

The Computational Complexity of Computing Nash Equilibrium

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- John Nash: Every Game has a (Mixed) Nash Equilibrium.
- C.S. : How hard is to compute a Nash Equilibrium?
- **Outline of the talk:**
 - Complexity Classes for Search Problems vs Complexity Classes for Decision Problems (NP vs FNP).
 - The class TFNP and its problems that can be grouped according to a non-constructive existence proof:
 - PPA and PPAD
 - PLS
 - PPP
 - The problem NASH and its computational complexity. (will be left for next Thursday).

Decision vs Search Problems

- A language $L \subseteq \Sigma^*$ is in NP if and only if there is a polynomially decidable and polynomially balanced relation R_L such that $L = \{x : (x, y) \in R_L \text{ for some } y\}$.
- Each decision problem L , Has a corresponding search problem, S_L .
- Given input $x \in \Sigma^*$, return a $y \in \Sigma^*$, such that $(x, y) \in R_L$, if such a y exists, otherwise return the string “no”.
- For NP-problems we define the class containing their search version to be FNP.
- FP contains the problems of FNP for which a poly-time algorithm is known.

Reductions for search problems

- Polynomial time reductions between two search problems A, B :
 $\exists f, g$ s.t. $R_A(x, g(y)) \iff R_B(f(x), y)$.
- f produces an instance $f(x)$ of the function problem B such that we can construct an output $g(y)$ for x from any correct output y of $f(x)$.

Which one is harder?

- SAT is complete for NP.
- FSAT is complete for FNP (a-la-cook proof), That is find a satisfying assignment.
- Solving FSAT immediately solves SAT.
- There exist a poly-time algorithm for FSAT based on the self reducibility of SAT which n -calls to SAT.

Theorem

$FP = FNP$ if and only if $P = NP$

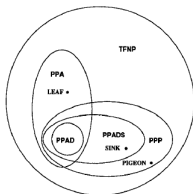
The class TFNP

- Contains the search problems for which R_L is total.
- Telling whether R_L is total is undecidable \leftarrow TFNP is a semantic class.
- Semantic Classes are not known to contain complete problems.
- $FP \subseteq TFNP \subseteq FNP$.

- $\text{TFNP} = \text{F}(\text{NP} \cap \text{coNP})$.
 - NP contains problems with “yes” certificate y s.t. $R_1(x, y)$.
 - coNP contains problems with “no” certificate z s.t. $R_2(x, z)$
 - For $\text{TFNP} \subseteq \text{F}(\text{NP} \cap \text{coNP})$ let $R_1 = R$ and $R_2 = \emptyset$.
 - For $\text{F}(\text{NP} \cap \text{coNP}) \subseteq \text{TFNP}$ let $R = R_1 \cup R_2$.
- An FNP-complete problem is in TFNP if and only if $\text{NP} = \text{coNP}$.
 - “if” part comes from the above
 - “only if”: Assume that FSAT reduces to the FNP-complete problem S_R , and that $S_R \in \text{TFNP}$
Any unsat formula φ has a “no” certificate y , s.t. $R(f(\varphi), y)$, and $g(y) = \text{“no”}$
 y is guaranteed to exist as R is total, thus $\overline{\text{SAT}}$ is in NP.

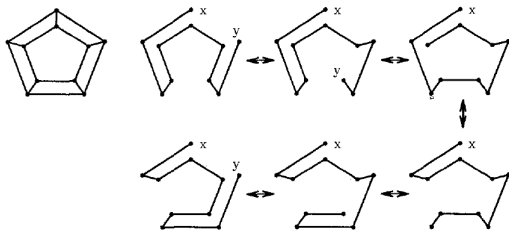
Proofs of existence and the subclasses of TFNP

- **Polynomial Local Search (PLS)**: Every directed acyclic graph has a sink.
- **Polynomial Pidgeonhole Principle (PPP)**: If a function maps n elements to $n - 1$ elements, then there is a collision.
- **Polynomial Parity Argument (PPA)**: If an undirected graph has an odd degree node, then it must have another odd degree node.
- **Polynomial Parity Argument Directed (PPAD)**: If a directed graph has an unbalanced node (indegree \neq outdegree), then it must have another unbalanced node.



