

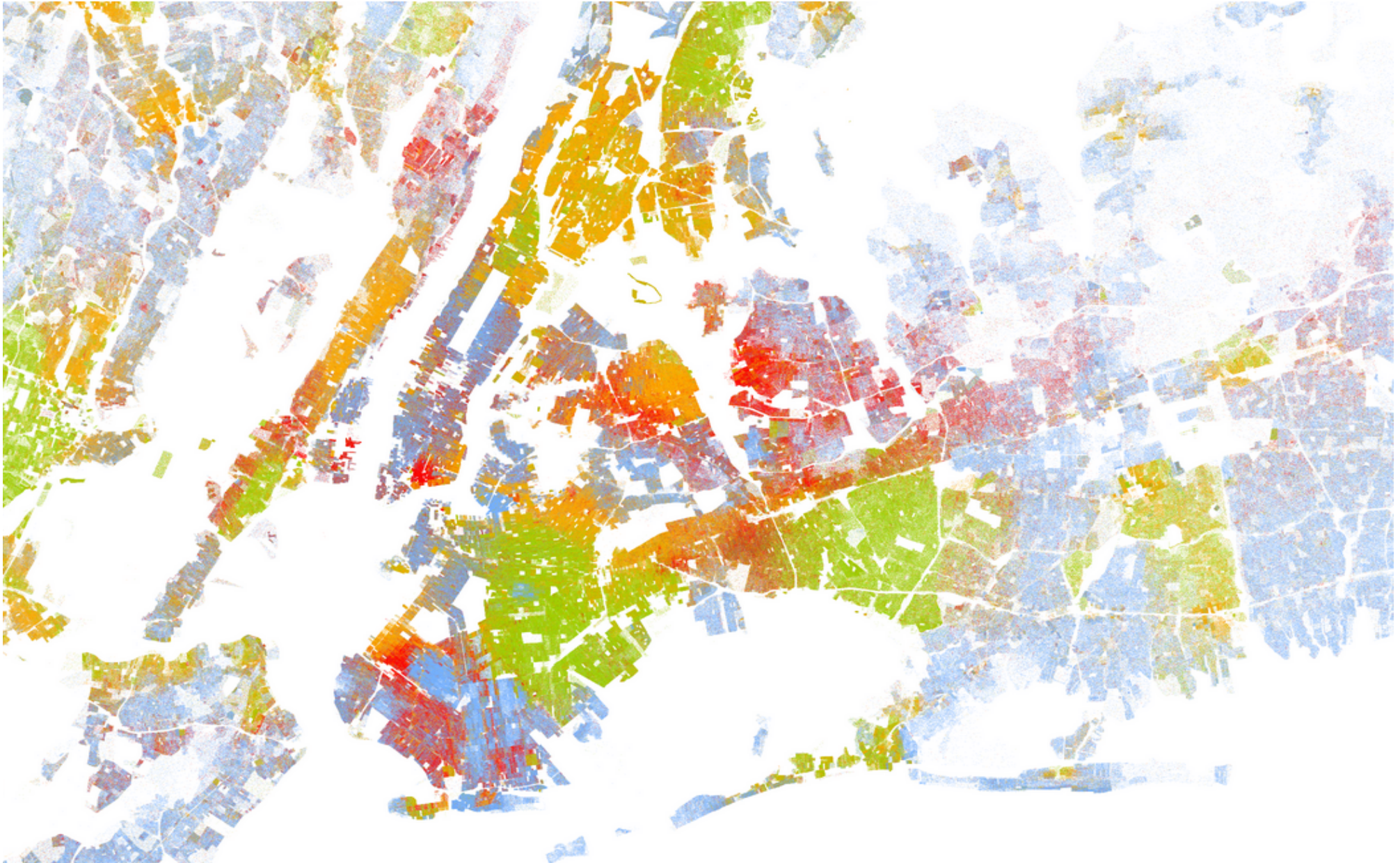


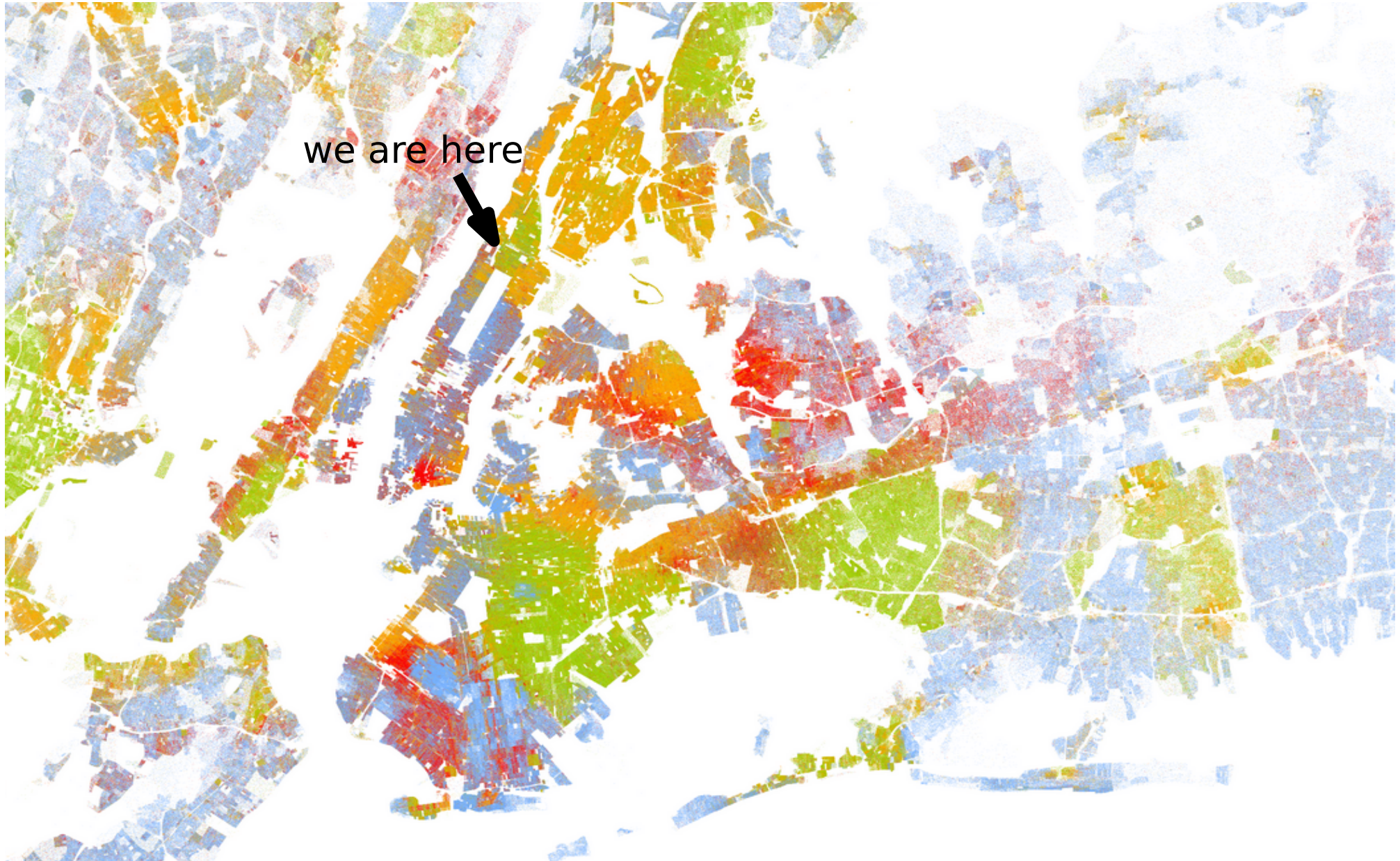
Convergence and Hardness of Strategic Schelling Segregation

WINE Conference 2019

Algorithm Engineering Research Group

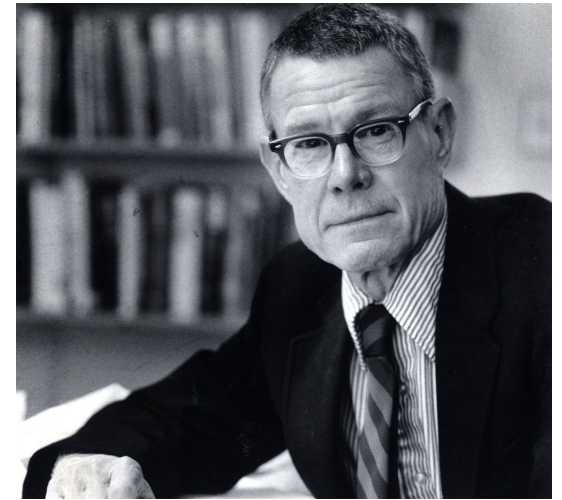
H. Echzell, T. Friedrich, P. Lenzner, L. Molitor, **M. Pappik**, F. Schöne, F. Sommer, D. Stangl





