

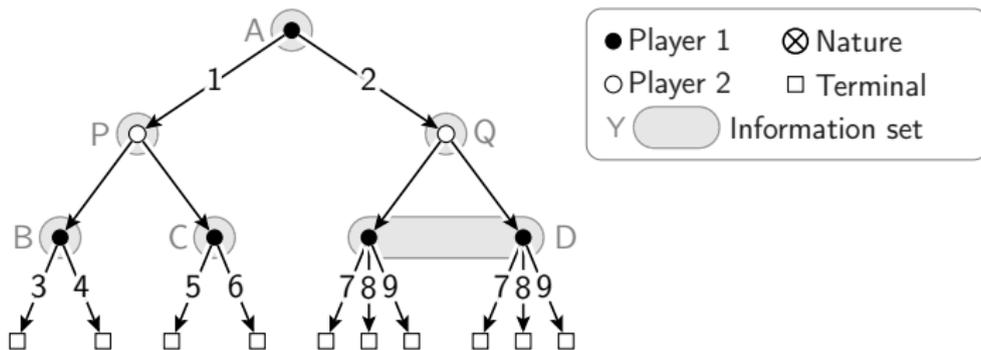
# Polynomial-Time Linear-Swap Regret Minimization in Imperfect-Information Sequential Games

Gabriele Farina, **Charilaos (Charis) Pipis**

MIT

{gfarina, chpipis}@mit.edu

# Extensive-form games (EFGs)



# Hindsight Rationality and Learning in Games

Given a set  $\Phi$  of strategy transformations  $\phi : \mathcal{X} \rightarrow \mathcal{X}$ , a  $\Phi$ -regret minimizer is an *online learning* algorithm that minimizes

$$\Phi\text{-Reg}^{(T)} := \max_{\phi \in \Phi} \sum_{t=1}^T u^{(t)}(\phi(\mathbf{x}^{(t)})) - \sum_{t=1}^T u^{(t)}(\mathbf{x}^{(t)})$$

# Hindsight Rationality and Learning in Games

Given a set  $\Phi$  of strategy transformations  $\phi : \mathcal{X} \rightarrow \mathcal{X}$ , a  $\Phi$ -regret minimizer is an *online learning* algorithm that minimizes

$$\Phi\text{-Reg}^{(T)} := \max_{\phi \in \Phi} \sum_{t=1}^T u^{(t)}(\phi(\mathbf{x}^{(t)})) - \sum_{t=1}^T u^{(t)}(\mathbf{x}^{(t)})$$

The size of the set  $\Phi$  is a natural notion of rationality.

# Hindsight Rationality and Learning in Games

Given a set  $\Phi$  of strategy transformations  $\phi : \mathcal{X} \rightarrow \mathcal{X}$ , a  $\Phi$ -regret minimizer is an *online learning* algorithm that minimizes

$$\Phi\text{-Reg}^{(T)} := \max_{\phi \in \Phi} \sum_{t=1}^T u^{(t)}(\phi(\mathbf{x}^{(t)})) - \sum_{t=1}^T u^{(t)}(\mathbf{x}^{(t)})$$

