

A Quality Assuring Multi-armed Bandit Mechanism for Crowdsourcing

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Mechanism Design (MD)

Given: A set of utility maximizing (**strategic**) agents with private information and a social choice function that captures **desirable (social) goals**.

MD provides a game theoretic setting to explore if the given social choice function can be **implemented as an equilibrium outcome** of an induced game.

Example: Vickrey Auction¹

¹Y.Narahari: Game Theory and Mechanism Design. IISc Press and WSPC,2014

Multi-Armed Bandit (MAB) Problems

Given: A set of arms (agents) with unknown reward distributions.

MAB solution provides allocation policies so as to learn these distributions **efficiently** through intelligent exploration.

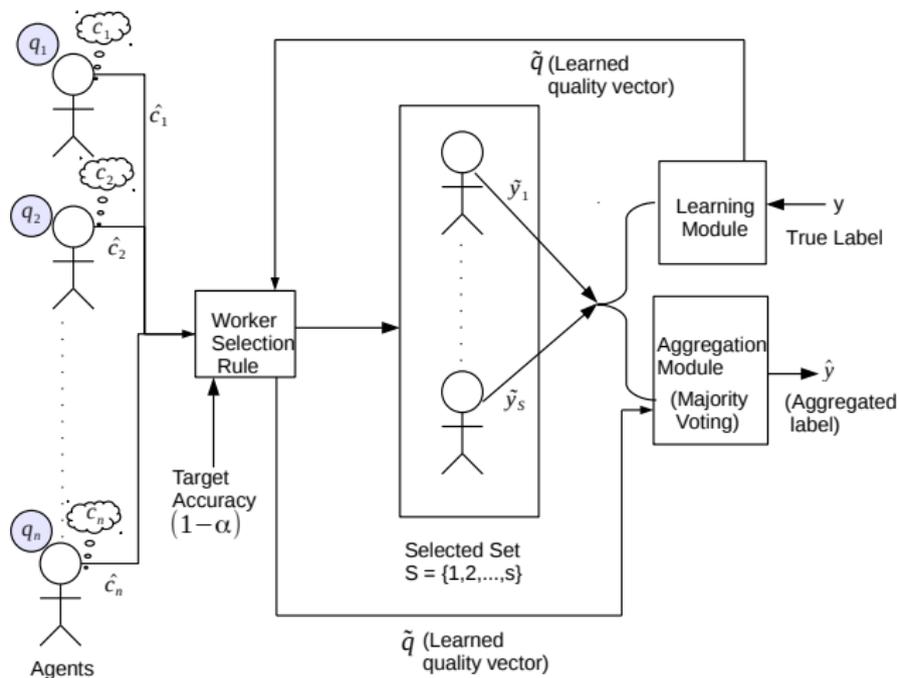
Example: UCB algorithm²

²Peter Auer, Nicolò Cesa-Bianchi, and Paul Fischer. Finite-time Analysis of the Multiarmed Bandit Problem. Machine Learning, 2002. 

