

Game Theory

8. Interlude: Applications

Albert-Ludwigs-Universität Freiburg



**UNI
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Applications of Game Theory

Applications
of Game
Theory

Security
Games

Summary



- Wide range of **applications** of game theory
- **Originally:** in economics
- **Now:** ubiquitous, also in computer science and AI
 - robotics
 - cloud computing
 - social networks
 - resource management
 - ...



Security Games

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Today: **Security games** [Tambe et al., 2007ff.]

- **infrastructure** security games (air travel, ports, trains)
- **green** security games (fisheries, wildlife)
- **opportunistic crime** security games (urban crime)

Some video lectures by M. Tambe:

- <https://www.youtube.com/watch?v=wh15T07sMa8>
(Infrastructure security games, 3 mins)
- <https://www.youtube.com/watch?v=61yHC5c2c-E>
(Green security games, 8 mins)
- <https://www.youtube.com/watch?v=D4sxZm8-NdM>
(ICAPS 2017 invited talk, 1 hour)

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Common setting in security games:

- attacker and defender
- defender wants to protect targets using patrolling units
- defender chooses probability distribution over routes such that expected damage is minimized given that the probabilities can be observed by attacker

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Unobservable vs. observable defense probabilities:

- Unobservable: **strategic** game
- Observable: **extensive** game

Example (Security game payoff matrix)

		Attacker	
		<i>c</i>	<i>d</i>
Defender	<i>a</i>	1,1	3,0
	<i>b</i>	0,0	2,1

Unobservable defense probabilities (strategic game): Only NE is (a, c) .

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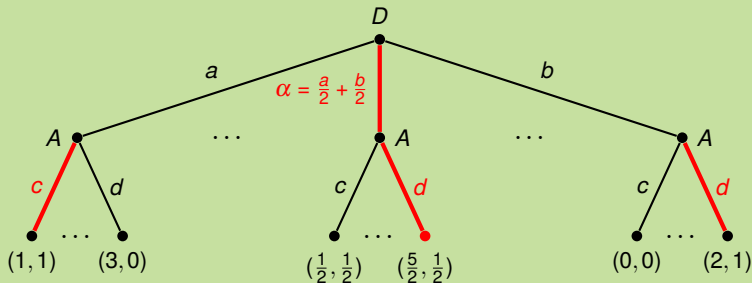
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Example (Security game (ctd.))

Observable defense probabilities (extensive game, mixed strategies):



Subgame-perfect equilibrium (α, d) .

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Definition (Security game)

A **security game** is a tuple $\langle T, R, (S_i), U_d^c, U_d^u, U_a^c, U_a^u \rangle$, where

- $T = \{t_1, \dots, t_n\}$ is a finite set of **targets**,
- $R = \{r_1, \dots, r_K\}$ is a finite set of **resources**,
- $S_i \subseteq 2^T$ is the set of **schedules** that r_i can cover. A schedule $s \in S_i$ is a set of targets that can be covered by r_i simultaneously.
- $U_y^x(t_i)$ is the utility of player $y \in \{\mathbf{attacker}, \mathbf{defender}\}$, if target t_i is attacked and is $x \in \{\mathbf{covered}, \mathbf{uncovered}\}$.

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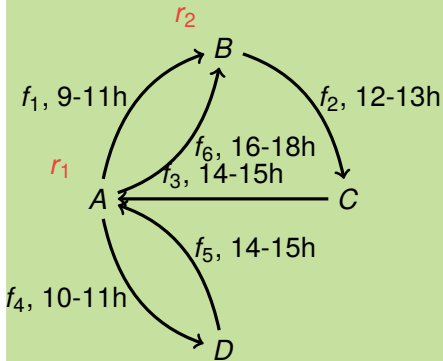
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Example (Federal air marshal service)



- $T = \{f_1, f_2, f_3, f_4, f_5, f_6\}$
- $R = \{r_1, r_2\}$
- $S_1 = \{\{f_1, f_2, f_3\}, \{f_4, f_5\}\}$
- $S_2 = \{\{f_2, f_3, f_6\}\}$
- $U_y^x(t_i)$ unspecified

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- Attacker pure strategies: $A_a = T$
- Attacker mixed strategies: $\Delta(T)$
- Defender pure strategies: allocations of resources to schedules, i. e., $\bar{s} = (s_1, \dots, s_K) \in \prod_{j=1}^K S_j$.

