

Selfish users in Aloha: a game-theoretic approach

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Outline

- Motivation
- Game theory revisit
- Aloha game
- Equilibria: existence, stability
- Example
- conclusion

Motivation

- Current approach: system designer
- Selfish users:
 - robust system
 - Scalable system by shifting decision making to the individual terminals.

Game theory revisit

- Stochastic game or Markov games: the probability distribution on the next state is determined by the current state and the actions of the players.

Aloha game

- Stochastic game
- Slot: one stage of the game
- State of the game: the number of users who currently wish to send a packet → **known**
- Actions: T (transmit), W (wait)
- Utility function: (**cost: c**)
 - Successful transmit: $1-c$
 - Wait : 0
 - Failed transmit: $-c$
 - Discount factor: δ (close to 1)

Aloha game (cont.)

- New players: poisson random variable
- new players \Leftrightarrow continuing players
- Strategy only depends on the number of players in the game \Rightarrow Markovian
- Players: same strategy

Equilibria of the Aloha game

- Existence
 - Glicksberg-Fan fixed point theorem:
Given an upper semi-continuous point to convex set correspondence $\Phi : S \Rightarrow S$ of a convex compact subset S of a convex Hausdorff linear topological space into itself there exists a fixed point $x \in \Phi(x)$

Stability

- $v(n)$: expected payoff with n and equilibrium strategy p_n
 - $v(T, n) = (1 - p_n)^{n-1} + [1 - (1 - p_n)^{n-1}] \delta E_\varepsilon v(n + \varepsilon) - c$
 - $V(W, n) = np_n(1 - p_n)^{n-2} \delta E_\varepsilon v(n - 1 + \varepsilon) + [1 - np_n(1 - p_n)^{n-2}] \delta E_\varepsilon v(n + \varepsilon)$
- $n-1$
-

• $\lim_{n \rightarrow \infty} v(n) = 0, \quad \lim_{n \rightarrow \infty} E_\varepsilon v(n + \varepsilon) = 0$

$$\lim_{n \rightarrow \infty} (1 - p_n)^{n-1} - c = 0 \Rightarrow p_n = 1 - \sqrt[n-1]{c}$$

