Existence of Nash, Approximate and Sharing Rule Equilibria in Discontinuous Games

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- Discontinuities may arise when firms choose the same price, location, bid or stopping time.
- Standard existence results, such as Nash-Glicksberg cannot be used directly to prove existence of an "equilibrium".
- Two natural questions arise:
 - Q1:) Under which conditions does a Nash equilibrium exist?
 - Q2:) When a Nash Eq does not exist, which solution to use?

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 - Reny's paper generates a very active literature:
 Bagh and Jofre (2006), Carmona (2005-2009), Barelli-Soza (2009), McLennan-Monteiro-Tourky (2011), Barelli-Menghel (2013), Reny (2010, 2015), Bich-Laraki (2016).

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 - Baye, Tian and Zhou (1993) presented (an apparently) quite different approach. We will see (in the conference), that their approach is also linked to Reny.

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- We will study the Simon and Zame (1990) sharing rule solution concept where it is proved that any compact game G has a close game \tilde{G} that admits a Nash mixed equilibrium (only the tie-breaking rule is modified).
- We will also study approximate equilibrium (limit of ϵ -Nash equilibria as $\epsilon \to 0$).

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- Remark: $(3 \epsilon, 3)$ is an ϵ -equilibrium with payoff $\approx (3, 1)$.



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- Remark: $(v_2 + \epsilon, v_2)$ is an ϵ -equilibrium where the agent with the highest evaluation wins and pays $\approx v_2$.

Outline

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- $\overline{\Gamma}_x = \{ v \in \mathbb{R}^N : (x, v) \in \overline{\Gamma} \}$ is the x-section of $\overline{\Gamma}$.



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Where:

$$\underline{u_i(d_i,x_{-i})} := \sup_{V \in \mathcal{V}(x)} \inf_{x' \in V} u_i(d_i,x'_{-i}) = \liminf_{x'_{-i} \to x_{-i}} u_i(d_i,x'_{-i}),$$

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Theorem (Reny 1999)

Any better-reply secure quasiconcave compact game G admits a pure Nash equilibrium.

Let us define the following relaxation of Nash equilibrium.

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Proof: G is better-reply secure <=> Nash and Reny coincide.



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- (i) G is payoff secure if $\sup_{d_i \in X_i} u_i(d_i, x_{-i}) = \sup_{d_i \in X_i} \underline{u_i}(d_i, x_{-i})$.
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- Thus, $u_i(x) \le v_i$ for every $i \in N$.

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- (ii) G is reciprocally upper semicontinuous if, whenever $(x, v) \in \overline{\Gamma}$ and $u_i(x) \leq v_i$ for every $i \in N$, then u(x) = v.

Corollary (Reny 1999)

Every payoff secure and reciprocally upper semicontinuous game is better-reply secure.

Proof.

- Let (x, v) be a Reny equilibrium: for every $i \in N$, $\sup_{d_i \in X_i} u_i(d_i, x_{-i}) \le v_i$.
- Since the game is payoff secure, $\sup_{d_i \in X_i} u_i(d_i, x_{-i}) \le v_i$.
- Thus, $u_i(x) \le v_i$ for every $i \in N$.
- By reciprocal upper semicontinuity, v = u(x): x is a Nash.

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Point security

Lemma

Better-reply secure is equivalent to:

for every $x \in X$ which is not a Nash equilibrium:

 $\exists \varepsilon > 0$, $\exists U$ a neighborhood of x, $\exists d \in X$ s.t.:

 $\forall y \in U, \exists i \in N \text{ s.t. } u_i(d_i, x'_{-i}) > u_i(y) + \varepsilon \text{ for all } x' \in U.$

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Theorem (McLennan et al, 2011)

A quasi-concave and compact game admits a Nash equilibrium if: for every $x \in X$ which is not a Nash equilibrium:

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- The above condition is called point security and has the advantage to be ordinal.
- It has been extended, by McLennan et al to multiple security.

A correspondence is Kakutani if it is closed $\neq \emptyset$ and convex valued.

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- If $\phi(x') = d$ for all $x' \in U$, we obtain point security.
- It is an extension of McLennan et al 2011 multiple security.
- The result is extendable to games with ordinal preferences (Barelli and Soza 2009, Reny 2015).



