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STRUCTURES JOUR FIXE

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**“Zero-sum evolutionary games and
convex Hamiltonian systems”**

November 20, 2020 1:30 PM



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ABSTRACT

Evolutionary games describe the time evolution of large sets of strategically interacting agents who adapt their choices in light of current payoff opportunities. Nowadays they are used to model plenty of phenomena from the emergence of conventions, norms, and institutions in economic, social, and technological environments to natural selection in biological environments.

In this talk we focus on the class of zero-sum replicator games, which model competitive interaction. If there is an equilibrium where all strategies coexist, these games admit a Hamiltonian formulation where the Hamiltonian function is given by the entropy relative to the equilibrium (Akin and Losert, 1984). This is an extremely significant result, which will allow us to use the principle of least action and the convexity of the Hamiltonian to find periodic time evolutions with prescribed relative entropy via numerical optimization.

By ZOOM video webinar system
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Zero-sum evolutionary games and convex Hamiltonian systems

FOUNDATIONS

Gabriele Benedetti & Davide Legacci

Presentation of the EP 3.2

STRUCTURES Jour Fixe – November 20, 2020



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- The **replicator** dynamical system models the evolution of the aggregate behavior of individuals in a population.
 - This system is **Hamiltonian** in the appropriate geometrical framework.
-
- Find periodic time evolutions with prescribed energy using the **convexity** of the Hamiltonian.

Dynamical system on categorical probability distributions¹

- Discrete alphabet $\mathcal{S}(n+1) \ni i$
- $p \in P(\mathcal{S}(n+1)) = \Delta^n$, $p \mapsto x : x^i = p(i)$

$$x \in \Delta^n \subset \mathbb{R}^{n+1} = \{x \in \mathbb{R}^{n+1} : \sum_i x^i = 1, x^i \geq 0\}$$

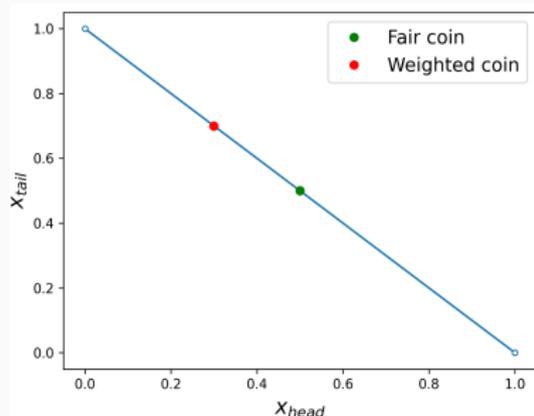


Figure 1: Space of PDs $x = (x_{head}, x_{tail})$

$$\dot{x}(t) = X_{rep}(x(t))$$

Leaves interior Δ^n invariant

¹Har09, p. 4.

Replicator dynamical system - Population Dynamics²

- Population composed of $n + 1$ types or **species**
- The **fitness** or growth rate of each species $F : \mathbb{R}_+^{n+1} \rightarrow \mathbb{R}^{n+1}$ depends on the composition of the whole population

$$\dot{P}_i(t) = P_i(t) F_i(P(t)), \quad P \in \mathbb{R}_+^{n+1}$$

- Descend from \mathbb{R}_+^{n+1} through a normalization map onto the simplex to the replicator equation, i.e. look at PD $x \in \Delta^n$ on the set of species, with $x^j = \frac{P_j}{\sum_j P_j}$

$$\dot{x}^j = x^j \left(f_j(x) - \sum_h x^h f_h(x) \right), \quad f_h(x) = F_h(P)$$

²HS88, p. 67; San10, p. 160.

Population game $(\mathcal{S}(n+1), f)$: strategically interacting agents

- Agents choose a **pure strategy** from a finite set $\mathcal{S}(n+1)$
- The **payoff** of each pure strategy $f: \Delta^n \rightarrow \mathbb{R}^{n+1}$ depends on current population state $x \in P(\mathcal{S}(n+1)) = \Delta^n$

Mean dynamics via *revision protocol* $\rho: \Delta^n \rightarrow \mathbb{R}_+^{(n+1) \times (n+1)}$

$$\dot{x}^i = \left(\sum_j x^j \rho_{ji}(x) \right) - \left(x^i \sum_j \rho_{ij}(x) \right)$$
$$\rho_{ij}(x) = x^j (f_j(x) - f_i(x))_+ \quad [\text{Imitation}]$$

³San10, p. 126.

