First-order algorithm with $O(\log(1/\epsilon))$ convergence for ϵ -equilibrium in two-person zero-sum games

> Javier Peña Carnegie Mellon University

> > joint work with

A. Gilpin, T. Sandholm (Carnegie Mellon), B. Mordukhovich (Wayne State), V. Roshchina (U of Évora)

> IPAM, UCLA Los Angeles, October 2010

The Problem

Nash equilibrium (two-person, zero-sum games)

$$\max_{x \in Q_1} \min_{y \in Q_2} x^{\mathsf{T}} A y = \min_{y \in Q_2} \max_{x \in Q_1} x^{\mathsf{T}} A y.$$

- Q_1, Q_2 : sets of strategies of players 1 and 2 respectively
- A: player 1's payoff matrix
- Games in normal form: Q_1, Q_2 are simplices.
- Games in sequential form: Q_1, Q_2 are treeplexes.

For simplicity, assume $A \in \mathbb{R}^{m \times n}$, $Q_1 = \Delta_m$, $Q_2 = \Delta_n$.

Algorithms to compute Nash equilibria

Definition

Given $\epsilon > 0$, a point $(x, y) \in \Delta_m \times \Delta_n$ is an ϵ -equilibrium if

$$\max A^{\mathsf{T}} x - \min A y \leq \epsilon.$$

Here $\max A^{\mathsf{T}}x = \max_{j=1,...,n} (A^{\mathsf{T}}x)_j$. Likewise for min Ay.

Algorithms to compute ϵ -equilibria

- Interior-point methods: $\mathcal{O}(\log(1/\epsilon))$ iteration complexity
- Subgradient methods: $\mathcal{O}(1/\epsilon^2)$ iteration complexity
- (Accelerated) first-order methods: $\mathcal{O}(1/\epsilon)$ iteration complexity

Main result

Tradeoff

One first-order iteration is far simpler than one interior-point iteration.

Main Theorem (Gilpin, P, Sandholm 2009)

First-order algorithm to compute an ϵ -equilibrium with $\mathcal{O}(\kappa(A)\log(1/\epsilon))$ iteration complexity.

- Same dependence on ϵ as interior-point methods.
- Same simplicity per iteration as first-order methods.

• Dependence on a *condition measure* $\kappa(A)$ of A.

Some Notation

Let
$$F : \Delta_m \times \Delta_n \to \mathbb{R}$$
 be defined by
 $F(x, y) := \max A^T x - \min Ay.$
Note: $F(w) = \max_{u \in \Delta_m \times \Delta_n} u^T M w$ for $M := \begin{bmatrix} 0 & -A \\ A^T & 0 \end{bmatrix}.$
Note: $w = (x, y)$ is an ϵ -equilibrium iff $F(x, y) \le \epsilon$.
Let

$$\mathsf{S} := \operatorname{Argmin} \{ F(u) : u \in \Delta_m \times \Delta_n \}$$

= $\{ w \in \Delta_m \times \Delta_n : F(w) = 0 \}.$

Formulate equilibrium problem as

$$\min_{w\in\Delta_m\times\Delta_n}F(w).$$

Nesterov's Smoothing Algorithm for $\min_{w \in \Delta_m \times \Delta_n} F(w)$

For $\mu > 0$ let

$$\mathcal{F}_{\mu}(w) := \max_{u \in \Delta_m imes \Delta_n} \left\{ u^{\mathsf{T}} M w - rac{\mu}{2} \|u - \overline{u}\|^2
ight\}.$$

smoothing(A, w₀,
$$\epsilon$$
)
Let $\mu = \frac{\epsilon}{4}$ and $z_0 = w_0$
For $k = 0, 1, ...$
• $u_k = \frac{2}{k+2}z_k + \frac{k}{k+2}w_k$
• $w_{k+1} =$
argmin $\left\{ \langle \nabla F_{\mu}(u_k), w - u_k \rangle + \frac{\|A\|^2}{2\mu} \|w - u_k\|^2 : w \in \Delta_m \times \Delta_n \right\}$
• If $F(w_{k+1}) < \epsilon$ return w_{k+1}
• $z_{k+1} =$
argmin $\left\{ \sum_{i=0}^k \frac{i+1}{2} \langle \nabla F_{\mu}(u_i), z - u_i \rangle + \frac{\|A\|^2}{2\mu} \|z - w_0\|^2 : z \in \Delta_m \times \Delta_n \right\}$

Nesterov's Smoothing Algorithm for $\min_{w \in \Delta_m \times \Delta_n} F(w)$

Theorem (Lan, Lu, Monteiro 2006 & Nesterov 2004) Algorithm smoothing finishes in at most

 $4 \cdot \|A\| \cdot \mathsf{dist}(w_0,\mathsf{S})$

 ϵ

first-order iterations.