Define the following regularization of u_i (introduced by Carmona):

$$\underline{\underline{u_i}}(d_i,x_{-i}) := \sup_{U \in \mathcal{V}(\mathbf{x})} \sup_{\phi_i \in \mathbf{W}_U(d_i,x_{-i})} \inf_{x' \in \mathbf{U},d_i' \in \phi_i(\mathbf{x}')} u_i(d_i',x_{-i}'),$$

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G is correspondence payoff secure if for all d_i and x_{-i} : $\sup_{d_i \in X_i} u_i(d_i, x_{-i}) = \sup_{d_i \in X_i} \underline{u_i}(d_i, x_{-i})$

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Corollary (Extending Bagh and Joffre 2006)

Every correspondence payoff secure and reciprocally upper semicontinuous game is correspondence secure.

Some players continuous

• What happens if some players have continuous best replies?

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- For any subset I of the set of the players N, let B_I denote the set of strategies at which every player $j \in N/I$ is best replying:

$$B_I = \{x \in X : u_j(x_j, x_{-j}) \ge u_j(y_j, x_{-j}) : \forall j \in N/I\}$$

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• Note that $B_N = X$ and $B_\emptyset = \text{set of Nash equilibria}$.

$$B_I = \{x \in X : u_j(x_j, x_{-j}) \ge u_j(y_j, x_{-j}) : \forall j \in N/I \}$$

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- The theorem is deduced by constructing a surrogate game G^* which is point secure when G is correspondence secure and with the same set of Nash equilibria as G.

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- All above results can be further extended to utilities (ordinal preferences) that are not quasi-concave (convex). The main idea goes back to Bich (2009).

Contents

- Introduction
- 2 Nash existence results in pure strategies
- 3 Approximate and sharing rule solutions in pure strategies
- 4 Existence of equilibria in mixed strategies
- 6 Applications

Definition

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Theorem (Prokopovych 2011)

Any payoff secure quasiconcave compact game G such that V_i is continuous for every i admits an approximate equilibrium.

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- (i) v = q(x).
- (ii) For every $y \in X$,

$$q(y) \in \overline{\Gamma}_y$$

Theorem (Bich Laraki 2016a)

Any quasiconcave compact game G admits a sharing rule equilibrium in pure strategies.

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- Let $\underline{S}(d_i, x_{-i})$ be the space of sequences $(x_{-i}^n)_{n \in \mathbb{N}}$ converging to x_{-i} such that $\lim_{n \to +\infty} u_i(d_i, x_{-i}^n) = \underline{u}_i(d_i, x_{-i})$.

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- Define the sharing rule $q: X \to \mathbb{R}^N$ by

$$q(y) = \begin{cases} v & \text{if } y = x, \\ \text{limit point of } (u(d_i, x_{-i}^n)) & \text{if } y = (d_i, x_{-i}) \ (x_{-i}^n) \in \underline{\mathcal{S}}(d_i, x_{-i}), \\ q(y) = u(y) & \text{otherwise.} \end{cases}$$

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• Show that (x, v) is a sharing rule equilibrium associated to q.

Existence of approximate equilibria

Definition

A game *G* is approximately better-reply secure if for every $(x, v) \in \overline{\Gamma}$:

whenever x is not an approximate equilibrium profile, then there is i and $d_i \in X_i$ such that $u_i(d_i, x_{-i}) > v_i$.

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Corollary (Bich Laraki 2016a)

Any approximately better-reply secure quasiconcave compact game G admits an approximated equilibrium.

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A game *G* is approximately better-reply secure if for every $(x, v) \in \overline{\Gamma}$:

whenever x is not an approximate equilibrium profile, then there is i and $d_i \in X_i$ such that $u_i(d_i, x_{-i}) > v_i$.

Corollary (Bich Laraki 2016a)

Any approximately better-reply secure quasiconcave compact game G admits an approximated equilibrium.

Proof: Approximately better-reply secure <=> Reny and approximated equilibrium profiles coincide.

Recall that G is payoff secure if:

$$V_i(x_{-i}) := \sup_{d_i \in X_i} u_i(d_i, x_{-i}) = \sup_{d_i \in X_i} \underline{u_i}(d_i, x_{-i}).$$

Corollary (Prokopovych 2011)

A payoff-secure compact game G such that V_i is continuous for every i is approximately better-reply secure.

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- Let (x, v) be a Reny equilibrium.
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- From the continuity of V_i , there exists x' close to x such that $|v_i u_i(x')| \le \frac{\epsilon}{2}$ and $|V_i(x'_{-i}) V_i(x_{-i})| \le \frac{\epsilon}{2}$.

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- x' is an ϵ -equilibrium.



