

An Overview of Adversarial Risk Analysis with applications to Auctions

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(with D. Banks (Duke) and J. Rios (IBM Research))

14 IBIT, Madrid June 2013

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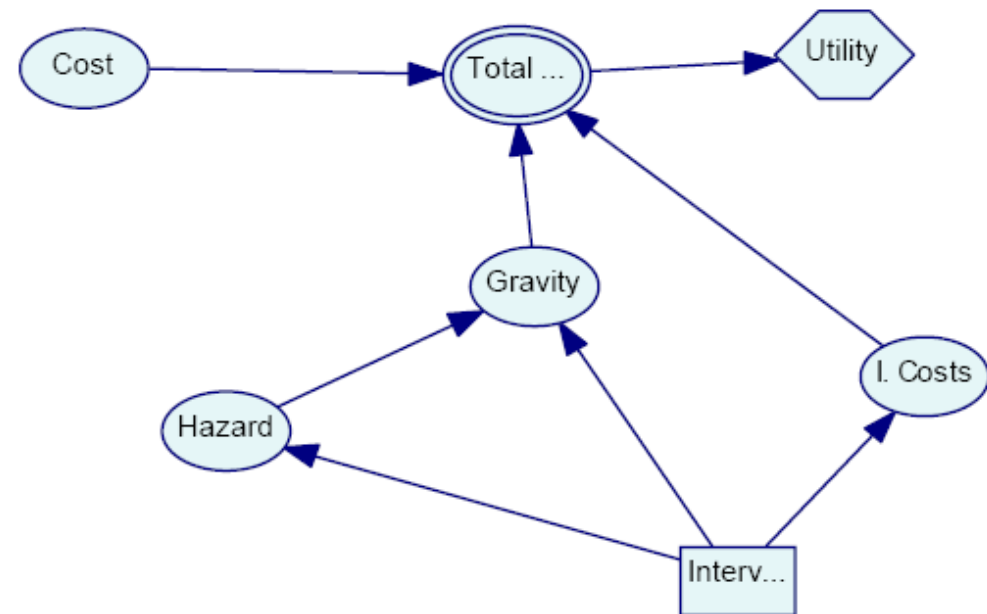
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Agenda

- **Adversarial Risk Analysis: Intro**
- Simultaneous Games
- Applications to Auctions
- Conclusions

Risk management

Intervention to be chosen:



Interventions tend to reduce the likelihood of hazard appearance and its gravity... but they also entail a cost

Gain through managed risk

Choose the intervention which provides the biggest gain, if it is sufficiently big...

Which is the best security resource allocation in a city?

City as a map with cells

Each cell has a value

For each cell, a predictive model of delictive acts

Allocate security resources (constraints)

For each cell predict the impact of resource allocation

Optimal resource allocation

Role of insurance

NB: The bad guys operate intelligent and organisedly!!!

FP7 SECONOMICS (Metro Barcelona, UK Grid, Anadolu Airport)

Which is the best HW/SW maintenance for the company ERP?

Model HW/SW system (interacting HW and SW blocks)

Forecast block reliability

Forecast system reliability

Design maintenance policies

Forecast impact on reliability (and costs)

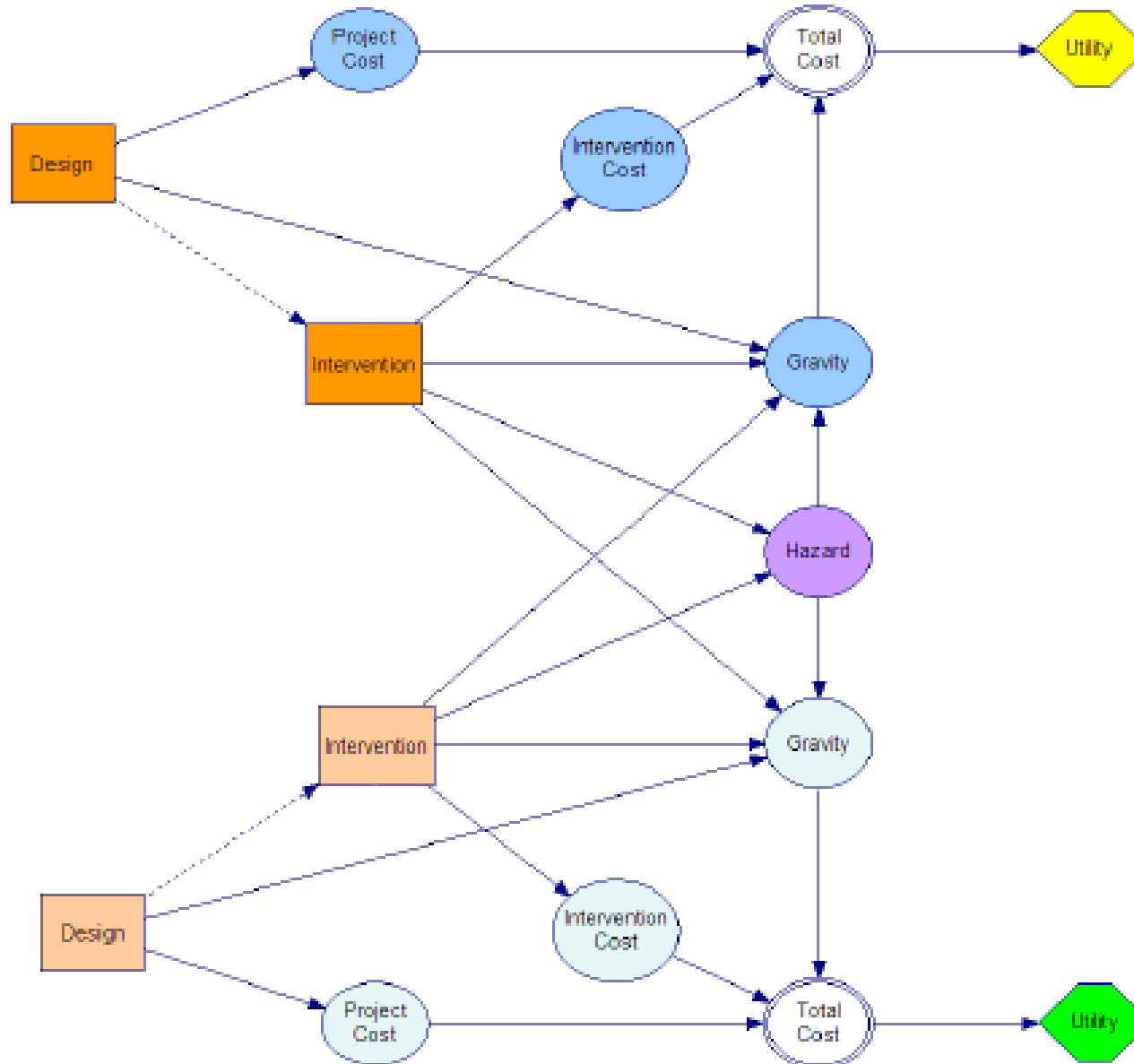
Optimal maintenance policy

Cyberinsurance

NB: What happens with bad guys attacking our system?

RIESGOS (MICINN), RIESGOS-CM (CM)

Adversarial risk analysis



Motivation

- Traditional RA extended to include adversaries ready to increase our risks
- S-11, M-11 lead to large security investments globally, some of them criticised
- Many modelling efforts to efficiently allocate such resources
- Parnell et al (2008) NAS review
 - Standard reliability/risk approaches not take into account intentionality
 - Game theoretic approaches. Common knowledge assumption...
 - Decision analytic approaches. Forecasting the adversary action...
- Merrick, Parnell (2011) review approaches commenting favourably on Adversarial Risk Analysis

- Key business sectors
- Regulatory legislation

Adversarial Risk Analysis

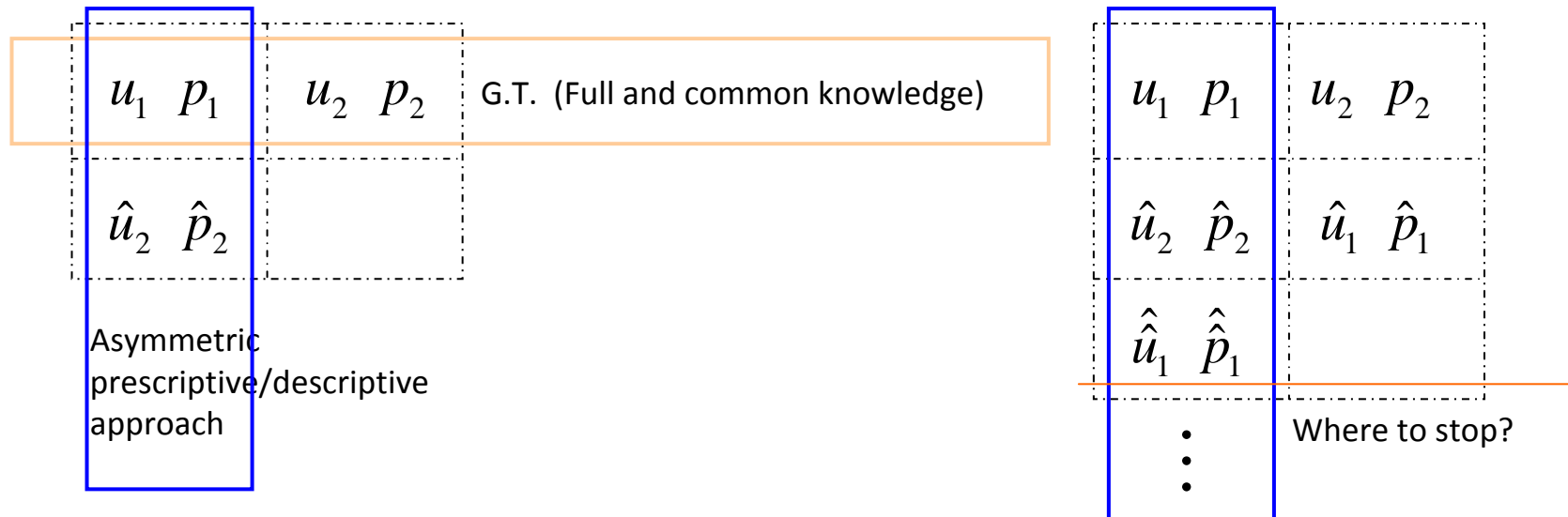
- A framework to manage risks from actions of intelligent adversaries (DRI, Rios, Banks, JASA 2009)
- One-sided prescriptive support
 - Use a SEU model
 - Treat the adversary's decision as uncertainties
- Method to predict adversary's actions
 - We assume the adversary is a *expected utility maximizer*
 - Model his decision problem
 - Assess his probabilities and utilities
 - Find his action of maximum expected utility
 - But other *descriptive* models are possible
- Uncertainty in the Attacker's decision stems from
 - *our* uncertainty about his probabilities and utilities
 - but this leads to a hierarchy of nested decision problems

