

Approachability of Convex Sets in “Some” Absorbing Games

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Joint work with

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Luchon, Janvier 7, 2016

- 1 Introduction to Blackwell Approachability
- 2 Definitions and Notations
- 3 Blackwell Type Conditions
 - Generalized Quitting Games
 - Application to Big Match Type 1
 - Application to Big Match Type 2
- 4 Viability Type Conditions in Big Match of Type 2
 - One absorbing action, one non-absorbing action
 - General Case

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- Blackwell assumed that outcomes are vectorial payoffs $g_t \in \mathbf{R}^d$ and considers the problem where the DM aims to guarantee that the expected average payoff $\mathbb{E}[\frac{1}{T} \sum_{t=1}^T g(i_t, j_t)]$ approaches some convex target set $\mathcal{C} \subset \mathbf{R}^d$, for T large enough.

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- He proved that a necessary and sufficient condition for a **convex set \mathcal{C}** to be approachable is:

$$\forall y \in \Delta(I) \exists x \in \Delta(J) : g(x, y) \in \mathcal{C} \iff \max_{y \in \Delta(J)} \min_{x \in \Delta(I)} d_{\mathcal{C}}(g(x, y)) = 0$$

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- Blackwell also proved that a convex set is either approachable or excludable.

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Vieille, [Hart & Mas-Colell], **Spinat**, Lehrer, **Dawid**, Renault & Tomala
 [As Soulaïmani, Quincampoix & Sorin], Perchet, [Lehrer & Solan]
 Rakhlin, [Sridharan & Tewari], [Perchet & Quincampoix], Lovo, Horner & Tomala
 [Foster & Vohra], [Fudenberg & Levine], [Sandroni, Smorodinsky & Vohra]
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Quitting Games

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Sets of actions:

Pure actions of player 1 (the decision maker): $\mathbf{I} = \mathcal{I} \times \mathcal{I}^*$

Pure actions of player 2 (nature or advisory): $\mathbf{J} = \mathcal{J} \times \mathcal{J}^*$.

Mixed actions of P1 $\mathbf{x} \in \Delta(\mathcal{I} \times \mathcal{I}^*)$, $\mathbf{x} \in \Delta(\mathcal{I})$, $\mathbf{x}^* \in \Delta(\mathcal{I}^*)$,

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Restrictions

If $\mathcal{J}^* = \emptyset$ then the game is a *Big-match of type I*.

If $\mathcal{I}^* = \emptyset$ then the game is a *Big-match of type II*.

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the payoff of stage t is g_t , and we move to stage $t + 1$.
- Player 1 wants to approach the set \mathcal{C} , player 2 wants to avoid \mathcal{C} .

Approachability Notions Studied

Uniform Approachability

$\forall \varepsilon > 0$, player 1 has a strategy σ such that after some stage $T \in \mathbb{N}$, $\bar{g}_T = \mathbb{E}_{\sigma, \tau}[\frac{1}{T} \sum_{t=1}^T g_t]$ is ε -close to \mathcal{C} , no matter the strategy τ of player 2.

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We will study the following stronger notion:

$$\forall \varepsilon > 0, \exists \theta_\varepsilon > 0 \text{ s.t. } \forall \theta = \{\theta_s\}_{s \in \mathbb{N}^*} \in \Delta(\mathbb{N}^*) \text{ satisfying } \|\theta\|_2 \leq \theta_\varepsilon, \exists \sigma, \forall \tau, d_{\mathcal{C}}\left(\mathbb{E}_{\sigma, \tau} \left[\sum_{t=1}^{\infty} \theta_t g_t\right]\right) \leq \varepsilon.$$

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Blackwell condition holds:

$$\forall y = qL + (1 - q)R, \exists x = (1 - q)T + qB : g(x, y) = 0$$

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Notations

- g is extended multi-linearly to the set of measures on $\mathcal{M}(\mathbf{I})$ and $\mathcal{M}(\mathbf{J})$:

