

# Market Scoring Rules

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# Multiple forecasters

- What if we have more than one forecaster?
- One idea: use a proper scoring rule for everyone separately, then aggregate
  - Median? Mean? Geometric mean?

# A story

- A coin may be biased ( $P(H | B) = .75$ ) or unbiased ( $P(H | \text{not } B) = .5$ )
- Prior: half of coins are biased ( $P(B) = .5$ )
- We ask a forecaster to predict the outcome of the next toss of this coin
- Suppose he has seen this coin be tossed once before, and the outcome was H
- What should the forecaster predict (if rewarded with a proper scoring rule?)

# Story, continued

- Same as before, but now there are **two** forecasters
- Each of them has observed a separate toss of the coin before, and in both cases the answer was H
- What should they each predict?
  - ... assuming they are each rewarded via a proper scoring rule and do not know about each other?
- What should someone who has observed both coin tosses predict?
- ... but what if the two forecasters observed the **same** toss?

# Takeaway

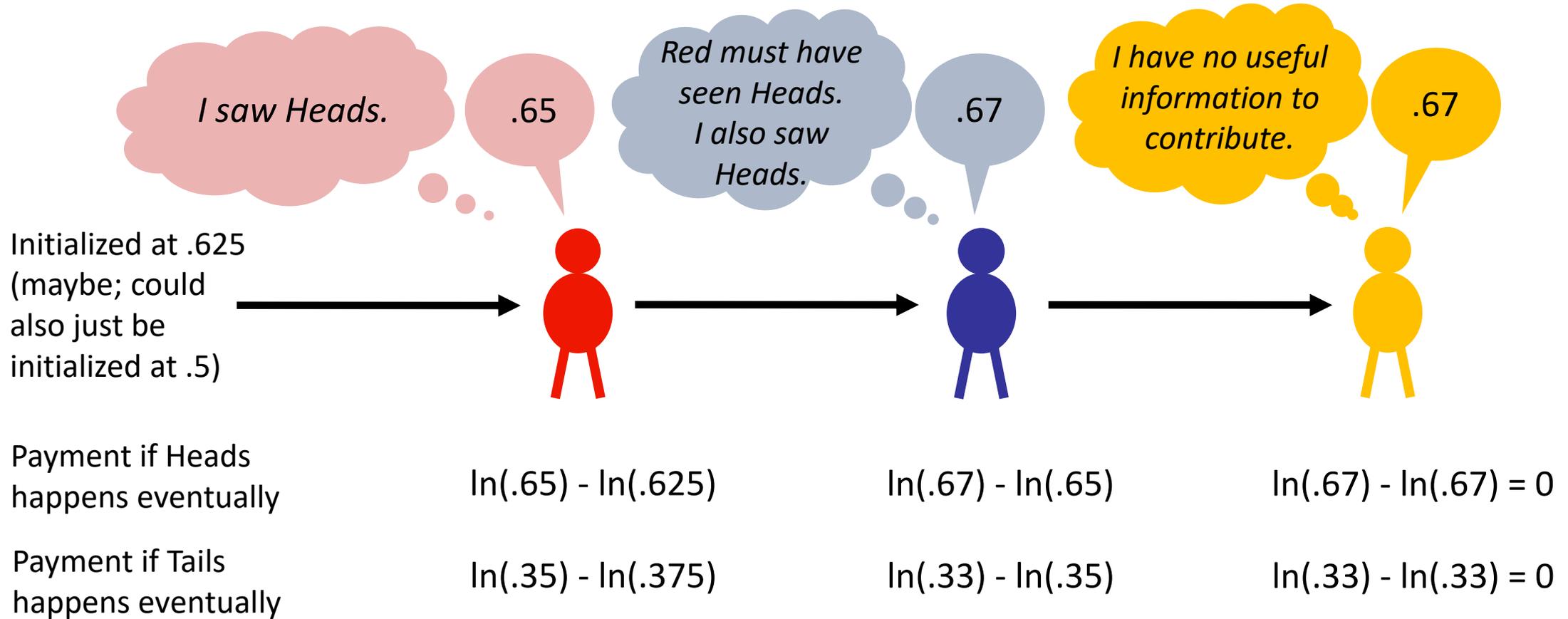
- We would like forecasters' information to **aggregate**
- No way to do this automatically from individual forecasts unless we know more about the information structure
- But what if we want our system to work in a way that is independent of the information structure?
- (Possible) solution: assume the **agents** know the information structure

