

**A General Class of**  
**No-Regret Learning Algorithms**  
**and**  
**Game-Theoretic Equilibria**

**Amy Greenwald**  
Brown University

and

**Amir Jafari**  
Northwestern University

Computational Learning Theory 200

## Background

No-external-regret learning converges to the set of minimax strategies  
[e.g., Freund and Schapire 1996]

No-internal-regret learning converges to the set of correlated equilibria  
[e.g., Foster and Vohra 1997]

## Three Theorems

### 1. Existence Theorem

- $\Phi$ -no-regret learning algorithms exist, for all  $\Phi$ .

### 2. Convergence Theorem

- $\Phi$ -no-regret learning converges to the set of  $\Phi$ -ec

### 3. Negative Result

- No-internal-regret is the strongest form of  $\Phi$ -no-r

## Single Agent Model

- a set of agent's actions  $A$  ( $a \in A$ )
- a set of opponents' actions  $A'$  ( $a' \in A'$ )
- vector-valued outcome function  $\rho : A \times A' \rightarrow V$
- **bounded** reward function  $r : A \times A' \rightarrow \mathbb{R}$

A **learning algorithm**  $\mathcal{A}$  is a sequence of functions  $q_t : (A \times A) \rightarrow V$  for  $t = 1, 2, \dots$ , where  $\Delta(A)$  is the set of all probability distributions over  $A$ .

## Regret

Let  $\Phi$  be a finite subset of the set of **linear** maps  $\{\phi : \Delta \rightarrow \mathbb{R}\}$ .  
The **regret vector**  $\rho_\Phi : A \times A' \rightarrow \mathbb{R}^\Phi$  is defined as follows

$$\rho_\Phi(a, a') = (r(\phi(\delta_a), a') - r(a, a'))_{\phi \in \Phi}$$

Here  $\delta_a$  is the Dirac  $\delta$  function: i.e., all mass is concentrated at  $a$ .

## No-External-Regret

$\Phi_{\text{EXT}} = \{\phi_a | a \in A\}$  be the set of constant maps: i.e.,  $\phi_a$

If  $|A| = 4$ , and if  $a = 2$ , then

$$\phi_a = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$$

Thus,  $\langle q_1, q_2, q_3, q_4 \rangle \phi_a = \langle 0, 1, 0, 0 \rangle$ , for all  $\langle q_1, q_2, q_3, q_4 \rangle \in$

## No-Internal-Regret

$\Phi_{\text{INT}} = \{\phi_{ab} | a \neq b \in A\}$ , where

$$(\phi_{ab}(q))_c = \begin{cases} q_c & \text{if } c \neq a, b \\ 0 & \text{if } c = a \\ q_a + q_b & \text{if } c = b \end{cases}$$

If  $|A| = 4$ , and if  $a = 2$  and  $b = 3$ , then

$$\phi_{ab} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Thus,  $\langle q_1, q_2, q_3, q_4 \rangle \phi_{ab} = \langle q_1, 0, q_2 + q_3, q_4 \rangle$ , for all  $\langle q_1, q_2,$

## Approachability

$G \subseteq V$  is said to be  $\rho$ -approachable iff there exists learning algorithm  $\mathcal{A} = q_1, q_2, \dots$  s.t. for any sequence of opponents' actions

$$\lim_{t \rightarrow \infty} d(G, \bar{\rho}_t) = \lim_{t \rightarrow \infty} \inf_{g \in G} d(g, \bar{\rho}_t) = 0$$

almost surely, where  $\bar{\rho}_t$  denotes the average value of  $\rho$  t  
i.e.,  $\bar{\rho}_t = \frac{1}{t} (\rho(a_1, a'_1) + \dots + \rho(a_t, a'_t))$ .