(random, noninformative, k-level, heuristic, mirroring argument, mixed) vs (common knowledge)

Adversarial Risk Analysis

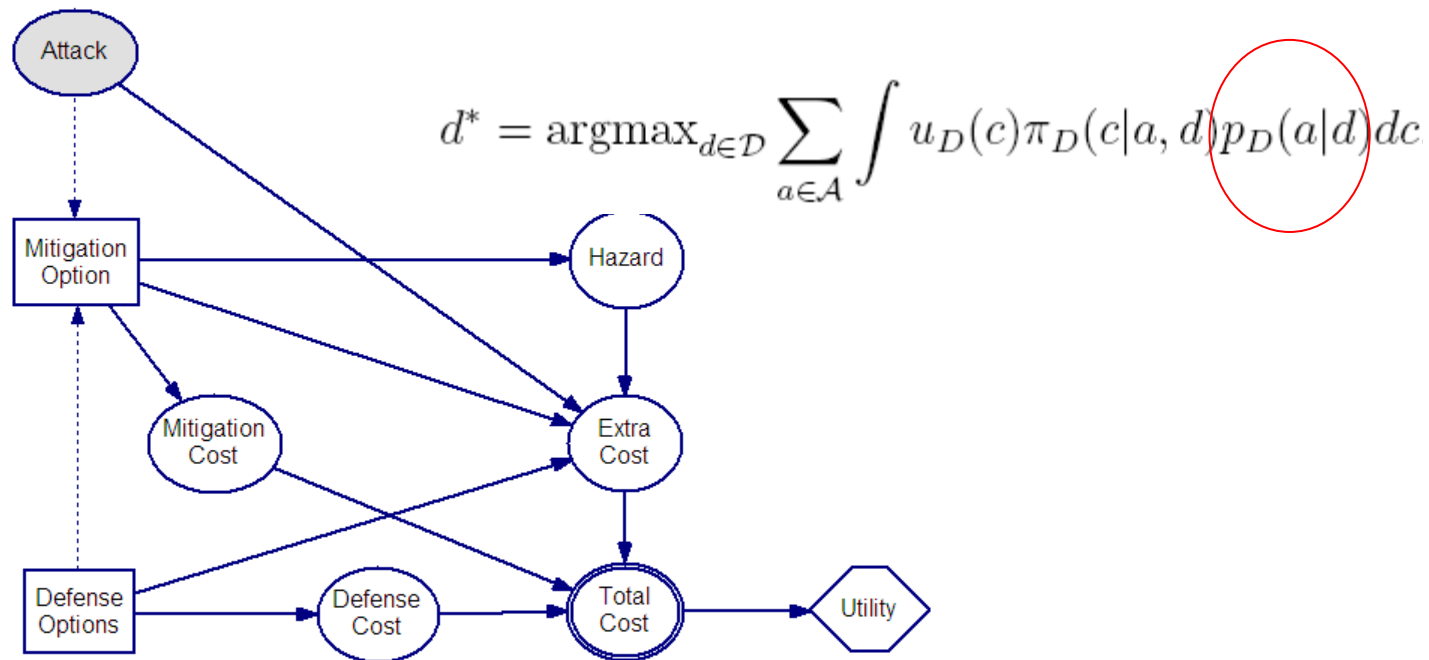
- ARA applications to counterterrorism models (Rios, DRI, 2009, 2012 Risk Analysis)
 - Sequential Defend-Attack
 - Simultaneous Defend-Attack
 - Sequential Defend-Attack-Defend
 - Sequential Defend-Attack with private information
- Somali pirates case (Sevillano, Rios, DRI, 2012 Decision Analysis)
- Routing games (anti IED war) (Wang, Banks, 2011)
- Borel games (Banks, Petralia, Wang, 2011)
- Kadane, Larkey (1982), Raiffa (1982), Lippman, McCardle (2012)
- Stahl and Wilson (1994,1995) D. Wolpert (2012)
- Rotschild, MacLay, Guikema (2012)
- Social robotics
- Adversarial signal processing
- Auctions
- ...

Adversarial risk analysis



Asymmetric prescriptive/descriptive approach

- Bayesian approach (Raiffa, Kadane, Larkey...)
 - Prescriptive advice to one party conditional on a (probabilistic) description of how others will behave
 - Treat the other participant's decisions as uncertain

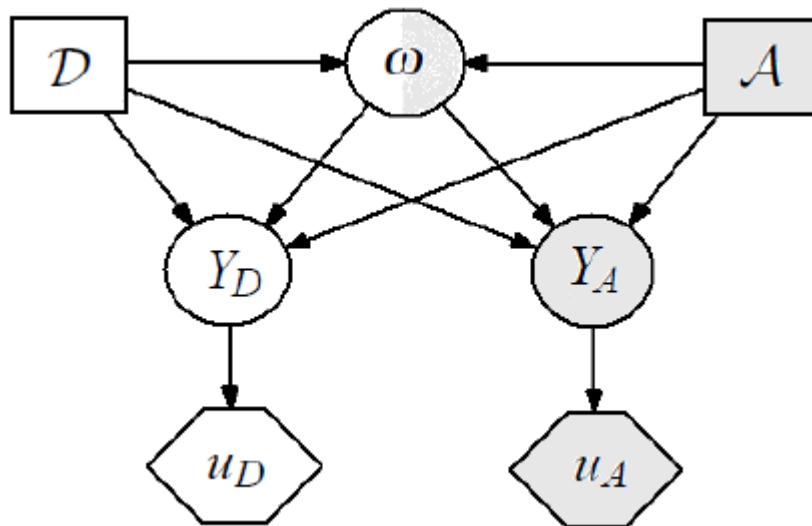


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Simultaneous games

- Decisions are made without knowing each other's decisions



$$\psi_D(d, a) = \int u_D(a, d, \omega) p_D(\omega | a, d) d\omega,$$

$$\psi_A(d, a) = \int u_A(a, d, \omega) p_A(\omega | a, d) d\omega$$

	a
d	$(\psi_D(d, a), \psi_A(d, a))$

Game Theory Analysis

- Common knowledge
 - Each knows expected utility of every pair (d, a) for both of them
 - Nash equilibrium: (d*, a*) satisfying

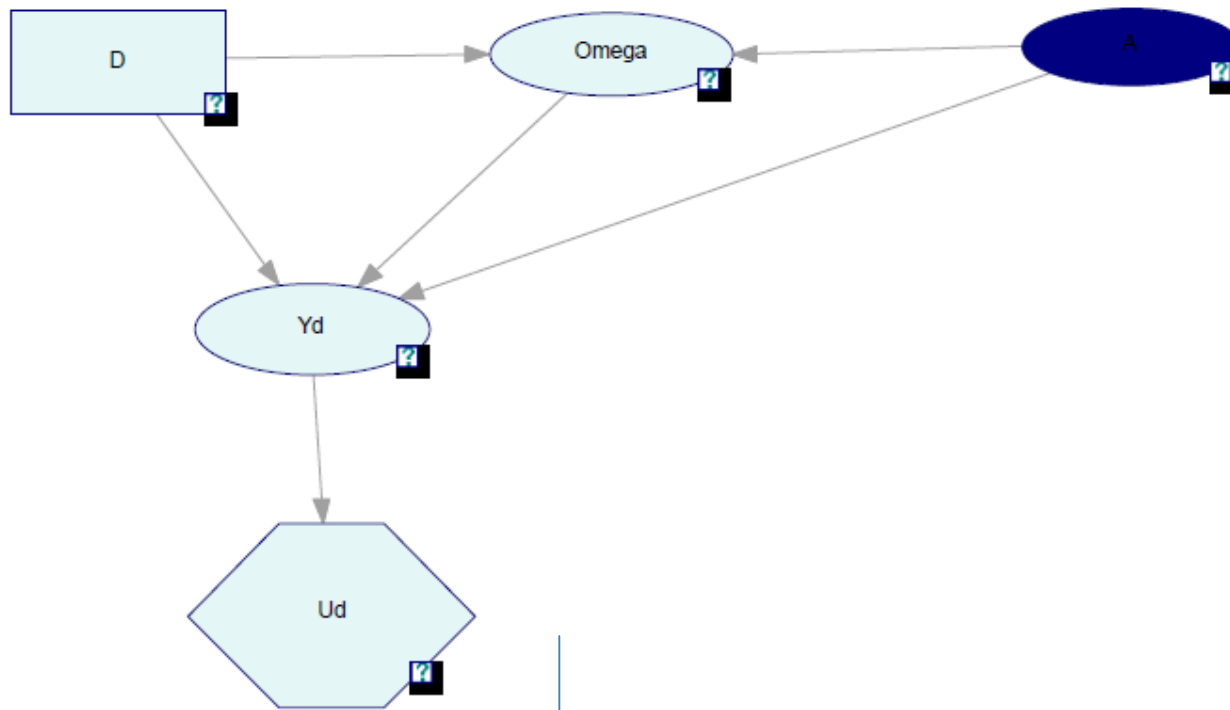
$$\psi_D(d^*, a^*) \geq \psi_D(d, a^*) \quad \forall d \in \mathcal{D}$$

$$\psi_A(d^*, a^*) \geq \psi_A(d^*, a) \quad \forall a \in \mathcal{A}$$

- When some information is not common knowledge
 - Private information. Types
 - Common prior over private information
 - Model the game as one of incomplete information
 - Bayes-Nash equilibrium

