

$G = (V, E)$ directed n/w

Players = $\{1, \dots, n\}$

Player i wants to go from s_i to t_i

\mathcal{P}_i : $s_i \rightarrow t_i$ paths, $P_i \in \mathcal{P}_i$
 set of pure routes for player i

$\forall e \in E, c_e$ is the cost func
 $c_e: \mathbb{Z}_+ \rightarrow \mathbb{R}_+$
 non-dec, non-neg.

$P = (P_1, \dots, P_m)$ strategy profile. $\rightarrow f_e^P$: # players taking edge e .

$$\text{cost}_i(P) = \sum_{e \in P_i} c_e(f_e^P) \quad \text{cost}(P) = \sum_i \text{cost}_i(P)$$

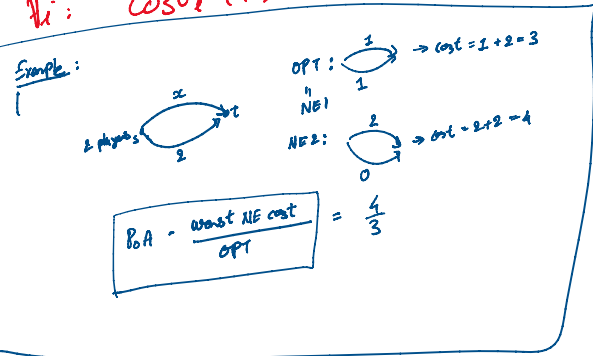
NE: P is a NE iff

$$\forall i: \text{cost}_i(P) \leq \text{cost}_i(Q_i, P_{-i}) \quad \forall Q_i \in \mathcal{P}_i$$

Existence of NE Through Potential Function.

$$\Phi: \prod_{i=1}^m \mathcal{P}_i \rightarrow \mathbb{R}_+$$

$$\Phi(P) = \sum_{e \in E} \sum_{k=1}^{f_e^P} c_e(k)$$

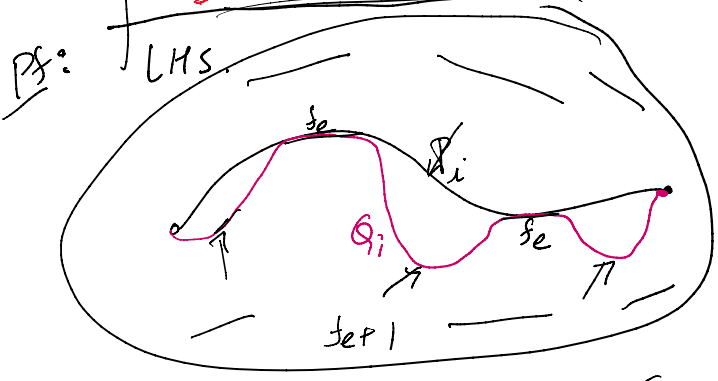


Thom: $\forall i, \forall P, \forall Q_i \in \mathcal{P}_i$

$$f_e = f_e^P$$

$$\text{cost}_i(P_i, P_{-i}) - \text{cost}_i(Q_i, P_{-i}) = \Phi(P_i, P_{-i}) - \Phi(Q_i, P_{-i})$$

Potential Games



$$\begin{aligned} \text{cost}_i(P_i, P_{-i}) &= \sum_{e \in P_i} c_e(f_e) \\ \text{cost}_i(Q_i, P_{-i}) &= \sum_{e \in Q_i | P_i} c_e(f_e + 1) \\ &\quad + \sum_{e \in Q_i | P_i} c_e(f_e) \end{aligned}$$

$$\dots \dots \dots c_e(f_e + 1)$$

$$LHS = \sum_{e \in P_i \setminus Q_i} c_e(f_e) - \sum_{e \in Q_i \setminus P_i} c_e(f_{e+1})$$

$$RHS = \sum_{e \in E} \left(\sum_{k=1}^{f_e} c_e(k) \right) - \left[\sum_{e \in E \setminus (P_i \cup Q_i)} \sum_{k=1}^{f_e} c_e(k) + \sum_{e \in Q_i \setminus P_i} \sum_{k=1}^{f_{e+1}} c_e(k) \right]$$

$$= \sum_{e \in P_i \setminus Q_i} \sum_{k=1}^{f_e} c_e(k) - \sum_{e \in Q_i \setminus P_i} \sum_{k=1}^{f_{e+1}} c_e(k)$$

$$= \sum_{e \in P_i \setminus Q_i} \sum_{k=1}^{f_e} c_e(k) - \sum_{e \in Q_i \setminus P_i} \sum_{k=1}^{f_{e+1}} c_e(k) = LHS$$

$$= \sum_{e \in P_i \setminus Q_i} c_e(f_e) - \sum_{e \in Q_i \setminus P_i} c_e(f_{e+1}) = LHS$$

