Utility and Foundations Modeling Human Strategic Behavior

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Student Introductions

Please introduce yourself by saying:

- what country you grew up in
- where you did your undergrad
- your current research interests
- something fun about you (your favourite band, book, flavour of ice cream, or anything else you'd like...)

Lecture Overview

Student Introductions

Informally

Theorem Statement

Modeling Strategic Situations: Utility and Foundations: Leyton-Brown & Wright (3)

A utility function is a real-valued function that indicates **how much** an agent **prefers** an outcome.

Modeling Strategic Situations: Utility and Foundations: Leyton-Brown & Wright (4)

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This is a nontrivial claim!

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- 1. Why should we believe that an agent's preferences can be adequately represented by a **single number**?
- 2. Why should agents maximize **expected value** rather than some other criterion?

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- 2. Why should agents maximize **expected value** rather than some other criterion?

Von-Neumann and Morgenstern's Theorem shows when these are true.

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Formal Setting: Outcomes

Let O be the set of **outcomes**:

 $O=Z\cup\Delta(O)$ (not a typo!)

where:

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Modeling Strategic Situations: Utility and Foundations: Leyton-Brown & Wright (6)

Formal Setting: Outcomes

Let O be the set of **outcomes**:

$$O=Z\cup\Delta(O)$$
 (not a typo!)

where:

- Z is some set of "actual outcomes"
- $\Delta(X)$ represents the set of **lotteries** over **finite subsets** of *X*:

$$[p_1 \colon x_1, \ldots, p_k \colon x_k]$$

with $x_1, \ldots, x_k \in X$ and $\sum_{j=1}^k p_j = 1$.

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Formal Setting: Preference Relation

- A preference relation compares the relative desirability of outcomes.
- For a given preference relation \succeq , write:
- 1. $o_1 \succeq o_2$ if the agent **weakly prefers** o_1 to o_2 ,
- 2. $o_1 \succ o_2$ if the agent **strictly prefers** o_1 to o_2 ,
- 3. $o_1 \sim o_2$ if the agent is **indifferent** between o_1 and o_2 .

Formal Setting: Utility Function

A **utility function** is a function $u : O \to \mathbb{R}$.

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A **utility function** is a function $u : O \to \mathbb{R}$.

Definition

A utility function $u: O \to \mathbb{R}$ represents a preference relation \succeq iff:

- 1. $\forall o_1, o_2 \in O : o_1 \succeq o_2 \iff u(o_1) \ge u(o_2)$, and
- 2. $\forall [p_1:o_1, \ldots, p_k:o_k] \in O: u([p_1:o_1, \ldots, p_k:o_k]) = \sum_{j=1}^k p_j u(o_j).$

Representation Theorem

Theorem [von Neumann & Morgenstern, 1944]

Suppose that a preference relation ≻ satisfies the axioms Completeness, Transitivity, Monotonicity, Substitutability, Decomposability, and Continuity.

Then there exists a function $u: O \to \mathbb{R}$ such that

1. $\forall o_1, o_2 \in O : o_1 \succeq o_2 \iff u(o_1) \ge u(o_2)$, and

2.
$$\forall [p_1:o_1, \ldots, p_k:o_k] \in O: u([p_1:o_1, \ldots, p_k:o_k]) = \sum_{j=1}^k p_j u(o_j).$$

That is, there exists a utility function u that represents \succeq .

Completeness & Transitivity

Definition (Completeness)

A preference relation \succeq satisfies **completeness** iff

$$\forall o_1, o_2 \in O : (o_1 \succ o_2) \lor (o_1 \prec o_2) \lor (o_1 \sim o_2)$$

Definition (Transitivity)

A preference relation ≽ satisfies **transitivity** iff

$$\forall o_1, o_2, o_3 \in O : (o_1 \succeq o_2) \land (o_2 \succeq o_3) \implies o_1 \succeq o_3$$

Informally

Transitivity Justification: Money Pump

• Suppose that transitivity is violated: i.e., $(o_1 \succ o_2)$ and $(o_2 \succ o_3)$ and $(o_3 \succ o_1)$

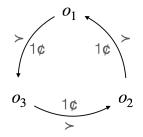
- Suppose that transitivity is violated: i.e., $(o_1 \succ o_2)$ and $(o_2 \succ o_3)$ and $(o_3 \succ o_1)$
- Starting from o_3 , you are willing to pay 1¢ (say) to switch to o_2

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- Starting from o_3 , you are willing to pay 1¢ (say) to switch to o_2
- But from o_2 , you should be willing to pay 1¢ to switch to o_1

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- Starting from o_3 , you are willing to pay 1¢ (say) to switch to o_2
- But from o_2 , you should be willing to pay 1¢ to switch to o_1
- But from o_1 , you should be willing to pay 1¢ to switch back to o_3 again...

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- Suppose that transitivity is violated: i.e., $(o_1 \succ o_2)$ and $(o_2 \succ o_3)$ and $(o_3 \succ o_1)$
- Starting from o_3 , you are willing to pay 1¢ (say) to switch to o_2
- But from o_2 , you should be willing to pay 1¢ to switch to o_1
- But from *o*₁, you should be willing to pay 1¢ to switch back to *o*₃ again...
- Agents with cyclic preferences are vulnerable to a money-pump!



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Monotonicity

Definition (Monotonicity)

A preference relation \succeq satisfies **monotonicity** iff for all $o_1, o_2 \in O$ and p > q,

$$(o_1 \succ o_2) \implies [p:o_1, (1-p):o_2] \succ [q:o_1, (1-q):o_2]$$

You should prefer a 90% chance of getting \$1000 (or nothing) to a 50% chance of getting \$1000.

Substitutability

Definition (Substitutability)

A preference relation \succeq satisfies **substitutability** iff for all $o_1, \ldots, o_k \in O$ and p, p_3, \ldots, p_k satisfying $p + \sum_{j=3}^k p_j = 1$, if $o_1 \sim o_2$,

$$[p:o_1, p_3:o_3, \ldots, p_k:o_k] \sim [p:o_2, p_3:o_3, \ldots, p_k:o_k].$$

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If I like apples and bananas equally, then I should be indifferent between a 30% chance of getting an apple and a 30% chance of getting a banana.

Decomposability (aka "No Fun in Gambling")

Definition (Decomposability)

A preference relation \succeq satisfies **decomposability** iff for all lotteries ℓ_1, ℓ_2 :

$$(\forall o \in O : P_{\ell_1}(o) = P_{\ell_2}(o)) \implies \ell_1 \sim \ell_2,$$

where $P_{\ell}(o)$ denotes the probability that outcome *o* is selected by lottery ℓ .

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Example

Let
$$\ell_1 = [0.5:[0.5:o_1, 0.5:o_2], 0.5:o_3]$$
, and $\ell_2 = [0.25:o_1, 0.25:o_2, 0.5:o_3]$

Then $\ell_1 \sim \ell_2$ for any preference relation that satisfies decomposability, because

$$P_{\ell_1}(o_1) = 0.5 \times 0.5 = 0.25 \qquad = P_{\ell_2}(o_1)$$
$$P_{\ell_1}(o_2) = 0.5 \times 0.5 = 0.25 \qquad = P_{\ell_2}(o_2)$$
$$P_{\ell_1}(o_3) = 0.5 \qquad = P_{\ell_2}(o_3)$$

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Continuity

Definition (Continuity)

A preference relation \succeq satisfies **continuity** iff for all $o_1, o_2, o_3 \in O$,

$$o_1 \succ o_2 \succ o_3 \implies \exists p \in [0,1] : o_2 \sim [p:o_1, (1-p):o_3].$$

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