Supporting the Defender

- Defender's decision analysis



$$\max_d \psi_D(d) = \sum_a \psi_D(d, a) p_D(a) = \sum_a \left[\int u_D(a, d, \omega) p_D(\omega|a, d) d\omega \right] p_D(a)$$

Assessing $p_D(a)$

- Modeling the opponent
 - Nonstrategic adversary
 - Nash eq adversary
 - Level-k thinking adversary
 - Mirroreq adversary
 - Prospect adversary
- Model averaging

Assessing $p_D(a)$

- Non-strategic adversary

$$(p_1, \dots, p_n) | a_i, d_j, \omega \sim \mathcal{D}(\alpha_1^{ij\omega}, \dots, \alpha_n^{ij\omega}).$$

$$(p_1, \dots, p_n) | a_i, d_j, \omega, \text{data} \sim \mathcal{D}(\alpha_1^{ij\omega} + n_1^{ij\omega}, \dots, \alpha_n^{ij\omega} + n_n^{ij\omega}).$$

$$p_D^{NS}(a_k) = \frac{\alpha_k^{ij\omega} + j_k^{ij\omega}}{\sum_l (\alpha_l^{ij\omega} + j_l^{ij\omega})}$$

$$\max_d \sum_k \psi(d, a_k) p_D^{NS}(a_k)$$

Assessing $p_D(a)$

- Nash eq adversary

$$(U_A, P_A) \quad (U_D, P_D)$$

$$(\psi_D^\theta(d, a), \psi_A^\theta(d, a)) \quad \psi_D^\theta(d, a) = \int u_D^\theta(a, d, \omega) p_D^\theta(\omega|a, d) d\omega. \quad (d^N(\theta), a^N(\theta))$$

$$p_D^N(a) = E_{\mathcal{P}}(a^N(\theta))$$

$$\max_d \sum_a \psi_D(d, a) p_D^N(a).$$

Assessing $p_D(a)$

- Level-k thinking adversary

$$d^* = \arg \max_d \left[\sum_a \psi_D(d, a) p_D(a) \right]$$

$$a^* = \arg \max_a \left[\sum_d \psi_D(d, a) p_A(d) \right] =$$

$(U_A, P_A(\cdot|\cdot), P_A)$

$$\arg \max_a \left[\sum_d \int u_A(d, a, \omega) p_A(\omega|a, d) d\omega \right] p_A(d)$$

$$A|D \sim \arg \max_a \sum_d \left[\int U_A(d, a, \omega) P_A(\omega|a, d) d\omega \right] P_A(d),$$

$$D|A^1 \sim \arg \max_d \sum_a \left[\int U_D(d, a, \omega) P_D(\omega|a, d) d\omega \right] P_D(a)$$

Assessing $p_D(a)$

- Level-k thinking adversary

Repeat from $i = 1$

Find $P_{D^{i-1}}(A^i)$ by solving

$$A^i | D^i \sim \arg \max_{a \in \mathcal{A}} \sum_{d \in \mathcal{D}} \left[\int U_A^i(a, d, \omega) P_A^i(\omega | a, d) d\omega \right] P_A^i(D^i = d)$$

with $(U_A^i, P_A^i(\cdot | \cdot), P_A^i) \sim F^i$

Find $P_A^i(D^i)$ by solving

$$D^i | A^{i+1} \sim \arg \max_{d \in \mathcal{D}} \sum_{a \in \mathcal{A}} \left[\int U_D^i(a, d, \omega) P_D^i(\omega | a, d) d\omega \right] P_D^i(A^{i+1} = a)$$

with $(U_D^i, P_D^i(\cdot | \cdot), P_D^i) \sim G^i$

$i = i + 1$

Assessing $p_D(a)$

- Level-k thinking adversary

- A level-0 Daphne acts completely randomly (non strategically).
- A level-1 Daphne chooses her alternative optimally, but assumes that Apollo acts randomly, thus being level-0, as was done in Section 3.1.
- A level-2 Daphne assumes that Apollo is a level-1 Apollo thinker, who assumes she is a level-0 thinker. Daphne stops at $i = 1$ in the hierarchy, with F^1 .
- A level-3 Daphne assumes that she faces a level-2 adversary: Apollo's calculation assumes she is a level-1 thinker, who thinks about his objectives. Daphne stops at $i = 1$ in the hierarchy, with G^1 .
- A level-4 Daphne assumes she is facing a level-3 adversary: Apollo takes strategic account of what he thinks she thinks he thinks that she thinks. Daphne stops at $i = 2$ in the hierarchy, with F^2 .
- And so forth.

Assessing $p_D(a)$

- Mirroreq adversary

$$(U_A, P_A(\cdot|\cdot), P_A(\cdot))$$

$$(U_D, P_D(\cdot|\cdot), P_D(\cdot))$$

$$d^M(\theta) = \arg \max_d \sum_d \left[\int U_D^\theta(d, a, \omega) P_D^\theta(\omega|a, d) d\omega \right] p_D^M(a)$$

$$p_D^M = E_{\mathcal{P}} \left(\arg \max_a \sum_d \left[\int U_A^\theta(d, a, \omega) P_A^\theta(\omega|a, d) d\omega \right] P_A^{\theta M}(d) \right).$$

$$\max_d \sum_a \psi_D(d, a) p_D^M(a)$$

Assessing $p_D(a)$

- Prospect adversary

$$\max_a \left[\sum_d \int v_A(d, a, \omega) w_A^1(p_A(\omega|a, d)) d\omega \right] w_A^2(p_A(d))$$

$$(V_A, W_A^1, W_A^2, P_A(\cdot|\cdot), P_A)$$

$$A|D = \arg \max_a \left[\sum_d \int V_A(d, a, \omega) W_A^1(P_A(\omega|a, d)) d\omega \right] W_A^2(P_A(d))$$

Assessing $p_D(a)$

- Reconciling adversaries. Model averaging

$$\max_d \sum_a \psi_D(d, a) \left(\sum q_i p_D^i(a) \right) = \max_d \sum q_i \left[\sum_a \psi_D(d, a) p_D^i(a) \right]$$

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Auctions

- A very old market mechanism:
Women sales in old Babylonia
- Much in use today:
 - Public procurement
 - Sotheby's
 - Wholesale market (fish, flowers,...)
 - UMTS Licences in Europe
 - eBay, Yahoo,...
 - Electrical market in Spain...
 - B2B

Economic relevance

- Competition aids sellers to price objects when willingness to pay is not known.
- Competition as an incentive generator
- Design of new competitive mechanisms, e.g. e-markets, when other mechanisms do not work, e.g., because of the need to match demand and supply
- Triple objective
 - Set the buyer
 - Set the price
 - Sell the object quickly

Basic concepts

- Auctions have rules and bidders:
 - Auctioneer sets up rules and knows potential bidders
 - Open and closed
- Two new types of uncertainties:
 - Private value.
 - Common value.
- Uncertainty about what the others will do

- Predated by game theory...
- Rothkopf (2007)!!!!!!

Complete info auctions

All participants know the value of the object given by other participants

- n participants want to get the object
- Object is worth v_i for participant i . All of them ordered from biggest to smallest (best is v_1 ; worst is v_n)

Nash equilibria??