Here dist $(w, S) := \min\{||w - u|| : u \in S\}.$

Iterated Smoothing Algorithm

Let $\gamma > 1$ be fixed.

iterated($A, x_0, y_0, \gamma, \epsilon$) (1) Let $\epsilon_0 = F(x_0, y_0)$ (2) For i = 0, 1, ...• $\epsilon_{i+1} = \frac{\epsilon_i}{\gamma}$ • $(x_{i+1}, y_{i+1}) = \text{smoothing}(A, x_i, y_i, \epsilon_{i+1})$ • If $F(x_{i+1}, y_{i+1}) < \epsilon$, return (x_{i+1}, y_{i+1})

Main Theorem

Condition Measure $\delta(A)$ $\delta(A) := \sup \left\{ \delta : \operatorname{dist}((x, y), \mathsf{S}) \le \frac{F(x, y)}{\delta} \ \forall \ (x, y) \in \Delta_m \times \Delta_n \right\}.$

Main Theorem (Gilpin, P, Sandholm 2009)

Algorithm iterated finishes after at most

$$\frac{4 \cdot \gamma \cdot \|A\| \cdot \log(2\|A\|/\epsilon)}{\log(\gamma) \cdot \delta(A)}$$

Claim 1

Each call to smoothing in Algorithm iterated halts in at most

$$\frac{4 \cdot \|A\| \cdot \gamma}{\delta(A)}$$

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

Claim 1

Each call to smoothing in Algorithm iterated halts in at most

$$\frac{4 \cdot \|A\| \cdot \gamma}{\delta(A)}$$

first-order iterations.

Proof.

For i = 0, 1, ... we have $dist((x_i, y_i), S) \leq \frac{F(x_i, y_i)}{\delta(A)} \leq \frac{\epsilon_i}{\delta(A)} = \frac{\gamma \cdot \epsilon_{i+1}}{\delta(A)}$. Next, apply Lan et al./Nesterov's Theorem: *i*-th call to **smoothing** will halt after

$$\frac{4 \cdot \|A\| \cdot \mathsf{dist}((x_i, y_i), \mathsf{S})}{\epsilon_{i+1}} \leq \frac{4 \cdot \|A\| \cdot \gamma}{\delta(A)}.$$

Claim 2

Algorithm iterated halts in at most

 $\frac{\log(2\|A\|/\epsilon)}{\log(\gamma)}$

▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶

outer iterations.

Claim 2

Algorithm iterated halts in at most

 $\frac{\log(2\|A\|/\epsilon)}{\log(\gamma)}$

outer iterations.

Proof.

After N outer iterations, we get $(x_N, y_N) \in \Delta_m \times \Delta_n$ with

$$F(x_N, y_N) < \epsilon_N = rac{\epsilon_0}{\gamma^N} = rac{F(x_0, y_0)}{\gamma^N} \leq rac{2\|A\|}{\gamma^N}.$$

Thus, $F(x_N, y_N) < \epsilon$ for $N = \frac{\log(2||A||/\epsilon)}{\log(\gamma)}$.

What if $\delta(A)$ is tiny?

Proposition (Gilpin, P, Sandholm, 2010) Algorithm **iterated** finishes in at most

$$\frac{16 \cdot \gamma^2 \cdot \|A\|}{(\gamma - 1) \cdot \epsilon}$$

What if $\delta(A)$ is tiny?

Proposition (Gilpin, P, Sandholm, 2010) Algorithm **iterated** finishes in at most

$$\frac{16 \cdot \gamma^2 \cdot \|A\|}{(\gamma - 1) \cdot \epsilon}$$

first-order iterations.

Proof.

- 1. The *i*-th call to **smoothing** halts in at most $\frac{16 \cdot ||A|| \cdot \gamma^{i+1}}{\epsilon_0}$ first-order iterations.
- 2. Algorithm **iterated** halts in at most N outer iterations, where N is such that $\epsilon_0/\gamma^N = \epsilon_N \leq \epsilon < \epsilon_{N-1} = \epsilon_0/\gamma^{N-1}$.

