

Empirical-evidence Equilibria in Stochastic Games

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Outline

- Stochastic games
- Empirical-evidence equilibria (EEEs)
- Open questions in EEEs

Stochastic Games

- Game theory
- Markov decision processes

Game Theory

Decision making

$$u : \mathcal{A} \rightarrow \mathbb{R} \implies a^* \in \arg \max_{a \in \mathcal{A}} u(a)$$

Game theory

$$u_1 : \mathcal{A}_1 \times \mathcal{A}_2 \rightarrow \mathbb{R}$$

$$u_2 : \mathcal{A}_1 \times \mathcal{A}_2 \rightarrow \mathbb{R}$$

Nash Equilibrium

$$\begin{cases} a_1^* \in \arg \max_{a_1 \in \mathcal{A}_1} u_1(a_1, a_2^*) \\ a_2^* \in \arg \max_{a_2 \in \mathcal{A}_2} u_2(a_1^*, a_2) \end{cases}$$

Example: Battle of the Sexes

	F	O
F	2, 2	0, 1
O	0, 0	1, 3

Nash equilibria

- (F, F)
- (O, O)
- $(\frac{3}{4}F \frac{1}{4}O, \frac{1}{3}F \frac{2}{3}O)$

Markov Decision Process (MDP)

Dynamic $x^+ \sim f(x, a) \iff x^{t+1} \sim f(x^t, a^t)$

Stage cost $u(x, a)$

History $h^t = (x^0, x^1, \dots, x^t, a^0, a^1, \dots, a^t)$

Strategy $\sigma : \mathcal{X} \rightarrow \mathcal{A}$

Utility $U(\sigma) = \mathbb{E}_{f, \sigma} \left[\sum_{t=0}^{\infty} \delta^t u(x^t, a^t) \right]$

Bellman's equation

$$U^*(x) = \max_{a \in \mathcal{A}} \left\{ u(x, a) + \delta \mathbb{E}_f [U^*(x^+) \mid x, a] \right\}$$

Dynamic programming use knowledge of f

Reinforcement learning learn f from repeated interaction

Imperfect Information (POMDP)

Dynamic $w^+ \sim n(w, a)$

Signal $s \sim v(w)$

History $h^t = (s^0, s^1, \dots, s^t, a^0, a^1, \dots, a^t)$

Strategy $\sigma : \Delta(\mathcal{W}) \rightarrow \mathcal{A}$

Belief $\mathbb{P}_{n,v,\sigma}[w | h]$

Stochastic Games

Dynamic $w^+ \sim n(w, a_1, a_2)$

Signals $\begin{cases} s_1 \sim v_1(w) \\ s_2 \sim v_2(w) \end{cases}$

Histories $\begin{cases} h_1^t = (s_1^0, s_1^1, \dots, s_1^t, a_1^0, a_1^1, \dots, a_1^t) \\ h_2^t = (s_2^0, s_2^1, \dots, s_2^t, a_2^0, a_2^1, \dots, a_2^t) \end{cases}$

Strategies $\begin{cases} \sigma_1 : \mathcal{H}_1 \rightarrow \mathcal{A}_1 \\ \sigma_2 : \mathcal{H}_2 \rightarrow \mathcal{A}_2 \end{cases}$

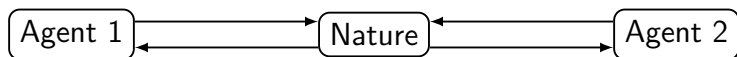
Beliefs $\begin{cases} \mathbb{P}_{n, v_1, \sigma_1, v_2, \sigma_2} [w, h_2 \mid h_1] \\ \mathbb{P}_{n, v_1, \sigma_1, v_2, \sigma_2} [w, h_1 \mid h_2] \end{cases}$

Existing Approaches

- (Weakly) belief-free equilibrium
- Mean-field equilibrium
- Incomplete theories

Empirical-evidence Equilibria

Motivation



0. Pick arbitrary strategies
1. Formulate simple but *consistent* models
2. Design strategies optimal w.r.t. models, then, back to 1.