# Market scoring rule

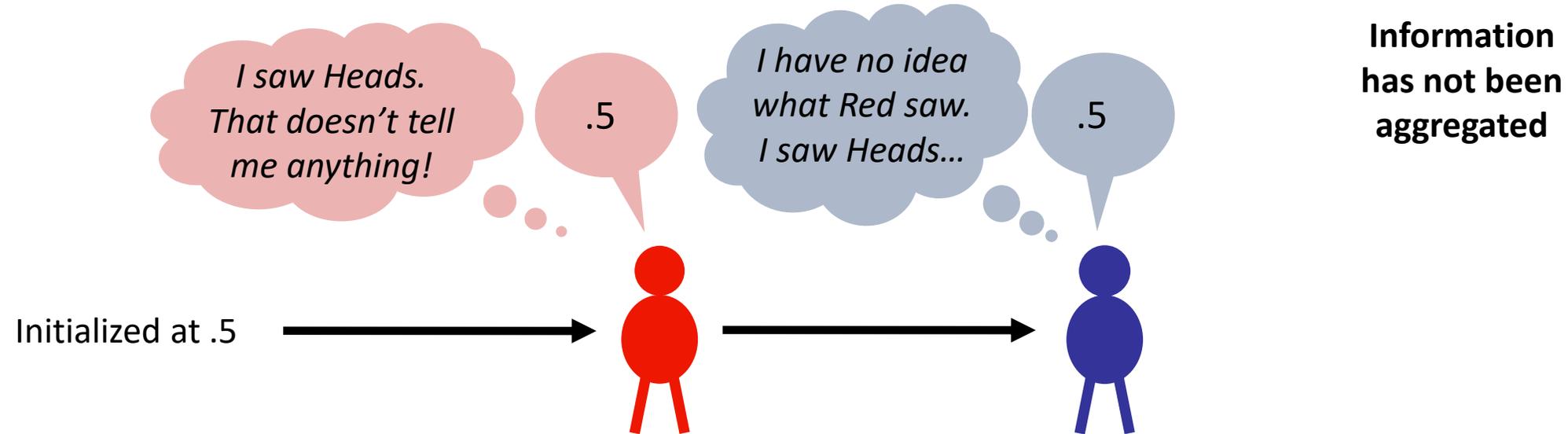
- Let the agents report probabilities  $\mathbf{p}_i$  in sequence,  $i = 1, \dots, n$
- Pay agent  $i$ :  $S(\mathbf{p}_i, \omega) - S(\mathbf{p}_{i-1}, \omega)$ 
  - Set  $\mathbf{p}_0$  to something arbitrary
- Total payment:  $S(\mathbf{p}_n, \omega) - S(\mathbf{p}_0, \omega)$ 
  - Bounded (if  $S$  is bounded)

# How it's supposed to work (with logarithmic scoring rule)

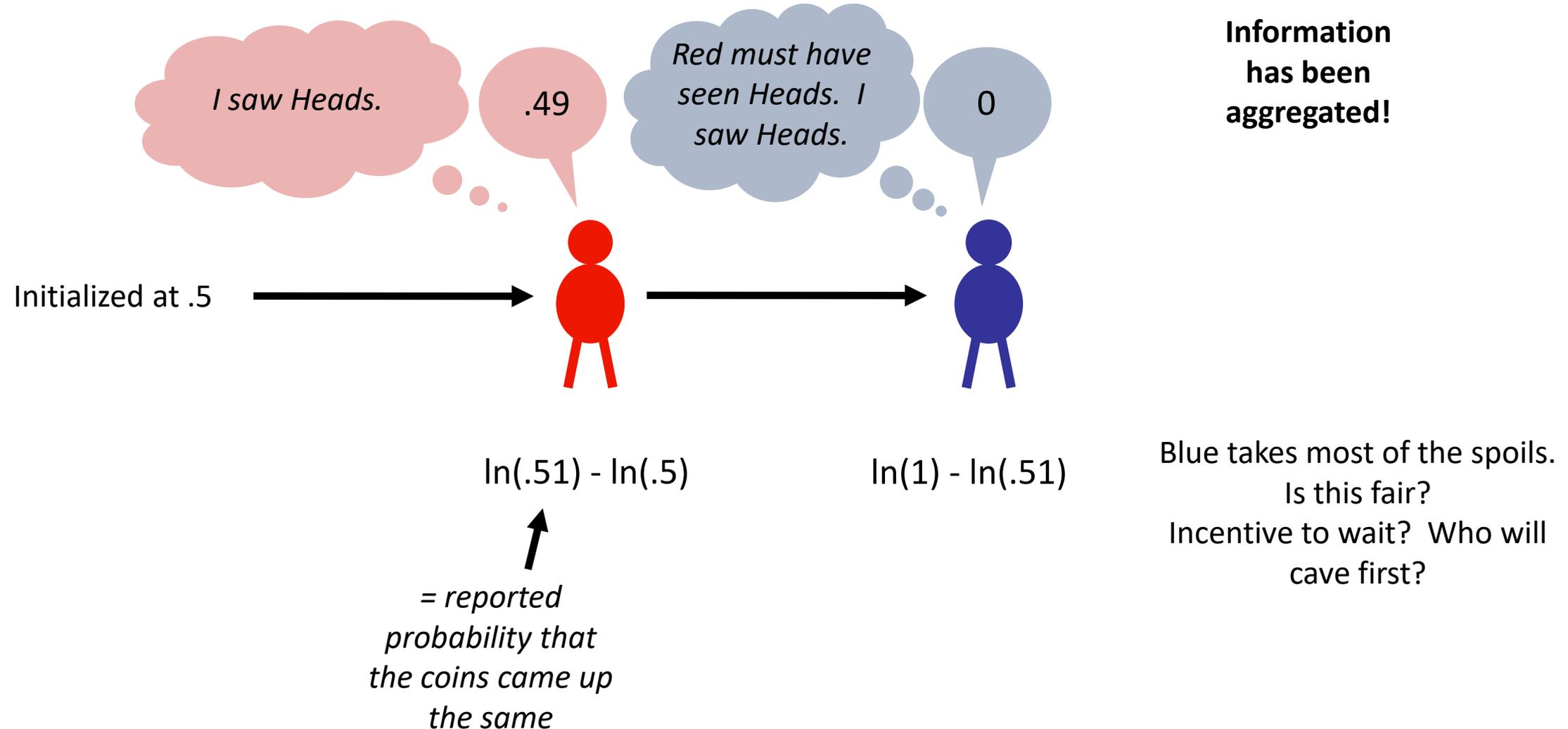
Information has been aggregated!