Similar result for sequential games

Definition

- A simplex is a treeplex.
- If Q_1, \ldots, Q_k treeplexes then

$$\{(u^0, u^1, \ldots, u^k) : u^0 \in \Delta_k, u^i \in u^0_i \cdot Q_i, i = 1, \ldots, k\}$$

is a treeplex.

• If Q_1, \ldots, Q_k treeplexes then $Q_1 \times \cdots \times Q_k$ is a treeplex.

Nash equilibrium for sequential games

$$\max_{x \in Q_1} \min_{y \in Q_2} x^{\mathsf{T}} A y = \min_{y \in Q_2} \max_{x \in Q_1} x^{\mathsf{T}} A y,$$

where Q_1, Q_2 treeplexes.

Similar result for sequential games

Modify Algorithm **iterated** in a straightforward way. Theorem

$$\frac{2\sqrt{2D} \cdot \gamma \cdot \|A\| \cdot \log(2\|A\|/\epsilon)}{\log(\gamma) \cdot \delta(A)}$$

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

Similar result for sequential games

Modify Algorithm **iterated** in a straightforward way. Theorem

$$\frac{2\sqrt{2D} \cdot \gamma \cdot \|A\| \cdot \log(2\|A\|/\epsilon)}{\log(\gamma) \cdot \delta(A)}$$

first-order iterations.

Caveats

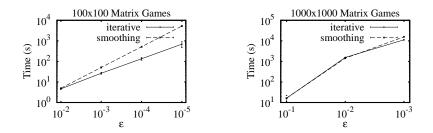
- Dependence on $D := \max\left\{ \frac{\|u-\bar{u}\|^2}{2} : u \in Q_1 \times Q_2 \right\}.$
- Need to compute the projection

$$\min\left\{\langle g, u\rangle + \frac{\|u\|^2}{2} : u \in Q_1 \times Q_2\right\}$$

easily at each first-order iteration.

Numerical experiments

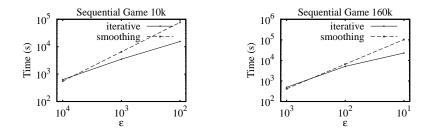
Randomly generated matrix games



▲□▶ ▲圖▶ ▲臣▶ ▲臣▶ = 臣 = のへで

Numerical experiments

Two benchmark instances of sequential games



・ロト ・聞ト ・ヨト ・ヨト

э

What do we know about $\delta(A)$?

Recall

$$\delta(A) = \sup \left\{ \delta : \mathsf{dist}((x,y),\mathsf{S}) \leq \frac{F(x,y)}{\delta} \;\; \forall \; (x,y) \in \Delta_m \times \Delta_n \right\},$$

where

$$S = Argmin{F(x, y) : (x, y) \in \Delta_m \times \Delta_n} = F^{-1}(0) \cap \Delta_m \times \Delta_n.$$

Consider $\kappa(A) = 1/\delta(A)$. Notice

 $\kappa(A) = \inf \left\{ \kappa : \operatorname{dist}((x, y), \mathsf{S}) \leq \kappa \cdot F(x, y) \ \forall \ (x, y) \in \Delta_m \times \Delta_n \right\}.$

Based on convenience, we will use $\delta(A)$ or $\kappa(A) = 1/\delta(A)$.

Metric Regularity

Definition

A set-valued mapping $G : \mathbb{R}^n \rightrightarrows \mathbb{R}^m$ is *metrically regular* around $(\bar{x}, \bar{z}) \in \text{gph}(G)$ if there exists μ such that

$$dist(x, G^{-1}(z)) \le \mu \cdot dist(z, G(x))$$
(1)

for (x, z) in a neighborhood of (\bar{x}, \bar{z}) .

Regularity modulus of G at \bar{x} for \bar{z}

reg $G(\bar{x}, \bar{z}) :=$ infimum of μ satisfying (1).