Empirical-evidence equilibrium is a fixed point:

- Strategies **optimal** w.r.t. models
- Models **consistent** with strategies

Example: Asset Management

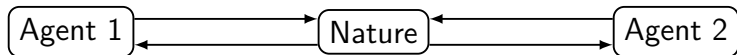
Trading one asset on the stock market

Model based on

- information published by the company
- observed trading activity

Model very different for each agent

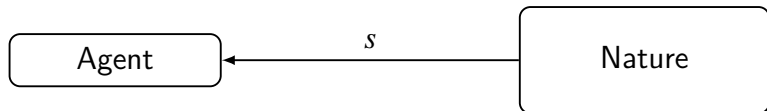
Multiple to Single Agent



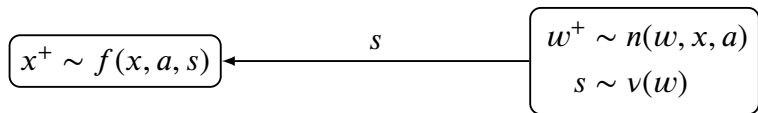
Multiple to Single Agent



Single Agent Setup



Example: Asset Management



State holding $x \in \{0..M\}$

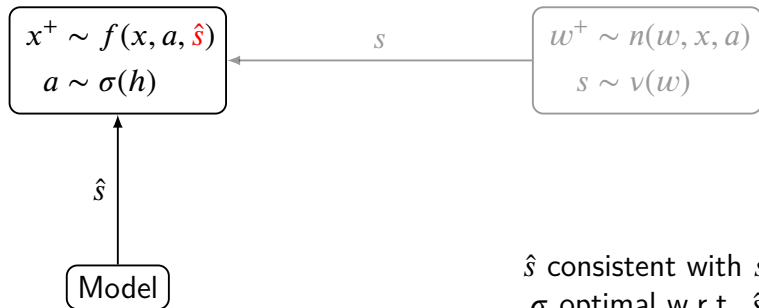
Action sell one, hold, or buy one $a \in \{-1, 0, 1\}$

Signal price $p \in \{\text{Low, High}\}$

Stage cost $p \cdot a$

Nature w represents market sentiment, political climate,
other traders

Single Agent Setup



\hat{s} consistent with s
 σ optimal w.r.t. \hat{s}

Depth- k Consistency

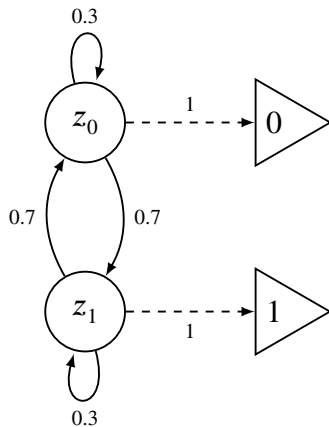
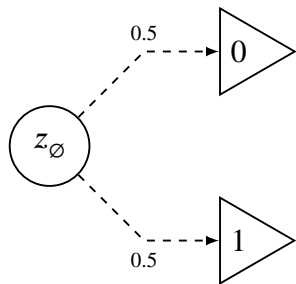
Consider a binary stochastic process s

0100010001001010010110111010000111010101...

- 0 characteristic: $\mathbb{P}[s = 0], \mathbb{P}[s = 1]$
- 1 characteristic: $\mathbb{P}[ss^+ = 00], \mathbb{P}[ss^+ = 10],$
 $\mathbb{P}[ss^+ = 01], \mathbb{P}[ss^+ = 11]$
- ...
- k characteristic: probability of strings of length $k + 1$

