

# Computation of Market Equilibria by Convex Programming

Game Theory & Planning

# Agenda

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- Model Definition
- Solving the Fisher Model
- Solving Exchange Economies
- Potential Application

# Motivation

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- Markets dominate our economic world
  - ▣ In many cases stable price are established
  - ▣ win-win situation for (all) participants
- Today's goal: present models for markets
  - ▣ Define stable conditions (equilibria)
  - ▣ Define algorithms to compute those
  - ▣ Ultimately: use models to cope with similar problems

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# Exchange Economies

# The Model (1)

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- A market  $M$  is given by
  - $n$  goods and
  - $m$  economic agents / traders
    - each trader  $i$  has a concave utility function

$$u_i : \mathbb{R}_+^n \rightarrow \mathbb{R}_+$$

- and an initial endowment

$$w_i = (w_{i1}, \dots, w_{in}) \in \mathbb{R}_+^n$$

# The Model (2)

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- At given prizes

$$\pi = (\pi_1, \dots, \pi_n) \in \mathbb{R}_+^n$$

- trader  $i$  will sell her endowment  $w_i$ , and get the bundle of goods

$$x_i = (x_{i1}, \dots, x_{in}) \in \mathbb{R}_+^n$$

- maximizing  $u_i(x)$  subject to the *budget constrain*

$$\pi \cdot x_i \leq \pi \cdot w_i$$

# Market Equilibrium

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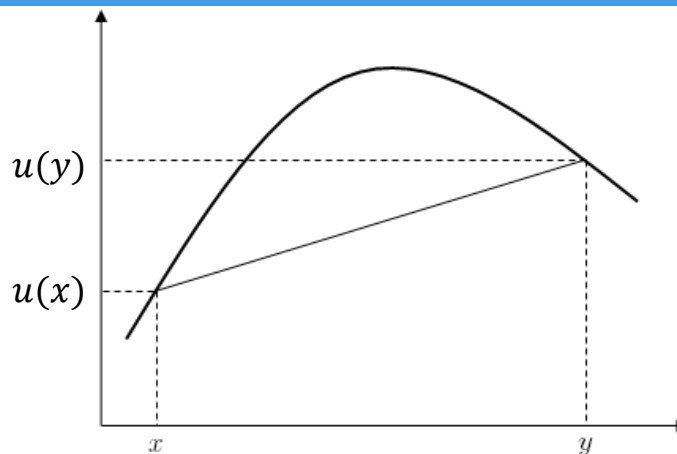
- An equilibrium is a vector of prices
$$\pi = (\pi_1, \dots, \pi_n) \in \mathbb{R}_+^n$$
such that:
  - ▣ for each trader  $i$ , there is a bundle  $\bar{x}_i = (\bar{x}_{i1}, \dots, \bar{x}_{in})$  of goods
  - ▣ the vector  $\bar{x}_i$  is maximizing  $u_i(x)$  subject to the constraints  $\pi \cdot \bar{x}_i \leq \pi \cdot w_i$  and  $\bar{x}_i \in \mathbb{R}_+^n$
  - ▣ for each good  $j$ ,  $\sum_i \bar{x}_{ij} \leq \sum_i w_{ij}$
- Arrow and Debreu('54): such an equilibrium exists
  - ▣ Problem: how to compute such equilibria?

# Utility Functions (1)

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## □ Basic assumptions

▣ concave:



▣ non-satiable:  $\forall x \in \mathbb{R}_+^n. \exists y \in \mathbb{R}_+^n : u(y) > u(x)$

▣ monoton:  $y \geq x \Rightarrow u(y) \geq u(x)$

## □ Frequent assumption

▣ homogeneous  $\forall x, \alpha > 0 : u(\alpha x) = \alpha u(x)$



# Utility Functions (2)

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- Popular examples of homogeneous utility functions:
  - ▣ Linear utility function:  $u_i(x) = \sum_j a_{ij}x_{ij}$
  - ▣ Cobb-Douglas function:  $u_i(x) = \prod_j (x_{ij})^{a_{ij}}$ ,  $(\sum_j a_{ij} = 1)$
  - ▣ Leontief (fixed-proportion) function:  $u_i(x) = \min_j a_{ij}x_{ij}$
- General, constant elasticity of substitution form (CES)

$$u_i(x) = \left( \sum_j (a_{ij}x_{ij})^\rho \right)^{\frac{1}{\rho}}$$

where  $-\infty < \rho < 1, \rho \neq 0$

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# The Fisher Model

# The Fisher Model

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- Market consisting of
  - ▣  $n$  goods sold by one seller
    - total of  $q_j > 0$  of good  $j$  available
  - ▣  $m$  utility maximizing buyers
    - concave utility function  $u_i: \mathbb{R}_+^n \rightarrow \mathbb{R}_+$
    - Initial endowment  $e_i > 0$  of *money*
  - ▣ Budget constrain:  $\pi \cdot x \leq e_i$

# The Fisher Model (2)

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- Special case of the exchange economy model
  - ▣ initial endowments are proportional

$$w_i = \delta_i w, \quad \delta_i > 0$$

- If traders have *homogeneous* utility functions
  - ▣ => equilibrium can be obtained by solving a convex program (Eisenberg's program)

# Convex Programs

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- Description of a convex optimization problem

$$\begin{array}{ll}\underset{x}{\text{minimize}} & f(x) \\ \text{subject to} & g_i(x) \leq 0, \quad i = 1, \dots, m \\ & h_i(x) = 0, \quad i = 1, \dots, p\end{array}$$



- Elements:
  - ▣ A **convex function**  $f(x): \mathbb{R}^n \rightarrow \mathbb{R}$  (to be minimized)
  - ▣ **Inequality constraints**  $g_i(x) \leq 0$ 
    - functions  $g_i$  are convex
  - ▣ **Equality constraints**  $h_i(x) = 0$ 
    - functions  $h_i$  are affine

# Convex Programs (2)

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- Allow to ...
  - ▣ Minimizing convex functions
  - ▣ Maximizing concave functions
  - ▣ test feasibility of convex/concave constraints
  
- There are polynomial algorithms for solving convex programs
  - ▣ Ellipsoid method (polynomial, but slow)
  - ▣ Interior-point method (polynomial, 1994)

# Eisenberg's program

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- Any optimal solution of the convex program

$$\begin{array}{ll}\text{maximize} & \sum_i e_i \log u_i(x_i) \\ \text{subject to} & \sum_i x_{ij} \leq q_j \quad \text{for each } j\end{array}$$

on nonnegative variables  $x_{ij}$  yields an allocations of goods constituting a market equilibrium.

