

# Asymptotic behavior of values of zero-sum repeated games: evolution equations in discrete and continuous time

G. Vigerál

INRIA-Saclay & CMAP

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# Definition

A zero-sum stochastic game is a 5-tuple  $(\Omega, A, B, g, \rho)$  where:

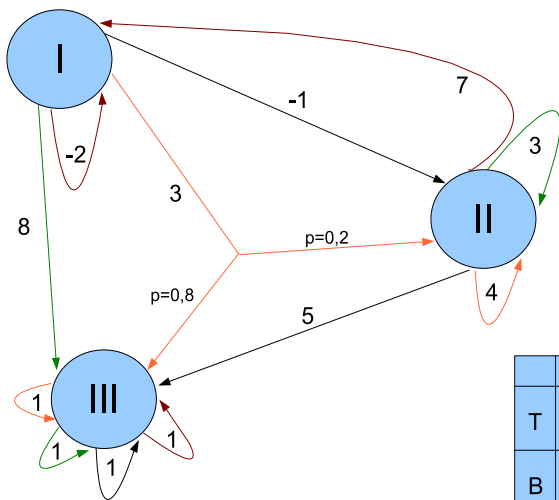
- $\Omega$  is the set of states
- $A$  (resp.  $B$ ) is the action state of  $J_1$  (resp.  $J_2$ )
- $g : A \times B \times \Omega \rightarrow \mathbb{R}$  is the payoff function, which will be assumed bounded.
- $\rho : A \times B \times \Omega \rightarrow \Delta(\Omega)$  is the transition probability.

# How the Game is played

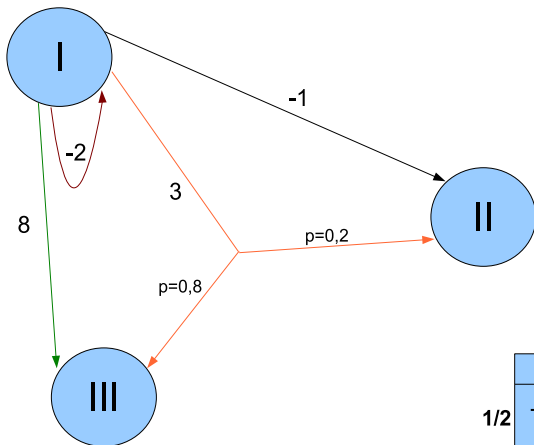
An initial state  $\omega_1$  is given, known by each player.  
During each stage  $i$ :

- the players observe the current state  $\omega_i$ .
- According to the past history,  $J_1$  (resp.  $J_2$ ) choose a mixed action  $x_i$  in  $\Delta(A)$  (resp.  $y_i$  in  $\Delta(B)$ ).
- An action  $a_i$  of player 1 (resp.  $b_i$  of player 2) is drawn according to his mixed strategy  $x_i$  (resp.  $y_i$ ).
- This gives the payoff at stage  $i$   $g_i = g(a_i, b_i, \omega_i)$ .
- A new state  $\omega_{i+1}$  is drawn according to  $\rho(a_i, b_i, \omega_i)$ .

# Example



## Example



		1/4	3/4
		L	R
1/2	T	1/8	3/8
1/2	B	1/8	3/8

# Payoff of the repeated game

There are several ways of evaluating a payoff for a given infinite history :

- $\frac{1}{n} \sum_{i=1}^n g_i$  is the payoff of the  $n$ -stage game
- $\lambda \sum_{i=1}^{+\infty} (1 - \lambda)^{i-1} g_i$  is the payoff of the  $\lambda$ -discounted game.

If those games have a value for a given initial state  $\omega$ , we denote them by  $v_n(\omega)$  and  $v_\lambda(\omega)$  respectively.

Thus  $v_n$  and  $v_\lambda$  are functions from  $\Omega$  into  $\mathbb{R}$ .



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# Asymptotic behavior

The main problem which arises is the study of the behavior of  $v_n$  when  $n \rightarrow +\infty$  and of  $v_\lambda$  when  $\lambda \rightarrow 0$ . Does the limits exist, and are they the same ?

We know that the answers to both questions are positive in several cases :

- (Bewley-Kohlberg) Finite stochastic games ( $\Omega$ ,  $A$  and  $B$  finite)
- (Kohlberg) Absorbing games
- (Everett) Recursive games
- (Aumann-Maschler, Mertens-Zamir) Games with incomplete information and standard signaling
- (Renault) Markov Chain Games with lack of information on one side.