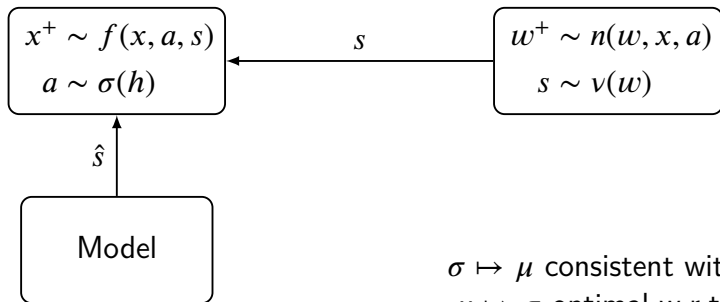
Definition Two processes s and s' are depth- k consistent if they have the same k characteristic

Depth- k Consistency: Example



Complete picture

Fix a depth $k \in \mathbb{N}$



$\sigma \mapsto \mu$ consistent with σ
 $\mu \mapsto \sigma$ optimal w.r.t. μ

z contains the last k observed signals

$$\mu(z = (s_1, s_2, \dots, s_k)) [s_{k+1}] = \mathbb{P}_\sigma [s^{t+1} = s_{k+1} \mid s^t = s_k, \dots, s^{t-k+1} = s_1]$$

Definition

(σ, μ) is an empirical-evidence optimum (EEO) for k iff

- σ is optimal w.r.t. μ
- μ is depth- k consistent with σ

(σ, μ) is an ϵ empirical-evidence optimum (ϵ EEO) for k iff

- σ is ϵ optimal w.r.t. μ
- μ is depth- k consistent with σ

Existence Result

Theorem

For all k and ϵ , there exists an ϵ EEO for k

Proof sketch

Prove continuity of $\sigma \mapsto \mu \mapsto \sigma$

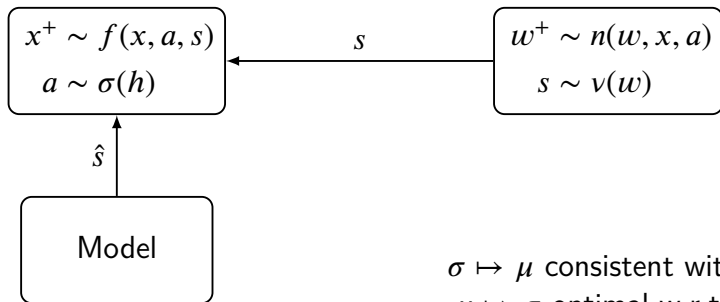
$$\sigma : \mathcal{X} \times \mathcal{L} \rightarrow \Delta(\mathcal{A})$$

σ parametrized over a simplex (convex and compact)

Apply Brouwer's fixed point theorem

Complete picture

Fix a depth $k \in \mathbb{N}$

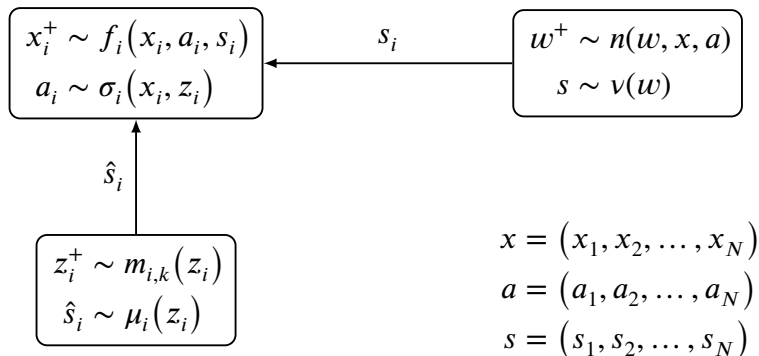


$\sigma \mapsto \mu$ consistent with σ
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z contains the last k observed signals

$$\mu(z = (s_1, s_2, \dots, s_k)) [s_{k+1}] = \mathbb{P}_\sigma [s^{t+1} = s_{k+1} \mid s^t = s_k, \dots, s^{t-k+1} = s_1]$$

Multiagent Setting



Empirical-evidence Equilibrium

(σ, μ) is an empirical-evidence equilibrium (EEE) for $K = (k_1, k_2, \dots, k_N)$ iff