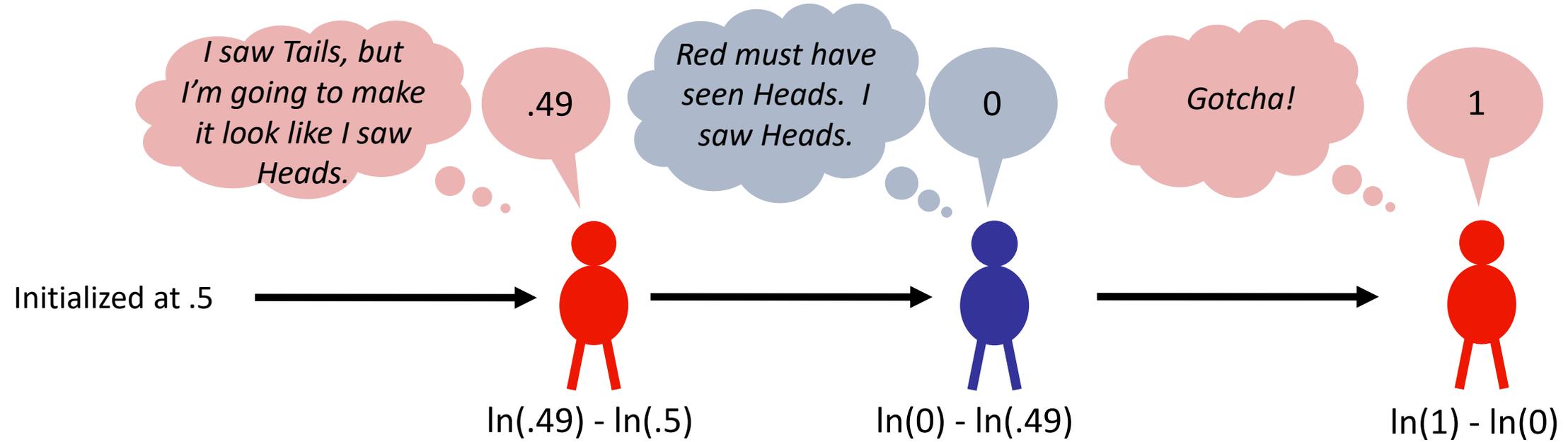
# A failure mode: predict XOR of your fair coins



# Brittleness of previous example: suppose coins come up Heads with .51



# Another failure mode: sneaky Red on XOR



What if Blue is also strategic?

