A Fixed Point Free Proof of Nash's Theorem via Exchangeable Equilibria

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"Bonus" symmetry

- e.g. *n* player game invariant under cyclic shifting of players
- **•** Invariant mixed Nash equilibrium (π_1, \ldots, π_n)
- \bullet $\pi_1 = \pi_2, \pi_2 = \pi_3, \ldots, \pi_{n-1} = \pi_n, \pi_n = \pi_1$
- \bullet (π_1, \ldots, π_n) invariant under arbitrary permutations

Elementary existence proofs

- Structure of game \rightsquigarrow structure of Nash equilibria (NE)
- e.g. for games in some class, NE∩ $\Sigma \neq \emptyset$
- Set CE of correlated equilibria is convex, NE ⊂ CE
- NE∩Σ ⊂ conv(NE∩Σ) ⊂ CE∩ conv(Σ)
- Elementary proof that last set is nonempty

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Outline

Background

- **o** Games
- Nash and correlated equilibria
- Symmetries
- Hart and Schmeidler's proof of existence of CE

The proof

- Carefully choose classes of games and sets Σ
- Mimic HS proof to show nonemptiness of $CE \cap conv(\Sigma)$
- **•** Repeat
- **Limiting argument gives Nash existence**

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A **finite game (in strategic form)** consists of *n* players, each with a finite **pure strategy set** *Cⁱ* and a **utility function** $u_i: C \to \mathbb{R}$ where $C := C_1 \times \cdots \times C_n$.

Notation

- \bullet Γ := a game
- $\bullet \Delta(C_i) := \text{probability distributions on } C_i = \text{mixed strategies}$
- \triangle := $\Delta(C)$ = correlated strategies
- $\bullet \Delta^{\Pi} := \Delta(C_1) \times \cdots \times \Delta(C_n) =$ strategy profiles $\subset \Delta$

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An ϵ -**Nash equilibrium** is a mixed strategy profile $(\pi_1,\ldots,\pi_n)\in\Delta^\Pi$ such that $u_i(s_i,\pi_{-i})\leq u_i(\pi)+\epsilon$ for all *i* and $\textbf{s}_i \in \textit{C}_i.$ The set of such is ϵ NE. The case $\epsilon = 0$ defines the set NE of **Nash equilibria**.

Definition

A **correlated equilibrium** is a joint distribution $\pi \in \Delta$ such that if (X_1,\ldots,X_n) are jointly distributed according to π then X_i is almost surely a best response to the random conditional distribution $\mathbb{P}(X_{-i} | X_i)$. The set of such is CE.

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A **symmetry** σ of a game has two pieces:

- Permutation of the set of players and
- Permutation of the disjoint union of the strategy sets,

which are compatible with each other:

• Image
$$
\sigma(C_i) = C_{\sigma(i)}
$$

and leave the utilities invariant.

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Groups of symmetries

- Composition and inverse of symmetries are symmetries
- We usually speak of a (finite) group *G* of symmetries
- This is merely language; no group theory used

Notation

- *Sⁿ* := **symmetric group on** *n* **letters** = permutations of $\{0, \ldots, n-1\}$
- $\bullet \mathbb{Z}_n :=$ **cyclic group of order** $n =$ permutations of the form $m \mapsto m + r \text{ mod } n$

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Symmetric bimatrix games

- *A* and *B* payoff to row and column players
- Symmetry under player swap: A, B square, $B = A'$
- e.g., chicken, prisoner's dilemma, stag hunt, etc.
- Symmetry group \mathbb{Z}_2

An *n*-player anti-coordination game

\n- $$
C_1 = C_2 = \ldots = C_n
$$
\n- $u_i(s) = \begin{cases} 1, & s_i \neq s_i, \\ 0, & \text{else} \end{cases}$
\n

subscripts interpreted mod *n*

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• Invariant under cyclic group \mathbb{Z}_n permuting players

Properties

- **•** Symmetry σ maps distribution $\pi \in \Delta$ to $\sigma_*(\pi) \in \Delta$
- \bullet σ_* preserves structure: Δ ^Π, NE, CE
- We say π is **symmetric** if $\sigma_*(\pi) = \pi$ for all $\sigma \in G$
- Sets of symmetric distributions: $\mathsf{CE}_G \subseteq \Delta_G$, $\mathsf{NE}_G \subseteq \Delta^\Pi_G$

Example: *n*-player anti-coordination game

 $\pi \in \Delta^\Pi_{\mathbb{Z}_n} \Rightarrow \pi$ i.i.d. $\;\Rightarrow$ π invariant under all permutations

$$
\bullet\;\, \Delta_{\mathbb{Z}_n}^\Pi=\Delta_{S_n}^\Pi\subsetneq \Delta_{S_n}\subsetneq \Delta_{\mathbb{Z}_n}
$$

 $\Delta^\Pi_{\mathbb{Z}_n}$ is "more symmetric" than $\Delta_{\mathbb{Z}_n}$

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Nash's Theorem

For any game with symmetry group *G*, NE_{*G*} \neq \emptyset .

