

# Topics in Algorithmic Game Theory and Economics

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**Lecture 11**  
**Prophet Inequalities**

# Online selection

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**Goal:** Select subset  $S \in \mathcal{F}$  maximizing  $w(S) = \sum_{e \in S} w(e)$ .

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*With adversarial arrival order*

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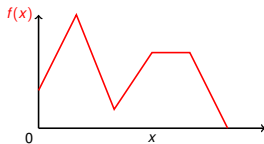
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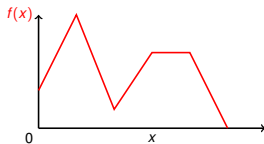
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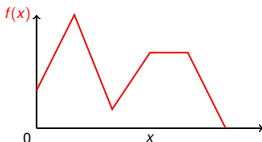
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## Remark

All the results we discuss today hold for both continuous and discrete distributions, but sometimes need slightly different arguments.

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Adversary is **non-adaptive** if order is fixed after seeing all realizations.

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- If arrival order would be  $(e_1, e_2)$ , simply observe realization  $w_1$ .

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- Performance objective is formalized next.



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**Optimal algorithm  $\mathcal{A}$  is to select  $e_2$  (again, think about it).**

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- Also shows that, in general, we cannot hope for  $\mathcal{A}$  with  $\alpha > \frac{1}{2}$ , already in setting where we can select at most one (out of two) elements.



# Selecting single element

Prophet Inequality with  $\alpha = \frac{1}{2}$

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## Example

Suppose we have uniform distribution over (continuous) interval  $[a, b]$ . Then  $m = \frac{a+b}{2}$ .



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It holds that

$$\mathbb{E}[X_\tau] = \int_0^T \mathbb{P}[X_\tau > x] dx + \int_T^\infty \mathbb{P}[X_\tau > x] dx$$

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This completes the proof.



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- Yields strategy proof online mechanism (in appropriate model).

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### Theorem (Kleinberg and Weinberg, 2012)

*The KW-algorithm selects an element  $e^*$  with the property that*

$$\mathbb{E}_{X_1, \dots, X_m}[w(e^*)] \geq \frac{1}{2} \cdot \mathbb{E}[\max_j X_j].$$

- Algorithm is optimal trade-off between **weight** of selected elements and **probability** of selecting an element.
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  - Similar to what we saw for secretary problem.

# Matroid prophet inequality

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Selecting indep. set from matroid  $\mathcal{M} = (E, \mathcal{I})$  with arrival order  $\sigma$ .

Set  $S = \emptyset$ .

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*where  $OPT = \mathbb{E}_{(y_1, \dots, y_m) \sim X_1 \times \dots \times X_m} [OPT(y_1, \dots, y_m)]$  is offline optimum.*



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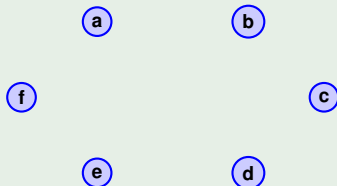
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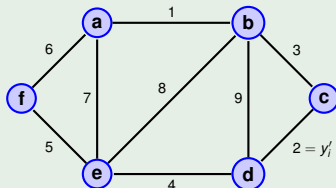


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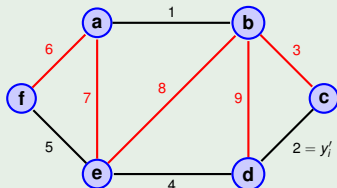


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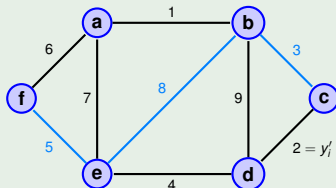
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$S$  selected so far

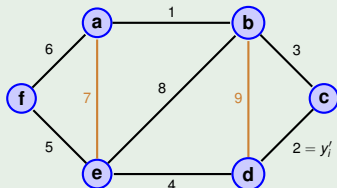


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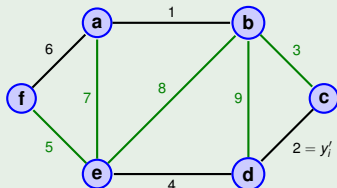
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$R(S) \cup S$

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**Theorem (Babaioff et al. (2007), Rubinstein (2016))**

*There is no randomized algorithm that, for every downward-closed set system  $\mathcal{F} = (E, \mathcal{I})$  with  $m$  elements having known weight distribution, obtains a prophet inequality with  $\alpha$  better than*

$$\alpha = \Omega\left(\frac{\log \log(m)}{\log(m)}\right)$$

# Selecting single element

*Sample-based threshold*

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Turns out that it suffices to have one sample  $x_i$  from every  $X_i$ .

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- Algorithms only using single sample from every  $X_i$  will be called **single-sample algorithms**.



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## Corollary (AKW, 2014)

*There is a single-sample  $\alpha = \frac{1}{8}$  graphic matroid prophet inequality.*



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- Proof uses the fact that both (offline) sample  $x_i$  and (online) realization  $w_i$  come from the same distribution  $X_i$ .

# Prophet inequalities for I.I.D. distributions

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### Theorem (Correa et al., 2018)

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# Secretary prophet inequalities

# Prophet secretary problems

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