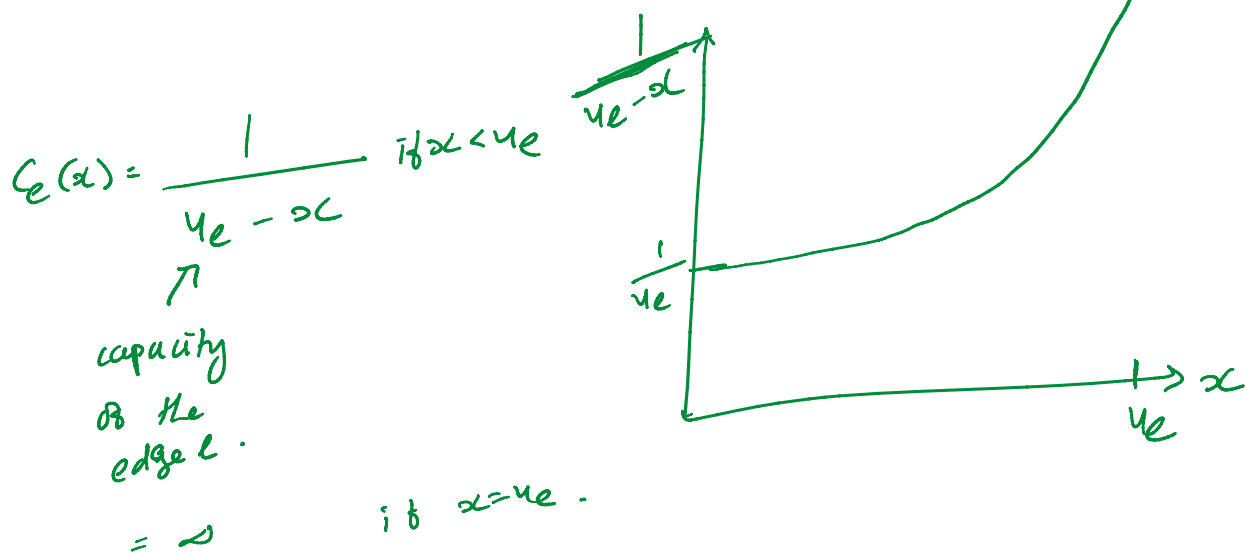


Case Study: within ISPs  $\rightarrow$  n/w over provisioning.

Provide "more capacity than needed"

- $\hookrightarrow$  Reduces the overall delays
- $\hookrightarrow$  Better than design & implementation of "best qos"



$\star$   $\gamma$ -over provisioned:

it at "NE"  $f_e \leq (1-\gamma) \mu e$

( $\gamma$  fraction of capacity is unused)

Recall:

$$PoA(G, c) \leq \alpha(c) = PoA(Pigou, c).$$

$$c = \left\{ \frac{1}{\mu - \alpha} \mid \mu > 0 \right\}$$

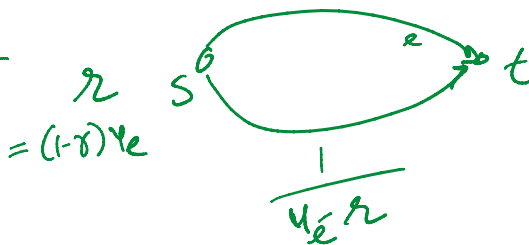
P.A. =  $\frac{1}{1 + \frac{1}{\alpha}}$

ex.



$$P_{0A} = \frac{1}{2} \left( 1 + \frac{1}{\sqrt{r}} \right)$$

exr.



if  $r=1 = 1$

if  $r=0 = \infty$

if  $r=0.25 = 3/2$

if  $r=0.1 \sim 2$

Thm: Given  $\mathcal{L}$ ,  $G=(V,E)$ ,  $\forall e, c_e \in \mathcal{L}$ .

$s, t \in V$ ,  $r \geq 0$  units flow.

$f$ : NE flow  $s \rightarrow t$  of  $r$  units  
 $f^*$ : OPT flow  $s \rightarrow t$  of  $2r$  units.

