



The Keychain Problem: Minimizing the Opportunity Cost of Uncertainty

EC'26, Rome, Italy

Ramiro Deo-Campo Vuong
Cornell University



Robert Kleinberg
Cornell University



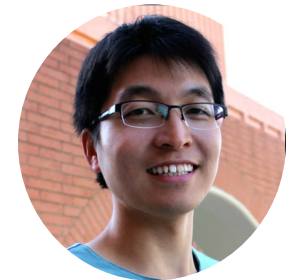
Aditya Prasad
University of
Chicago



Eric Xiao
National Taiwan
University



Haifeng Xu
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This Paper in a Nutshell

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a novel yet basic model about *constrained exploration*

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The Basic Keychain Problem

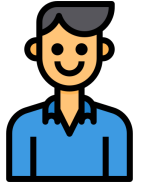
The Basic Keychain Problem

- Testing candidate treatments for a new disease



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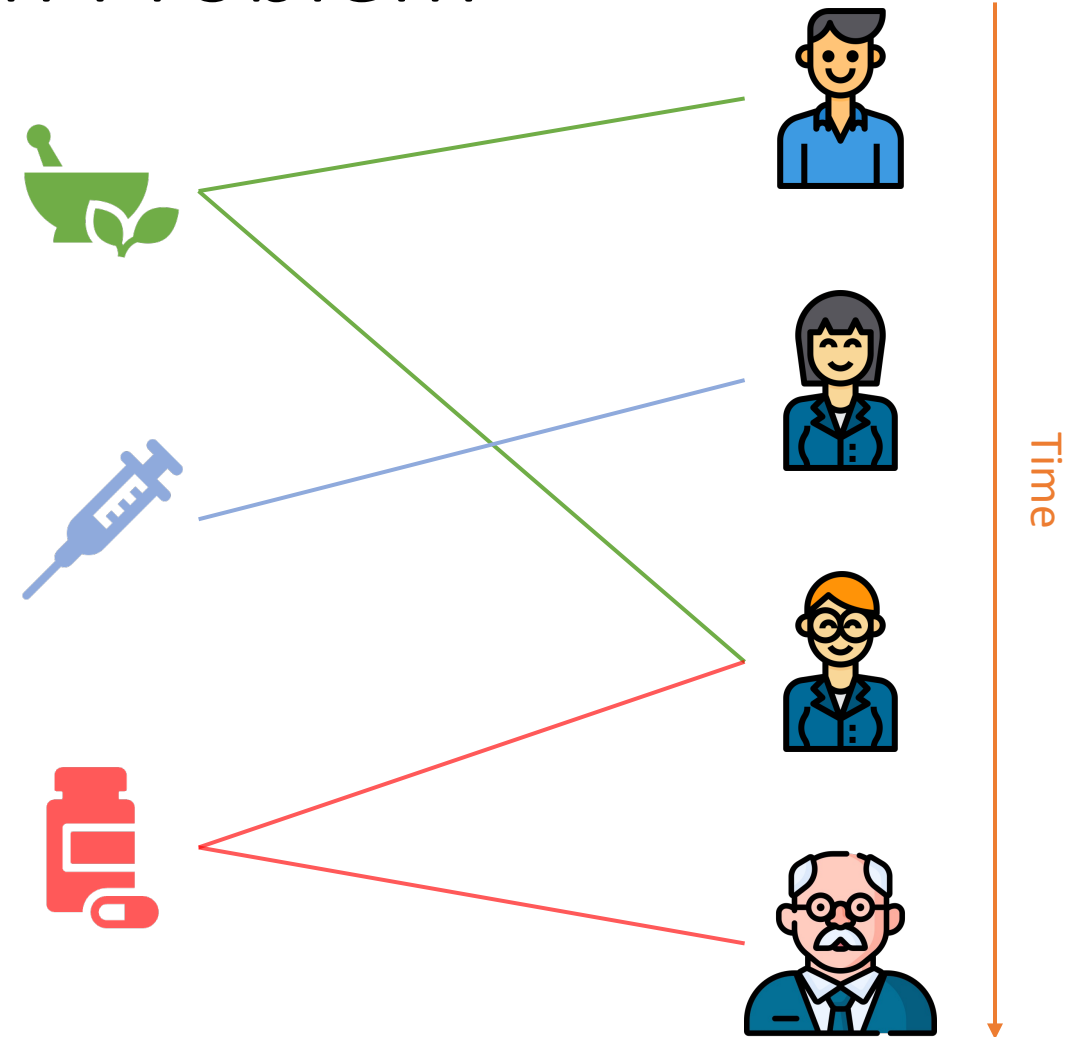
- Testing candidate treatments for a new disease
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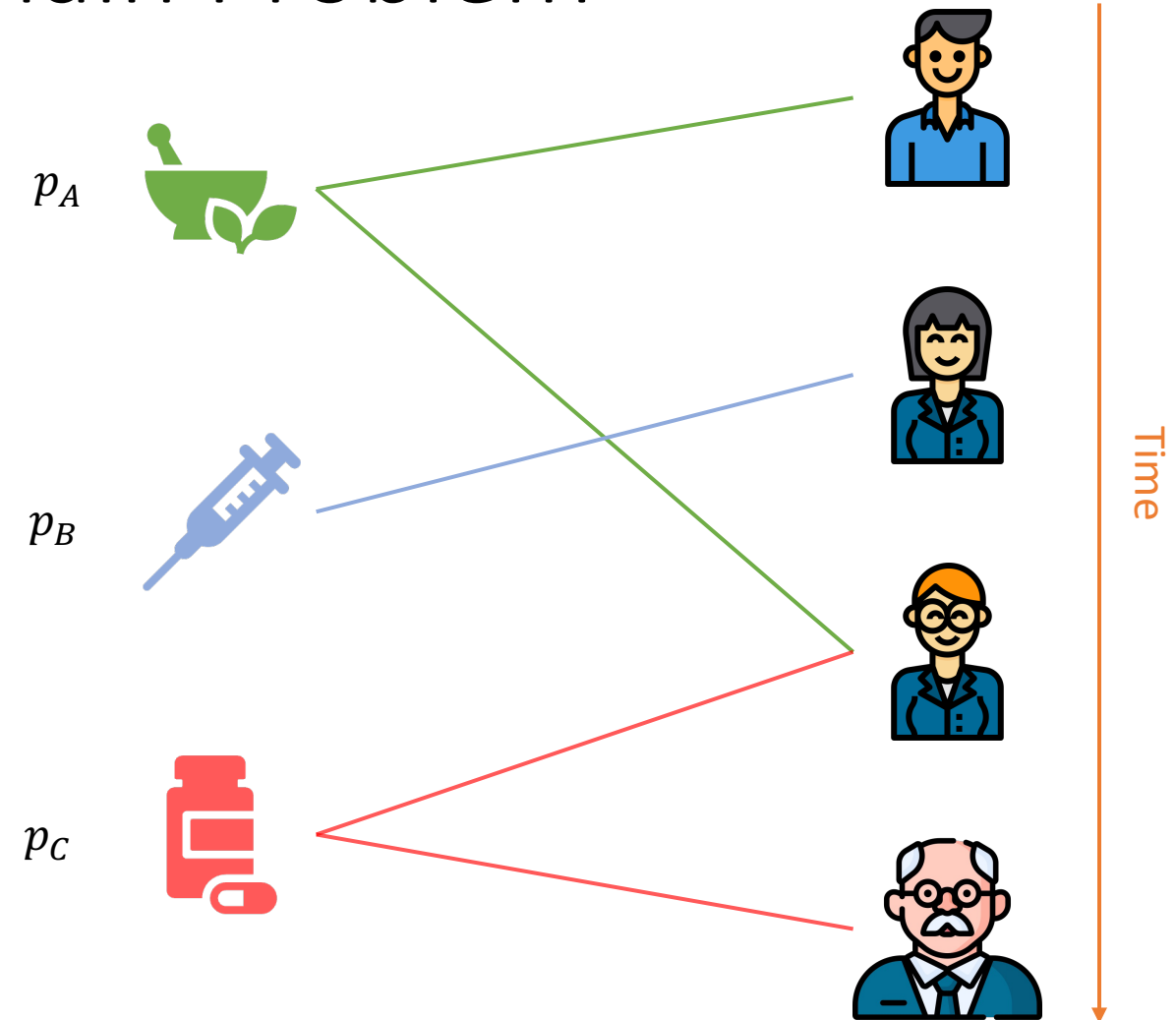
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- Testing candidate treatments for a new disease
- Patients arrive in a known order
- Not all treatments can be applied to all patients



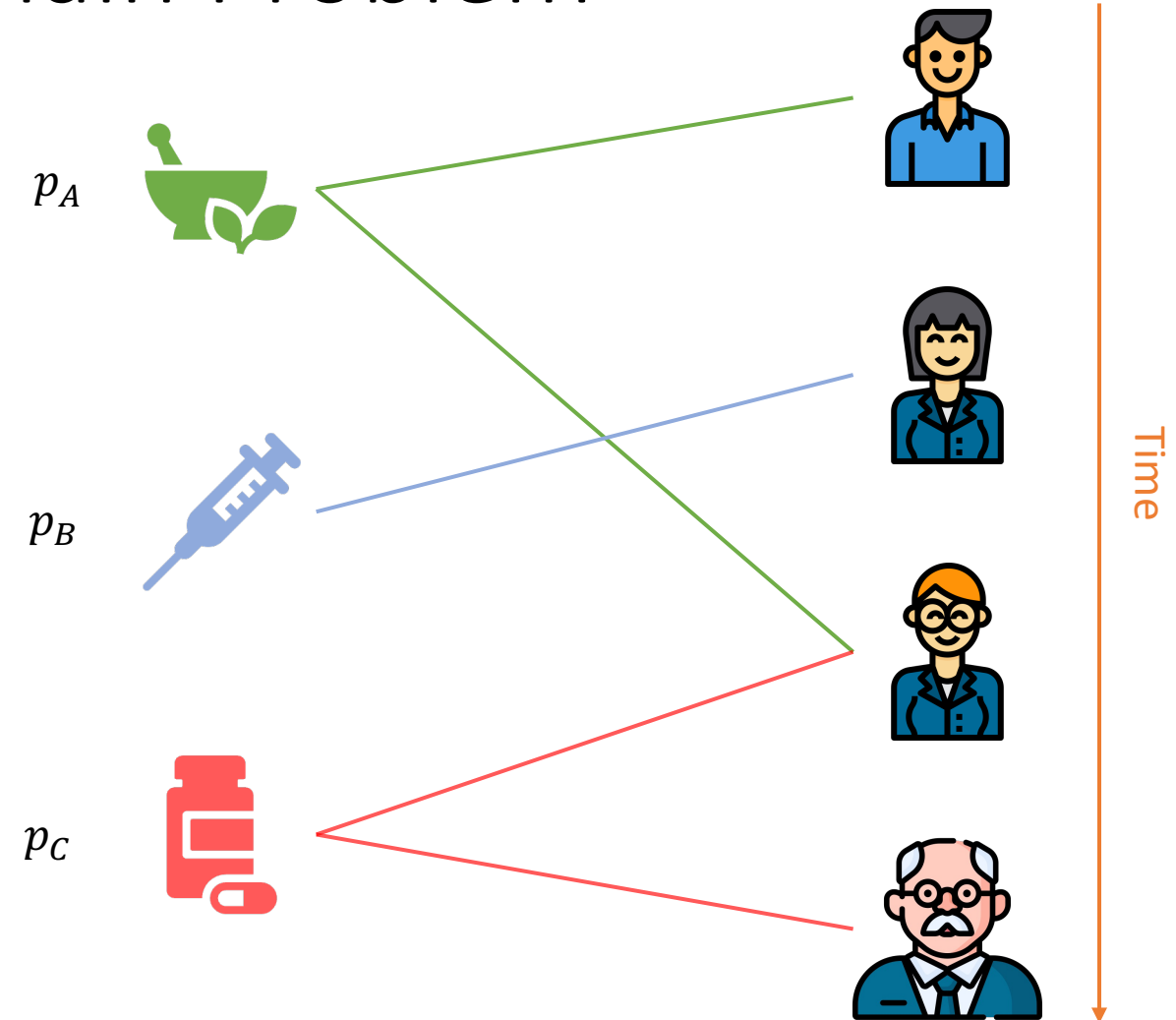
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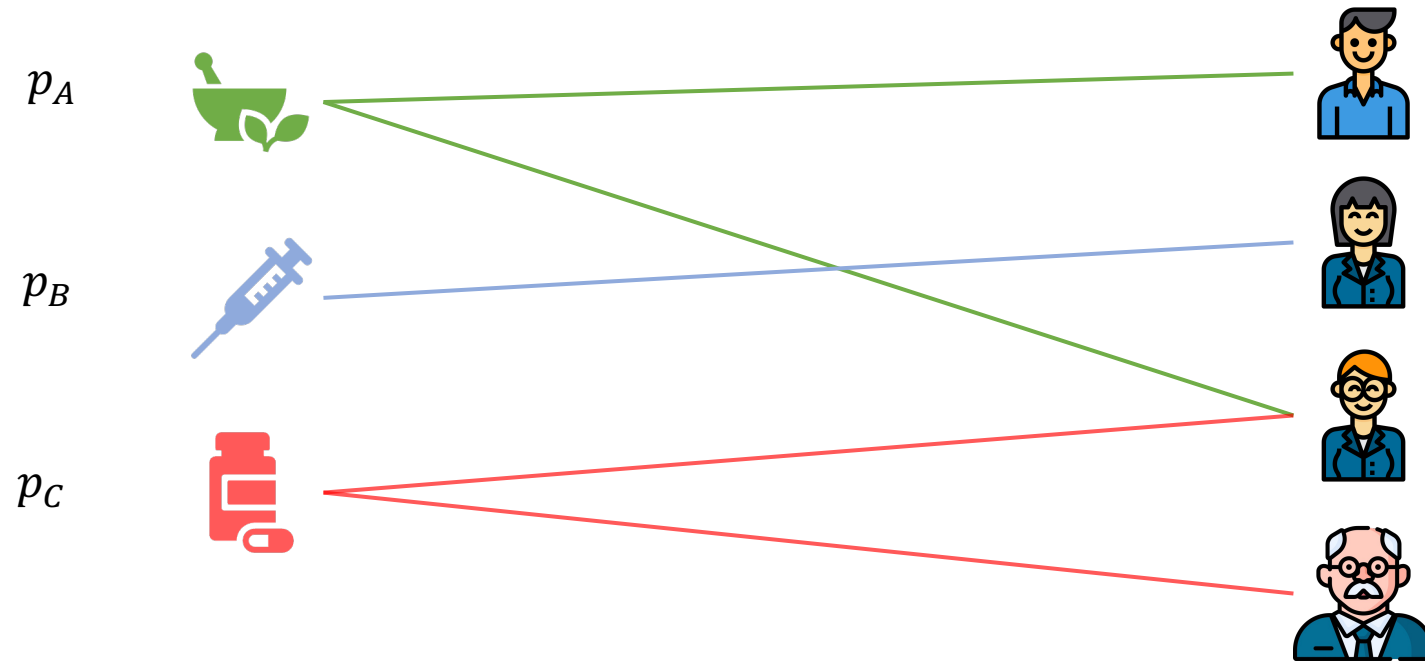


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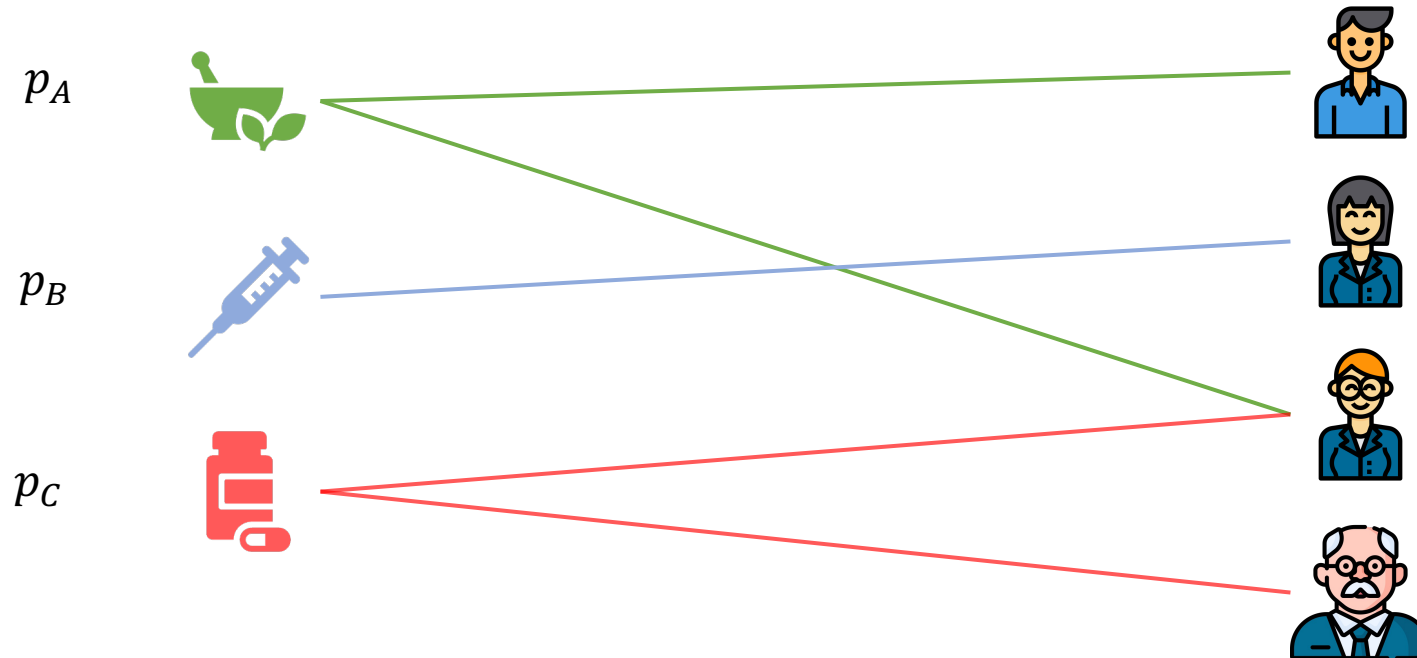
- Testing candidate treatments for a new disease
- Patients arrive in a known order
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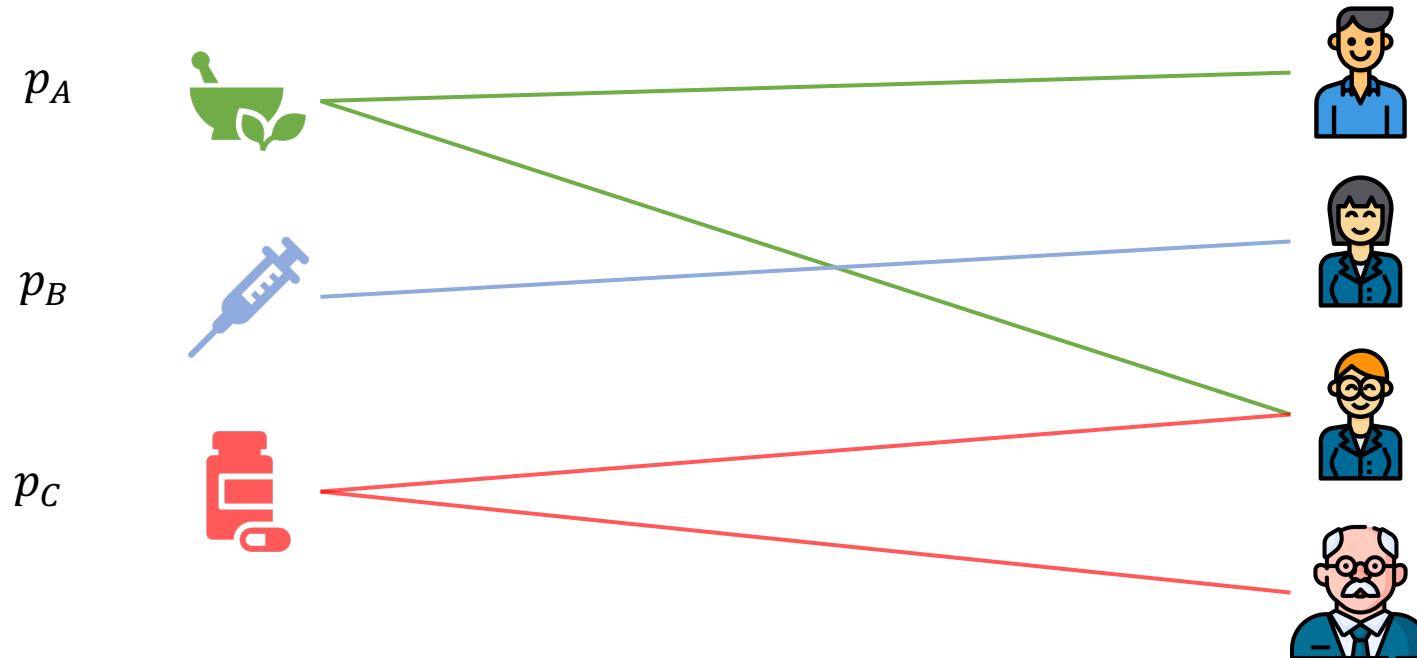


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Insight:
Only one correct treatment exists -
once it is found, exploit it.

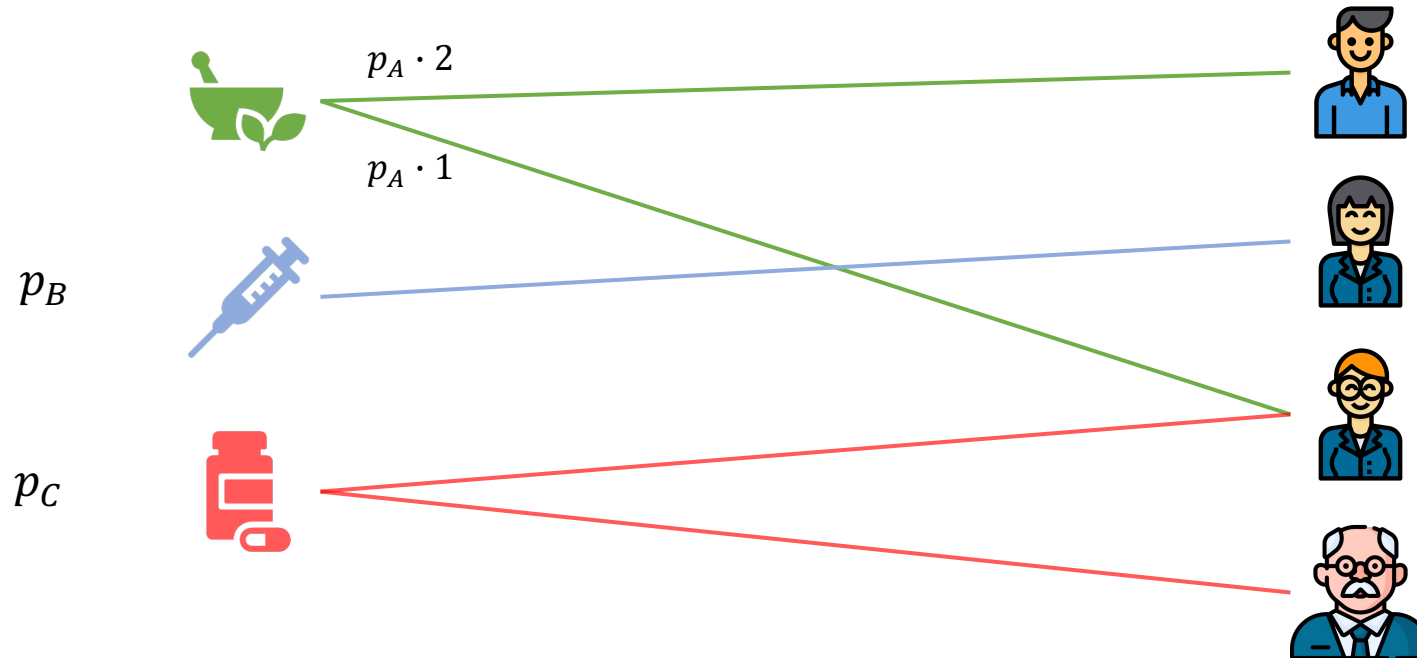
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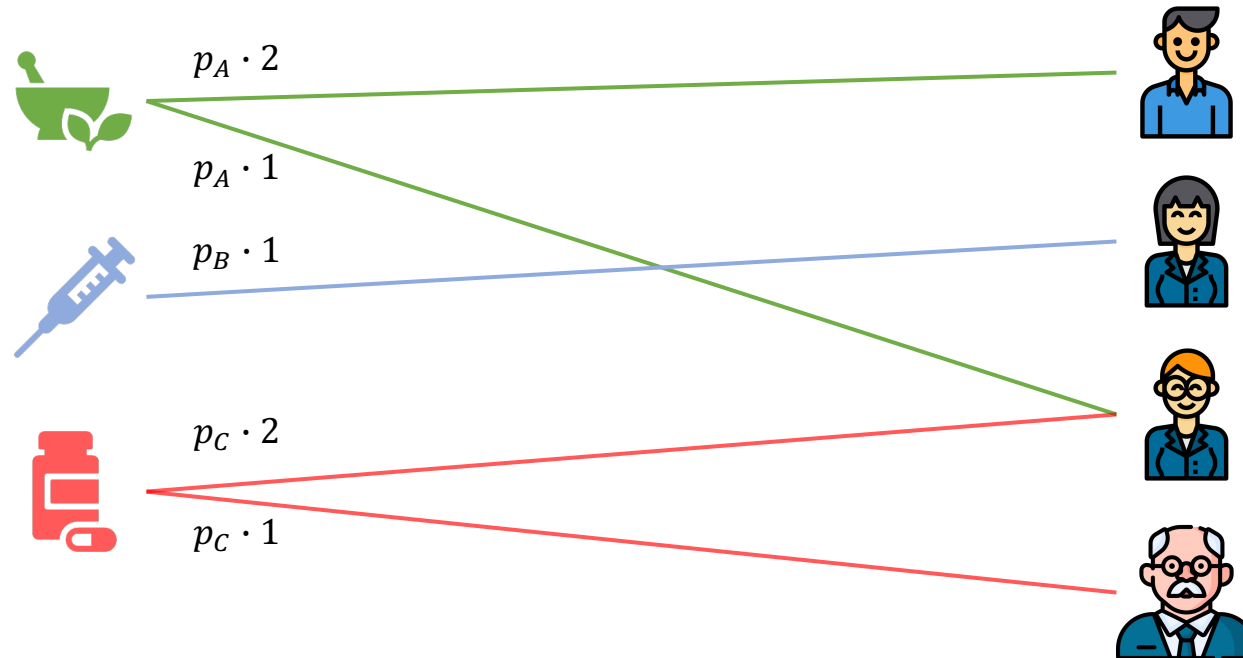
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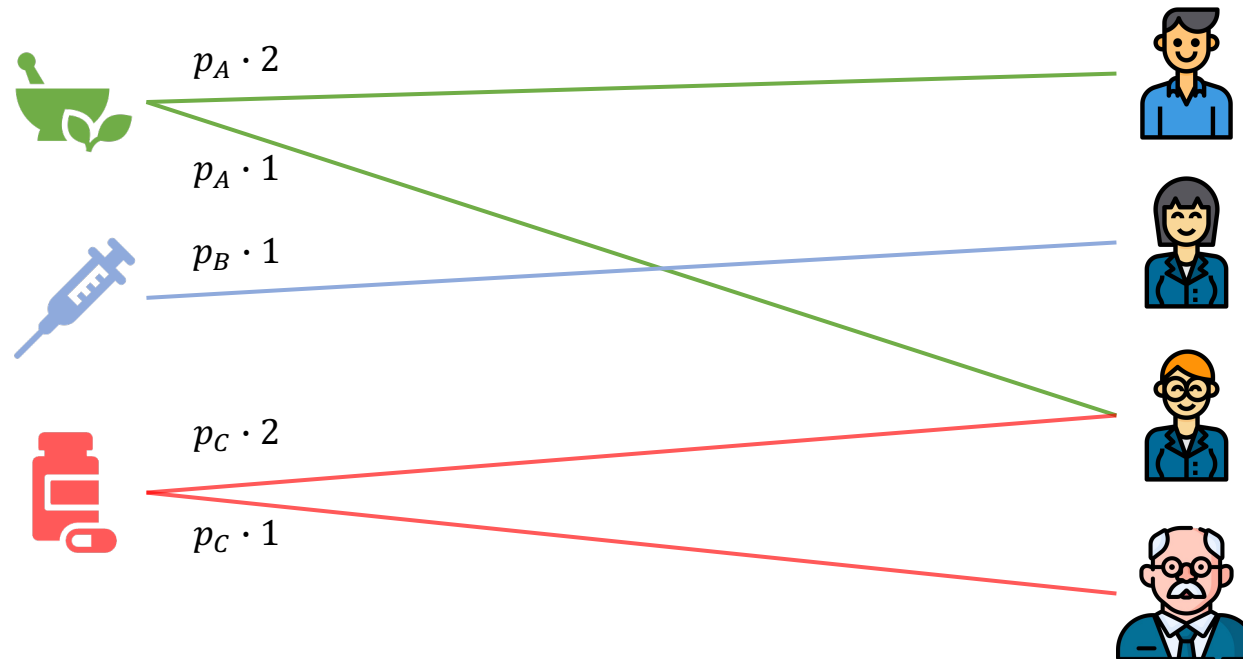


