#### (Logic-based) Automated Mechanism Design

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**UNSW KR Conventicle - May 2024** 



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#### **Automated Mechanism Design**



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## **Table of Contents**

- 1. Overall Goal
- 2. Quantitative Strategy Logic with Imperfect Information
- 3. Reasoning about Mechanisms
- 4. Verification of Mechanisms with Model Checking
- 5. Model Checking and Synthesis
- 6. Synthesis of Mechanisms
- 7. Conclusion

## Automated verification of mechanisms

Requirements:

- i Quantitative aspects
- ii Imperfect information (II)
- iii Ability to express complex solution concepts



Quantitative and epistemic version of Strategy Logic (SLK[ $\mathcal{F}$ ]) <sup>1</sup>

<sup>&</sup>lt;sup>1</sup>Strategic Reasoning in Automated Mechanism Design (Maubert et al., KR 2021)

### **Related Works**

- Logics for Strategic Reasoning:
  - ATL and extensions (Alur, Henzinger, and Kupferman 2002)
  - Strategy Logic (SL) (Chatterjee, Henzinger, and Piterman 2010)
  - SL with II and knowledge operators (Berthon et al. 2021; Belardinelli et al. 2020; Maubert and Murano 2018)
  - $\circ~SL[\mathcal{F}]$  (Bouyer et al. 2019)
  - $\circ~$  Our work:  $\mathsf{SLK}[\mathcal{F}]$  SL with quantitative semantics and knowledge operators



## $SL[\mathcal{F}]$ with Imperfect Information



## $\mathsf{SLK}[\mathcal{F}] \text{ Syntax }$

#### Syntax

- $\circ$  Propositions p
- Functions  $f(\varphi, \dots, \varphi)$ e.g.  $x \mapsto -x$  $x, y \mapsto \max(x, y)$
- $\circ~$  Strategy quantifiers  $\exists s_a.\,\varphi~ {\rm and}~ {\rm bindings}~ (a,s_a)\varphi$
- Epistemic operator:  $K_a \varphi$
- $\circ~$  Temporal operators:  ${\bf X}\varphi$  and  $\varphi {\bf U}\varphi$  (and thus  ${\bf F}\varphi$  and  ${\bf G}\varphi)$

#### **Concurrent Game Structure**

- Weighted Concurrent Game Structure (wCGS)  ${\cal G}$ 
  - state-transition model
  - $\circ$  state/position: proposition p with a weight
  - transition: joint action
  - observation relation: each agent can not distinguish between states
- Strategy *Str<sub>a</sub>* of agent *a*: maps positions to actions
- Assignment  $\chi$ : maps agents and variables to strategies

## $\mathsf{SLK}[\mathcal{F}] \text{ Semantics }$

Let  $\mathcal{G}$  be a wCGS, and  $\chi$  an assignment. Satisfaction value  $\llbracket \varphi \rrbracket^{\mathcal{G}}_{\chi}(v) \in [-1, 1]$  of a formula  $\varphi$  in a position v is defined as follows

- $\bullet \ \llbracket p \rrbracket^{\mathcal{G}}_{\chi}(v) = \ell(v,p)$
- $\llbracket \exists s_a. \varphi \rrbracket^{\mathcal{G}}_{\chi}(v) = \max_{\sigma \in \mathbf{Str}_a} \llbracket \varphi \rrbracket^{\mathcal{G}}_{\chi[s_a \mapsto \sigma]}(v)$
- $\llbracket (a, s_a) \varphi \rrbracket^{\mathcal{G}}_{\chi}(v) = \llbracket \varphi \rrbracket^{\mathcal{G}}_{\chi[a \mapsto \chi(s_a)]}(v)$
- $\llbracket K_a \varphi \rrbracket^{\mathcal{G}}_{\chi}(v) = \min_{v' \sim_a v} \llbracket \varphi \rrbracket^{\mathcal{G}}_{\chi}(v')$
- $\llbracket f(\varphi_1,\ldots,\varphi_m) \rrbracket^{\mathcal{G}}_{\chi}(v) = f(\llbracket \varphi_1 \rrbracket^{\mathcal{G}}_{\chi}(v),\ldots,\llbracket \varphi_m \rrbracket^{\mathcal{G}}_{\chi}(v))$
- $\mathbf{F}\varphi$  maximises the values of  $\varphi$  over all future points in time
- $\mathbf{G}\varphi$  minimizes the values of  $\varphi$  over all future points in time



