Price of Anarchy in routing games Exemple: S 0 0 + cost /delays delay = 2 Nash r=1 unit of opt 1/2-1/2 hop4 bottom traffic delay 1.5 General model Neworle si-ti pairs source & dest. i=1, ... n ri = rate of traffic ce (x) = cost on e with x amount of edpe: cost hu tra shic c is usen increasing, ≥0 4 continuous Solutions: 3,5

Jp≥0 all pelle Psi to ti amount of washic using path P Jp>0 all P all i Psi-tip = ri cost for user following peth P  $c_p(f) = \sum_{e} c_e(f(e))$  $f(e) = \sum_{e \in P} J_P$ edpe e total cost of a flow  $cost(1) = \sum f_{p} c_{p}(1)$ OPE win cost (1) g feasible solution Equibium flows - Jeasible

- all si-ti path P with Ip>.0

$$Cp(S) = \min_{P's_i \to t_i} Cp(S)$$

definition makes sense
as we assumed  $ce(x)$  continous

Question: price of Anardey

 $\cos \frac{1}{2} \cdot \frac{1}{2} + \frac{1}{2} \cdot \frac{1}{2} = \frac{3}{4}$ 

Define a class cost function @ a(C) = mox PoA on 2-mode neworks top link const>0 cost rate r>o bottom link CE all nehvorus Thm: all classes @ PoA = a(C) Proof: f equilibrium flow Consider whoode of ri, Si-ti as about fixed edge wish ce (fle))

Claim: with these cost 
$$f$$
 is ophinel.

 $cost(f) = \sum_{p} || c_{p}(f)|| = \sum_{p} || c_{p}(f)||$ 
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 $cost(f) = \sum_{p} || c_{p}$ 

l\*(e) Ce(f\*(e)) + f(e)-f\*(e) ce(su)

a solution OPT only

make it better