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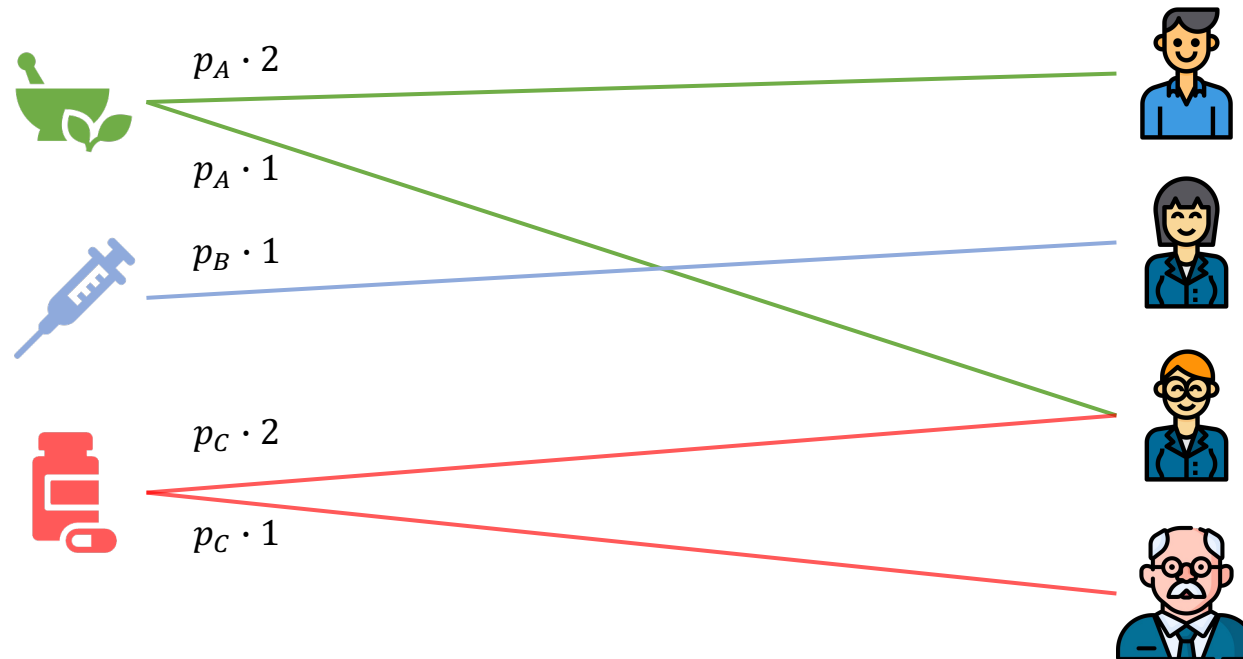
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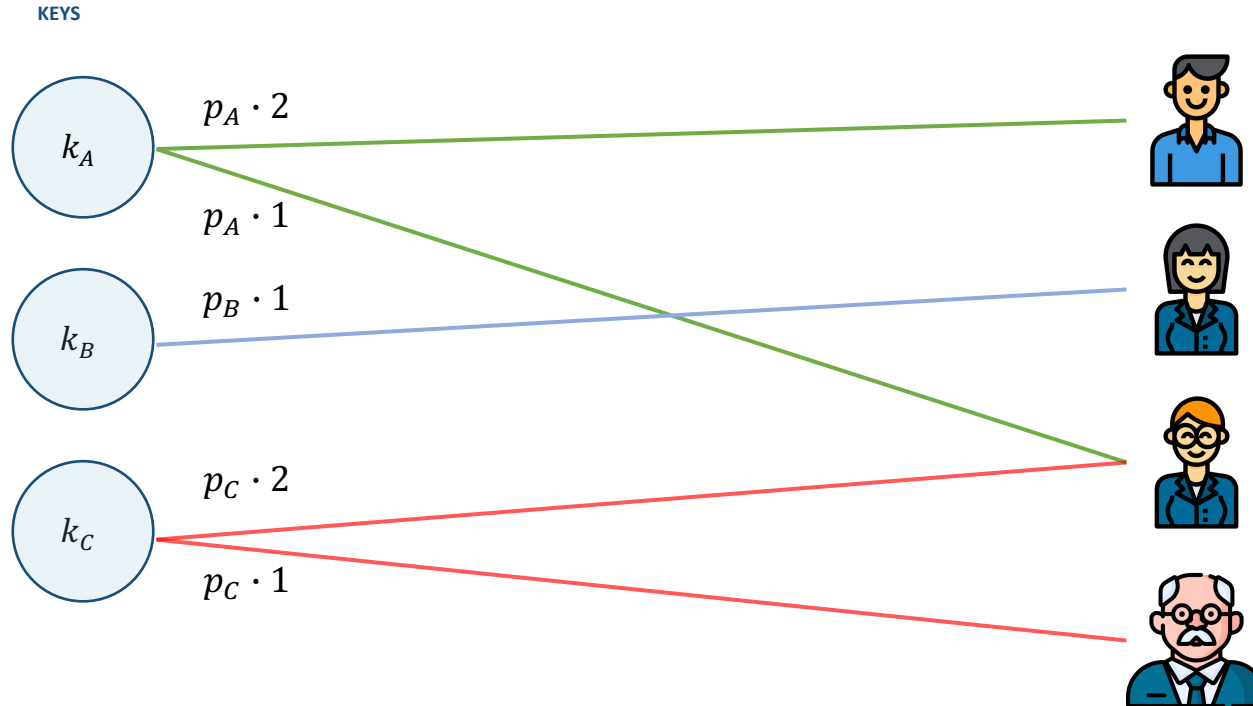
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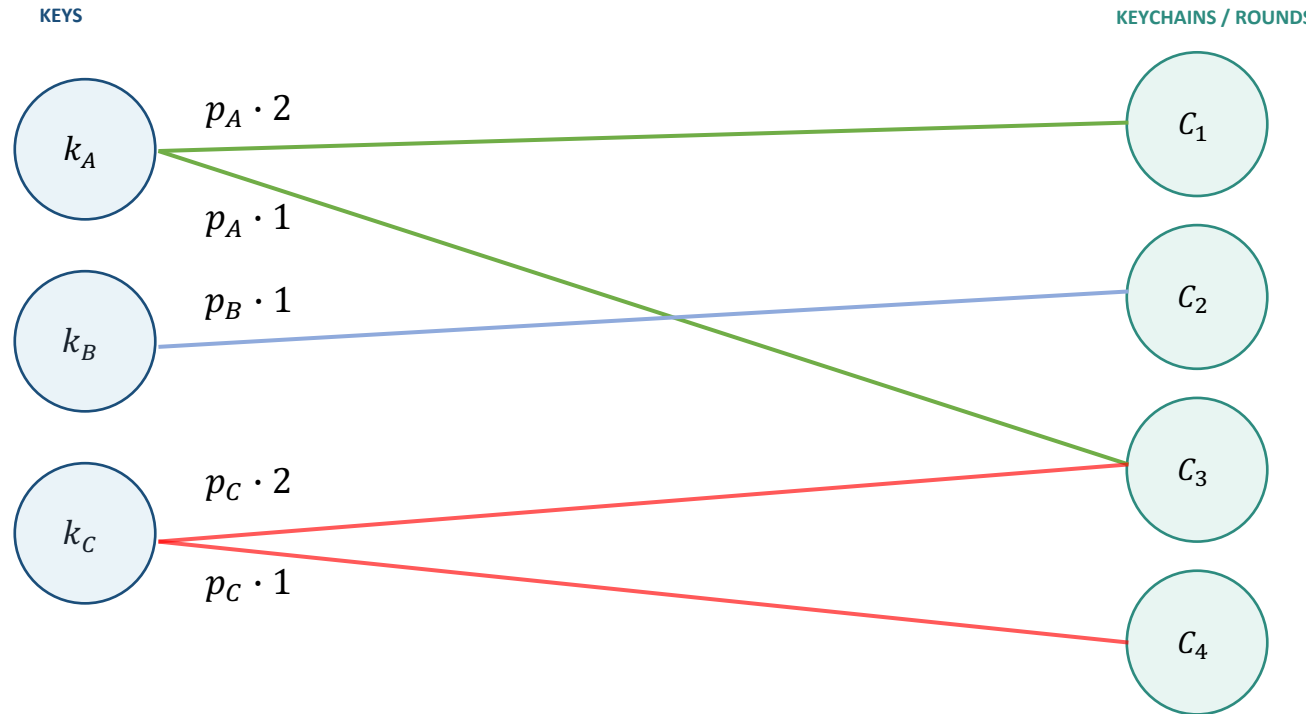
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Variants



Question: What if the order is fixed and known?

Setting: Basic Keychain Problem



Question: What if the order is drawn from a known distribution?

Setting: Probabilistic Scenarios



Question: What if we can select the order of keychains?

Setting: Order Selection

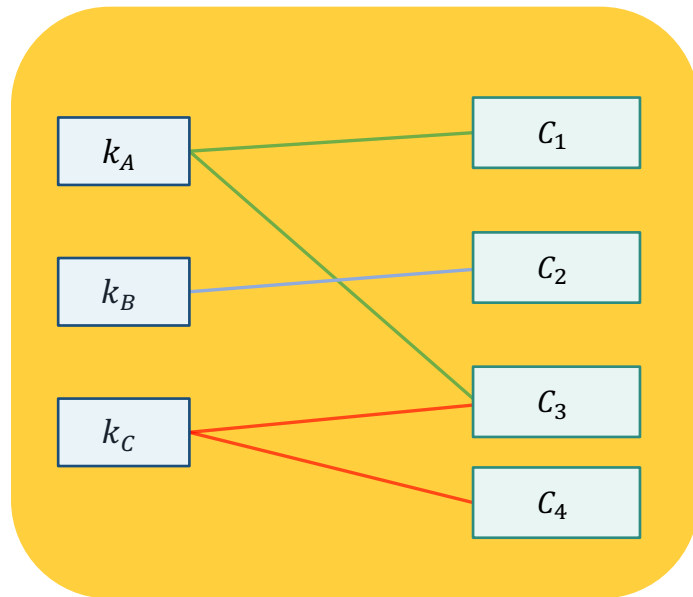
Fixed-Order Probabilistic Scenarios



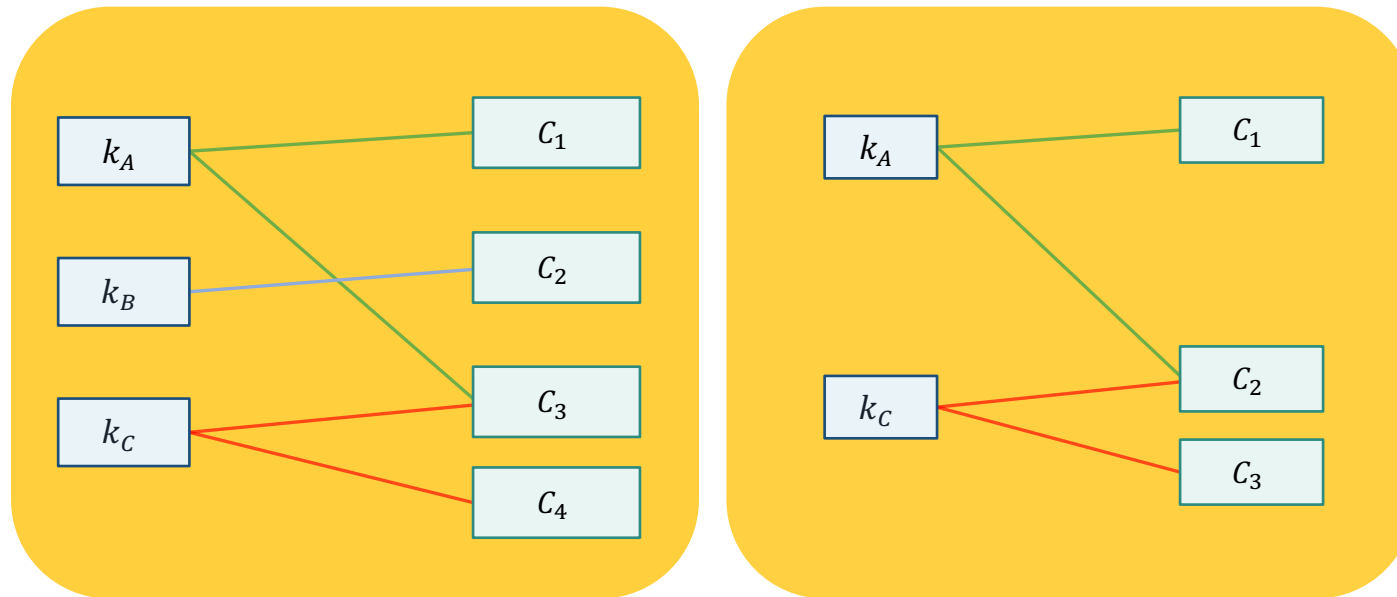
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Setting: Probabilistic Scenarios

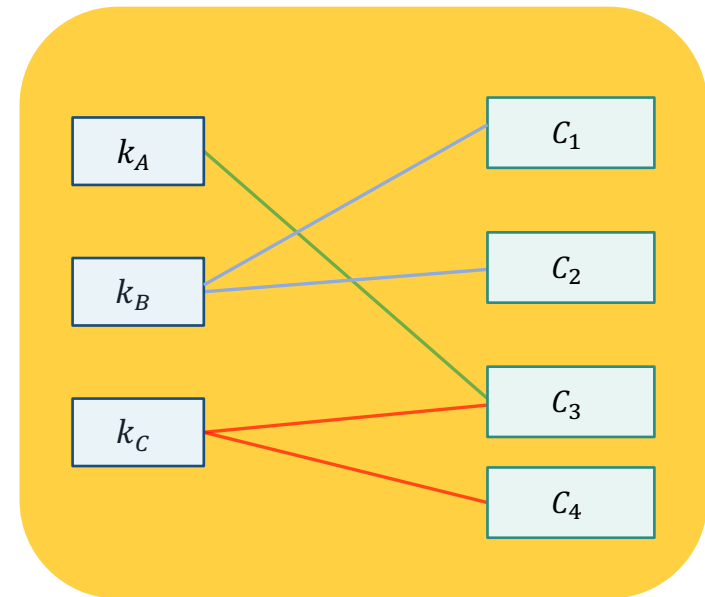
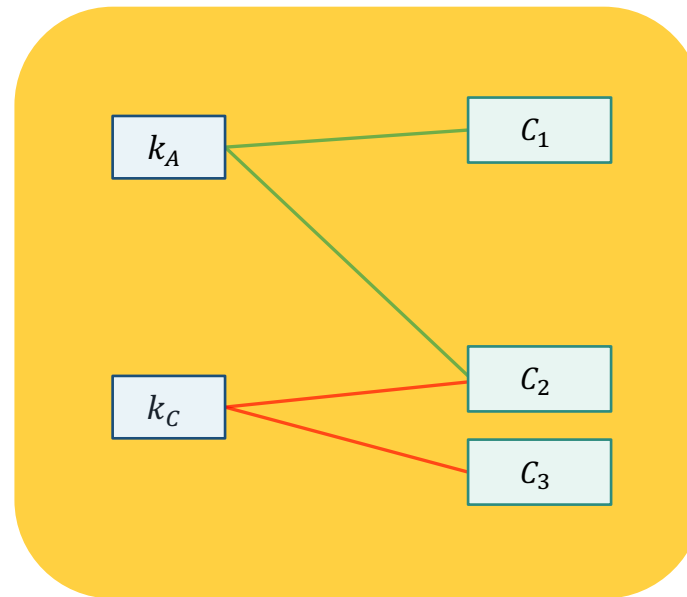
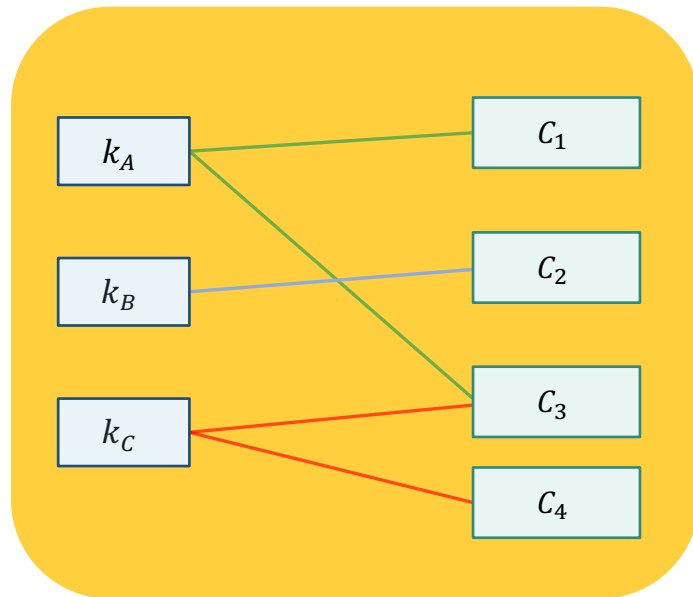
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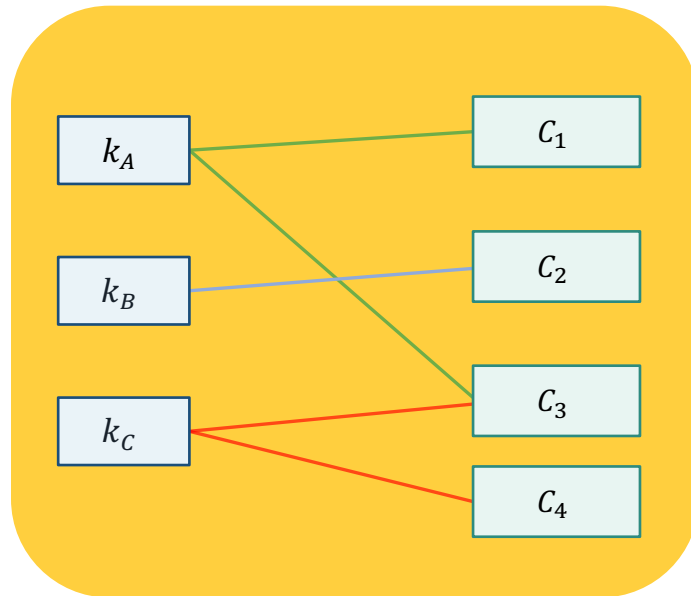


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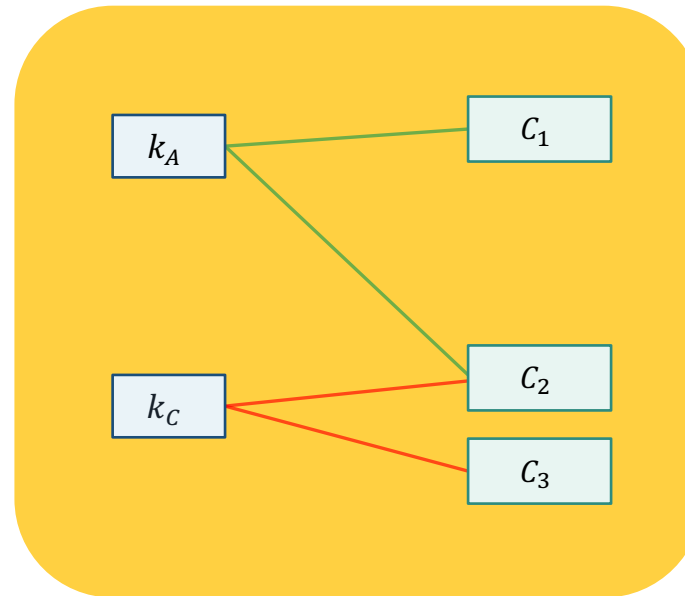


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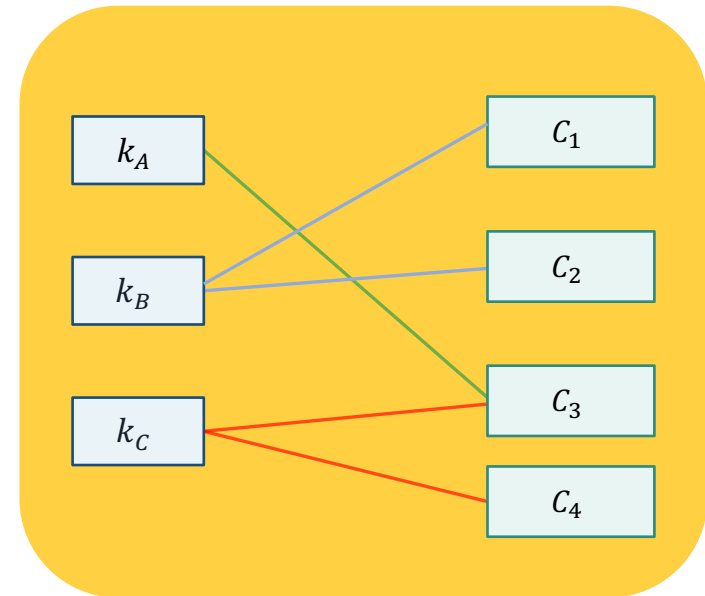
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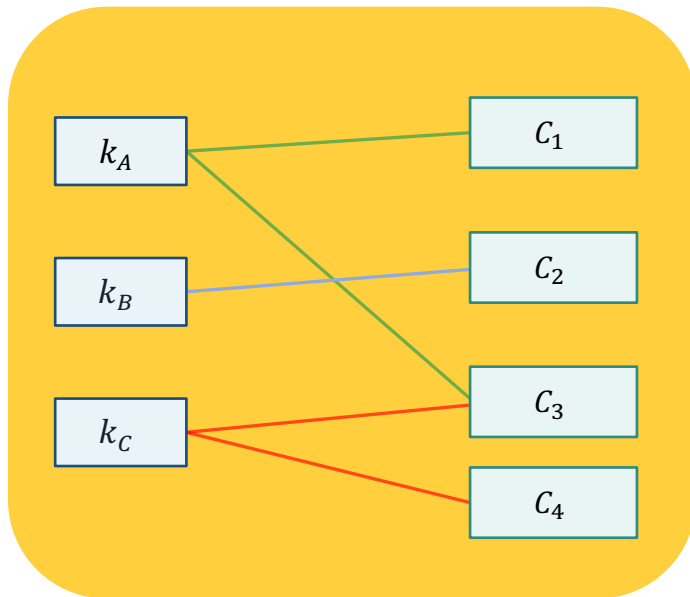


Scenario 3: $p_3 = 0.25$

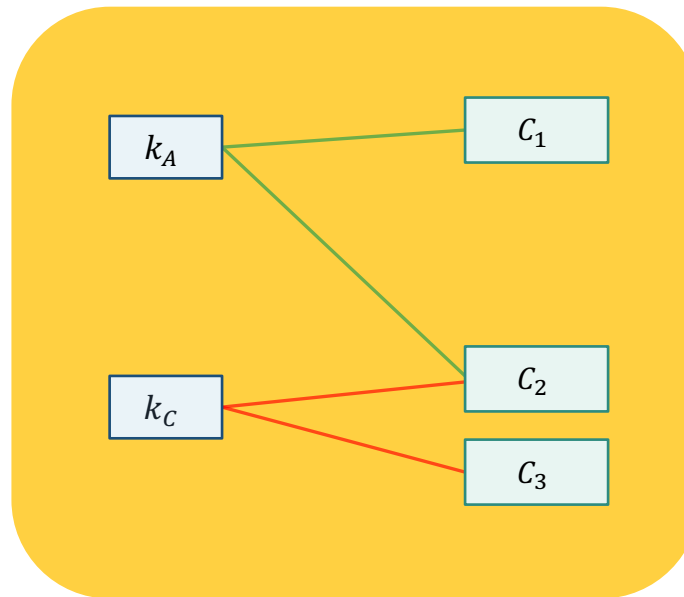


Fixed-Order Probabilistic Scenarios

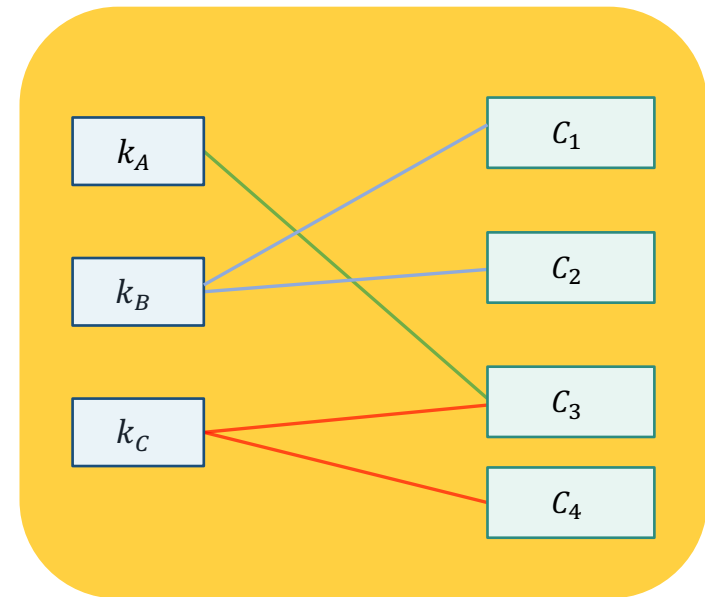
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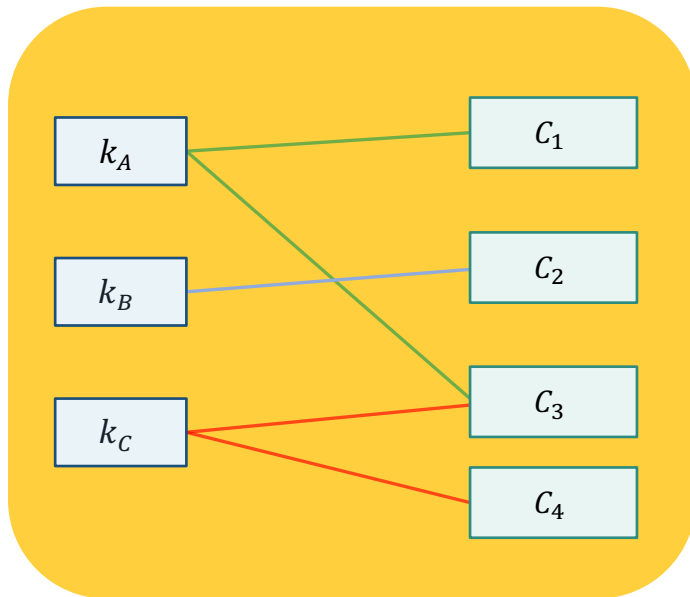
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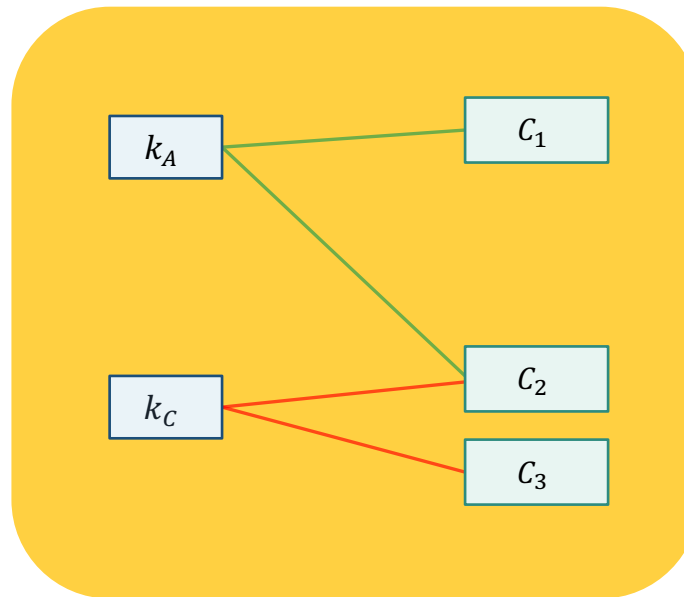
After observing $C_1 = \{k_A\}$, we can safely rule out scenario 3, update probabilities, play accordingly.

