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System model

One-shot game analysis

Repeated campaigns

Marketing resource allocation in duopolies over social networks

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Traditional marketing

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1 Broadcast via TV/Radio etc,

- **2** Exploit influence of celebrities
- **3** Not customized for viewers

Modern social media marketing

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- **1** SM platforms collect user data
- 2 Firms compete online to provide ads based on user data
- **3** Exploits individual preferences and opinions.

SoA and novelty

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State of the art

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- System model
- One-shot game analysis
- Repeated campaigns

- Marketing games classical literature [L. Friedman et al. 1958], [Butters et al. 1977],
- Targeted ads (second price auction game) [Edelman et al. 2007],
- Opinion dynamics aware targeted ads, but with all to all graph [Masucci et al. 2014].

SoA and novelty

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State of the art

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- System model
- One-shot game analysis
- $\begin{array}{c} \text{Repeated} \\ \text{campaigns} \end{array}$

- Marketing games classical literature [L. Friedman et al. 1958], [Butters et al. 1977],
- Targeted ads (second price auction game) [Edelman et al. 2007],
- Opinion dynamics aware targeted ads, but with all to all graph [Masucci et al. 2014].
- **1** Study the strategies of competing firms marketing over social networks,
- 2 firms are aware of the social network graph and opinions.

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• Consumers (agents) set $\mathcal{V} = \{1, 2, \dots, N\}$ with opinion $x_n(t) \in [0, 1]$.

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- Action of firm $i \in \{1, 2\}$ is $a_i \in \mathcal{A}_i$ and

$$\mathcal{A}_i := \left\{ a_i \in [0, b_i]^N | \sum_{n=1}^N a_{i,n} \le B_i \right\}$$
(1)

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• Agents interact over a directed and weighted graph $(\mathcal{V}, \mathcal{E}, \Omega)$, with $\Omega_{m,n}$ describing the influence of agent m on n.

Opinion dynamics

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The Laplacian of the graph is given by

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$L_{m,n} = \begin{cases} \sum_{n=1}^{N} \Omega_{m,n} \text{ if } m = n\\ -\Omega_{m,n} \text{ if } m \neq n \end{cases}$ (2)

Dynamics model

$$\begin{cases} \dot{x}(t) = -\mathbf{L}x(t) & \forall t \in \mathbb{R} \setminus \{0\} \\ x_n(t_k^+) = \phi(x_n(t_k), a_{1,n}, a_{2,n}) & \forall n \in \mathcal{V}, t_k \in \mathcal{T} \end{cases}$$
(3)

Opinion dynamics: at campaign

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$$\phi(x_{0,n}, a_{1,n}, a_{2,n}) = \frac{x_{0,n} + a_{1,n}}{1 + a_{1,n} + a_{2,n}}, \ \forall n \in \{1, \dots, N\}.$$
(4)

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Opinion dynamics: at campaign

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(4)

Motivation and interpretation for this rule

- 1 If $x_n(t)$ is seen as the probability of agent *n* picking the product of Firm 1, $\phi(\cdot)$ corresponds to a Bayessian update rule on the opinion,
- **2** $a_{i,n}$ is the increase in the odds of agent *n* choosing Firm i,
- **3** Nice properties like symmetry, asymptotic limits etc.

Revenue per firm: $\mathcal{T} = \{0\}$

Agent influential power

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The AIP of Agent n is given by $\rho_n > 0$. When the profits are an integral of x(t), the calculation of ρ is given in [Varma et al, CDC 2017].

Revenue per firm: $\mathcal{T} = \{0\}$

Agent influential power

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m Repeated} \\ {
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The revenue functions are taken as

$$u_1(x_0, a_1, a_2) := \rho \Phi(x_0, a_1, a_2) - \lambda_1 \mathbf{1}_N^{\top} a_1, \qquad (5)$$

$$u_2(x_0, a_1, a_2) := \rho \Phi(1 - x_{0,n}, a_{2,n}, a_{1,n}) - \lambda_2 \mathbf{1}_N^\top a_2.$$
 (6)

where $\lambda_i \geq 0$ is the advertising efficiency or pricing factor for Firm *i*.