ISF			
NE	w/	$c_e$	capacity
OPT	w/	$\frac{c_e}{2}$	capacity

$$\text{cost}(f) \leq \text{cost}(f^*)$$

$\mathcal{P}$ : set of  $s \rightarrow t$  paths

pf:  $L = \min_{P \in \mathcal{P}} c_P(f) \Rightarrow L \leq c_P(f) \quad \forall P \in \mathcal{P}$

$f$  is NE:  $f_P > 0 \Rightarrow c_P(f) = L$

$$\text{cost}(f) = \sum_{P \in \mathcal{P}} f_P \cdot c_P(f) = L \cdot \left( \sum_{P \in \mathcal{P}} f_P \right) = L \cdot r$$

$$\text{cost} \left( \begin{array}{l} f^* \text{ w/ costs on} \\ \text{each edge } e \\ \text{fixed to } c_e(f_e) \end{array} \right) = \sum_{P \in \mathcal{P}} f_P^* c_P(f) \geq L \cdot \left( \sum_{P \in \mathcal{P}} f_P^* \right) = L \cdot (2r)$$

each edge  $e$   
 fixed to  $c_e(f_e)$   
 OR  
 on each path  $P$   
 fixed to  $c_P(f)$

PEP

PEP

$$\text{cost}(f) = L \cdot r = 2Lr - Lr \leq \sum_{P \in \mathcal{P}} s_P^* c_P(f) - \sum_{P \in \mathcal{P}} s_P c_P(f)$$

$$\text{TPP: } \leq \text{cost}(f^*) = \sum_{P \in \mathcal{P}} s_P^* c_P(f^*)$$

$$\text{TPP: } \sum_{P \in \mathcal{P}} s_P^* c_P(f) - \sum_{P \in \mathcal{P}} s_P c_P(f) \leq \sum_{P \in \mathcal{P}} s_P^* c_P(f^*)$$

$$(\Rightarrow) \sum_P s_P^* c_P(f) - \sum_{P \in \mathcal{P}} s_P^* c_P(f^*) \leq \sum_P s_P c_P(f)$$

$$(\Leftrightarrow) \sum_e s_e^* (c_e(f_e) - c_e(f_e^*)) \leq \sum_e s_e c_e(f_e)$$

$$\Leftrightarrow \forall e: s_e^* (c_e(f_e) - c_e(f_e^*)) \leq s_e c_e(f_e)$$

$$\Leftrightarrow \text{case I: } 0 \leq s_e^* \leq s_e \quad c_e: \text{non-neg, concave}$$

$$0 \leq c_e(f_e) - c_e(f_e^*) \leq c_e(f_e)$$

$$\Rightarrow s_e^* (c_e(f_e) - c_e(f_e^*)) \leq s_e c_e(f_e)$$

$$\text{case II: } s_e^* > s_e \Rightarrow c_e(f_e) - c_e(f_e^*) \leq 0$$

# ★ Atomic Routing Games:

- $G = (V, E)$  directed n/w.
- $N = \{1, \dots, n\}$  agents/players.
- $i \in N$ , wants to go from  $s_i$  to  $t_i$   
 $s_i, t_i \in V$

$P_i$ : set of  $s_i \rightarrow t_i$  paths.

$P_i \in P_i$ : <sup>pure</sup> strategy of player  $i$

$P = (P_1, \dots, P_m)$

$f_e^P = f_e = \#$  agents taking edge  $e$  in  $P$ .

$$c_i(P) = \sum_{e \in P_i} c_e(f_e)$$

$\forall e \in E$ :  
 $c_e: \{0, 1, \dots, n\} \rightarrow \mathbb{R}_+$  non-dec non-seg.

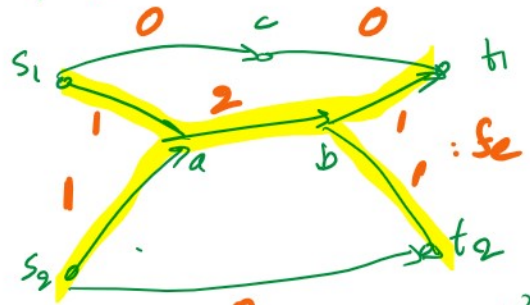
$$\text{Cost}(P) = \sum_{i \in N} c_i(P)$$

$$= \sum_{i \in N} \sum_{e \in P_i} c_e(f_e)$$

$$= \sum_{e \in E} c_e(f_e) \left( \sum_{\substack{i \in N: \\ e \in P_i}} 1 \right)$$

$$\text{Cost}(P) = \sum_{e \in E} f_e \cdot c_e(f_e)$$

$$P_1 = \{s_1 - c - t_1, s_1 - a - b - t_1\}$$



$$P_2 = \{s_2 - a - b - t_2, s_2 - t_2\}$$

$P$  is NE iff  $\forall i: c_i(P_i, P_i) \leq c_i(q_i, P_i) : \forall q_i \in P_i$

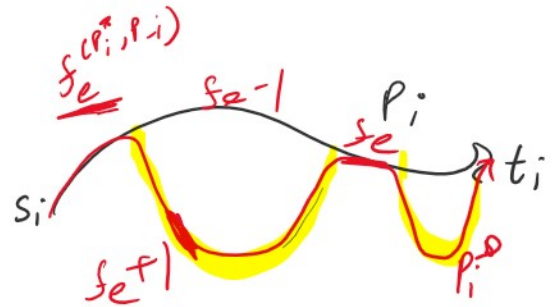
$$C = \{ax + b \mid a, b \geq 0\} \quad \text{affine/linear functions.}$$

Thm:  $\text{PoA}(\text{affine}) \leq 5/2$   
 ( $\forall e \in E, c_e(x) = a_e x + b_e, a_e, b_e \geq 0$ ).