Fixed-Order Probabilistic Scenarios

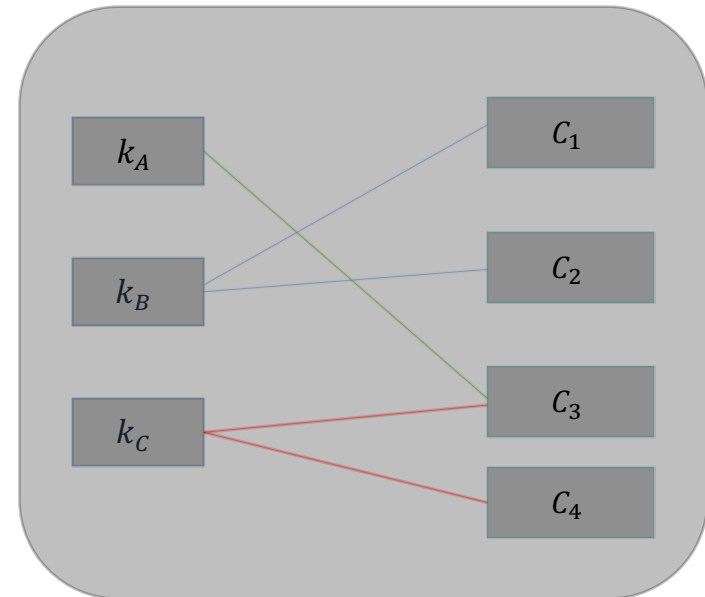
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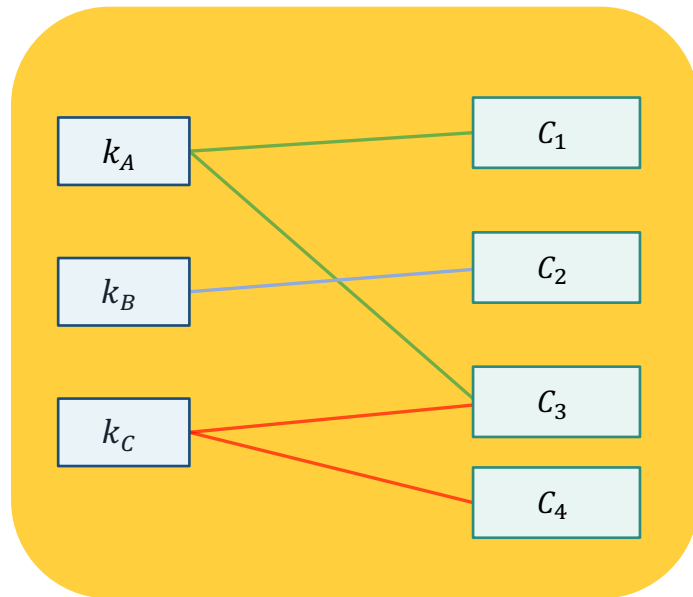
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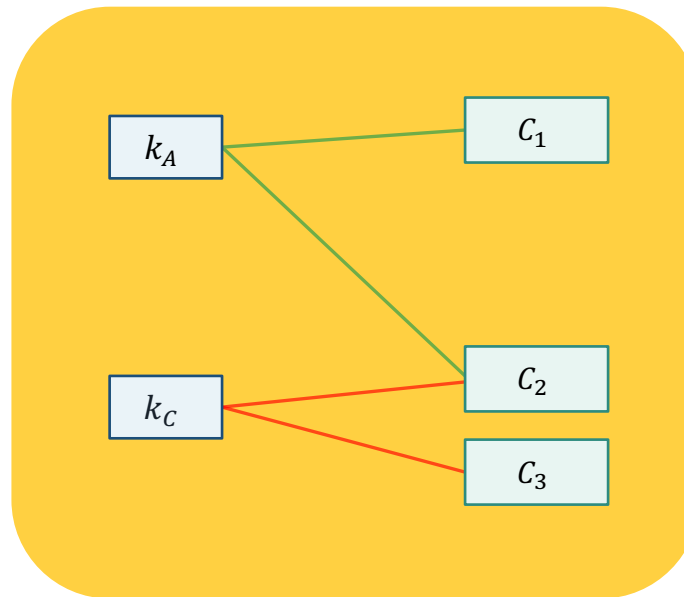
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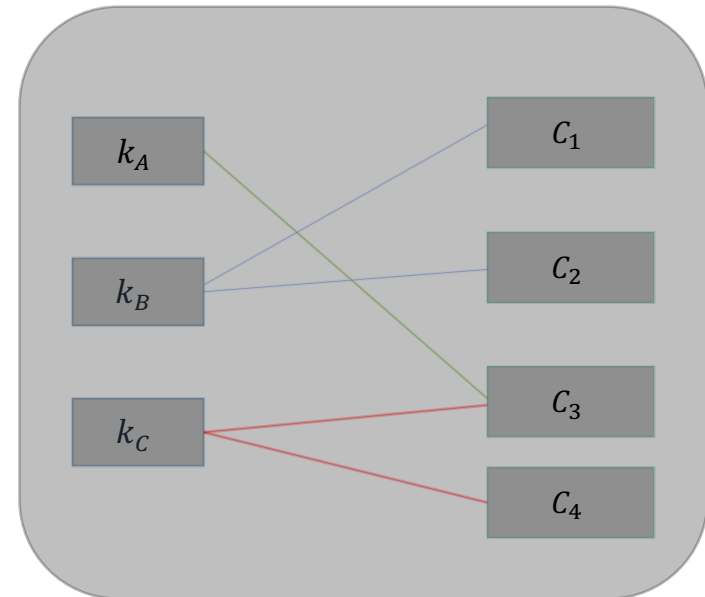
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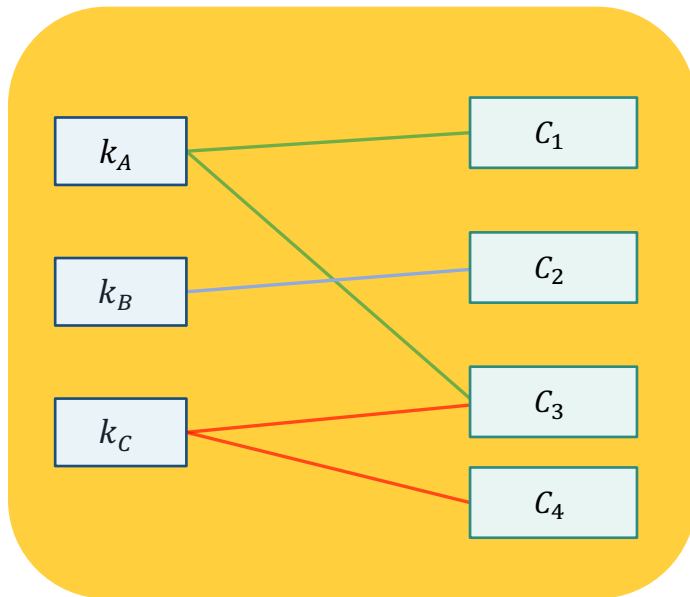
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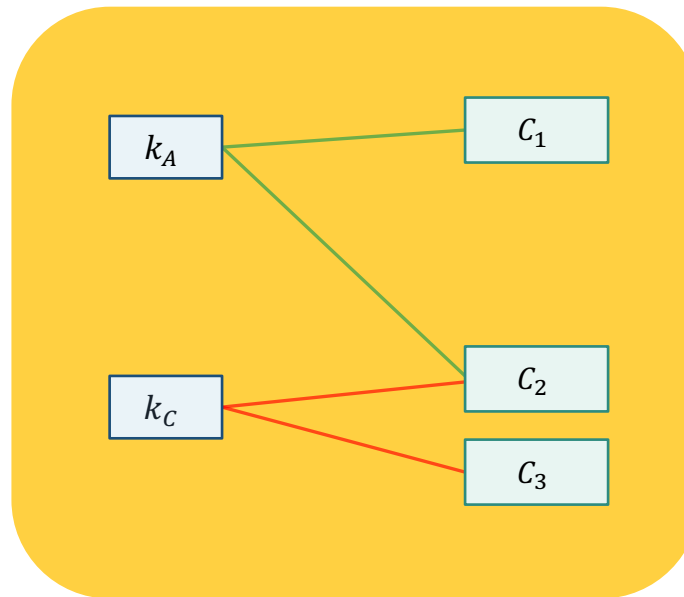
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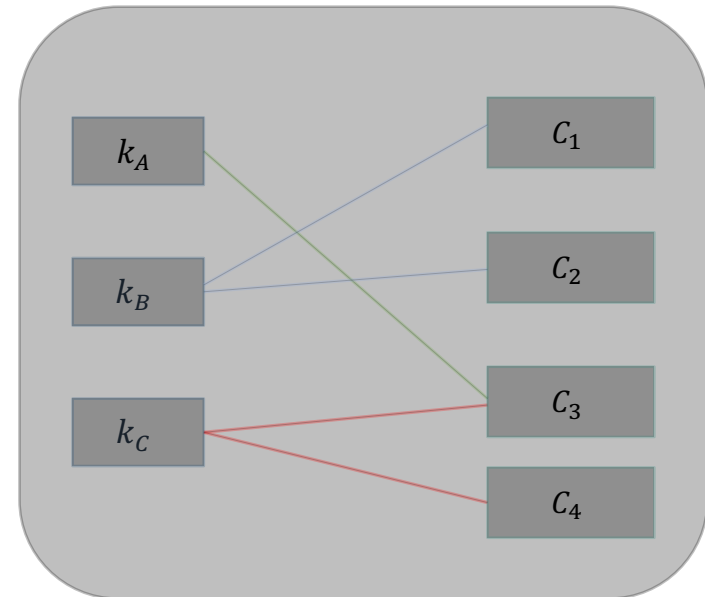
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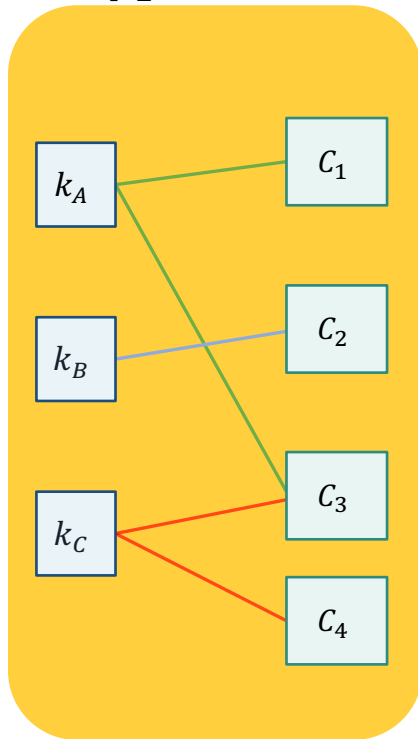


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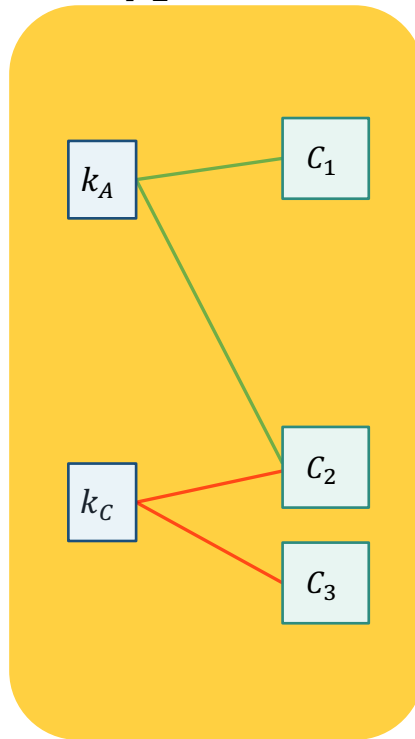
Overarching question: What policy maximizes reward?

Policies Depend on Observation Histories

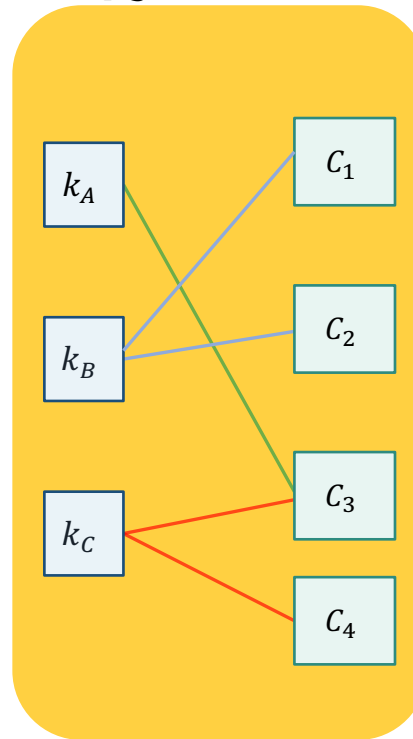
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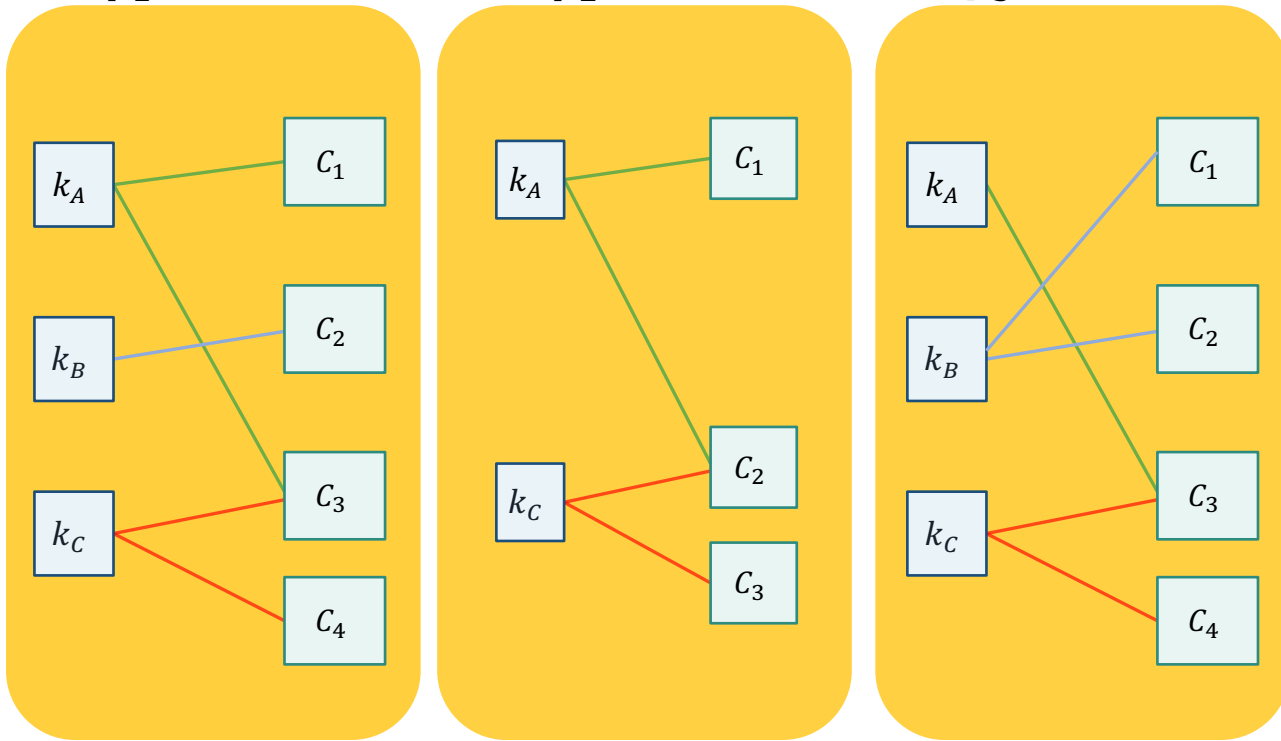
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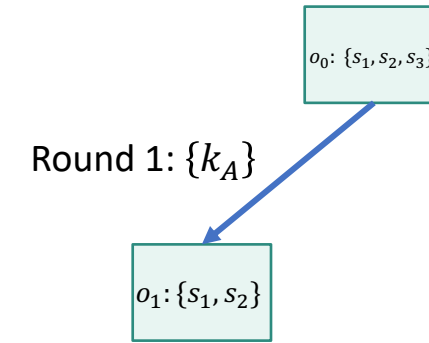
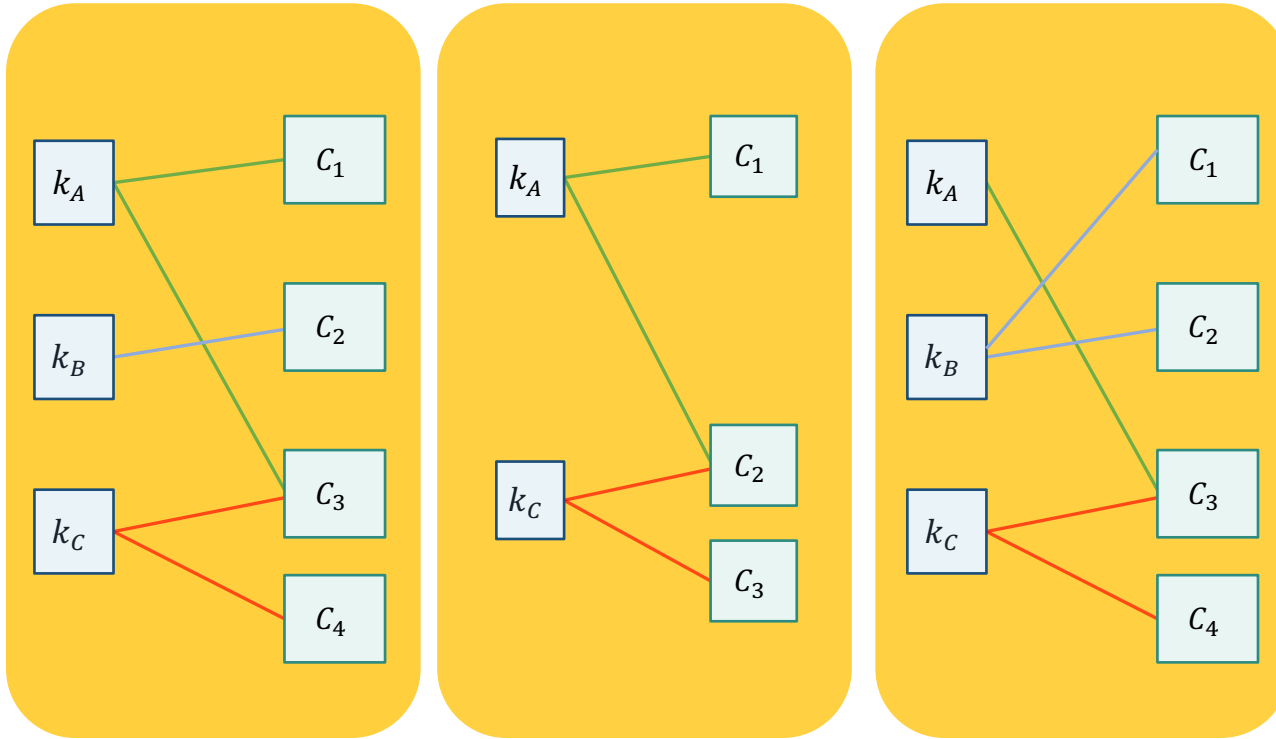


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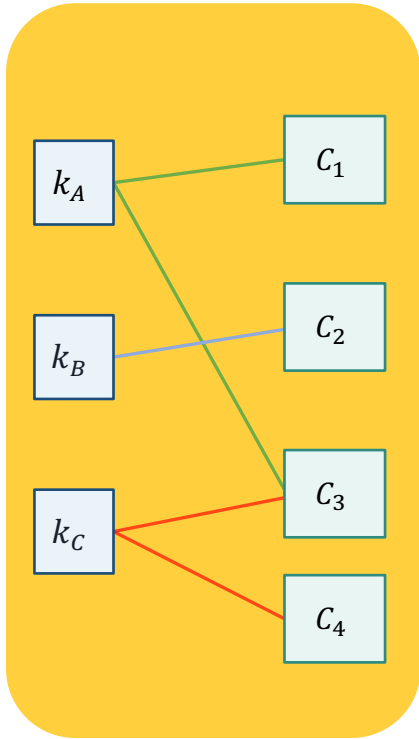
Scenario 2:
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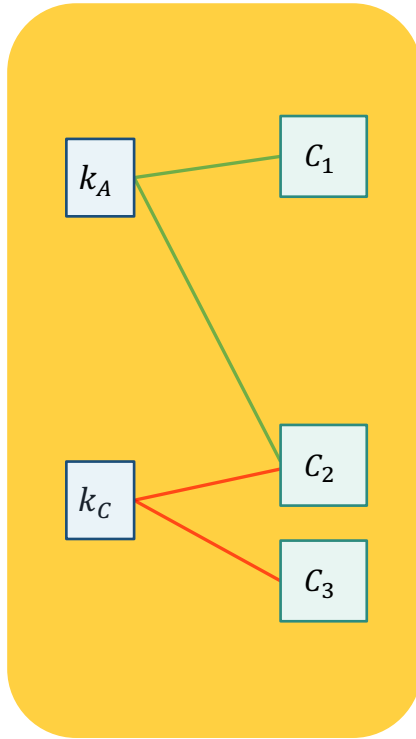


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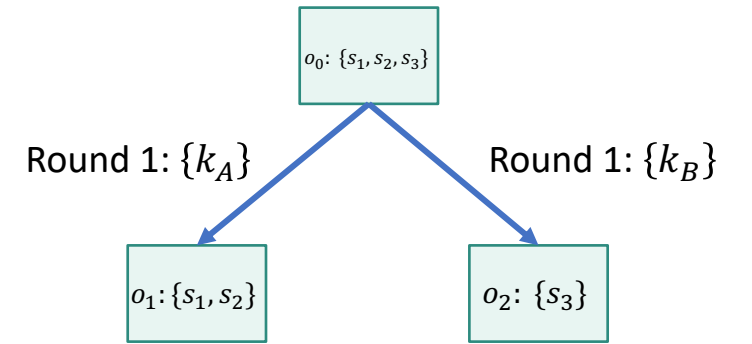
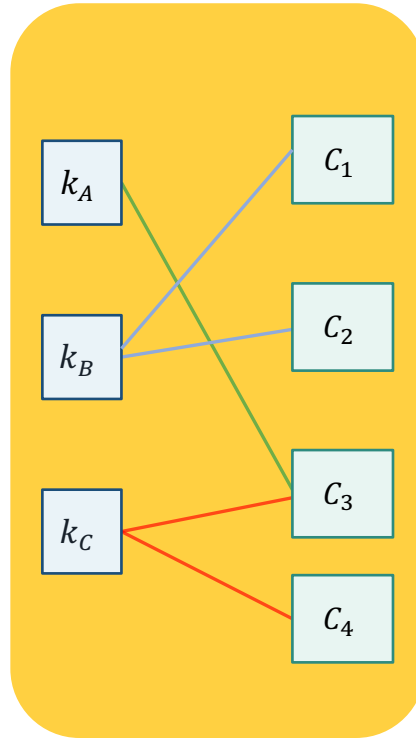
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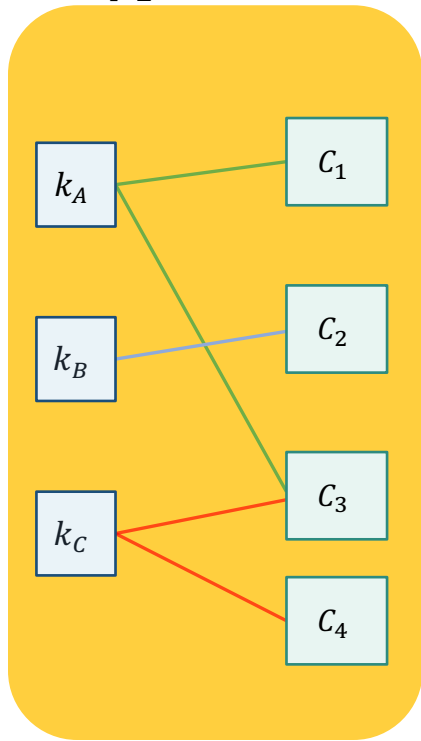


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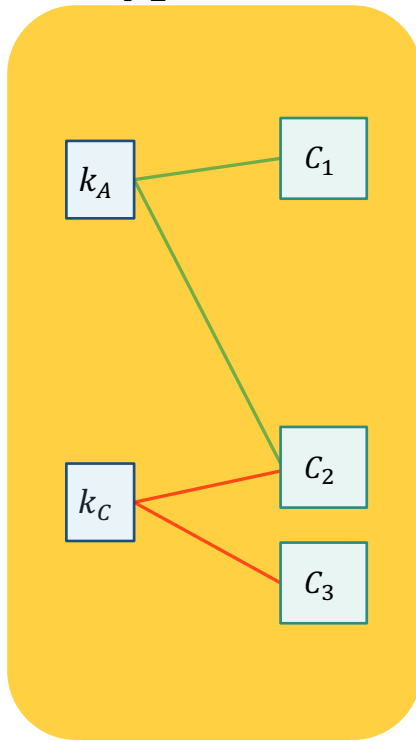


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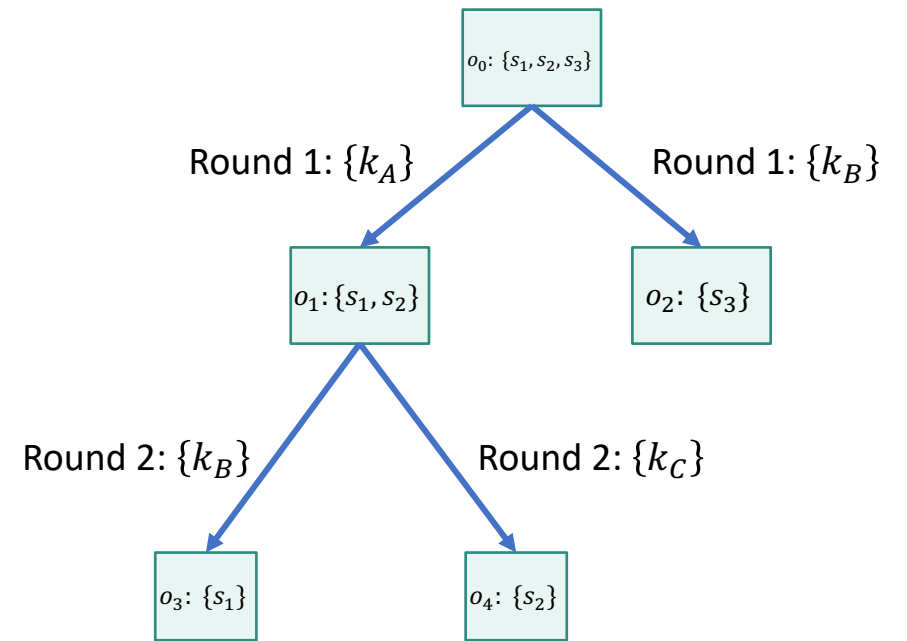
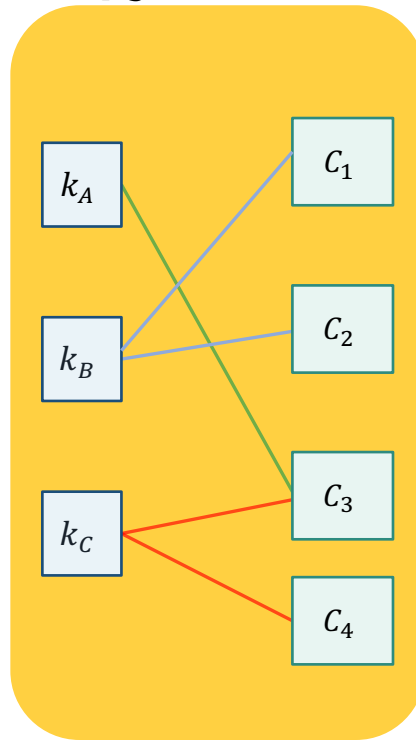
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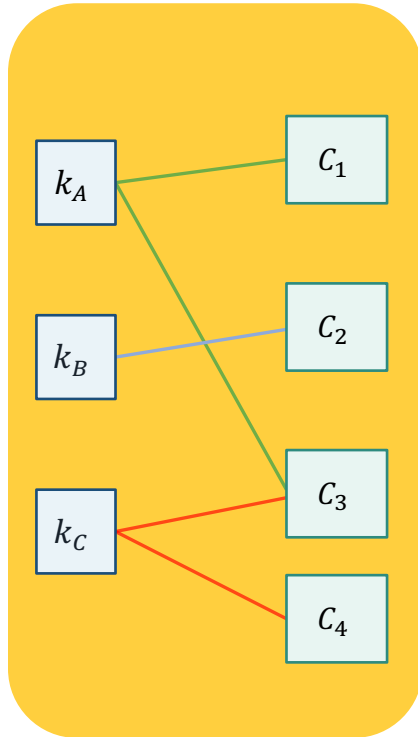


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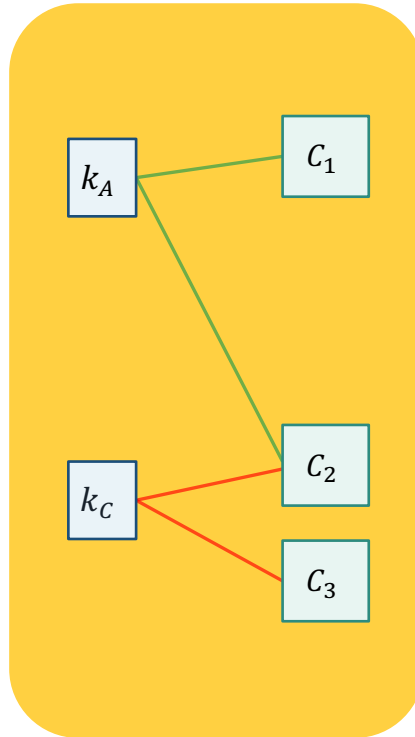


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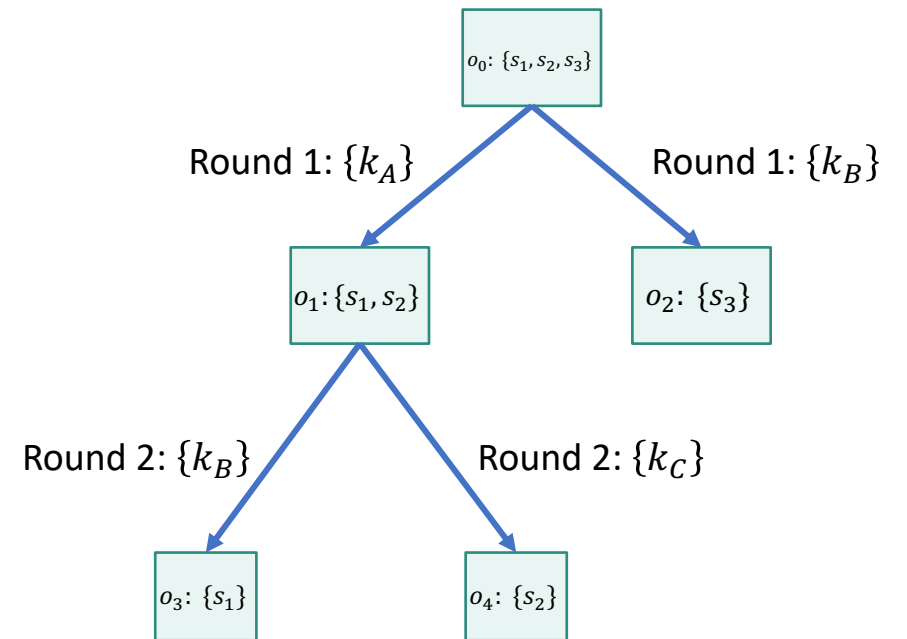
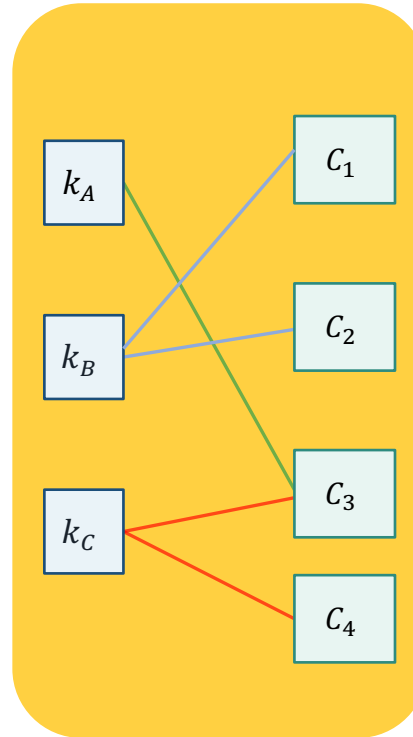
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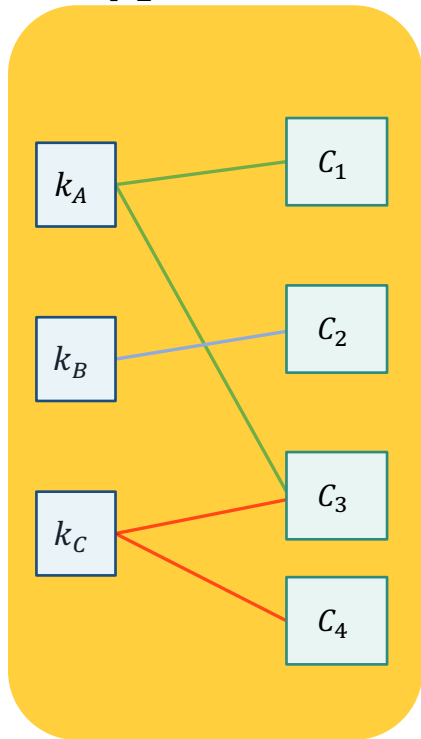
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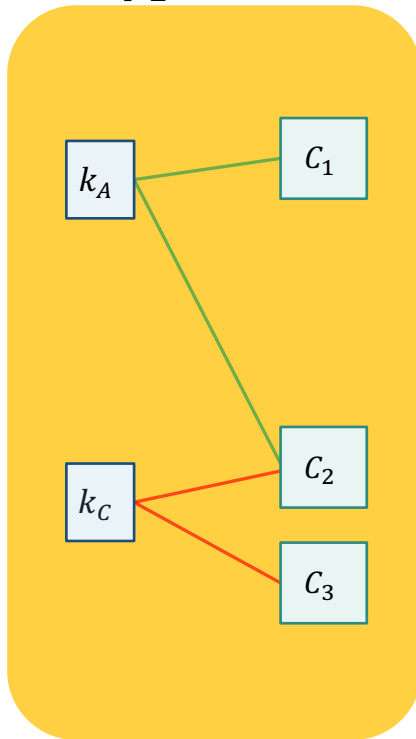
Policy π plays keys at different *infosets*.