## Reasoning about Auction Mechanisms

• Split the SCF into choice and payment functions:  $f = (x, \{p_a\})$ 

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- Mechanisms as wCGS :
  - i One initial position for each possible type profile
  - ii Types do not change
  - iii Each agent knows her type
  - iv Every play reaches a terminal position

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Example (Dutch Auction)

```
- A position \langle \mathsf{p}, \{x_a\}, \mathsf{t}, \{\theta_a\} \rangle
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#### **Example (Dutch Auction)**

- A position  $\langle \mathsf{p}, \{x_a\}, \mathsf{t}, \{\theta_a\} \rangle$
- An initial position  $\langle 1, 0, \dots, 0, 0, -1, \theta_1, \dots, \theta_n \rangle$

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#### **Example (Dutch Auction)**

- A position  $\langle \mathsf{p}, \{x_a\}, \mathsf{t}, \{\theta_a\} \rangle$
- An initial position  $\langle 1,0,\ldots,0,0,-1,\theta_1,\ldots,\theta_{\sf n}\rangle$
- Transition: p' = p dec if everyone waits

Otherwise, allocate the good to the agent who bet, she pays p



Figure 1: Mechanism timeline

One initial state (types are omitted) - Action bid is written  ${\rm b}$  and wait is  ${\rm w}.$ 

#### **Solution concepts**

• Nash equilibrium (NE)

$$\mathsf{NE}(s) := \bigwedge_{a \in \mathsf{Ag}} \forall t. \left[ (\mathsf{Ag}_{-a}, s_{-a})(a, t) \mathbf{F}(ter \land \mathsf{util}_a) \right]$$
$$\leq (\mathsf{Ag}, s) \mathbf{F}(ter \land \mathsf{util}_a)$$

• Dominant strategy equilibrium (DSE)

$$\mathsf{DSE}(s) := \bigwedge_{a \in \mathsf{Ag}} \mathsf{DS}(s_a, a)$$

where  $DS(s_a, a)$  if  $s_a$  weakly maximizes a's utility, for all strategies of other agents.

## **Implementation of SCF**

- Alternatives Alt
- Agent's type  $\theta_a \in \Theta_a$
- Social choice function (SCF)  $\mathsf{f}:\Theta\to\mathsf{Alt}$
- Atomic propositions for describing the alternatives
- Let  $E \in {NE, DSE}$
- Mechanism *G* E-implements the SCF f if they assign the same alternative in **some** E-equilibrium, for all type profiles θ.

#### **Mechanism Properties**

• Individual Rationality (IR): define  $IR := \bigwedge_{a \in Ag} 0 \le util_a$ Let  $\mathcal{G}$  be a mechanism that E-implements f.

#### **Proposition (IR)**

f is individually rational iff IR has the satisfaction value 1 in the E-equilibrium implementing f (for all  $\theta \in \Theta$ ).

#### **Mechanism Properties**

• Strategyproofness (SP) Let  $\hat{\theta}_a$  be the truth-revealing strategy for a $\mathcal{G}$  is direct revelation mechanism

 $\begin{array}{l} \textbf{Proposition (SP)} \\ \mathcal{G} \text{ is SP if } \llbracket \mathsf{DSE}(s) \rrbracket^{\mathcal{G}}_{\chi}(v^{\boldsymbol{\theta}}_{\iota}) = 1 \text{ for all } \boldsymbol{\theta} \in \boldsymbol{\Theta} \text{, where } \chi(s_a) = \hat{\theta}_a \text{ for each } a \end{array}$ 

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• Efficiency, Pareto optimality, budget-balance

#### Revenue benchmarks with knowledge

- Mechanisms with possibilistic beliefs **B** (Chen and Micali 2015)
