Mean Field Competitive Binary MDPs and Structured Solutions

Minyi Huang

School of Mathematics and Statistics Carleton University Ottawa, Canada

MFG2017, UCLA, Aug 28-Sept 1, 2017

Outline of talk

- ► The competitive binary MDP model (Huang and Ma'16, 17)
- The stationary MFG equation (with discount)
 - Model features: monotone state dynamics, resetting action, positive externality
 - Check: ergodicity, existence, uniqueness, solution structure, pure strategies, stable/unstable equilibria
 - Exploit positive externality to prove uniqueness

Extensions

Model: Individual controlled state $x_t^i \in [0, 1]$, action $a_t^i \in \{0, 1\}$.

Motivation for this class of competitive MDP models -

- Except for LQ cases, general nonlinear MFGs rarely have closed-form solutions
- We introduce this class of MDP models which have simple solution structures – threshold policy (see next page)
 - i) There is a long tradition of looking for threshold policies to various decision problems in the operations research community
 - ii) A threshold policy is also studied in R. Johari's ride sharing problem
- Sometimes simple models tell more; the binary MDP modeling is of interest in its own right

Competitive MDP model

Stationary equation with discount Long-run average cost Further extension Motivation and background Dynamics and cost Finite horizon

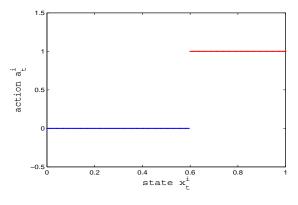


Figure : threshold is 0.6

- Dynamic games of MDPs were initial introduced by L. Shapley (1953) and called stochastic games.
- Literature on large population games with discrete states and/or actions (or discrete time MDP)
 - Weintraub et al. (2005, 2008), Huang (2012), Gomes et al. (2013), Adlakha, Johari, and Weintraub (2015), Kolokoltsov and Bensoussan (2016), Saldi, Basar and Raginsky (2017). Also see anonymous games e.g. Jovanovic and Rosenthal (1988)

Motivation and background Dynamics and cost Finite horizon

The MF MDP model:

- N players (or agents A_i, 1 ≤ i ≤ N) with states xⁱ_t, t ∈ Z₊, as controlled Markov processes (no coupling)
 - ► State space: S = [0, 1] Interpret state as <u>unfitness</u>
 - Action space: $\mathbf{A} = \{a_0, a_1\}$. a_0 : inaction, a_1 : active control
- Agents are coupled via the costs

(Huang and Ma, CDC'16, CDC'17)

Examples of binary action space (action or inaction)

- maintenance of equipment;
- network security games;
- wireless medium access control (channel shared by users; transmission or back off; collisions possible)
- (flu) vaccination games, etc.

Binary choice models are widely used in various decision problems

- Schelling, T. (1973), Hockey helmets, concealed weapons, and daylight saving: a study of binary choices with externalities, J. Conflict Resol.
- Brock, W. and Durlauf, S. (2001), Discrete choice with social interactions, *Rev. Econ. Studies.*
- Schelling, T. (2006), Micromotives and Macrobehavior
- Babichenko, Y. (2013), Best-reply dynamics in large binary-choice anonymous games, *Games Econ. Behavior*
- Lee, L., Li, J. and Lin, X. (2014), Binary choice models with social network under heterogeneous rational expectations, *Rev. Econ. Statistics*

Motivation and background Dynamics and cost Finite horizon

Dynamics:

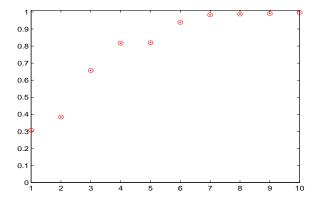
The controlled transition kernel for x_t^i . For $t \ge 0$ and $x \in \mathbf{S}$,

$$egin{aligned} & P(x_{t+1}^i \in B | x_t^i = x, a_t^i = a_0) = Q_0(B | x), \ & P(x_{t+1}^i = 0 | x_t^i = x, a_t^i = a_1) = 1, \end{aligned}$$

- ▶ $Q_0(\cdot|x)$: stochastic kernel defined for $B \in \mathcal{B}(S)$ (Borel sets).
- $Q_0([x,1]|x) = 1$. Under inaction a_0 , state **gets worse**.
- Transition of x_t^i is not affected by other a_t^j , $j \neq i$.

