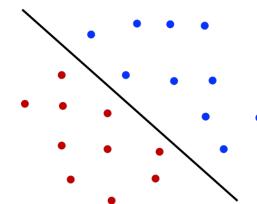


A well-studied classic model



Vignette 2

PAC-Learning in strategic environments



Outline

Joint work with



Ravi Sundaram
(Northeastern, CS)



Anil Vullikanti
(UVA, CS)



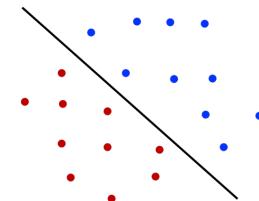
Fan Yao
(UChicago, CS)

A well-studied
classic model

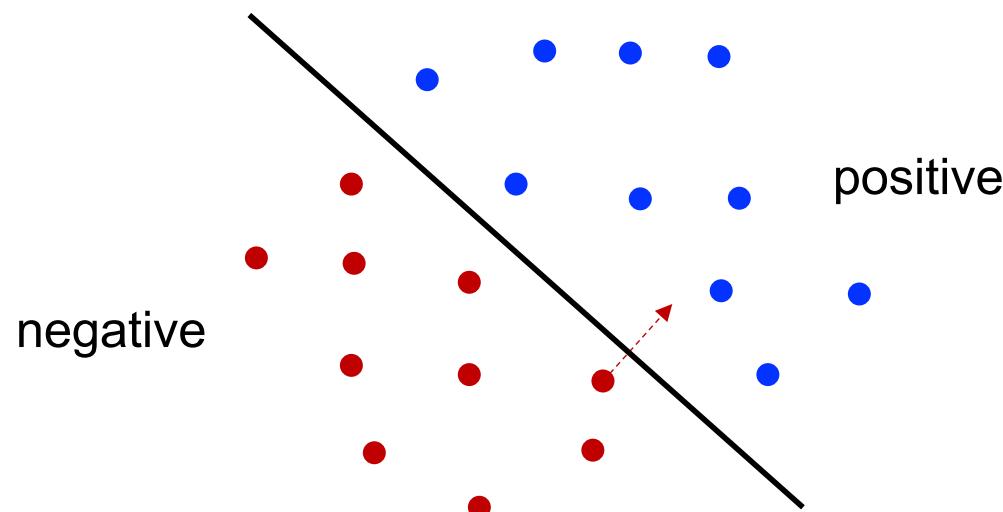


Vignette 2

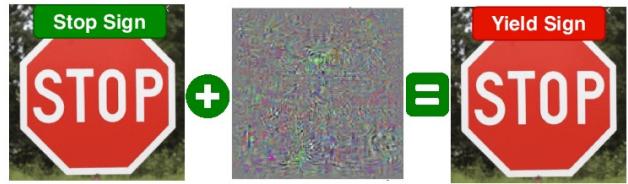
PAC-Learning in strategic
environments



Classification



Data points' features may be manipulated



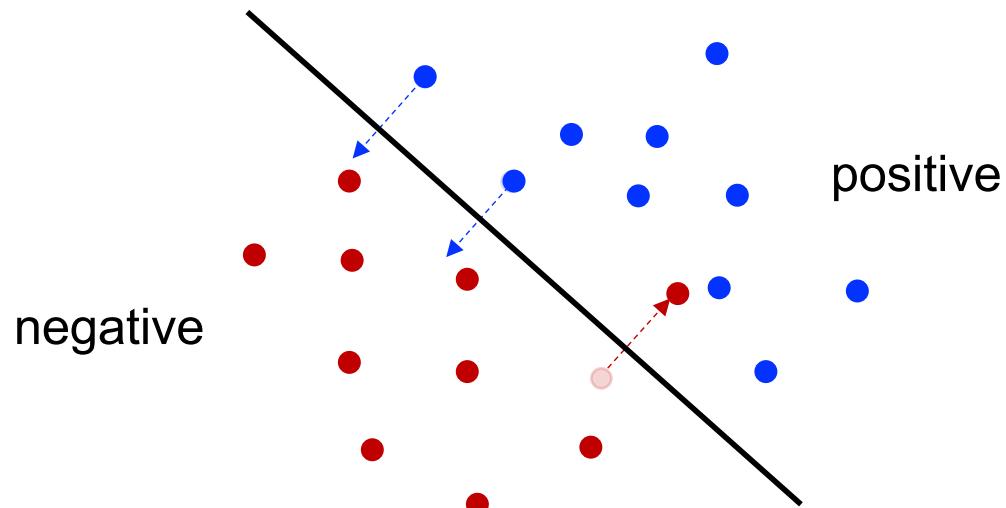
Adversarial attack

[Goodfellow et al.'15]