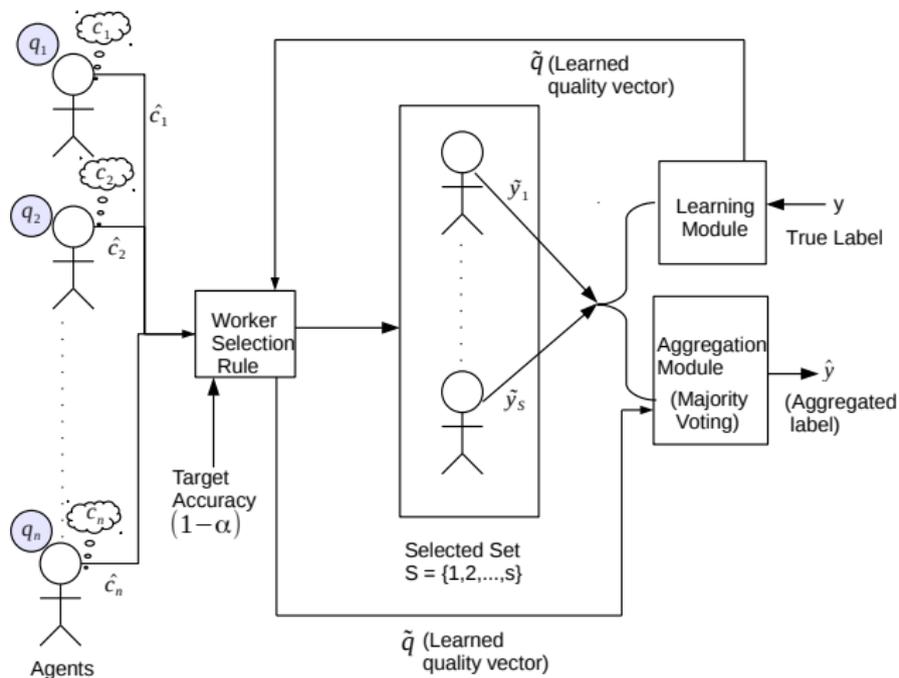
Multi-Armed Bandit Mechanisms

- Modern problems involve **strategic agents** with **private information** and **unknown information**.
- Examples:
 - Sponsored Search Auctions on the Web
 - Crowdsourcing
 - Online Auctions/Internet Markets
 - etc.
- In MAB mechanisms, we seek to **learn** certain parameters while **eliciting** private information truthfully.
- MAB and MD are extremely well investigated as individual problems. Interesting research questions arise when you try to meld them.

Our Setting (Assured Accuracy Bandit)



Our Setting (Assured Accuracy Bandit)



$$P(\hat{y} \neq y) < \alpha \text{ (Accuracy Constraint)}$$

The Optimization Problem (to be solved for each task)

- Suppose $q = (q_1, q_2, \dots, q_n)$ is a vector of qualities of workers
- Let $f_S(q)$ represent some measure of error probability
- $1 - f_S(q)$ represents the accuracy with quality profile q
- For each task, $t = 1, 2, \dots, T$, we wish to solve:

$$\min_{S^t \subseteq N} \sum_{i \in S^t} c_i \quad (1)$$

$$\text{s.t. } f_{S^t}(q) < \alpha \quad (\text{Accuracy Constraint}) \quad (2)$$

We assume function $f_S(q)$ satisfies **Monotonicity** and **Bounded Smoothness** properties.

Monotonicity and Bounded Smoothness

- **Monotonicity:** $f_S(q)$ is monotone if for all quality profiles q and q' such that $\forall i \in \mathcal{N}, q'_i \leq q_i$, we have,

$$f_S(q') < \alpha \implies f_S(q) < \alpha \quad \forall S \subseteq \mathcal{N}, \forall \alpha \in [0, 1]$$

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- **Bounded smoothness:** $f_S(q)$ satisfies bounded smoothness property if there exists a monotone continuous function h such that if

$$\max_i |q_i - q'_i| \leq \delta \implies |f_S(q) - f_S(q')| \leq h(\delta) \quad \forall S \subseteq \mathcal{N},$$

$$\forall q, q' \in [0.5, 1]$$

Regret Formulation

- The regret of an algorithm in MAB mechanisms is the difference between the cost the algorithm incurs and cost incurred by an optimal algorithm with known qualities.
- We assume there is a penalty L for not satisfying the constraint.
- Thus, the regret is given as:

$$\mathcal{R}(\mathcal{A}) = (1 - \mu)(C(\mathcal{A}) - C(S^*)) + \mu L$$

- Penalty term L is typically high.

Lower Bounds on Regret in AAB Framework

Definition (Δ -Separated Property:)

q is Δ -Separated with respect to α if $\exists \Delta > 0$ such that, $\Delta = \inf_{S \subseteq \mathcal{N}} |f_S(q) - \alpha|$ i.e. $\forall S, f_S(q) \notin [\alpha - \Delta, \alpha + \Delta]$.