The stochastic deterioration is similar to hazard rate modelling in the maintenance literature (Bensoussan and Sehti, 2007; Grall et al. 2002)

Motivation and background Dynamics and cost Finite horizon



 x_t^i under inaction. It is getting worse and worse.

Motivation and background Dynamics and cost Finite horizon

The cost of A_i :

$$J_i = E \sum_{t=0}^{T} \rho^t c(x_t^i, x_t^{(N)}, a_t^i), \quad 1 \le i \le N.$$

- ▶ 0 < $T \le \infty$; $\rho \in (0, 1)$: discount factor.
- Population average state: $x_t^{(N)} = \frac{1}{N} \sum_{i=1}^N x_t^i$.
- The one stage cost:

$$c(x_t^i, x_t^{(N)}, a_t^i) = R(x_t^i, x_t^{(N)}) + \gamma \mathbf{1}_{\{a_t^i = a_1\}}$$

• $R \ge 0$: unfitness-related cost; $\gamma > 0$: effort cost

Motivation and background Dynamics and cost Finite horizon

The MFG equation system (**MFG** $Eq_{[0,T]}$):

$$\begin{cases} V(t,x) = \min \left[\rho \int_0^1 V(t+1,y) Q_0(dy|x) + R(x,z_t), \\ \rho V(t+1,0) + R(x,z_t) + \gamma \right], & 0 \le t < T \\ V(T,x) = R(x,z_T), \\ z_t = Ex_t^i, & 0 \le t \le T \quad \text{consistency condition in MFG} \end{cases}$$

▶ Notation: $b_{s,t} = (b_s, b_{s+1}, \dots, b_t)$. Find a solution $(\hat{z}_{0,T}, \hat{a}_{0,T}^i)$ such that $\{x_t^i, 0 \le t \le T\}$ is generated by $\{\hat{a}_t^i(x), 0 \le t \le T\}$ as best response.

Fact: Given z_{0,T}, the best response is a threshold policy

Theorem: i) Under technical conditions, (**MFG** $Eq_{[0,T]}$) has a solution. ii) The resulting set of decentralized strategies for the *N* players is an ϵ -Nash equilibrium.

Below we will focus on its stationary version.

Motivation and background Dynamics and cost Finite horizon

Action space $\{0,1\}$. Threshold policy:

$$a_t^i = \begin{cases} 1 & x_t^i \ge r \\ 0 & x_t^i < r \end{cases}$$

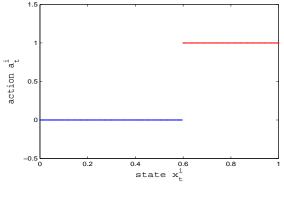


Figure : r = 0.6

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Stationary equation system for MFG

$$egin{aligned} V(x) &= \min\left[
ho \int_0^1 V(y) Q_0(dy|x) + R(x,z), &
ho V(0) + R(x,z) + \gamma
ight] \ z &= \int_0^1 x \pi(dx) & ext{for probability measure } \pi. \end{aligned}$$

 $(V, \hat{z}, \hat{\pi}, \hat{a}^i)$ is called a stationary equilibrium with discount if

- i) the feedback policy \hat{a}^i is the best response with respect to \hat{z} (in the associated infinite horizon control problem);
- ii) The distribut'n of $\{x_t^i, t \ge 0\}$ under \hat{a}^i converges to the stationary distribution $\hat{\pi}$;
- iii) $(\hat{z}, \hat{\pi})$ satisfies the second equation.

Note: This solution definition is different from that in **anonymous games** which only deal with a fixed point equation for a measure (describe the continuum population) **without considering ergodicity**

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

What we want to study?