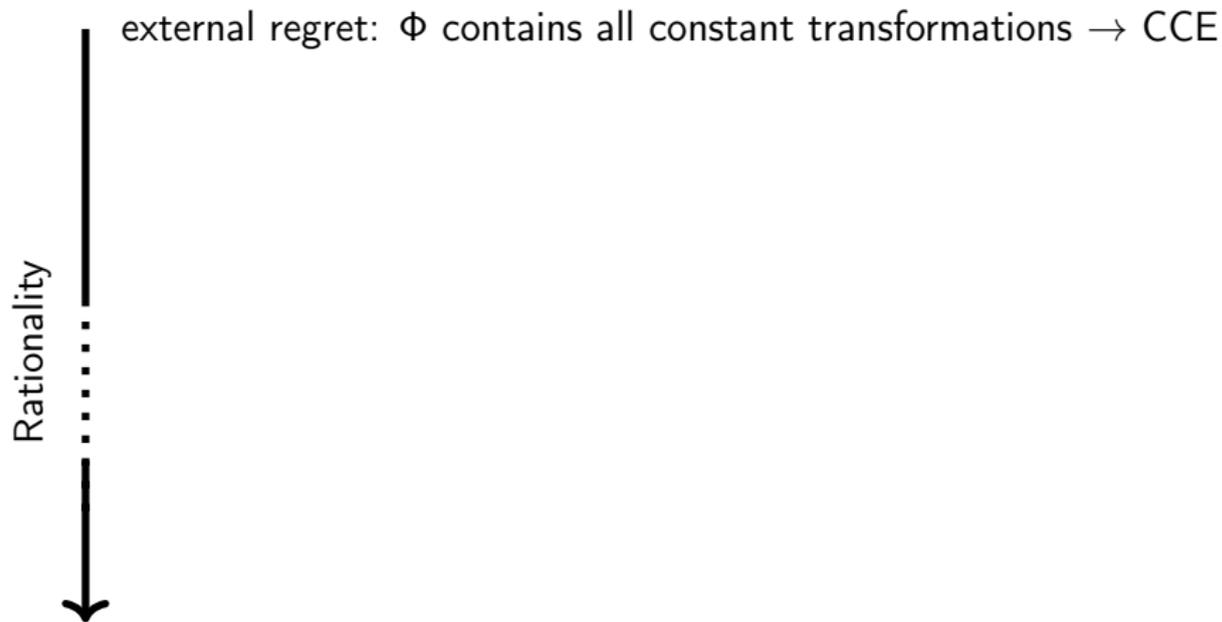
The size of the set  $\Phi$  is a natural notion of rationality.

**Celebrated Result:** If all players of the game are  $\Phi$ -regret minimizers, then the empirical frequency of play converges to the set of  $\Phi$ -equilibria.

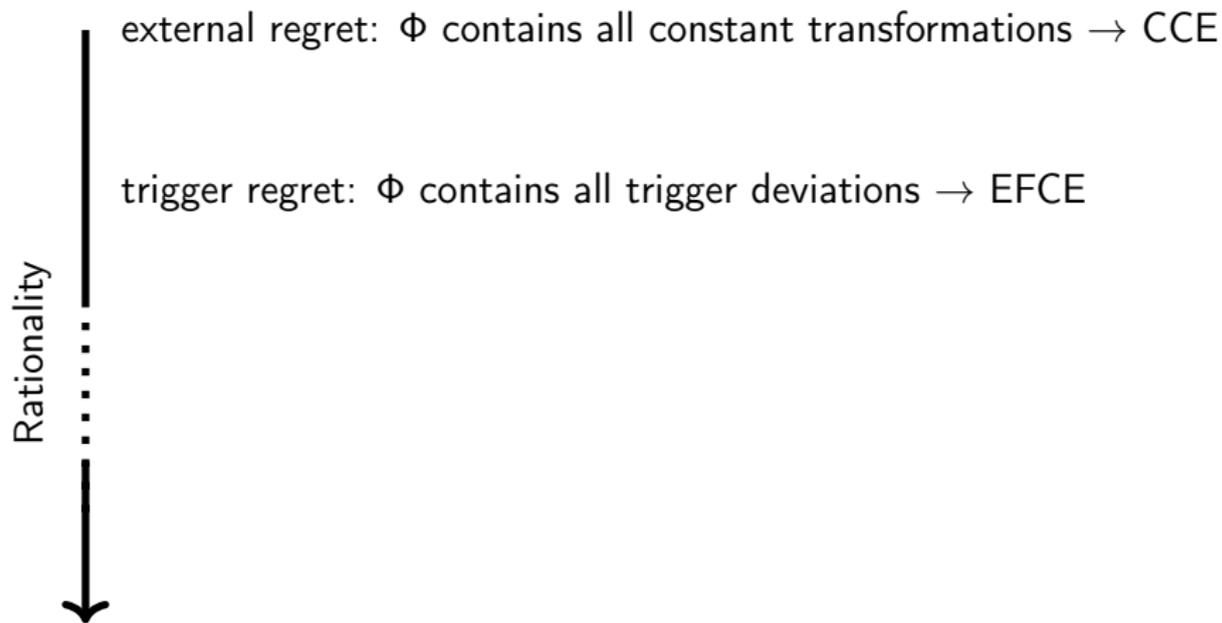
# A spectrum of notable regret minimizers