Thomas Schelling (1921-2016)

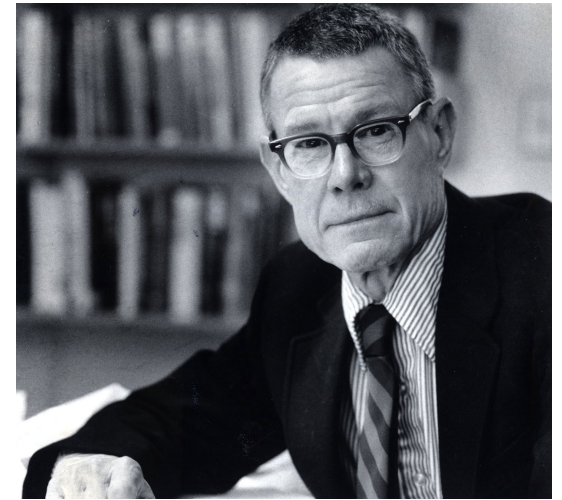
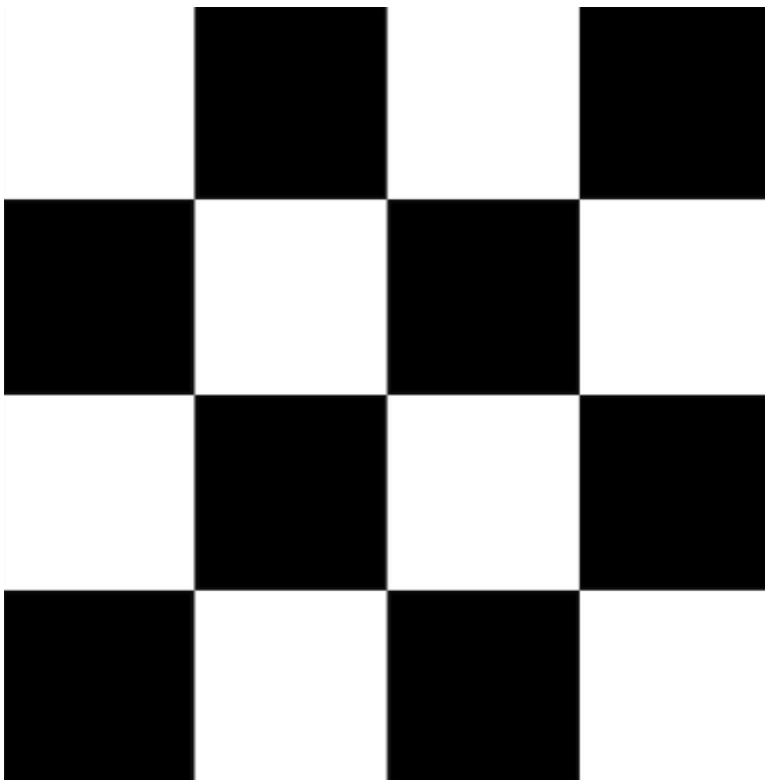
- "economics Nobel prize" winner
- *Micromotives and Macrobehavior* (1978)



<https://www.bostonglobe.com/>

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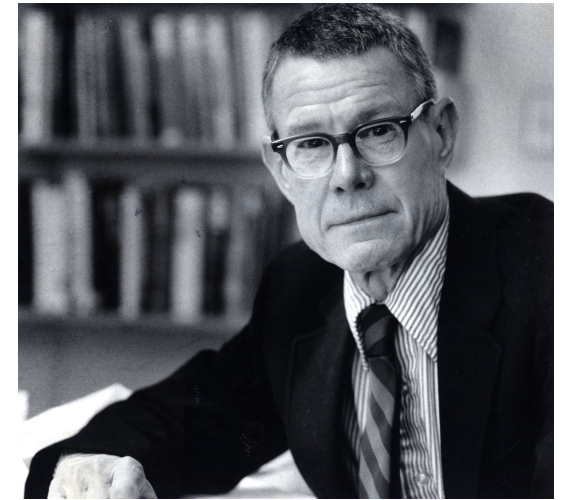
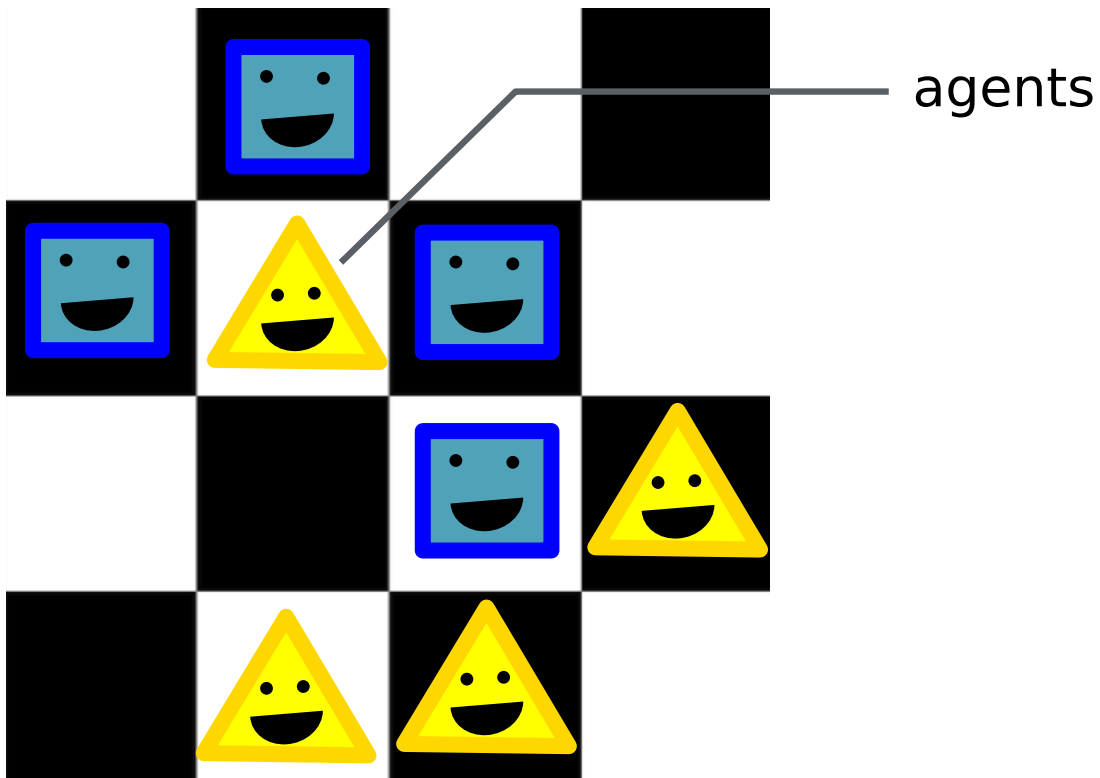
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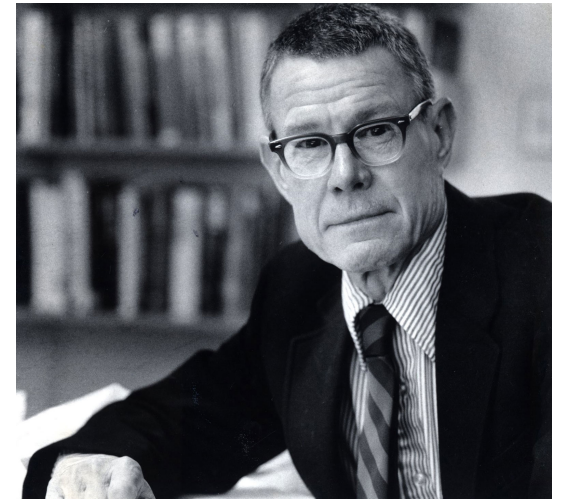
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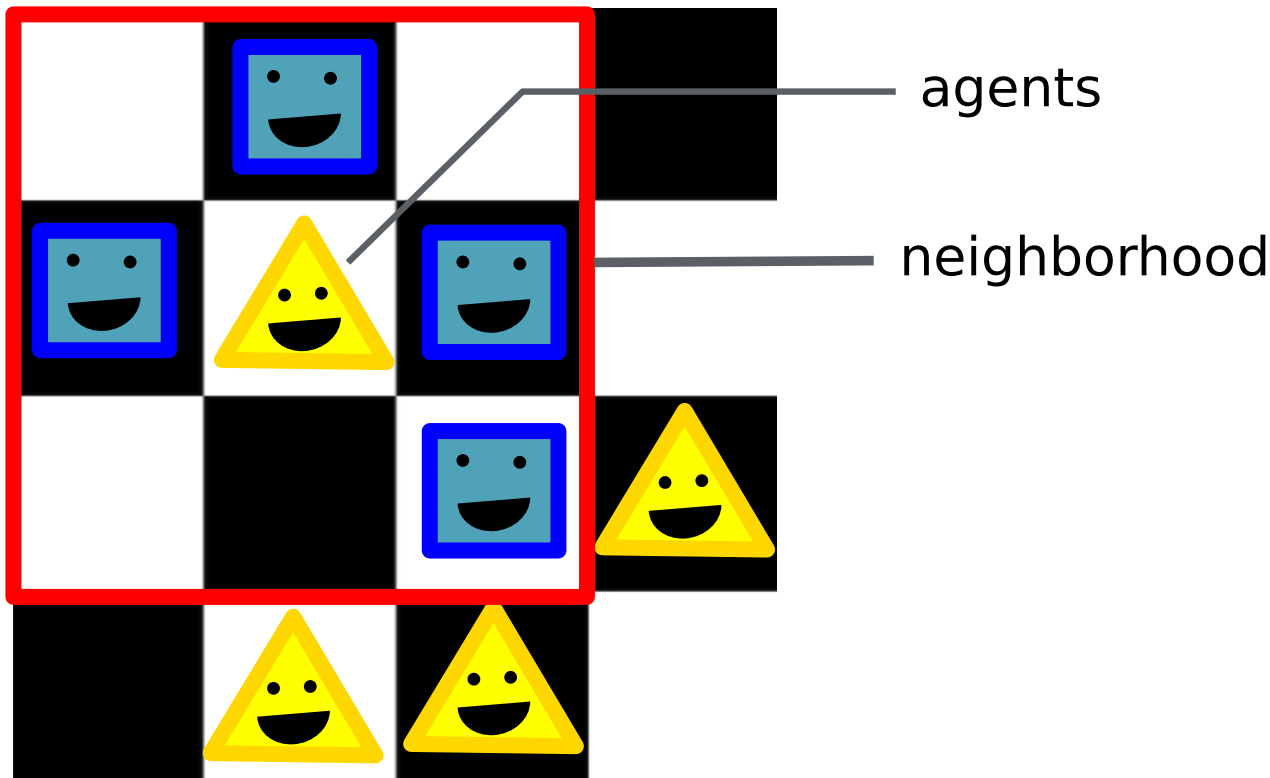
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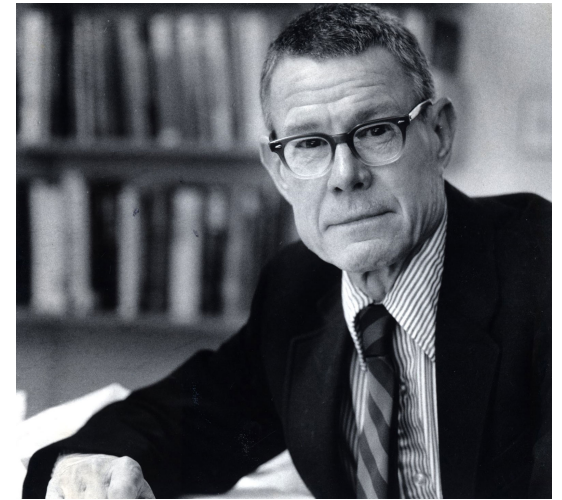