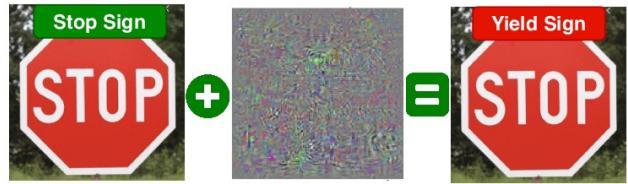
[Eykholt et al.'18]

[Cullina et al.'18]

.....



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Adversarial attack



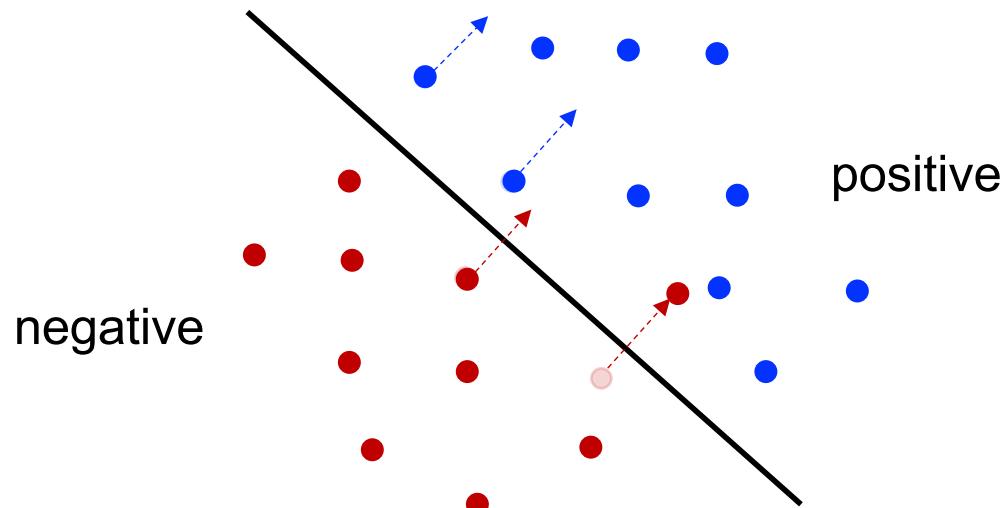
Strategic manipulation

[Hardt et al.'16]

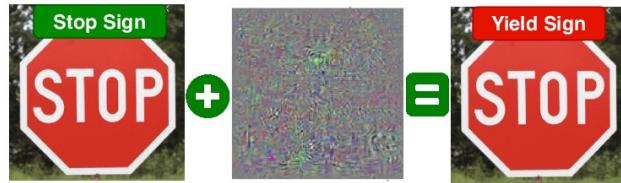
[Hu et al.'19]

[Ghalme et al.'21]

.....



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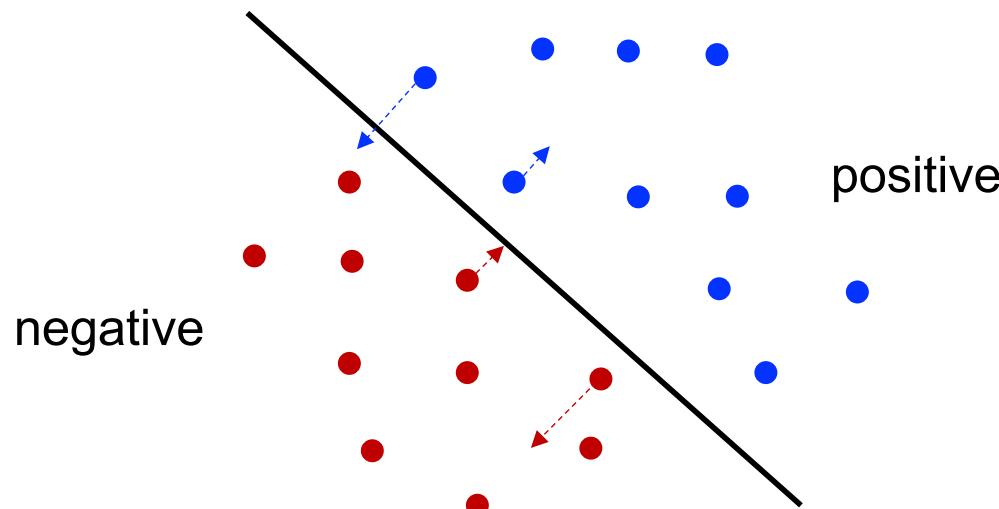