PS:  $P$  is a NE  $\rightarrow$   $(s_e)$  # agents taking  $e$  in  $P$ .  
 $P^*$  is OPT  $\rightarrow$   $s_e^*$  " " "  $P^*$

Step-1:  $P$  is NE:  $\forall i \in G (P_i, P_{-i}) \leq G(P_i^*, P_{-i})$   
 (trivial)  $\Rightarrow \text{Cost}(P) = \sum_i G(P_i, P_{-i}) \leq \sum_i G(P_i^*, P_{-i}) \rightarrow \textcircled{1}$

$$G_i(P_i^*, P_{-i}) = \sum_{e \in P_{-i}^* \setminus P_i} c_e(s_e^*) + \sum_{e \in P_i^* \cap P_i} c_e(s_e^*)$$



$$\leq \sum_{e \in P_i^*} c_e(s_e^*)$$

Step-2:  $\sum_i G_i(P_i^*, P_{-i}) \leq \sum_i \sum_{e \in P_i^*} c_e(s_e^*)$   
 (trivial)  $\swarrow \searrow = s_e^*$

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(non-trivial)

$\langle 4, 1, 1, \dots \rangle$   
 $i$

$$= \sum_{e \in E} c_e(s_e) \sum_{\substack{i \in \mathbb{N}: \\ e \in P_i^*}} 1 = f_e^*$$

( $\because c_e(s_e) = a_e + b_e$ )

$$= \sum_{e \in E} f_e^* (a_e(s_e+1) + b_e)$$

$$= \sum_{e \in E} a_e \underbrace{f_e^* (s_e+1)}_{\substack{x \\ y}} + \sum_{e \in E} b_e f_e^*$$

$$\left( \begin{array}{l} x, y \in \{0, 1, 2, \dots\} \\ x(y+1) \leq \frac{5}{3}x^2 + \frac{1}{3}y^2 \end{array} \right) \text{ Magic!}$$

$$\leq \sum_{e \in E} a_e \left( \frac{5}{3} f_e^{*2} + \frac{1}{3} f_e^2 \right) + \frac{5}{3} \sum_{e \in E} b_e f_e^* + \frac{1}{3} \sum_{e \in E} b_e f_e$$

$$= \frac{5}{3} \sum_{e \in E} (a_e f_e^{*2} + b_e f_e^*) + \frac{1}{3} \sum_{e \in E} (a_e f_e^2 + b_e f_e)$$

$$= \frac{5}{3} \sum_{e \in E} f_e^* (a_e f_e^* + b_e) + \frac{1}{3} \sum_{e \in E} f_e (a_e f_e + b_e)$$

$$= \frac{5}{3} \sum_e f_e^* c_e(s_e^*) + \frac{1}{3} \sum_e f_e c_e(f_e)$$

( $\because c_e(s_e) = 1$ )



$$\begin{aligned} & \left( \because \text{cost}(P) = \sum_{i \in N} G_i(P) \right) \\ & = \frac{5}{3} \text{cost}(P^*) + \frac{1}{3} \text{cost}(P) \end{aligned}$$

$$\sum_{i \in N} G_i(P_i^*, P_i) \leq \frac{5}{3} \text{cost}(P^*) + \frac{1}{3} \text{cost}(P) \quad \text{--- (2)}$$

**Step-3**  
trivial

$$\text{(1), (2)} \Rightarrow \text{cost}(P) \leq \sum_{i \in N} G_i(P_i^*, P_i) \leq \frac{5}{3} \text{cost}(P^*) + \frac{1}{3} \text{cost}(P)$$

$$\Rightarrow \text{PoA} = \frac{\text{cost}(P)}{\text{cost}(P^*)} \leq \frac{\frac{5}{3}}{\left(1 - \frac{1}{3}\right)} = \frac{5}{2}$$

★  $(\lambda, \mu)$  - Smooth Game if  $P: \text{NE}$   
 $P^* \in \prod_i P_i$

$$\sum_i G_i(P_i^*, P_i) \leq \lambda \sum_i G_i(P^*) + \mu \sum_i G_i(P)$$

(step-2)