## $\Phi$ -No-Regret

A  $\Phi$ -no-regret learning algorithm is one that  $\rho_\Phi$ -approaches

$$\lim_{t \rightarrow \infty} d(\mathbb{R}_-^\Phi, \bar{\rho}_{\Phi,t}) = 0$$

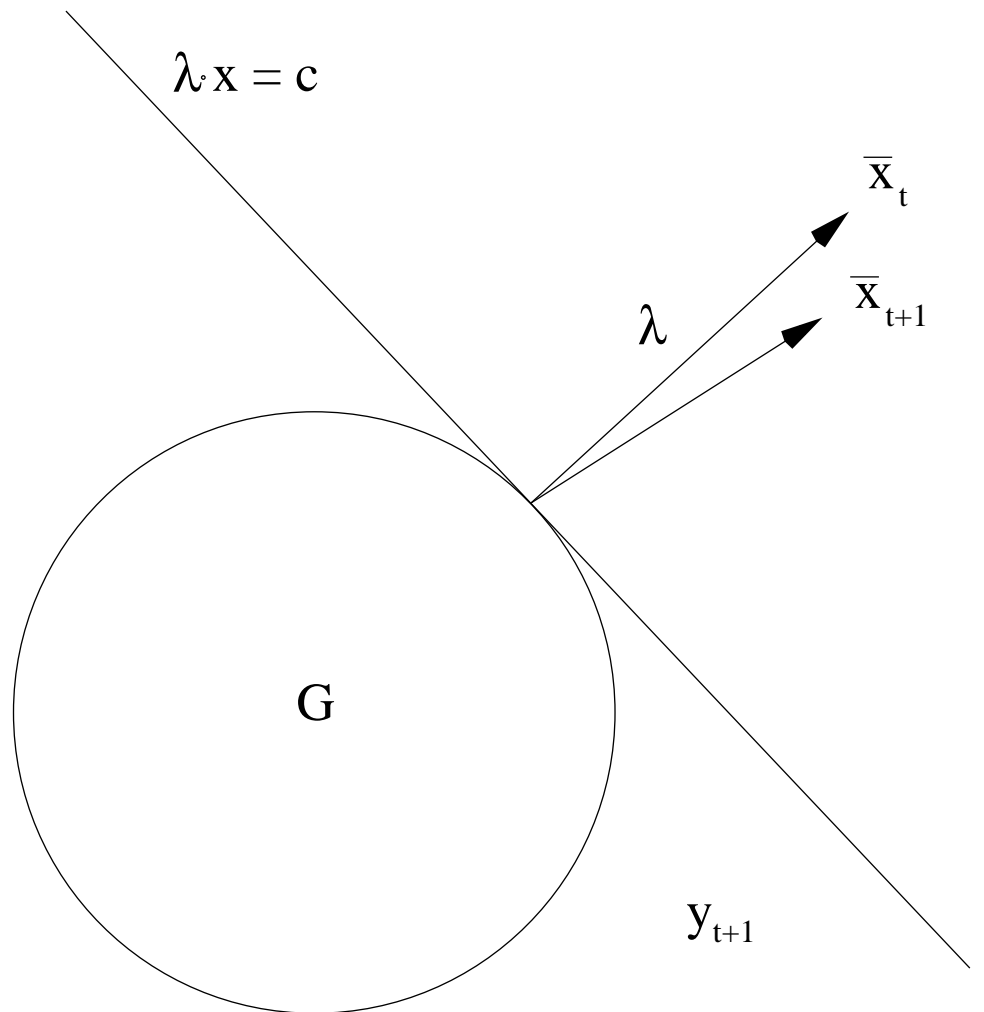
$$\text{iff } \limsup_{t \rightarrow \infty} \bar{\rho}_{\Phi,t} \leq 0$$

$$\text{iff } \limsup_{t \rightarrow \infty} \frac{1}{t} \sum_{\tau=1}^t \left( r(\phi(\delta_{a_\tau}), a'_\tau) - r(a_\tau, a'_\tau) \right) \leq 0, \text{ for } \phi$$

A **no-external-regret** algorithm  $\rho_\Phi$ -approaches  $\mathbb{R}_-^\Phi$  for  $\Phi$

A **no-internal-regret** algorithm  $\rho_\Phi$ -approaches  $\mathbb{R}_-^\Phi$  for  $\Phi$

# Blackwell's Theorem



## Blackwell's Theorem

Any convex subset  $G \subseteq V$  is  $\rho$ -approachable if there exists an algorithm  $\mathcal{A}$  s.t. for all times  $t$  and for all  $a' \in A'$ ,  $\lambda(\bar{\rho}_t) \cdot a' \geq \rho$  where  $\lambda(x)$  is the vector between  $\bar{\rho}_t$  and the closest point in  $G$ .

Moreover, the following procedure can be used to approach  $G$ :

- if  $\bar{\rho}_t \in G$ , play arbitrarily; but if  $\bar{\rho}_t \in V \setminus G$ , play according to the algorithm  $\mathcal{A}$ .

## Existence Theorem

For all finite subsets  $\Phi$  of the set of continuous, linear maps, there exists a learning algorithm that satisfies  $\Phi$ -no-regret.

### Proof

By Blackwell's theorem, it suffices to show that for all  $\Phi$ , there exists  $q \in \Delta(A)$  s.t. for all  $a' \in A$ ,  $x^+ \cdot \rho_\Phi(q, a') \leq 0$ .