Adversarial attack

[SVXY, JMLR'23]



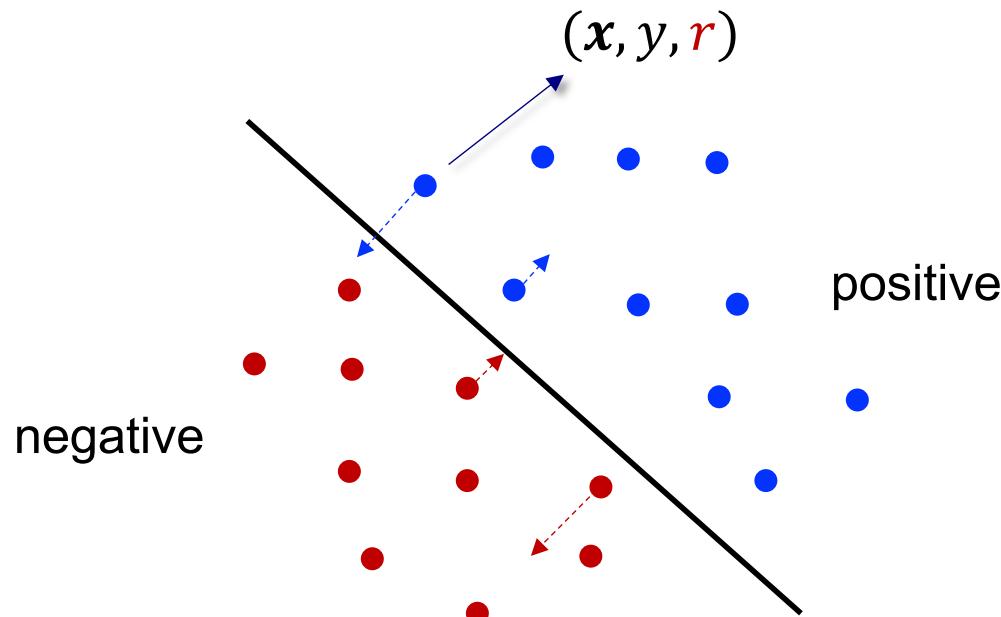
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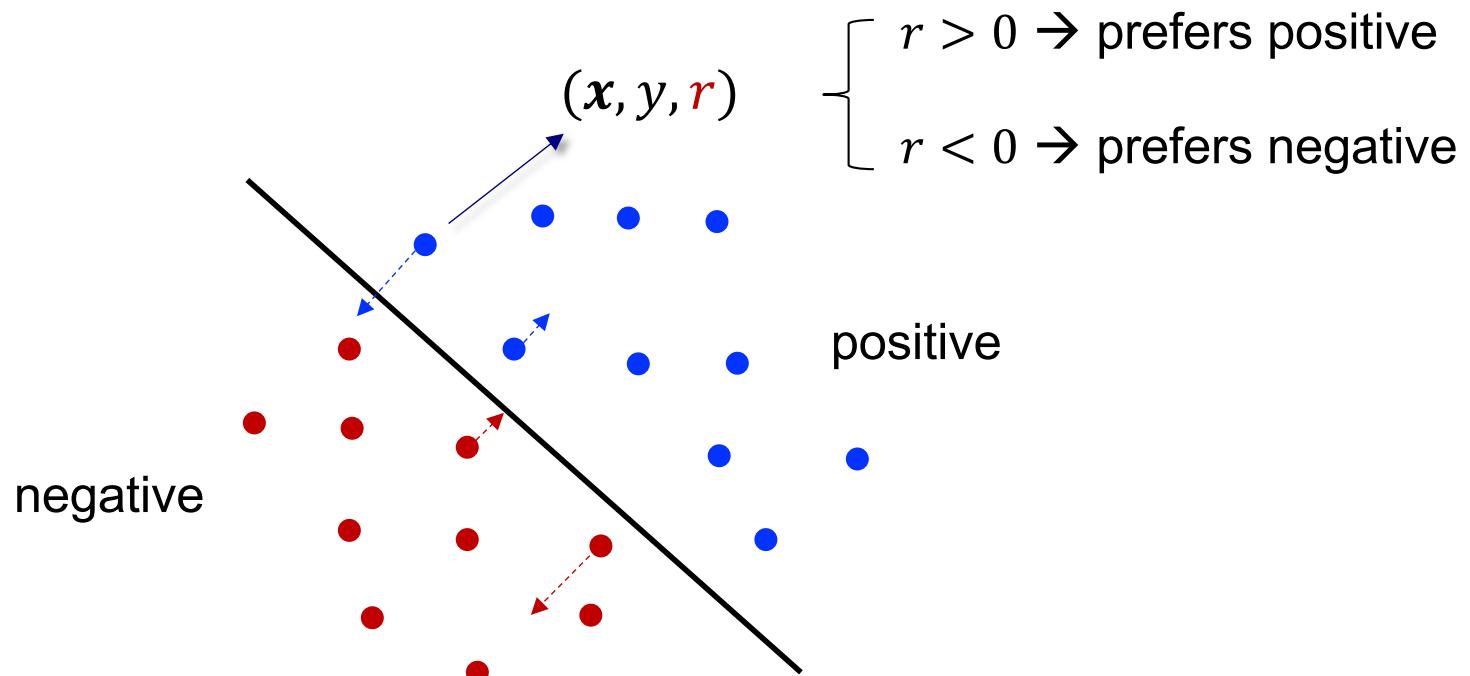
A Unified Model of Strategic Classification