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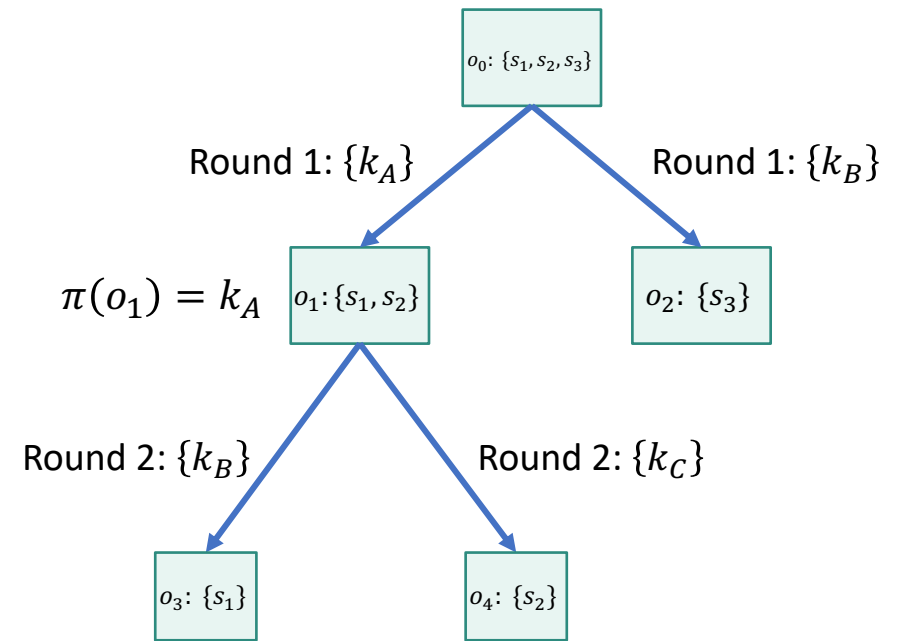
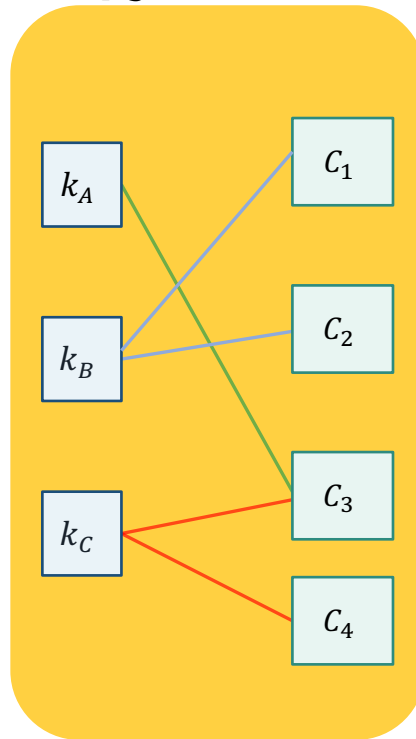
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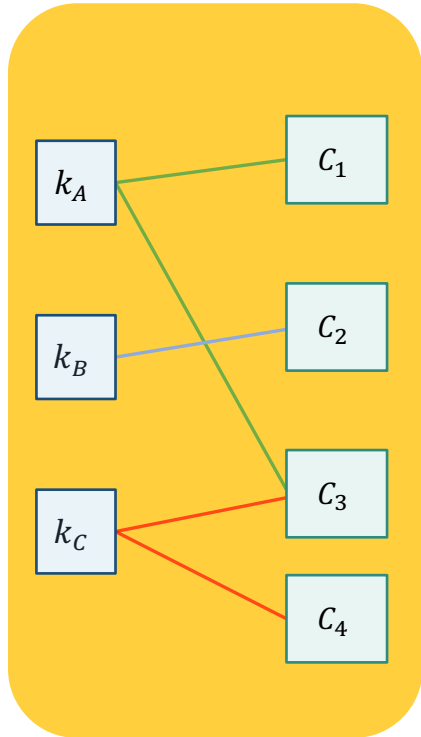
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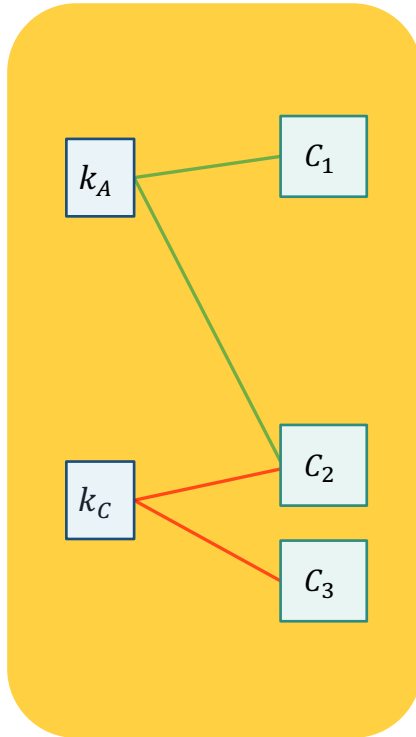
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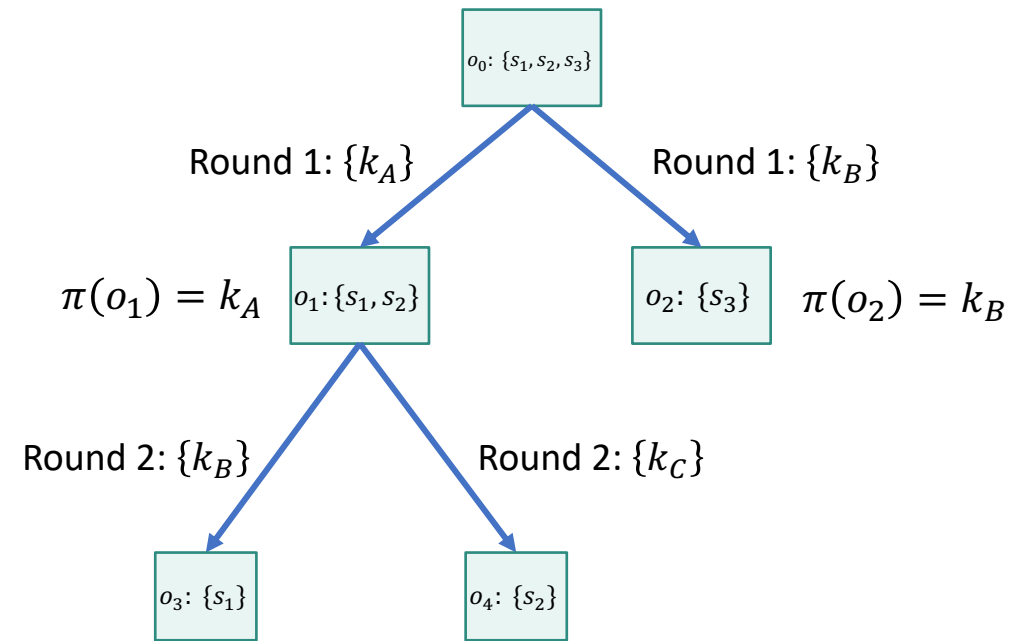
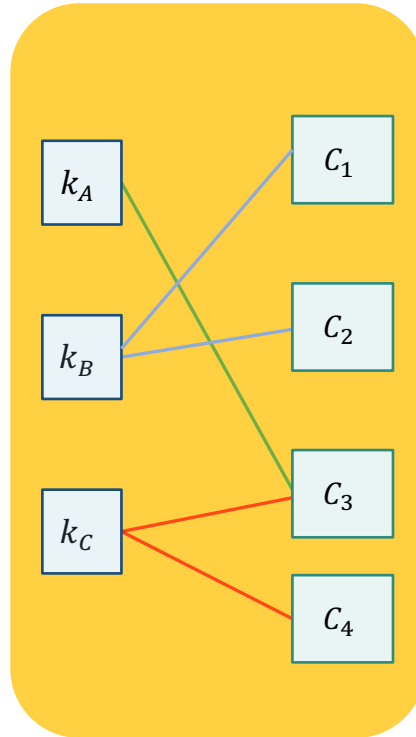
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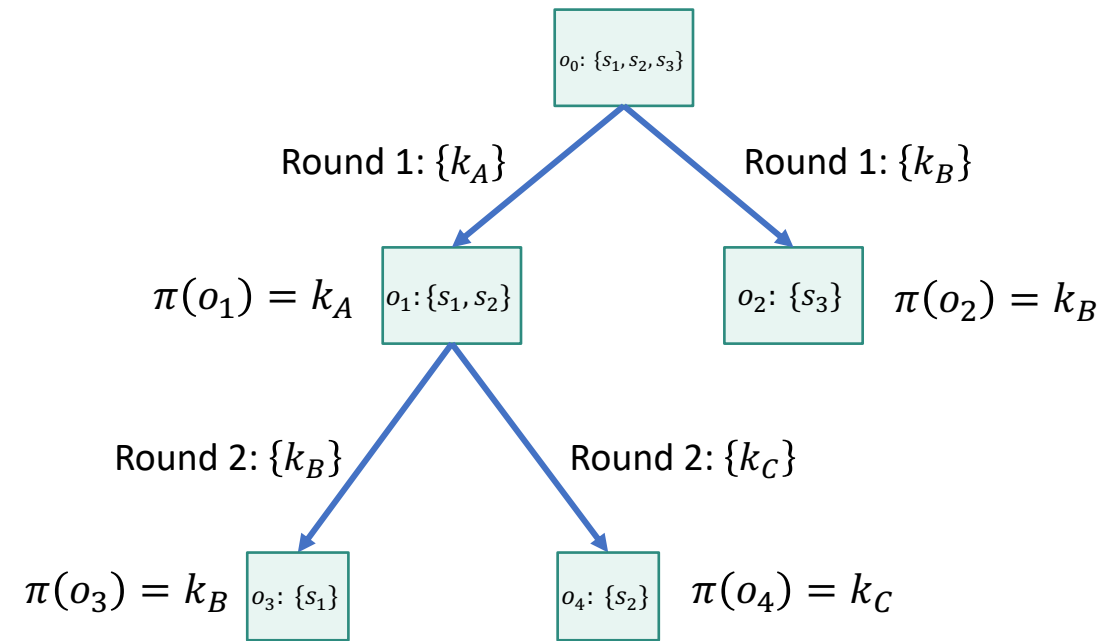
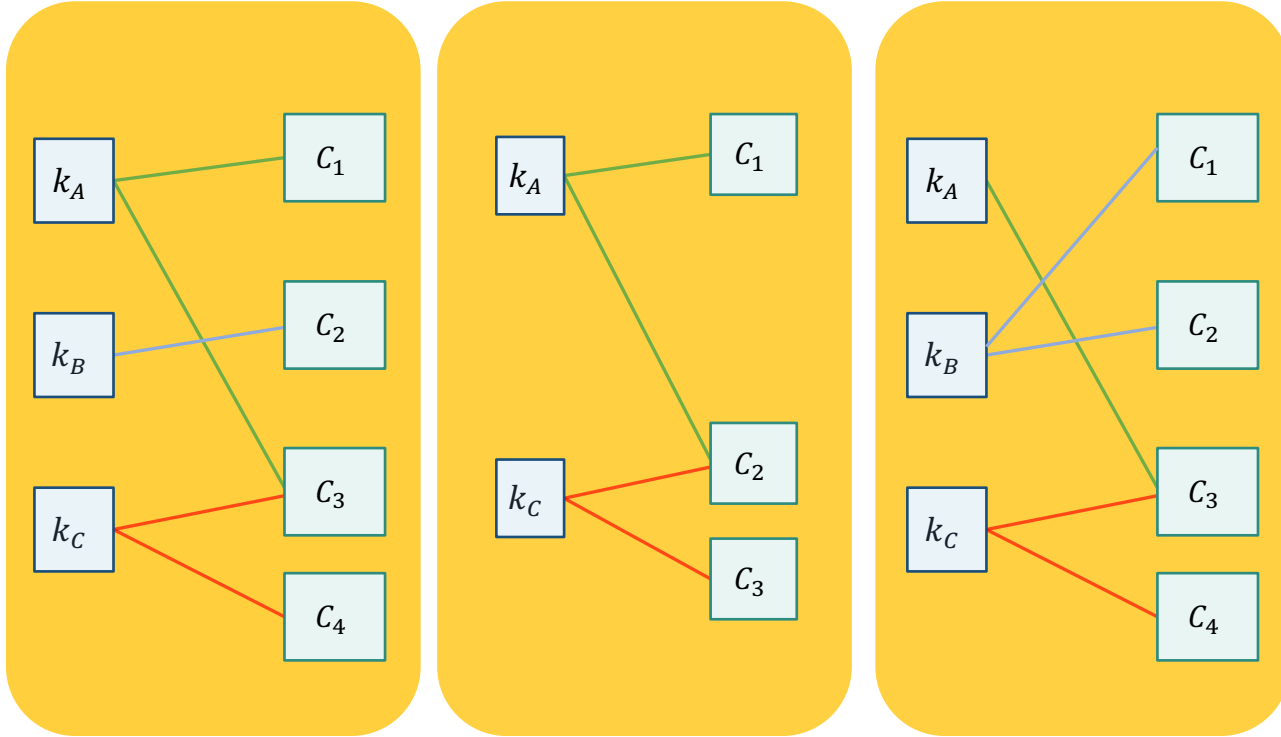
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Fixed-Order Probabilistic Scenarios

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Theorem:

Approximation-preserving poly-time reduction from Fixed-Order Probabilistic Scenarios to Maximum Weight Laminar Matching.

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Poly-time $\left(1 - \frac{1}{e}\right)$ -approximation to Bayes-optimal fixed-order probabilistic scenarios policy.

Fixed-Order Probabilistic Scenarios

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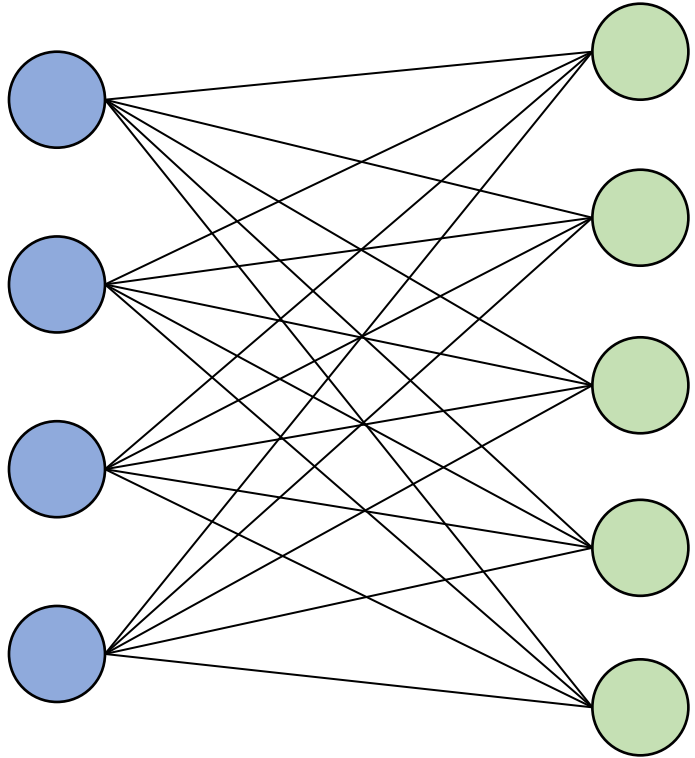
Approximation-preserving poly-time reduction from Fixed-Order Probabilistic Scenarios to Maximum Weight Laminar Matching.

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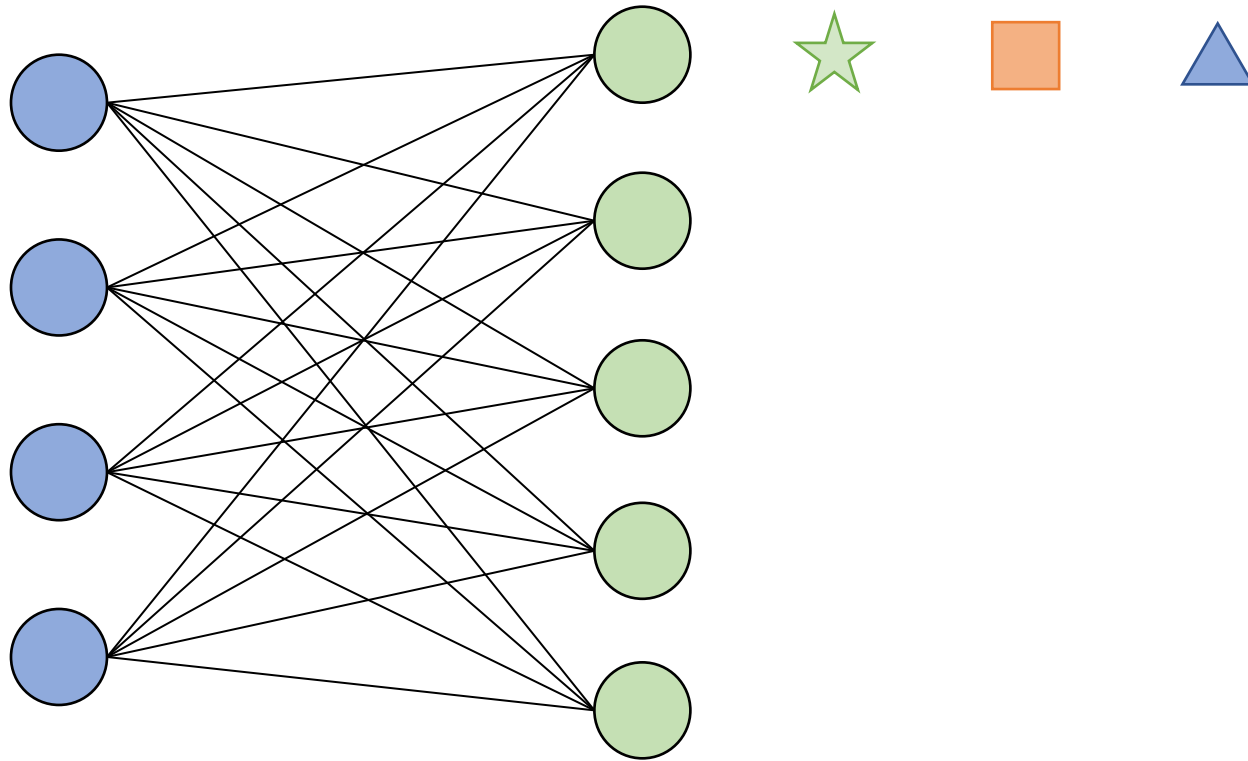
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- NP-hard to approximate a policy with value better than $0.9996 * OPT$.

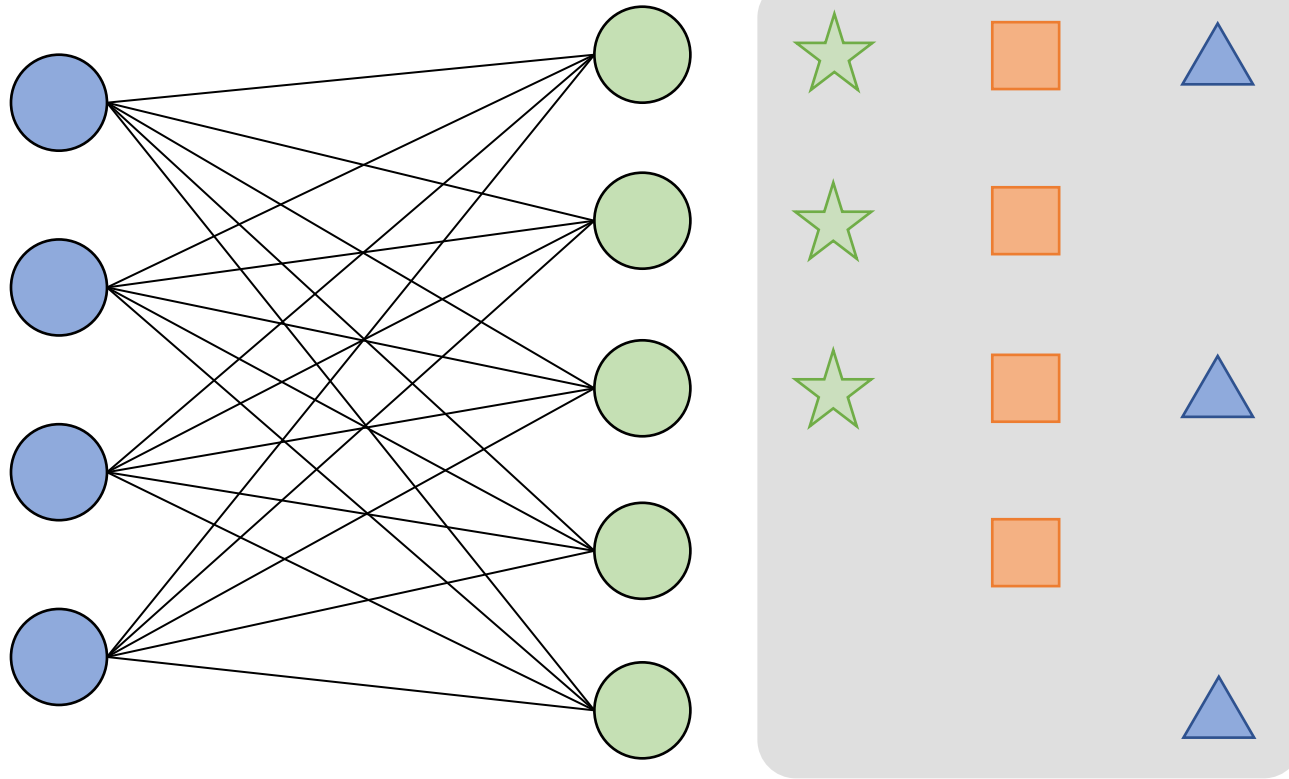
Maximum Weight Laminar Matching



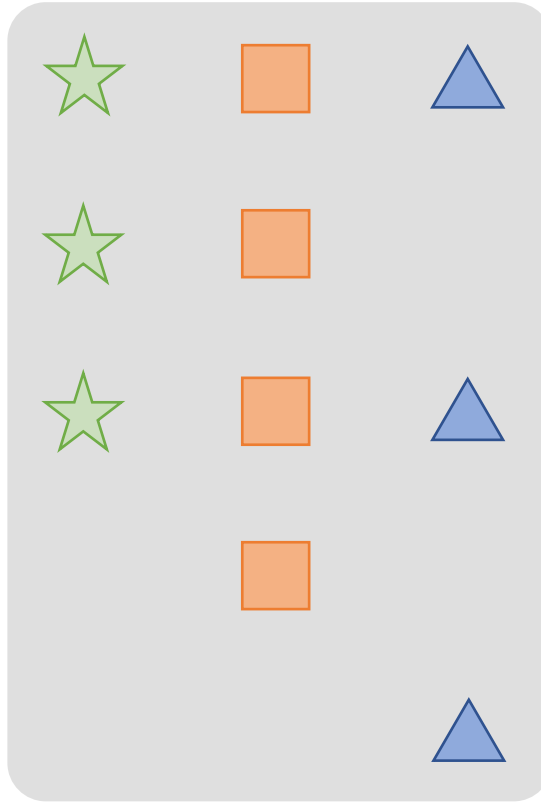
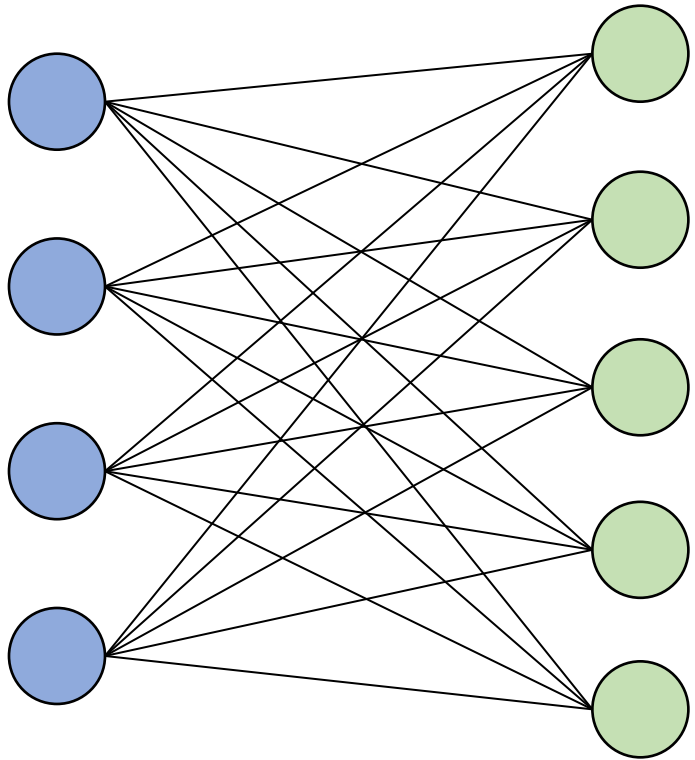
Maximum Weight Laminar Matching



Maximum Weight Laminar Matching



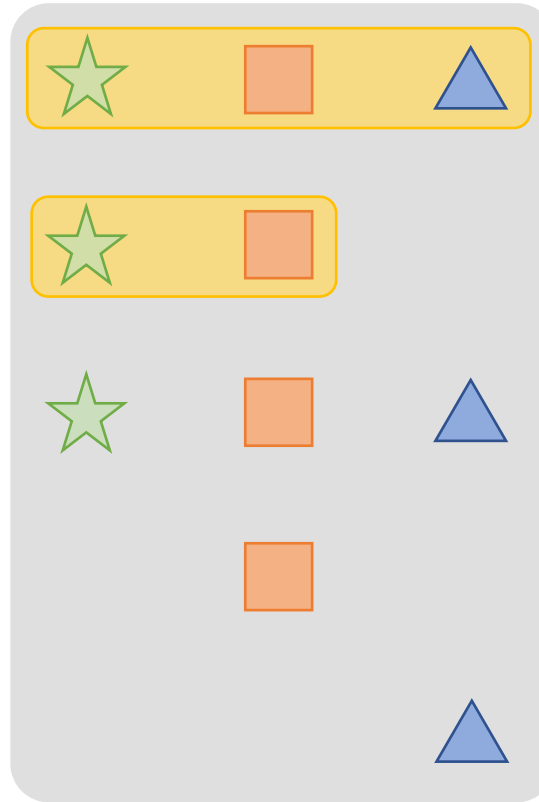
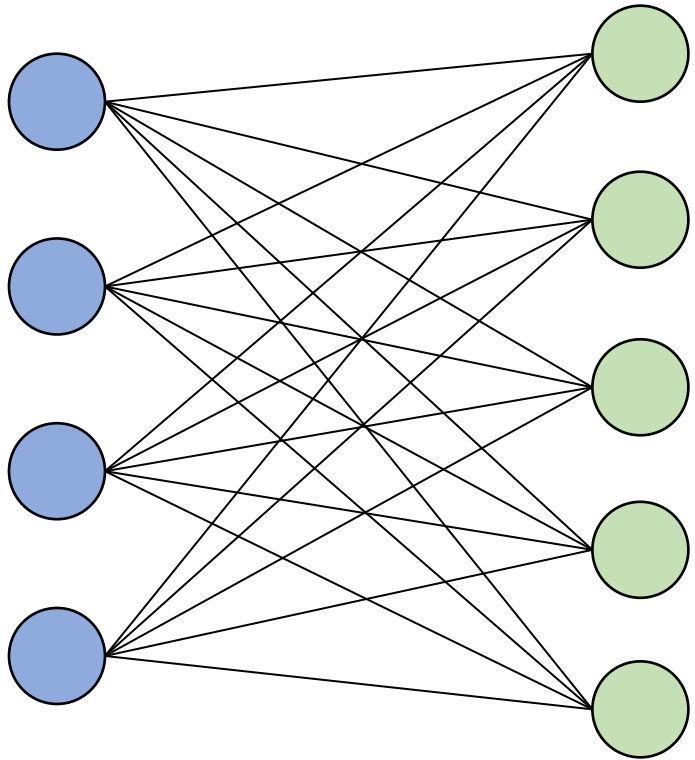
Maximum Weight Laminar Matching



Laminar Set Family:

Type sets $T_1, \dots, T_n \subseteq \mathcal{T}$, and for all i and j , either T_i and T_j are subsets or disjoint.

