

Computational Aspects of Prediction Markets

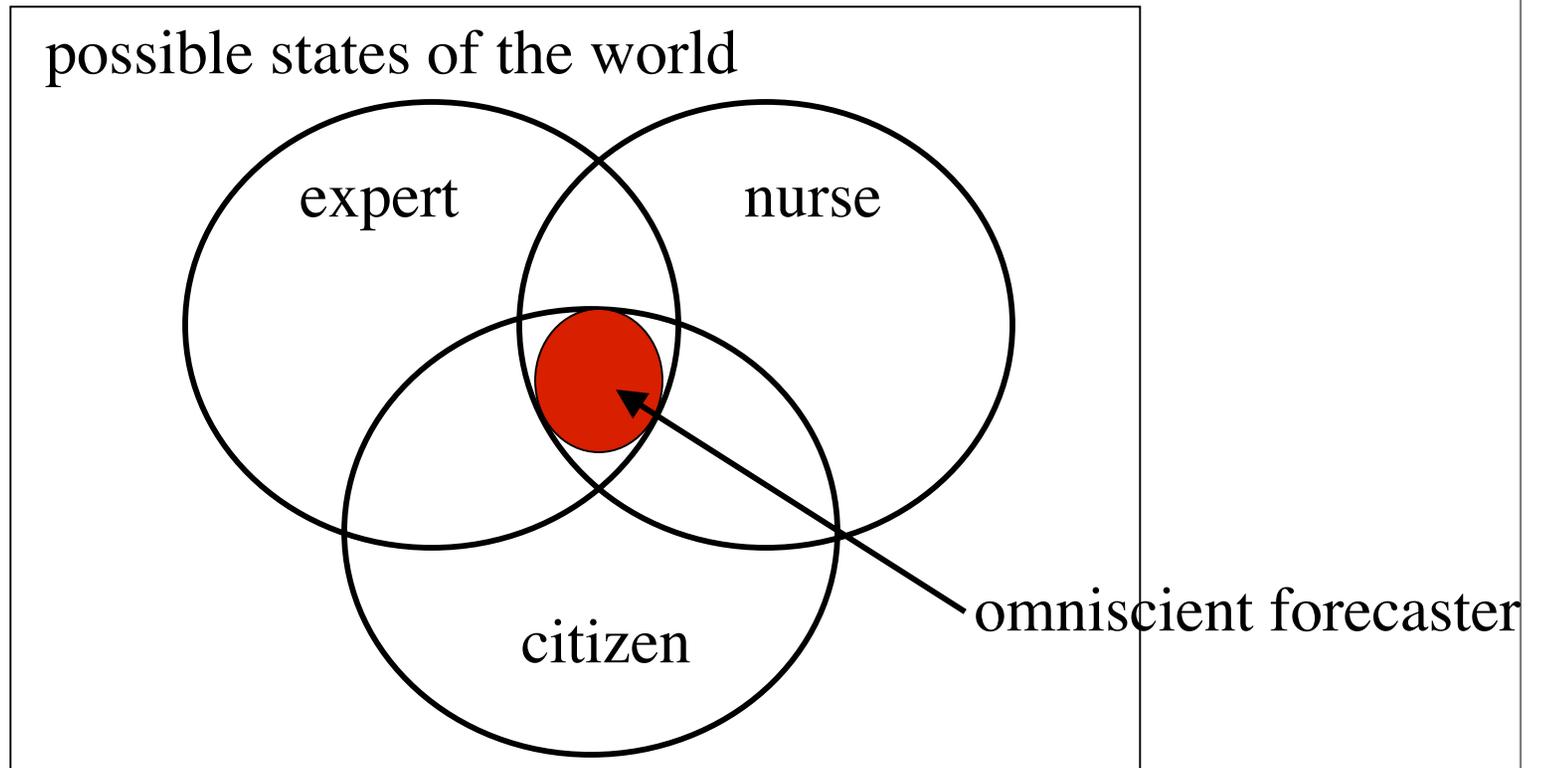
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Mech Design for Prediction

- **Q: Will there be a bird flu outbreak in the UK in 2007?**
- **A: Uncertain. Evidence distributed: health experts, nurses, public**
- **Goal: Obtain a forecast as good as omniscient center with access to all evidence from all sources**

Mech Design for Prediction



A Prediction Market

- **Take a random variable, e.g.**
Bird Flu Outbreak UK 2007?
(Y/N)
- **Turn it into a financial instrument**
payoff = realized value of variable