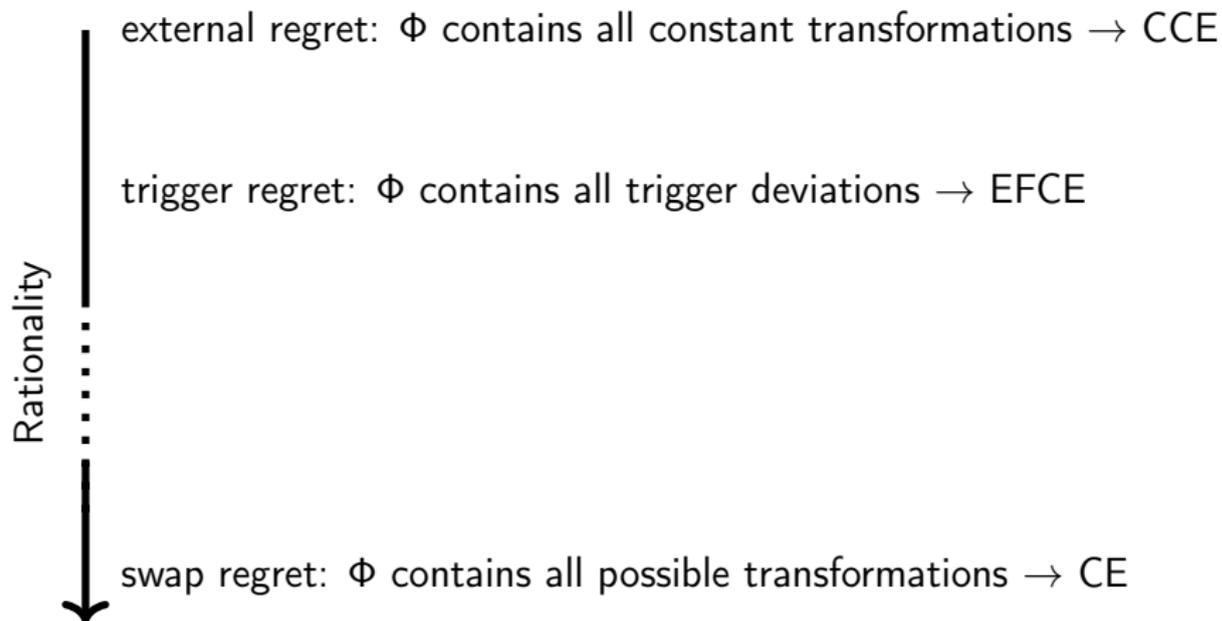
# A spectrum of notable regret minimizers



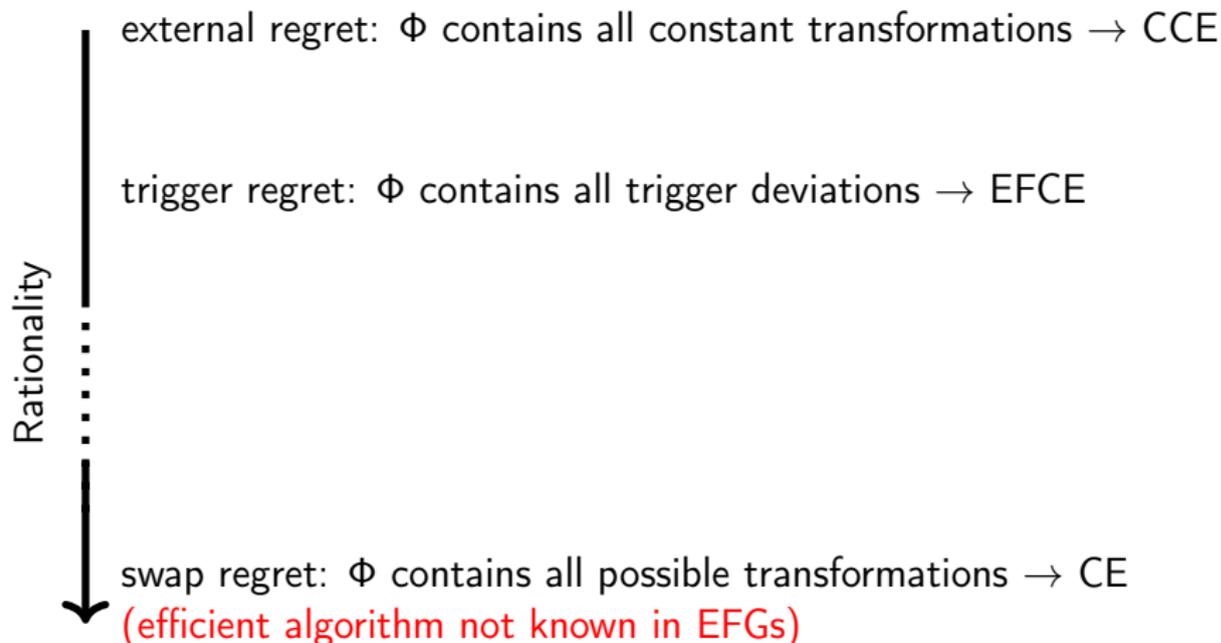
# A spectrum of notable regret minimizers