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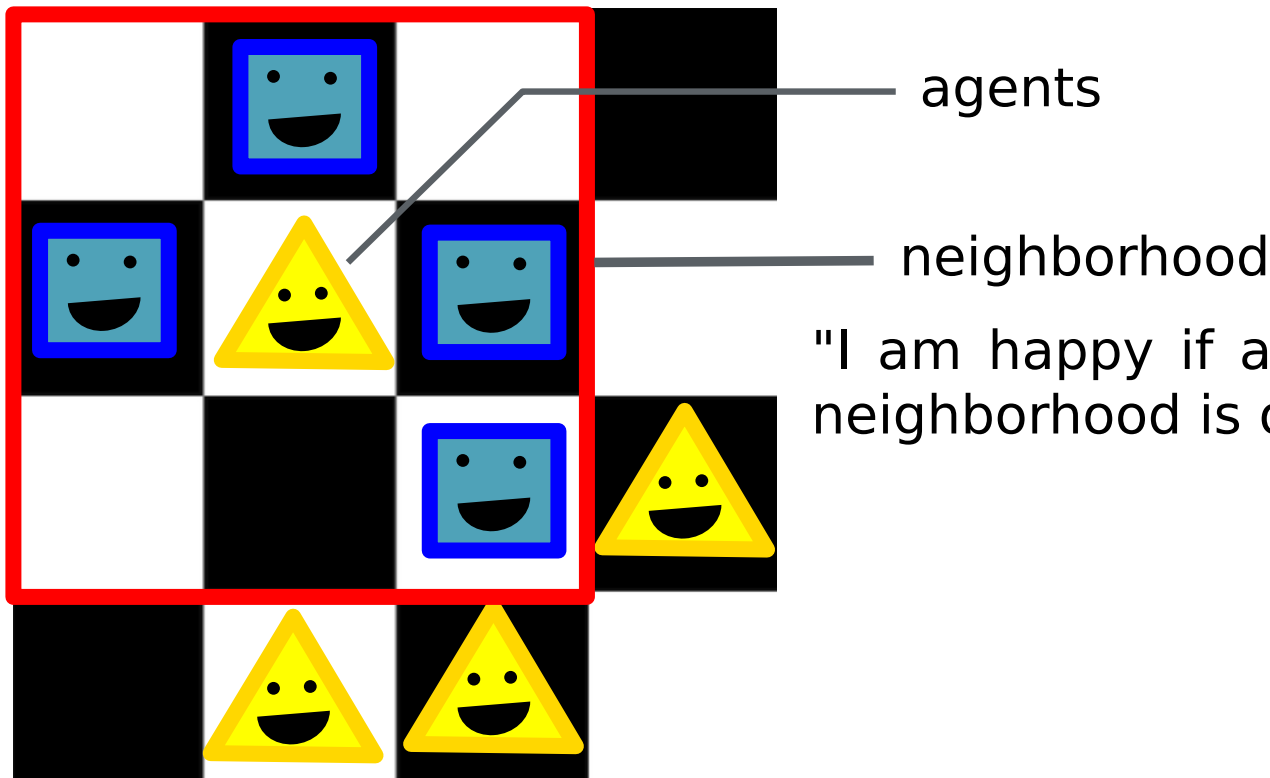