I am entitled to:

\$1 if

Bird Flu
UK '07

\$0 if

Bird Flu
UK '07

Contract	BQty	Bid	Offer	AQty	Last	Vol	Chge
Trade OSAMA.CAPTURE.MAR07	5	6.3	8.5	5	8.9	730	+0.9
Trade OSAMA.CAPTURE.JUN07	23	11.1	13.2	5	13.3	210	0
Trade OSAMA.CAPTURE.SEP07	10	15.3	18.1	1	16.6	174	0
Trade OSAMA.CAPTURE.DEC07	1	20.0	22.0	1	21.5	640	0
Trade OSAMA.CAPTURE.DEC06	Expired at 0.0					11.1k	-20.0

Contract	BQty	Bid	Offer	AQty	Last	Vol	Chge
Trade BIRDFLU.USA.31MAR07	1	7.0	13.0	7	9.0	781	0
Trade BIRDFLU.USA.31DEC06	Expired at 0.0					3627	-65.0

Contract	BQty	Bid	Offer	AQty	Last	Vol	Chge
Trade NFL.CHARGERS	102	26.5	26.6	8	26.5	35.9k	-0.3
Trade NFL.BEARS	4	14.2	14.4	3	14.5	37.3k	-0.4
Trade NFL.COLTS	100	8.0	8.7	3	8.8	27.1k	+1.0
Trade NFL.RAVENS	977	16.4	16.5	2	16.5	35.9k	+1.1
Trade NFL.SAINTE	16	9.7	9.8	12	9.7	35.0k	-0.5

Mech Design for Prediction

- **Standard Properties**
 - ~~• Efficiency~~
 - Individ. rationality
 - ~~• Budget balance~~
 - ~~• Revenue~~
 - Comp. complexity
- **Equilibrium**
 - General, Nash, ...
- **PM Properties**
 - **#1: Info aggregation**
 - Expressiveness
 - Liquidity
 - Bounded budget
 - Individ. rationality
 - Comp. complexity
- **Equilibrium**
 - **Rational expectations**

Competes with:
experts, scoring
rules, opinion
pools, ML/stats,
polls, Delphi

Outline

- **Some computational aspects of PMs**
 - **Combinatorics**
 - Betting on permutations
 - Betting on Boolean expressions
 - **Automated market makers**
 - Hanson's market scoring rules
 - Dynamic parimutuel market
 - **(Computational model of a market)**

Predicting Permutations

- **Predict the ordering of a set of statistics**
 - **Horse race finishing times**
 - **Daily stock price changes**
 - **NFL Football quarterback passing yards**
 - **Any ordinal prediction**
- **Chen, Fortnow, Nikolova, Pennock, EC'07**

Market Combinatorics

Permutations

- **A > B > C** .1
- **A > C > B** .2
- **B > A > C** .1
- **B > C > A** .3
- **C > A > B** .1
- **C > B > A** .2



Market Combinatorics

Permutations

• D > A > B > C	.01	• D > B > C > A	.05
• D > A > C > B	.02	• D > C > A > B	.1
• D > B > A > C	.01	• D > C > B > A	.2
• A > D > B > C	.01	• B > D > C > A	.03
• A > D > C > B	.02	• C > D > A > B	.1
• B > D > A > C	.05	• C > D > B > A	.02
• A > B > D > C	.01	• B > C > D > A	.03
• A > C > D > B	.2	• C > A > D > B	.01
• B > A > D > C	.01	• C > B > D > A	.02
• A > B > C > D	.01	• D > A	.03
• A > C > B > D	.01	• D > B	.01
• B > A > C > D	.01	• C > B > D > A	.02



Bidding Languages

- Traders want to bet on *properties* of orderings, not explicitly on orderings: more natural, more feasible
 - A will win ; A will “show”
 - A will finish in [4-7] ; {A,C,E} will finish in top 10
 - A will beat B ; {A,D} will both beat {B,C}
- ***Buy 6 units of “\$1 if $A > B$ ” at price \$0.4***
- Supported to a limited extent at racetrack today, but *each in different betting pools*
- Want centralized auctioneer to improve liquidity & information aggregation