Theorem

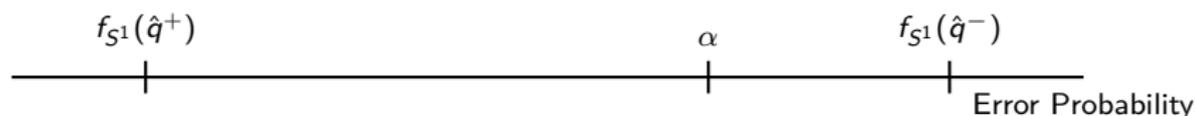
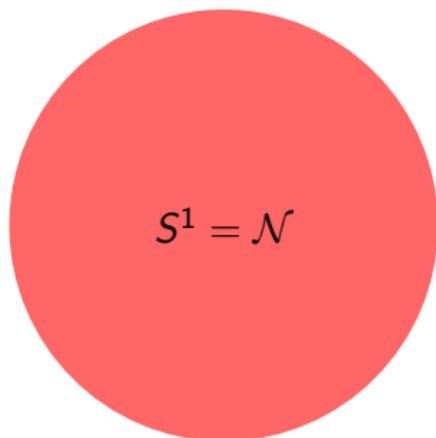
Any algorithm in AAB framework and satisfies $E[n_S(\mathcal{A})] = o(T^a) \forall a > 0$ for any subset of worker S which is not optimal. Then, the following holds:

$$\liminf_{T \rightarrow \infty} \mathbb{E}[\mathcal{R}(\mathcal{A})] \geq \frac{\ln T}{(h^{-1}(\Delta))^2},$$

where, $\Delta = \inf_{S \subseteq \mathcal{N}} |f_S(q) - \alpha|$ and $h(\cdot)$ is the bounded smooth function.

CCB-NS Algorithm

- Maintain upper confidence bound \hat{q}^+ and lower confidence bound \hat{q}^- on qualities. Initialize: $\hat{q}_i^+ = 1$ and $\hat{q}_i^- = 0.5$, for all i .

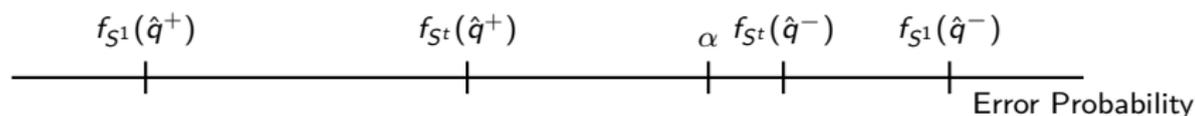


CCB-NS Algorithm

- For the task t , $\hat{q}_i^+ = \hat{q}_i + \sqrt{\frac{1}{2n_{i,t-1}} \ln\left(\frac{2}{\mu}\right)}$,
 $\hat{q}_i^- = \hat{q}_i - \sqrt{\frac{1}{2n_{i,t-1}} \ln\left(\frac{2}{\mu}\right)}$.

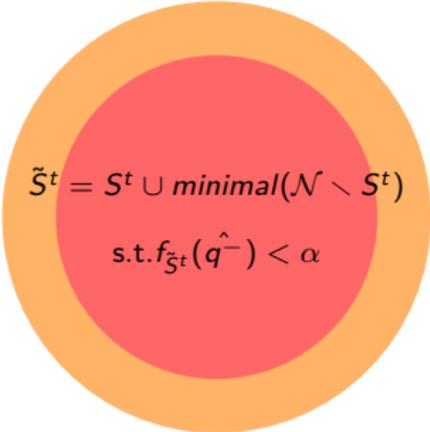
$$S^t = \arg \min_{S \subseteq \mathcal{N}} \sum_{i \in S} c_i$$

s.t. $f_S(\hat{q}^+) < \alpha$



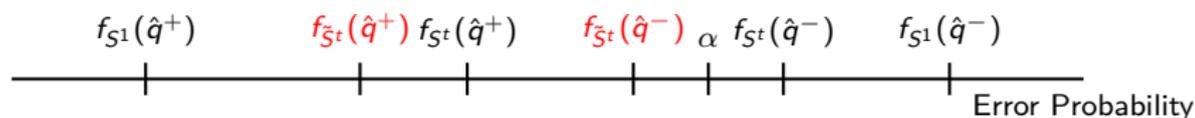
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 $\hat{q}_i^- = \hat{q}_i - \sqrt{\frac{1}{2n_{i,t-1}} \ln\left(\frac{2}{\mu}\right)}$.