## Proof of Existence Theorem

$$\begin{aligned} 0 &= x^+ \cdot \rho_{\Phi}(q, a') \\ &= \sum_{\phi \in \Phi} x_{\phi}^+ (r(\phi(q), a') - r(q, a')) \\ &= \sum_{\phi \in \Phi} x_{\phi}^+ r(\phi(q), a') - \sum_{\phi \in \Phi} x_{\phi}^+ r(q, a') \\ &= r \left( \left( \sum_{\phi \in \Phi} x_{\phi}^+ \phi \right) (q), a' \right) - r \left( \left( \sum_{\phi \in \Phi} x_{\phi}^+ \right) q, \right. \end{aligned}$$

Now it suffices to show

$$\left( \sum_{\phi \in \Phi} x_{\phi}^+ \phi \right) (q) = \left( \sum_{\phi \in \Phi} x_{\phi}^+ \right) q$$

But by Brouwer's fixed point theorem,  $M = \frac{\sum_{\phi \in \Phi} x_{\phi}^+ \phi}{\sum_{\phi \in \Phi} x_{\phi}^+}$  has

## Multiagent Model

- a set of players  $I$  ( $i \in I$ )
- for all players  $i$ ,
  - a set of actions  $A_i$  ( $a_i \in A_i, a_{-i} \in \prod_{j \neq i} A_j$ )
  - a reward function  $r_i : \prod_{i \in I} A_i \rightarrow \mathbb{R}$
  - a set  $\Phi_i$  ( $\phi_i \in \Phi_i$ )

## $\Phi$ -Equilibrium

An element  $q \in \Delta(\prod_{i \in I} A_i)$  is a  $\Phi$ -equilibrium iff  $r_i(\phi_i(q)) \geq r_i(\phi_i')$  for all players  $i$  and for all  $\phi_i' \in \Phi_i$ .

### Examples

Correlated Equilibrium:  $\Phi_i = \Phi_{\text{INT}}$ , for all players  $i$

Generalized Minimax Equilibrium:  $\Phi_i = \Phi_{\text{EXT}}$ , for all players  $i$

## Convergence Theorem

If all players  $i$  play via some  $\Phi_i$ -no-regret algorithm, empirical distribution of play converges to the set  $C$  almost surely.

### Proof

For all players  $i$ , for all  $\phi_i \in \Phi_i$ ,

$$\begin{aligned} & \limsup_{t \rightarrow \infty} r_i(\phi_i(z_t)) - r_i(z_t) \\ = & \limsup_{t \rightarrow \infty} \frac{1}{t} \sum_{\tau=1}^t r_i(\phi_i(\delta_{a_{i,\tau}}), a_{-i,\tau}) - \frac{1}{t} \sum_{\tau=1}^t r_i(a_{i,\tau}, a_{-i,\tau}) \\ \leq & 0 \end{aligned}$$

almost surely.



## Negative Result

If learning algorithm  $\mathcal{A}$  satisfies no-internal-regret, then  $\mathcal{A}$  is  $\Phi$ -no-regret for all finite subsets  $\Phi$  of the set of stochastic

### Lemma

If learning algorithm  $\mathcal{A}$  satisfies  $\Phi$ -no-regret, then  $\mathcal{A}$  also satisfies  $\Phi'$ -no-regret, for all finite subsets  $\Phi' \subseteq \text{SCH}(\Phi)$ , the **sup**

$$\text{SCH}(\Phi) = \left\{ \sum_{i=1}^{k+1} \alpha_i \phi_i \mid \phi_i \in \Phi, \text{ for } 1 \leq i \leq k, \phi_{k+1} = I, \right.$$

$$\left. \alpha_i \geq 0, \text{ for } 1 \leq i \leq k, \alpha_{k+1} \in \mathbb{R}, \right\}$$

## Proof of Negative Result

### Proof

An elementary matrix is one with one 1 per row, and 0's

Let  $M(n_1, \dots, n_m)$  denote the elementary matrix with  
except 1's at entries  $(i, n_i)$  for  $1 \leq i \leq m$ . If  $\phi_{in_i} \in \Phi_{\text{INT}}$ ,

$$M(n_1, \dots, n_m) = \phi_{1n_1} + \dots + \phi_{mn_m} - (m - 1)$$

### Applications of Lemma

1. If  $\mathcal{A}$  is  $\Phi$ -NR for  $\Phi = \Phi_{\text{INT}}$ , then  $\mathcal{A}$  is  $\Phi$ -NR for  $\Phi =$
2. If  $\mathcal{A}$  is  $\Phi$ -NR for  $\Phi = \text{EM}$ , then  $\mathcal{A}$  is  $\Phi$ -NR for all  $\Phi \subseteq$

## Summary and Conclusions

No-external- and no-internal-regret can be defined along with  $\Phi$ -no-external-regret learning.  
No-internal-regret learning is the strongest form of  $\Phi$ -no-external-regret learning.  
Therefore, Nash equilibrium cannot be learned via  $\Phi$ -no-external-regret learning.