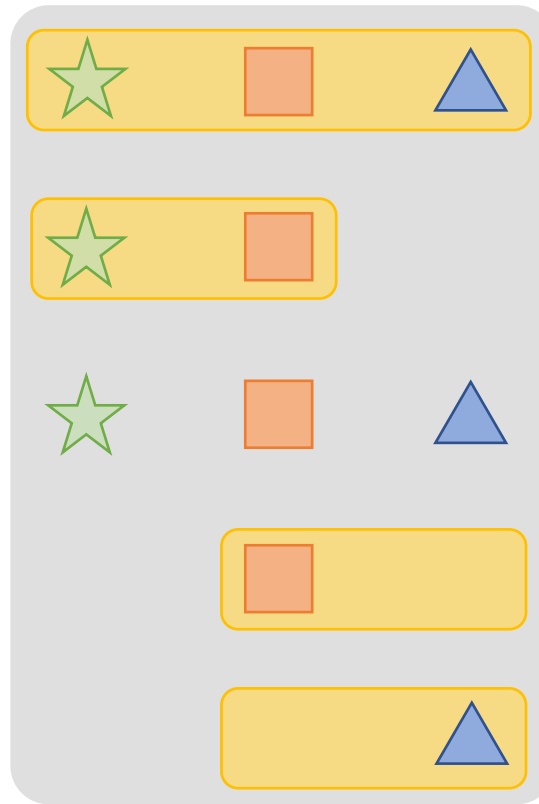
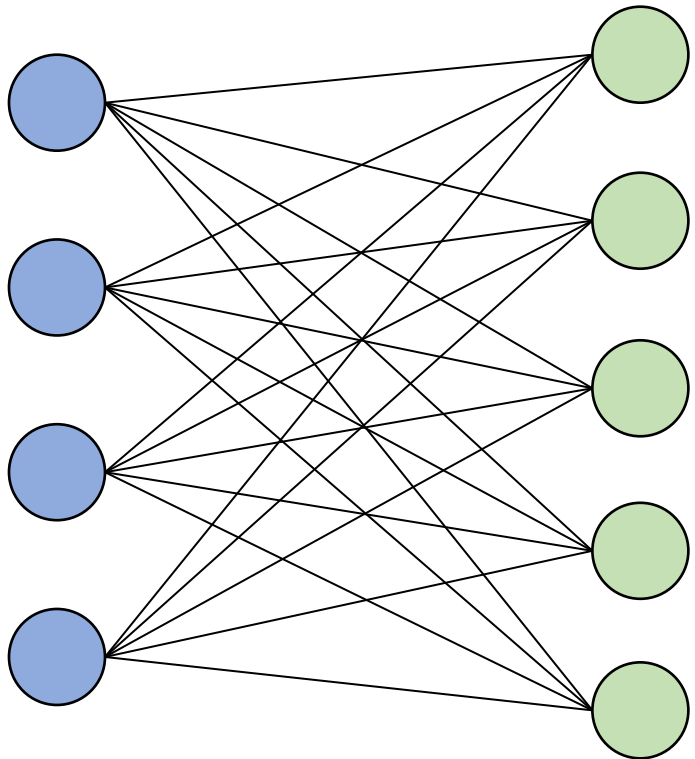
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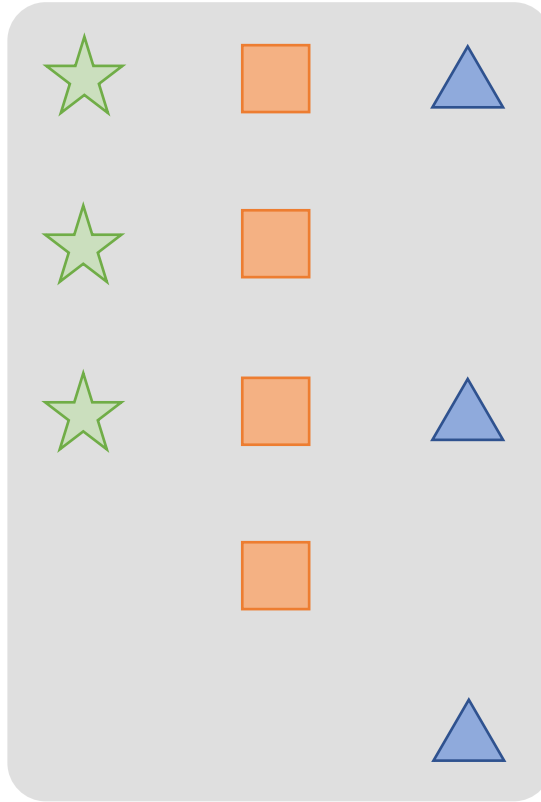
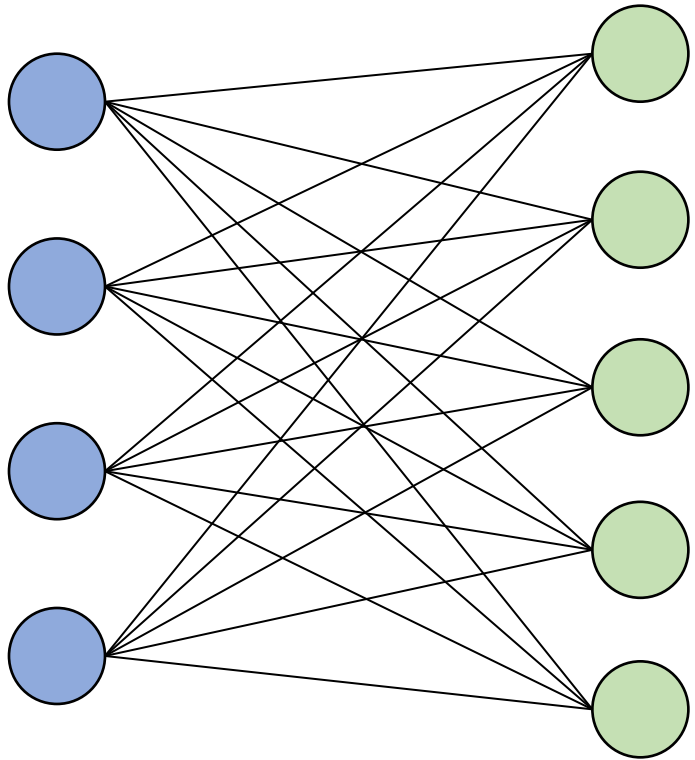
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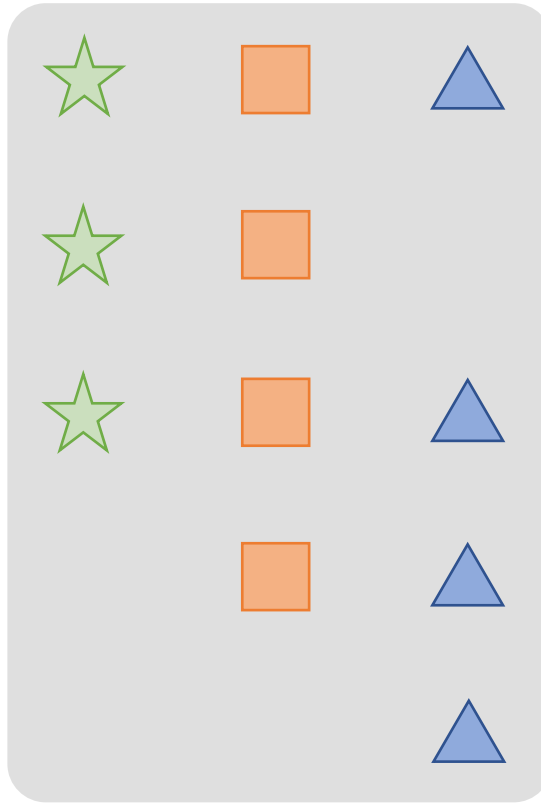
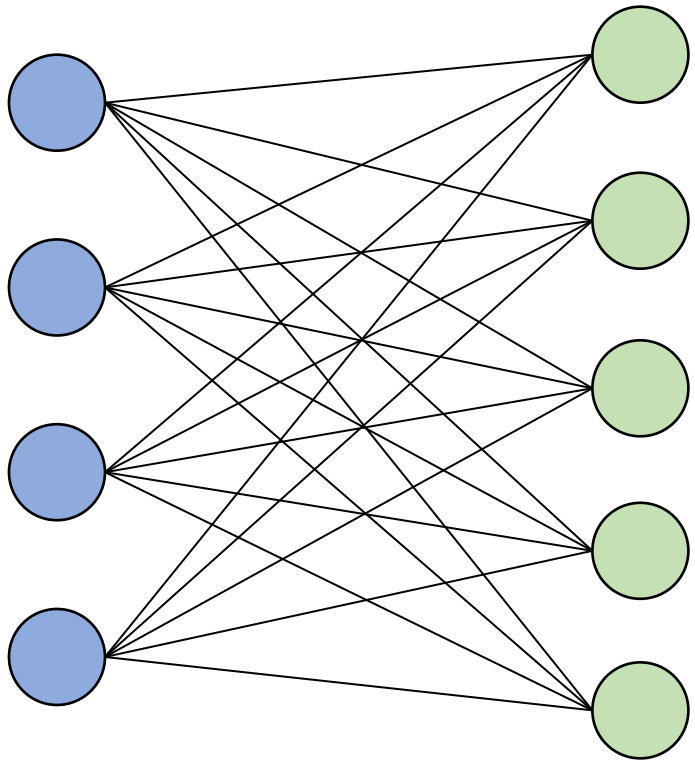
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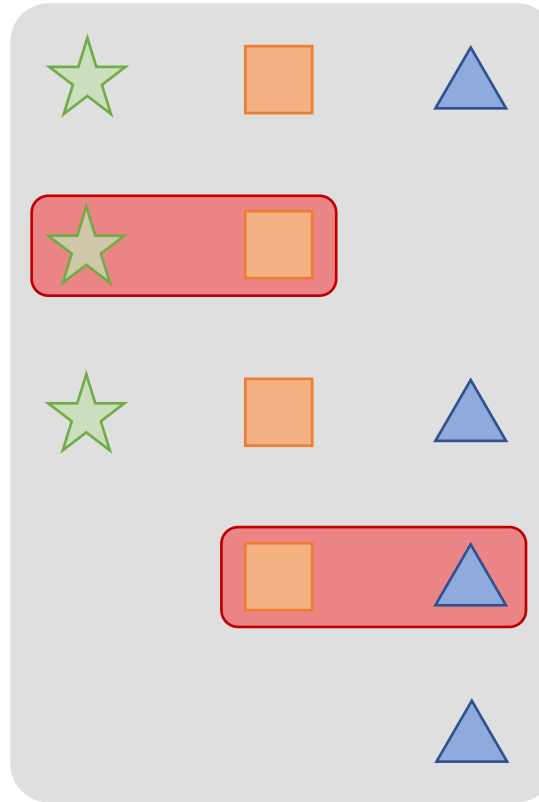
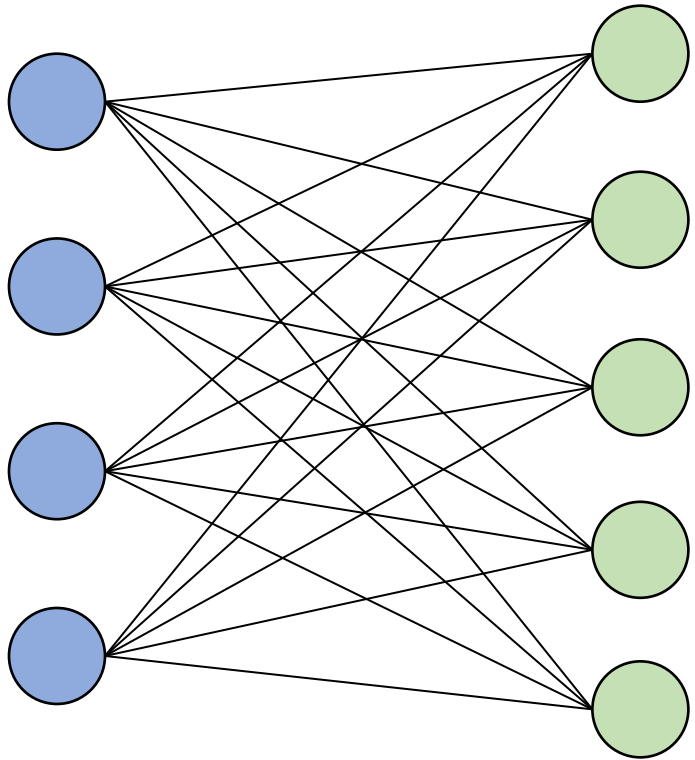
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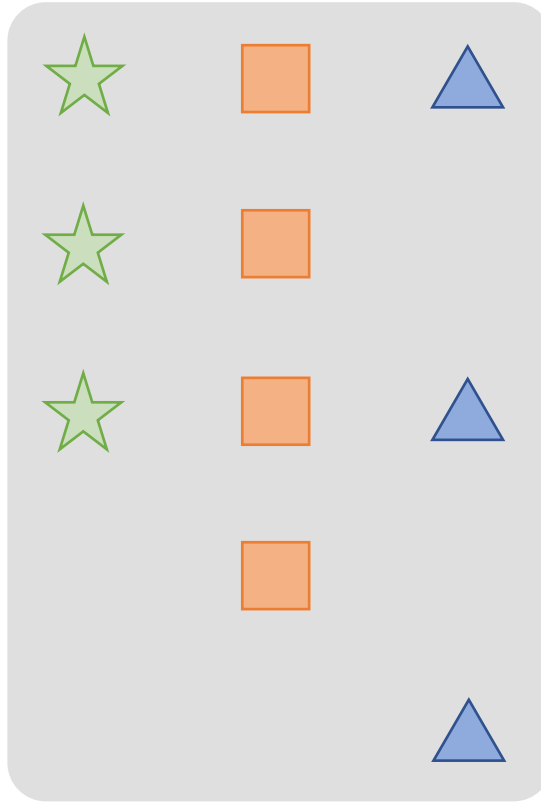
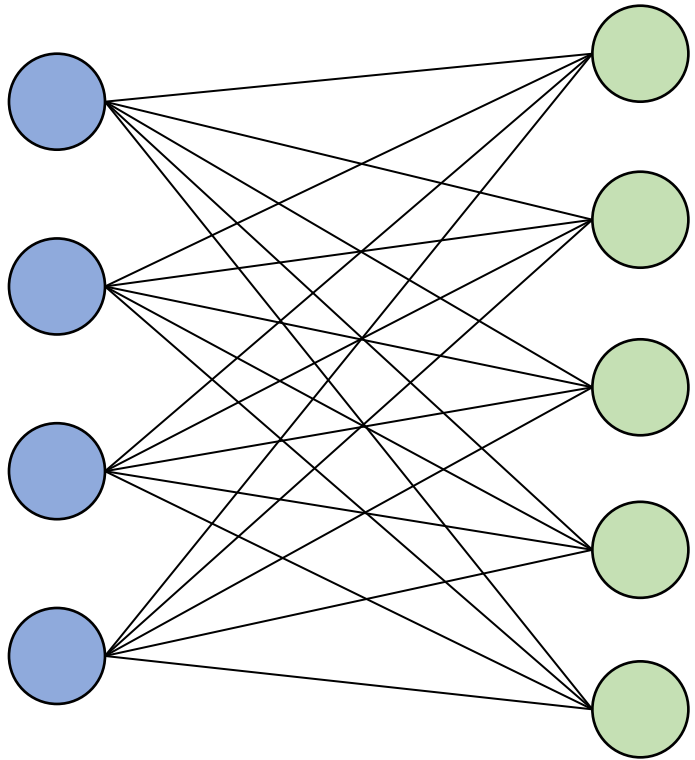
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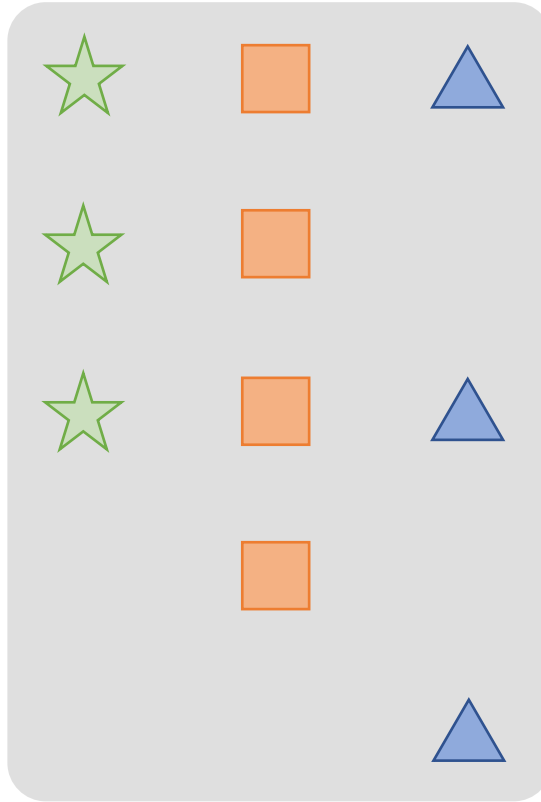
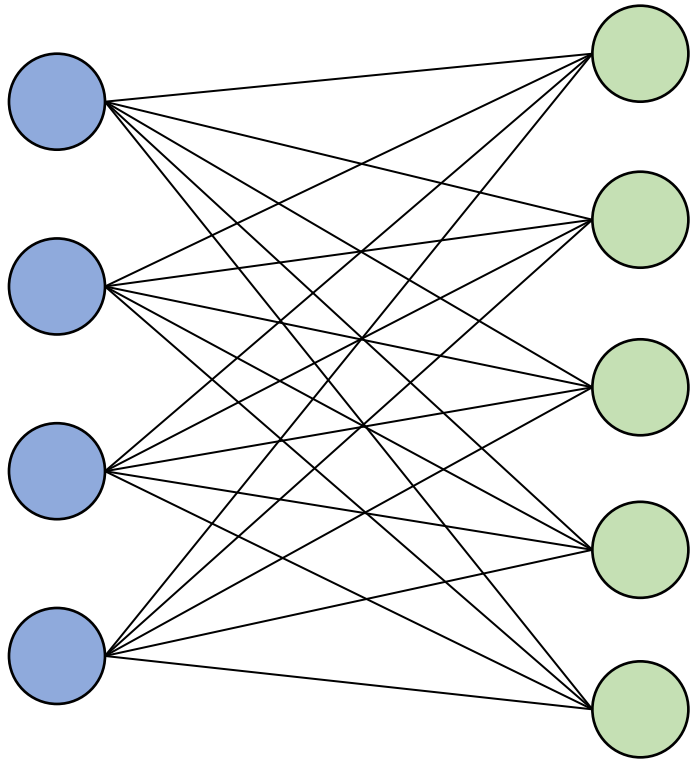
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Maximum Weight Laminar Matching



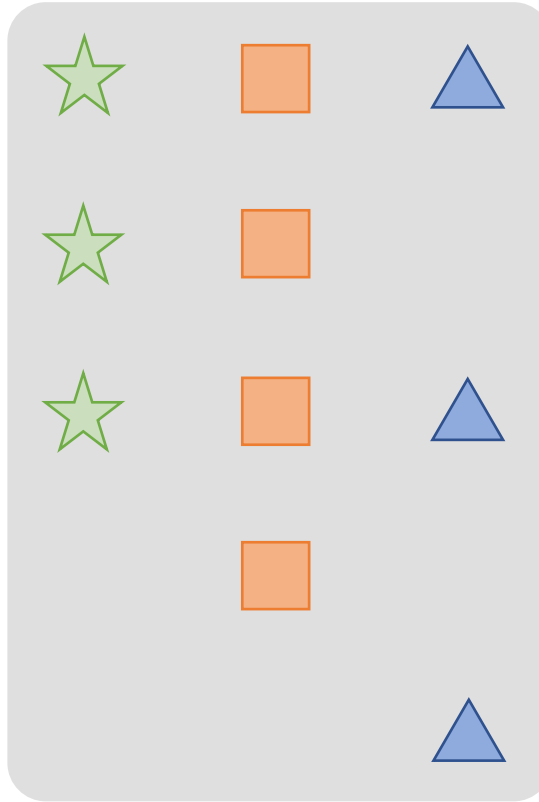
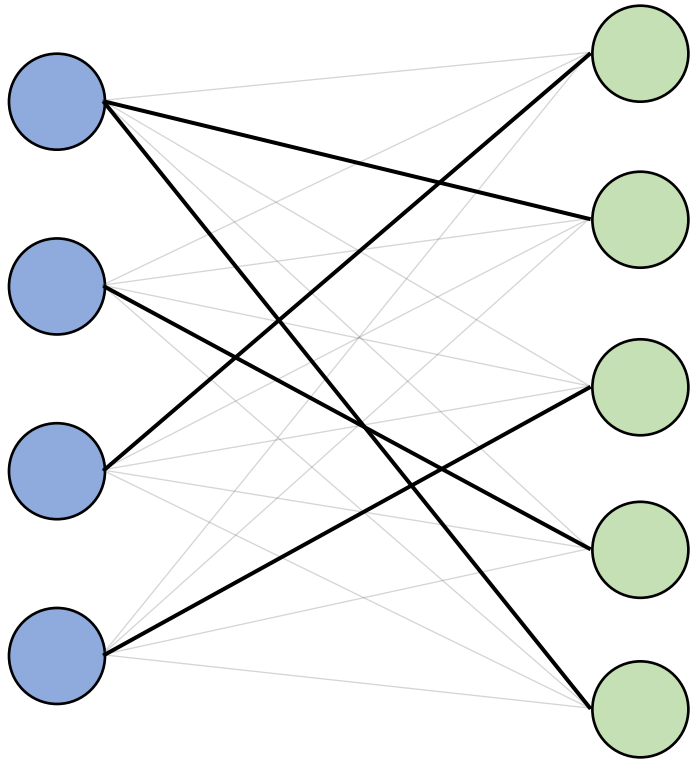
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Selected edge set M must simultaneously be a matching on every type-restricted subgraph.

Maximum Weight Laminar Matching



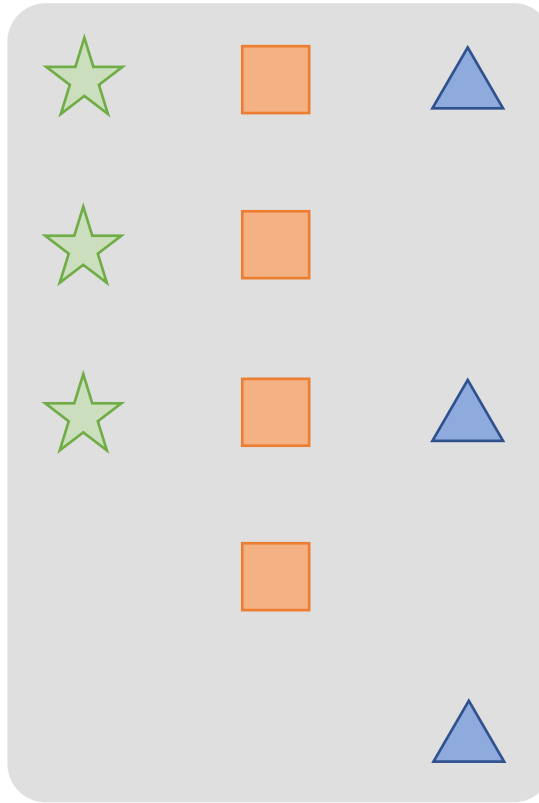
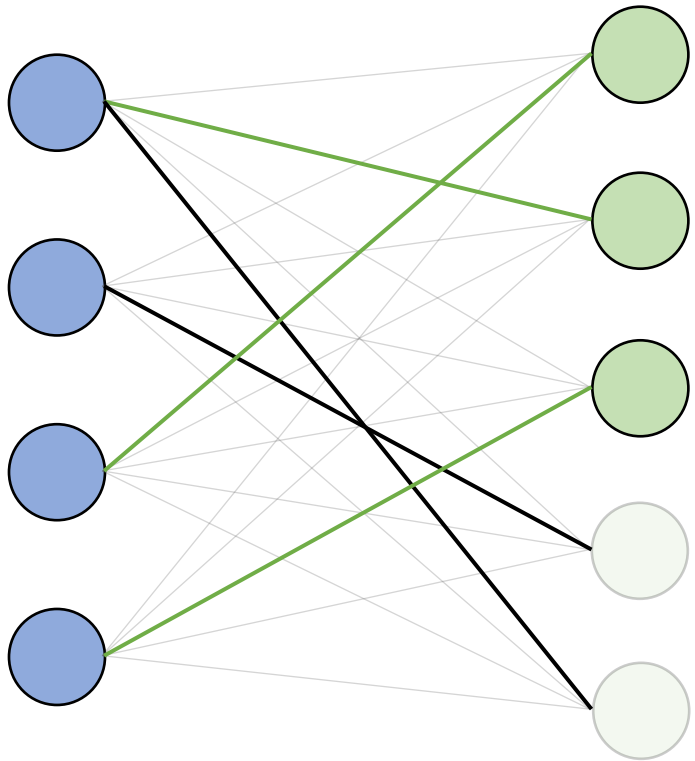
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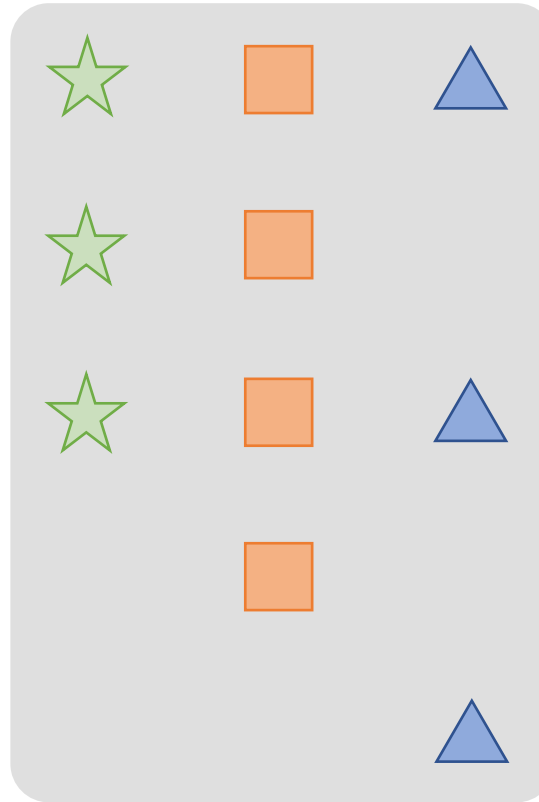
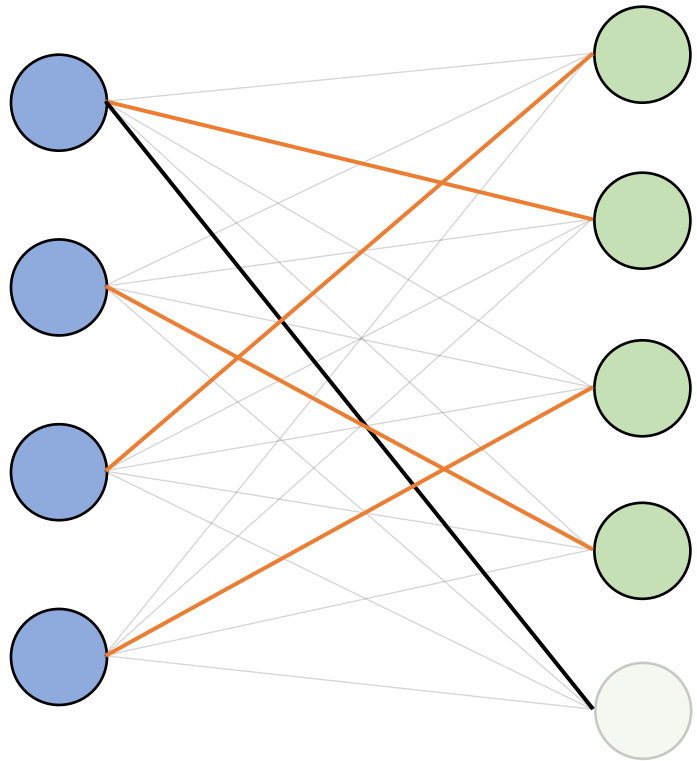
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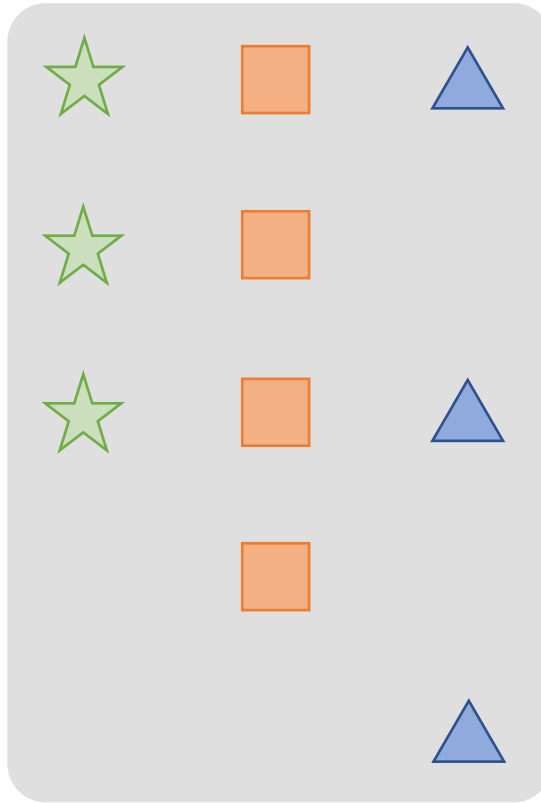
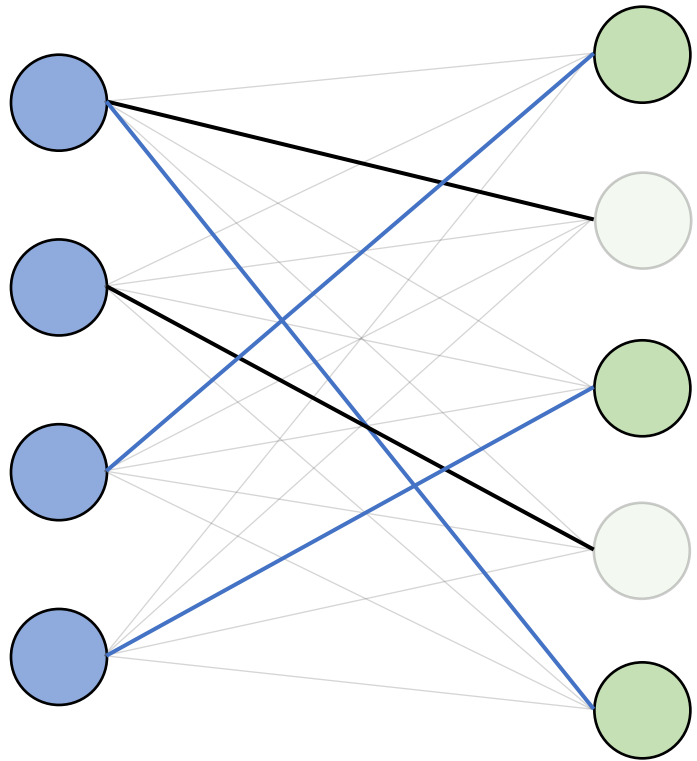
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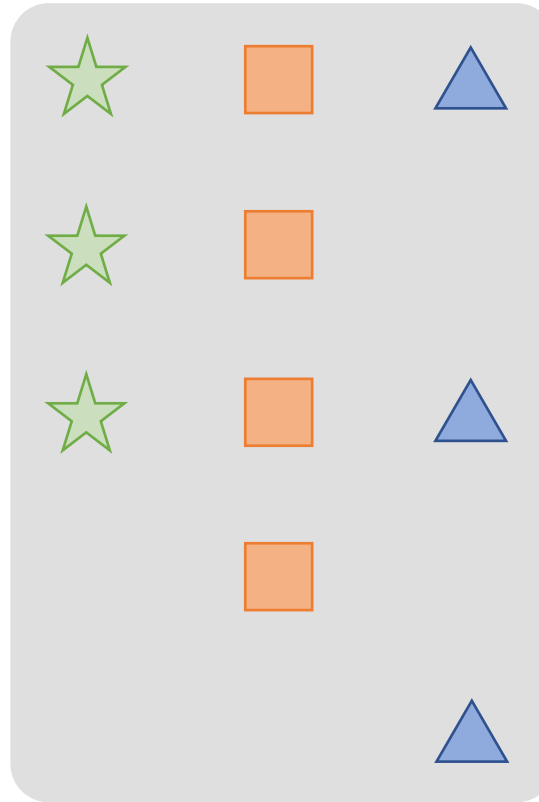
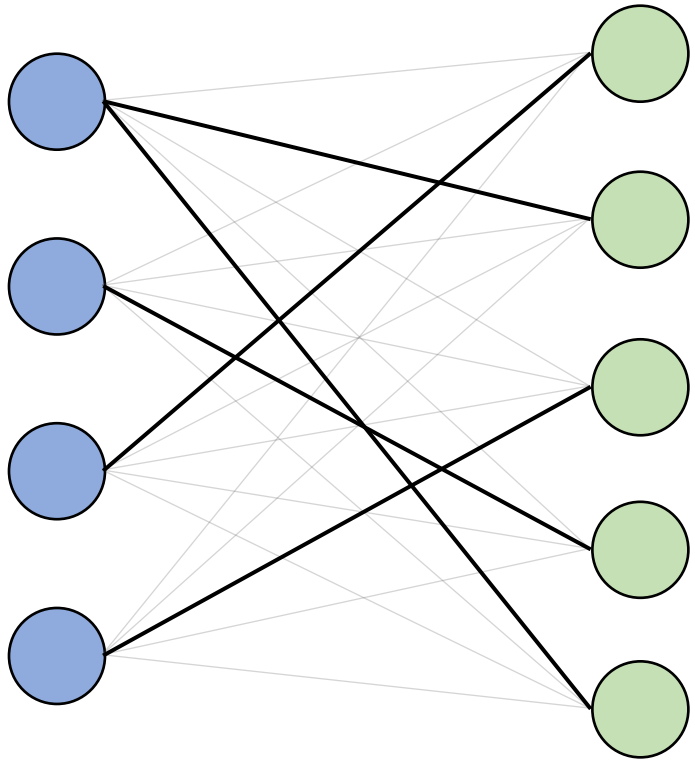
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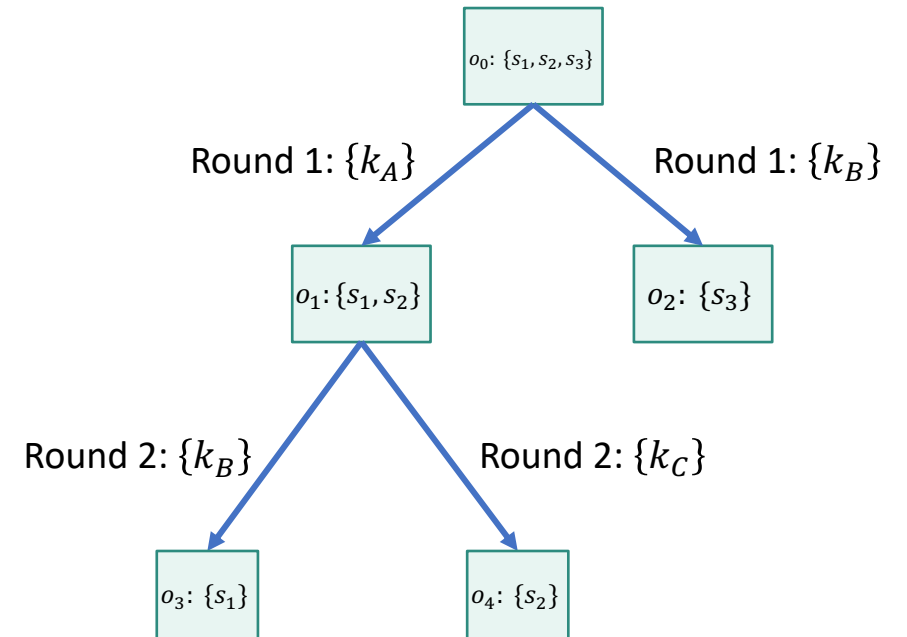
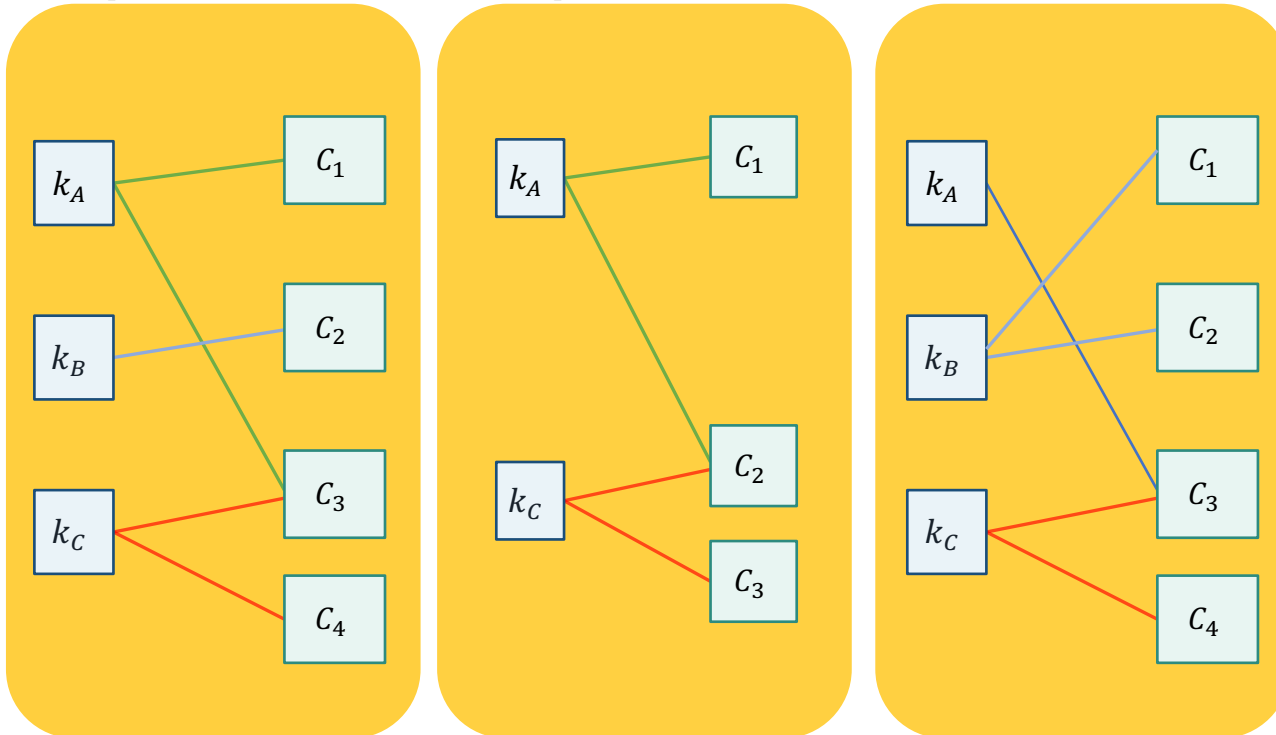
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Fixed-Order Probabilistic Scenarios to MWLM