- Each data point is an economic agent, represented by (x, y, r)
 - $r \in \mathbb{R}$ capture the point's incentive of being classified as positive



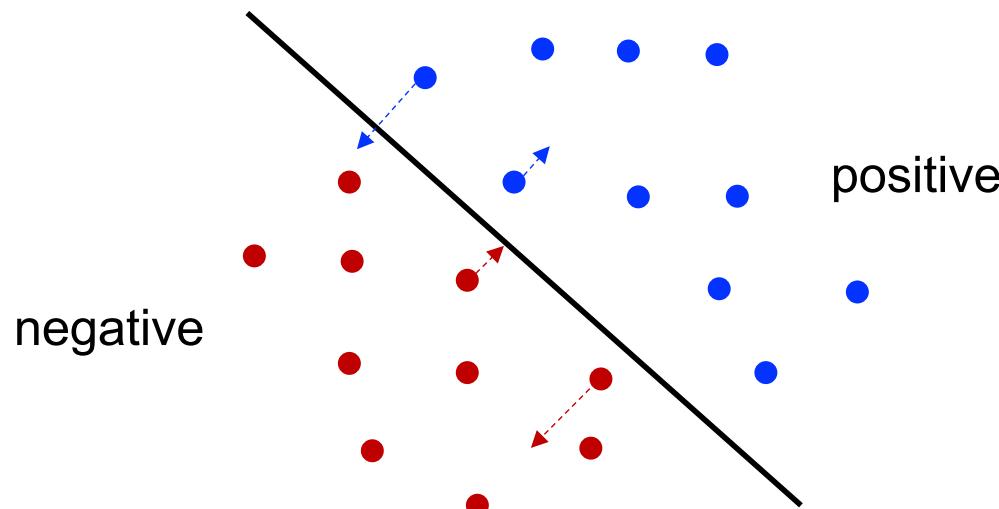
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- Manipulating feature from x to z incurs cost $c(x - z)$
 - c is an arbitrary semi-norm



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- Each data point is an economic agent, represented by (x, y, r)
 - $r \in \mathbb{R}$ capture the point's incentive of being classified as positive
- Manipulating feature from x to z incurs cost $c(x - z)$
 - c is an arbitrary semi-norm
- Given classifier $f: X \rightarrow \{0, 1\}$, data point (x, y, r) will manipulate its feature to z that maximizes utility

$$\underbrace{r \cdot \mathbb{I}(f(z) = 1)}_{\text{reward from classification outcome}} - \underbrace{c(x - z)}_{\text{Manipulation cost}}$$

A Unified Model of Strategic Classification

- Each data point is an economic agent, represented by (x, y, r)
 - $r \in \mathbb{R}$ capture the point's incentive of being classified as positive
- Manipulating feature from x to z incurs cost $c(x - z)$
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- Given classifier $f: X \rightarrow \{0, 1\}$, data point (x, y, r) will manipulate its feature to

$$z^*(x, r; f) = \arg \max_{z \in X} [r \cdot \mathbb{I}(f(z) = 1) - c(x - z)]$$

This is a game now!