Auctioneer Problem

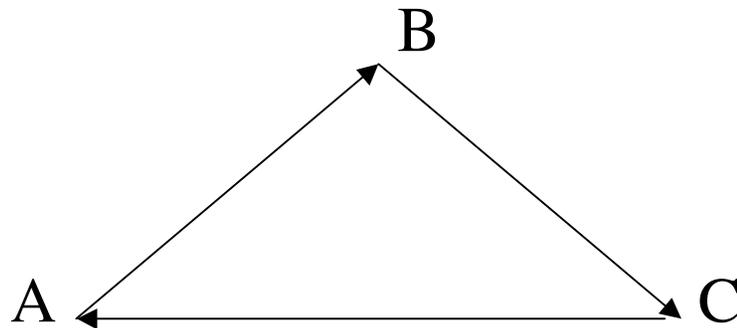
- **Auctioneer's goal:
Accept orders with non-zero worst-case loss (auctioneer never loses money)**

The Matching Problem

- **Formulated as LP**

Example

- **A three-way match**
 - Buy 1 of “\$1 if $A > B$ ” for 0.7
 - Buy 1 of “\$1 if $B > C$ ” for 0.7
 - Buy 1 of “\$1 if $C > A$ ” for 0.7



Pair Betting

- All bets are of the form “A will beat B”
- Cycle with sum of prices $> k-1 \implies$ Match
(Find best cycle: Polytime)
- Match $\not\implies$ Cycle with sum of prices $> k-1$
- Theorem: The Matching Problem for Pair Betting is NP-hard (reduce from min feedback arc set)

Subset Betting

- **All bets are of the form**
 - “A will finish in positions 3-7”, or
 - “A will finish in positions 1,3, or 10”, or
 - “A, D, or F will finish in position 2”
- **Theorem: The Matching Problem for Subset Betting is polytime (LP + maximum matching separation oracle)**

Market Combinatorics

Boolean

I am entitled to: \$1 if $A_1 \& A_2 \& \dots \& A_n$

I am entitled to: \$1 if $A_1 \& A_2 \& \dots \& \overline{A_n}$

I am entitled to: \$1 if $\overline{A_1} \& A_2 \& \dots \& A_n$

I am entitled to: \$1 if $\overline{A_1} \& A_2 \& \dots \& \overline{A_n}$

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I am entitled to: \$1 if $\overline{A_1} \& \overline{A_2} \& \dots \& \overline{A_n}$

- **Betting on complete conjunctions is both unnatural and infeasible**

Market Combinatorics

Boolean

- **A bidding language: write your own security**

I am entitled to: \$1 if Boolean_fn | Boolean_fn

- **For example**

I am entitled to: \$1 if A1 | $\overline{A2}$

I am entitled to: \$1 if A1 & $\overline{A7}$

I am entitled to: \$1 if $(A1 \& \overline{A7}) \parallel A13 \mid (A2 \parallel \overline{A5}) \& A9$

- **Offer to buy/sell q units of it at price p**
- **Let everyone else do the same**
- **Auctioneer must decide who trades with whom at what price... How? (next)**
- **More concise/expressive; more natural**

The Matching Problem

- There are many possible matching rules for the auctioneer
- A natural one: maximize trade subject to no-risk constraint
- **Example:**
 - buy 1 of

\$1 if A1

 for \$0.40
 - sell 1 of

\$1 if A1&A2

 for \$0.10
 - sell 1 of

\$1 if A1& <u>A2</u>

 for \$0.20
- No matter what happens, auctioneer cannot lose money

trader gets \$\$ in state:

A1A2	A1 <u>A2</u>	<u>A1</u> A2	<u>A1</u> <u>A2</u>
0.60	0.60	-0.40	-0.40
-0.90	0.10	0.10	0.10
0.20	-0.80	0.20	0.20
<hr/>			
-0.10	-0.10	-0.10	-0.10

Market Combinatorics Boolean

Prediction Markets for 2006 US Senate Races

Contract	BQty	Bid	Offer	AQty	Last	Vol	Chge
Trade ALABAMA.DEM	100	5.0	15.0	100	8.0	0	0
Trade ALABAMA.REP	2	85.1	95.0	100	90.0	1	0
Trade ALABAMA.FIELD	0	-	5.0	100	2.5	0	0
Trade ALASKA.DEM	100	10.0	20.0	100	14.0	0	0
Trade ALASKA.REP	1	80.1	90.0	100	85.0	0	0
Trade ALASKA.FIELD	0	-	5.0	100	2.5	0	0
Trade ARIZONA.DEM	100	27.0	35.0	100	28.0	10	0
Trade ARIZONA.REP	100	65.0	75.0	100	70.0	10	0
Trade ARIZONA.FIELD	0	-	5.0	100	2.5	0	0
Trade ARKANSAS.DEM	100	25.0	30.0	71	26.0	30	0
Trade ARKANSAS.REP	100	70.0	80.0	100	75.0	0	0
Trade ARKANSAS.FIELD	0	-	5.0	100	2.5	0	0