Connection between $\kappa(A)$ and metric regularity

Define $\Phi : \mathbb{R}^{m+n} \rightrightarrows \mathbb{R}$ as

▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶

Connection between $\kappa(A)$ and metric regularity

Define $\Phi : \mathbb{R}^{m+n} \rightrightarrows \mathbb{R}$ as

Theorem (Mordukhovich, P, Roshchina, 2010) (a) Assume $\Delta_m \times \Delta_n \setminus S \neq \emptyset$. Then $\kappa(A) = \max_{w \in \Delta_m \times \Delta_n \setminus S} \operatorname{reg} \Phi(w, F(w))$ (b) Assume $w \in \Delta_m \times \Delta_n \setminus S$. Then $\operatorname{reg} \Phi(w, F(w)) = \frac{1}{\operatorname{dist}(0, \partial F(w) + N_{\Delta_m \times \Delta_n}(w))}$

Proof of part (a)

Key technical lemma:

Lemma

Assume $\Delta_m \times \Delta_n \setminus S \neq \emptyset$. Then there exists $\overline{w} \in \Delta_m \times \Delta_n \setminus S$ such that

$$\kappa(A) = rac{\operatorname{dist}(ar w, \mathsf{S})}{F(ar w)}.$$

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ □臣 = のへで

Proof of part (a)

Key technical lemma:

Lemma

Assume $\Delta_m \times \Delta_n \setminus S \neq \emptyset$. Then there exists $\bar{w} \in \Delta_m \times \Delta_n \setminus S$ such that

$$\kappa(A) = \frac{\operatorname{dist}(\bar{w}, \mathsf{S})}{F(\bar{w})}.$$

Part (a) reduces to showing that

$$\kappa(A) = \operatorname{reg} \Phi(\bar{w}, F(\bar{w})) = \max_{w \in \Delta_m \times \Delta_n \setminus S} \operatorname{reg} \Phi(w, F(w)).$$

Proof of part (b)

Rely on some tools from variational analysis.

Definition

Given $G : \mathbb{R}^n \rightrightarrows \mathbb{R}^m$, the *coderivative* of G at $(\bar{x}, \bar{z}) \in \operatorname{gph} G$ is the mapping $D^*G(\bar{x}, \bar{z}) : \mathbb{R}^m \rightrightarrows \mathbb{R}^n$ defined by

$$D^*G(\bar{x},\bar{z})(v) := \{u: (u,v) \in N_{\operatorname{gph} G}(\bar{x},\bar{z})\}.$$

Theorem (Mordukhovich, 1984)

Suppose $G : \mathbb{R}^n \rightrightarrows \mathbb{R}^m$ has closed graph around $(\bar{x}, \bar{z}) \in gphG$. Then G is metrically regular around (\bar{x}, \bar{z}) iff

$$\ker D^*G(\bar{x},\bar{z})=\{0\}.$$

In this case

$$\operatorname{reg} G(\bar{x},\bar{z}) = \|D^*G(\bar{x},\bar{z})^{-1}\|.$$

Proof of part (b)

Proposition (Dontchev, Lewis, Rockafellar, 2003) Assume $M : \mathbb{R}^n \Rightarrow \mathbb{R}^m$ is positively homogeneous. Then

$$||M^{-1}|| = \sup_{||v||=1} \frac{1}{\operatorname{dist}(0, Mv)}$$

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

Proof of part (b)

Proposition (Dontchev, Lewis, Rockafellar, 2003) Assume $M : \mathbb{R}^n \Rightarrow \mathbb{R}^m$ is positively homogeneous. Then

$$||M^{-1}|| = \sup_{||v||=1} \frac{1}{\operatorname{dist}(0, Mv)}.$$

To prove (b), apply the above results to Φ :

$$reg \Phi(w, F(w)) = \|D^* \Phi(w, F(w))^{-1}\|$$

=
$$\sup_{|v|=1} \frac{1}{\operatorname{dist} (0, D^* \Phi(w, F(w))(v))}$$

=
$$\frac{1}{\operatorname{dist} (0, D^* \Phi(w, F(w))(1))}.$$

To finish, compute

$$D^*\Phi(w,F(w))(1) = \partial F(w) + N_{\Delta_m \times \Delta_n}(w).$$

A bit more notation

Let
$$A = \begin{bmatrix} a_1 & \cdots & a_n \end{bmatrix} = \begin{bmatrix} -b_1^T \\ \vdots \\ -b_m^T \end{bmatrix}$$
.
For $p \in \mathbb{Z}_+$, let $\mathbf{1}_p := \begin{bmatrix} 1 & \cdots & 1 \end{bmatrix}^T \in \mathbb{R}^p$.