- 2nd Belief Benchmark denoted 2<sup>nd</sup>(*B*):
  - i The maximum type each agent a is sure someone has
  - ii The second highest of such values (for all agents)

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$$\varphi_a^{\mathsf{smv}} := K_a \max_{a' \in \mathsf{Ag}}(\mathsf{type}_{a'})$$
$$\varphi_{2\mathsf{nd}} := 2\mathsf{nd}\operatorname{-max}(\varphi_{a_1}^{\mathsf{smv}}, \dots, \varphi_{a_n}^{\mathsf{smv}})$$

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#### Proposition (Revenue benchmark)

Given a mechanism  $\mathcal{G}$ , a position v and a belief profile  $\mathcal{B}(v)$ , it holds that  $[\![\varphi_{2nd}]\!]^{\mathcal{G}}(v) = 2^{nd}(\mathcal{B}(v)).$ 



# Model Checking and Synthesis

## **Model-checking**

Model-checking problem (MC) for SLK[ $\mathcal{F}$ ]: Given a sentence  $\varphi$ , a wCGS  $\mathcal{G}$ , a position v in  $\mathcal{G}$  and a predicate  $P \subseteq [-1, 1]$ , decide whether  $[\![\varphi]\!]^{\mathcal{G}}(v) \in P$ .

#### **Theorem (MC for** $SLK[\mathcal{F}]$ )

Assuming that functions in  ${\cal F}$  can be computed in polynomial space, model checking SLK[ ${\cal F}]$  with imperfect information and **memoryless agents** is PSPACE-complete.

## **Synthesis of Mechanisms**

- Creating mechanisms from a logical specification in  ${\rm SL}[{\cal F}]^2$
- Satisfiability of SL (thus, SL[F]) is undecidable in general
- Decidable cases

#### Theorem (Satisfiability of $\mathsf{SL}[\mathcal{F}]$ )

The satisfiability of  $SL[\mathcal{F}]$  is decidable in the following cases

 $\circ~{\rm wCGS}$  with bounded actions

 $\circ~$  Turn-based  ${\rm wCGS}$ 

<sup>&</sup>lt;sup>2</sup>Automated Synthesis of Mechanisms (Mittelmann et al., IJCAI 2022)

## **Optimal mechanism synthesis**

Algorithm 1: Optimal mechanism synthesis

**Data:** A SL[ $\mathcal{F}$ ] specification  $\Phi$  and a set of possible values for atomic propositions  $\mathcal{V}$ **Result:** A wCGS  $\mathcal{G}$  such that  $\llbracket \Phi \rrbracket^{\mathcal{G}}$  is maximal Compute Val<sub> $\phi, v$ </sub>; Let  $\nu_1, \ldots, \nu_n$  be a decreasing enumeration of Val<sub> $\Phi$ </sub>  $\nu$ : for *i*=1...n do Solve  $\mathcal{V}$ - satisfiability for  $\Phi$  and  $\vartheta = \nu_i$ ; if there exists  $\mathcal{G}$  such that  $\llbracket \Phi \rrbracket^{\mathcal{G}} > \nu_i$  then return *G*: end

end

#### **Japanese auction**

- $\mathbf{AG}((\text{initial} \rightarrow \text{price} = 0 \land \neg \text{terminal}) \land (\mathbf{XG} \neg \text{initial} \land \mathbf{F} \text{ terminal}))$
- $\mathbf{AG}(\mathsf{sold} \leftrightarrow \mathsf{choice} \neq -1)$
- $\mathbf{AG}((\neg \mathsf{sold} \land \mathsf{price} + inc \le 1) \rightarrow (\mathsf{price} + inc = \mathbf{X}\mathsf{price} \land \neg \mathbf{X}\mathsf{terminal}))$
- $\mathbf{AG}((\mathsf{sold} \lor \mathsf{price} + inc > 1) \rightarrow (\mathsf{price} = \mathbf{X}\mathsf{price} \land \mathbf{X}\mathsf{terminal}))$
- $\mathbf{AG}(\mathsf{choice} = \mathsf{wins}_a \leftrightarrow \mathsf{bid}_a \land \bigwedge_{b \neq a} \neg \mathsf{bid}_a)$