Throughput: $np_n(1 - p_n)^{n-1}, \quad -c \ln c$

stable condition: $\lambda < -c \ln c$

Examples

Fig. 1. Equilibrium retransmit p

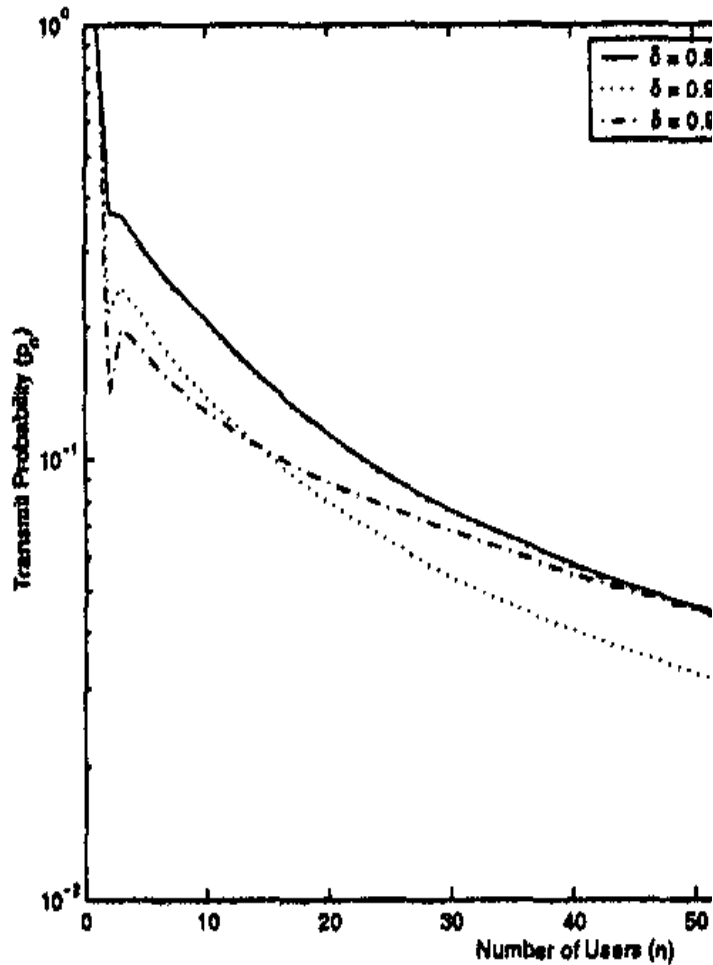
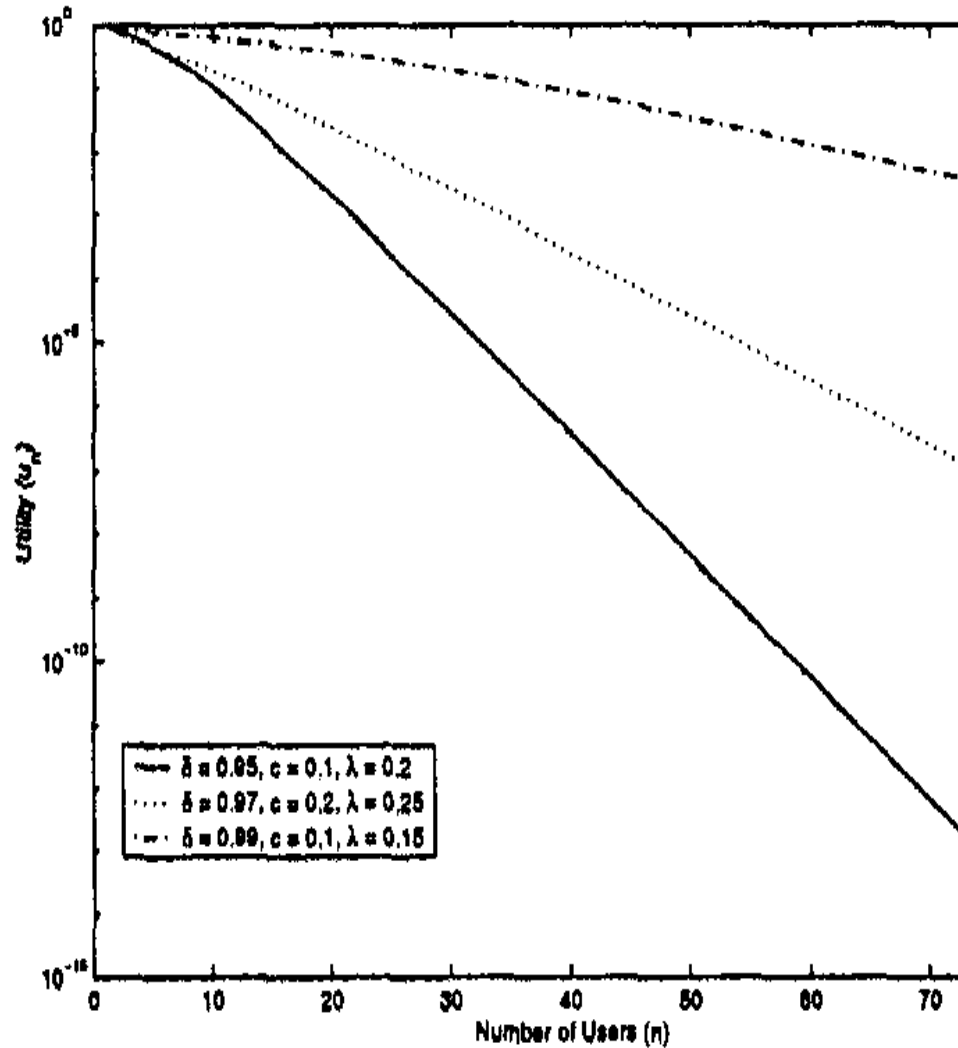


Fig. 2. Equilibrium utilities.