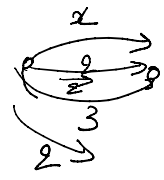
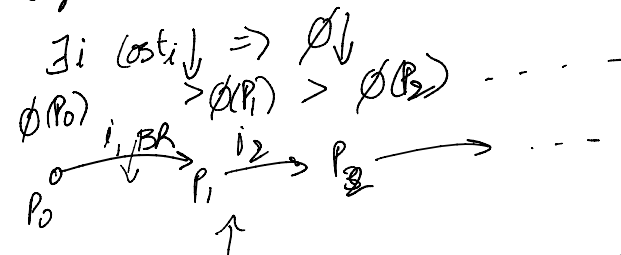
★ Consequences: (Potential game)

→ $P^* \in \arg \min_{P \in \prod_i P_i} \phi(P) \Rightarrow P^*$ is a NE.

Pure NE

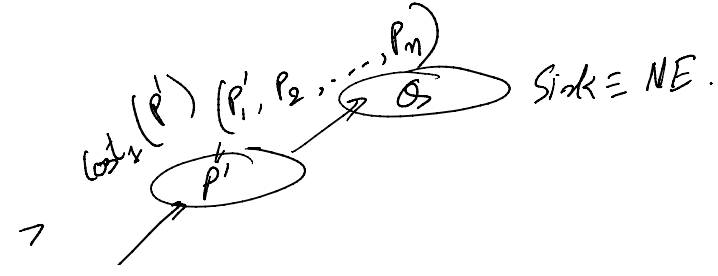
→ Gives a simple algorithm to reach a NE.

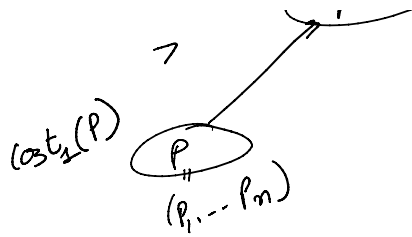
Best Response Dynamics



BRD \rightarrow NE converges.

→ Problem of finding Pure NE is in PLS





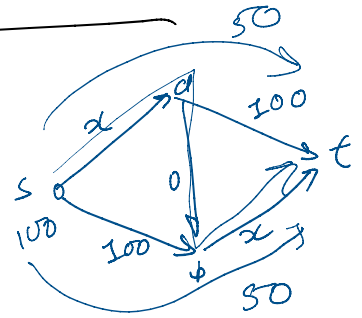
★ Affine Cost Func.: P_0A

Given $G = (V, E)$ directed.

$$c_e(x) = a_e x + b_e$$



$$a_e, b_e \geq 0$$



Thm: P_0A w. affine costs $\leq \frac{5}{2}$

Proof: $P = (P_1, \dots, P_m)$ NE \rightarrow

$P^* = (P_1^*, \dots, P_m^*)$ OPT \rightarrow

$f_e =$ # players taking edge e at NE P
 $f_e^* =$ # players taking edge e at OPT P^*

$$\text{NE} \Rightarrow \forall i: \text{cost}_i(P_i, P_i) \leq \text{cost}_i(P_i^*, P_i^*)$$

$$\Rightarrow \sum_{e \in P_i} c_e(f_e) \leq \sum_{e \in P_i^*} c_e(f_e)$$

$$\text{cost}(P) = \sum_i \text{cost}_i(P) \leq \sum_i \text{cost}_i(P_i^*, P_i^*) \leq \sum_{i=1}^n \sum_{e \in P_i^*} c_e(f_e + 1)$$

$\because c_e$ are non-dec

$$= \sum_{e \in E} \sum_{i: e \in P_i^*} c_e(f_e + 1) = \sum_{e \in E} c_e(f_e + 1) \cdot f_e^*$$

$$= \sum_{e \in E} f_e^* (a_e (f_e + 1) + b_e)$$

$$= \sum_{e \in E} a_e f_e^* (f_e + 1) + \sum_{e \in E} b_e f_e^*$$

0, 1, ..., $\alpha, \forall \alpha \in \{0, 1, \dots\}$

$$= \sum_{e \in E} a_e \left(\frac{5}{3} f_e^{*2} + \frac{1}{3} f_e^2 \right) + \sum_{e \in E} b_e f_e^*$$

