

# On the Inefficiency of Equilibria in Congestion Games

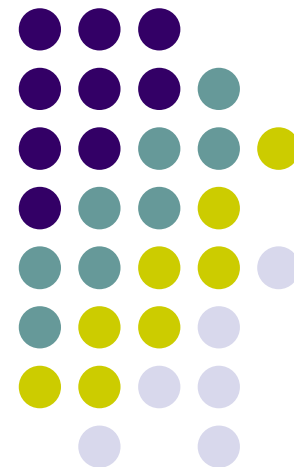
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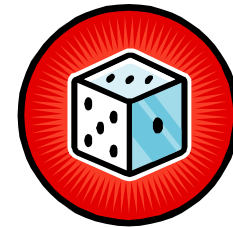
# Outline

- Nonatomic Congestion Games - Definition
- Separable, Affine Cost Functions
- General Cost Functions
- Pseudo-Approximation (Bicriteria)
- Improved Models
  - Limited Congestion
  - No Fixed Costs
- Nonseparable Costs
- Conclusion

# Nonatomic congestion games - definition



- A finite set of resources  $A$
- Different types of players
- Each player type  $i$  has a set of strategies  $\mathcal{S}_i$  to choose from
- Each strategy consists of a subset of resources



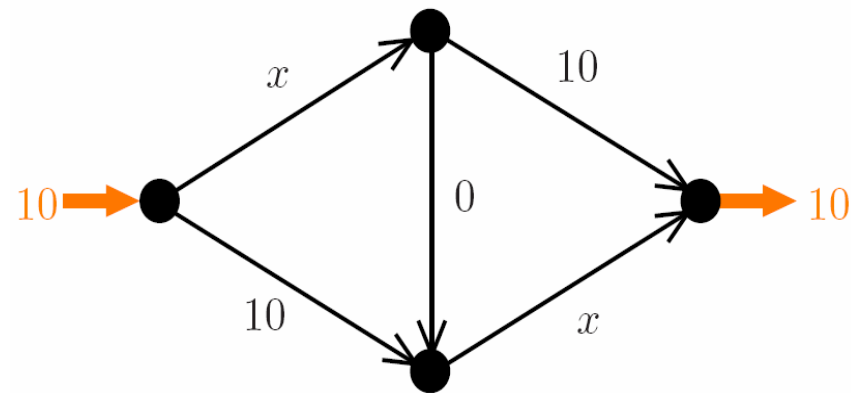
# Nonatomic congestion games - Costs



- The cost of a resource is given by a nondecreasing and continuous function  $c_a : \mathbb{R}_+^A \rightarrow \mathbb{R}_+$
- The social cost is defined to be the total cost of players

$$C(x) := \sum_{a \in A} c_a(x) x_a$$

- **Example:** Breass' Instance



# Nonatomic congestion games – Nash Equilibria



- Social Optimum  $x^{\text{OPT}}$  is a strategy distribution of minimum social cost  $C(x^{\text{OPT}}) \leq C(x)$
- Nash Equilibrium is a strategy distribution where no player has an incentive to change his strategy

$$c_S(x^{\text{NE}}) \leq c_{S'}(x^{\text{NE}}) \quad S, S' \in \mathcal{S}_i$$

- Characterized by a **Variational Inequality** (Smith '79)

$$\sum_{a \in A} c_a(x^{\text{NE}}) x_a^{\text{NE}} \leq \sum_{a \in A} c_a(x^{\text{NE}}) x_a$$



# Price of Anarchy

You all know what it is...