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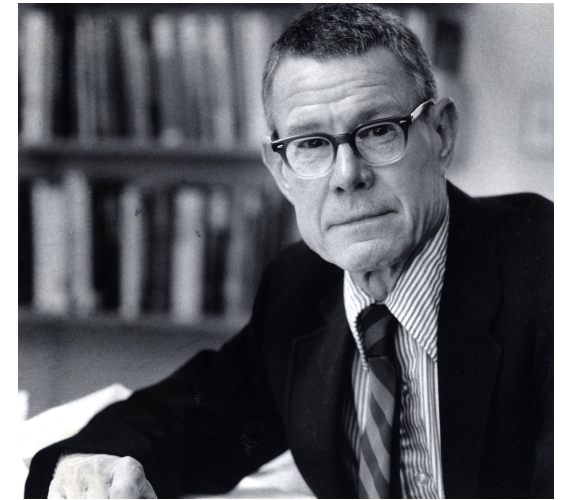
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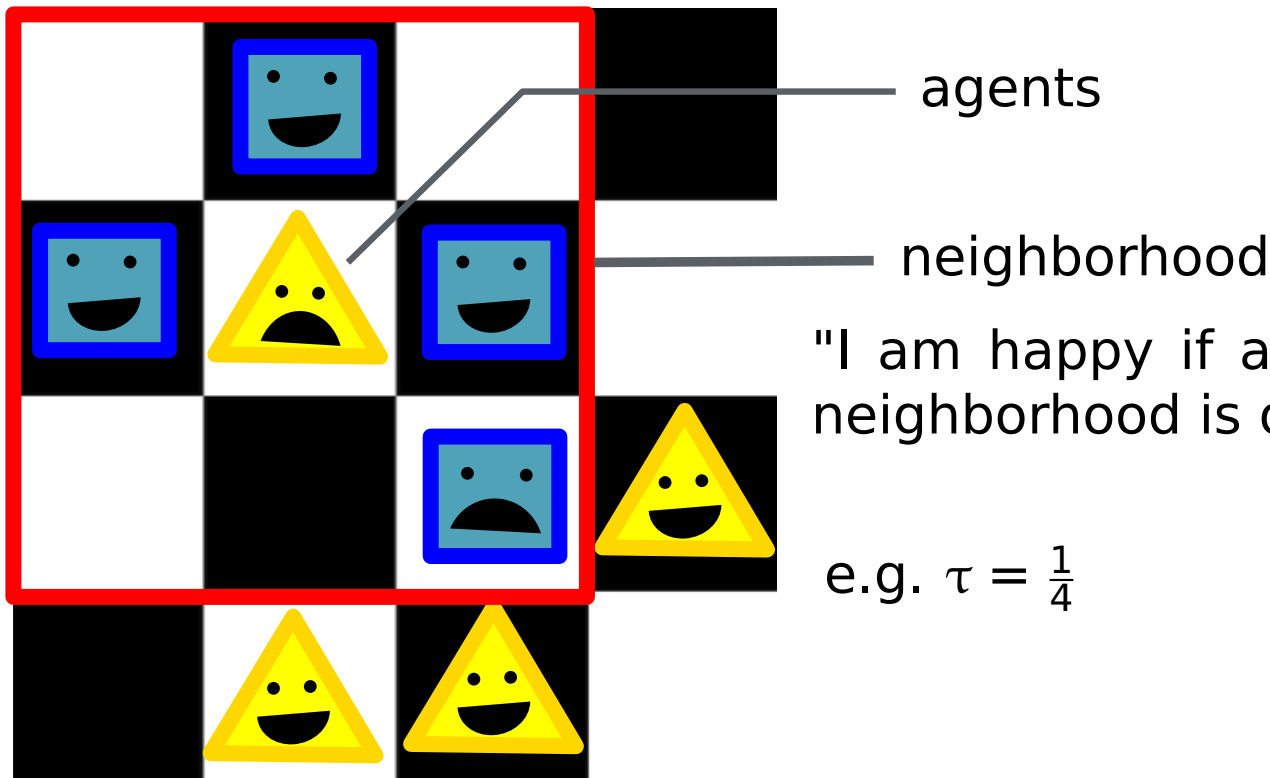
"I am happy if at least a fraction τ of my neighborhood is of my type."

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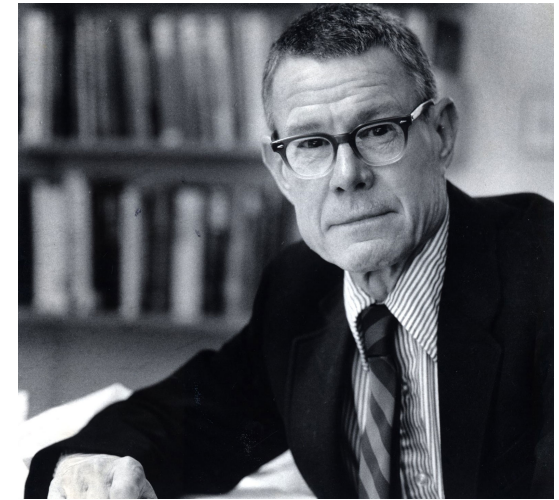


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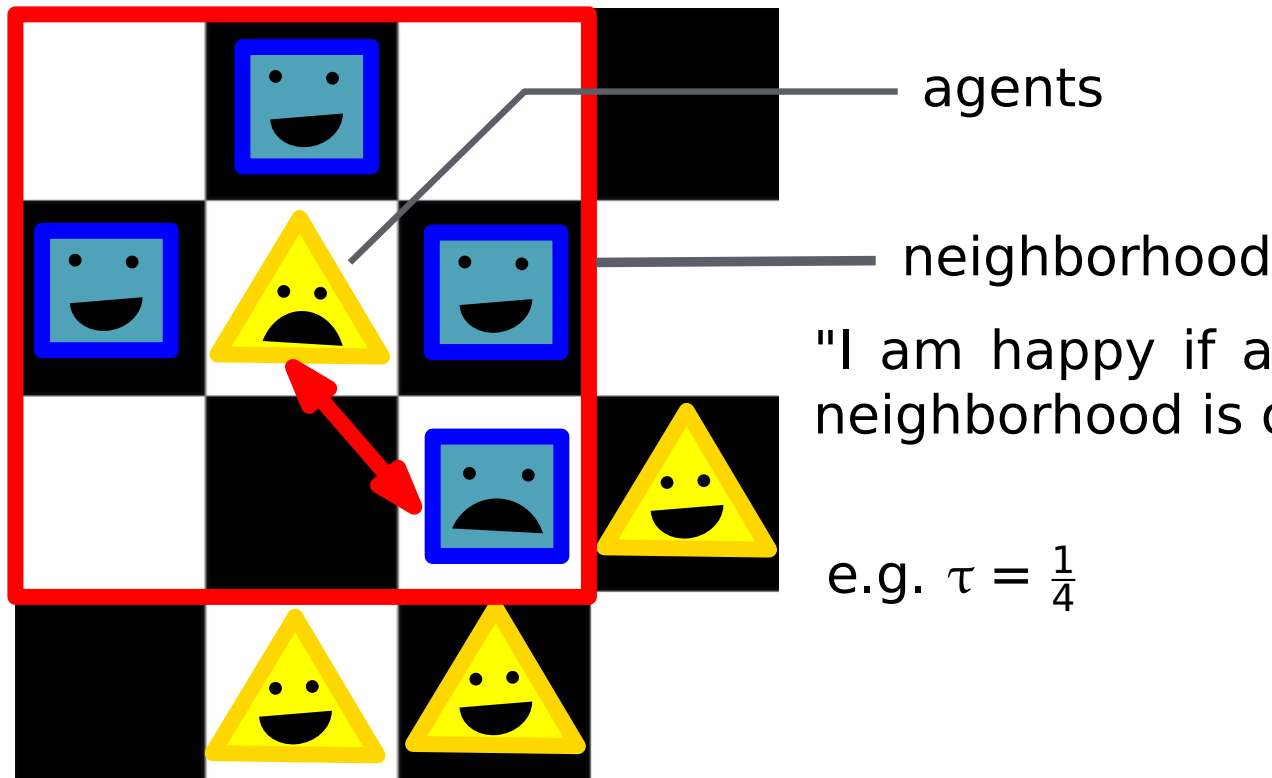
e.g. $\tau = \frac{1}{4}$

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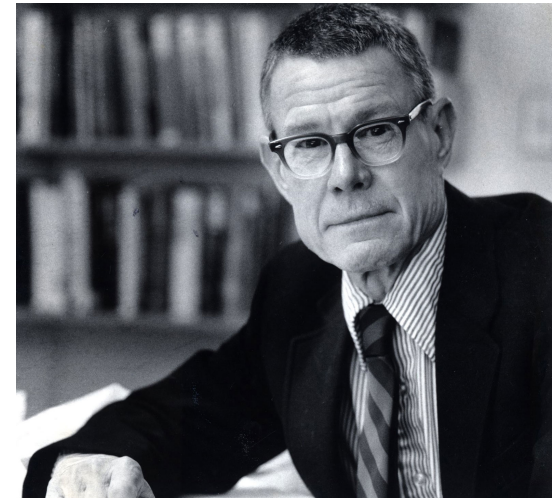