Scenario 1:
 $p_1 = 0.25$

Scenario 2:
 $p_2 = 0.5$

Scenario 3:
 $p_3 = 0.25$

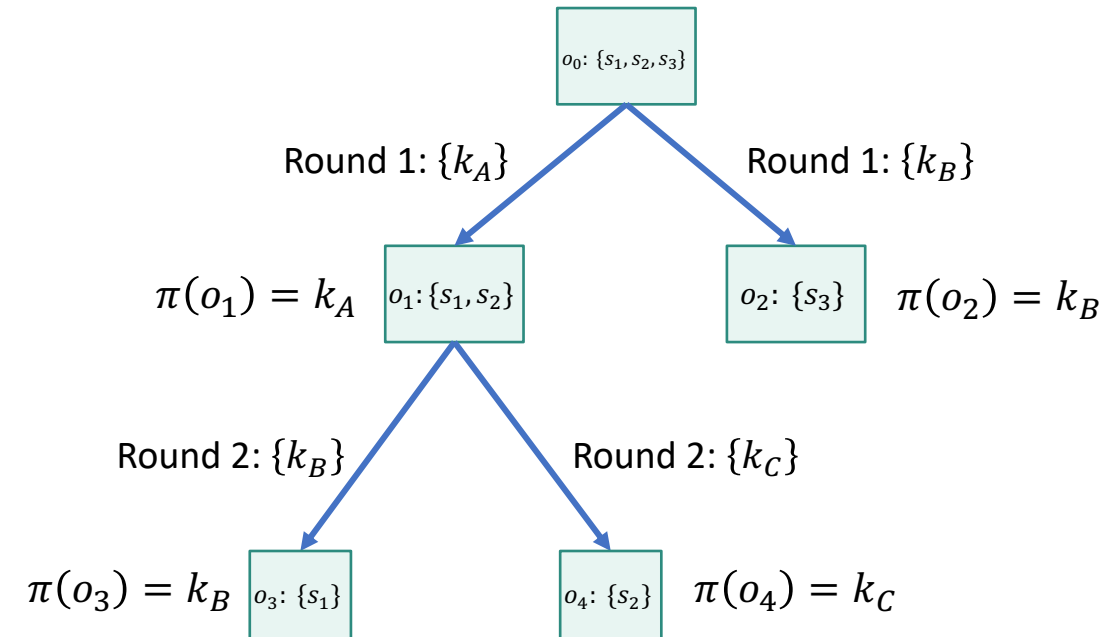
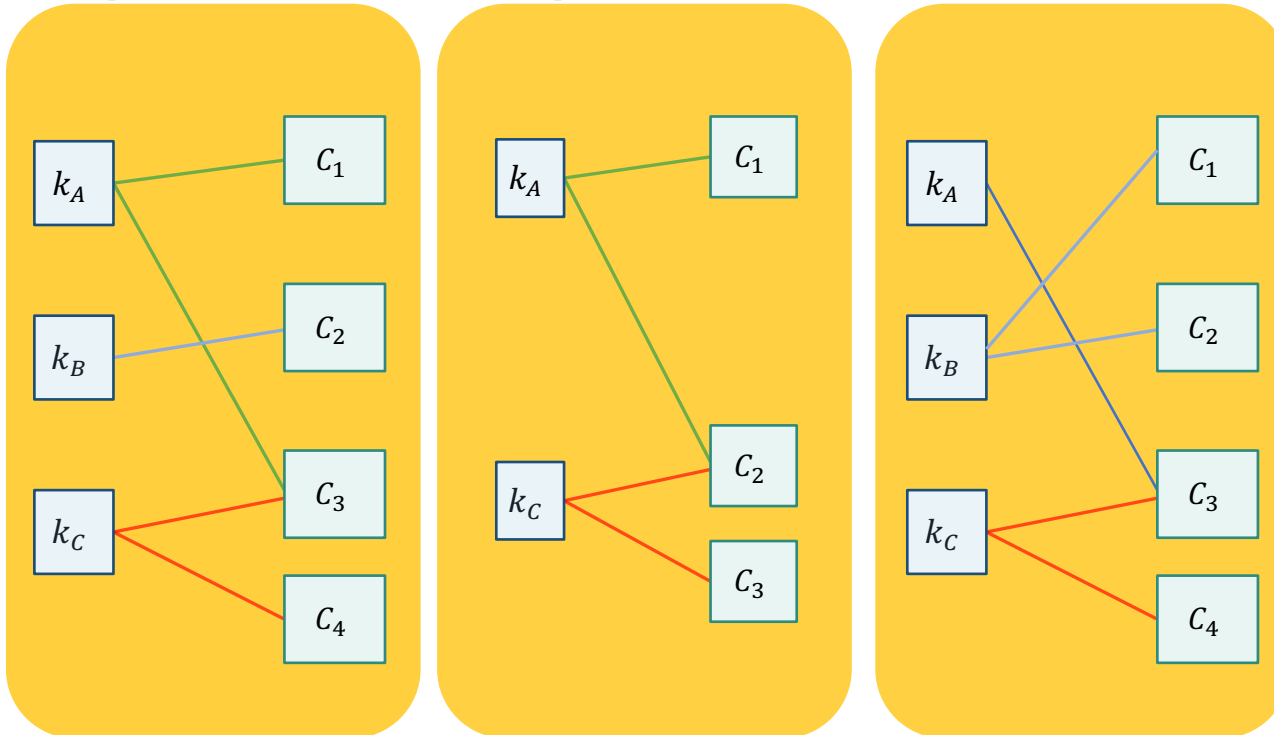


Fixed-Order Probabilistic Scenarios to MWLM

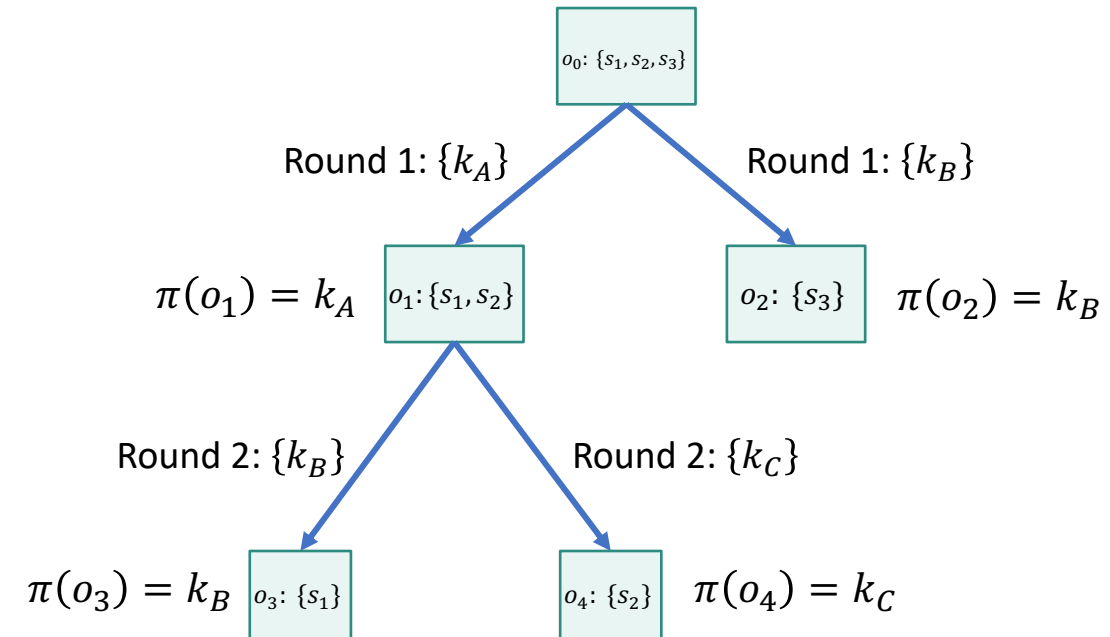
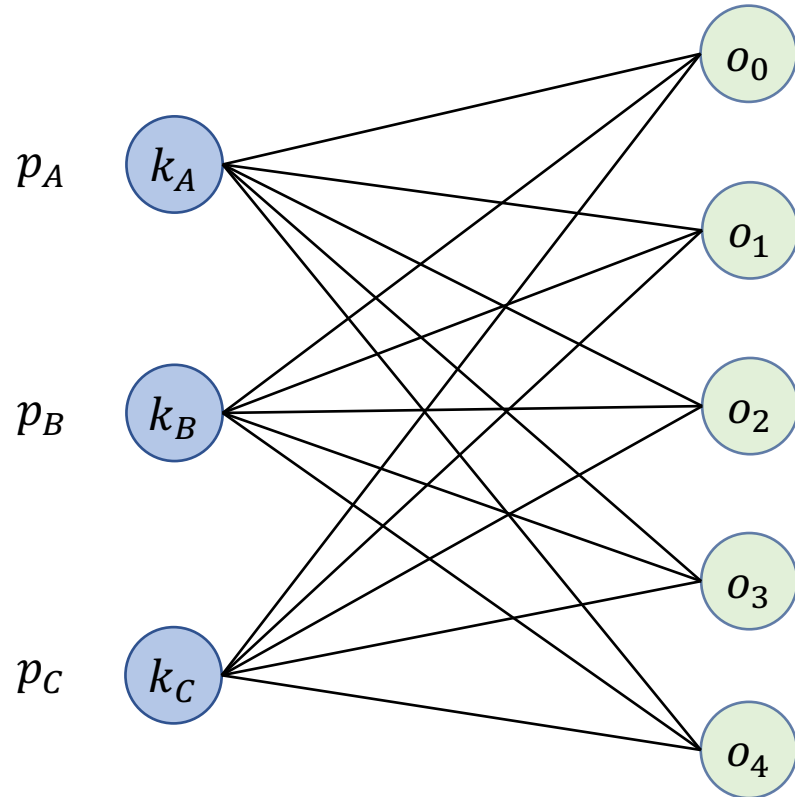
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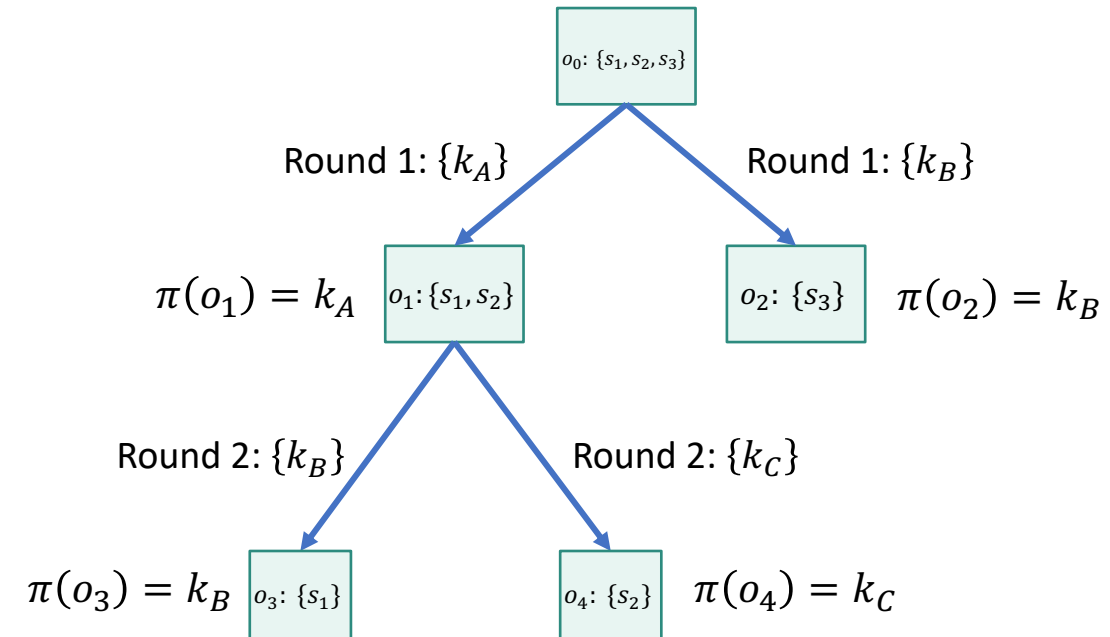
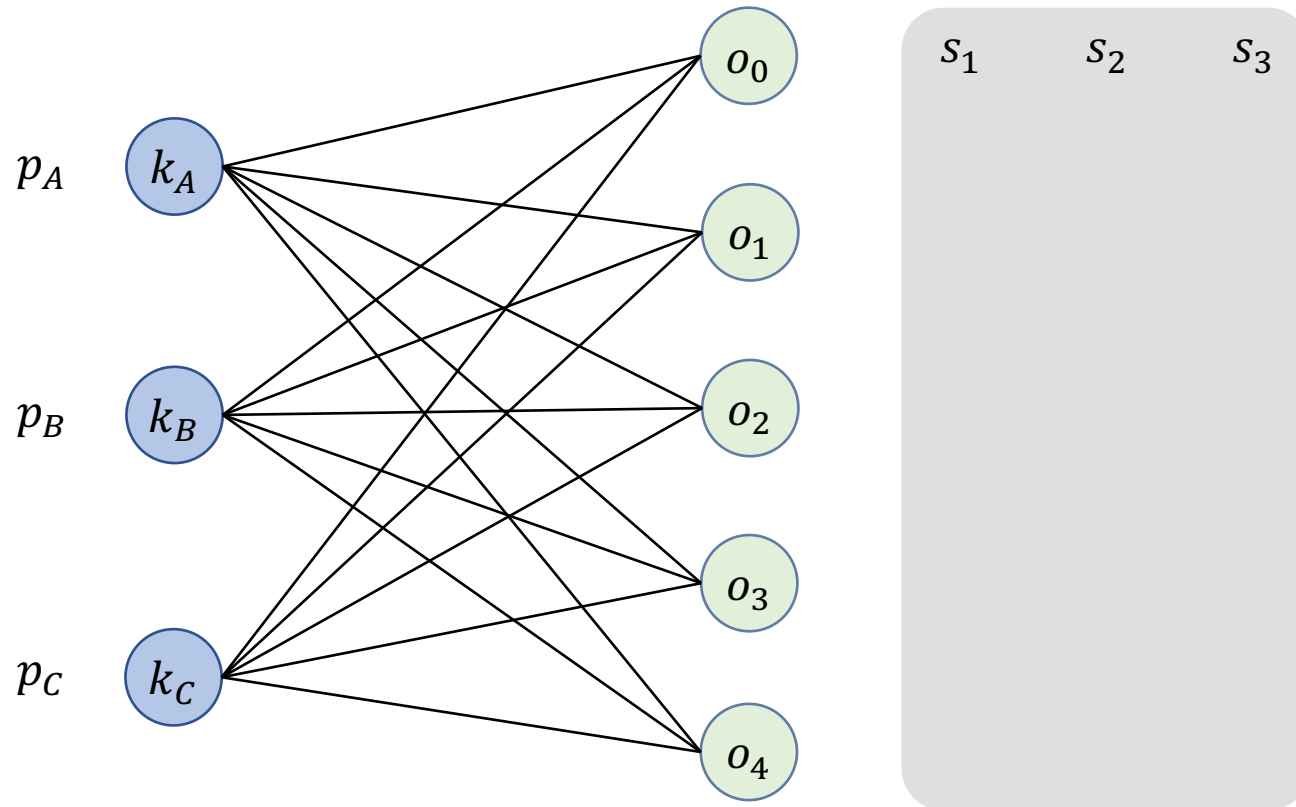
Scenario 3:
 $p_3 = 0.25$



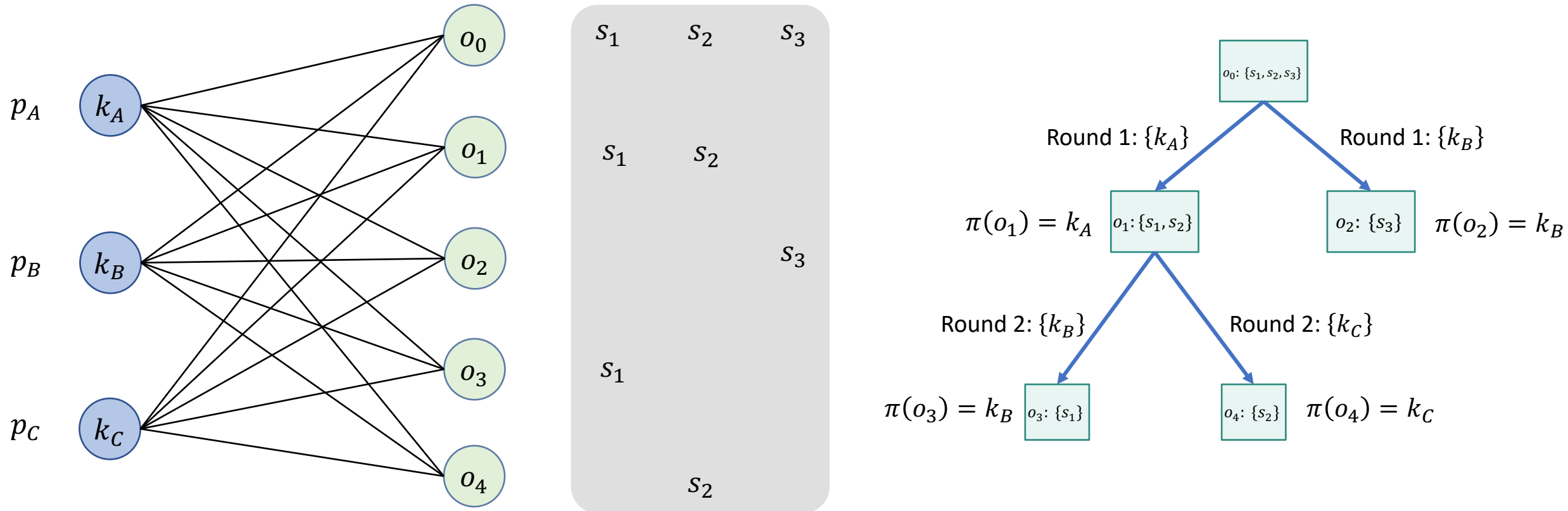
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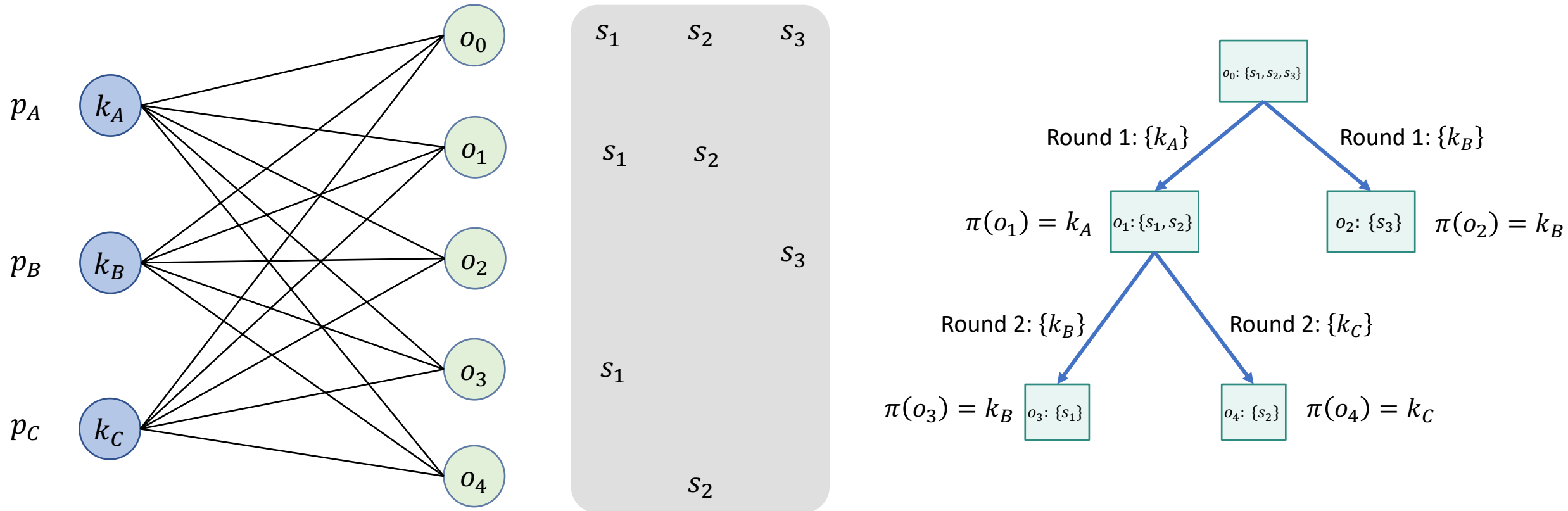
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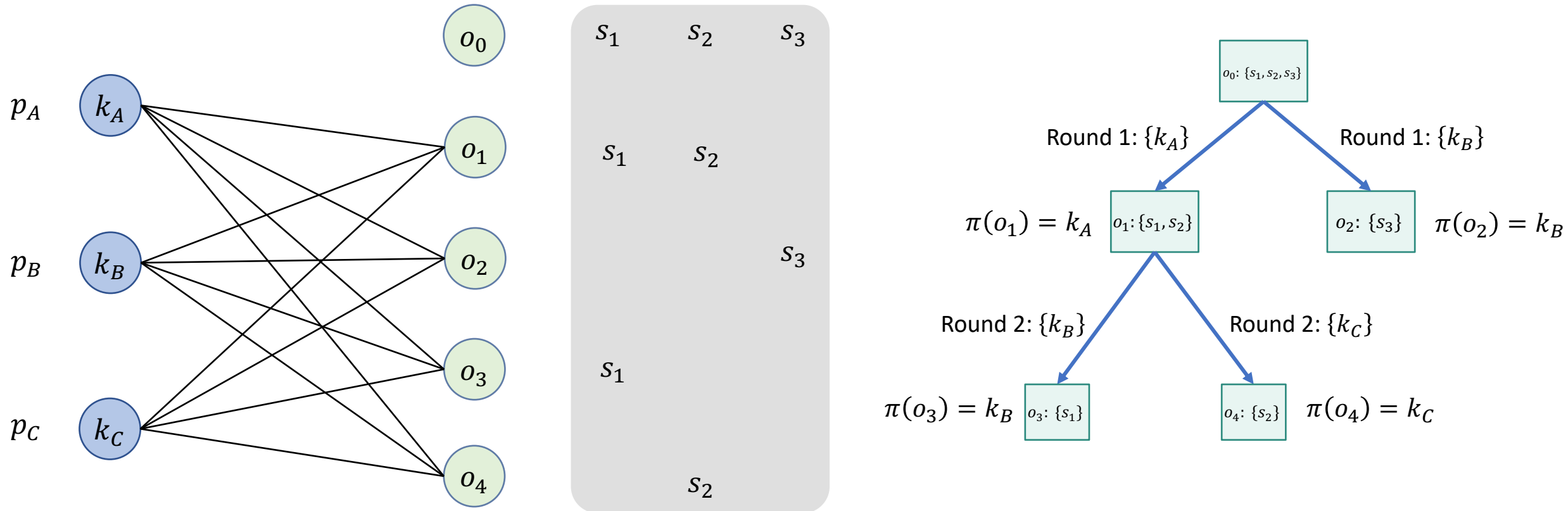


Fixed-Order Probabilistic Scenarios to MWLM



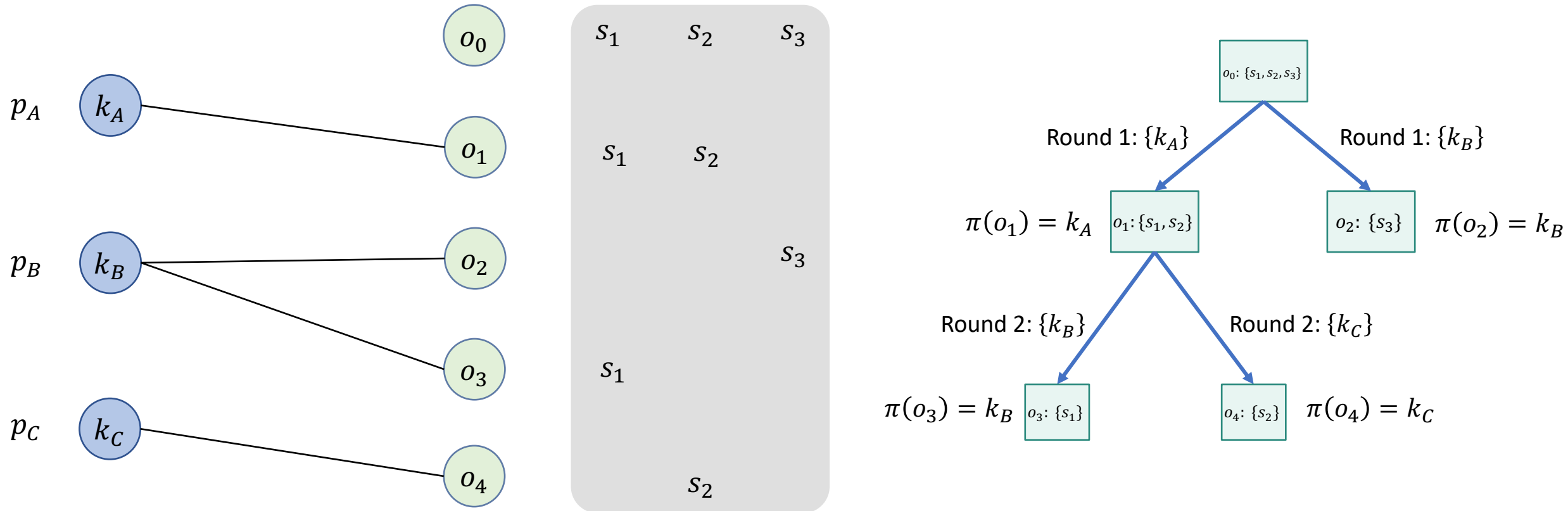
Edge (k, o) exists if key k can be played after observation o .