Goal

- **•** Prove this
- Without using fixed point theorems
- We would settle for the nonsymmetric version NE $\neq \emptyset$
- The proof gives the symmetric version automatically

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Theorem (Hart and Schmeidler, Nau and McCardle)

For any game, $CE \neq \emptyset$ *.*

Proof.

• Wait a few slides.

Corollary

For any game with symmetry group G, CE_G \neq *0.*

Proof.

• Let $\pi \in \mathsf{CE} \Longrightarrow \sigma_*(\pi) \in \mathsf{CE}$ for all $\sigma \in \mathsf{G}$

• Average
$$
\frac{1}{|G|}
$$
 $\sum_{\sigma \in G} \sigma_*(\pi) \in \Delta_G \cap CE$ by convexity

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Natural question

- Nash's theorem gives us equilibria with "bonus" symmetry
- Proof there are correlated equilibria with such symmetry? • Averaging fails

Definition

The **exchangable distributions** are $\Delta_G^X := \text{conv}(\Delta_G^\Pi).$

Example: *n*-player anti-coordination game

\n- $$
\Delta_{\mathbb{Z}_n}^{\Pi} \subset \Delta_{S_n}
$$
\n- $\Delta_{\mathbb{Z}_n}^X = \text{conv}(\Delta_{\mathbb{Z}_n}^{\Pi}) \subseteq \Delta_{S_n} \subsetneq \Delta_{\mathbb{Z}_n}$
\n

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Example: symmetric bimatrix games

 $\Delta = \{m \times m \text{ probability matrices}\}\$

- $\Delta_{\mathbb{Z}_2} = \{m \times m$ symmetric probability matrices }
- $\Delta^{\Pi} = \{ xy' \mid x, y \text{ probability column vectors} \}$
- $\Delta^{\Pi}_{\mathbb{Z}_2} = \{xx' \mid x \text{ a probability column vector}\}$
- $\Delta_{\mathbb{Z}_2}^X = \mathsf{conv}(\Delta_{\mathbb{Z}_2}^\Pi) = \mathsf{completely\ positive\ prob.}\mathsf{mat}.$
- Elements of $\Delta_{\mathbb{Z}_2}^\Pi$, hence $\Delta_{\mathbb{Z}_2}^X$ are positive semidefinite
- Those in $\Delta_{\mathbb{Z}_2}$ need not be

• e.g. det
$$
\begin{bmatrix} 0 & 0.5 \\ 0.5 & 0 \end{bmatrix}
$$
 = -0.25

$$
\bullet\;\Delta^X_{\mathbb{Z}_2}\subsetneq \Delta_{\mathbb{Z}_2}
$$

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The set of (*G*-)**exchangeable equilibria** is XE_{*G*} := CE ∩ Δ_G^X .

Remarks

- Exchangeable equilibria are correlated equilibria having all the "bonus" symmetry of the symmetric Nash equilibria
- **■** XE_G is convex and compact.
- conv(NE*G*) ⊂ XE*^G* ⊂ CE*^G*
- **•** Inclusions can be strict (even in symmetric bimatrix case)
- Proving $\mathsf{XE}_G \neq \emptyset$ does not prove $\mathsf{NE}_G \neq \emptyset$
- It is an important step, can be done by tweaking HS proof

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Theorem (HS 1989, NM 1990 is similar)

For any game, $CE \neq \emptyset$.

Proof.

- Given Γ construct zero-sum game Γ⁰:
	- Maximizer plays all roles in Γ (i.e., $C_M := C$, $\Delta(C_M) = \Delta$)
	- Minimizer wants a profitable deviation $(C_m := \bigsqcup_i C_i \times C_i)$
- $\pi \in \mathsf{CE}(\mathsf{\Gamma}) \Longleftrightarrow \mathsf{u}^0_{\mathsf{M}}(\pi,y) \geq 0$ for all minimizer strategies y
- Minimax: such a π exists \Longleftrightarrow for all mixed minimizer strategies y there is a $\pi^y \in \Delta(\Gamma)$ such that $\iota_M^0(\pi^y, y) \geq 0$
- Minimax again: For any y, there is such a $\pi^y \in \Delta^{\Pi}(\Gamma)$

In fact $\pi \in \mathsf{CE}(\Gamma) \cap \mathsf{conv}\{\pi^y\}$

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Exchangeable equilibrium existence

Theorem

For any game with symmetry group G, $XE_G \neq \emptyset$.