Static game formulation:
$$\mathcal{T} = \{0\}$$
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The strategic form of the *static game* of interest therefore writes as:

$$\mathcal{G} = (\{1, 2\}, \{\mathcal{A}_1, \mathcal{A}_2\}, \{u_1, u_2\}), \qquad (7)$$

where:

- $\{1,2\}$ is the set of players (i.e., Firms 1 and 2);
- \mathcal{A}_i defined in (1) is the set of pure actions for Player *i*;
- u_i as defined per (5) (6) is the utility function for Firm i.

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Static game formulation:
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Definition (Pure NE)

A strategy profile $(a_1^{\star}, a_2^{\star}) \in \mathcal{A}_1 \times \mathcal{A}_2$ is a pure NE for \mathcal{G} for a given x_0 if $\forall i \in \{1, 2\}$,

$$\forall a_i \in \mathcal{A}_i, \ u_i(x_0, a_i^{\star}, a_{-i}^{\star}) \ge u_i(x_0, a_i, a_{-i}^{\star}).$$
 (8)

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Characterization of the NE of \mathcal{G}_n

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Theorem

The game \mathcal{G} has a pure and unique NE.

Characterization of the NE of \mathcal{G}_n

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Theorem

The game \mathcal{G} has a pure and unique NE.

Main steps of the proof:

- 1 Action space \mathcal{A}_i is a convex and compact set.
- 2 We show the utility function is concave w.r.t actions, enabling us to use the existence theorem in [Rosenthal et al 1965].
- **3** We show that the property of diagonally strict concavity in [Rosenthal et al 1965] is satisfied for uniqueness.

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Let $\beta_i(x_{0;i}, a_{-i})$ be the BR. Then, at the NE $a_1^* \in \beta_1(x_{0;1}, a_2^*), a_2^* \in \beta_2(x_{0;1}, a_1^*)$ (9)

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Let
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 be the BR. Then, at the NE
 $a_1^{\star} \in \beta_1(x_{0;1}, a_2^{\star}), a_2^{\star} \in \beta_2(x_{0;1}, a_1^{\star})$ (9)

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Proposition

The best-response functions are given by

$$\beta_{i,n}(x_{0;i}, a_{-i}) = \min\{b_i, \max\{0, \alpha_{i,n}(x_{0;i}, a_{-i})\}\}$$
(10)

$$\alpha_{i,n}(x_{0;i}, a_{-i}) = \sqrt{\frac{\rho_n(x_{0,n;-i} + a_{-i,n})}{\mu_{0;i} + \lambda_i}} - 1 - a_{-i,n}$$
(11)

for all $n \in \mathcal{V}$, and $\mu_0 \in \mathbb{R}_{\geq 0}$ is such that

$$\sum_{n=1}^{N} \beta_{i,n}(x_{0;i}, a_{-i}) \le B_i, \mu_{0;i}(\sum_{n} \beta_{i,n}(x_{0;i}, a_{-i}) - B_i) = 0 \quad (12)$$

Proposition

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For each $n \in \mathcal{V}$, the NE $(a_{1,n}^{\star}, a_{2,n}^{\star})$ is given by $(y,0) \ (or \ (0,y)) \ if \ \exists y \in [0,b_1] \ (or \ [0,b_2] \ respectively)$ such that (9) is satisfied by one of these pairs,

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Proposition

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• or (y, b_2) (or (b_1, y)) if $\exists y \in [0, b_1]$ (or $[0, b_2]$ respectively) such that (9) is satisfied by one of these pairs,

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- For each $n \in \mathcal{V}$, the NE $(a_{1,n}^{\star}, a_{2,n}^{\star})$ is given by $(y,0) \ (or \ (0,y)) \ if \ \exists y \in [0,b_1] \ (or \ [0,b_2] \ respectively)$ such that (9) is satisfied by one of these pairs,
 - or (y, b_2) (or (b_1, y)) if $\exists y \in [0, b_1]$ (or $[0, b_2]$ respectively) such that (9) is satisfied by one of these pairs,
 - or $(a_{1,n}^{\star}, a_{2,n}^{\star}) \in (0, b_1) \times (0, b_2)$ and is given by

$$a_{i,n}^{\star} = \left(\frac{k_i}{k_i + k_{-i}}\right)^2 k_{-i}\rho_n - x_{0,n;i}, \qquad (13)$$

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where $k_i = \frac{1}{\lambda_i + \mu_{0;i}}$ and $\mu_{0;i}$ is a common constant for all $n \in \mathcal{V}$ given by (12).