- for all i , σ_i is optimal w.r.t. μ_i
- for all i , μ_i is depth- k_i consistent with σ

Theorem

For all K and ϵ , there exists an ϵ EEE for K

Open Questions

- endogenous model depending on action
- large number of agents
- large k
- relating EEE to other concepts (MFE, optimum)
- offline computation
- online learning using empirical evidence

Example: Asset Management

State holdings $x_i \in \{0..M\}$

Action sell one, hold, or buy one $a_i \in \{-1, 0, 1\}$

Signal price $p \in \{\text{Low}, \text{High}\}$

Dynamic $x_i^+ = x_i + a_i$

Stage cost $p \cdot a_i$

Nature market trend $b \in \{\text{Bull}, \text{Bear}\}$

$$w = (b, p)$$

Nature is a *sticky bear*

Example: Asset Management

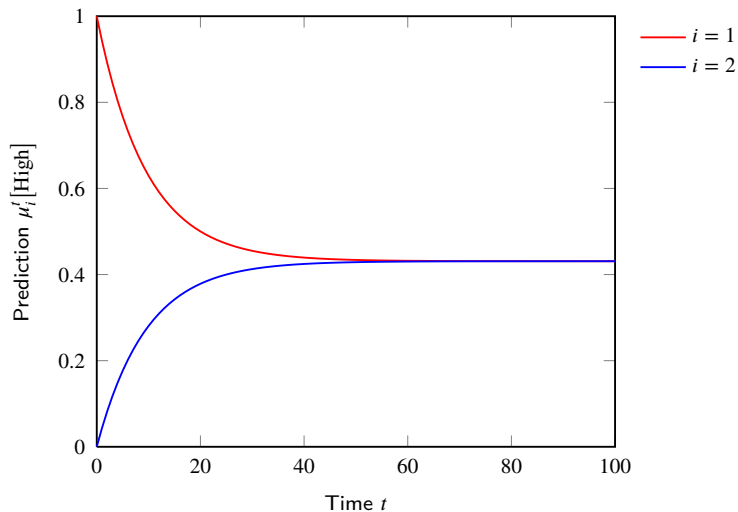
0. Pick arbitrary models μ
1. Design strategies σ optimal w.r.t. models μ
2. Formulate consistent models μ_{upd} , then, back to 1.

Depth-0 consistency:

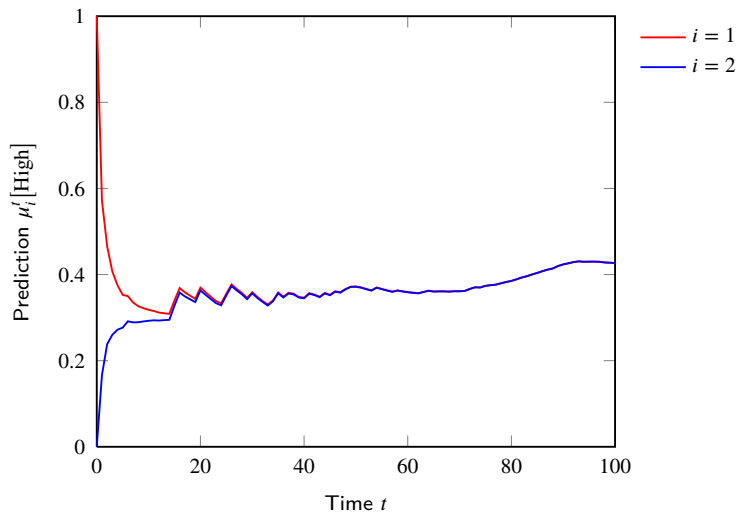
- $\mu_1 = 1$
- $\mu_2 = 0$

$$\mu_i^{t+1} = (1 - \alpha)\mu_i^t + \alpha\left(\mu_{i,\text{upd}}^t - \mu_i^t\right)$$

Learning Results: Offline



Learning Results: Online



Empirical-evidence Equilibria

- Introduce
- Contrast
- Compute