The class PPA (An example)

- ANOTHER HAMILTON CYCLE
- Any graph with odd degree nodes has an even number of hamilton cycles through edge xy
 - Take a HC and remove edge xy to obtain a Hamilton Path
 - Fix x as an endpoint and start rotating from the other end
 - Each hamilton path has two valid neighbours ($d = 3$) except the paths with endpoints x, y
 - Parity Argument: At least two such HP's must exist
 - Add edge x, y



The class PPAD (An example)

- 2D SPERNER
- Sperner's Lemma on triangulated planar graphs: Consider an arbitrary coloring $(0, 1, 2)$ on a planar triangulated graph, then there exists an even number of trichromatic triangles.
- The computational problem that arises for this lemma: The outer face is one trichromatic triangle, can you find a second one?
- When the graph coloring is given explicitly it is easy
- Instead we have an algorithm (circuit) that given a vertex (v) , after poly-time it returns the color of v .

The class PPA (Formal Definition)

- Let A be a problem and M the associated poly-time TM.
- Let x be an input of A .
- The configuration space $C(x)$ of M on input x is $\Sigma^{p(|x|)}$.
- For $c \in C(x)$, M outputs in $\mathcal{O}(p(n))$ time a set of at most two configurations, namely $M(x, c)$.
 - $M(x, c)$ may be empty.
- c, c' are neighbours, $[c, c'] \in G(x)$, iff $c \in M(c', x)$ and $c' \in M(c, x)$.
 - $G(x)$ is a symmetric graph of degree at most two.
 - It is the implicit search graph of the problem.
- Let $M(x, 0 \dots 0) = 1 \dots 1$, and $0 \dots 0 \in M(x, 1 \dots 1)$, hence $0 \dots 0$ is the standart leaf.
- PPA: “Given x , find a leaf of $G(x)$ other than $0 \dots 0$.”

ANOTHER HAMILTON CYCLE is in PPA

- Let x be the input: (G, h) the graph and a hamilton cycle.
- C_x , the configuration space of x contains encodings of valid Hamilton Paths and other irrelevant strings.
- On input $x \in C_x$ machine M outputs in time $\mathcal{O}(p(n))$ a set $M(x, c)$ of, at most, two neighbors of a valid Hamilton Path
- c and c' are neighbors ($[c, c'] \in G(x)$) iff $c \in M(c', x)$ and $c' \in M(c, x)$, in the neighboring graph of “valid” Hamilton Paths
- the standart leaf is the Hamilton Path that occurred from the removal or edge xy .

The class PPAD (I)

Same as PPA with the following differences:

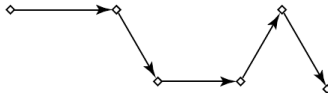
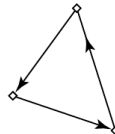
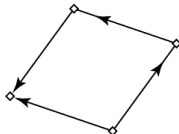
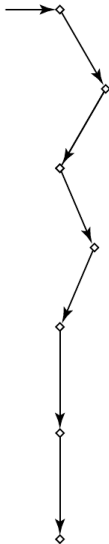
- $M(x, c) = \text{In}(x, c) \cup \text{Out}(x, c)$ is an ordered pair of configs with $|\text{In}(x, c)| \leq 1$ and $|\text{Out}(x, c)| \leq 1$.
- $G(x)$ is now directed $(c, c') \in G(x)$ iff $c \in \text{In}(x, c')$ and $c' \in \text{Out}(x, c)$.
- We search for a node (not the standart one) with $|\text{In}(x, c)| + |\text{Out}(x, c)| = 1$, i.e. any other source or sink.

2D SPERNER is in PPAD

- Let x be the input: A triangle, a triangulation and a valid color assignment (in terms of a circuit/algorithm)
 - we need some sort of guarantee of the validity of the input.
- C_x is the configuration space of x , encodings of the active sub-triangles of the triangulation
- $M(x, c) = In(x, c) \cup Out(x, c)$ where:
 - $In(x, c)$ is the sub-triangle we came from.
 - $Out(x, c)$ is the sub-triangle we are heading into.
- c and c' are neighbors iff $[c, c'] \in G(x)$ iff $c \in M(c', x)$ and $c' \in M(c, x)$
- The standart node is the outer face of the triangulated graph.

The class PPAD (II)

Standard
source



- In order to fix the setting for the next talk consider the following computational problem:
 - END OF THE LINE: Given two circuits S and P , each with n input and output bits, such that $S(P(0^n)) \neq 0^n = P(S(0^n))$, find an input $x \in \{0, 1\}^n$ s.t. $P(S(x)) \neq x$ or $S(P(x)) \neq x \neq 0^n$
- The above problem is PPAD-complete (recall the proof that CIRQUITSAT is NP complete)
- From now on we can say that PPAD contains the problems that reduce to END OF THE LINE.

THANK YOU!!