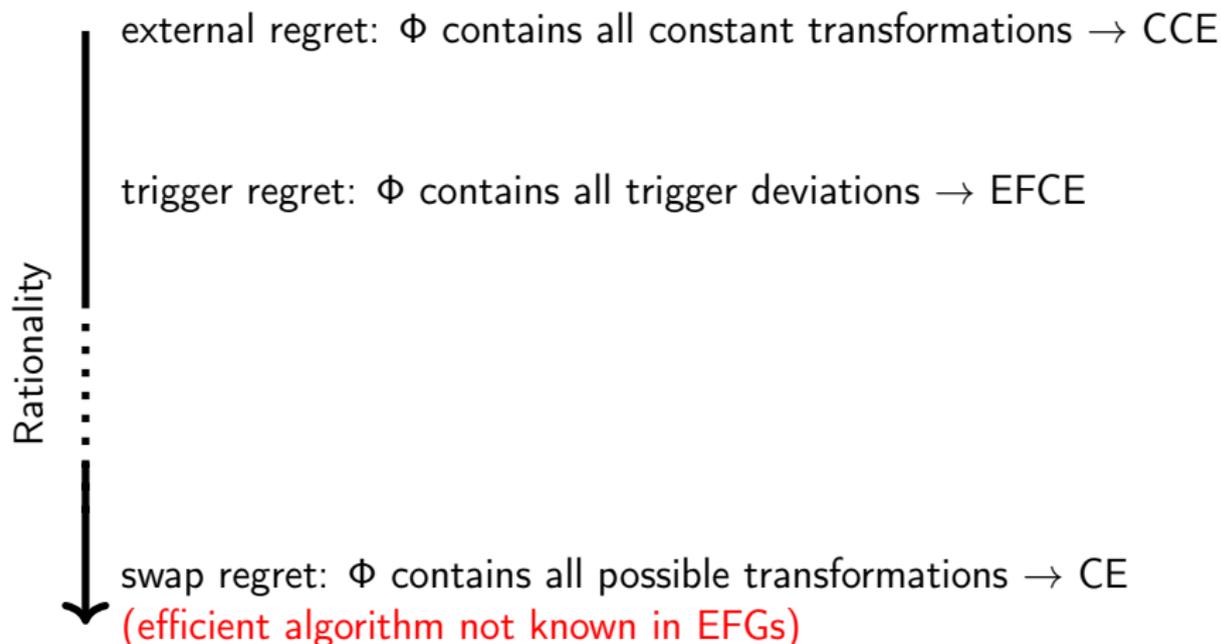
# A spectrum of notable regret minimizers