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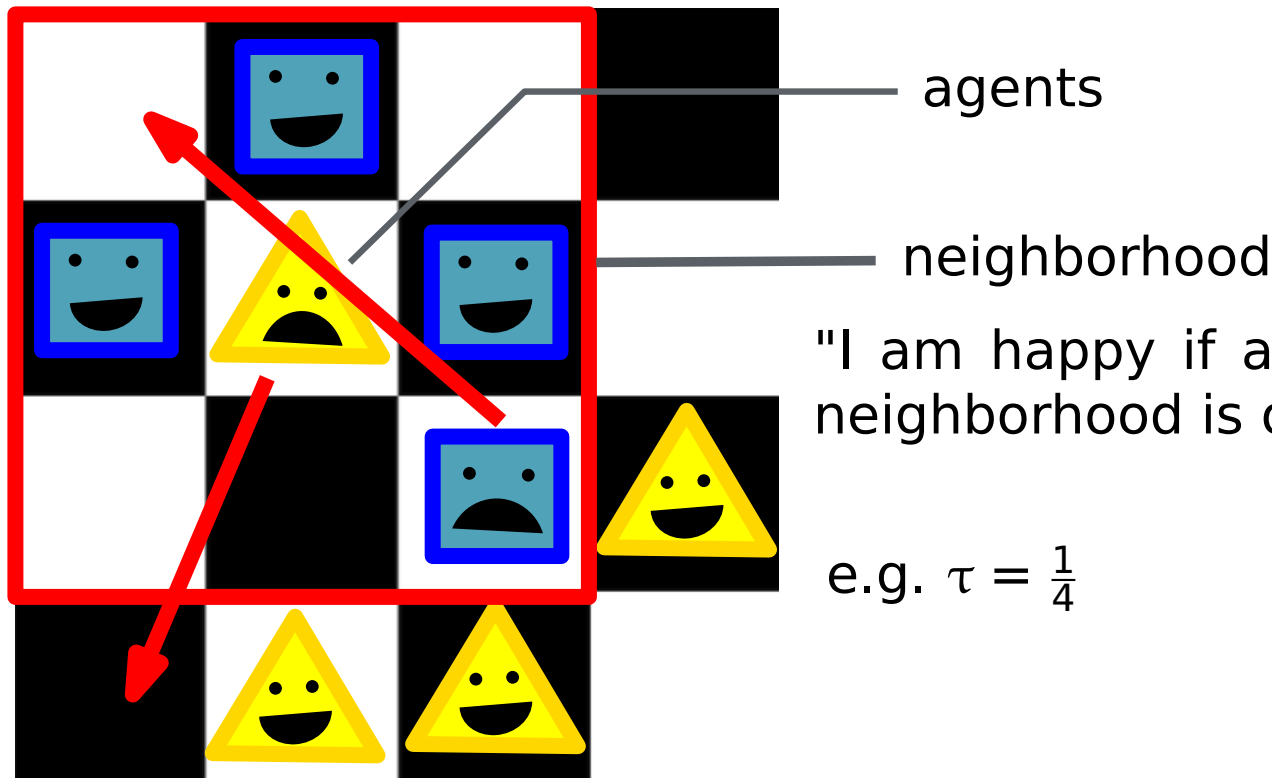
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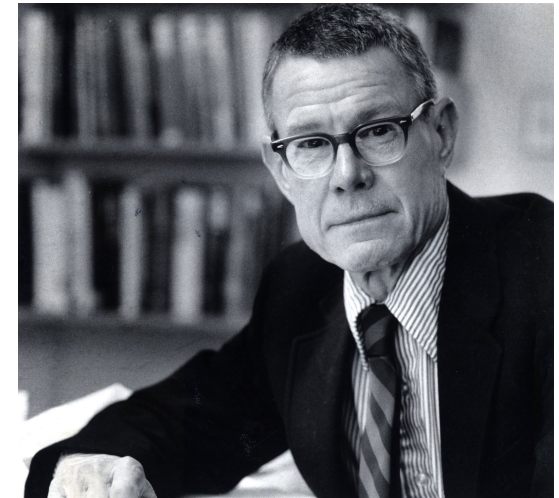
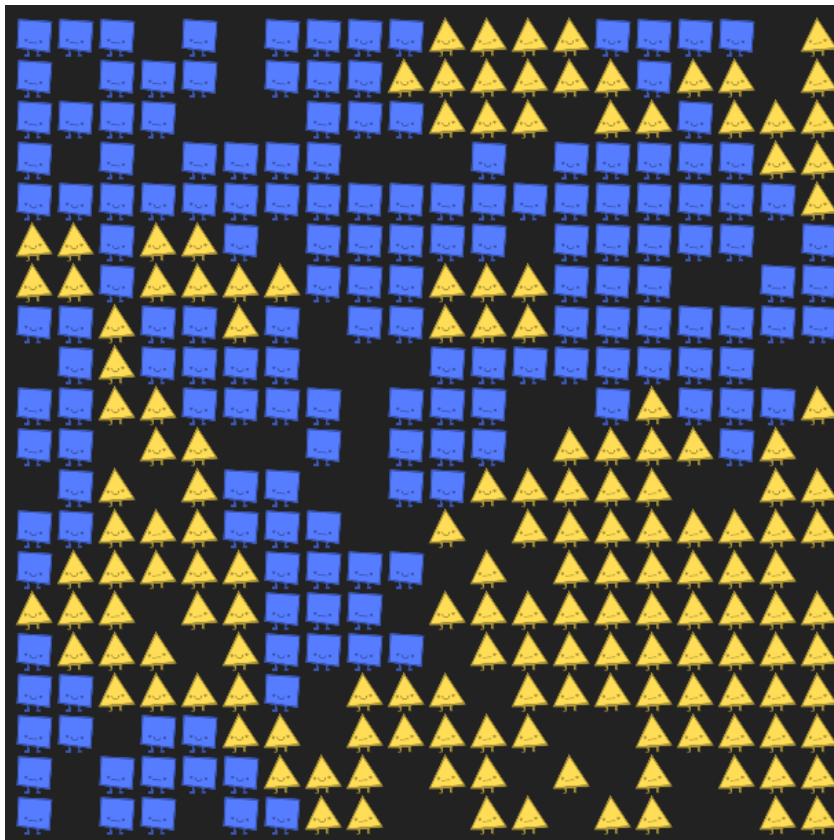


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Stochastic Models

- Young et al. (2001)
- Brandt et al. (STOC 2012)
- Bhakta et al. (SODA 2014)
- Barmpalias et al. (FOCS 2014)
- Immorlica et al. (SODA 2017)
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many more...

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Game Theoretic Models

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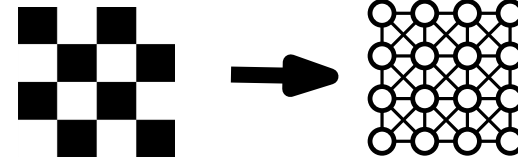
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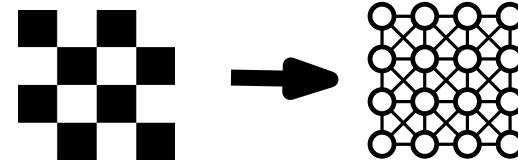
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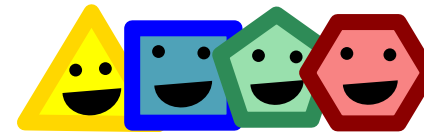
undirected (simple) graph $G = (V, E)$



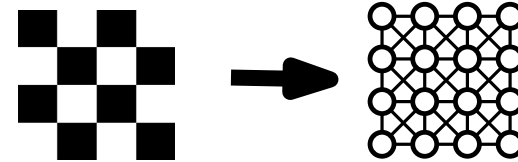
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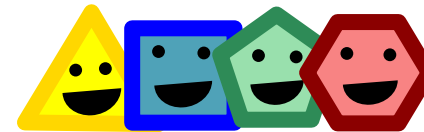
set of agents A with partitioning $P(A)$



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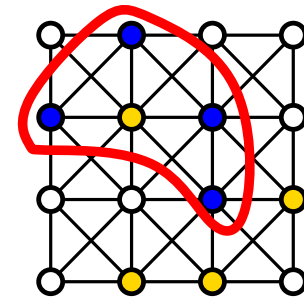


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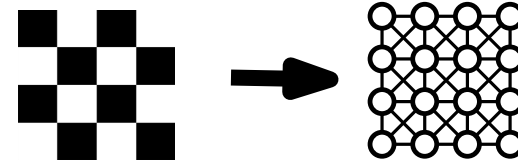


placement $p_G : A \rightarrow V$ (injective)

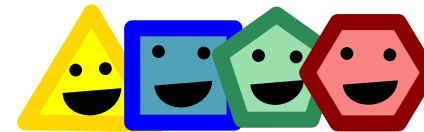
neighborhood $N_{p_G}(a) :=$ adjacent agents