Riemannian game = P.G. with Riemannian metric on $P(\mathcal{S}(n+1))$

- **Gain** $G(x, v) = \sum_i f_i(x) v^i$, $v \in T_x \Delta$, f payoff
- **Cost** $C(x, v) = \frac{1}{2} \|v\|_x^2$

$$\dot{x} = \arg \max_{v \in T_x \Delta} (G(x, v) - C(x, v))$$

- Replicator with *Fisher-Shahshahani metric* $g_{ij}(x) = \delta_{ij} / x^i$
- Replicator fields \supset Fisher gradients
 - E.g. **linear symmetric payoff** replicator field
 - Wright and Fisher, classical population genetics

⁴MS18; Har09.

Zero-sum replicator systems

- Average payoff vanishes identically $\sum_i x^i f_i(x) \equiv 0$
- E.g. linear **anti-symmetric** payoff $f_i(x) = A_{ij} x^j$, $A + A^T = 0$

$$\dot{x}^i = x^i \left(f_i(x) - \sum_h x^h f_h(x) \right) = x^i f_i(x)$$

- Extensively studied in classical GT⁵
- Very restrictive assumption for real life applications
- *Discrete* zero-sum replicator: model for gene conversion⁶
- Interesting in its own right for **Hamiltonian** character

⁵Sig11, p. 4.

⁶Nag83b; Nag83a.

Poisson structure on a space M

- General framework: *stratified space* M

$$\{\cdot, \cdot\} : C^\infty(M) \times C^\infty(M) \rightarrow C^\infty(M) \quad [\text{A.S., Leibnitz, Jacobi}]$$

$$\{f, g\} = \{x^i, x^j\} \partial_i f \partial_j g = \pi^{ij} \partial_i f \partial_j g$$

- π : $\binom{2}{0}$ tensor-field [A.S, Jacobi]
- **Hamiltonian** vector fields and dynamical systems

$$X_H = \pi(dH, \cdot) \quad X_H^i = \pi^{hi} \partial_h H$$

$$\dot{x} = X_H(x) \quad \dot{x}^i = \{H, x^i\}$$

Poisson structure on a space M - degeneracy

- π , and equivalently $\{\cdot, \cdot\}$, can be degenerate
- No restriction on the dimension of M

$$M = \mathbb{R}^3, \{x^i, x^j\} = \begin{pmatrix} 0 & 1 & A \\ -1 & 0 & B \\ -A & -B & 0 \end{pmatrix}$$

- **Casimir** $f(x) = Bx^1 - Ax^2 + x^3$, namely $\{f, \cdot\} \equiv 0$
- Change coordinates to isolate degeneracy

$$y^1 = x^1, y^2 = x^2, y^3 = Bx^1 - Ax^2 + x^3$$
$$\{y^3, \cdot\} \equiv 0$$

Stratified Poisson structure for the standard simplex⁷

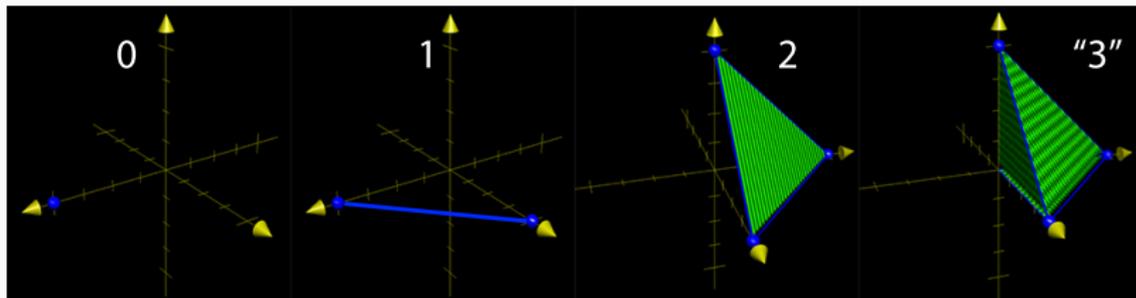


Figure 2: Simplices representable in three dimensions. Each face is a Poisson manifold.