$$\tilde{S}^t = S^t \cup \text{minimal}(\mathcal{N} \setminus S^t)$$

$$\text{s.t. } f_{\tilde{S}^t}(\hat{q}^-) < \alpha$$

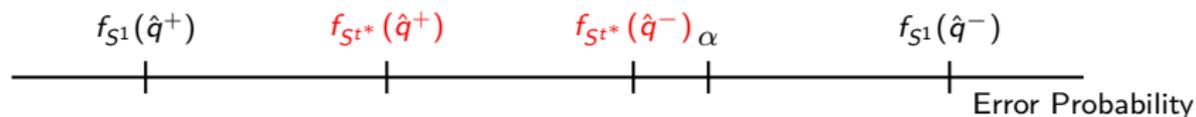


CCB-NS Algorithm

- If for task t^* :

$$S^{t^*} = \arg \min_{S \subseteq \mathcal{N}} \sum_{i \in S} c_i$$

s.t. $f_S(\hat{q}^+) < \alpha$



- Return S^{t^*} for all the remaining tasks.

Properties of CCB-NS

- CCB-NS is an **adaptive** exploration separated learning algorithm

Theorem

CCB-NS satisfies the accuracy constraint with probability at least $(1 - \mu)$ at every round t

Lemma

Set S^{t^} returned by the CCB-NS algorithm is an **optimal set** with probability at least $1 - \mu$. That is, $C(S^{t^*}) = C(S^*)$ w.p. $(1 - \mu)$*

Can be proved using monotonicity properties of error probability function

Properties of CCB-NS

- Let $\Delta = \min_{S \subseteq \mathcal{N}} |f_S(\cdot) - \alpha|$
(minimum difference between error tolerance α and error probability value of any set)

Theorem

The number of exploration rounds by the CCB-NS algorithm is bounded by $\frac{2n}{(h^{-1}(\Delta))^2} \ln(\frac{2n}{\mu})$ with probability $(1 - \mu)$

where h is the bounded smoothness function

Strategic Version

- Costs c_i are private information of workers
- Valuations: $v_i = -c_i, \forall i \in \mathcal{N}$
- Utilities (Quasilinear):

$$\sum_{t=1}^T u_i(\tilde{q}(t), \hat{c}, c_i) = -c_i \sum_{t=1}^T \mathcal{A}_i^t(\tilde{q}(t), \hat{c}) + \mathcal{P}_i^t(\tilde{q}(t), \hat{c})$$

- \mathcal{A}_i^t represents whether the t^{th} task is allocated to worker i
- \mathcal{P}_i^t is the monetary transfer to worker i for task t

Some Definitions

- **Success Realization:** A success realization is a matrix ρ s.t.,

$$\rho_{it} = \begin{cases} 1 & \text{if } \tilde{y}_i^t = y_t \\ 0 & \text{if } \tilde{y}_i^t \neq y_t \\ -1 & \text{if worker } i \text{ is not selected for task } t \end{cases}$$

- **Ex-post Monotone Allocation:** An allocation rule \mathcal{A} is ex-post monotone if $\forall \rho \in \{0, 1, -1\}^{n \times T}$, $\forall i \in \mathcal{N}$, $\forall \hat{c}_{-i} \in [0, 1]^{n-1}$,

$$\hat{c}_i \leq \hat{c}'_i \Rightarrow \mathcal{A}_i(\hat{c}_i, \hat{c}_{-i}; \rho) \geq \mathcal{A}_i(\hat{c}'_i, \hat{c}_{-i}; \rho)$$