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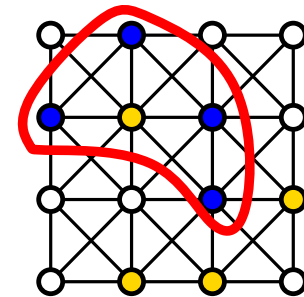


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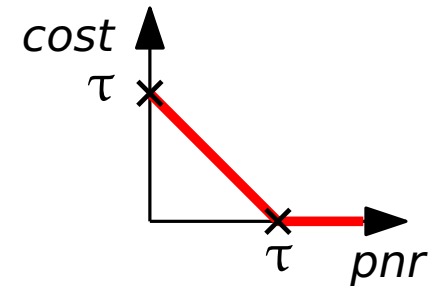
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neighborhood $N_{p_G}(a) :=$ adjacent agents



intolerance threshold $\tau \in [0, 1]$

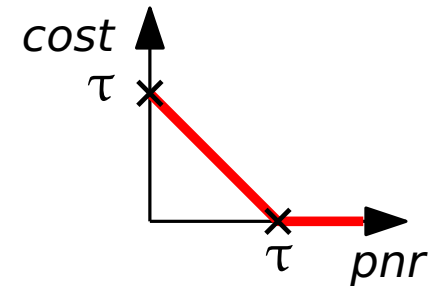
$$N_{p_G}^+(a), N_{p_G}^-(a) \subseteq N_{p_G}(a)$$
$$\text{cost}_{p_G}(a) \begin{cases} \max(0, \tau - \frac{|N_{p_G}^+(a)|}{|N_{p_G}^+(a)| + |N_{p_G}^-(a)|}) & \text{if } N_{p_G}(a) \neq \emptyset \\ \tau & \text{else} \end{cases}$$



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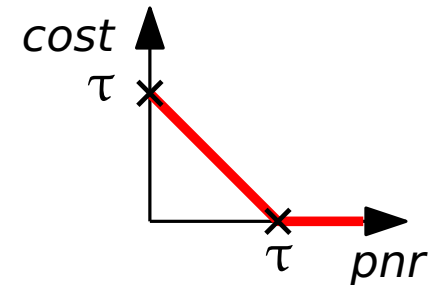
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always: $N_{p_G}^+(a) :=$ neighbors with same type as a



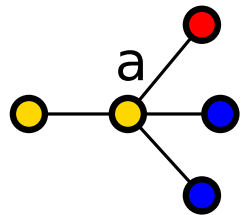
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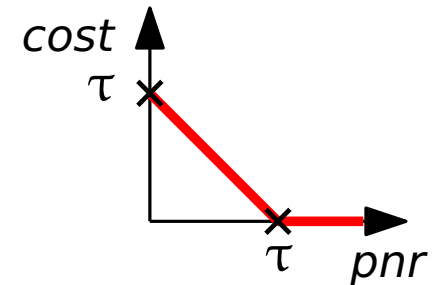
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1 vs. all Schelling Game (1-k-SG)



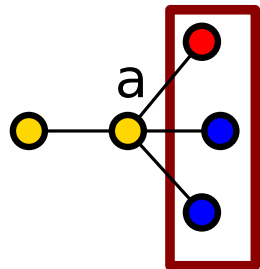
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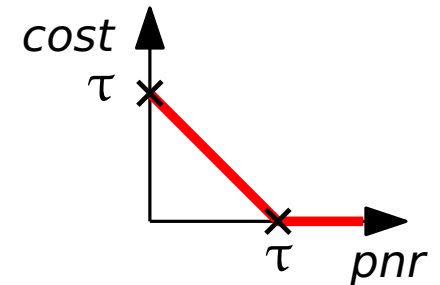


$$N_{p_G}^+(a) = \text{yellow triangle smiley}$$

$$N_{p_G}^-(a) = \text{blue square smiley, blue square smiley, red hexagon smiley}$$

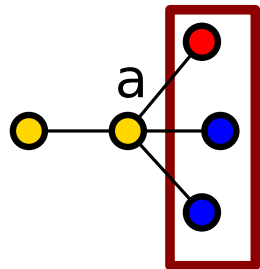
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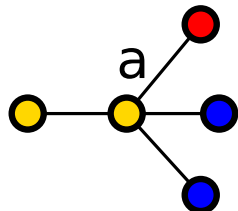
1 vs. all Schelling Game (1-k-SG)



$$N_{p_G}^+(a) = \text{yellow smiley triangle}$$

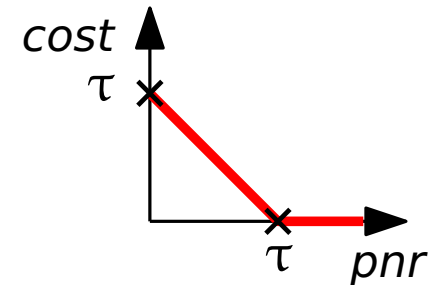
$$N_{p_G}^-(a) = \text{blue smiley square, blue smiley square, red smiley hexagon}$$

1 vs. 1 Schelling Game (1-1-SG)



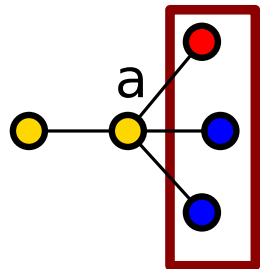
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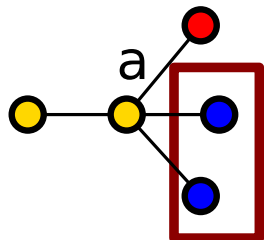
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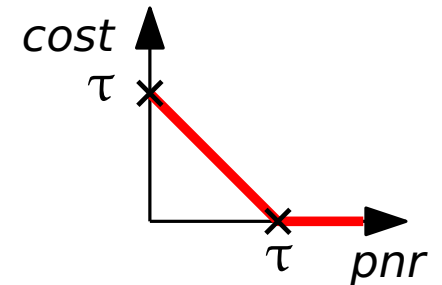


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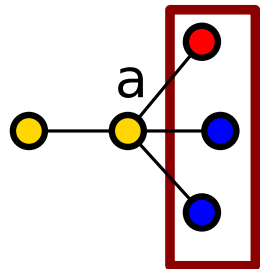
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1 vs. all Schelling Game (1-k-SG)

$$\tau = \frac{1}{3}$$

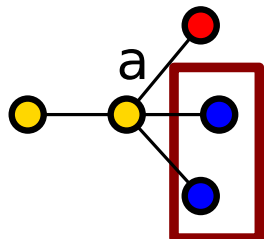


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$$cost_{p_G}(a) = \frac{1}{12}$$

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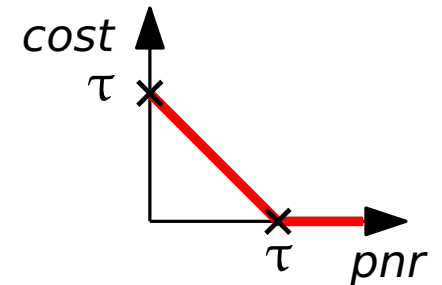
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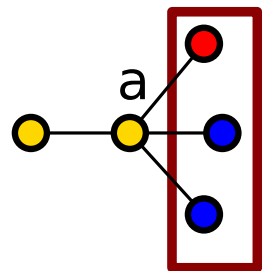
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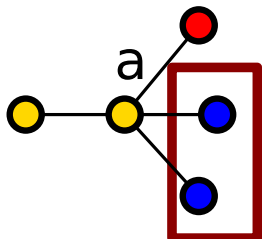
$$N_{p_G}^+(a) = \text{😊}$$

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$$\tau = \frac{1}{3}$$

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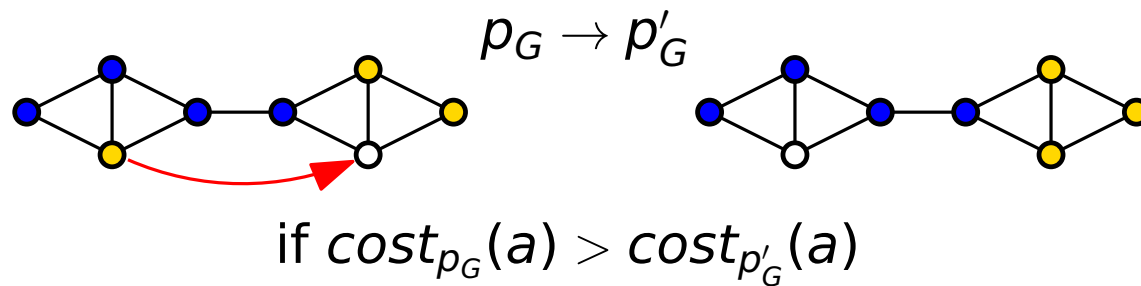
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$$cost_{p_G}(a) = 0 \text{ 😊}$$

What do discontent agents do?

