

Coalgebraic Analysis of Equilibria in Infinite Games

Samson Abramsky
Joint work with Viktor Winschel

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Our account is explicitly coalgebraic, leading to a mathematically richer and more general approach.

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The real value of the asset being bid for is r ; in the original example, r is one dollar, or 100 cents. The players take it in turns to make bids. The asset goes to the highest bidder, who is left with a profit of $r - b$, where b is the value of his highest bid. The loser must also pay the value of his highest bid, while getting nothing in return. A player either gives up and finishes the game, conceding the auction to the other player and accepting their loss, or continues, hoping that the other player will give up. Both players have an incentive to continue playing well beyond the point where both will make a loss, in order to try to minimize their losses.

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The set of game trees is defined to be (the carrier of) the final coalgebra (\mathcal{G}, γ) of the **Set**-functor

$$F_{\mathcal{G}} : X \mapsto \mathcal{U} + \mathcal{A} \times X \times X.$$

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Thus a game tree is a possibly infinite binary tree. The binary nodes have the form

$$\langle \alpha, g_l, g_r \rangle,$$

where α is the agent label, and g_l, g_r are the sub-games corresponding to the left and right choices respectively.

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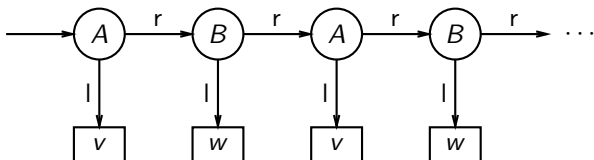
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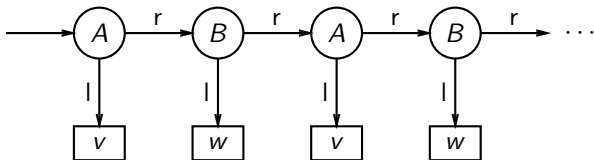
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More formally, the equations define an F_G -colgebra $\alpha : \{G, H\} \rightarrow F_G\{G, H\}$ on the set $\{G, H\}$. The 0/1 game is $\llbracket G \rrbracket$, where

$$\llbracket \cdot \rrbracket : (\{G, H\}, \alpha) \longrightarrow (\mathcal{G}, \gamma)$$

is the unique coalgebra morphism from $(\{G, H\}, \alpha)$ to the final coalgebra.

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We fix a real number r , and define utility functions v_n, w_n for each $n \in \mathbb{N}$:

$$v_n := [A \mapsto -n, B \mapsto r - n], \quad w_n := [A \mapsto r - (n + 1), B \mapsto -n].$$

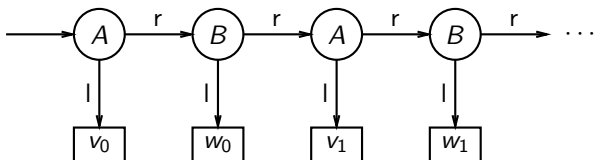
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The dollar auction game is $\llbracket G_0 \rrbracket$.

Strategy profiles

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Intuitively, a strategy for a player P of a game G specifies a choice (left or right) for every node of G at which it is P 's turn to move. A strategy profile specifies a strategy for every player. Following Lescanne, we shall define the set of strategy profiles directly, as the final coalgebra (\mathcal{S}, σ) of the functor

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$$F_{\text{SP}} : X \mapsto \mathcal{U} + \mathcal{A} \times \mathcal{C} \times X \times X.$$

There is an evident natural transformation $t : F_{\text{SP}} \rightarrow F_G$ defined by projection, which induces a functor from the category of F_{SP} -coalgebras to the category of F_G -coalgebras. It sends a strategy profile $s \in \mathcal{S}$ to the underlying game tree $\text{game}(s) \in \mathcal{G}$. We say that s is a strategy profile for the game G if $G = \text{game}(s)$.

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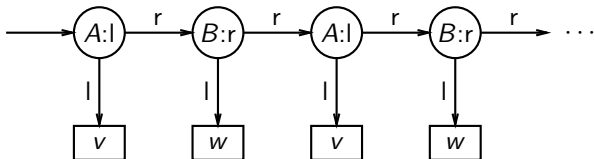
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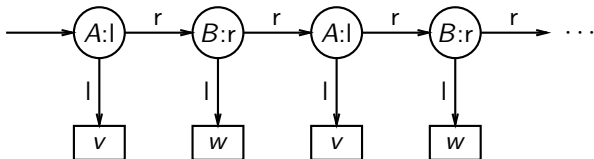
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The strategy profile $\llbracket AcBs_0 \rrbracket$ where A always continues and B always stops is defined symmetrically.