- $\mathbf{AG}(\mathsf{choice} = -1 \leftrightarrow \neg(\bigvee_{a \in \mathsf{Ag}}(\mathsf{bid}_a \land \bigwedge_{b \neq a} \neg \mathsf{bid}_a)))$
- $\mathbf{AG}(\bigwedge_{a \in \mathsf{Ag}}(\mathsf{choice} = \mathsf{wins}_a \to \mathsf{payment}_a = \mathsf{price}))$
- $\mathbf{AG}(\bigwedge_{a \in Ag} (\mathsf{choice} \neq \mathsf{wins}_a \rightarrow \mathsf{payment}_a = 0))$
- $\bigwedge_{\theta \in \Theta} \exists s. \mathsf{NE}(s, \theta) \land \mathbf{F}(\mathsf{terminal} \land \mathsf{EF}(\theta))$

#### Proposition

There exists a  $\operatorname{wCGS}$  such that the satisfaction value of these rules is 1.

## **Computational Complexity**

Legacy of Strategy Logic

Synthesis of Mechanism In general k + 1-EXPTIME.

Japanese Auction: 3-EXPTIME

### Conclusion

- Logic-Based Mechanism Design
- Verifying properties  $\rightarrow$  model check SLK[ $\mathcal{F}$ ]-formulas (KR'21)
- Generating mechanisms  $\rightarrow$  synthesis from SL[ $\mathcal{F}$ ]-formulas (IJCAI'22)
- Probabilistic setting (AAAI'23)
  - Bayesian mechanisms
  - Mixed strategies
  - Randomized mechanisms

## **Going Further**

- Previous logical approaches are deterministic
- Bayesian and randomized mechanisms
- Challenges for a general approach
  - Settings: deterministic or randomized mechanisms, incomplete information, mixed or pure strategies, and direct or indirect mechanisms
  - Time-line for revealing the incomplete information
- Framework for MD with Probabilistic Strategy Logic (PSL)
- Automatic verification through PSL model checking

#### **Bayesian Mechanism Design**

- A (randomized) social choice function (SCF) (similarly, mechanism) is a function that maps **type profiles** (resp, **strategy profiles**) to probability distributions over the set of alternatives.
- Mechanism as stochastic transition systems: labels on terminal states indicate the alternative chosen

#### **Example BIN-TAC auction**



Figure 2: System representing the "Buy-It-Now or Take-a-Chance" (BIN-TAC) auction. Continuous lines are transitions with prob. 1 and dashed lines are transitions with prob.  $\frac{1}{h}$ .

26/33

#### **Expected utilities**



Figure 3: Mechanism timeline

Probability Strategy Logic captures the utility of agent a

- ex ante  $\mathbb{E}_a^{e.a.}(s)$ : expected utility given the type profile distribution
- interim  $\mathbb{E}_a^{e.i.}(s,\theta_a)$  expected utility given agent a's type and the distribution of type profiles
- ex post  $\mathbb{E}_a^{e.p.}(s, \theta)$  expected utility given a type profile

#### **Expected utilities**

In more details

$$\mathbb{E}_{a}^{e.p.}(s,\boldsymbol{\theta}) := \sum_{\alpha \in \mathsf{Alt}} u_a(\theta_a, \alpha) \times \mathbb{P}_{s(\boldsymbol{\theta})}(\mathbf{F}(\mathsf{ter} \wedge \mathsf{al}^{\alpha}))$$

$$\mathbb{E}_{a}^{e.i.}(s,\theta_{a}) := \sum_{\boldsymbol{\theta}_{-a} \in \boldsymbol{\Theta}_{-a}} d(\boldsymbol{\theta}_{-a}|\theta_{a}) \times \mathbb{E}_{a}^{e.p.}(s,(\boldsymbol{\theta}_{-a},\theta_{a}))$$

$$\mathbb{E}_a^{e.a.}(oldsymbol{s}) \coloneqq \sum_{oldsymbol{ heta}\in \Theta} d(oldsymbol{ heta}) imes \mathbb{E}_a^{e.p.}(oldsymbol{s},oldsymbol{ heta})$$