Target t_i is **covered** in \bar{s} iff $t_i \in s_j$ for at least one j ,

$1 \leq j \leq K$. Allocation \bar{s} induces **coverage vector**
 $\bar{d} = (d_1, \dots, d_n) \in \{0, 1\}^n$ with $d_i = 1$ iff t_i is covered in \bar{s} .

Let \mathcal{D} be the set of coverage vectors for which there is an allocation \bar{s} inducing it.

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- **Defender mixed strategies:** $\Delta(\mathcal{D})$. For $\alpha_d \in \Delta(\mathcal{D})$, let $c_i = \sum_{\bar{d}=(d_1, \dots, d_n) \in \mathcal{D}} d_i \cdot \alpha_d(\bar{d})$ be the covering probability of target t_i .

Notation: $\phi(\alpha_d) = (c_1, \dots, c_n)$.

Example: $\bar{d}_1 = (1, 1, 0)$, $\bar{d}_2 = (0, 1, 1)$, $\alpha_d(\bar{d}_1) = \alpha_d(\bar{d}_2) = \frac{1}{2}$.

Then $(c_1, c_2, c_3) = (\frac{1}{2}, 1, \frac{1}{2})$.

- **Payoffs:** Let $(\alpha_d, \alpha_a) \in \Delta(\mathcal{D}) \times \Delta(T)$ be a mixed strategy profile. Expected utility of player $y \in \{a, d\}$:

$$U_y(\alpha_d, \alpha_a) = \sum_{i=1}^n \alpha_a(t_i) \cdot (c_i \cdot U_y^c(t_i) + (1 - c_i) \cdot U_y^u(t_i)).$$

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Definition of best responses, **Nash equilibria (NE)** and **maximinimizers (MM)** as usual/expected. Hence omitted here.

More interesting scenario:

- Defender first commits to a mixed defense strategy.
- Attacker observes it over extended time period and learns probabilities.
- Attacker chooses response $\alpha_a = g(\alpha_d)$ based on those observations. g is his response function.

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Definition (Strong Stackelberg equilibrium)

A pair $\langle \alpha_d, g \rangle$ is called a **strong Stackelberg equilibrium (SSE)** if the following holds:

- $U_d(\alpha_d, g(\alpha_d)) \geq U_d(\alpha'_d, g(\alpha'_d))$ for all α'_d ;
- $U_a(\tilde{\alpha}_d, g(\tilde{\alpha}_d)) \geq U_a(\tilde{\alpha}_d, g'(\tilde{\alpha}_d))$ for all $\tilde{\alpha}_d$ and all g' ; and
- tie breaking: $U_d(\tilde{\alpha}_d, g(\tilde{\alpha}_d)) \geq U_d(\tilde{\alpha}_d, \tau(\tilde{\alpha}_d))$ for all $\tilde{\alpha}_d$ and all $\tau(\tilde{\alpha}_d)$ that are attacker best responses to $\tilde{\alpha}_d$.

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Theorem

Defender NE strategies and defender MM strategies are the same.



Theorem

NE strategies are interchangeable.



Theorem

Defender SSE utilities are always at least as large as defender NE utilities.



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Definition (Subsets of schedules are schedules property)

A security game satisfies the **SSAS property** (“subsets of schedules are schedules”) if for all $r_i \in R$, for all $s \in S_i$, and for all $s' \subseteq s$, also $s' \in S_i$.

Remark: SSAS often “natural” to achieve, by “doing nothing”.

Theorem

If SSAS holds, then every defender SSE strategy is also a defender NE strategy. □

Consequence: When choosing between SSE and NE strategies (assuming being observed or not), for the defender it is unproblematic to restrict attention to SSE strategies. NE interchangeability \rightsquigarrow no risk of choosing a “wrong” NE strategy.

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Outlook:

- With homogeneous resources and a small restriction on utility functions: then there exists unique defender MM strategy, which is also a unique SSE and NE strategy.
- Theory can be generalized to multiple attacker resources (attacking multiple targets simultaneously).

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- **Case study: security games** (infrastructure, green, opportunistic crime)
- Modeled as **Stackelberg games** with strong Stackelberg equilibria (SSE)
- **Results:**
 - Though not zero-sum in general, similar results: defender NE = defender MM
 - ↔ Nash equilibria interchangeable
 - ↔ no equilibrium selection problem
 - Every defender SSE strategy also a NE strategy under reasonable assumption (SSAS)
 - ↔ not knowing whether being observed is unproblematic