Given
$$(x, y) \in \Delta_m \times \Delta_n$$
, let
 $I(x) := \left\{ \overline{i} \in \{1, ..., n\} : a_{\overline{i}}^{\mathsf{T}} x = \max_{i \in \{1, ..., n\}} a_{\overline{i}}^{\mathsf{T}} x \right\},$
 $K(y) := \left\{ \overline{k} \in \{1, ..., m\} : b_{\overline{k}}^{\mathsf{T}} y = \max_{k \in \{1, ..., m\}} b_{\overline{k}}^{\mathsf{T}} y \right\},$
 $J(x, y) := \left\{ j \in \{1, ..., m\} : x_j = 0 \right\} \bigcup \left\{ j = m + p : y_p = 0 \right\}.$

Theorem (Mordukhovich, P, Roshchina, 2010)

Assume $\Delta_m \times \Delta_n \setminus S \neq \emptyset$. Then

$$\begin{split} \delta(\mathcal{A}) &= \\ \min_{(x,y)\in\Delta_m\times\Delta_n\setminus \mathbb{S}} \Big[\mathsf{dist}\Big(0,\mathsf{conv}\big\{(a_i,b_k):\ i\in I(x),\ k\in \mathcal{K}(y)\big\} \\ &+\mathsf{span}\{\mathbf{1}_m\}\times\mathsf{span}\{\mathbf{1}_n\}-\mathsf{coco}\big\{e_j:\ j\in J(x,y)\big\}\Big) \Big]. \end{split}$$

Theorem (Mordukhovich, P, Roshchina, 2010)

Assume $\Delta_m \times \Delta_n \setminus S \neq \emptyset$. Then

$$\delta(A) = \min_{(x,y)\in\Delta_m\times\Delta_n\backslash S} \left[\mathsf{dist}(0,\mathsf{conv}\{(a_i,b_k): i\in I(x), k\in K(y)\} + \mathsf{span}\{\mathbf{1}_m\}\times\mathsf{span}\{\mathbf{1}_n\} - \mathsf{coco}\{e_j: j\in J(x,y)\} \right) \right].$$

Recall previous theorem:

Proof.

Put w := (x, y). From previous theorem we get

$$\delta(A) = \min_{w \in (\Delta_m \times \Delta_n) \setminus S} \frac{1}{\operatorname{reg} \Phi(w, F(w))}$$

=
$$\min_{w \in (\Delta_m \times \Delta_n) \setminus S} \operatorname{dist}(0, \partial F(w) + N_{\Delta_m \times \Delta_n}(w)).$$

To finish, use elementary non-smooth calculus to compute

$$\partial F(x,y) = \operatorname{conv}\{(a_i,b_k): i \in I(x), k \in K(y)\},$$

and

$$N_{\Delta_m \times \Delta_n}(w) = \operatorname{span}\{\mathbf{1}_m\} \times \operatorname{span}\{\mathbf{1}_n\} - \operatorname{coco}\{e_j : j \in J(x, y)\}.$$

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

Concluding remarks

• Algorithm that finds ϵ -solution to

$$\max_{x \in \Delta_m} \min_{y \in \Delta_n} x^{\mathsf{T}} A y = \min_{y \in \Delta_n} \max_{x \in \Delta_m} x^{\mathsf{T}} A y$$

in $\mathcal{O}(\kappa(A) \cdot \log(1/\epsilon))$ first-order iterations

- Connection between condition measure κ(A) and metric regularity.
- Similar results for more general equilibrium of sequential games

$$\max_{x \in Q_1} \min_{y \in Q_2} x^{\mathsf{T}} A y = \min_{y \in Q_2} \max_{x \in Q_1} x^{\mathsf{T}} A y.$$

・ロト ・ 日 ・ モ ト ・ モ ・ うへぐ

In this case Q_1, Q_2 are *treeplexes*.

Current & future work

• Reliance on Euclidean distance function and on saddle-point problem over polytopes. Do similar results hold for other prox-functions and/or other problems?

- Classes of well-conditioned problems.
- Average case analysis of $\kappa(A)$.
- Connection with other measures of conditioning.

References

- A. Gilpin, J. Peña, and T. Sandholm, "First-order algorithm with $O(\log(1/\epsilon))$ convergence for ϵ -equilibrium in two-person zero-sum games," To Appear in *Mathematical Programming*.
- B. Mordukhovich, J. Peña, and V. Roshchina, "Applying Metric Regularity to Compute a Condition Measure of a Smoothing Algorithms for Matrix Games," To Appear in SIAM Journal on Optimization.