Fixed-Order Probabilistic Scenarios to MWLM



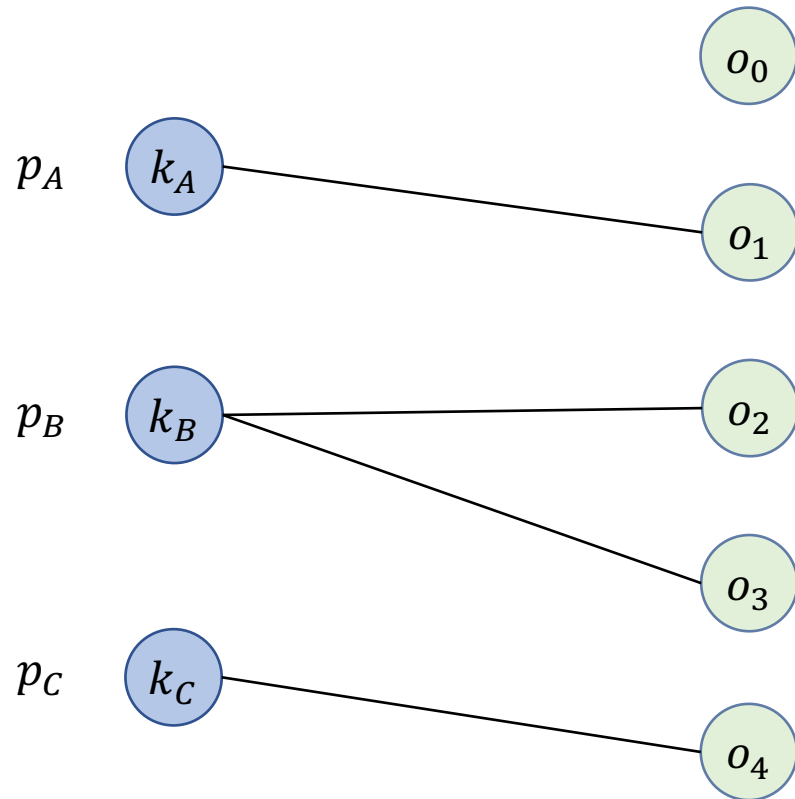
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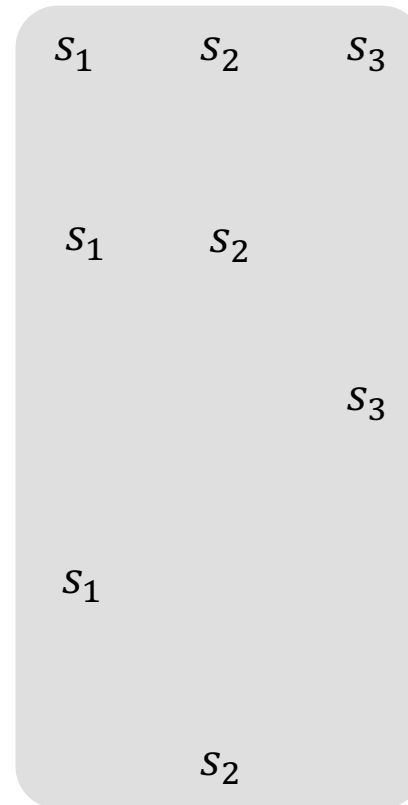


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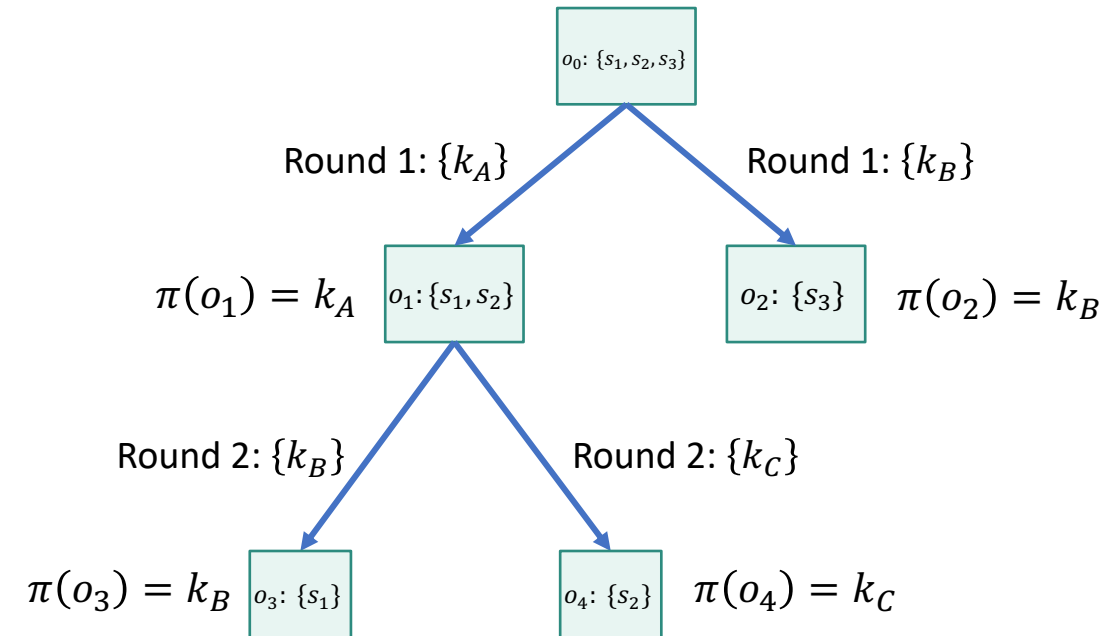
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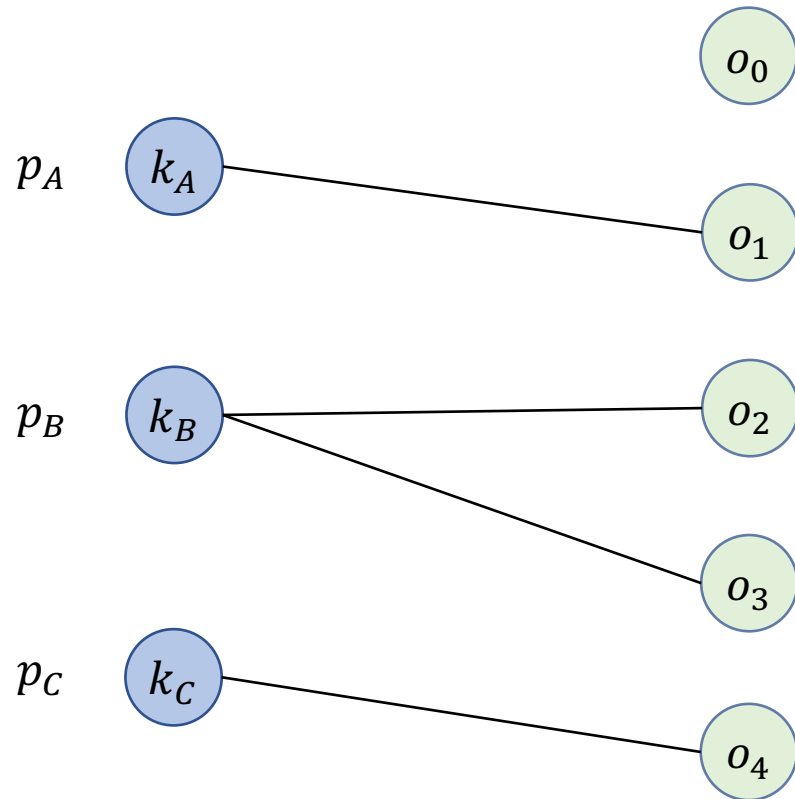
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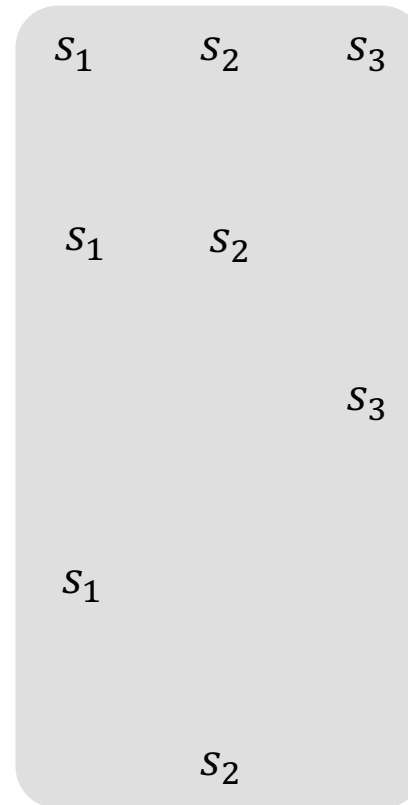
Weight of (k, o) is average reward of k over all consistent scenarios.



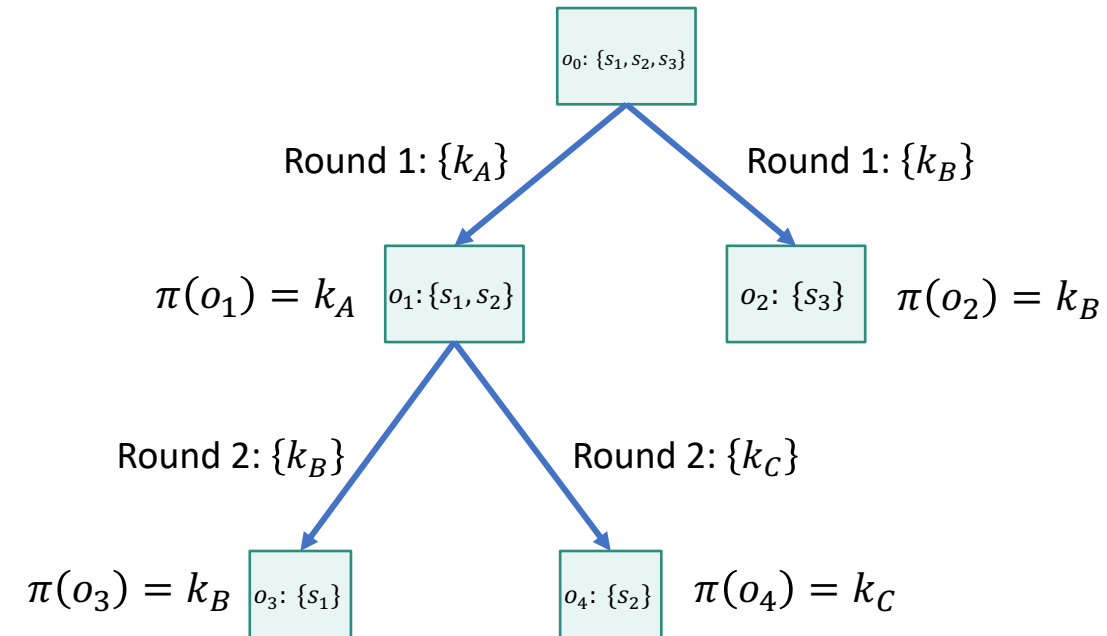
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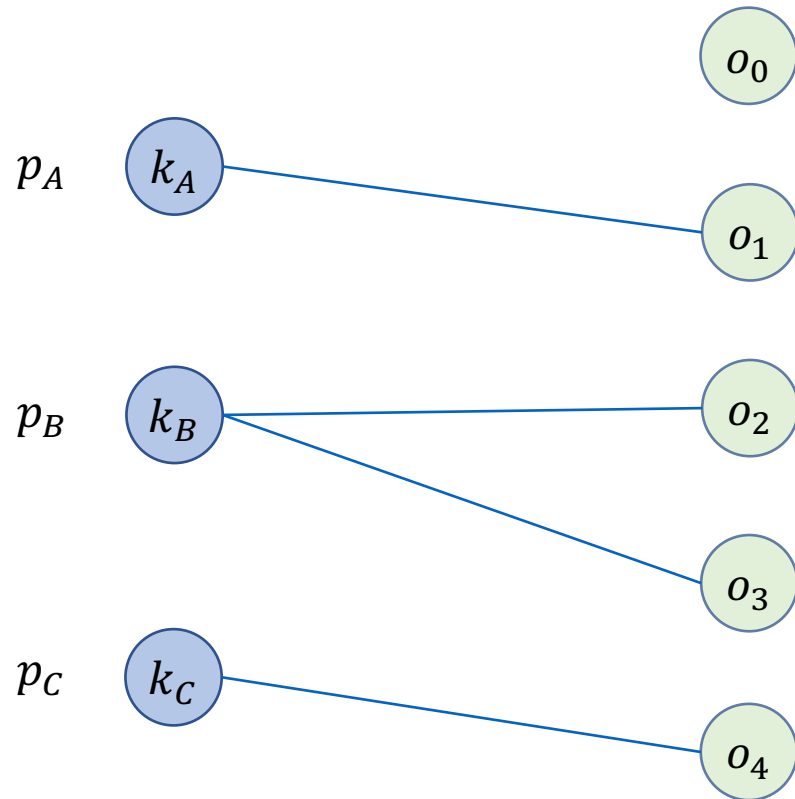


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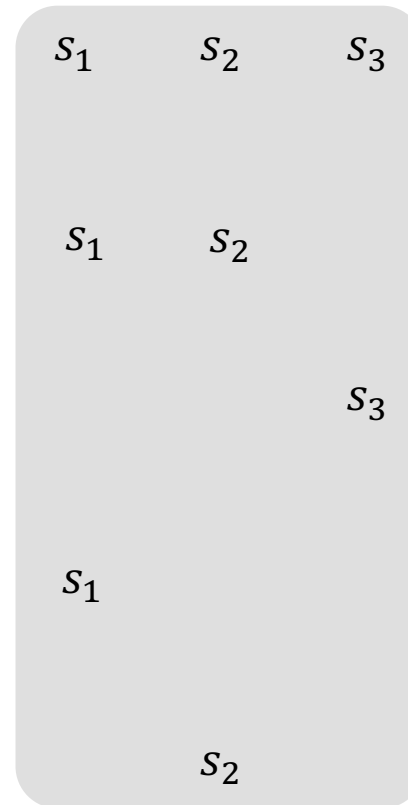


Correspondence between MWLM and *admissible* policies.

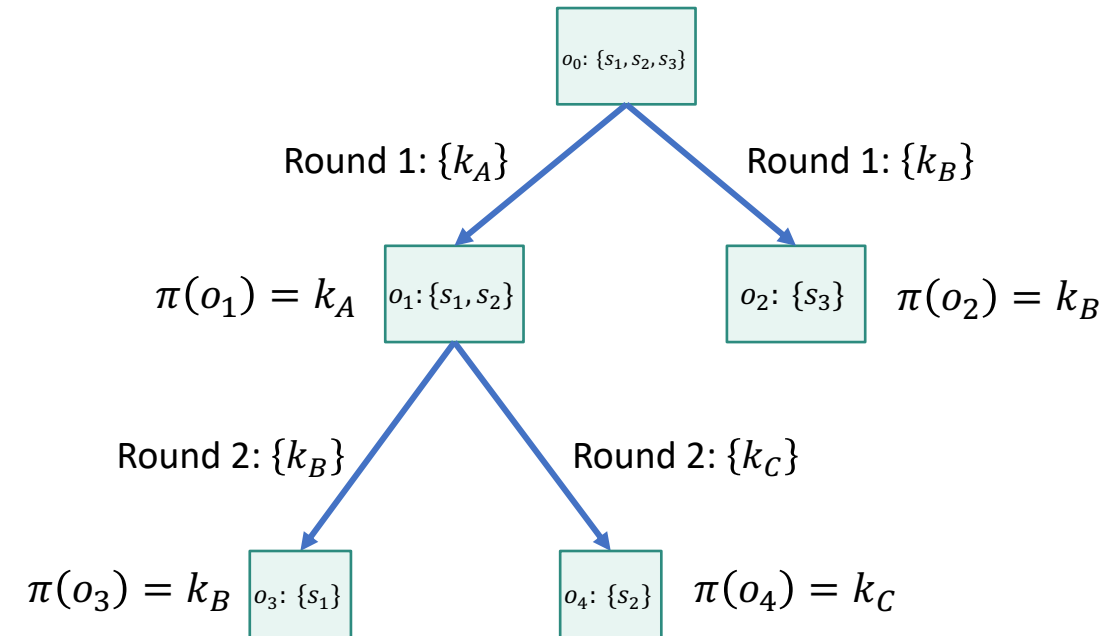
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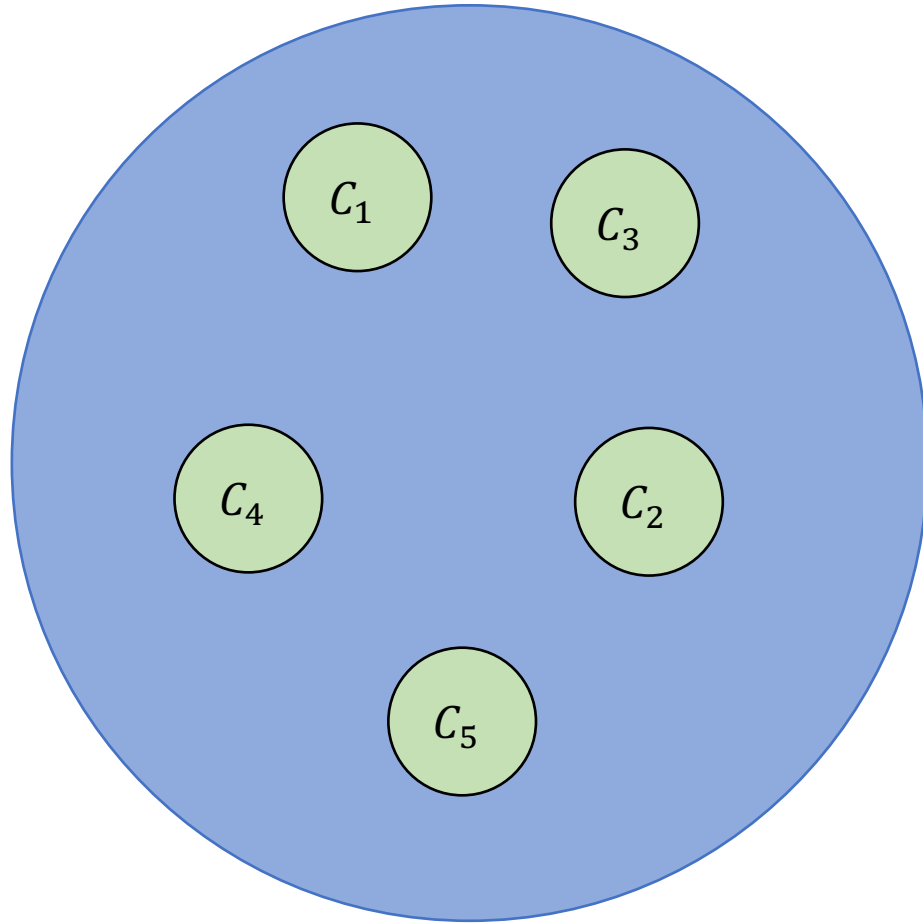
Order Selection



Question: What if we can select the order of keychains?

Setting: Optimizable Order

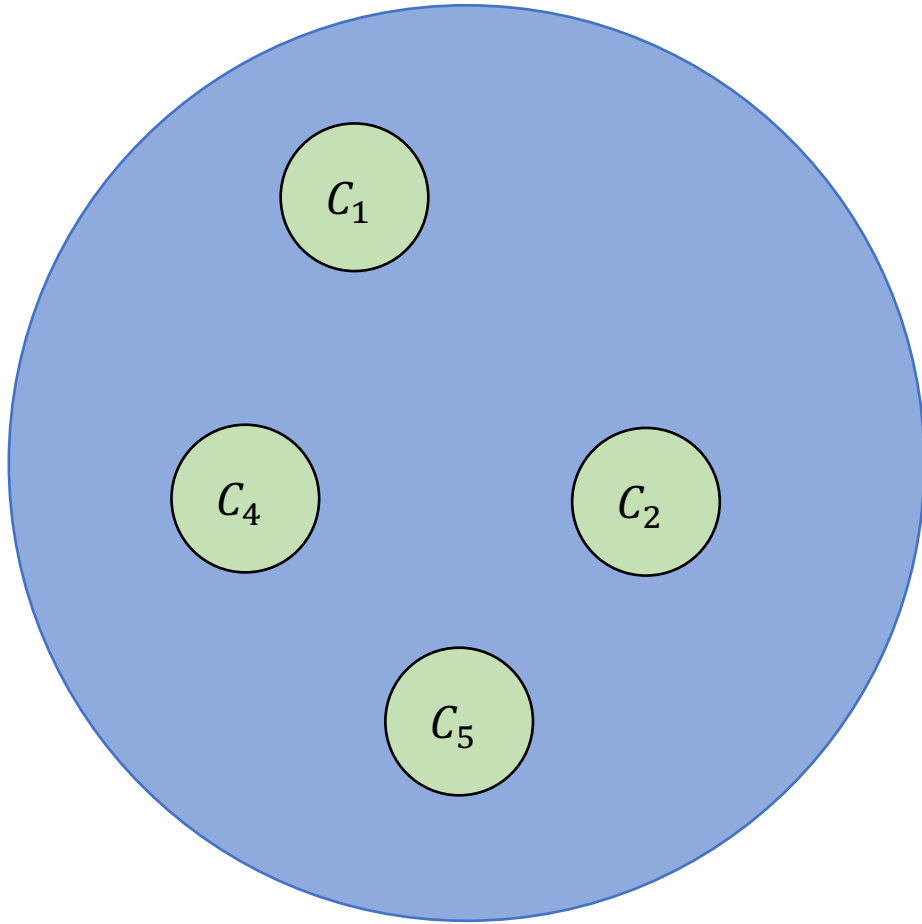
Order Selection



Key Played

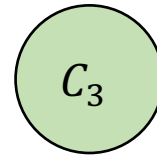
Chain

Order Selection

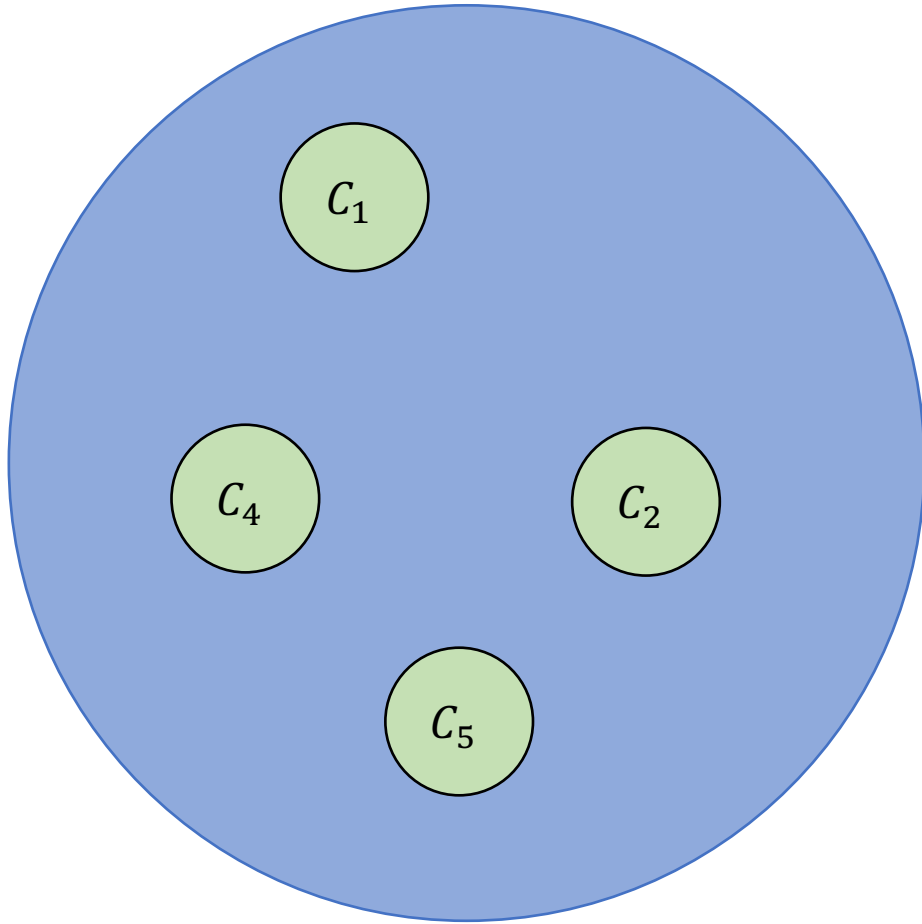


Key Played

Chain



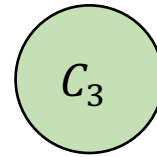
Order Selection



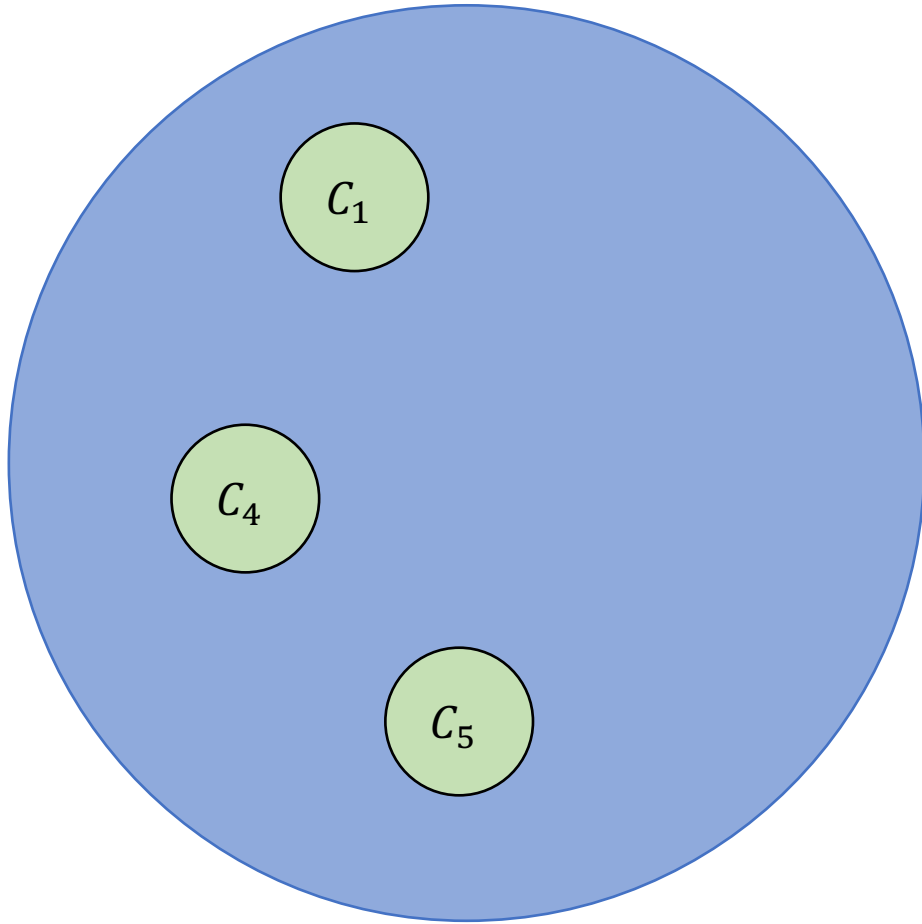
Key Played

k_B

Chain



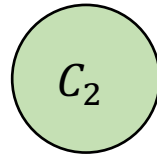
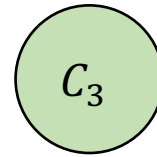
Order Selection



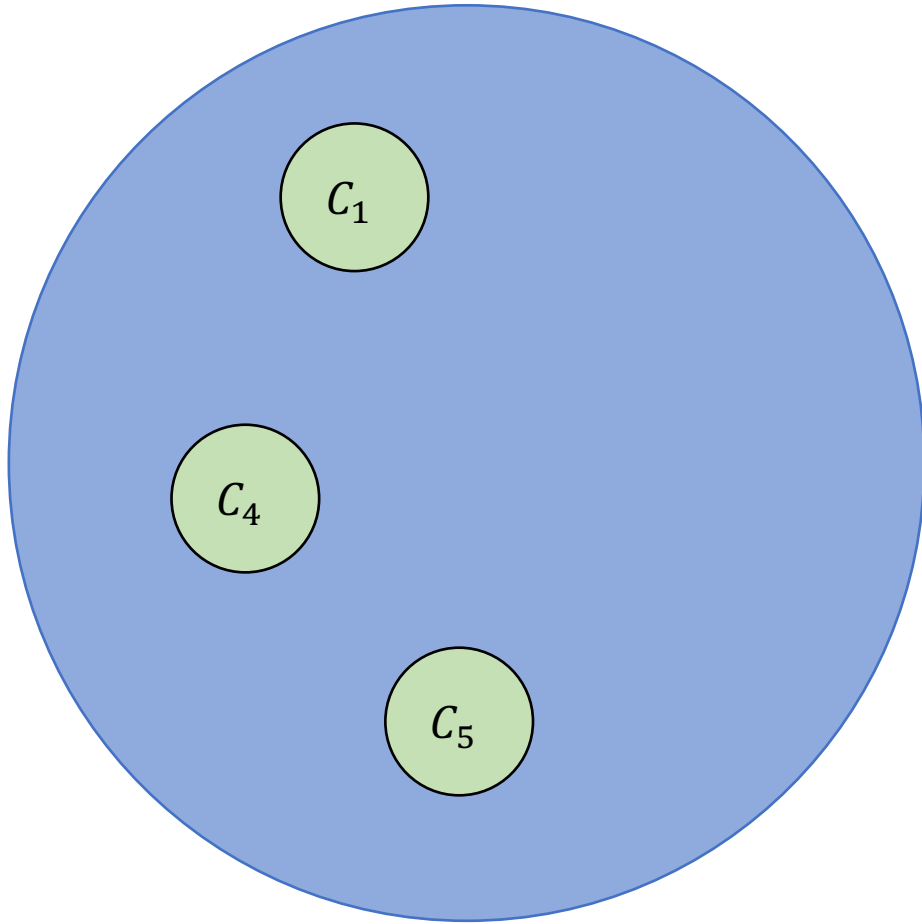
Key Played

k_B

Chain



Order Selection

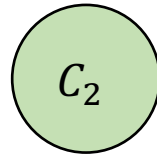
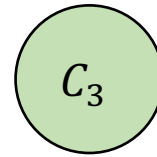