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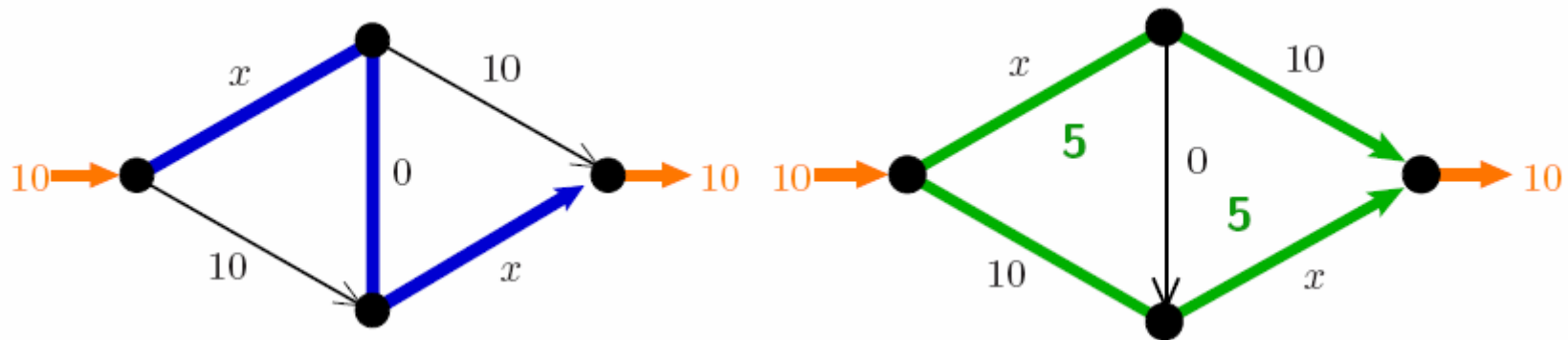


# Separable Affine Cost Functions

**Theorem** (Roughgarden & Tardos 2004): In nonatomic congestion games with separable and affine cost functions

$$C(x^{\text{NE}}) \leq 4/3 C(x^{\text{OPT}})$$

**Corollary:** Breass' is a tight bound example







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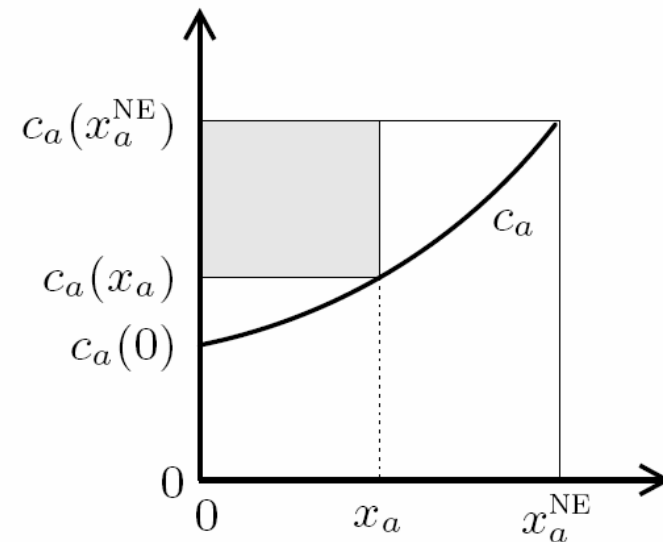
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# General Separable Functions

- We generalize previous proofs by introducing for a given class  $\mathcal{C}$  of cost functions (polynomials of a certain degree)

$$\beta(\mathcal{C}) := \max \left\{ \frac{\text{shaded area}}{\text{big rectangle}} \right\}$$



**Theorem:**  $C(x^{\text{NE}}) \leq (1 - \beta(\mathcal{C}))^{-1} C(x^{\text{OPT}})$



## Computing $\beta$ for Polynomials

Assume polynomials with positive coefficients:

For  $m \in [0,1]$   $c(mx) \geq m^n c(x)$

$$\beta = \max_{0 \leq x \leq v} \frac{x(c(v) - c(x))}{vc(v)} = \max_{0 \leq x \leq v} \frac{x}{v} \left( 1 - \frac{c(x)}{c(v)} \right) \leq \left( x = v \frac{x}{v} \right)$$

$$\leq \sup_{0 \leq x \leq v} \frac{x}{v} \left( 1 - \left( \frac{x}{v} \right)^n \right) = \sup_{0 \leq x \leq 1} x(1 - x^n) = \frac{n}{(n+1)^{1+1/n}}$$



## Computing POA

$$\text{POA} = \left(1 - \frac{n}{(n+1)^{1+1/n}}\right)^{-1}$$

Degree	2	3	4	...	N
POA	1.626	1.896	2.151		$\Omega(N/\ln(N))$

- These POA are tight



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## Pseudo-Approximation (Bicriteria)

- **Theorem:** If  $x^{OPT}$  is the social optimum of the same game with  $1 + \beta(\mathcal{C})$  times as many players of each type, then

$$C(x^{NE}) \leq C(x^{OPT})$$

- Simple proof for the results of Roughgarden & Tardos '02 '04





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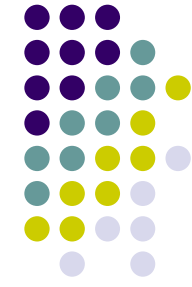
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## Improved Models

