2/15/22:

Saw that it all players we no-vegret learning algorithms, time-averaged distribution converses to a CCF.

Need to give a NR algorithm!

Easy no-regret algorithm: Multiplicative weights (Randomized Weighted Majority, Hedge)

Assumptions:

All can be removed. See book.

chose each action a' with probability
$$\frac{w^{\dagger}(a')}{\underset{a \in A}{\text{χ}}}$$

(interpret weights as probabilities)

- hirin
$$(^{\dagger}(a))$$
 $\forall a \in A, \quad \neg p \nmid a \neq e \quad \forall e \mid g \mid h \nmid s \mid i$

$$w^{\dagger r \mid} (a) = w^{\dagger}(a) \cdot (1-\epsilon)^{c^{\dagger}(a)} \quad \forall a \in A$$

a: How should me set ??

& smell; almost uniform, more "exploration"

q big: focus on actions that have done well in post, more "exploitation"

Analysis:

Since adversary oblivious, before me start there is already some best action in hindsight;

$$a^* = argmin \sum_{\alpha \in A} c^{\dagger}(\alpha)$$

$$OPT = \sum_{t=1}^{T} c^{\dagger}(a^*)$$

Expected cost of absorption at time t:

$$V^{+} = \underbrace{\sum_{\alpha \in A}^{+} t_{\alpha}}_{T^{+}} \cdot c^{+}(\alpha)$$

(wont to bond $\underbrace{\sum_{\alpha \in A}^{+} t_{\alpha}}_{t_{\alpha}} \cdot c^{+}(\alpha)$

Think about how T^{+} charges from t to tell:

$$T^{++1} = \underbrace{\sum_{\alpha \in A}^{+} t_{\alpha}}_{t_{\alpha}} = \underbrace{\sum_{\alpha \in A}^{+} t_{\alpha}}_{t_{\alpha}} \cdot (1-\epsilon)^{+}(1-\epsilon)^{+}(\alpha)$$

$$= \underbrace{\sum_{\alpha \in A}^{+} t_{\alpha}}_{t_{\alpha}} \cdot (1-\epsilon \cdot c^{+}(\alpha)) \qquad ((1-\epsilon)^{+} \leq 1-\epsilon \times \text{ with } (0-\epsilon)^{+}(\alpha)$$

$$= \underbrace{\sum_{\alpha \in A}^{+} t_{\alpha}}_{t_{\alpha}} \cdot (1-\epsilon)^{+}(1-\epsilon)^{+}(\alpha)^{+}(\alpha)$$

$$= T^{+} - \epsilon T^{+} t_{\alpha}^{+} \qquad (def ef T^{+}, t_{\alpha}^{+})$$

$$= T^{+} (1-\epsilon t_{\alpha}^{+})$$
(only the with previous bound:

combine with previous bound:
$$(I-i)^{OPT} \leq T^{T} \leq T^{T} \prod_{t=1}^{T} (I-iv^{t})$$

$$= n \prod_{t=1}^{T} (I-iv^{t}) \qquad (n=(Al))$$

So no-regret algorithm, exist, and it player, me them them we converge to a CCf

Q: What about correlated exilibria?

Rest of today and tomorrow: "stronger" notion
of no-regret (no suppresset) sives "stronger" equilibria
(correlated equilibria)!

Interpretation i trusted third party draws 5-0, tells so to player i.

Then player i does not went to switch to so;

Rewrite in terms of "switching" rather than conditioning

<u>PF</u>:

$$E\left(\left(\left(\left(s\right)\right)\right) = \sum_{\alpha \in S_{i}} \left(\left(\left(s\right)\right) + E\left(\left(\left(s\right)\right)\right) + \sum_{\alpha \in S_{i}} \left(\left(\left(s\right)\right) + \sum_{\alpha \in S_{i}} \left(\left(\left(\left(s\right)\right) + \sum_{\alpha \in S_{i}} \left(\left(\left(s\right)\right) + \sum_{\alpha \in S_{i}} \left(\left($$

Let
$$\delta(x) = \begin{cases} b & \text{if } x=a \\ x & \text{otherwise} \end{cases}$$

Def: or is a correlated equilibrium it for all

ieck) and for all bis; -> si,

E[(:(s)) < E[(:(s-i, &(si))]