First price sealed bids

- Each player bids b_i and places it in a sealed envelope
- Auctioneer opens up envelopes and reveals bids
- Winner is maximum bidder.
- If r winners, randomize among them
- Payoff function is $U_i(b_1, \dots, b_n) =$
 - 0, if $b_i < m$
 - $1/r (v_i - b_i)$, if $b_i = m$

With $m = \max(b_1, \dots, b_n)$

First price sealed bids

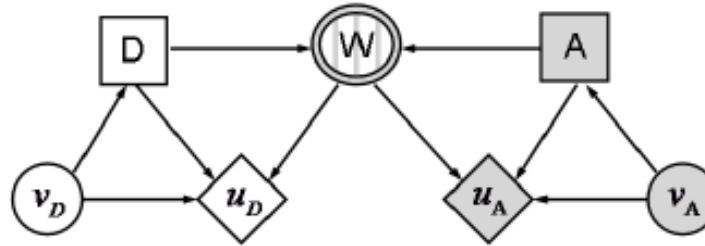
- Player i bids $b_i \leq v_i$. Consider two cases
 1. If $v_1 > v_2$, player 1 wins bidding b_1 such that $v_2 < b_1 < v_1$
 2. There are ties, all finalists bid $b_i = v_i$

We have:

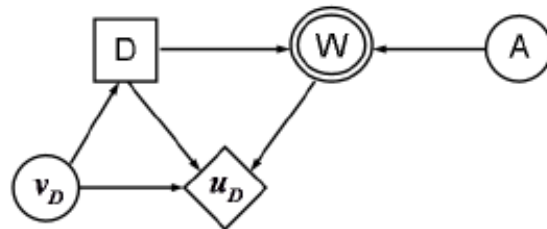
1. There is no Nasheq, but proposed solution is, approximately a Nasheq.
2. (v_1, v_2, \dots, v_n) is Nasheq

First price sealed-bid auctions

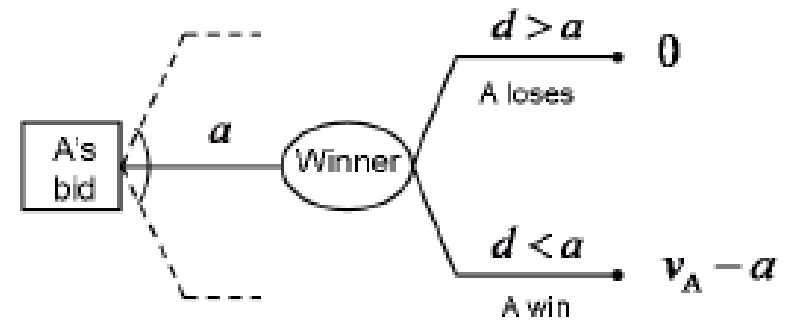
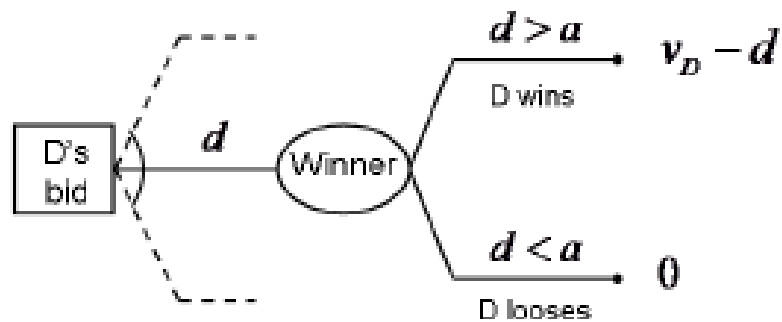
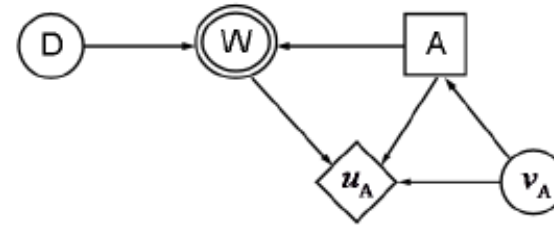
Problem in parallel



D's problem



A's problem

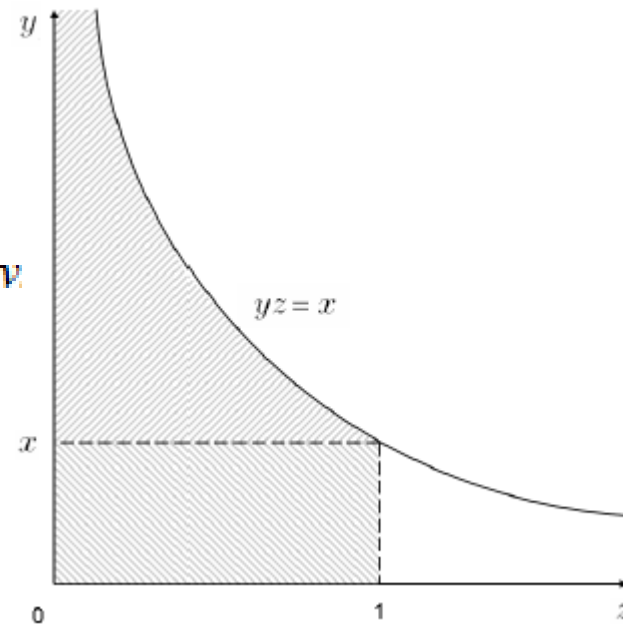


Non Strategic

$$x^* = \operatorname{argmax}_{x \in \mathbb{R}^+} (x_0 - x)F(x)$$

$$F(y) = \mathbb{P}[PV \leq y] = \int_0^\infty \int_0^{y/v} g_1(v)g_2(p) dp dv$$

$$\mathbb{E}_H[(X_0 - x)F(x)] = (\mu - x)F(x).$$



Nasheq

Nasheq suggests bidding your true value

ARA suggests underbidding, in consonance with experimental findings

$$x^* = \operatorname{argmax}_{x \in \mathbb{R}^+} (x_0 - x)F(x).$$

Second price auctions (Vickrey). Nasheq and ARA coincid: bid true value

Level-k

- Level 0
- Level 1
- Level 2

$$y^* = \operatorname{argmax}_{y \in \mathbb{R}^+} (y_0 - y)G_C(y) \quad Y^* = \operatorname{argmax}_{y \in \mathbb{R}^+} (Y_0 - y)G_B(y) \quad x^* = \operatorname{argmax}_{x \in \mathbb{R}^+} (x_0 - x)F(x)$$

1. Repeat from $j=1$ to J

Sample $y_0^j \sim H$

Solve $y_j^* = \operatorname{argmax}_{y \in \mathbb{R}^+} (y_0^j - y)G_B(y)$

2. Set $\hat{F}_J(x) = \frac{1}{J} \sum_{j=1}^J I(y_j^* \leq x)$

3. Solve $x^* = \operatorname{argmax}_{x \in \mathbb{R}^+} (x_0 - x)\hat{F}_J(x)$

o. repeat from $i=1$ to I

Sample $V_i \sim G_1$

Sample $P_i \sim G_2$

Set $Z_i = P_i V_i$

1. Set $\hat{G}_I(y) = \frac{1}{I} \sum_{i=1}^I I(Z_i \leq y)$

2. Repeat from $j=1$ to J

Sample $y_0^j \sim H$

Solve $y_j^* = \operatorname{argmax}_{y \in \mathbb{R}^+} (y_0^j - y)\hat{G}_I(y)$

2. Set $\hat{F}_J(x) = \frac{1}{J} \sum_{j=1}^J I(y_j^* \leq x)$

3. Solve $x^* = \operatorname{argmax}_{x \in \mathbb{R}^+} (x_0 - x)\hat{F}_J(x)$.

Level-k

- Dirichlet processes
- Choosing the level

BayesNasheq

- Symmetric case $\mathbb{E}[P] = [v - b(v)]\mathbb{P}[b(v) \text{ wins}]$. $\mathbb{E}[P] = [v - b(v)]F(v)^{n-1}$

$$b(v) = \frac{\int_0^v z(n-1)F'(z)F(z)^{n-2} dz}{F(v)^{n-1}}$$

- Asymmetric case

$$B^* = \operatorname{argmax}_{b \in \mathbb{R}^+} (b_0 - b)F(b) \quad C^* = \operatorname{argmax}_{c \in \mathbb{R}^+} (c_0 - c)G(c)$$

$$B^* = \operatorname{argmax}_{b \in \mathbb{R}^+} (B - b)F(b) \sim G$$

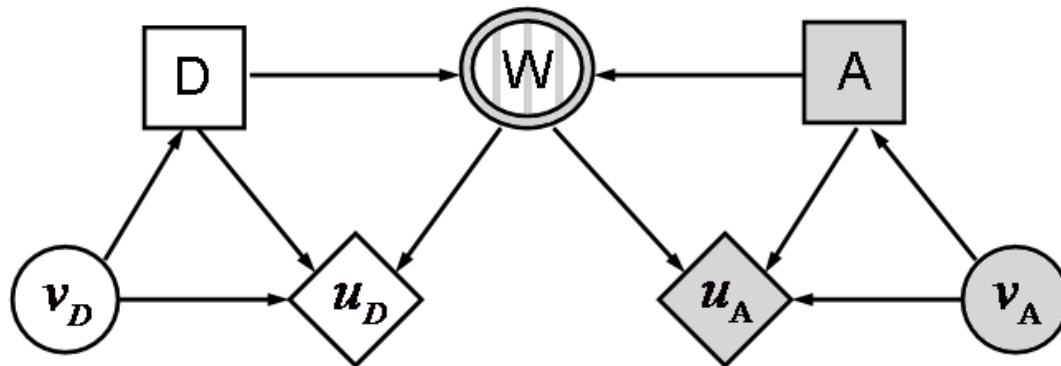
$$C^* = \operatorname{argmax}_{c \in \mathbb{R}^+} (C - c)G(c) \sim F$$

Bidding in a two-person sealed-bid Auction

- Two sealed bids, the highest one wins
 - Simultaneous decision problem
- The standard Game Theory Analysis
 - D knows v_D but A does not: $p_A(v_D)$
 - A knows v_A but D does not: $p_D(v_A)$
 - Common knowledge assumption

$$p_A(v_D) = p(v_D)$$

$$p_D(v_A) = p(v_A)$$



- Bayesian Nash Eq. (Harsanyi)
- Is it rational that players' beliefs about the opponent's object value will be disclosed??