- In traffic networks the ratio between the equilibrium and the social optimum was observed to be significantly smaller in practice
- Divide into two cases:
  - Limited Congestion (Low traffic)
  - No Fixed Costs (Heavy traffic)





# Limited Congestion

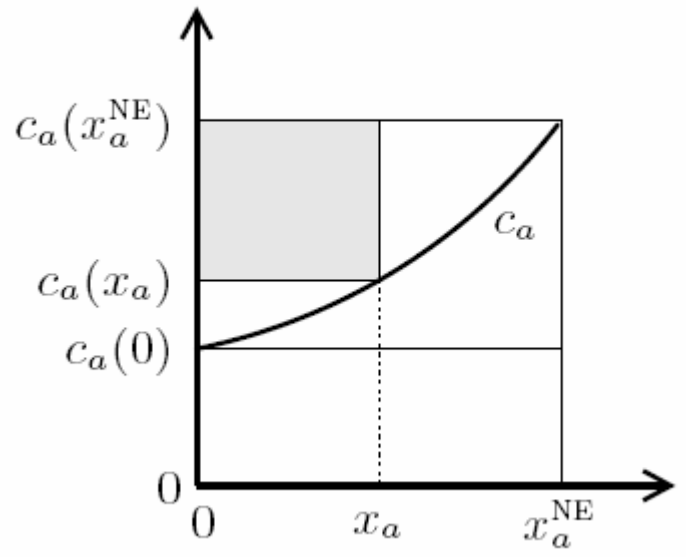
- Assume that:

$$c_a(0) \geq \eta c_a(x_a^{\text{NE}})$$

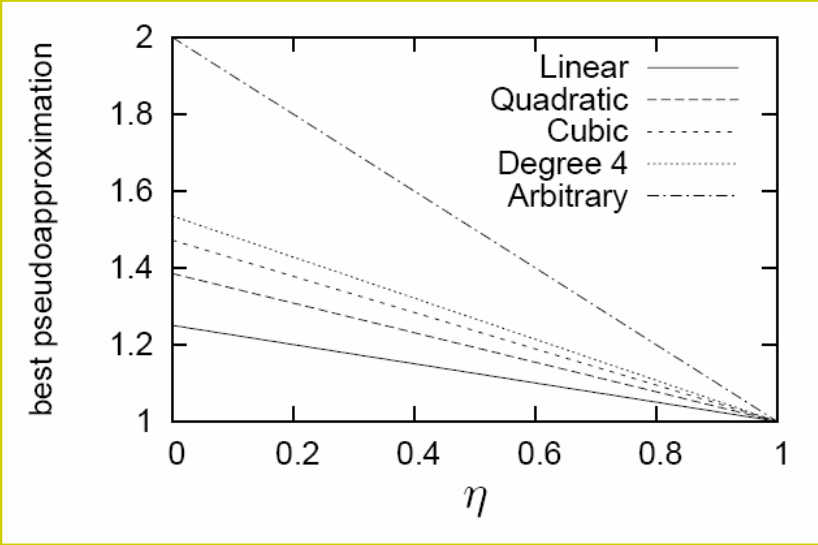
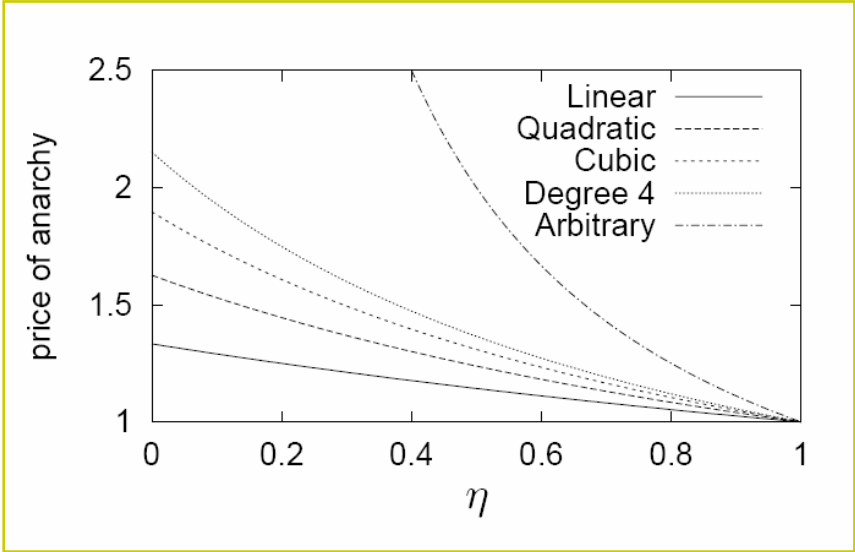
- With this assumption we get:

- $C(x^{\text{NE}}) \leq (1 - (1 - \eta)\beta(\mathcal{C}))^{-1} C(x^{\text{OPT}})$

- Pseudo-approximation factor:  $1 + (1 - \eta)\beta(\mathcal{C})$



# POA & Bicriteria - Limited Congestion





# No Fixed Costs

- Assume that:  $c_a(0) = 0$
- With that assumption we get:

Set $\mathcal{C}$ of allowable cost functions	Example	Price of Anarchy $\alpha(\mathcal{C})$		
		$c_a(0) = 0$		$c_a(0)$ arbitrary
		LB	UB	
linear functions	$a_1x + a_0$	1	1	1.334
quadratic functions	$a_2x^2 + a_1x + a_0$	1.035	1.185	1.626
cubic functions	$a_3x^3 + a_2x^2 + a_1x + a_0$	1.098	1.25	1.896
polynomials of degree 4	$\sum_{i=0}^4 a_i x^i$	1.167	1.999	2.151



## Example

- We'll proof upper bound of 5/4 for cubic functions

- Notation:  $C_i(x) := \sum_{a \in A} c_{a,i} x_a^{i+1}$

$$C_i^{x'}(x) := \sum_{a \in A} c_{a,i} x_a (x'_a)^i$$

$$(\delta x_a - x_a^{\text{NE}})^2 \geq 0 \quad \Rightarrow$$

$$C_1^x(x^{\text{NE}}) \leq C_1(x^{\text{NE}}) + \frac{1}{4}C_1(x)$$

$$C_2^{x^{\text{NE}}}(x) \leq \frac{1}{2}C_2^x(x^{\text{NE}}) + \frac{1}{2}C_2(x^{\text{NE}})$$

$$\left(\frac{1}{2}x_a^2 - (x_a^{\text{NE}})^2 + x_a x_a^{\text{NE}}\right)^2 \geq 0 \quad \Rightarrow$$

$$C_3^{x^{\text{NE}}}(x) \leq \frac{1}{2}C_3^x(x^{\text{NE}}) + \frac{1}{2}C_3(x^{\text{NE}}) + \frac{1}{8}C_3(x)$$



## Example Proof

$$C^x(x^{\text{NE}}) \leq C(x) \quad (\text{smith '79})$$

$$C(x^{\text{NE}}) \leq C^{x^{\text{NE}}}(x) = C_3^{x^{\text{NE}}}(x) + C_2^{x^{\text{NE}}}(x) + C_1^{x^{\text{NE}}}(x)$$

$$\leq \frac{C_3^x(x^{\text{NE}})}{2} + \frac{C_3(x^{\text{NE}})}{2} + \frac{C_3(x)}{8} + \frac{C_2^x(x^{\text{NE}})}{2} + \frac{C_2(x^{\text{NE}})}{2} + \frac{C_1^x(x^{\text{NE}})}{2} + \frac{C_1(x^{\text{NE}})}{2} + \frac{C_1(x)}{8}$$

$$\leq \frac{C(x^{\text{NE}})}{2} + \frac{C^x(x^{\text{NE}})}{2} + \frac{C(x)}{8} \leq \frac{1}{2}C(x^{\text{NE}}) + \frac{5}{8}C(x)$$



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## Nonseparable Costs

- Cost is:  $C(x) = \langle c(x), x \rangle$        $c : X \rightarrow \mathbb{R}_+^A$
- All works fine with:

$$\beta(c, v) := \max_{x \geq 0} \frac{\langle c(v) - c(x), x \rangle}{\langle c(v), v \rangle}$$

$$\beta(\mathcal{C}) := \sup_{c \in \mathcal{C}, v \in X} \beta(c, v)$$





## Conclusion

- Worst case maybe too pessimistic
- Insights from real-world networks leads to better bounds

## Open Problems

- Better ways to characterize “realistic” networks
- No fixed costs – General approach