- Q1 Existence (based on ergodicity)
- Q2 Threshold policy exists?
- Q3 Uniqueness
- Q4 Under what condition can a pure equilibrium strategy fail to exist?
- Q5 How does the model parameter affect the solution? Related to comparative statistics
- Q6 Does the equilibrium have stability, or can this fail? Can the model show oscillatory behaviors (as observed in vaccination situations)?

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Assumptions:

- (A1) $\{x_0^i, i \ge 1\}$ are independent random variables taking values in **S**.
- (A2) R(x, z) is a continuous function on $\mathbf{S} \times \mathbf{S}$. For each fixed z, $R(\cdot, z)$ is strictly increasing.
- (A3) i) $Q_0(\cdot|x)$ satisfies $Q_0([x,1]|x) = 1$ for any x, and is strictly stochastically increasing; ii) $Q_0(\cdot|x)$ has a positive density for all x < 1.
- (A4) $R(x, \cdot)$ is increasing for fixed x. (i.e. positive externality) (A5) $\gamma > \beta \max_z \int_0^1 [R(y, z) - R(0, z)] Q_0(dy|0).$

Remarks:

- Montonicity in (A2): cost increases when state is poorer.
- (A3)-i) means dominance of distributions
- (A5) Effort cost should not be too low; this prevents zero action threshold; this condition can be refined if more information is known on R (such as sub-modularity).

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Theorem (existence on Q1, Q2) Assume (A1)-(A5). Then

$$V(x) = \min \left[\rho \int_0^1 V(y) Q_0(dy|x) + R(x,z), \quad \rho V(0) + R(x,z) + \gamma \right]$$
$$z = \int_0^1 x \pi(dx)$$

has a solution (V, z, π, a^i) for which the best response a^i is a threshold policy.

Note:

- aⁱ: x ∈ [0, 1] → {a₀, a₁}, is implicitly specified by the first equation
- On the right hand side, if the first term is smaller, then $a^i(x) = a_0$ (otherwise, a_1)

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Theorem (uniqueness on Q3)

In the previous theorem, if we further assume $R(x,z) = R_1(x)R_2(z)$ and $R_2 > 0$ is strictly increasing on **S**, then

$$V(x) = \min \left[\rho \int_0^1 V(y) Q_0(dy|x) + R(x,z), \quad \rho V(0) + R(x,z) + \gamma \right]$$
$$z = \int_0^1 x \pi(dx)$$

has a unique solution (V, z, π, a^i) .

Remark: Monotonicity of R_2 indicates positive externalities (crucial in uniqueness analysis), i.e, a person benefits from the improving behaviour of the population.

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

How to prove the existence theorem?

- Show ergodicity of the controlled Makov chain {x_tⁱ} under an interior threshold policy (so that π in the equation makes sense); the case of threshold ≥ 1 is handled separately
- ► Further use Brouwer's fixed point theorem to show existence

How to prove uniqueness?

Use two comparison theorems

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Theorem (ergodicity, Q1) : For threshold $\theta \in (0, 1)$, $\{x_t^{i,\theta}, t \ge 0\}$ is uniformly ergodic with stationary probability distribution π_{θ} , i.e.,

$$\sup_{x\in \mathbf{S}} \|P^t(x,\cdot) - \pi_{\theta}\| \leq Kr^t$$

for some constants K > 0 and $r \in (0, 1)$, where $\|\cdot\|$ is the total variation norm of signed measures.

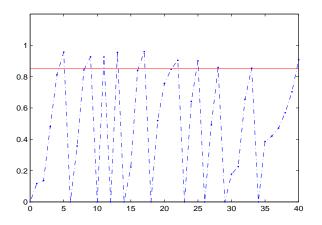
Proof. Show Doeblin's condition by checking

$$\inf_{x \in \mathbf{S}} P(x_4 = 0 | x_0 = x) \ge \eta > 0.$$

and aperiodicity. Here 4 is the magic number.