# A spectrum of notable regret minimizers

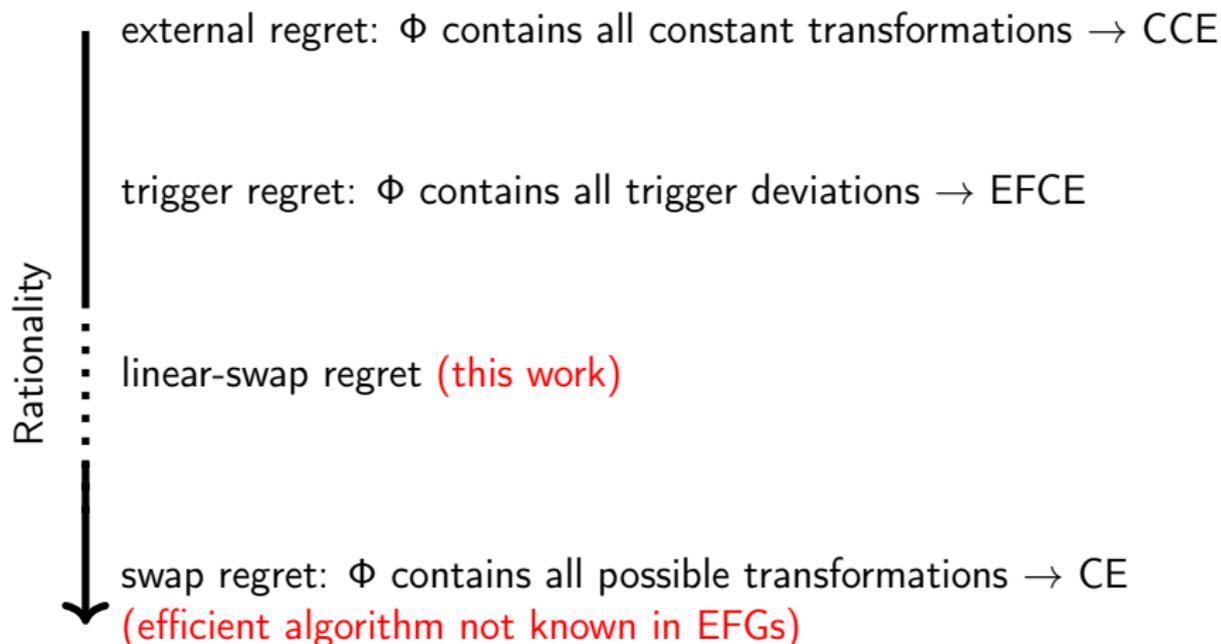


# A spectrum of notable regret minimizers



**Big Challenge:** Largest *tractable*  $\Phi$  in extensive-form games?

# A spectrum of notable regret minimizers



**Big Challenge:** Largest *tractable*  $\Phi$  in extensive-form games?

# This work: $\Phi$ is the set of all linear transformations in EFGs

Let  $\mathcal{Q}$  be the set of all *reduced* sequence-form strategies. Then

$$\Phi := \{\mathbf{x} \mapsto \mathbf{Ax} : \mathbf{A} \in \mathbb{R}^{d \times d}, \text{ with } \mathbf{Ax} \in \mathcal{Q} \quad \forall \mathbf{x} \in \mathcal{Q}\}.$$

Resulting notion of regret is “*linear-swap regret*”.

---

# This work: $\Phi$ is the set of all linear transformations in EFGs

Let  $\mathcal{Q}$  be the set of all *reduced* sequence-form strategies. Then

$$\Phi := \{\mathbf{x} \mapsto \mathbf{Ax} : \mathbf{A} \in \mathbb{R}^{d \times d}, \text{ with } \mathbf{Ax} \in \mathcal{Q} \quad \forall \mathbf{x} \in \mathcal{Q}\}.$$

Resulting notion of regret is “*linear-swap regret*”.

Why care?