Predicted Probabilities of Senate Elections based on Market Data from Tradesports.com

Expected Republican 50.78 Democrat 47.25 Others 1.98
Leaning Democrat 49 Republican 49 Others 2

GOP Senate Control 69.0%
GOP House Control 20.0%

Complexity Results

- **Divisible orders:** will accept any $q^* \leq q$
- **Indivisible:** will accept all or nothing

# events	divisible	indivisible
$O(\log n)$	polynomial	NP-complete
$O(n)$	co-NP-complete	Σ_2^P complete

- **Natural algorithms**
 - **divisible:** linear programming
 - **indivisible:** integer programming; logical reduction?

Automated Market Makers

- A market maker (a.k.a. bookmaker) is a firm or person who is almost always willing to accept both buy and sell orders at some prices
- Why an institutional market maker? **Liquidity!**
 - Without market makers, the more expressive the betting mechanism is the less liquid the market is (few exact matches)
 - Illiquidity discourages trading: Chicken and egg
 - Subsidizes information gathering and aggregation: Circumvents no-trade theorems
- Market makers, unlike auctioneers, bear risk. Thus, we desire mechanisms that can **bound the loss of market makers**
 - Market scoring rules [Hanson 2002, 2003, 2006]
 - Dynamic pari-mutuel market [Pennock 2004]

Automated Market Makers

- n disjoint and exhaustive outcomes
- Market maker maintain vector Q of outstanding shares
- Market maker maintains a cost function $C(Q)$ recording total amount spent by traders
- To buy ΔQ shares trader pays $C(Q + \Delta Q) - C(Q)$ to the market maker; Negative “payment” = receive money
- Instantaneous price functions are
$$p_i(Q) = \frac{\partial C(Q)}{\partial q_i}$$
- At the beginning of the market, the market maker sets the initial Q^0 , hence subsidizes the market with $C(Q^0)$.
- At the end of the market, $C(Q^f)$ is the total money collected in the market. It is the maximum amount that the MM will pay out.

Hanson's Market Maker I

Logarithmic Market Scoring Rule

- n mutually exclusive outcomes
- Shares pay \$1 if and only if outcome occurs

- **Cost Function**

$$C(Q) = b \times \log\left(\sum_{i=1}^n e^{\frac{q_i}{b}}\right)$$

- **Price Function**

$$p_i(Q) = \frac{e^{\frac{q_i}{b}}}{\sum_{j=1}^n e^{\frac{q_j}{b}}}$$

Hanson's Market Maker II

Quadratic Market Scoring Rule

- We can also choose different cost and price functions

- Cost Function

$$C(Q) = \frac{\sum_{i=1}^n q_i}{n} + \frac{\sum_{i=1}^n q_i^2}{4b} + \frac{(\sum_{i=1}^n q_i)^2}{4b} - \frac{b}{n}$$

- Price Function

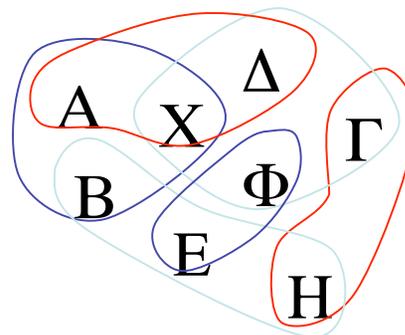
$$p_i(Q) = \frac{1}{n} + \frac{q_i}{2b} - \frac{\sum_{j=1}^n q_j}{2nb}$$

Log Market Scoring Rule

- Market maker's loss is bounded by $b * \ln(n)$
- Higher $b \Rightarrow$ more risk, more “liquidity”
- Level of liquidity (b) never changes as wagers are made
 - Could charge transaction fee, put back into b (Todd Proebsting)
- Much more to MSR: sequential shared scoring rule, combinatorial MM “for free”, ... see Hanson 2002, 2003, 2006