$\mathcal{A}_i(\hat{c}_i, \hat{c}_{-i})$ is the number of tasks assigned to worker i with bids \hat{c}_i and \hat{c}_{-i}

- **Ex-post Truthful Mechanism:** A mechanism $\mathcal{M} = (\mathcal{A}, \mathcal{P})$ is ex-post truthful if $\forall \rho \in \{0, 1, -1\}^{n \times T}$, $\forall i \in \mathcal{N}$, $\forall \hat{c}_{-i} \in [0, 1]^{n-1}$,

$$-c_i \mathcal{A}_i(c_i, \hat{c}_{-i}; \rho) + \mathcal{P}_i(c_i, \hat{c}_{-i}; \rho) \geq -c_i \mathcal{A}_i(\hat{c}_i, \hat{c}_{-i}; \rho) + \mathcal{P}_i(\hat{c}_i, \hat{c}_{-i}; \rho) \quad \forall \hat{c}_i \in [0, 1]$$

An Ex-post Monotone Allocation Algorithm, CCB-S

Input: Task error tolerance α , confidence level μ , tasks $\{1, 2, \dots, T\}$, workers \mathcal{N} , costs c

Output: Worker selection set S^t , Label \hat{y}_t for task t

Initialization: $\forall i, \hat{q}_i^+ = 1, \hat{q}_i^- = 0.5, k_{i,1} = 0, S^1 = \mathcal{N}$, and $\hat{y}_1 = \text{AGGREGATE}(\tilde{y}(S^1))$

Observe true label y_1

$\forall i \in \mathcal{N}, n_{i,1} = 1, k_{i,1} = 1$ if $\tilde{y}_i = y_1$ and $\hat{q}_i = k_{i,1}/n_{i,1}$

for $t = 2$ to T

Let $S^t = \arg \min_{S \subseteq \mathcal{N}} \sum_{i \in S} c_i$ s.t. $f_S(\hat{q}^+) < \alpha$

% Explore

if $f_{S^t}(\hat{q}^-) > \alpha$ then

$S^t = \mathcal{N}$

$\hat{y}_t = \text{AGGREGATE}(\tilde{y}(S^t))$

Observe true label y_t ; $\forall i \in S^t: n_{i,t} = n_{i,t} + 1, k_{i,t} = k_{i,t} + 1$ if $\tilde{y}_i = y_t, \hat{q}_i = k_{i,t}/n_{i,t}$,

$\hat{q}_i^+ = \hat{q}_i + \sqrt{\frac{1}{2n_{i,t}} \ln(\frac{2}{\mu})}, \hat{q}_i^- = \hat{q}_i - \sqrt{\frac{1}{2n_{i,t}} \ln(\frac{2}{\mu})}$

else

$t^* = t, \hat{y}_t = \text{AGGREGATE}(\tilde{y}(S^t))$

Break

%Exploit

for $t = t^* + 1$ to T

$S^t = S^{t^*}, \hat{y}_t = \text{AGGREGATE}(\tilde{y}(S^t))$

Properties of CCB-S

Theorem

Number of exploration rounds by the CCB-S algorithm is bounded by $\frac{2}{(h^{-1}(\Delta))^2} \ln\left(\frac{2n}{\mu}\right)$ with probability $(1 - \mu)$

Theorem

*Allocation rule given by the CCB-S algorithm ($\mathcal{A}^{\text{CCB-S}}$) is **ex-post monotone** and thus produces an ex-post incentive compatible and ex-post individual rational mechanism*

Properties of CCB-S

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*Allocation rule given by the CCB-S algorithm ($\mathcal{A}^{\text{CCB-S}}$) is **ex-post monotone** and thus produces an ex-post incentive compatible and ex-post individual rational mechanism*

Note: CCB-S algorithm only provides an allocation rule. For the payment rule we use transformation given by Babaioff et. al. as a black box.

Properties of CCB-S (continued)

Theorem

Allocation rule given by the CCB-S algorithm \mathcal{A}^{CCB-S} is ex-post monotone.