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More formally, weak convergence is an element of the powerset $\mathcal{P}(S)$. It is defined as the least fixpoint of the monotone function

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These fixpoints exist by the Tarski (or Knaster-Tarski) fixed point theorem.

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All the strategy profiles described in the previous section are strongly convergent.

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If we write WC for the weak convergence predicate, and SC for the strong convergence predicate, we have the following:

Proposition

$$\text{SC} = \Box\text{WC}.$$

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This says that the PE predicate holds at every node of the tree. In fact, we have:

Proposition

$\text{SPE} = \Box \text{PE}$.

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The main emphasis in coinductive proofs has been on proving equations; the main tool for this is provided by the notion of bisimulation. However, as emphasized by Kozen, the scope of coinductive methods is broader than this. In our case, we are interested in **predicates** (properties) rather than equations. In particular, we wish to show that various elements of the final coalgebra \mathcal{S} satisfy the SPE predicate.

Predicate coinduction

The next step is to show that all the strategy profiles discussed in the previous section are in fact subgame perfect equilibria. In order to do this, we will need to have an appropriate proof principle in place.

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We shall formulate a proof principle which is adequate to carry out these proofs, and justify it in terms of Kozen's metric coinduction principle. It should be possible to give a much more general account; this is an interesting challenge, which is left to future work.

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The following proposition follows directly by unravelling the definitions and applying the final coalgebra property:

Proposition

The map $\bar{\alpha}$ has a unique fixpoint $\bar{\alpha}^ \in \mathcal{S}^X$; moreover, $\bar{\alpha}^* = \llbracket \cdot \rrbracket$, the unique coalgebra morphism from (X, α) to the final coalgebra.*

The predicate coinduction principle

The predicate coinduction principle

Now let $\phi \subseteq \mathcal{S}$ be a predicate on \mathcal{S} . We lift this to $\phi^X \subseteq \mathcal{S}^X$:

$$\eta \in \phi^X \iff \forall x \in X. \eta(x) \in \phi.$$

We say that ϕ is an **invariant** if $\phi = \Box\psi$ for some predicate ψ .

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We formulate the predicate coinduction principle as a proof rule:

$$\frac{\phi \text{ invariant, } \phi \neq \emptyset, \quad \eta \in \phi^X \Rightarrow \bar{\alpha}(\eta) \in \phi^X}{\bar{\alpha}^* \in \phi^X}$$

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Using Proposition 3, we can restate the conclusion as follows:

$$\forall x \in X. \llbracket x \rrbracket \in \phi.$$

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Let M be a complete metric space, $u : M \rightarrow M$ a contractive map, and $C \subseteq M$ a non-empty closed subset of M . We write u^ for the unique fixpoint of u , which exists by the Banach fixpoint theorem. Then the following proof rule is valid:*

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Proof We have $u^* = \lim_{n \rightarrow \infty} u^n(a)$ for any $a \in M$. Since C is non-empty, we can take $a \in C$. By the premise of the rule, $u^n(a) \in C$ for all n . Since C is closed, $u^* \in C$. □

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Proposition (Induced ultrametric)

We can define a distance function $d : \mathcal{S}^2 \rightarrow [0, 1]$ such that the following holds:

- 1 (\mathcal{S}, d) is a complete ultrametric space.
- 2 An invariant $\phi \subseteq \mathcal{S}$ is closed in this space.
- 3 For any set X , (\mathcal{S}^X, d^X) is a complete ultrametric space, where

$$d^X(\eta, \mu) := \sup_{x \in X} d(\eta_x, \mu_x).$$

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This is essentially a variation of well-known results by Barr et al.

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The basic point is that T is cocontinuous, and hence the final T -coalgebra is the limit of the ω^{op} -diagram

$$\mathbf{1} \longleftarrow T\mathbf{1} \longleftarrow T^2\mathbf{1} \longleftarrow \dots \longleftarrow T^k\mathbf{1} \longleftarrow \dots \quad (1)$$

where $\mathbf{1}$ is the terminal object in **Set**. The connecting maps are $T^k! : T^{k+1}\mathbf{1} \longrightarrow T^k\mathbf{1}$, where $! : T\mathbf{1} \longrightarrow \mathbf{1}$ is the unique map to the terminal object.