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- We also extend the probability of absorption and the expected absorption payoffs:

$$p^*(\alpha, \beta) = \sum_{i \in \mathbf{I}, j \in \mathbf{J}} \alpha_i \beta_j - \sum_{i \notin \mathbf{I}^*} \sum_{j \notin \mathbf{J}^*} \alpha_i \beta_j$$

and

$$g^*(\alpha, \beta) = g(\alpha, \beta) - \sum_{i \notin \mathbf{I}^*} \sum_{j \notin \mathbf{J}^*} \alpha_i \beta_j g(i, j).$$

The Conditions

- Sufficient condition : SC

$$\max_{\mathbf{y} \in \Delta(\mathbf{J})} \min_{\mathbf{x} \in \Delta(\mathbf{I})} \inf_{\alpha \in \mathcal{M}(\mathbf{I})} \sup_{\beta \in \mathcal{M}(\mathbf{J})} d_C \left(\frac{g(\mathbf{x}, \mathbf{y}) + g^*(\alpha, \mathbf{y}) + g^*(\mathbf{x}, \beta)}{1 + p^*(\alpha, \mathbf{y}) + p^*(\mathbf{x}, \beta)} \right) = 0 \quad (1)$$

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- Necessary condition: NC

$$\max_{y \in \Delta(J)} \sup_{\beta \in \mathcal{M}(J)} \min_{x \in \Delta(I)} \inf_{\alpha \in \mathcal{M}(I)} d_C \left(\frac{g(x, y) + g^*(\alpha, y) + g^*(x, \beta)}{1 + p^*(\alpha, y) + p^*(x, \beta)} \right) = 0 \quad (3)$$

Main Results for Weak Approachability

Theorem

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NC (condition 3) is necessary for W -approachability.

Condition 2 is neither necessary nor sufficient for W -approachability.

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Lemma

Condition SC is equivalent to

(1) $\exists (x_0, x_0^*, \gamma_0) \in \Delta(\mathcal{I}) \times \Delta(\mathcal{I}^*) \times (0, 1]$ such that

$$g(x_0^*, j) \in \mathcal{C}, \forall j \in \mathcal{J}$$

$$\text{and } g((1 - \gamma_0)x_0 + \gamma_0 x_0^*, j^*) \in \mathcal{C}, \forall j^* \in \mathcal{J}^*$$

or

(2) $\forall \varepsilon, \forall y \in \Delta(\mathcal{J}), \exists (x, x^*, \gamma) \in \Delta(\mathcal{I}) \times \Delta(\mathcal{I}^*) \times [0, 1]$ such that:

$$g((1 - \gamma)x + \gamma x^*, y) \in \mathcal{C} + \varepsilon \mathcal{B}(0, 1)$$

$$\text{and } g(x, j^*) \in \mathcal{C} + \varepsilon \mathcal{B}(0, 1), \forall j^* \in \mathcal{J}^*$$

Proof of SC: Part 1

Suppose SC is:

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- By condition SC, if the game is absorbed, the payoff is necessarily in \mathcal{C} .

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$$\text{and } g((1 - \gamma_0)x_0 + \gamma_0 x_0^*, j^*) \in \mathcal{C}, \forall j^* \in \mathcal{J}^*$$

- Player 1 play i.i.d according to $(1 - \gamma_0)x_0 + \gamma_0 x_0^* \in \Delta(I)$.
- The game is absorbed at each stage with proba γ_0 or 1 (depending on P2).
- By condition SC, if the game is absorbed, the payoff is necessarily in \mathcal{C} .
- Consequently,

$$d(\mathbb{E}[\bar{g}_\theta], \mathcal{C}) \leq \sum_{s=1}^{\infty} (1 - \gamma_0)^s \theta_s M \leq \frac{1 - \gamma_0}{\sqrt{2\gamma_0 - \gamma_0^2}} \|\theta\|_2 M$$

Proof of SC: Part 2

Suppose SC is:

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- Let $\{y[k], k \in \{1, \dots, K\}\}$ be a finite ε -discretization of $\Delta(\mathcal{J})$.
- By SC, for each $y[k]$, we may associate $(x[k], x^*[k], \gamma[k])$.
- The strategy of player 1 at stage τ (history dependent) is defined as:

$$\gamma_\tau[k_\tau]x^*[k_\tau] + (1 - \gamma_\tau[k_\tau])x[k]$$

where:

$$\gamma_\tau[k_\tau] := \frac{\gamma[k_\tau]\theta_\tau}{(1 - \gamma[k_\tau])\sum_{s=\tau}^{\infty} \theta_s + \gamma[k_\tau]\theta_\tau}$$

Necessary Condition

Condition NC (condition 3)

$$\max_{\mathbf{y} \in \Delta(\mathbf{J})} \sup_{\beta \in \mathcal{M}(\mathbf{J})} \min_{\mathbf{x} \in \Delta(\mathbf{I})} \inf_{\alpha \in \mathcal{M}(\mathbf{I})} d_C \left(\frac{g(\mathbf{x}, \mathbf{y}) + g^*(\alpha, \mathbf{y}) + g^*(\mathbf{x}, \beta)}{1 + p^*(\alpha, \mathbf{y}) + p^*(\mathbf{x}, \beta)} \right) = 0$$

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Theorem

NC is *necessary* for *weak* approachability in *generalized quitting games*.

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NC is *necessary* for *weak approachability* in *generalized quitting games*.

If not, player 2 just play at every stage \mathbf{y} perturbed by β . This allows him to exclude C .

Weak Approachability in Big Match Type 1

Lemma

In Big-Match of type I, SC and NC are equivalent to *Blackwell condition*:

$$\forall y \in \Delta(J), \exists x \in \Delta(I), g(x, y) \in C$$

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Blackwell condition is *not sufficient* for *uniform* approachability in *BM of type 1*.

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- Take t large so that the proba q_t that play absorbs before t is at least $\frac{3}{10}$.
- Let τ' the strategy $(\frac{1}{2}, \frac{1}{2})$ at all periods before period t and L after. Then

$$u(\sigma, \tau') \geq \frac{1}{2}q_t \geq \frac{3}{20} > \frac{1}{10},$$

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Theorem

In BM games of type 1, a convex set is either W -approachable or W -excludable.

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The set $\mathcal{C} = \{(x, y) : x \geq \frac{3}{8}, y \geq \frac{3}{8}\}$ is neither uniformly approachable nor uniformly excludable.

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Lemma

In Big-Match games of type II, SC (condition 1) is equivalent to

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If $y \in \Delta(\mathcal{J})$ is predicted, P1 plays $x \in \Delta(\mathcal{I})$. And this strategy must remain “good” even if player 2 decides to quit the game.

- 1 Introduction to Blackwell Approachability
- 2 Definitions and Notations
- 3 Blackwell Type Conditions
 - Generalized Quitting Games
 - Application to Big Match Type 1
 - Application to Big Match Type 2
- 4 Viability Type Conditions in Big Match of Type 2
 - One absorbing action, one non-absorbing action
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If C is weakly approachable, \exists a *measurable* mapping $\xi : [0, 1] \rightarrow \Delta(I)$ such that for almost every $t \in [0, 1]$,

$$\int_0^t g_R(\xi(s)) ds + (1-t)g_L^*(\xi(t)) \in C.$$

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- We tend N to infinity and ε to zero.

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If there is a *continuous* mapping $\xi : [0, 1] \rightarrow \Delta(I)$ such that for every $t \in [0, 1]$,

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- Now we divide each time interval of length $1/N$ on a large block of length L in which player 1 plays an i.i.d strategies $\xi(s)$.
- By the law of large numbers, on the block L , the average payoff if player 2 plays always R is $g_R(\xi(s))$.

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Extensions

If player 2 has many absorbing actions, but one non-absorbing action R , then:

Theorem

If \exists a continuous mapping $\xi : [0, 1] \rightarrow \Delta(I)$ such that $\forall t \in [0, 1]$ and $\forall j^* \in \mathcal{J}^*$,

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Without absorption, this is Vieille's differential game characterization for W-approachability.

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Thanks to the organizers. It is impossible to do a better conference!