Poisson structure on Δ^n with A anti-symmetric $(n + 1)$ matrix

$$\{x^i, x^j\}_A = x^i x^j \left(\sum_h (A_{ih} + A_{hj}) x^h - A_{ij} \right)$$

⁷Regular and Singular Poisson Reduction Theorems [OR04, p. 364] [ORF09, p. 1273]

Interior Hamiltonian dynamics of zero-sum replicator

- **Interior** fixpoint $q \in \mathring{\Delta}^n$
- $H_q(x) = D_{KL}(q||x) = \sum_i q^i \ln \frac{q^i}{x^i}$ Relative entropy
 - Provides the Fisher metric
 - Appears in EGT as Lyapunov function given ESS strategy

Theorem

Consider a replicator dynamical system with anti-symmetric payoff matrix A . If a fixpoint q exists in $\mathring{\Delta}^n$, then the system is Hamiltonian w.r.t $\{x^i, x^j\}_A$, with $H_q(x)$ as Hamiltonian function⁸.

⁸AD14.

Interior Hamiltonian dynamics of zero-sum replicator

- Interior trajectories do not converge to the boundary nor to a fixpoint
- Bounded orbits, periodic or not?

Interior Hamiltonian dynamics of zero-sum replicator

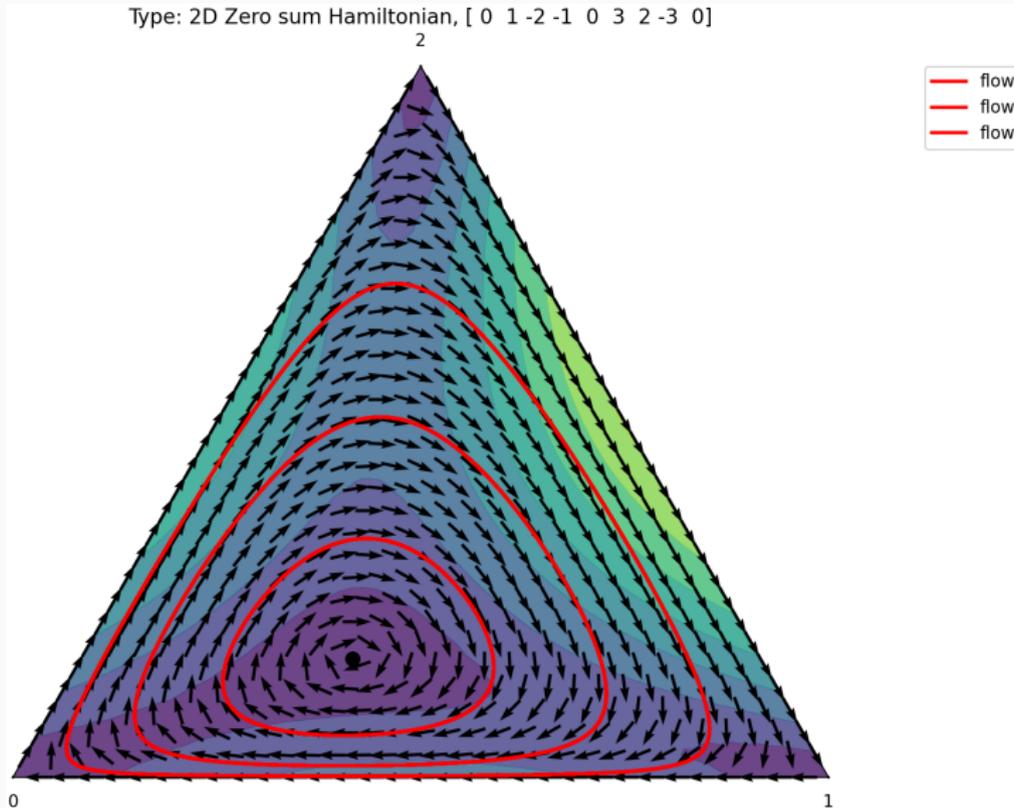


Figure 3: Three periodic orbits around the fixpoint.