Proof:

We need to prove:

$$\mathcal{A}_i^t(\hat{c}_i, c_{-i}; \rho) \leq \mathcal{A}_i^t(c_i, c_{-i}; \rho) \\ \forall \rho \forall i \in \mathcal{N}, \forall t \in \{1, 2, \dots, T\}, \forall \hat{c}_i \geq c_i$$

For notation convenience, assume ρ is fixed and denote $\mathcal{A}_i^t(\hat{c}_i, c_{-i}; \rho)$ as $\mathcal{A}_i^t(\hat{c}_i, c_{-i})$

Proof Continued

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- $\mathcal{A}_j^1(\hat{c}_i, c_{-i}) = \mathcal{A}_j^1(c_i, c_{-i}) = 1 \ \forall j$ (since task 1 is given to all workers)

Proof Continued

- Prove by induction:
- $\mathcal{A}_j^1(\hat{c}_i, c_{-i}) = \mathcal{A}_j^1(c_i, c_{-i}) = 1 \quad \forall j$ (since task 1 is given to all workers)
- Let t be the largest time step such that, $\forall j$,
 $\mathcal{A}_j^{t-1}(\hat{c}_i, c_{-i}) = \mathcal{A}_j^{t-1}(c_i, c_{-i}) = t - 1$ (Exploration round with \hat{c}_i and c_i)

Proof Continued

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- And $\exists i$ such that,

$$\mathcal{A}_i^t(\hat{c}_i, c_{-i}) \neq \mathcal{A}_i^t(c_i, c_{-i})$$

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- And $\exists i$ such that,

$$\mathcal{A}_i^t(\hat{c}_i, c_{-i}) \neq \mathcal{A}_i^t(c_i, c_{-i})$$

- Since the costs and quality estimates are the same for all the workers till tasks t , this can happen only when in one case worker i is selected, while in the other case worker i is not selected

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- Since the costs and quality estimates are the same for all the workers till tasks t , this can happen only when in one case worker i is selected, while in the other case worker i is not selected
- Let the two sets selected with c_i and \hat{c}_i be $S(c_i)$ and $S(\hat{c}_i)$ respectively

Proof Continued

- Since the optimization problem involves cost minimization and quality updates are the same, we have,

$$\mathcal{A}_i^t(\hat{c}_i, c_{-i}) = t - 1 \text{ which implies } i \notin S(\hat{c}_i)$$

$$\mathcal{A}_i^t(c_i, c_{-i}) = t \text{ which implies } i \in S(c_i)$$

Proof Continued

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- Since $i \notin S(\hat{c}_i)$, selected set $S(\hat{c}_i)$ satisfies the lower confidence bound too (exploitation round with bid \hat{c}_i)

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- Since $i \notin S(\hat{c}_i)$, selected set $S(\hat{c}_i)$ satisfies the lower confidence bound too (exploitation round with bid \hat{c}_i)
- Thus for the rest of the tasks, only $S(\hat{c}_i)$ is selected and thus we have, $\mathcal{A}_i^t(\hat{c}_i, c_{-i}) \leq \mathcal{A}_i^t(c_i, c_{-i})$

Minimum Knapsack Problem

- One example of optimization problem in assured accuracy framework:

$$\begin{aligned} \min_{S \in \mathcal{N}} C(S) \\ \text{s.t. } \sum_{i \in S} (2q_i - 1) \geq 6 \ln \left(\frac{1}{\alpha} \right) \end{aligned}$$

- This can be formulated as **minimum knapsack** problem
- There exists a **greedy** algorithm to solve the above problem in **polynomial time**
- We have also extended the greedy algorithm to the **monotone learning algorithm** when the qualities are not known and costs are strategic
- The algorithm runs in **polynomial time** and does not select **all** the workers in the exploration phase

Directions for Future Work

- Non exploration-separated algorithms satisfying desirable mechanism properties with lower regret for the general optimization problem
- Extension to more general task settings
- Working with soft constraint formulation

Thank You