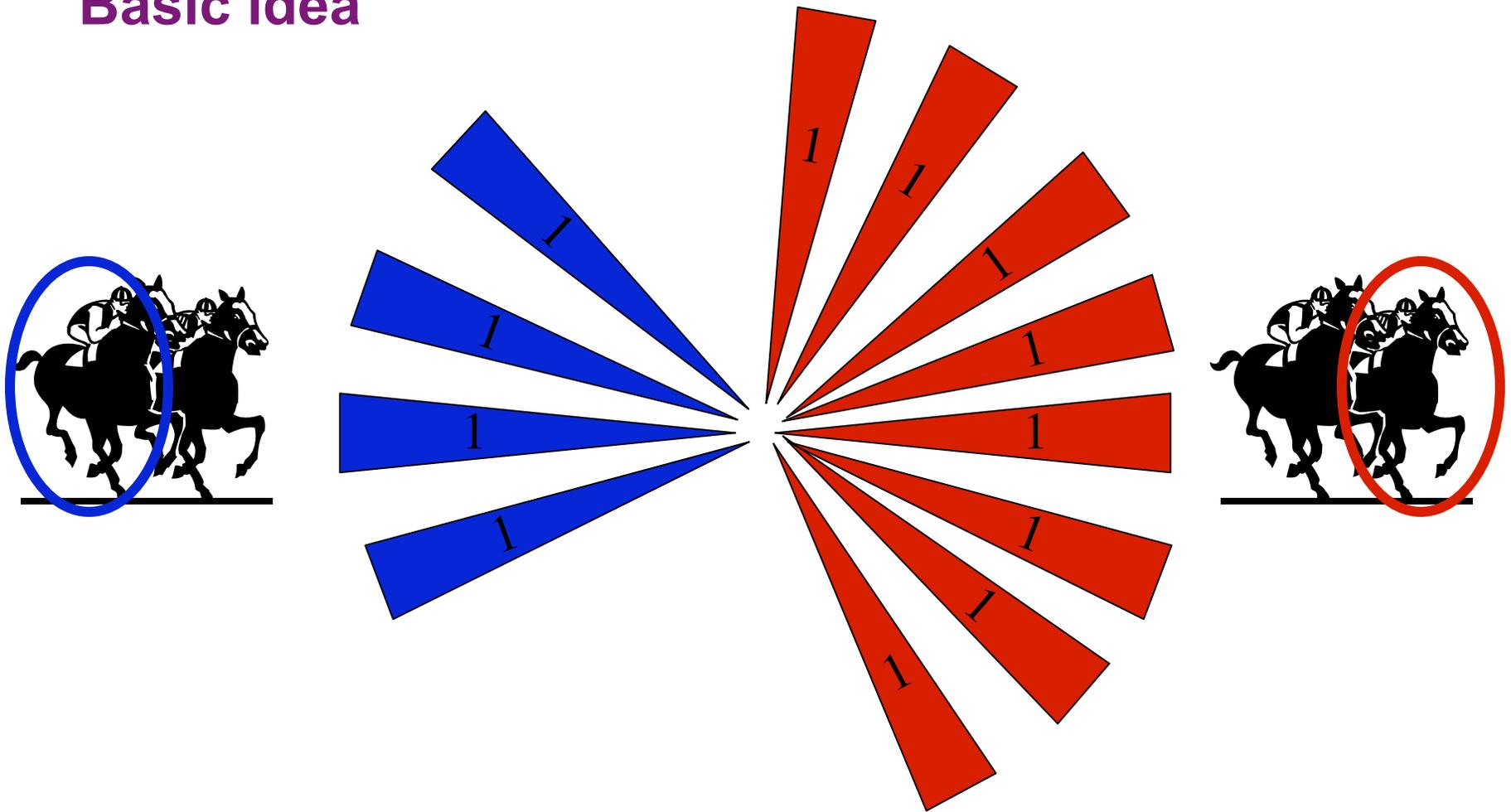
Computational Issues

- **Straightforward approach requires exponential space for prices, holdings, portfolios**
- **Could represent probabilities using a Bayes net or other compact representation; changes must keep distribution in the same representational class**
- **Could use multiple overlapping patrons, each with bounded loss. Limited arbitrage could be obtained by smart traders exploiting inconsistencies between patrons**