Interior Hamiltonian dynamics of zero-sum replicator

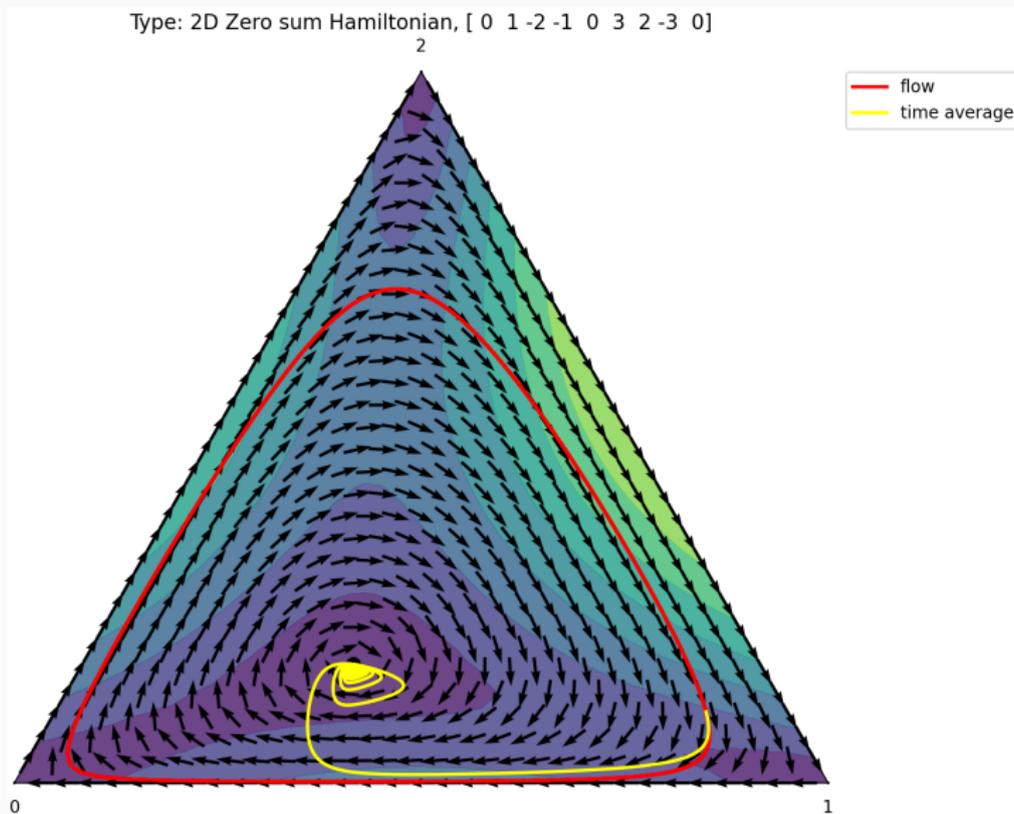
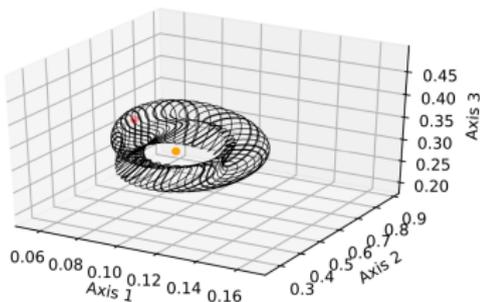


Figure 4: One periodic orbit. The time average converges to the fixpoint.

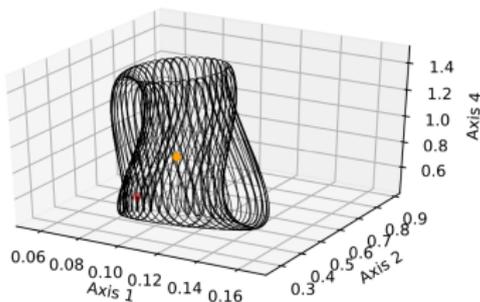
Interior Hamiltonian dynamics of zero-sum replicator

Zero-sum interior Hamiltonian dynamics in population space (change of coordinates introduced in next part)

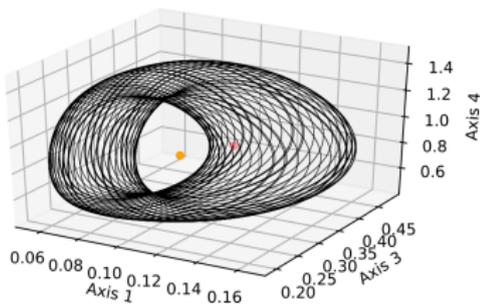
num. species = 4 , proj. = [1 2 3]



proj. = [1 2 4]



proj. = [1 3 4]



proj. = [2 3 4]

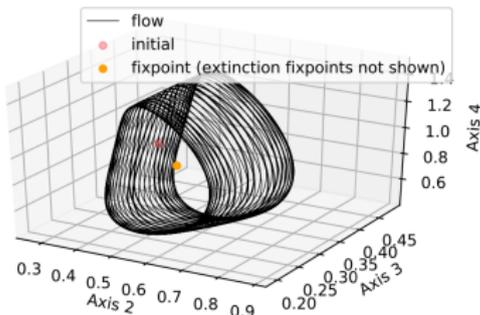


Figure 5: Non periodic bounded orbits

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Thanks