Comparison

- Globally:
 - optimal transmit probability $1/n$
 - Maximum throughput: $1/e$

Fig. 3. Maximum stable arrival rate

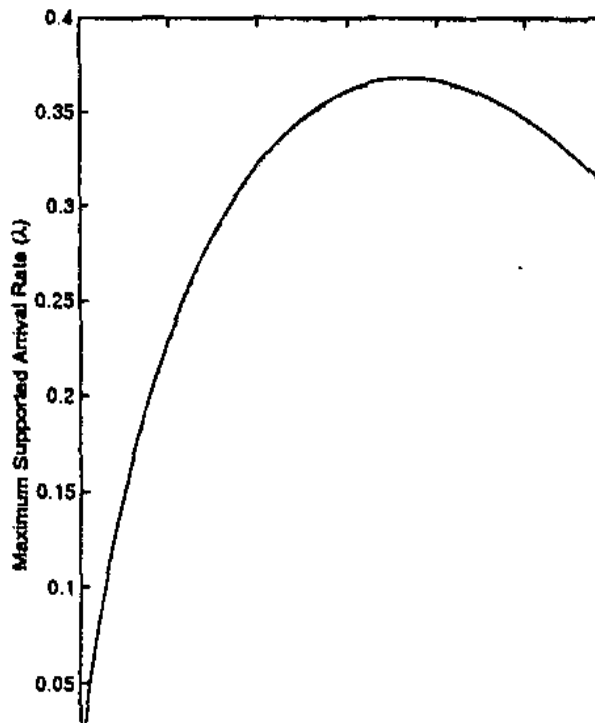
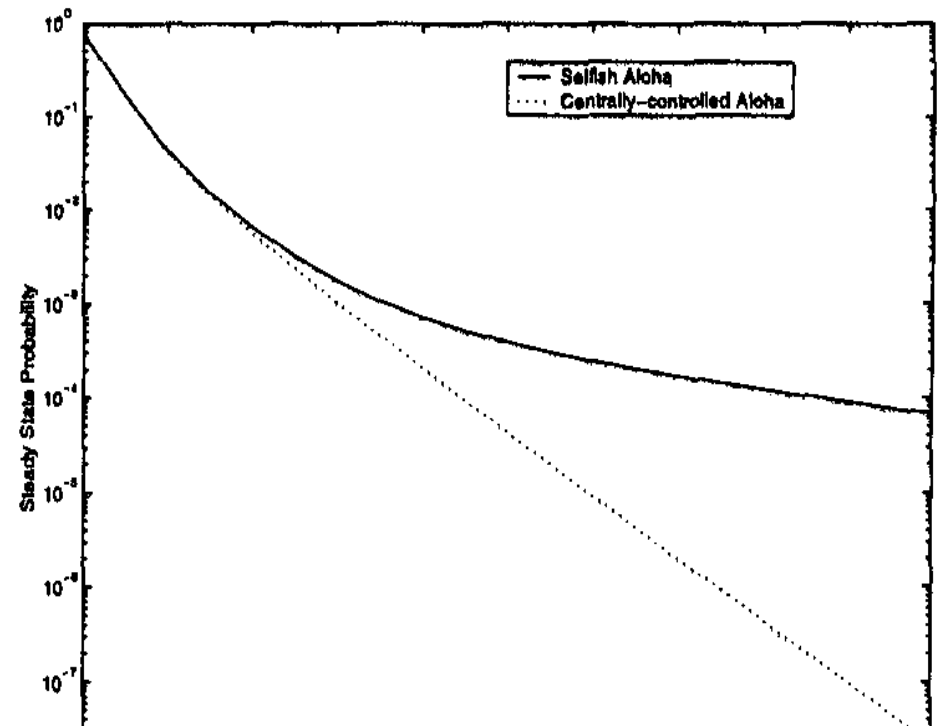


Fig. 4. Equilibrium distribution of waiting users.



Conclusion

- Stable
- Robust
- Comparable to a centrally controlled system