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

The regenerative process:



 x_t^i under threshold $\theta = 0.85$

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Numerics: Recall the MFG solution equation system

$$V(x) = \min \left[\rho \int_0^1 V(y) Q_0(dy|x) + R(x,z), \quad \rho V(0) + R(x,z) + \gamma \right]$$
$$z = \int_0^1 x \pi(dx)$$

Algorithm:

- Step 1. Initialize z⁽⁰⁾
- Step 2. Given z^(k), solve V^(k)(x) and associated threshold policy a^(k) from the DP Eqn
- Step 3. Use $a^{(k)}$ to find the mean field $\overline{z}^{(k+1)}$ via $\pi^{(k)}$.
- Step 4. $z^{(k+1)} = 0.98z^{(k)} + 0.02\overline{z}^{(k+1)}$ (cautious update!)
- Step 5. Go back to step 2 (until accuracy attained).

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

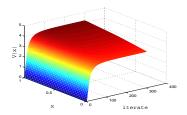


Figure : V(x) defined on [0, 1]

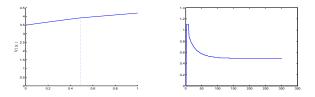


Figure : Left: V(x) (threshold 0.49) Right: search of the threshold 0.49

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

The comparison theorems use very intuitive ideas. Used to answer ${f Q3}$.

- First comparison theorem (with R(x,z) = R₁(x)R₂(z)): If z ↓ (i.e., decreasing population threat), best response's threshold θ ↑
- Second comparison theorem: If the threshold θ ∈ (0, 1) ↑, the resulting regenerative process x^{iθ}_t's long term mean ↑ (since more chance to "grow"; lawn, say, under biweekly cut)



Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Method to prove the second comparison theorem: Take the threshold $\theta \in (0, 1)$. Set $x_0^{i,\theta} = 0$, and the Markov chain $x_t^{i,\theta}$ evolves under inaction until τ_{θ} :

$$\tau_{\theta} = \inf\{t | x_t^{i,\theta} \ge \theta\}.$$

Reset $x_{\tau_{\theta}+1}^{i,\theta} = 0$, and the Markov chain restarts at $\tau_{\theta} + 1$. Denote $S_k = \sum_{t=0}^k x_t^{i,\theta}$. Let S'_k be defined with $\theta' \in (\theta, 1)$. Then $\lambda_{\theta} := \lim_{k \to \infty} \frac{1}{k} \sum_{t=0}^{k-1} x_t^{i,\theta} = \frac{ES_{\tau_{\theta}}}{1 + E\tau_{\theta}}$, similarly define $\lambda_{\theta'}$.

The second comparison theorem: For $0 < \theta < \theta' < 1$, then

$$\begin{array}{l} \text{i)} \quad \frac{ES_{\tau_{\theta}}}{1+E\tau_{\theta}} \leq \frac{ES'_{\tau_{\theta'}}}{1+E\tau_{\theta'}} \\ \text{ii)} \quad \text{So} \ \lambda_{\theta} \leq \lambda_{\theta'} \end{array}$$

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

A useful lemma for proving the second comparison theorem. Let 0 < r < r' < 1. Consider a Markov process $\{Y_t, t \ge 0\}$ with state space [0, 1], and transition kernel $Q_Y(\cdot|y)$ which satisfies $Q_Y([y, 1]|y) = 1$ for any $y \in [0, 1]$, and is stochastically monotone. Suppose $Y_0 \equiv y_0 < r$. Define the stopping time

$$\tau = \inf\{t | Y_t \ge r\}$$

Lemma If $E au < \infty$, then $E\sum_{t=0}^{ au} Y_t < \infty$ and

$$\frac{E\sum_{t=0}^{\tau} Y_t}{1+E\tau} = \frac{EY_0 + EY_1 + \sum_{k=1}^{\infty} E(Y_{k+1} \mathbb{1}_{\{Y_k < r\}})}{2 + \sum_{k=1}^{\infty} P(Y_k < r)}$$

Facts:

- Apply the lemma to the regenerative process $x_t^{i,\theta}$ for one cycle.
- Show that increasing $r = \theta$ to $r' = \theta'$ increases the ratio in the lemma.