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# Recursive structure

The values of the finitely repeated game and of the discounted game satisfy a recursive structure:

$$\begin{aligned}v_n(\omega) &= \sup_{x \in \Delta(A)} \inf_{y \in \Delta(B)} \left\{ \frac{1}{n} g(x, y, \omega) + \frac{n-1}{n} E_{\rho(x, y, \omega)}(v_{n-1}) \right\} \\ &= \inf_{y \in \Delta(B)} \sup_{x \in \Delta(A)} \left\{ \frac{1}{n} g(x, y, \omega) + \frac{n-1}{n} E_{\rho(x, y, \omega)}(v_{n-1}) \right\} \\ v_\lambda(\omega) &= \sup_{x \in \Delta(A)} \inf_{y \in \Delta(B)} \left\{ \lambda g(x, y, \omega) + (1-\lambda) E_{\rho(x, y, \omega)}(v_\lambda) \right\} \\ &= \inf_{y \in \Delta(B)} \sup_{x \in \Delta(A)} \left\{ \lambda g(x, y, \omega) + (1-\lambda) E_{\rho(x, y, \omega)}(v_\lambda) \right\}\end{aligned}$$

# Shapley operator

Let  $\mathcal{F}$  be the set of bounded functions from  $\Omega$  into  $\mathbb{R}$  and define  $\Psi : \mathcal{F}$  to itself by

$$\begin{aligned}\Psi(f)(\omega) &= \sup_{x \in \Delta(A)} \inf_{y \in \Delta(B)} \{g(x, y, \omega) + E_{\rho(x, y, \omega)}(f)\} \\ &= \inf_{y \in \Delta(B)} \sup_{x \in \Delta(A)} \{g(x, y, \omega) + E_{\rho(x, y, \omega)}(f)\}.\end{aligned}$$

Consider also the family of operators  $\Phi(\alpha, \cdot)$  for  $\alpha \in ]0, 1]$  defined by the formula  $\Phi(\alpha, f) = \alpha\Psi\left(\frac{1-\alpha}{\alpha}f\right)$ .  
Then the recursive equations can be written as

$$v_n = \Phi\left(\frac{1}{n}, v_{n-1}\right) = \frac{\Psi^n(0)}{n}$$

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# Properties of $\Psi$ and $\Phi(\alpha, \cdot)$

The operator  $\Psi$  is topical : it satisfies the two following properties :

- Monotonicity

$$f_1 \leq f_2 \implies \Psi(f_1) \leq \Psi(f_2)$$

- Homogeneity

$$c \in \mathbb{R} \implies \Psi(f + c) = \Psi(f) + c$$

These two properties implies that  $\Psi$  is **nonexpansive for the infinite norm**

$$\|\Psi(f) - \Psi(g)\|_\infty \leq \|f - g\|_\infty$$

and thus that  $\Phi(\alpha, \cdot)$  is  **$1 - \alpha$  contracting for the infinite norm**

$$\|\Phi(\alpha, f) - \Phi(\alpha, g)\|_\infty \leq (1 - \alpha)\|f - g\|_\infty$$

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# Operator approach (Sorin Rosenberg '01)

Let  $(X, \|\cdot\|)$  be a **Banach space**, and let  $\Psi : X \rightarrow X$  be an **nonexpansive operator**.

Let us define the family of contracting operators  $\Phi(\alpha, \cdot) : X \rightarrow X$  by the formula

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and then let us define the elements  $v_n$  and  $v_\lambda$  of  $X$  by the formulas

$$v_n = \Phi \left( \frac{1}{n}, v_{n-1} \right) = \frac{\Psi^n(0)}{n}$$

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# Questions

We now settle the following questions :

- Does  $\lim_{n \rightarrow +\infty} v_n$  exist ?
- Does  $\lim_{\lambda \rightarrow 0} v_\lambda$  exist ?
- Are those two limits equal ?
- Identification of the limit ?

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# When $\lambda$ is fixed

Recall that for any  $u_0$  in  $X$ ,  $v_\lambda = \Phi^\infty(\lambda, u_0)$

## Proposition

*When  $\lambda$  is fixed, the solution  $u$  of the evolution equation*

$$u(t) + u'(t) = \Phi(\lambda, u(t)) \quad ; \quad u(0) = u_0 \in X \quad (1)$$

*satisfies*

$$\lim_{t \rightarrow +\infty} u(t) = v_\lambda$$

# Sketch of proof

## Lemma

*The solution of (1) satisfies  $\|u(t) - v_\lambda\| \leq \frac{\|u'(t)\|}{\lambda}$ .*

## Lemma

*If  $f$  satisfies  $\|f(t) + f'(t)\| \leq (1 - \lambda(t))\|f(t)\|$ , then*

$$\|f(T)\| \leq \|f(0)\| e^{-\int_0^T \lambda(t) dt}.$$

Let us apply the second lemma to  $f_h = \frac{u(t+h) - u(t)}{h}$ , so that  $\|f_h(t)\| \leq \|f_h(0)\| e^{-\lambda t}$ . We then let  $h$  go to 0 and we use the first lemma.

