

# Deterministic Calibration with Simpler Checking Rules

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	Individual calibration	Public calibration
<p><b>Predicting actions</b></p> <p><math>X_i</math> = other people's actions  <math>p_i</math> = forecast of <math>X_i</math></p>	<p>→ <math>\epsilon</math>-CE in <math>(1/\epsilon)^{an}</math> rounds</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)w(p_t) \rightarrow 0$	<p>→ <math>\epsilon</math>-NE. Naive in <math>(1/\epsilon)^{nan}</math> rounds, improved in <math>(1/\epsilon)^{an}</math>.</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)w(\vec{p}_t) \rightarrow 0$
<p><b>Predicting utilities</b></p> <p><math>X_i</math> = my utility  <math>p_i</math> = forecast of <math>X_i</math></p>	<p>→ <math>\epsilon</math>-CE in <math>(1/\epsilon)^a</math> rounds</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)w(p_t) \rightarrow 0$	<p>→ <math>\epsilon</math>-NE in <math>(1/\epsilon)^{an}</math> rounds</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)w(\vec{p}_t) \rightarrow 0$
<p><b>Neighbors' actions</b></p> <p><math>X_i</math> = actions of neighbors  <math>p_i</math> = forecast of <math>X_i</math></p>	<p>no-speedup over public</p>	<p>→ <math>\epsilon</math>-NE in <math>(1/\epsilon)^{da^d}</math> rounds</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)w(\vec{p}_{N(i)-i,t}) \rightarrow 0$
<p><b>Graphs/utilities</b></p> <p><math>X_i</math> = my utility  <math>p_i</math> = forecast of <math>X_i</math></p>	<p>no-speedup over public</p>	<p>→ <math>\epsilon</math>-NE in <math>(1/\epsilon)^{da}</math> rounds</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)w(\vec{p}_{N(i)-i,t}) \rightarrow 0$
<p><b>Linear regrets</b></p> <p><math>X_i</math> = my utility  <math>p_i</math> = forecast of <math>X_i</math></p>	<p>→ CE in <math>(1/\epsilon)^2</math> rounds</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)l(p_t) \rightarrow 0$	<p>conjecture: → NE? In <math>(1/\epsilon)^2 a^n</math>?</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)l(\vec{p}, \vec{p}^2, \dots, \vec{p}^n) \rightarrow 0$
<p><b>Trusting neighbors</b></p> <p><math>X_i</math> = my play, <math>p_i</math> = forecast of <math>X_i</math>.            There is no protection against failure to follow the protocol.</p>	<p>Doesn't converge?</p>	<p>→ <math>\epsilon</math>-NE in <math>(1/\epsilon)^{da}</math> rounds</p> $\frac{1}{T} \sum_{t=1}^T (X_t - p_t)w(\vec{p}_{N(i)-i,t}) \rightarrow 0$

## General information

At each round, players compute  $p_{i,t}$  and use it to make their decision of what to do in round  $t$ . They always use a smooth best reply function. In all but the “trusting neighbors” rule, they will be guaranteed to have good forecasts (i.e. calibrated) to base their decisions on.

- $\epsilon$  = target accuracy
- $n$  = number of players
- $a$  = number of actions each player has
- $d$  = number of neighbors each player has
- $w()$  = smooth bump function
- $l()$  = linear function



## CALIBRATION

- **Origin of calibration**

- Dawid asked whether calibration existed: Dawid, A. P. (1985) “The well calibrated Bayesian.” *JASA*.
- Oakes answered no: Oakes, D. (1985) “Self-calibrating priors do not exist,” *JASA*.

- **Blackwell approachability**

- Blackwell, David (1956) “An Analog of the Minimax Theorem for Vector Payoffs,” *Pacific Journal of Mathematics*, **6**. (Easier to find is Luce and Raiffa *Games and Decisions* Appendix 8.6, p 479 - 483.)
- For a review paper that discusses how to use Blackwell for calibration, see: Foster, D. and R. Vohra (1999) “Regret in the On-line decision problem,” *Games and Economic Behavior*, 7-36.

- **No regret and calibration**

- Foster and Vohra’s first proof of the existence of calibration/no-regret (in 1991) wasn’t convincing. Eventually it came out as: Foster, D. and R. Vohra (1998) “Asymptotic Calibration,” with R. Vohra, *Biometrika*, 379 - 390.
- Other proofs
  - \* Fudenberg, D. and D. Levine (1999) “An easier way to calibrate,” *Games and Economic Behavior*.
  - \* Foster, D. (1999) “A proof of calibration via Blackwell’s Approachability theorem,” *GEB*.

## LEARNING in GAMES

- **Calibration converges to CE**

- “Calibrated Learning and Correlated Equilibrium,” with R. Vohra *Games and Economic Behavior*, (1997) **21**, 40-55.
- Hart, S. and A. Mas-colell (2000) “A simple adaptive procedure leading to correlated equilibrium,” *Econometrica*, **68**, 1127 - 1150.

- **Exhaustive search converges to NE**

- “Learning, Hypothesis Testing and Nash Equilibrium,” with H. P. Young, *Games and Economic Behavior*, 2003, 73 - 96.
- “Regret Testing: A simple payoff-based procedure for learning Nash equilibrium,” with H. Young, under revision for *JET*.
- Germano, Fabrizio and Gabor Lugosi, 2005, “Global Nash convergence of Foster and Young’s regret testing,” mimeo.

- **Public calibration converges to NE**

- “Deterministic Calibration and Nash Equilibrium” with with Sham M. Kakade, 2004, *COLT*.
- This talk. Coming soon on our web pages:
  - \* <http://gosset.wharton.upenn.edu/~foster/>
  - \* <http://www.cis.upenn.edu/~skakade/>

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