An Approximate Version of Carathéodory's Theorem and Its Algorithmic Applications

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Carathéodory's Theorem

Any vector in the convex hull of a set V in \mathbb{R}^d can be expressed as a convex combination of at most d + 1 vectors of V.











Approx. Carathéodory's Theorem

Given set V in the p-unit ball with norm $p \ge 2$, for every vector in the convex hull of V there exists an ε -close (under p-norm distance) vector that is a convex combination of $O\left(\frac{p}{\varepsilon^2}\right)$ vectors of V.

Application: Algorithm for Approximate Nash Equilibria





Nash equilibrium in two-player games is PPAD-hard [GP06, DGP06, CD06, CDT09].







Focus: Two-Player Games



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Payoff matrices A and B of size $n \times n$

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Nash equilibrium (x, y): No player can benefit by unilateral deviation

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Approximate Nash equilibrium (x, y): No player can benefit more than ε by unilateral deviation

$$e_i^T Ay \le x^T Ay + \varepsilon \qquad \forall i \in [n] ext{ and } x^T Be_j \le x^T By + \varepsilon \qquad \forall j \in [n]$$

Computation of Eq. in Two-Player Games

Nash Equilibria

General Games: Exp. time [Lemke & Howson 1964]

Zero-Sum Games: Poly. time [von Neumann 1928, Dantzig 1951] Computation of Eq. in Two-Player Games

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This Talk: Sparsity

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- Sparsity = 0 in zero-sum games
- In general, sparsity is at most n

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Theorem

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Payoff matrices normalized $A, B \in [-1, 1]^{n \times n}$.

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Implications:

- When *s* is a fixed constant we get a polynomial-time algorithm
- For general games $(s \le n)$ the running time matches the best-known upper bound: $n^{O(\log n/\varepsilon^2)}$ [LMM'03].

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Note: Sparse Games are Hard [CDT 2006].

Nash eq:
$$e_i^T Ay \le x^T Ay$$
 $\forall i$ and $x^T Be_j \le x^T By$ $\forall j$

maximize $x^T (A + B)y - \pi_1 - \pi_2$ subject to $x^T B \le \pi_2$ and $Ay \le \pi_1$ $x, y \in \Delta^n$ and $\pi_1, \pi_2 \in [-1, 1]$

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A vector *close* to Cy^* is sufficient to find an approx. Nash eq.

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Idea: Exhaustively search for w'

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Idea: Exhaustively search for w', by enumerating subsets of columns of C.

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General Result

We can efficiently approximate any sparse bilinear or quadratic form over the simplex.

\checkmark Application: Algorithm for Approximate Nash Equilibria



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Proof via the Probabilistic Method and Khintchine-Kahane Inequality

• Convex hull of matrices with entrywise norm and Schatten *p*-norm

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Approx. Birkhoff-von Neumann Theorem

For every $d \times d$ doubly stochastic matrix D there exists an ε -close (under the entrywise ∞ -norm) doubly stochastic matrix D' such that D' is a convex combination of $O\left(\frac{\log d}{\varepsilon^2}\right)$ permutation matrices.

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Thank You!



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Proof via the Probabilistic Method



$$w = \sum_i lpha_i v_i$$
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Empirical mean of m i.i.d. samples s_1, s_2, \ldots, s_m

$$w = \mathbb{E}\left[\frac{1}{m}\sum_{i=1}^{m} s_i\right]$$



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$$g(s_1, s_2, \dots, s_m) := \left\| \frac{1}{m} \sum_{i=1}^m s_i - w \right\|_p$$

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Khintchine-Kahane Inequality [TJ74,S11]

Let r_1, r_2, \ldots, r_m be a sequence of i.i.d. random variables with $\Pr(r_i = \pm 1) = \frac{1}{2}$ In addition, let $u_1, u_2, \ldots, u_m \in \mathbb{R}^d$ be a deterministic sequence of vectors. Then, for $2 \leq p < \infty$

$$\mathbb{E}\left\|\sum_{i=1}^{m} r_{i} u_{i}\right\|_{p} \leq \sqrt{p} \left(\sum_{i=1}^{m} \|u_{i}\|_{p}^{2}\right)^{\frac{1}{2}}$$