- Note: no prices involved!

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# Solving Exchange Economies



# Linear Utility Functions

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- Suppose that  $u_i(x) = \sum_j a_{ij}x_{ij}$  and  $w_{ij} > 0$  for each  $i,j$ 
  - ▣ The problem of finding an equilibrium can be written as a finite convex feasibility problem:

Find  $\psi_j$  and nonnegative  $x_{ij}$  such that

$$\sum_k a_{ik}x_{ik} \geq a_{ij} \sum_k w_{ik}e^{\psi_k - \psi_j} \text{ for each } i,j$$

$$\sum_i x_i = \sum_i w_i$$

Any solution to this problem corresponds to an equilibrium obtained by setting  $\pi_j = e^{\psi_j}$

# CES Utility Functions

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- If  $\rho_i > 0$ : The Discrete Tâtonnement Process
  - ▣ Iterative trial-and-error process
  - ▣ delivers approximated solution in polynomial time
- If  $-1 \leq \rho_i < 0$ : convex *feasibility* problem
  - ▣  $n$  inequality constraints of length  $O(m)$
- If  $\rho_i < -1$  for some trader  $i$ , the set of equilibria is no longer convex
  - ▣ can be reduced to computing a Nash equilibrium for two-player nonzero sum games
  - ▣  $\Rightarrow$  solving Leontief exchange economies is PPAD hard

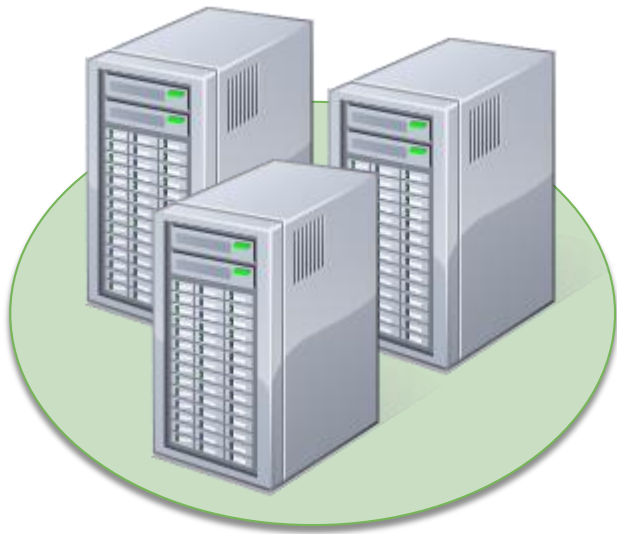
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# Practical Application

# Resource Allocation

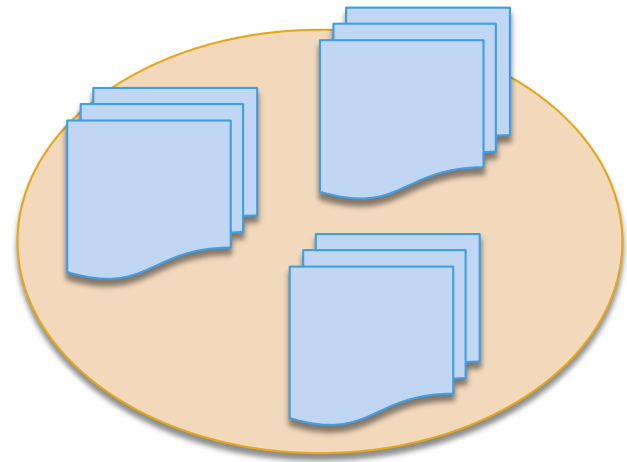
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## □ The Insieme Runtime:



Resources

HW Threads, Memory, GPU Time



Control Flows

independent, parallel regions

# Example Economic Model

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- Based on the Fisher Model:
  - ▣ goods:
    - Each CPU is a kind of good (hardware threads)
    - The shared memory of each computer
    - Each GPU is a good (time shared)
  - ▣ buyers: the parallel regions + one idle process
    - Each region defines its own utility function
    - Each region has an initial endowment (money)
      - Can be used to prioritize the execution of some regions

# Problem: Utility Functions

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- Linear utility functions
  - ▣ would make memory and CPUs exchangeable (!)
- Cobb-Douglas functions
  - ▣ same amount of money for each good?
- Leontief (fix-proportion) function
  - ▣ Good for product mix
  - ▣ Problem of choosing between options ...



# Solution

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- Sum of convex functions is convex!
  - ▣ + preserves all other utility function constraints
  
- Utility function:
  - ▣ For each node ...
    - => define one fixed-proportion utility function
  - ▣ Linear combination of those functions constitutes an adequate utility function!



# Conclusion

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- Covered Models for Economies
  - ▣ Fisher Model
  - ▣ Exchange economies
  
- Definition of Equilibria
  - ▣ + Overview on means for computing those
  - ▣ + Complexity and Limitations
  
- A potential application within the Insieme project



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Thank you for your attention