Figure 4: PSL encoding

#### **Solution concepts**

Let  $s = (s_a)_{a \in Ag}$  denote a strategy (variable) profile

s is a Nash equilibrium (NE) if for every agent a and for every  $\theta$ ,  $s_a$  is the best response (w.r.t. alternative strategy  $t_a$ ) that a has to  $s_{-a}$  when the type profile is  $\theta$ 

$$\mathsf{NE}(\boldsymbol{s}) := \bigwedge_{\boldsymbol{\theta} \in \boldsymbol{\Theta}} \bigwedge_{a \in \mathsf{Ag}} \forall t_a. \, \mathbb{E}_a^{e.p.}((\boldsymbol{s}_{-a}, t_a), \boldsymbol{\theta}) \leq \mathbb{E}_a^{e.p.}(\boldsymbol{s}, \boldsymbol{\theta})$$

*s* is a Bayesian-Nash equilibrium (BNE) if for every agent *a* and every  $\theta_a$ ,  $s_a$  is the best response that *a* has to  $s_{-a}$  when her type is  $\theta_a$ , in expectation over the other types  $\theta_{-a}$ 

$$\mathsf{BNE}(\boldsymbol{s}) := \bigwedge_{a \in \mathsf{Ag}} \bigwedge_{\theta_a \in \Theta_a} \forall t_a. \, \mathbb{E}_a^{e.i.}((\boldsymbol{s}_{-a}, t_a), \theta_a) \leq \mathbb{E}_a^{e.i.}(\boldsymbol{s}, \theta_a)$$

## Implementation of an SCF

Given an equilibrium concept E, a mechanism E-implements an SCF f if there exists a strategy profile  $\sigma(\theta)$  that is an E-equilibrium and it assigns the same probability distribution as f under strategies  $\sigma(\theta)$ , for any types  $\theta^3$ .

Let  $\mathcal{G}$  be a system representing a mechanism and  $\varphi_{f,s}$  be the PSL formula expressing whether f assigns the same probability distribution as  $\mathcal{G}$  under s.

 ${\mathcal G} \ {\bf E}{\mbox{-implements}}$  an f if

$$\mathcal{G}, v_{\iota} \models \exists s. \mathbf{E}(s) \land \varphi_{\mathsf{f},s}$$

<sup>3</sup>Generalised from Parkes 2001

#### **Mechanism properties**

An SCF f is (interim) IR if for every  $\theta \in \Theta$  and agent a, their interim utility is at least 0

Given a mechanism  $\mathcal G$   $\mathbf E\text{-implementing f}, \mathcal G$  is interim IR if

$$\mathcal{G}, v_{\iota} \models \exists s. \mathbf{E}(s) \land \mathbf{F}(\mathsf{terminal} \land \varphi_{\mathsf{f},s} \land \bigwedge_{\theta \in \Theta} \mathsf{IR}(s, \theta))$$

where  $\mathsf{IR}(s, \theta) := \bigwedge_{a \in \mathsf{Ag}} 0 \leq \mathbb{E}_a^{e.i.}(s, \theta_a)$ 

#### **Mechanism properties**

A direct mechanism is *BIC* if the truth-revealing strategy profile  $(\hat{\theta}_a)_{a \in Ag}$  is a BNE for any  $\theta \in \Theta$ 

Let  ${\mathcal G}$  be a system representing a mechanism,  ${\mathcal G}$  is BIC if

 $\mathcal{G}, \chi[\boldsymbol{s} \to (\hat{\theta}_a)_{a \in \mathsf{Ag}}], v_{\iota} \models \mathsf{BNE}(\boldsymbol{s})$ 

 $\mathsf{Evaluating}\ \mathsf{mechanisms} \to \mathsf{model}\mathsf{-checking}\ \mathsf{PSL}$  -formulas, which is decidable for memoryless strategies

#### Conclusion

- Bridge between the economics' approach to MD and formal reasoning in Multi-Agent Systems
- General approach for verification of mechanisms using  $\text{SL}[\mathcal{F}]$  and Bayesian mechanisms using PSL
- Future work
  - Social Good
  - Practical Tools!

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