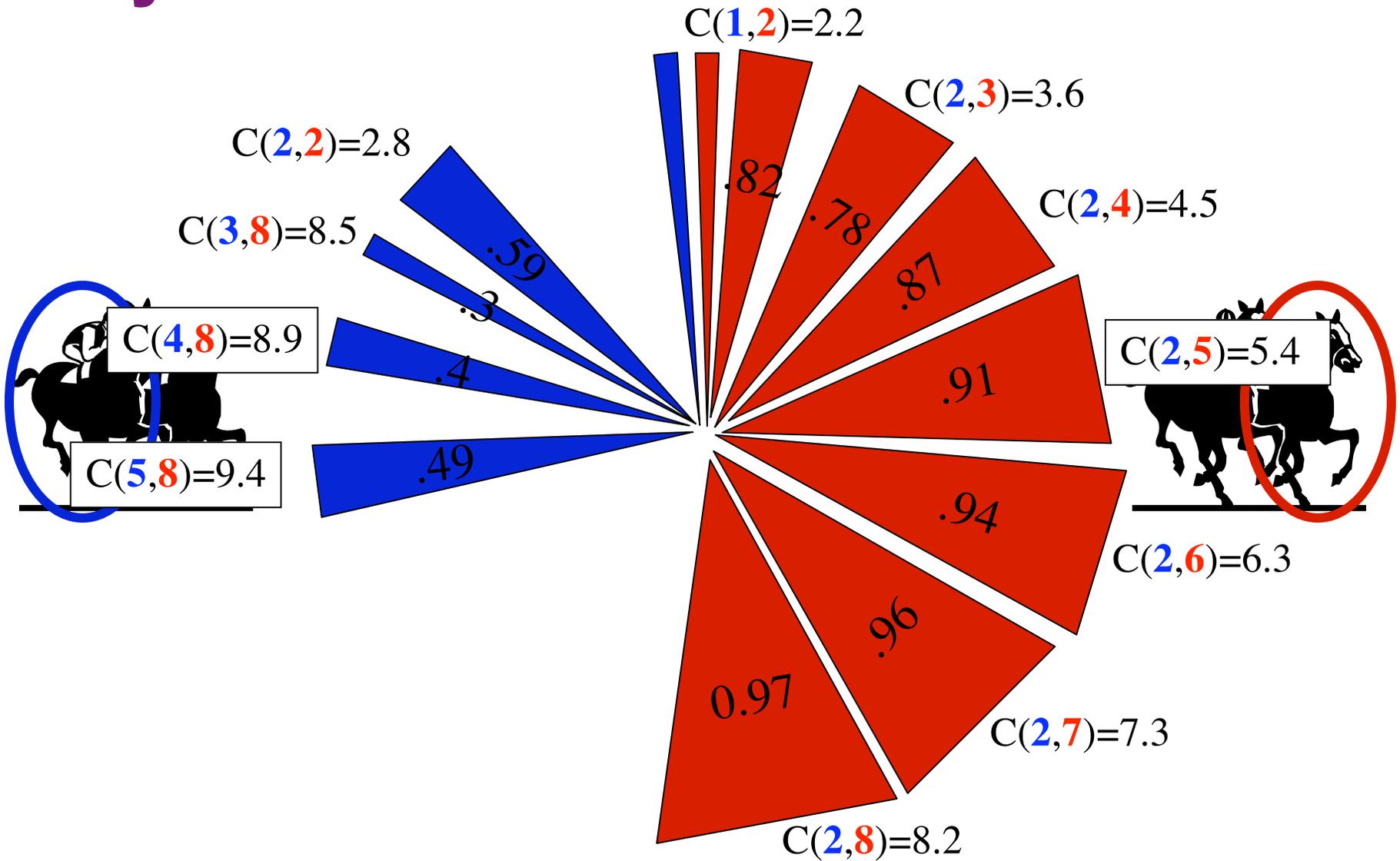


Pari-Mutuel Market

Basic idea



Dynamic Parimutuel Market



Share-ratio price function

- One can view DPM as a market maker

- Cost Function:

$$C(Q) = \sqrt{\sum_{i=1}^n q_i^2}$$

- Price Function:

$$p_i(Q) = \frac{q_i}{\sqrt{\sum_{j=1}^n q_j^2}}$$

- Properties

- No arbitrage
- $\text{price}_i / \text{price}_j = q_i / q_j$
- $\text{price}_i < \$1$
- $\text{payoff if right} = C(Q_{\text{final}}) / q_o > \1

Open Questions

Combinatorial Betting

- **Usual hunt: Are there natural, useful, expressive bidding languages (for permutations, Boolean, other) that admit polynomial time matching?**
- **Are there good heuristic matching algorithms (think WalkSAT for matching); logical reduction?**
- **How can we divide the surplus?**
- **What is the complexity of incremental matching?**

Open Questions

Automated Market Makers

- **For every bidding language with polytime matching, does there exist a polytime MSR market maker?**
- **The automated MM algorithms are online algorithms: Are there other online MM algorithms that trade more for same loss bound?**