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# Non autonomous case

We are now interested in the equation of the type

$$u(t) + u'(t) = \Phi(\lambda(t), u(t)) \quad ; \quad u(0) = u_0 \in X \quad (2)$$

where  $\lambda$  is a continuous function from  $\mathbb{R}^+$  into  $]0, 1[$ .

If the parametrization  $\lambda$  converge slowly enough to 0, because of the previous result we expect the trajectory to be asymptotically close to the location of the fixed points  $v_\lambda$ .

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Any accumulation point  $v$  of  $v_n$  or  $v_\lambda$  is a fixed point of  $\Phi(0, \cdot)$ , but there may be many of these (for example in games with incomplete information on both sides any saddle function). The evolution equation (2) can be viewed as a perturbation of

$$u(t) + u'(t) = \Phi(0, u(t))$$

and if the perturbation is strong enough it will select a "good" fixed point (see also Attouch Cominetti '96 ; Cominetti Peypouquet Sorin '08)

### Proposition

*If  $\lambda \notin \mathcal{L}^1$ , then the asymptotic behavior of the solution of (2) doesn't depend of  $u_0$ .*

# Hypothesis on $\Phi(\cdot, x)$

From now on we assume that:

## Hypothesis

$\exists C \in \mathbb{R}, \forall (\lambda, \mu) \in ]0, 1[^2, \forall x \in X,$

$$\|\Phi(\lambda, x) - \Phi(\mu, x)\| \leq C|\lambda - \mu|(1 + \|x\|) \quad (\mathcal{H})$$

## Remark

This hypothesis is satisfied as soon as  $\Psi$  is the Shapley operator of any game with a bounded payoff.

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# Consequences (I)

## Proposition

*Let  $\lambda$  and  $\tilde{\lambda}$  be two parametrization, and let  $u$  and  $\tilde{u}$  be the corresponding solutions of (2). If  $\lambda \notin \mathcal{L}^1$ , if  $u$  is bounded and if  $\lambda(t) \sim \tilde{\lambda}(t)$  then  $\lim_{t \rightarrow +\infty} \|u(t) - \tilde{u}(t)\| = 0$*

## Corollary

*If  $\lambda(t) \rightarrow \lambda_0 > 0$  then  $u(t) \rightarrow v_{\lambda_0}$ .*

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# Consequences(II)

## Proposition

*If  $\lambda \downarrow 0$  is in  $\mathcal{C}^1$  and if  $\lim_{t \rightarrow +\infty} \frac{\lambda'(t)}{\lambda^2(t)} = 0$ , then  $\|u(t) - v_{\lambda(t)}\| \rightarrow 0$*

*If  $\lim_{t \rightarrow +\infty} \frac{\lambda''(t)}{\lambda(t)\lambda'(t)} = 0$  then the rate of convergence is in  $O\left(\frac{\lambda'(t)}{\lambda^2(t)}\right)$ .*

## Corollary

*If  $\lambda(t) \sim \frac{1}{t^\alpha}$  for an  $\alpha \in ]0, 1[$  then  $\|u(t) - v_{\lambda(t)}\| \rightarrow 0$ .*

*In particular  $v_\lambda$  converges when  $\lambda \rightarrow 0$  if and only if  $u(t)$  converges when  $t \rightarrow +\infty$ .*

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# Back to discrete time

For every  $\lambda_n$  sequence of numbers in  $]0, 1[$  let us define the sequence  $w_n$  of element of  $X$  by

$$w_n = \Phi(\lambda_n, w_{n-1})$$

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*If  $\lambda_n \rightarrow 0$  and  $\frac{1}{\lambda_n} - \frac{1}{\lambda_{n+1}} \rightarrow 0$ , then  $\|w_n - v_{\lambda_n}\| \rightarrow 0$*

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*If  $\lambda_n \rightarrow 0$ ,  $\frac{1}{\lambda_n} - \frac{1}{\lambda_{n+1}} \rightarrow 0$ , and if  $w_n$  converges, then  $v_\lambda$  converges to the same limit.*

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  - Evolution equations related to the family  $v_\lambda$
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# Evolution equation related to $V_n$

Let us denote  $V_n = nv_n = \Psi^n(0) = \Psi(V_{n-1})$ .

We consider the differential equation

$$U(t) + U'(t) = \Psi(U(t)) \quad ; \quad U(0) = 0. \quad (3)$$

that is

$$U'(t) = -A(U(t)) \quad ; \quad U(0) = 0.$$

where we denote by  $A$  the maximal monotone operator  $Id - \Psi$ .

Proposition (Miyadera Oharu '70)

*The solution of (3) satisfies*

$$\|U(n) - V_n\| \leq \sqrt{n} \cdot \|\Psi(0)\|.$$

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Let  $\tau(t) = t + \ln(1 + t)$ , and let  $u$  be the solution of the evolution equation

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Assume hypothesis  $\mathcal{H}$  and let  $u$  be the solution of the evolution equation

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