Supporting D

D's problem	D's analysis of A's problem
<p style="text-align: center;"> $\max_d u_D(v_D - d) \mathbb{P}_D(d > \underline{a} d)$ </p>	<p style="text-align: center;"> $\max_a \hat{u}_A(\hat{v}_A - a) \underbrace{\hat{\mathbb{P}}_A(a > \underline{d} a)}_{\int_{-\infty}^a \hat{\pi}_A(d) dd}$ </p> <p style="text-align: center;"> A's prob. of winning given his bid a </p>
<p>??</p> <p>$(\hat{u}_A, \hat{v}_A, \hat{\mathbb{P}}_A)$</p>	<p>$d \sim \hat{\pi}_A$</p>

The assessment problem (III)

- Assessment of $d \sim \hat{\pi}_A$
- D's analysis of A's analysis of D's problem
 - It leads to a infinite analysis of previous analysis...
- Avoiding infinite regress
 - Available past statistical data (Capen et al, Keefer et al)
 - Expert knowledge
 - Non-informative distribution
 - Heuristic based elicitation (*)
- Heuristic elicitation $\hat{\pi}_A(d)$
 - Identification of relevant variables in which A can base his assessment of D's bid
 $d \sim \hat{\pi}_A$

Relevant variables

- Auctioned object (true) value for
 - D: v_D
 - A: ?
 - D's analysis of A's problem (D's guessed values)
 - A's value: $v_A \square V_A$
 - A's guess of ...
 - D's value: \hat{v}_D
 - D's guess of A's value: \hat{v}_A
- Used by A to guess D's bid
 $d \sim \hat{\pi}_A$
 as a function of \hat{v}_D and \hat{v}_A
- Variables that D needs to assess

v_D	v_A
\hat{v}_D	\hat{v}_A

The assessment solution: An heuristic elicitation approach

- D's analysis of A's problem
- Helping D in the assessment of $\hat{\pi}_A(d)$
 - D's analysis of A's analysis about D's bid

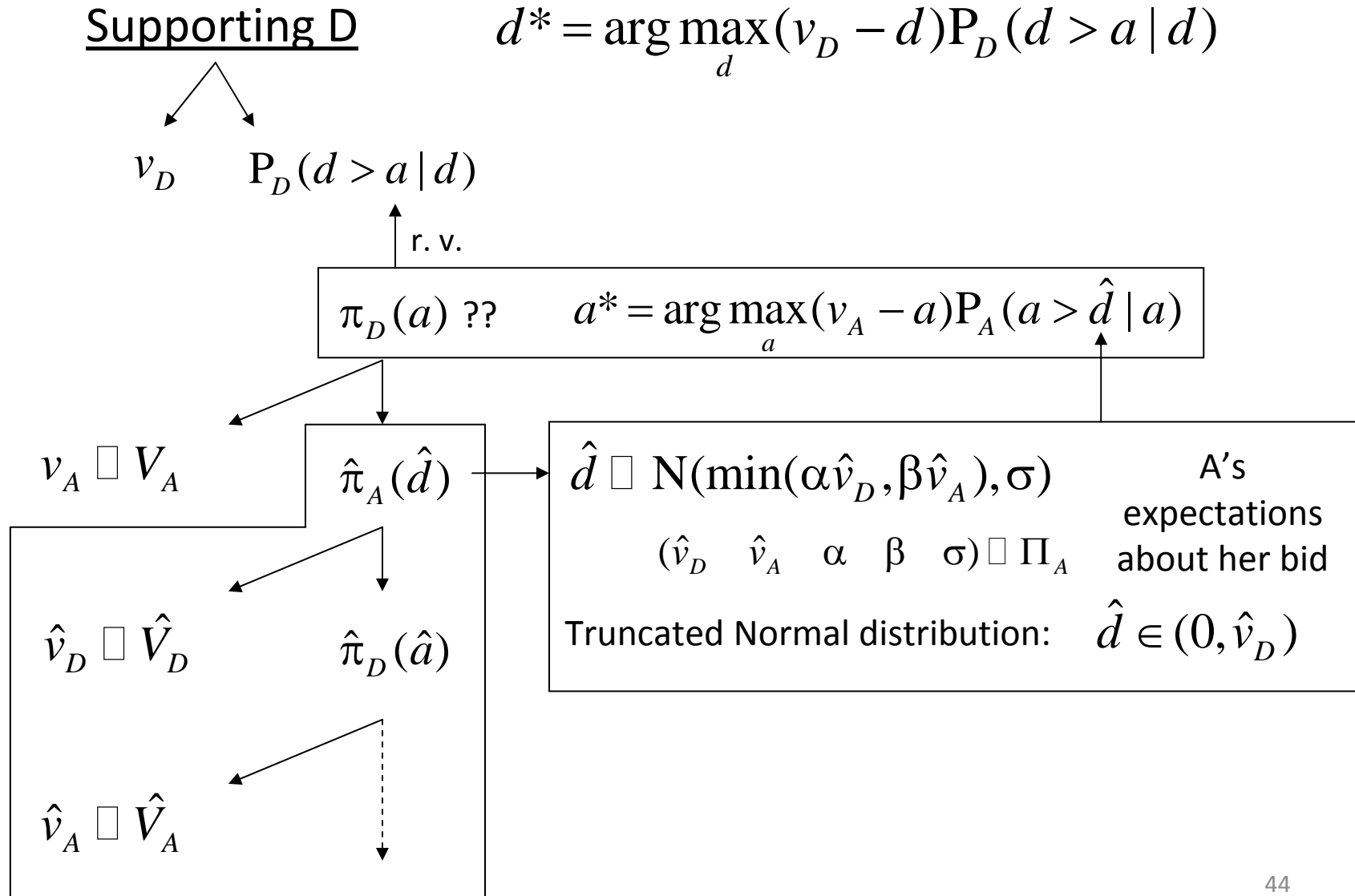
$$\hat{\pi}_A(d) = N(\min(\alpha \hat{v}_D, \beta \hat{v}_A), \sigma) \quad \alpha, \beta \in (0, 1) \quad \text{truncated}$$

$$(\alpha, \hat{v}_D, \beta, \hat{v}_A, \sigma) \sim \Pi_A$$

- Assess $F = (V_A, \Pi_A)$
 - D's uncertainties in her analysis of A's problem

Heuristic elicitation approach

Assuming D and A are risk neutral



Computation of D's bid of max expected utility

Step 1

$$\hat{d} \square N(\min(\alpha \hat{v}_D, \beta \hat{v}_A), \sigma)$$

Step 2

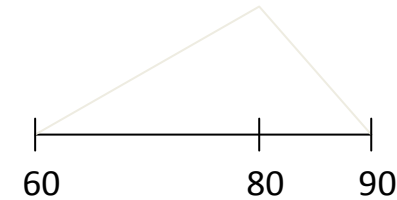
$$A^* \square \arg \max_a (V_A - a) P_A(a > \hat{d} | a)$$

Step 3

$$d^* = \arg \max_d (v_D - d) P_D(d > A^* | d)$$

Numerical example: D's assessments

- Value of the object for D (known)
 - $v_D = 100$ Euros
- D's prediction of A's bid $\pi_D(a)$
 - $v_A \square V_A$ A's valuation of the object
 - D assesses mode (80), max (90) and min (60)
 - We fit a triangular distribution