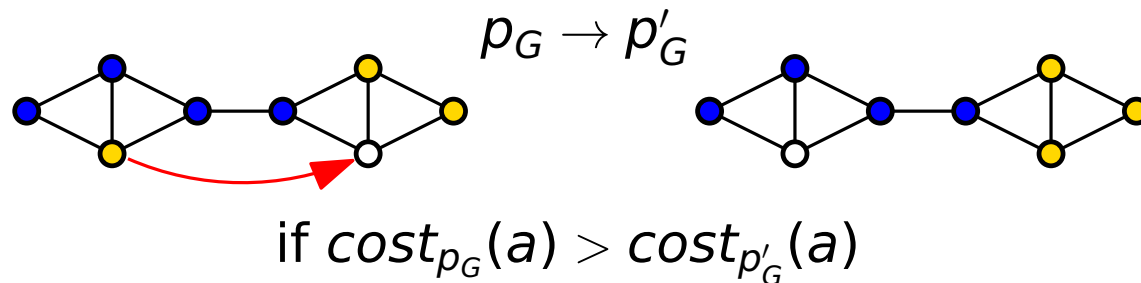
What do discontent agents do?

Jump Schelling Game (JSG): "jump to empty node to decrease costs"

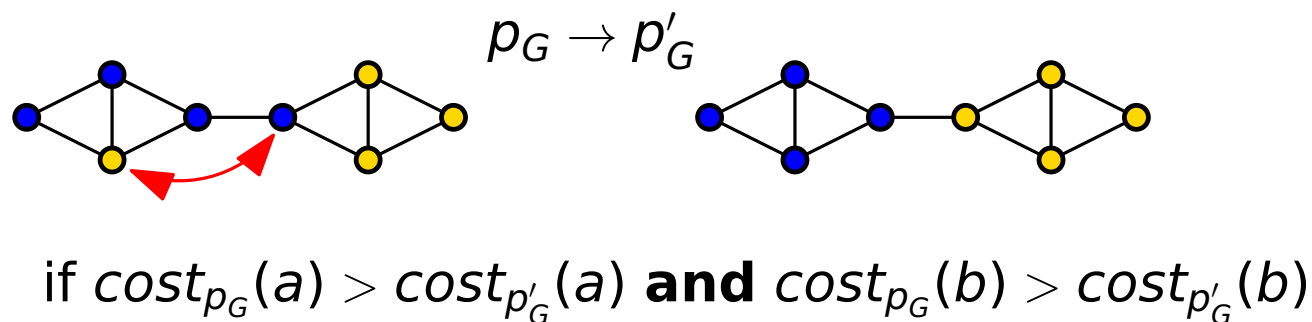


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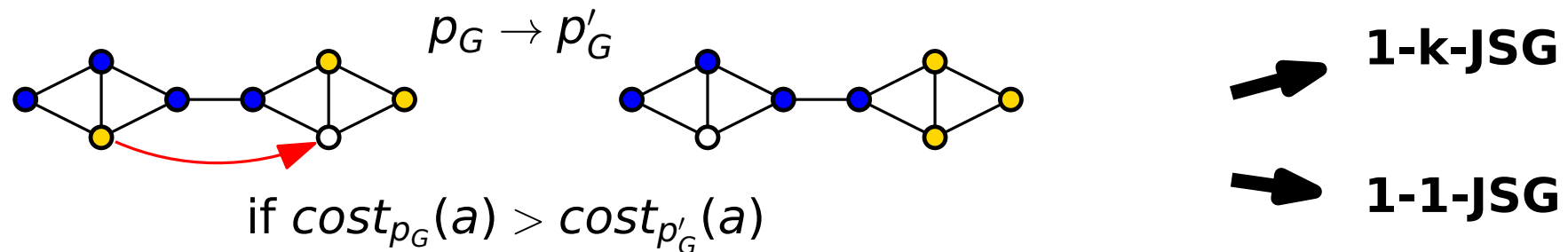


Swap Schelling Game (SSG): "swap position to decrease costs"

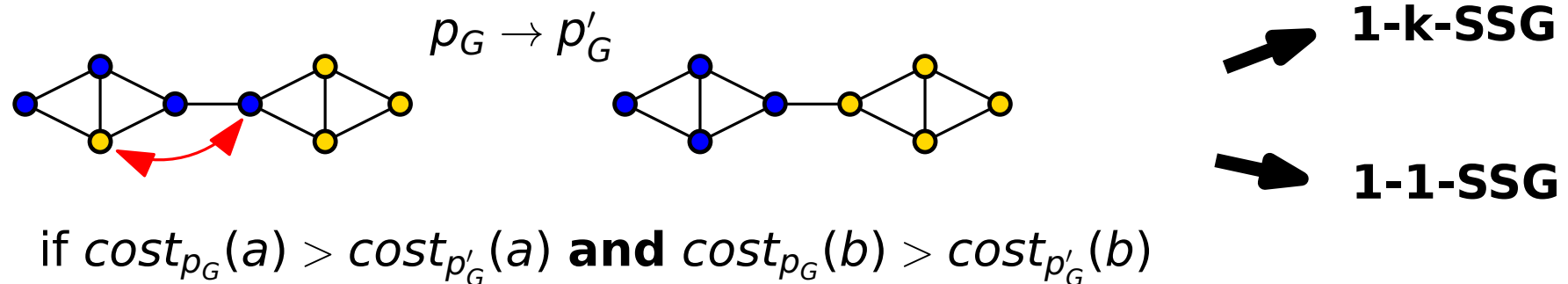


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- sequence of placements p_G^1, \dots, p_G^k
- such that p_G^i can be reached via swap/jump from p_G^{i-1}
- $p_G^k = p_G^1$ (upto type similarity)

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- $p_G^k = p_G^1$ (upto type similarity)

not weakly acyclic:

there is an unstable placement p_G from which no stable placement p'_G can be reached

Previous results by Chauhan et al (SAGT 2018):

	1 – k – SSG	1 – 1 – SSG	1 – k – JSG	1 – 1 – JSG
Δ –regular	$\checkmark P(A) = 2$		$\checkmark P(A) = 2, \Delta = 2$	
arbitrary	$\checkmark P(A) = 2, \tau \leq \frac{1}{2}$			

\checkmark guaranteed convergence

Our results:

	1 – k – SSG	1 – 1 – SSG	1 – k – JSG	1 – 1 – JSG
Δ –regular	\checkmark $\checkmark P(A) = 2$	$\checkmark \tau \leq \frac{1}{\Delta}$ $\circ \tau > \frac{6}{\Delta}$	$\checkmark P(A) = 2, \Delta = 2$ $\checkmark \tau \leq \frac{2}{\Delta}$ $\circ \tau > \frac{2}{\Delta}$	$\checkmark \tau \leq \frac{1}{\Delta}$ $\circ \tau > \frac{2}{\Delta}$
arbitrary	$\checkmark P(A) = 2, \tau \leq \frac{1}{2}$ \times else	\times else	\times	\times

\checkmark guaranteed convergence
 \circ improving response cycle
 \times not weakly acyclic

Our results:

	1 – k – SSG	1 – 1 – SSG	1 – k – JSG	1 – 1 – JSG
Δ –regular	\checkmark $\checkmark P(A) = 2$	$\checkmark \tau \leq \frac{1}{\Delta}$ $\circ \tau > \frac{6}{\Delta}$	$\checkmark P(A) = 2, \Delta = 2$ $\checkmark \tau \leq \frac{2}{\Delta}$ $\circ \tau > \frac{2}{\Delta}$	$\checkmark \tau \leq \frac{1}{\Delta}$ $\circ \tau > \frac{2}{\Delta}$
arbitrary	$\checkmark P(A) = 2, \tau \leq \frac{1}{2}$ \times else	\times else	\times	\times

\checkmark guaranteed convergence
 \circ improving response cycle
 \times not weakly acyclic