- in EFGs it contains the trigger deviations used for EFCE

# This work: $\Phi$ is the set of all linear transformations in EFGs

Let  $\mathcal{Q}$  be the set of all *reduced* sequence-form strategies. Then

$$\Phi := \{\mathbf{x} \mapsto \mathbf{Ax} : \mathbf{A} \in \mathbb{R}^{d \times d}, \text{ with } \mathbf{Ax} \in \mathcal{Q} \quad \forall \mathbf{x} \in \mathcal{Q}\}.$$

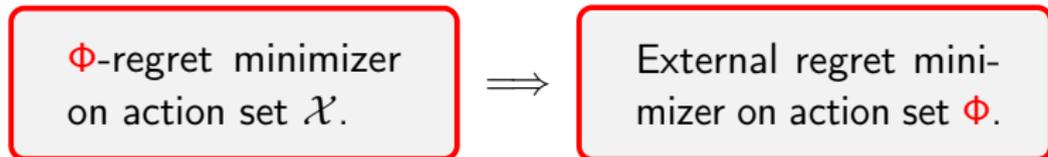
Resulting notion of regret is “*linear-swap regret*”.

Why care?

- in EFGs it contains the trigger deviations used for EFCE
- in NFGs it is equal to the swap deviations and gives CE
- in Bayesian games with a learner vs optimizer, it is necessary to have at least a linear-swap regret minimizer [1]

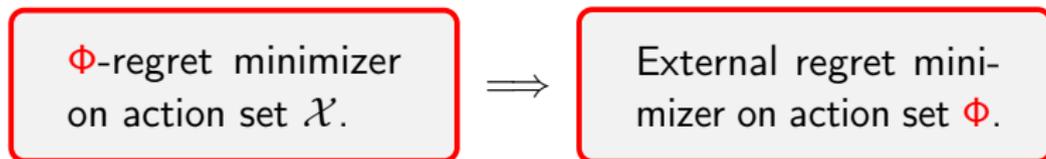
# Algorithm for linear-swap regret minimization

Framework [1] to construct a  $\Phi$ -regret minimizer:



# Algorithm for linear-swap regret minimization

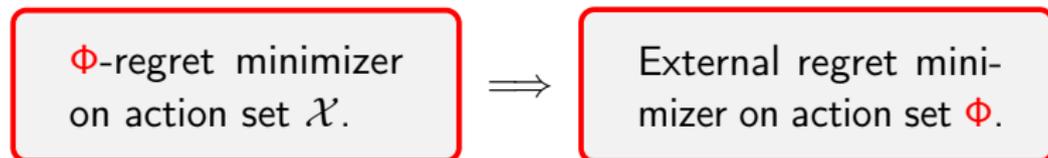
Framework [1] to construct a  $\Phi$ -regret minimizer:



But the framework alone does *not* give us *efficient* algorithms.

# Algorithm for linear-swap regret minimization

Framework [1] to construct a  $\Phi$ -regret minimizer:

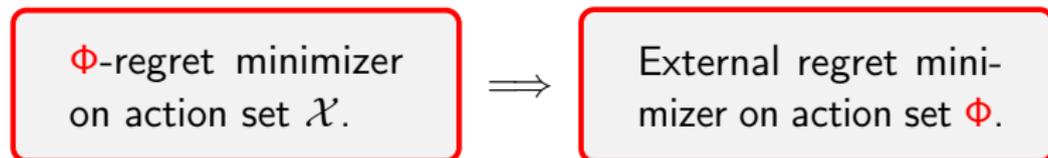


But the framework alone does *not* give us *efficient* algorithms.

**Crucial step:** We characterize the set of linear-swap transformations using poly num. of constraints.

# Algorithm for linear-swap regret minimization

Framework [1] to construct a  $\Phi$ -regret minimizer:



But the framework alone does *not* give us *efficient* algorithms.

**Crucial step:** We characterize the set of linear-swap transformations using poly num. of constraints.

- the characterization depends on the structure of the game tree
- allows us to directly apply online convex optimization methods

# Linear-Deviation Correlated Equilibrium (LCE)

Strictly between normal-form and extensive-form correlated equilibrium:

$$\text{CE} \subset \mathbf{LCE} \subset \text{EFCE}$$

And, NP-hard to maximize Social Welfare, by a reduction from SAT.

- We construct a **polynomial-time** algorithm for **linear-swap regret** minimization in **EFGs**.
  - A stronger notion of sequential hindsight rationality that can be efficiently computed.
- These dynamics induce the **linear-deviation correlated equilibrium**.
  - It lies *strictly* between CE and EFCE.
  - Equilibrium selection is NP-hard.