$x, y \in \{0, 1, \dots\}$
 $x(y+1) \leq \frac{5}{3}x^2 + \frac{1}{3}y^2$

$$\leq \sum_{e \in E} \frac{5}{3} a_e f_e^{*2} + \frac{1}{3} \sum_{e \in E} (a_e f_e^2 + b_e f_e)$$

$$= \frac{5}{3} \sum_{e \in E} f_e^* (a_e f_e^* + b_e) + \frac{1}{3} \sum_{e \in E} f_e (a_e f_e + b_e)$$

$$= \frac{5}{3} \sum_{e \in E} f_e^* c_e(f_e^*) + \frac{1}{3} \sum_{e \in E} f_e \cdot c_e(f_e)$$

$$= \frac{5}{3} \sum_{i=1}^n \text{cost}_i(P^*) + \frac{1}{3} \sum_{i=1}^n \text{cost}_i(P)$$

$\text{cost}(P^*) = \sum_i \text{cost}_i(P^*)$
 $= \sum_i \sum_{e \in P_i^*} c_e(f_e^*)$
 $= \sum_{e \in P_i^*} f_e^* c_e(f_e^*)$

$\therefore \text{cost}(P) \leq \frac{5}{3} \text{cost}(P^*) + \frac{1}{3} \text{cost}(P)$

$$\Rightarrow \frac{2}{3} \text{cost}(P) \leq \frac{5}{3} \text{cost}(P^*)$$

$$\Rightarrow \rho_{BA} = \frac{\text{cost}(P^*)}{\text{cost}(P)} \leq \frac{5}{2}$$

★ High-level steps followed by the above proof.

① P : ^{worst} NE, P^* : OPT

② $\text{NE} \Rightarrow \text{cost}(P) = \sum_i \text{cost}_i(P) = \sum_i \text{cost}_i(P_i^*, P_i)$

$$\text{cost}_i(P_i^*, P_i) \leq \frac{5}{3} \text{cost}(P_i^*) + \frac{1}{3} \text{cost}(P_i)$$

$$\textcircled{3} \quad \sum_i \text{cost}_i(P_i^*, P_{-i}) \leq \left(\frac{5}{3}\right) \text{cost}(P^*) + \left(\frac{1}{3}\right) \text{cost}(P)$$

$$\textcircled{2.3} \Rightarrow \left(1 - \frac{1}{3}\right) \text{cost}(P) \leq \frac{5}{3} \text{cost}(P^*) \Rightarrow \text{PoA} = \frac{\text{cost}(P)}{\text{cost}(P^*)} \leq \frac{5/3}{(1 - 1/3)} = \frac{5/3}{2/3} = \frac{5}{2}$$

★ Any game: $\{1, \dots, n\}$ players
 player i 's strategy set S_i , $s_i \in S_i$
 $S = (S_1, \dots, S_n)$ NE
 $S^* = (s_1^*, \dots, s_n^*)$ OPT

NE \Downarrow

$$\text{cost}(S) \leq \sum_{i=1}^n \text{cost}_i(s_i^*, s_i) \leq \lambda \text{cost}(S^*) + \mu \text{cost}(S)$$

(λ, μ) - smooth game.

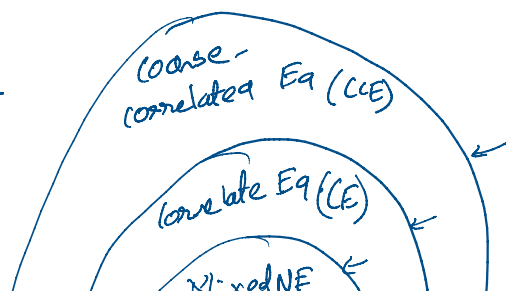
$$\Rightarrow \text{PoA} \leq \frac{\lambda}{1 - \mu}$$

★ (λ, μ) - smooth game:
 $\forall S, S^* \in \prod_{i=1}^n S_i$

$$\sum_i \text{cost}_i(s_i^*, s_i) \leq \lambda \text{cost}(S^*) + \mu \text{cost}(S)$$

$$\text{PoA}^{\text{CCE}} \leq \frac{\lambda}{1 - \mu}$$

$$\text{PoA}^{\text{PNE}} \leq \text{PoA}^{\text{MNE}} \leq \text{PoA}^{\text{CE}} \leq \text{PoA}^{\text{CCE}} \leq \frac{\lambda}{1 - \mu}$$



10/11 = 11