Proof.

- **Hart and Schmeidler argument with symmetries added**
- *G* is also a symmetry group of Γ^0
- For each *y* we can find $\pi^y \in \Delta_G^{\Pi}(\Gamma)$ s.t. $u_M^0(\pi^y, y) \ge 0$
- $Minimax$ theorem gives CE in conv $\{\pi^{\mathcal{Y}}\}\subseteq \Delta^{\mathcal{X}}_G(\Gamma)$

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Adding symmetries

Powers of games

- Ξ *^m*Γ has stronger incentive constraints
	- CE(Ξ^{*m*}Γ) ⊆ CE(Π^{*m*}Γ)
- Π *^m*Γ has stronger independence constraints
	- $\Delta_{G\times S_m}^{\Pi}(\Pi^m\Gamma)\subsetneq \Delta_{G\times S_m}^{\Pi}(\Xi^m\Gamma)$ (resp. with *X* in place of Π)

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Higher order exchangeable equilibria

Observations

•
$$
\mathsf{XE}_{G \times S_m}(\Pi^m \Gamma)
$$
 and $\mathsf{XE}_{G \times S_m}(\Xi^m \Gamma)$ are incomparable

• There is a natural map

$$
\mathsf{NE}_G(\Gamma) \to \mathsf{XE}_{G \times S_m}(\Pi^m \Gamma) \cap \mathsf{XE}_{G \times S_m}(\Xi^m \Gamma)
$$

so we still expect this intersection to be nonempty

Definition

The **order** *m* **exchangeable equilibria** are

$$
X\mathsf{E}_G^m(\Gamma):=X\mathsf{E}_{G\times S_m}(\Pi^m\Gamma)\cap X\mathsf{E}_{G\times S_m}(\Xi^m\Gamma)
$$

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Higher order exchangeable equilibrium existence

Theorem

For any game with symmetry group G and m \in N, XE $^m_G \neq \emptyset$ *.*

Proof.

• Similar to XE existence proof

Theorem

For any game with symmetry group G and $\epsilon > 0$, $\epsilon NE_G \neq \emptyset$.

Proof.

- We will do the symmetric bimatrix case (next slide)
- General case is the same if there is "enough symmetry"
- Otherwise (e.g. arbitrary bimatrix games): symmetrize

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Towards Nash equilibria

Symmetric bimatrix case (to simplify notation)

$$
\bullet \; \; (X^j_i) \sim \pi \in {\sf XE}^m_{{\mathbb Z}_2}, \, m \, {\sf large}
$$

- X_1^1 is a best reply to $\mathbb{P}(X_2^1 | X_1^1, \ldots, X_1^m)$, as is X_1^j 1
- Random empirical distribution $Y := \frac{1}{m} \sum_{j=1}^{m} \delta_{X_1^j}$ with values in Δ (C_1)
- *Y* is a best reply to $\mathbb{P}(X_2^1 | X_1^1, \ldots, X_1^m)$
- Exchangeability of X_i^j Y_i^j : $Y \approx \mathbb{P}(X_2^1 | X_1^1, ..., X_1^m)$
- *Y* is approximately a best reply to *Y* with high probability
- \bullet (*Y*, *Y*) $\in \epsilon$ NE_{Z₂} with high probability, $\epsilon \to 0$ as $m \to \infty$

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Nash's Theorem

For any game Γ and symmetry group *G*, NE_{*G*} $\neq \emptyset$.

Proof.

• Sets ϵ NE_G are nonempty, compact, Hausdorff, nested

•
$$
\mathsf{NE}_G = \bigcap_{\epsilon > 0} \epsilon \mathsf{NE}_G \neq \emptyset
$$

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Symmetry

- Theorem still applies for trivial *G*, so NE \neq 0 for all games
- Nonetheless symmetry is fundamental to the argument
- No obvious direct path to NE \neq \emptyset without symmetries

Exchangeable equilibria

- Natural mathematical objects interesting in their own right
- Game theoretic interpretations
- Computable in polynomial time
- To hear more, come to my talk in Brazil!

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