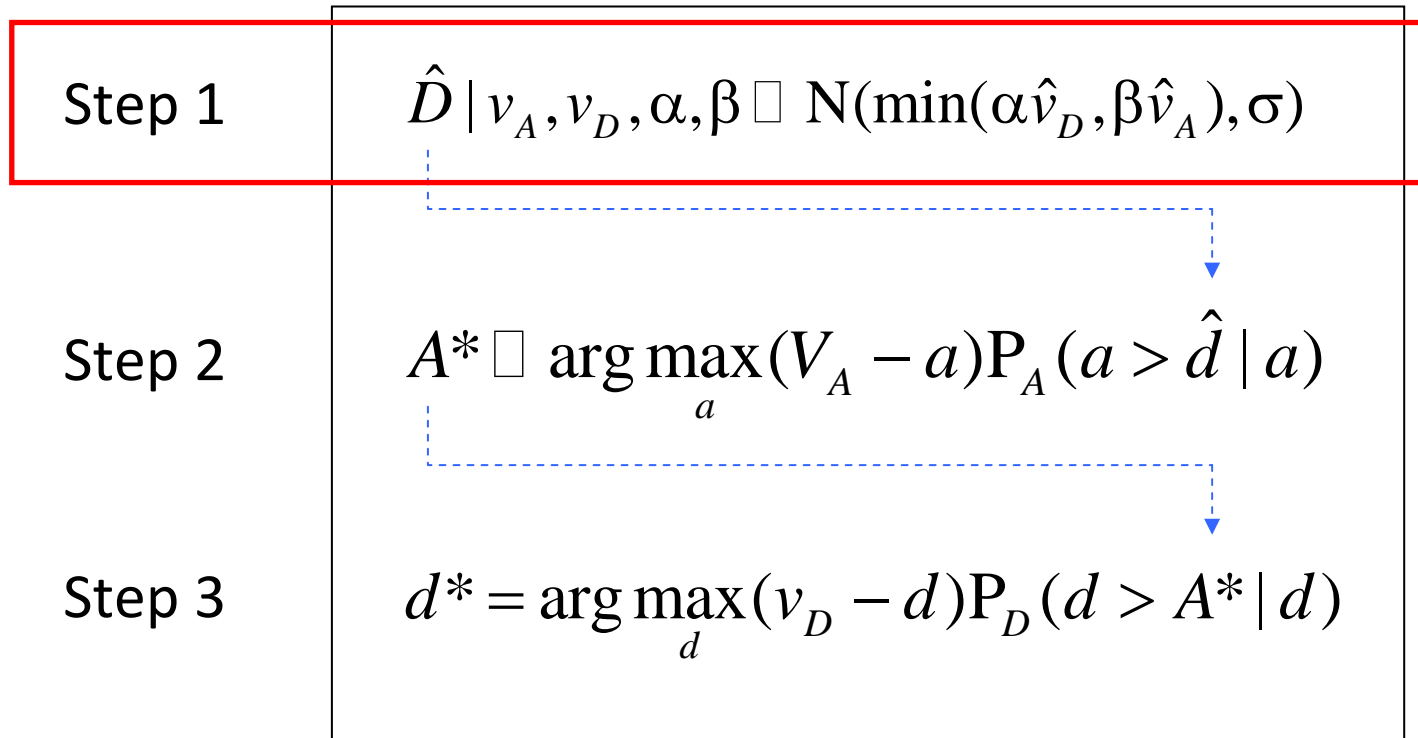


$\hat{\pi}_A(\hat{d})$

Step 1

- $\hat{v}_D \square \hat{V}_D$ A's estimation of D's valuation v_D
 - D assesses that it is 100 Euros higher than v_A with a 5 Euros error
 - $\hat{V}_D | v_A = v_A + 100 + U(-5, 5)$
- $\hat{v}_A \square \hat{V}_A$ D's estimation of v_A as thought by A
 - D assesses that it is 50 Euros lower than v_A with a 5 Euros error
 - $\hat{V}_A | v_A = v_A - 50 + U(-5, 5)$
- Profit proportion bidding expected behavior
 - $1 - \alpha = 0.3 + U(-0.05, 0.05)$
 - $1 - \beta = 0.3 + U(-0.05, 0.05)$
- $\sigma = 1$ D's confidence on heuristic and assessments

Step 1
D's heuristic elicitation of
A's beliefs on how she will bid



Step 2
Sampling from A^*
D's predictive distribution on A's bid

Step 1

$$\hat{D} | v_A, v_D, \alpha, \beta \square N(\min(\alpha \hat{v}_D, \beta \hat{v}_A), \sigma)$$

Step 2

$$A^* \square \arg \max_a (V_A - a) P_A(a > \hat{d} | a)$$

Step 3

$$d^* = \arg \max_d (v_D - d) P_D(d > A^* | d)$$

MC simulation

- Repeat for $i = 1, \dots, n$

1. $v_A^i \sim V_A$

2. $(\alpha^i, \hat{v}_D^i, \beta^i, \hat{v}_A^i, \sigma^i) \sim \Pi_A | v_A^i$

$$\hat{d}_i \sim N(\min(\alpha^i \hat{v}_D^i, \beta^i \hat{v}_A^i), \sigma^i)$$

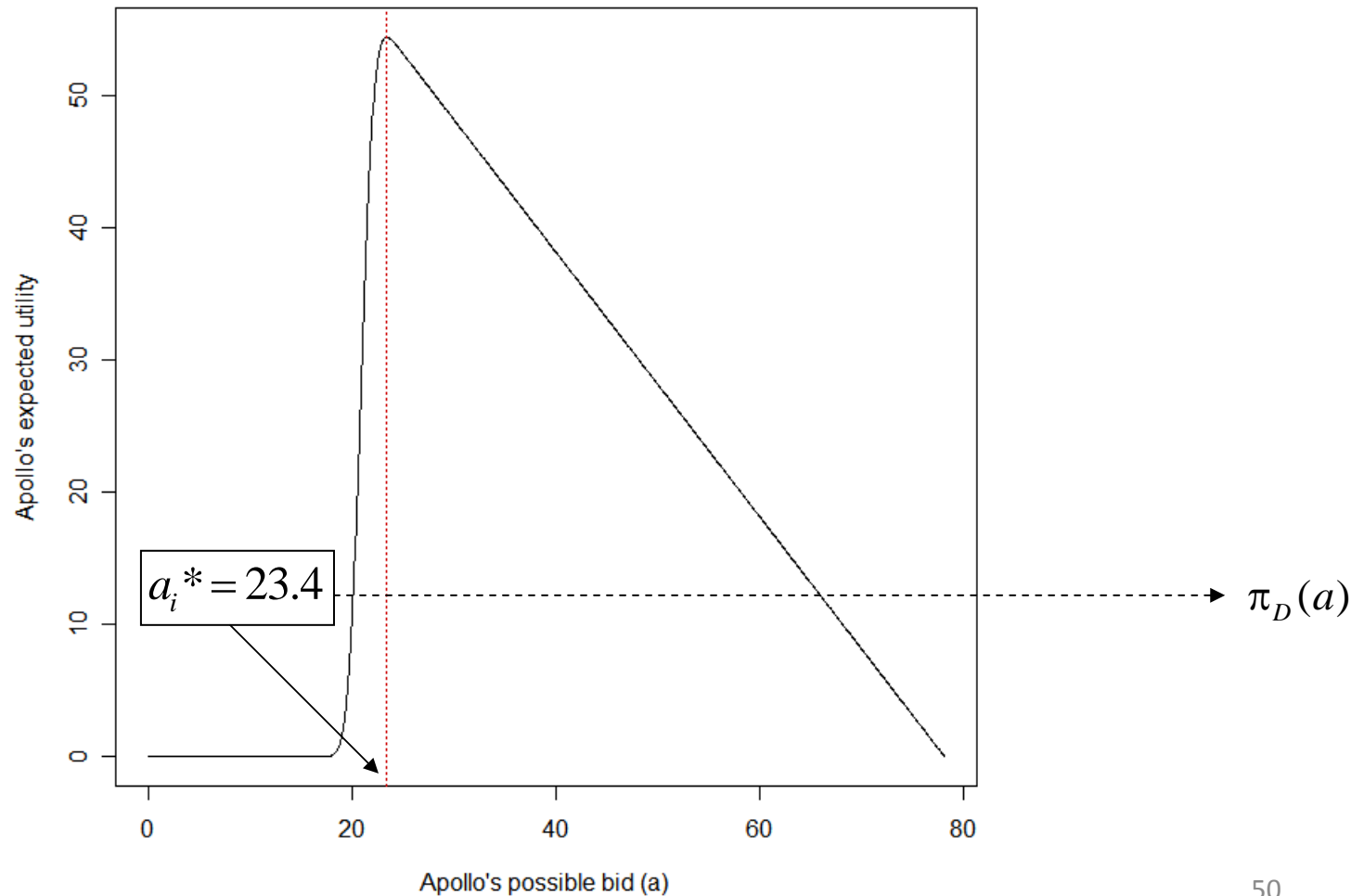
3. Solve $a_i^* = \operatorname{argmax}_a (v_A^i - a) \mathbb{P}_{\hat{\pi}_A^i}(\hat{d}_i < a | a)$

(exact) CPF of the
Truncated Normal in
a

- Collect $\{a_i^*, i = 1, \dots, n\}$
- Note the pdf of A^* is $\pi_D(a)$

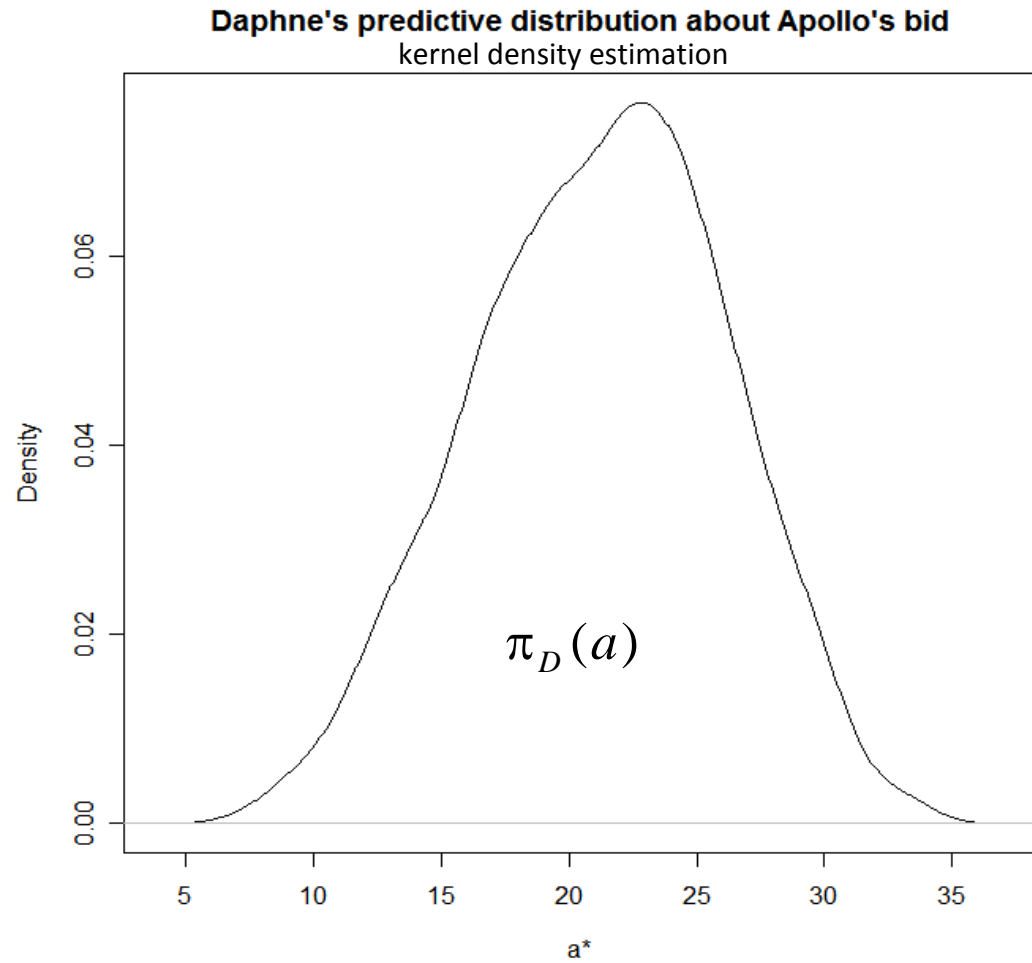
Step 2: Solving Apollo's optimization problem at the i-th iteration

$$a_i^* = \arg \max_a (v_A^i - a) \mathbf{P}_A(a > \hat{d}_i | a)$$



Step 2

Estimation of $\pi_D(a)$ from $\{a_i^*, i = 1, \dots, n\}$



D's prediction of Apollo's bid

Step 3

Solving D's optimization problem

Step 1

$$\hat{D} | v_A, v_D, \alpha, \beta \square N(\min(\alpha \hat{v}_D, \beta \hat{v}_A), \sigma)$$

