

# Price of Anarchy vs Utility Max.

Remind smoothness for cost minimization games and PoA theorem.

▷ Utility Maximization:  $n$  players, strategy space  $\Sigma_i$ , utility:  $\Sigma_1 \times \dots \times \Sigma_n \rightarrow \mathbb{R}$

▷ PNE: A strategy profile  $s \in \Sigma_1 \times \dots \times \Sigma_n$  s.t.

$$\forall i, \forall s'_i: u_i(s) \geq u_i(s'_i, s_{-i})$$

▷ Price of Anarchy:  $\max_{s \in \Sigma} \frac{SW(OPT)}{SW(s)}$        $SW(s) = \sum_i u_i(s)$

▷ Example: Market Sharing Game

$n$  firms,  $m$  markets

Each market  $j$  has a total demand  $v_j$

If  $k$  firms invest in the same market demand is shared equally:  $\frac{v_j}{k}$

- Strategy space  $\Sigma_i = \{1, \dots, m\}$

-  $u_i(s) = \frac{v_{s_i}}{n_{s_i}(s)}$        $n_j(s) = |\{i : s_i = j\}|$

-  $SW(s) = \sum_{j \in \{1, \dots, m\}} v_j = V(s_1, s_2, \dots, s_n)$

Note:  $V(S) = \sum_{j \in S} v_j$

▷ Thm Market Sharing is Potential Game

Pf Why??

It is a congestion game (in the utility version)

$$\phi(s) = \sum_{j \in M} \sum_{t=1}^{n_j(s)} \frac{v_j}{t}$$

▷ Cor PNE always exists.

▷ Instance:

1	○	A	$v_1 = 2$	} OPT: $\square \rightarrow \square$	} <u>Eq</u> : $\square \rightarrow \square$
2	○	B	$v_2 = 1$		

◦  $u_1 = u_2 = 1 \geq u_1(B, A) = 1$

$$PoA = \frac{3}{2}$$

▷  $PoA \leq ?$

Let's use the smoothness framework from last time.

▷ Smoothness for utility maximization games:

$(\lambda, \mu)$ -smooth if  $\exists$  optimal  $s^*$  s.t.  $\forall s$

$$\sum_i u_i(s_i^*, s_{-i}) \geq \lambda SW(s^*) - \mu SW(s)$$

$$(\text{contr}) \sum_i c_i(s_i^*, s_{-i}) \leq \lambda SC(s^*) + \mu SC(s)$$

▷ Thm If utility-max game  $(\lambda, \mu)$ -smooth then

$$PoA \leq \frac{\lambda}{1+\mu}$$

Pf Let  $s$  be PNE:

$$u_i(s) \geq u_i(s_i^*, s_{-i})$$

$$SW(s) = \sum_i u_i(s) \geq \sum_i u_i(s_i^*, s_{-i})$$

$$\geq \lambda SW(s^*) - \mu SW(s)$$

$$\Rightarrow SW(s) \geq \frac{\lambda}{1+\mu} SW(s^*)$$

□

▷ Back to market sharing:

Thm Market Sharing is  $(1, 1)$ -smooth.  $\Rightarrow PoA \leq 2$ .

Pf  $u_i(s_i^*, s_{-i}) \geq v_{s_i^*} \mathbb{1}_{\{s_i^* \notin S_{-i}\}}$   $S_{-i} = \bigcup_{i \neq j} S_j$   $\left( u_i(s_i^*, s_{-i}) \geq V(s_i^* | S_{-i}) \right)$

$$\Rightarrow \sum_i u_i(s_i^*, s_{-i}) \geq \sum_i v_{s_i^*} \mathbb{1}_{\{s_i^* \notin S_{-i}\}} \left( \sum_i V(s_i^* | S_{-i}) \right)$$

$$\geq \sum_i v_{s_i^*} \mathbb{1}_{\{s_i^* \notin S\}} \left( \sum_i V(s_i^* | S) \right)$$

$$\geq \sum_i v_{s_i^*} \mathbb{1}_{\{s_i^* \notin S \cup S_{-i}^*\}} \left( \sum_i V(s_i^* | S \cup S_{-i}^*) \right)$$

$$= V(S \cup S^*) - V(S) = \sum_i V(S \cup S_{-i}^*) - V(S \cup S_{-i}^*)$$

$$\begin{aligned}
 S = s_1, \dots, s_n &= V(S \cup S^*) - V(S) \\
 &\geq V(S^*) - V(S) \\
 &= SW(S^*) - SW(S)
 \end{aligned}$$

$$\begin{aligned}
 &= \sum_{i=1}^n V(S \cup_{\leq i} S^*) - V(S \cup_{\leq i-1} S^*) \\
 &= V(S \cup S^*) - V(S)
 \end{aligned}$$

▷ General Utility framework:

Spse  $SW(S) = V(S)$

Also:  $u_i(s_i, s_{-i}) \geq V(S) - V(s_{-i}) = V(s_i | s_{-i})$  (marg. contrib)

Also:  $V(S)$  is submodular and monotone

Thm Then game is  $(1, 1)$ -smooth  $\Rightarrow \text{PoA} \leq 2$

▷ Tightness

$$\left. \begin{array}{l}
 \circ \quad \square \quad 1^+ \\
 \circ \quad \square \quad 1/n \\
 \circ \quad \square \quad 1/n \\
 \circ \quad \square \quad 1/n \\
 \circ \quad \square \quad 1/n \\
 \circ \quad \square \quad 1/n
 \end{array} \right\} \begin{array}{l}
 \text{OPT} = 1^+ + \frac{n-1}{n} = 2 - \frac{1}{n} \\
 \text{Eq} = 1^+
 \end{array}$$

$$\boxed{\text{PoA} = 2 - \frac{1}{n} \rightarrow 2.}$$