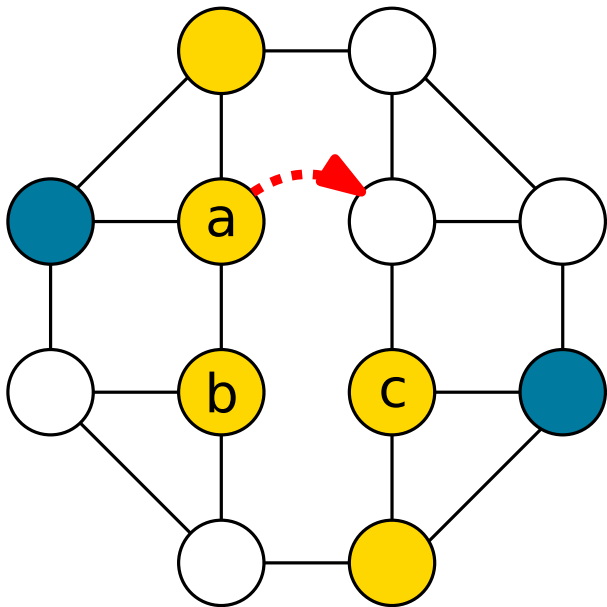
Theorem

Neither $1 - k$ -JSG nor $1 - 1$ -JSG are guaranteed to converge for any $\tau > \frac{2}{\Delta}$ on Δ -regular graphs.

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IRC for $\Delta = 3, \tau > \frac{2}{3}$ (e.g. $\tau = \frac{5}{6}$):



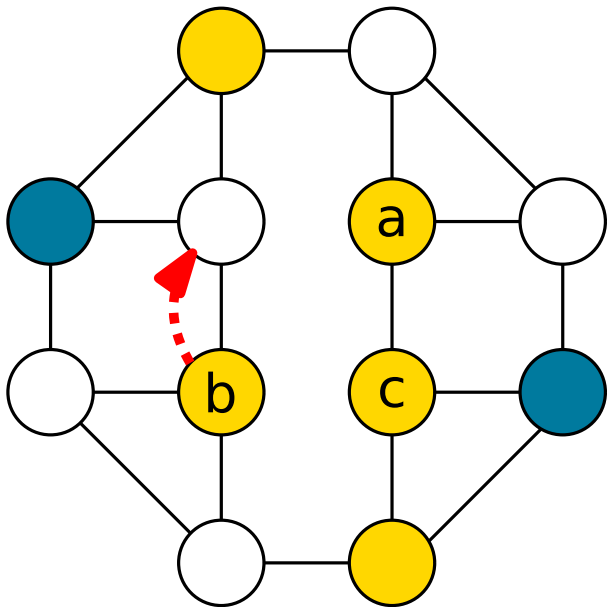
$$\text{cost}_{p_G}(a) = \frac{5}{6} - \frac{2}{3} = \frac{1}{6}$$

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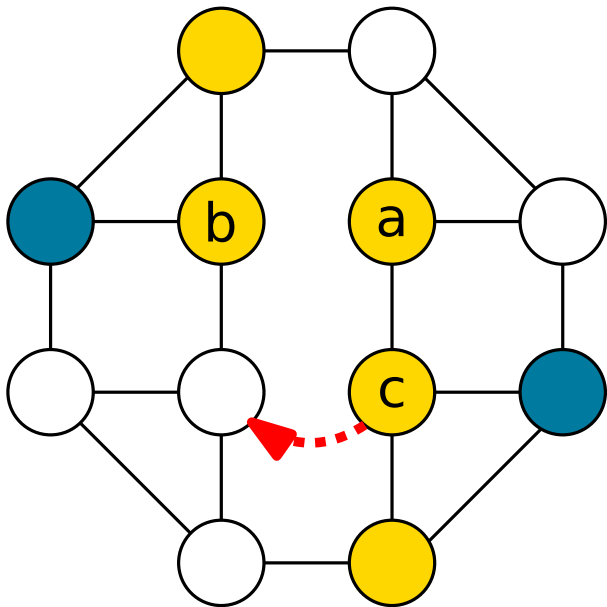
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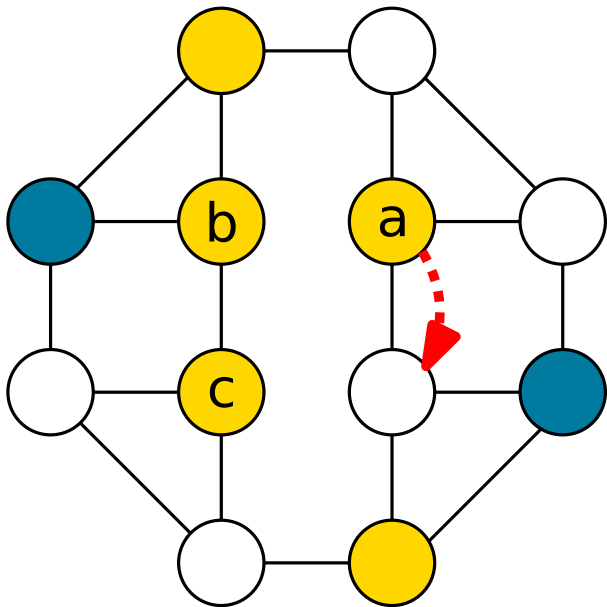
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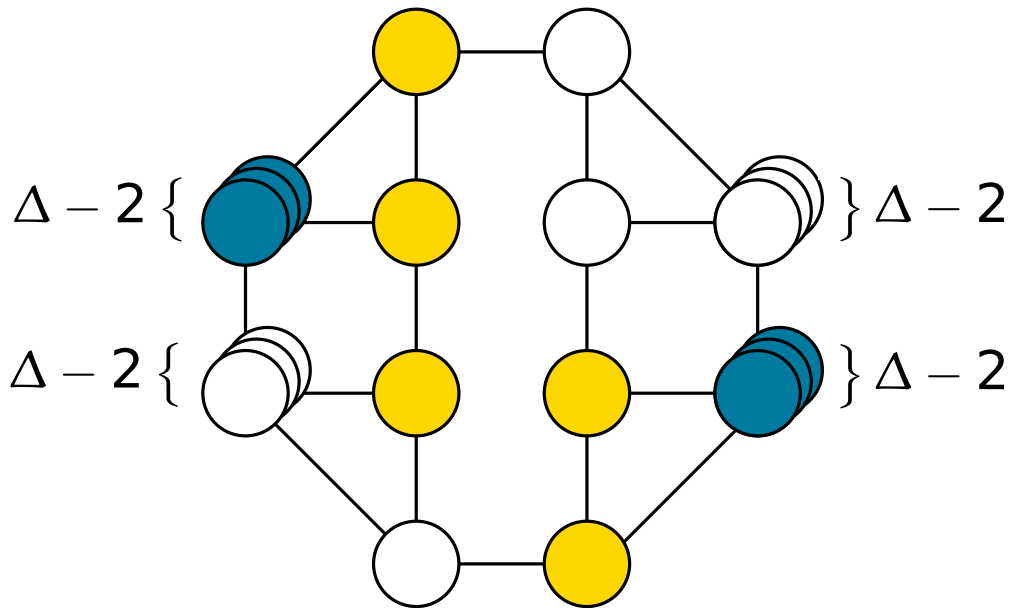
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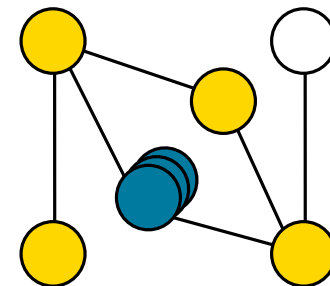
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almost for free:

not weakly acyclic on arbitrary graphs



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2 cases: $|N_{p_G}^+(a)| < |N_{p'_G}^+(a)|$ and $|N_{p_G}^+(a)| = |N_{p'_G}^+(a)| = 1$ using regularity



Optimal placement

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Theorem

It is NP-complete to decide the optimal placement problem for $1-k$ -SSG and $1-1$ -SSG on 2-regular graphs for $\tau > \frac{1}{2}$ and an arbitrary number of types.

Proof (sketch): reduction from 3-PARTITION

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Future work

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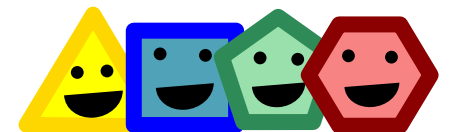
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Thank you very much and let's be happy polygons.



<https://ncase.me/polygons/>