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Example (to answer Q4): Assume R(x, z) = x(c + z) where c > 0. $Q_0(\cdot|x)$ has the same distribution as $x + (1 - x)\xi$ where ξ has uniform distribution on [0, 1]. Consider all $\gamma > 0$. Denote $c^* = \frac{E\xi}{2} = \frac{1}{4}$.

Then

If γ ∈ (0, ^{ρc}/₂] ∪ (^{ρ(c+c*)}/₂, ∞), there exists a unique pure strategy as a stationary equilibrium with discount
 If γ ∈ (^{ρc}/₂, ^{ρ(c+c*)}/₂], there exists no pure strategy as a

stationary equilibrium with discount

This result can be extended to

- the general model for R(x, z)
- the long run average cost case

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Q5: Check the dependence of equilibrium solution (z, θ) on γ .

This is actually a question on comparative statistics formalized by J. R. Hicks (1939) and P. A. Samuelson (1947)

- It studies how a change of the model parameters affects the equilibrium
- Important in the economic literature, game theory and optimization; however, most literature considered static models
- Example of dynamic models: D. Acemoglu, M. K. Jensen (2015) J.
 Political Econ. (on large dynamic economies)

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Theorem (monotone comparative statistic, Q5). Suppose

- both γ₁ and γ₂ (effort cost) satisfy (A5), and γ₁ < γ₂;
- $(\gamma_i, z_i, \theta_i)$ is solved from the MFG equation system.

Then

$$\theta_1 < \theta_2, \quad z_1 < z_2.$$

Interpretation:

Effort being more expensive \rightarrow less willing to act \rightarrow worse average state of the population

Existence, uniqueness Pure strategy Comparative statistic Erratic equilibrium

Q6. Instability of the equilibrium solution can occur

- ► Take R(x, z) = x(c + R₀(z)) where R₀(z) has a quick leap from a near 0 value to nearly 1 around some value z_c
- ► Such R₀ is not purely artificial; similar phenomena appear in vaccination models where group risk has sharp decrease toward 0 when the vaccination coverage exceeds a certain critical level.

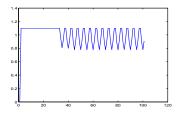


Figure : Iteration of threshold in **best response** w.r.t. mean field; swing back and forth

Game with long-run average costs: Define

$$J^{i}(x_{0}^{1},...,x_{0}^{N},\pi^{1},...,\pi^{N}) = \limsup_{T\to\infty} \frac{1}{T}E\sum_{t=0}^{T-1}c(x_{t}^{i},x_{t}^{(N)},a_{t}^{i}),$$

where $c(x_t^i, x_t^{(N)}, a_t^i) = R(x_t^i, x_t^{(N)}) + \gamma \mathbf{1}_{\{a_t^i = a_1\}}$ The solution equation system of the MFG:

4

$$\begin{cases} \lambda + h(x) = \min\{\int_0^1 h(y)Q_0(dy|x) + R(x,z), \quad R(x,z) + \gamma\}, \\ z = \int_0^1 x\nu(dx), \end{cases}$$

where ν is the limiting distribution of the closed-loop state X_t^i . Idea:

- Consider discount factor ρ and denote value function $V_{\rho}(x)$.
- Define h_ρ(x) = V_ρ(x) − V_ρ(0). Try to get a subsequence of {h_ρ} converging to h when ρ ↑ 1 under an additional concavity condition on R(·, z) for each fixed z.

Further possible extensions:

- Unbounded state space (such as half line)
- Pairwise coupling in the cost
- Continuous time modeling (example, compound Poisson process with impulse control; CDC'17, with Zhou); a Levy process with one-sided jumps (such as a subordinator) also fits the monotone state modeling

Thank you!