Key Played

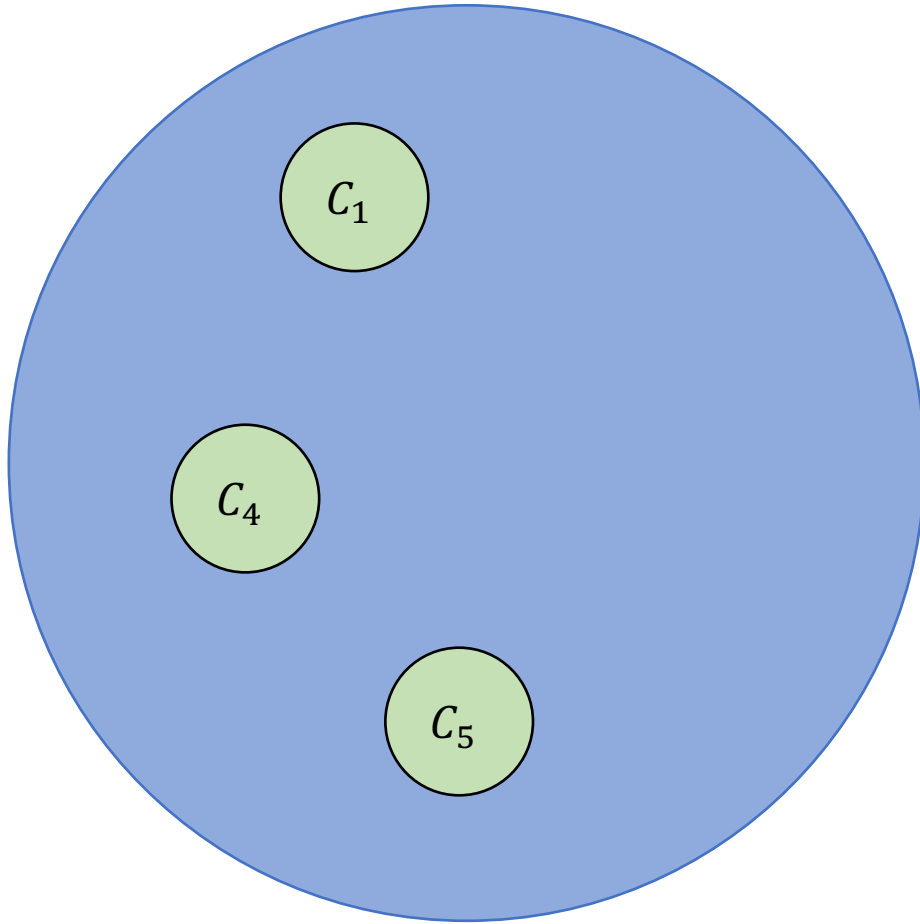
k_B

k_A

Chain



Order Selection

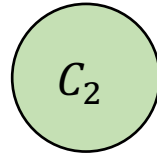
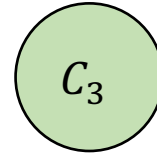


Key Played

k_B

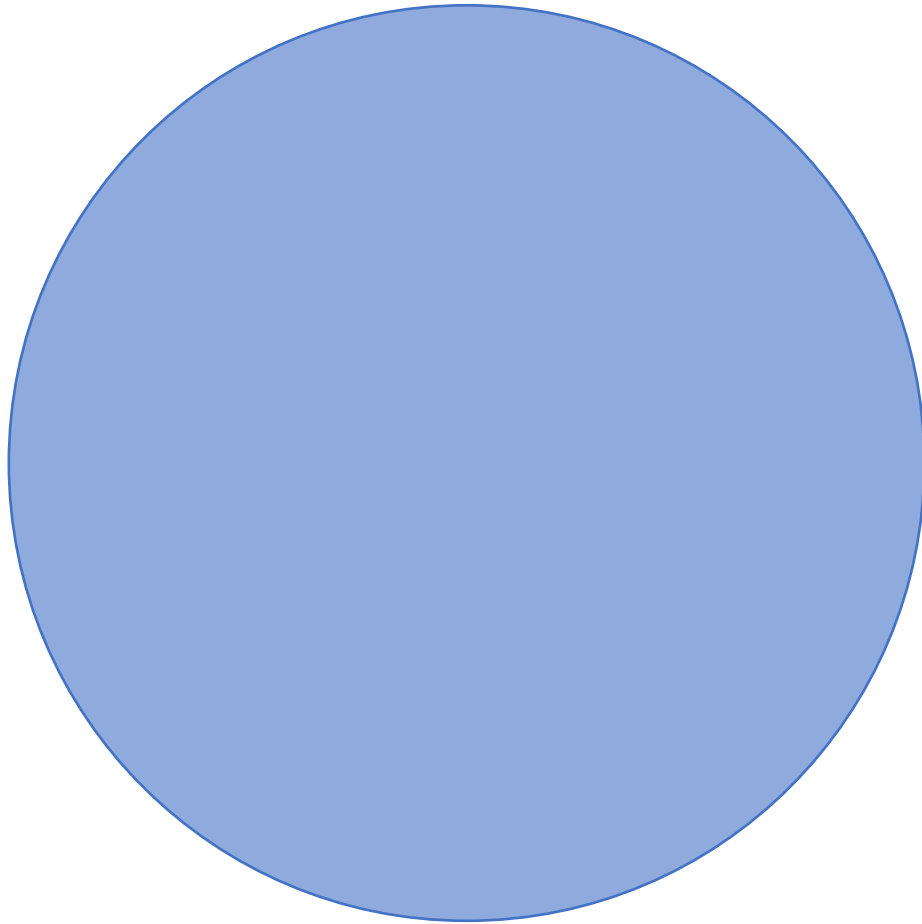
k_A

Chain



Non-adaptive order is as good as adaptive order selection.

Order Selection



Key Played

k_B

k_A

Chain

c_3

c_2

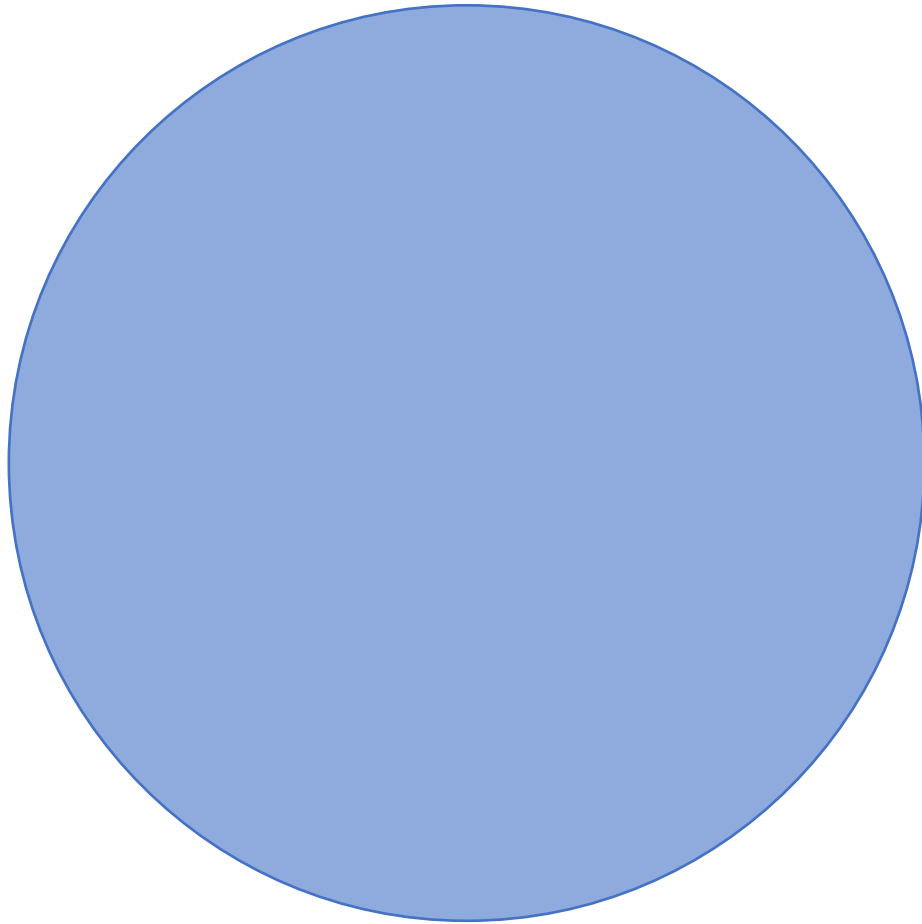
c_5

c_4

c_1

Non-adaptive order is as good as adaptive order selection.

Order Selection



Key Played

Chain

k_B

C_3

k_A

C_2

k_C

C_5

k_E

C_4

k_D

C_1

Non-adaptive order is as good as adaptive order selection.

Order Selection as a Bipartite Graph Problem

Non-adaptive order is as good as adaptive order selection.

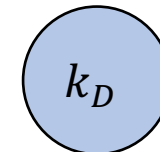
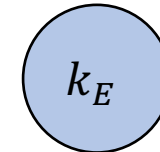
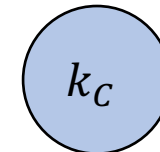
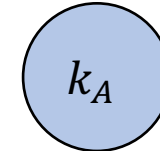
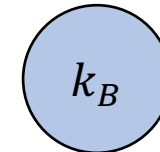
$(k, c) \Rightarrow$ key k is on chain c . No fixed order $\Rightarrow$ unweighted edges!

Order Selection: reorder keys and chains to maximize score.

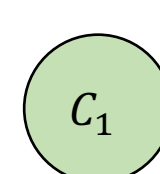
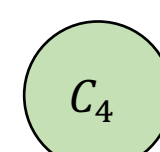
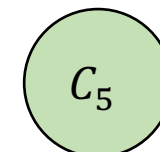
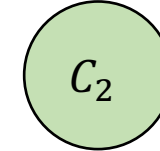
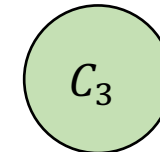
Score of an ordering:

- For each key, check it has a horizontal edge (corresponds to playing the key).
- Count number of non-upwards edges for played keys.

Key Played



Chain



Order Selection as a Bipartite Graph Problem

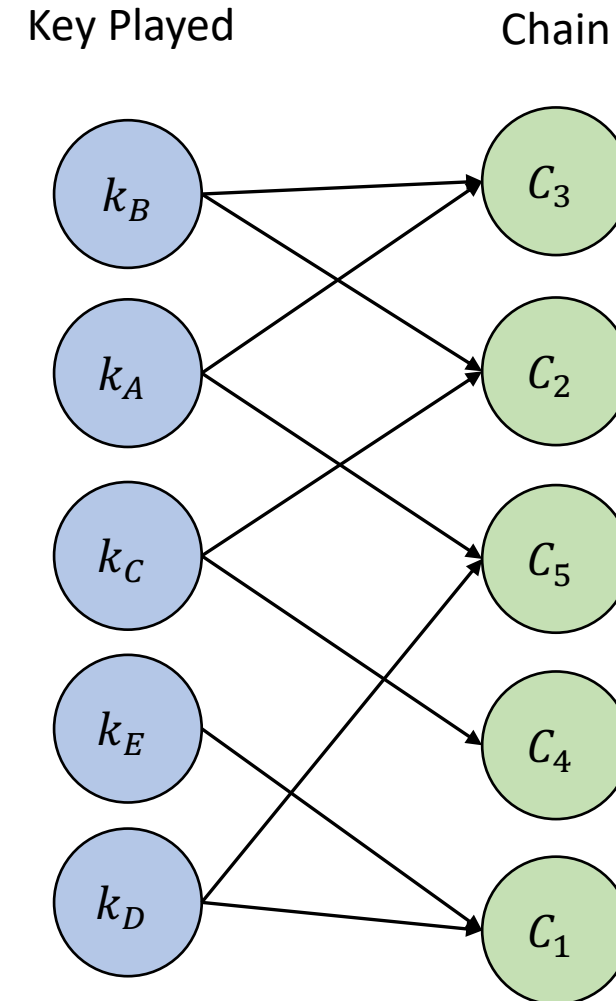
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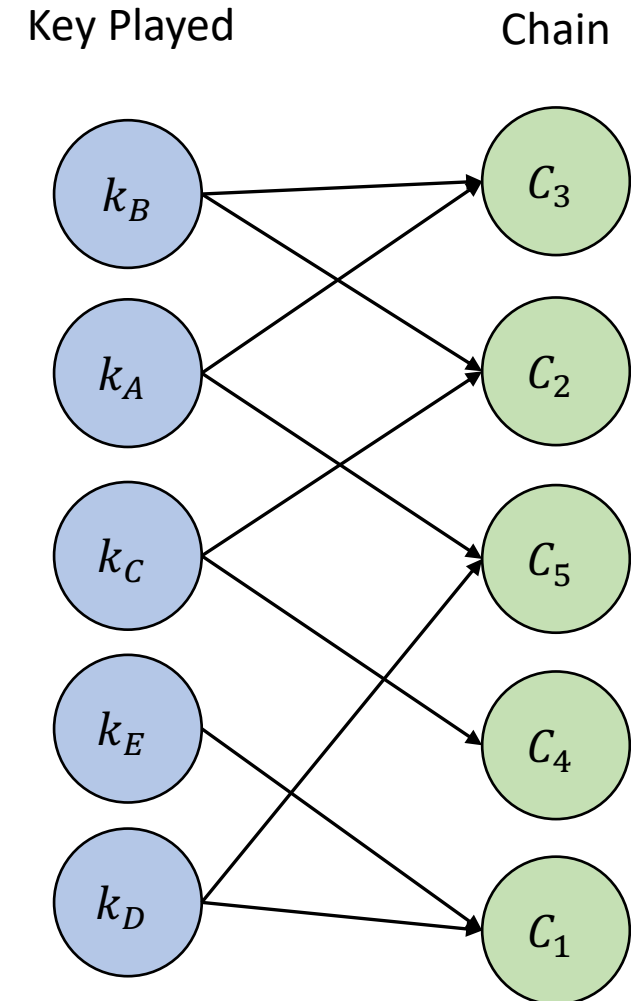


Order Selection as a Bipartite Graph Problem

Order Selection: reorder keys and chains to maximize score.

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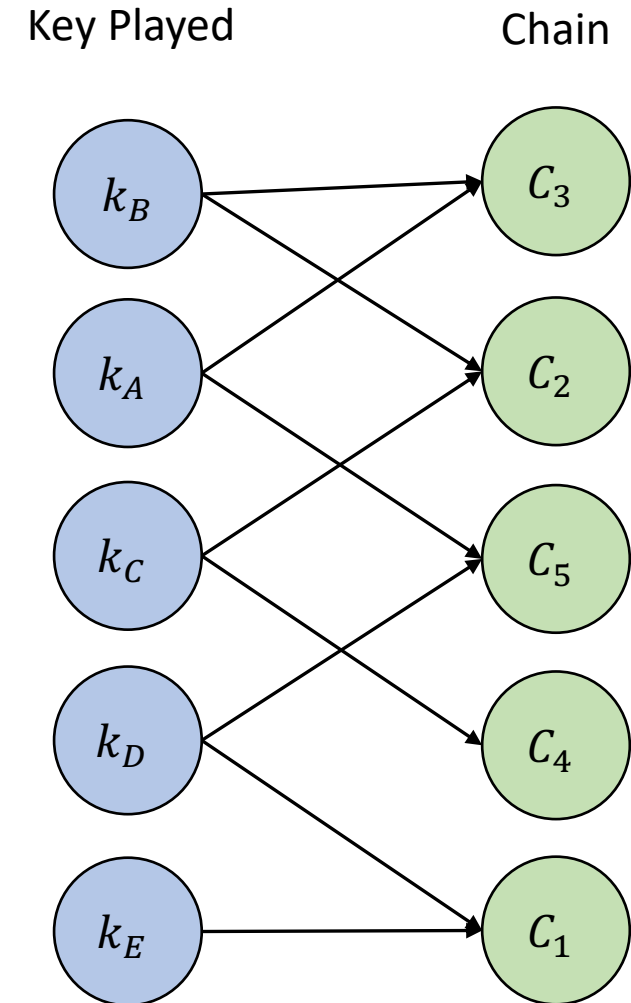


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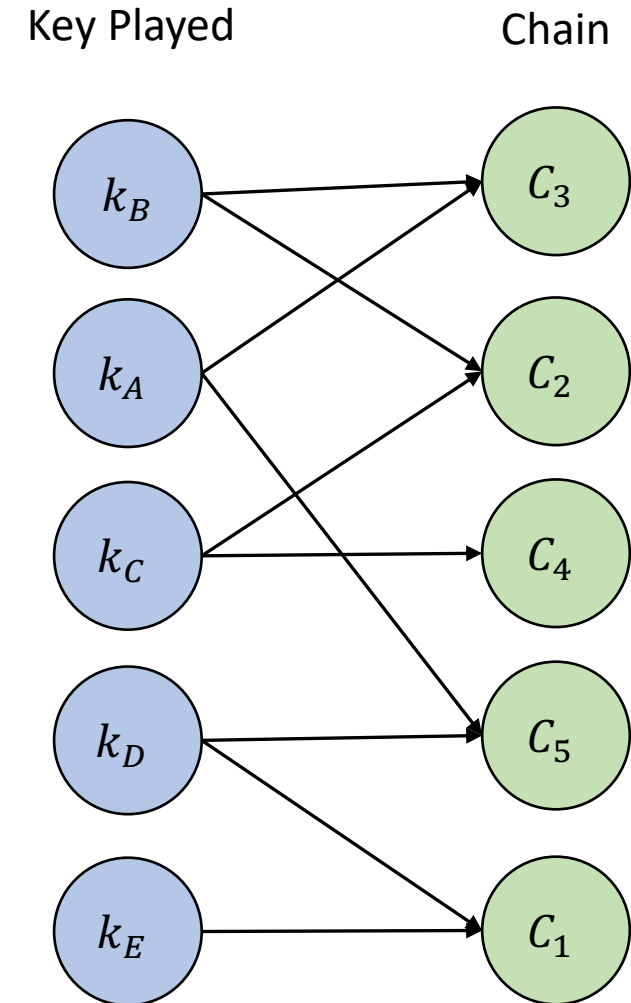


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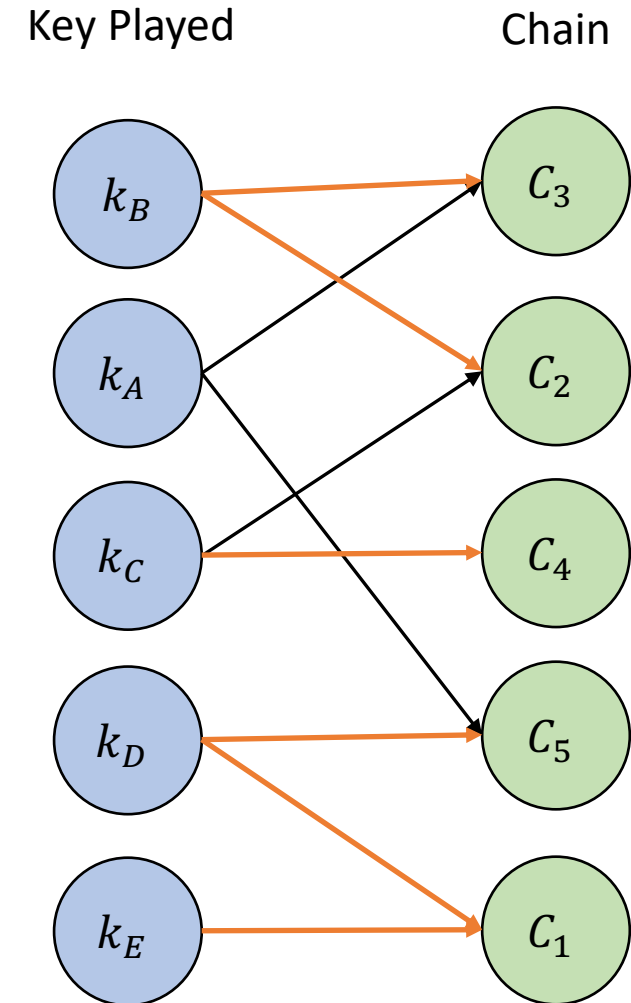


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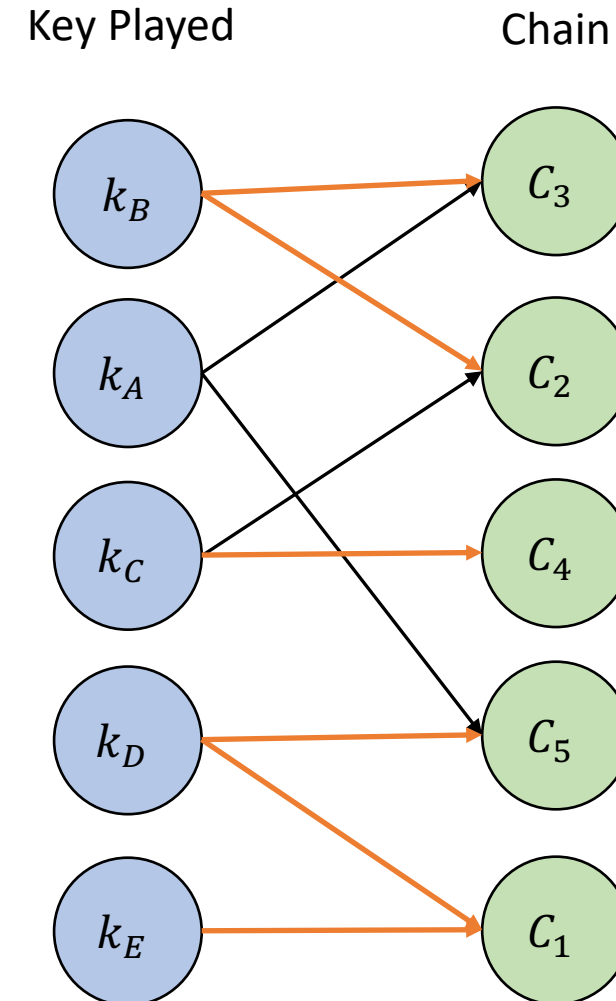
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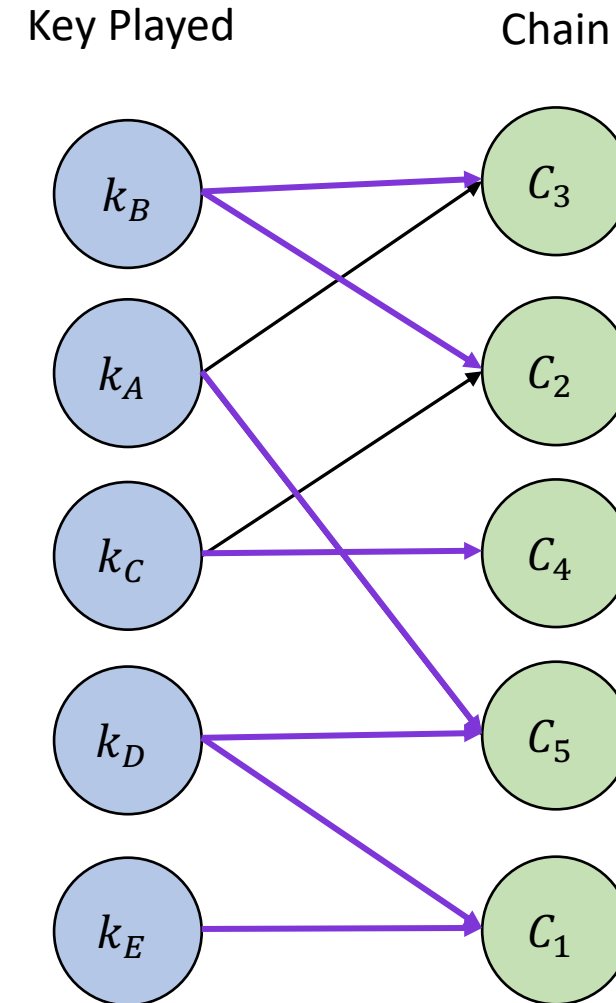
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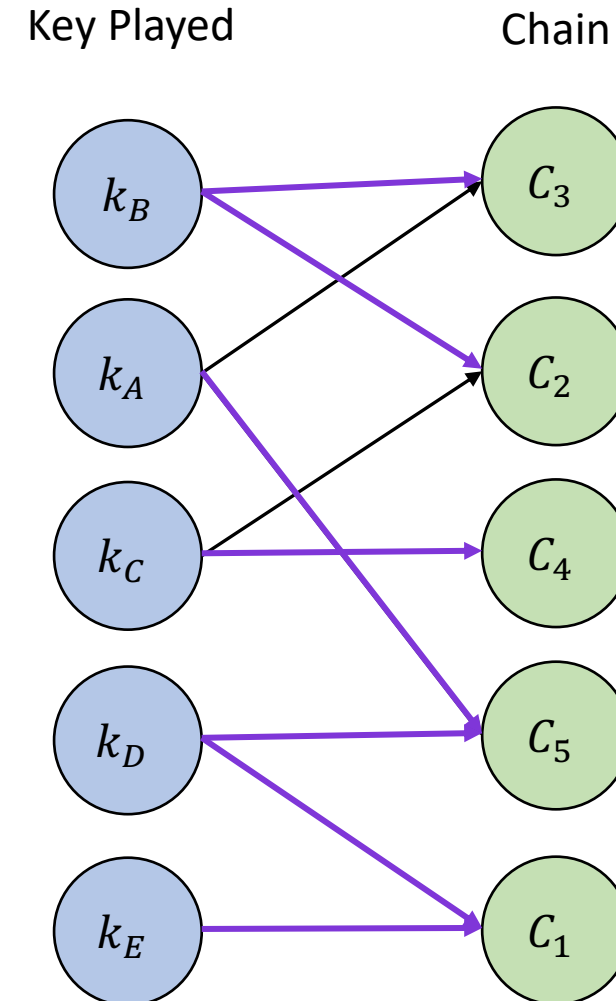
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Theorem: Reduction from DFBP to Order Selection.

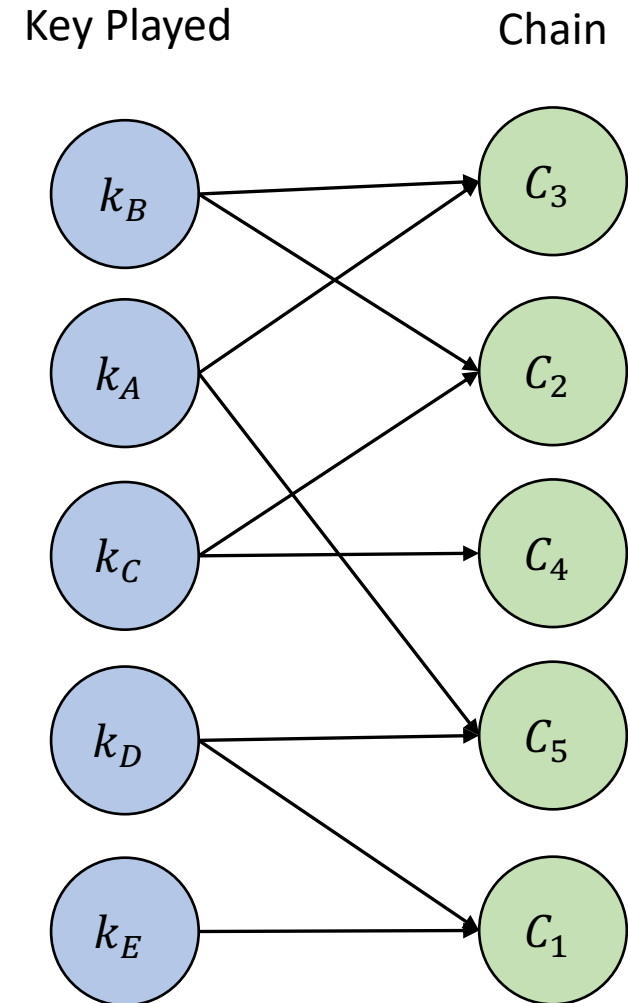
NP-hardness of DFBP $\Rightarrow$ NP-hardness of Order Selection.



Approximating the Bayes Optimal Policy

Downwards Facing Bipartite Permutation (DFBP): reorder keys and chains to maximize score.
Score of an ordering: number of non-upwards edges.

Fix any ordering of keys and chains (σ_k, σ_c) and its reverse $(-\sigma_k, -\sigma_c)$. One of these two is a $\frac{1}{2}$ -approximation for the optimal DFBP ordering.



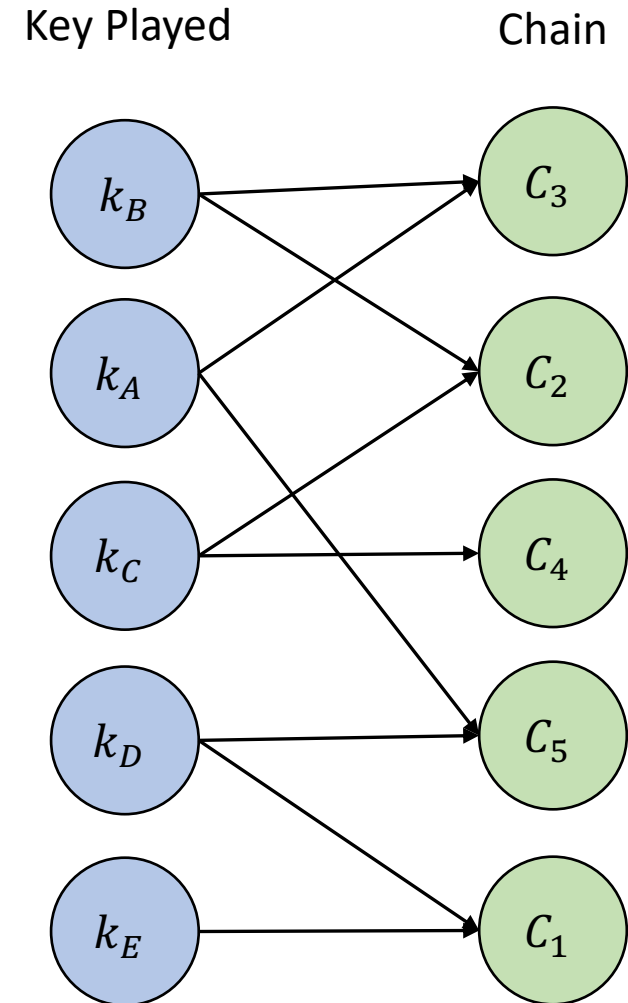
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Established Connections and Results

Keychain Variant	Related Bipartite Model	Useful Takeaways

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Basic Keychain Problem	Maximum Weight Bipartite Matching	Bayes-optimal policy computable in polynomial time.
Probabilistic Scenarios	Maximum Weight Laminar Matching	$(1 - \frac{1}{e})$ -approximation to Bayes-optimal probabilistic scenarios policy.
Order Selection	Downwards Facing Bipartite Permutation	DFBP $\frac{1}{2}$ -approximation idea gives $\frac{1}{2}$ -approximation to the Bayes-optimal order-selection policy.

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Thank you!