A Unified Model of Strategic Classification

General Strategic Classification

Input: n training data points $(\mathbf{x}_1, y_1, r_1), \dots, (\mathbf{x}_n, y_n, r_n) \sim \mathcal{D}$

Learning goal: compute a classifier f that predicts well based only on the manipulated feature $\mathbf{z}^*(\mathbf{x}, r; f)$ during testing

$$\mathbf{z}^*(\mathbf{x}, r; f) = \arg \max_{\mathbf{z} \in X} [r \cdot \mathbb{I}(f(\mathbf{z}) = 1) - c(\mathbf{x} - \mathbf{z})]$$

Also called testing time attack

A Unified Model of Strategic Classification

General Strategic Classification

Input: n training data points $(x_1, y_1, r_1), \dots, (x_n, y_n, r_n) \sim \mathcal{D}$

Learning goal: compute a classifier f that predicts well based only on the manipulated feature $z^*(x, r; f)$ during testing

Some notably special cases

- ✓ $r = 0 \rightarrow$ classic classification
- ✓ $r = 1 \rightarrow$ strategic classification (cf. [Hardt et al.'16])
- ✓ $r = -y \rightarrow$ adversarial classification (cf. [Cullina et al.'18])

A Unified Model of Strategic Classification

General Strategic Classification

Input: n training data points $(x_1, y_1, r_1), \dots, (x_n, y_n, r_n) \sim \mathcal{D}$

Learning goal: compute a classifier f that predicts well based only on the manipulated feature $z^*(x, r; f)$ during testing

But will this general problem still be learnable?



Recall classic ML setup

- ✓ Learnability (sample complexity) of a hypothesis class is governed by its **VC-dimension**

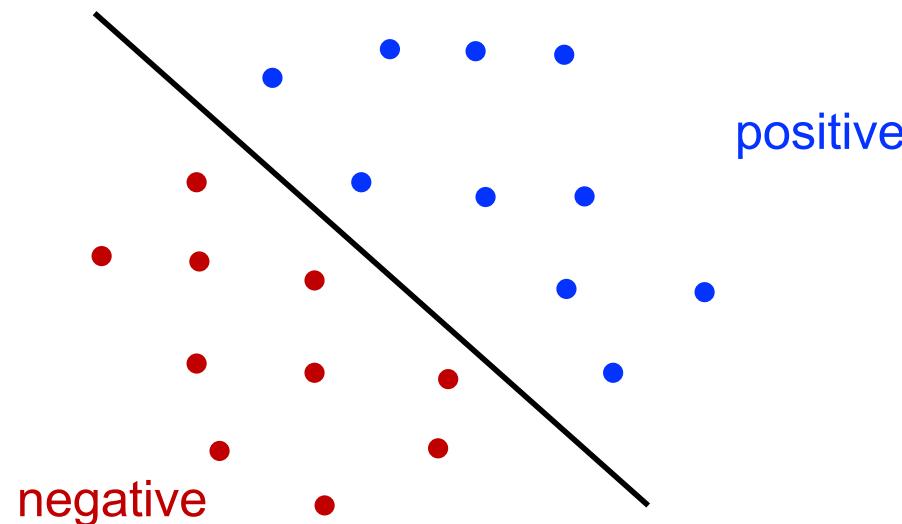
The Learnability of Strategic Classifiers

... is governed by a variant, coined **strategic VC-dimension (SVC)**

The Learnability of Strategic Classifiers

... is governed by a variant, coined **strategic VC-dimension (SVC)**

- Defined over the equilibrium of the classification outcome



The Learnability of Strategic Classifiers

... is governed by a variant, coined **strategic VC-dimension (SVC)**

Theorem. Any strategic classification instance is (PAC) learnable with sample complexity

$$n(\epsilon, \delta) = \Theta\left(\frac{SVC + \log(1/\delta)}{\epsilon^2}\right)$$

where ϵ is accuracy loss and δ is the failure probability.