Step 2

$$A^* \square \arg \max_a (V_A - a) P_A(a > \hat{d} | a)$$

Step 3

$$d^* = \arg \max_d (v_D - d) P_D(d > A^* | d)$$

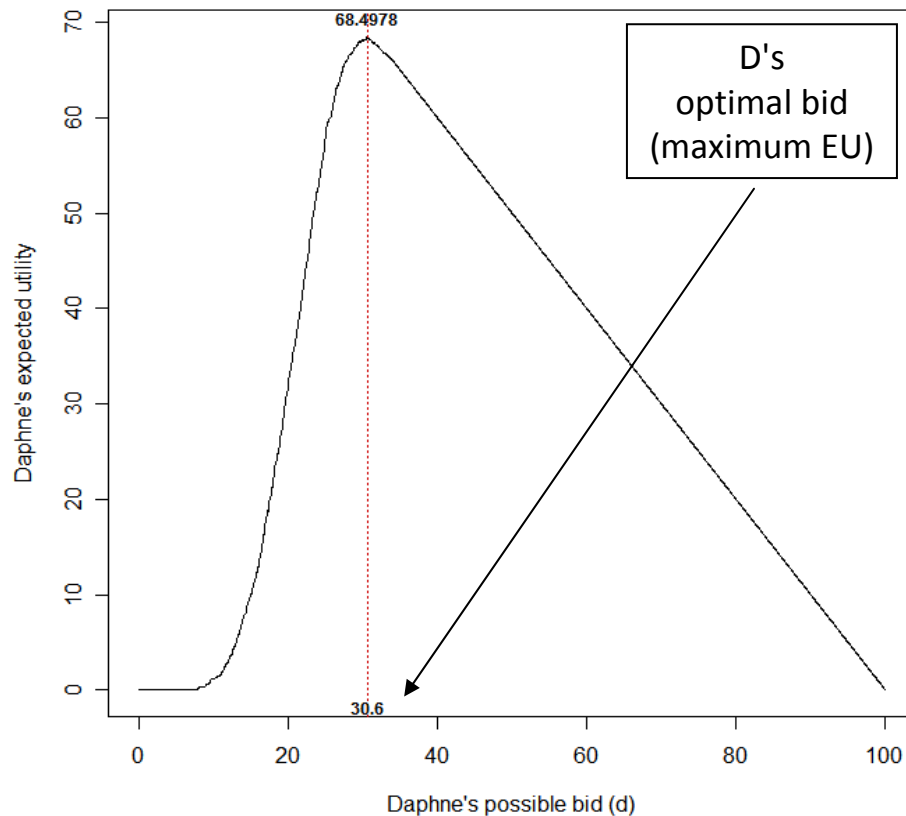
Step 3

Solving D's maximum expected utility bid

- D's optimal bid

$$d^* = \arg \max_d (v_D - d) \hat{\mathbb{P}}_D(d > A^* | d)$$

where $\hat{\mathbb{P}}_D(d > A^* | d) \approx \#\{d > a_i^*\} / n$ MC estimation

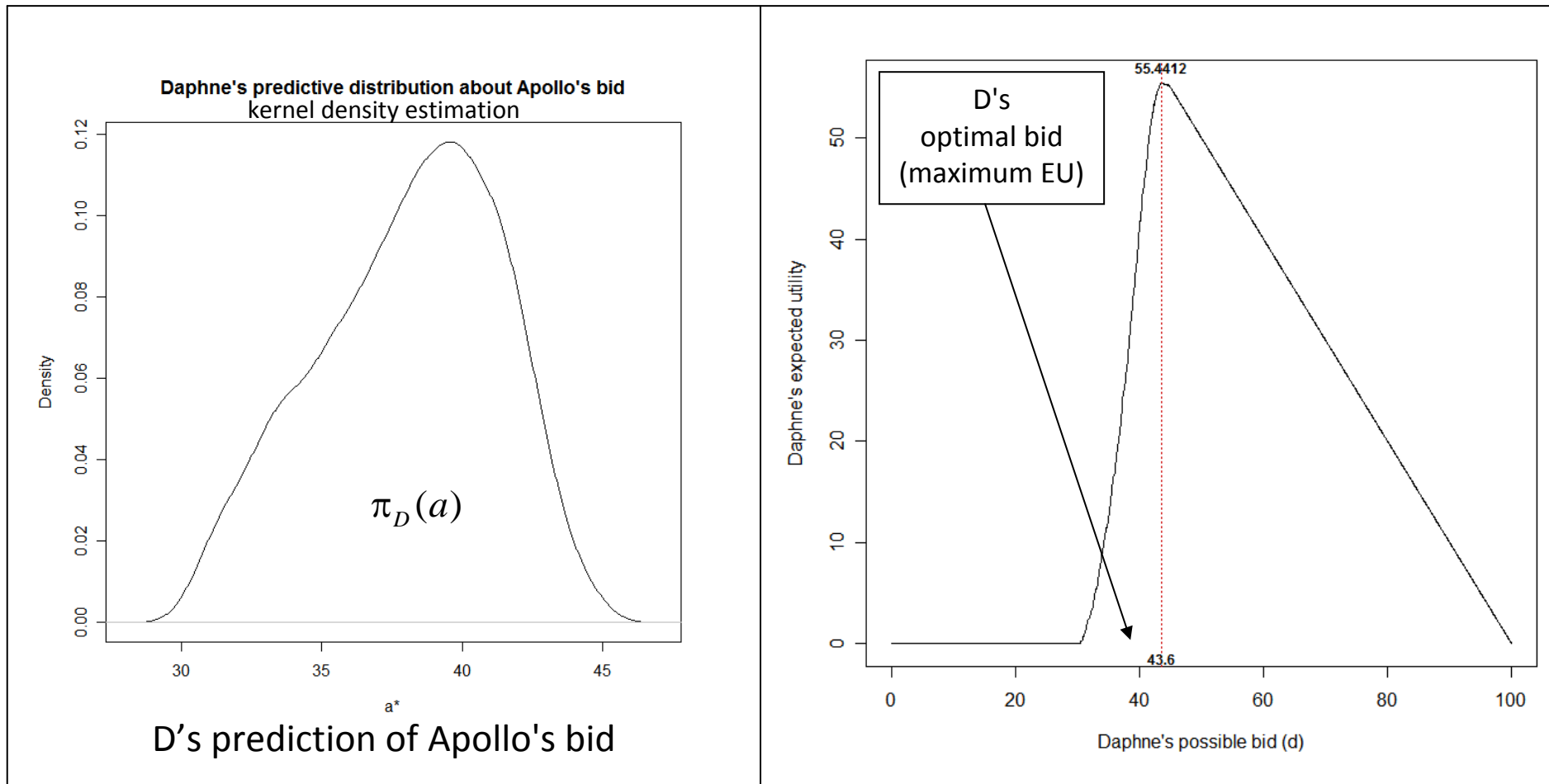


MC estimation of E.U.(d)
&
MC optimization

D's optimal bid: $d^* = 30.6$
with (estimated) Expected Utility = **68.5**

What happens when σ gets larger?

- Same numerical example as before but with $\sigma = 100$
 - D's optimal bid $d^* = 43.6$ with EU 55.4