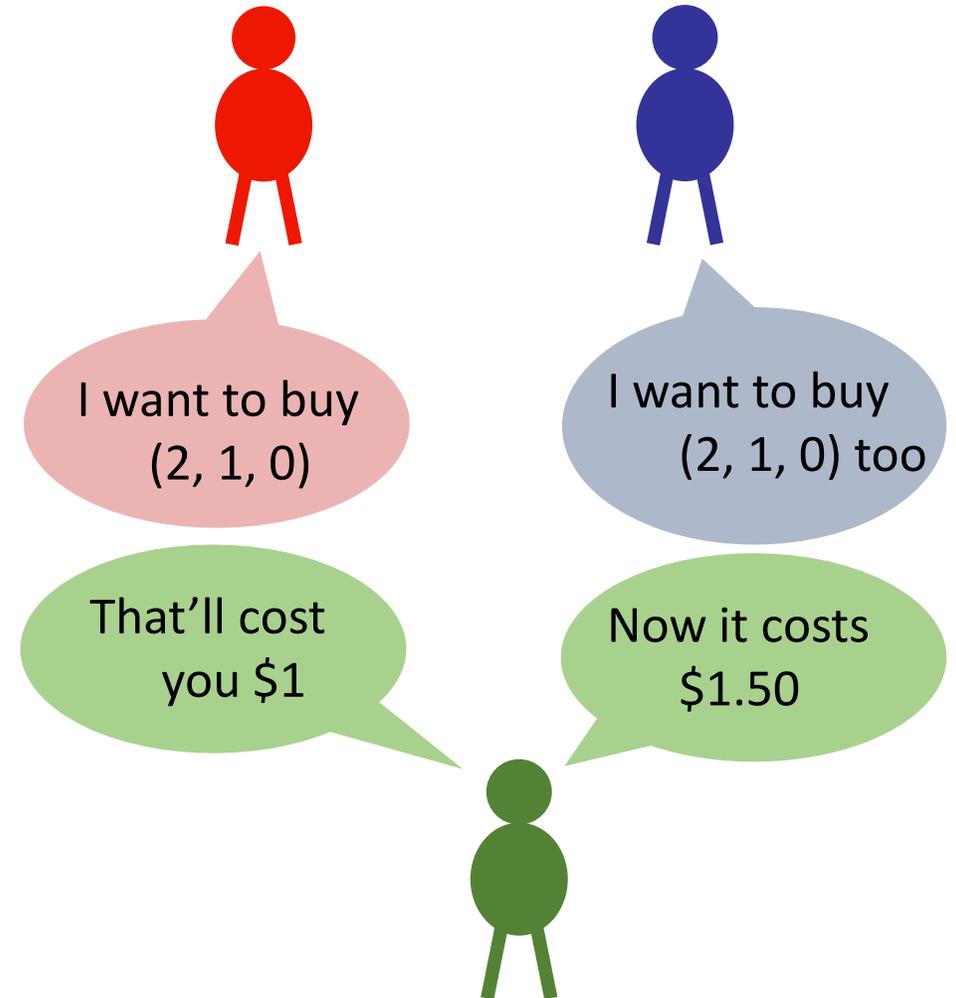
# Principal-aligned proper scoring rules, revisited [Shi, Conitzer, Guo 2009]

- Market scoring rules are not principal-aligned (why?)
- Nice thing about market scoring rules: upper bound on subsidy independent of  $n = \text{\#agents providing information}$ 
  - I.e., cost of obtaining all information is  $O(1)$
- Upper bound with principal alignment:  $O(n)$  (why?)
- Matching lower bound in the paper (assuming nonzero incentive for prediction)

# Relationship between market scoring rules and more traditional forms of prediction markets

[Hanson 2003, 2007; Chen and Pennock 2007]

- Consider a security that pays out \$1 if outcome  $\omega$  occurs
- Let  $q_\omega$  denote the number of such securities outstanding
- Consider a **market maker** always willing to sell more such securities at price  $p_\omega(\mathbf{q})$  (or buy at  $-p_\omega(\mathbf{q})$ )
- Want  $\sum_\omega p_\omega(\mathbf{q}) = 1$  for all  $\mathbf{q}$
- Suppose  $p_\omega(\mathbf{q})$  is increasing in  $q_\omega$  (to 1 in the limit)
- Suppose the total paid price is path independent,  $C(\mathbf{q})$ 
  - Moving to  $\mathbf{q}'$  from  $\mathbf{q}$  costs  $C(\mathbf{q}') - C(\mathbf{q})$



# Market maker for logarithmic scoring rule

- Let  $C(\mathbf{q}) = \ln \sum_{\omega} \exp\{q_{\omega}\}$
- Then the current price of an  $\omega$  security is  $p_{\omega}(\mathbf{q}) = \exp\{q_{\omega}\} / \sum_{\omega'} \exp\{q_{\omega'}\}$
- Suppose you believe the probability vector should be  $\mathbf{p}'$
- Suppose you end up trading the market towards a  $\mathbf{q}'$  such that  $\sum_{\omega'} \exp\{q'_{\omega'}\} = k$
- You will want to have  $\exp\{q'_{\omega}\} / k = p'_{\omega}$  or  $q'_{\omega} = \ln kp'_{\omega}$  (why?)
- So you will pay  $\ln \sum_{\omega'} \exp\{q'_{\omega'}\} = \ln k$  (minus a constant)
- For the realized outcome  $\omega$  you will receive  $q'_{\omega} = \ln kp'_{\omega}$  (minus a constant)
- So you get  $\ln kp'_{\omega} - \ln k = \ln p'_{\omega}$  (plus/minus a constant)!