1. Unifies learnability of all previous special cases

- Generalizes the fundamental theorem of classic PAC learning ($r = 0$)
- Recovers a few major learnability results in recent literature
 - Sample complexity of [Hardt et al.'16] follows from their $SVC = 3$
 - Learnability of adversarial classifier [Cullina et al.'18] follows by $r = -y$

The Learnability of Strategic Classifiers

... is governed by a variant, coined **strategic VC-dimension (SVC)**

Theorem. Any strategic classification instance is (PAC) learnable with sample complexity

$$n(\epsilon, \delta) = \Theta\left(\frac{SVC + \log(1/\delta)}{\epsilon^2}\right)$$

where ϵ is accuracy loss and δ is the failure probability.

2. Implies learnability of new setups with heterogeneous data preferences

30-Year
Fixed

V.S

15-Year
Fixed

Classify the approval to different loan types

Instantiation to Linear Classification

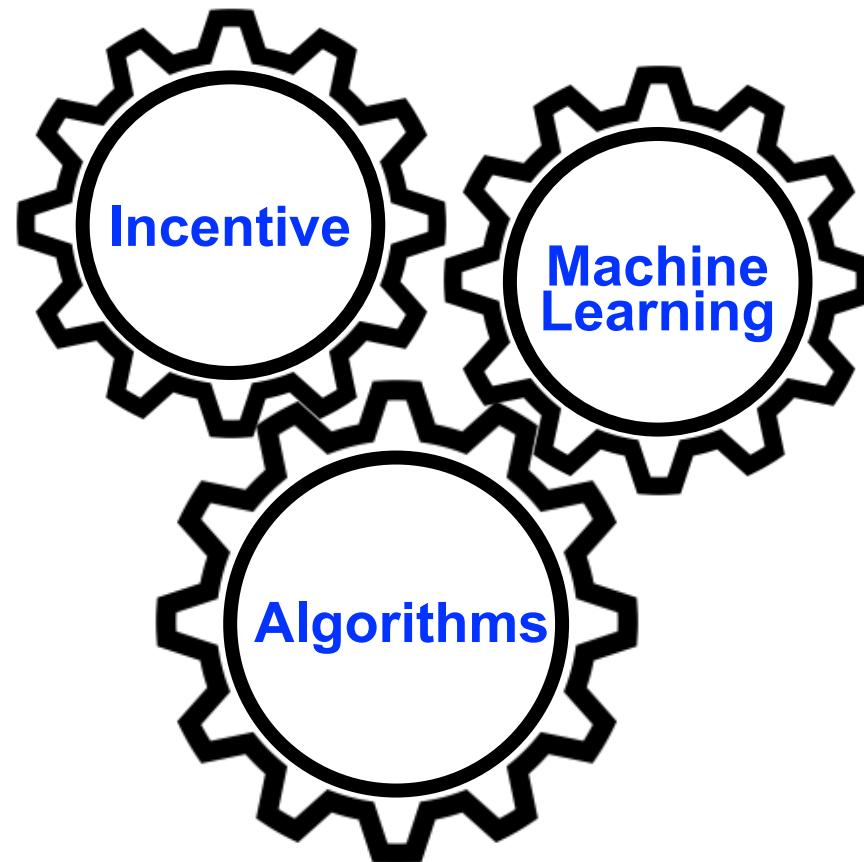
Theorem. The SVC of d -dimensional linear classifiers is at most $d + 1$.

- $d + 1$ is the VC of linear classifiers in classic setup
- Learning strategic linear classifiers is no harder statistically

However, it is computationally harder

Theorem. Empirical risk minimization for strategic linear classification is NP-hard.

Summary



in both foundational models and pressing real-world problems

Summary

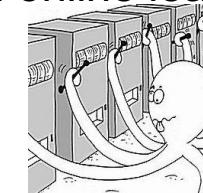


Incentives in recommendation policy design

Learning to play against adversaries



Strategic behaviors in online learning



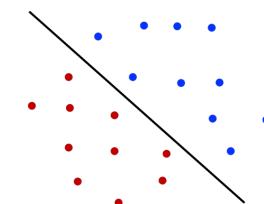
Vignette 1

Elicit truthful information to improve statistical estimation



Vignette 2

PAC-Learning in strategic environments



Thank You

Questions?

haifengxu@uchicago.edu



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