# Informational Substitutes and Complements for Prediction

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Joint work with Bo Waggoner

## Roadmap

- Information, prediction and prediction markets
- Substitutes and complements of signals
- Equilibria of prediction markets
- Future directions

# Information (Bayesian View)

- Event of interest: E
- ightharpoonup Signals:  $A, B, C \dots$
- ▶ Prior distribution: P(e, a, b, c ...)

Replication outcome of a behavioral experiment

Outcome of some related event

#### Information and Decision

- Event of interest: E
- ightharpoonup Signals:  $A, B, C \dots$
- ▶ Prior distribution: P(e, a, b, c ...)
- A decision problem
  - lacktriangle Decision:  $d \in \mathcal{D}$
  - Utility: u(d,e)
- Value of information [Börgers et al. `13]

$$\mathcal{V}(A) = \mathbb{E}_a \left[ \max_{d} \mathbb{E}_e[u(d, e)|A = a] \right]$$

Replication outcome of a behavioral experiment

Outcome of some related event

Follow the recommendation of the original result

#### Information and Prediction

- Event of interest: E
- ightharpoonup Signals:  $A, B, C \dots$
- ▶ Prior distribution: P(e, a, b, c ...)
- A prediction problem
  - Report:  $r \in \Delta$
  - $\blacktriangleright$  Proper scoring rule: S(r,e)
- Value of information

Replication outcome of a behavioral experiment

Outcome of some related event

Prob. distribution of *E* 

$$S(r, e) = \log r_e$$

$$V(A) = \mathbb{E}_a \mathbb{E}_{e \sim p_a} S(p_a, e) = \mathbb{E}_a G(p_a)$$

#### **Prediction Markets**

**\$1** if the study is replicated

**\$0** otherwise

Replicated  $r^0$   $r^1$   $r^2$   $r^3$   $r^4$  ...

- Market Scoring rules (MSR) [Hanson`03, `07]
  - ▶ Participant at time t receives  $S(r^t, e) S(r^{t-1}, e)$  when the event outcome is e.
  - Current report measures the population's collective belief
  - ▶ Implemented as a market maker offering contracts in practice
  - Many applications: Political events, economic events, entertainment, and business forecasts

Prediction markets correctly predicted the outcome of 71% replications of 41 psychology studies. [Drebera et al. `15]

#### Information Aggregation in Prediction Markets

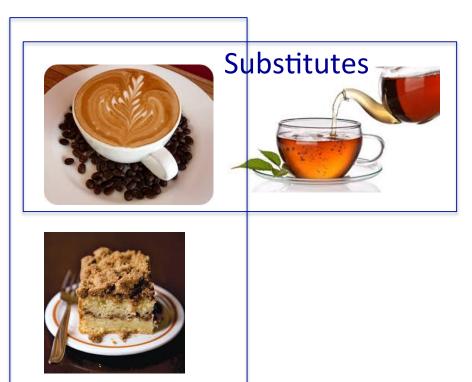
With strategic participants, how is information revealed and aggregated in prediction markets?

- Modeled as a Bayesian extensive-form game
  - ightharpoonup Event of interest: E
  - ightharpoonup Signals:  $A, B, C \dots$
  - ightharpoonup Common prior distribution:  $P(e, a, b, c \dots)$
  - Fixed order of participation
  - Either finite or infinite rounds

#### Information Aggregation in Prediction Markets

- ► [Ostrovsky `12] characterizes a condition under which information is fully aggregated in the limit (as time approaches infinity) in any PBE of any MSR.
- [Iyer, Johari, & Moallemi `14] extends the setting to riskaverse participants.
- [Chen et al. `07]: With conditionally independent signals,
   LMSR only has all-rush equilibria
- [Dimitrov and Sami `08]: With independent signals, LMSR can not have an all-rush equilibrium
- ► [Gao, Zhang, and Chen `13]: With independent signals, LMSR only has all-delay equilibria in a finite-round game

#### **Substitutes and Complements**



Complements

Strong connection between substitutes and existence of equilibria in markets for goods or matching markets

Can we define informational substitutes and complements that have similar impacts?

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## Prior Definition [Börgers et al. `13]

$$\mathcal{V}(A) = \mathbb{E}_a \left[ \max_d \mathbb{E}_e[u(d, e) | A = a] \right]$$

Two signals A and B are substitutes if for every decision problem

$$\mathcal{V}(A) + \mathcal{V}(B) \ge \mathcal{V}(A \lor B) + \mathcal{V}(\bot)$$

$$E_1=A_1=B_1$$
 Substitutes  $E_2=A_2\oplus B_2$  Complements

- Doesn't depend on the decision problem
- Doesn't depend on the internal structure of the signals

$$E = (E_1, E_2), A = (A_1, A_2), B = (B_1, B_2)$$

# Place a structure on signals

Blackwell informativeness criterion [Blackwell`53]

 $A' \preceq A$ : A' is less informative than A if A' is a ``garbling" of A

Any randomized strategy given A is a ``garbling'' of A.