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We define maps $\pi_k : \mathcal{S} \rightarrow T^k\mathbf{1}$. Firstly π_0 is the unique map to the terminal. We define inductively

$$\pi_{k+1} := \mathcal{S} \xrightarrow{\sigma} T\mathcal{S} \xrightarrow{T\pi_k} TT^k\mathbf{1}.$$

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This has the following consequences:

- For all $x, y \in \mathcal{S}$:

$$x = y \iff \forall k. \pi_k x = \pi_k y.$$

- Given a sequence $\{x_k\}$ with $x_k \in T^k\mathbf{1}$ and $x_k = T^k!(x_{k+1})$, there is a unique $x \in \mathcal{S}$ such that for all k , $x_k = \pi_k x$.

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We can define the ultrametric on \mathcal{S} by

$$d(x, y) = \begin{cases} 0, & x = y \\ 2^{-k}, & \text{least } k \text{ such that } \pi_k x \neq \pi_k y, x \neq y. \end{cases}$$

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The properties stated in the proposition follow fairly readily from this description. For example, the completeness of d^X follows from the fact that Cauchy convergence in this metric implies that for each k , for some N , for all $x \in X$, $\pi_k(\eta_j(x))$ is fixed for all $j \geq N$. This implies a uniform mode of convergence, and thus justifies taking limits pointwise in \mathcal{S}^X .

SPE proofs

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The strategy profiles $\llbracket \text{AcBs} \rrbracket$ and $\llbracket \text{AsBc} \rrbracket$ are subgame-perfect equilibria.

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Proof Applying predicate coinduction, to show that $\llbracket \text{AsBc} \rrbracket$ is SPE, we must show that $\langle A, l, v, \text{BcAs} \rangle$ and $\langle B, r, w, \text{AsBc} \rangle$ are SPE, under the assumption that AsBc and BcAs are SPE.

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The verification that $\llbracket \text{AcBs} \rrbracket$ is SPE is entirely similar. □

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Note that the latter inequalities are satisfied if and only if $r \geq 1$. □

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Given a strategy profile s of the form $\langle P, c, s_l, s_r \rangle$, we say that a profile t for the same game is a one-deviation from s if t has one of the following forms:

- $\langle P, c', s_l, s_r \rangle$, where $c' \neq c$.
- $\langle P, c, s'_l, s_r \rangle$, where s'_l is a one-deviation from s_l .
- $\langle P, c, s_l, s'_r \rangle$, where s'_r is a one-deviation from s_r .

This is an inductive definition.

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Given a strategy profile s we define a relation $s \succcurlyeq t$, where t is a one-deviation of s , inductively as follows:

- If $s = \langle P, l, s_l, s_r \rangle$ and $t = \langle P, r, s_l, s_r \rangle$, then $s \succcurlyeq t$ iff $\hat{s}_l(P) \geq \hat{s}_r(P)$.
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Proposition (The one-deviation principle)

A strongly convergent strategy profile s is SPE if and only if for every one-deviation t , $s \succcurlyeq t$.

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Proposition (The one-deviation principle)

A strongly convergent strategy profile s is SPE if and only if for every one-deviation t , $s \succcurlyeq t$.

Proof Firstly, note that if $\neg(s \succcurlyeq t)$ for some one-deviation t , this means that some subprofile of s does not satisfy PE, and since $\text{SPE} = \square\text{PE}$, this implies that s does not satisfy SPE. For the converse, note that if for some one-deviation t , $s \succcurlyeq t$, this implies that the sub-profile of s whose root is at the node where t differs from s satisfies PE. If this holds for all one-deviations, then all sub-profiles of s satisfy PE, and hence s satisfies SPE. \square

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In fact this applies to any game sharing the following features of the dollar auction game:

- 1 At any point of the game, it is always better for a given player if the other player stops first.
- 2 At any point of the game, it is (strictly) better for the player who is the first to stop from that point to stop now rather than later.

Further Directions

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- Many topics in economics which refer to infinite horizons and reflexivity seem tailor-made for the use of coalgebraic methods. At the same time, they can suggest new challenges and technical directions for coalgebra.