Analysis of Step 2

Solving Apollo's optimization problem at the i-th iteration

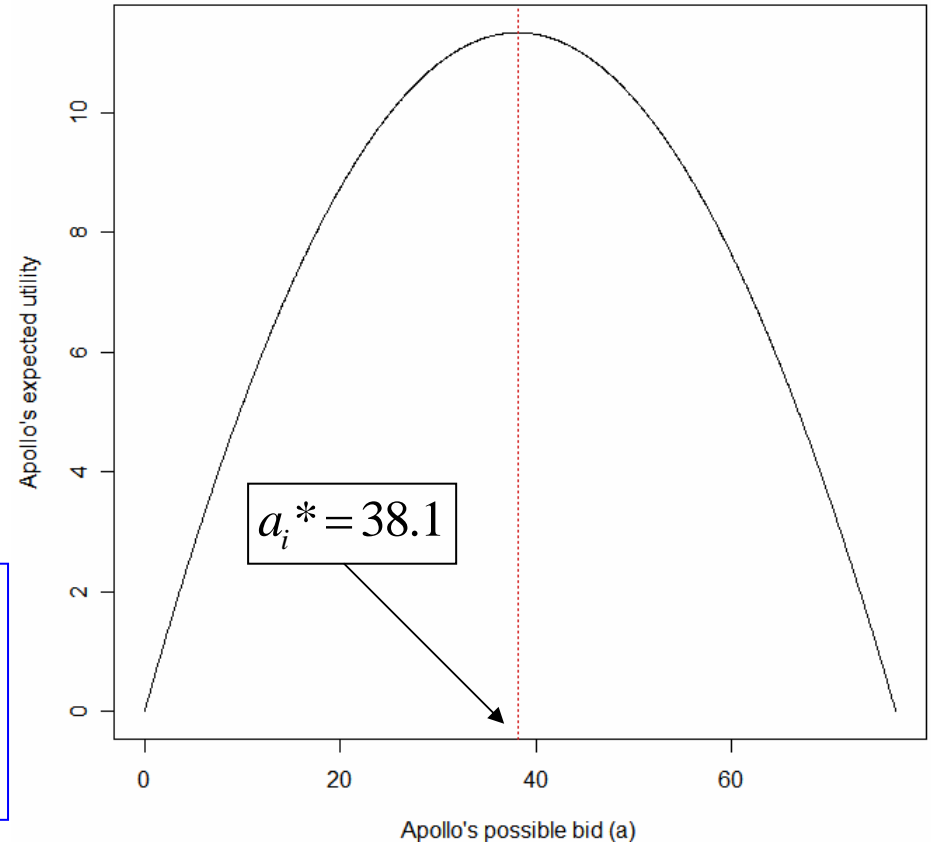
$$\hat{d}_i \square N(\min(\alpha \hat{v}_D, \beta \hat{v}_A), \sigma = 100)$$

$$\pi_A(\hat{d}_i) \approx cte$$

$$\hat{d}_i \approx U(0, \hat{v}_D^i)$$

$$a_i^* = \left. \begin{aligned} &\arg \max_a (v_A^i - a) P_A(a > \hat{d}_i | a) \\ &\arg \max_a (v_A^i - a) \frac{a}{\hat{v}_D^i} \end{aligned} \right\} \rightarrow$$

If $\frac{v_A^i}{2} < \hat{v}_D^i$ $a_i^* = \frac{v_A^i}{2}$ with $v_A^i \square V_A$ & $\hat{v}_D^i \square \hat{V}_D$
 else $a_i^* = \hat{v}_D^i$

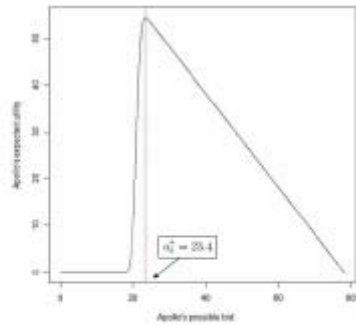


This is not the complete non-informative case for d

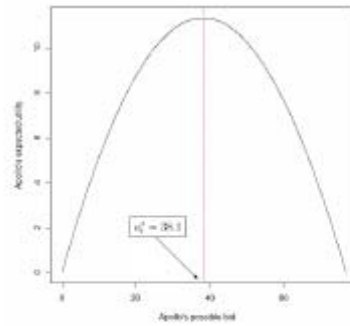
The non-informative distribution for d is $\hat{d} \propto 1$ which do not use info from

with solution $a_i^* = v_A^i / 2$ $v_A^i \square V_A$

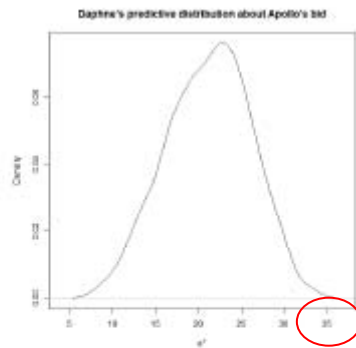
$$\left\{ \begin{aligned} \hat{v}_D &\square \hat{V}_D \\ \hat{v}_A &\square \hat{V}_A \end{aligned} \right.$$



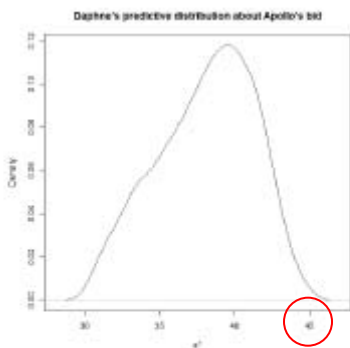
(a) Solving Apollo's optimization problem at the i -th iteration



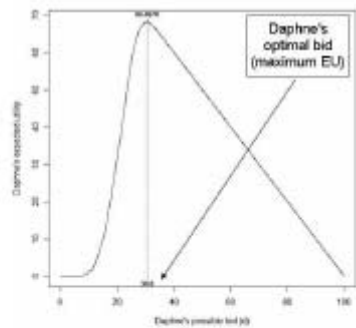
(a) Solving Apollo's optimization problem at the i -th iteration



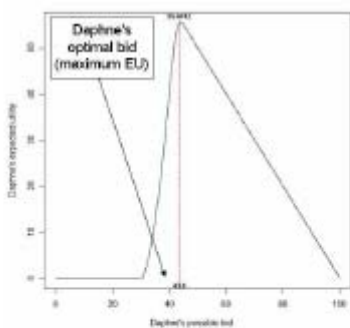
(b) Kernel density estimation of $\pi_D(a)$



(b) Kernel density estimation of $\pi_D(a)$



(c) Daphne's expected utility function



(c) Daphne's expected utility function

Noninformative case

when D does not provide us with enough information to assess a prior over \hat{d} .

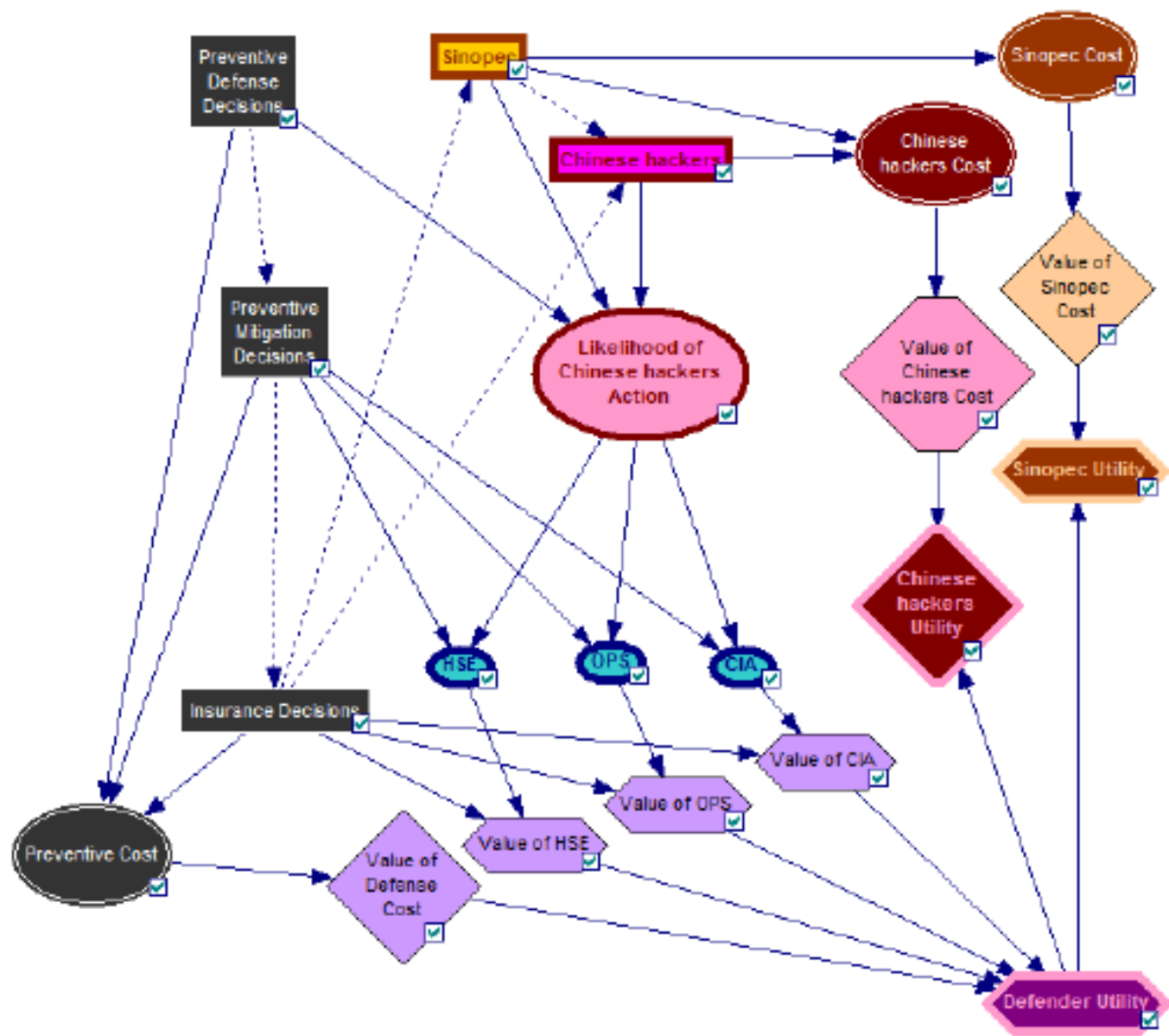
or

D is not confident the heuristic model

Agenda

- Adversarial Risk Analysis: Intro
- Simultaneous Games
- Applications to Auctions
- **Conclusions**

- New perspective on conflict modeling
- Illustrated with two person risk neutral first price sealed auctions
- Multiperson
- Risk averse
- Other auctions
- Insurance



- Thanks!!!
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