Numerical examples: Comparison

Uniform broadcasting allocation (UBA)

When firm i uses UBA strategy, then

$$a_i^{\text{UBA}} := \min\left\{b_i, \frac{B_i}{N}\right\}.$$
 (14)

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Uniform broadcasting allocation (UBA)

When firm i uses UBA strategy, then

$$a_i^{\text{UBA}} := \min\left\{b_i, \frac{B_i}{N}\right\}.$$
 (14)

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The resulting difference in utility between the two strategies is referred to as the *gain of targeting* (GoT), and is measured as

$$GoT := \frac{u_1(x_0, \beta_1(a_2^{\text{UBA}})), a_2^{\text{UBA}}) - u_1(x_0, a_1^{\text{UBA}}, a_2^{\text{UBA}})}{u_1(x_0, a_1^{\text{UBA}}, a_2^{\text{UBA}})}.$$
(15)

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Gain of targeted advertising

For this simulation, we consider N = 100 with $\rho_n \in \{1, C\}$. C being the AIP of leaders.

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NE for a given graph and initial opinions 15/22

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Figure 1: The sub-figure on top shows the AIP ρ_n and initial opinion $x_n(0)$, the sub-figure on the bottom shows the a_i^* .

Repeated campaigns: applying the OS-NE 16/22



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Here, we take N = 5, $\lambda_1 = 2$, $\lambda_2 = 1$ and

 $\rho = (6.8910, 1.9202, 1.30631.1036, 3.7789)^T.$

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Campaigns instances given by $t_k, k \in \mathcal{K} \subset \mathbb{Z}$. Net utilities given by

$$U_{i} = \sum_{k \in \mathcal{K}} u_{i}(x(t_{k}), a_{1}(k), a_{2}(k))$$
(16)

Let

$$\overline{X}_n := \left\{ y \in \mathbb{R} : y > 1 - \frac{\lambda_1}{\rho_n}, y < \frac{\lambda_2}{\rho_n} \right\}$$
(17)

and

$$\eta := \frac{\lambda_2}{\lambda_1 + \lambda_2}.\tag{18}$$

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Repeated campaigns: analysis of the OS-NE 18/22

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Theorem

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Let $\rho_{\max} := \min_{k \in \mathcal{K}} \max_{n \in \mathcal{N}} \rho_n(k)$. Assume Marketer *i*, $i \in \{1, 2\}$, implements the marketing strategy σ_i^* . Assume the graph associated with the matrix **L** to be strongly connected. Then the dynamical system (3) has at least one (system) equilibrium which verifies the following:

- If $\frac{\rho_{\max}}{\lambda_1 + \lambda_2} > 1$, then $x_n = \eta$, $n \in \mathcal{N}$, is the unique equilibrium.
- If $\frac{\rho_{\max}}{\lambda_1 + \lambda_2} \leq 1$, then any $x_n \in \overline{X}_{\max}$, $n \in \mathcal{N}$ is an equilibrium, where \overline{X}_{\max} is defined by replacing ρ_n with ρ_{\max} in (17).

Coopetition plan

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- Apply the OS NE strategy for K_1 stages
- For all $k > K_1$, both players agree to do $a_1(k) = a_2(k) = 0.$

Coopetition plan is sustainable if it pareto-dominates the OS NE strategy.

Trivially, if $x(t_k) = \eta \mathbf{1}_N$ at some k, applying 0 will pareto-dominate the NE.

Repeated campaigns: CP with $K_1 = 2$ 20/22



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 $\rho = (6.8910, 1.9202, 1.30631.1036, 3.7789)^T.$

Repeated campaigns: applying the OS-NE 21/22



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Here, we take N = 5, $\lambda_1 = 3$, $\lambda_2 = 1.5$ and

 $\rho = (6.8910, 1.9202, 1.30631.1036, 3.7789)^T.$

Final remarks

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Future directions

imperfect/noisy information on ρ (or L) and x(0).
continuous control

Thanks for your attention