# Substitutes of signals

$$\mathcal{V}(A) = \mathbb{E}_a \left[ \max_d \mathbb{E}_e[u(d, e)|A = a] \right]$$

Signals A and B are substitutes in the context of a prior p and decision problem u if for all  $A' \preceq A$ 

$$\mathcal{V}^{u,p}(A' \vee B) - \mathcal{V}^{u,p}(A') \ge \mathcal{V}^{u,p}(A \vee B) - \mathcal{V}^{u,p}(A)$$

and analogously for all  $\,B' \preceq B\,$ 

"Diminishing returns" for substitutes.

# Substitute of a set of signals

A set of signals  $A_1, \ldots, A_n$  are substitutes if the signals  $A_i \vee C$  and  $A_j \vee C$  are pairwise substitutes for any  $A_i, A_j$  and C, where C is the join of a subset of signals.

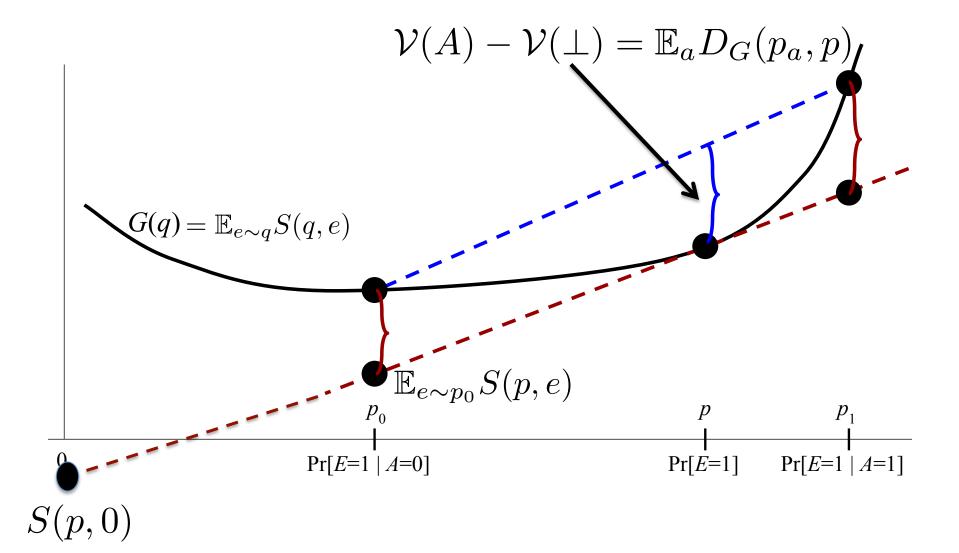
# "Revelation Principle"

For any decision problem u, there exists a proper scoring rule S such that for all prior p and signals A,

$$\mathcal{V}^{S,p}(A) = \mathcal{V}^{u,p}(A)$$

 $S(r,e)=u(d_r^*,e)$  is a proper scoring rule

$$V(A) = \mathbb{E}_a \mathbb{E}_{e \sim p_a} S(p_a, e) = \mathbb{E}_a G(p_a)$$



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# **Equilibria of Prediction Markets**

If signals are strict substitutes, then every BNE is allrush.

If signals are not substitutes, then there exists a trading order where some participant initially withholds information.

# **Equilibria of Prediction Markets**

► If signals are strict complements, then every BNE is all-delay (for a finite-round game).

If signals are not complements, then there exists a trading order where some participant initially reveals information.

# Signal Classes

- Independent signals are complements in any decision problem where G has a jointly convex Bregman divergence D<sub>G</sub>(p, q).
  - Independent signals are complements for both log and quadratic scoring rules
- Conditionally independent signals are substitutes for the log scoring rule, but not the quadratic scoring rule.

#### **Other Comments**

- Substitutes/complements of signals connect to submodular/supermodular set functions (over signals)
  - Algorithmic results for a combinatorial signal selection problem
- Substitutes/complements of signals also have an information theoretic interpretation

## Ongoing and Future Directions

Design market scoring rules to make given signals substitutes

Characterize signal (and decision problem) classes

Connection to substitutes/complements of goods