The strategy set of player i is [0,1] and his payoff is:

$$u_{i}(x_{i}, x_{-i}) = \begin{cases} f_{i}(x_{i}, \phi(x_{-i})) & \text{if } \phi(x_{-i}) > x_{i}, \\ g_{i}(x_{i}, \phi(x_{-i})) & \text{if } \phi(x_{-i}) < x_{i}, \\ h_{i}(x_{i}, x_{-i}) & \text{if } \phi(x_{-i}) = x_{i}, \end{cases}$$

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where:

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where:

- f_i , g_i be continuous mappings from $[0,1] \times [0,1]$ to R.
- $h_i: [0,1]^N \to \mathbf{R}$ is a bounded mapping.
- $\phi: [0,1]^{N-1} \rightarrow [0,1]$ is a continuous "aggregation" function, such as $\phi(x_{-i}) = \max_{j \neq i} x_j$, $\min_{j \neq i} x_j$, $\frac{1}{N-1} \sum_{j \neq i} x_j$, or the k-th highest value of $\{x_1, ..., x_{N-1}\}$ for k = 1, ..., N-1.

Example: in first price auctions, $\phi(x_{-i}) = \max_{j \neq i} x_j$, $f_i = 0$, $g_i = v_i - \max_{j \neq i} x_j$ and $h_i = \frac{g_i}{k}$ where $k = |\{j : x_j = \max_i x_i\}|$ is the cardinal of the set of players with maximum bid.

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Theorem (Bich Laraki 2016a)

Any quasiconcave diagonal game satisfying condition (C):

 $\forall x_i = \phi(x_{-i})$: $h_i(x)$ is a strict convex combination of $f_i(x_i, x_i)$ and $g_i(x_i, x_i)$,

is approximately better-reply secure.

Under Assumption (C), the game is payoff secure. Consequently, if $(x, v) \in \overline{\Gamma}$ is a Reny Eq then

$$\sup_{d_i\in[0,1]}u_i(d_i,x_{-i})\leq v_i,\ i\in N.$$

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Let prove that x is an approximate equilibrium profile:

• Case 1: $\forall i, x_i \neq \phi(x_{-i})$. Payoffs are continuous at x, v = u(x). Reny equation implies that x is a Nash Eq.

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- Case 2: $\exists i$ s.t. $x_i = \phi(x_{-i}) \in]0, 1[$. Marginal continuity holds at x, so (x, v) is an approximate Eq.

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- Case 3: $\exists i$ s.t. $x_i = \phi(x_{-i}) = 0$. Consider $(x^n, u(x^n)) \to (x, v)$. Define (y^n) as: if $v_j \leq f_j(0)$, $y_j^n := 0$ otherwise, $y_j^n := x_j^n$. Check that y^n is an ε^n -Nash Eq.

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- Case 4: $\exists i$ s.t. $x_i = \phi(x_{-i}) = 1$. Similar to case 3.

For games in pure strategies:

• Nash Equilibria C Approximate equilibria Reny equilibria sharing rule equilibria.

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- Reny equilibrium can be refined using correspondence security.

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- 2 Nash existence results in pure strategies
- 3 Approximate and sharing rule solutions in pure strategies
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Simon-Zame's theorem

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Definition

 (σ,q) is a sharing rule mixed solution of G if $\sigma \in M$ is a mixed equilibrium of the auxiliary game $\tilde{G}=((X_i)_{i\in N},(q_i)_{i\in N})$ where utilities $q=(q_i)_{i\in N}$ must satisfy: (SZ) $\forall y\in X,\ q(y)\in co\overline{\Gamma}_y$.

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Theorem (Simon and Zame 1990)

Any compact-metric game admits a sharing mixed solution.

G is a compact metric game, G' its mixed extension and $\overline{\Gamma'}$ the closure of the graph of G'.

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 $(m, v) \in \overline{\Gamma'}$ is a finite deviation equilibrium if for every open set $V_{m,v}$ that contains (m, v) and every finite sets $D_i \subset M_i$, i = 1, ..., N,

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Definition

 $(m, v) \in \overline{\Gamma'}$ is a finite deviation equilibrium if for every open set $V_{m,v}$ that contains (m, v) and every finite sets $D_i \subset M_i$, i = 1, ..., N, there exist finite sets $D'_i \subset M_i$ containing D_i ,

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Theorem

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- Let \mathcal{D} be the set of all finite subsets $\prod_{i \in N} D_i$ of M.
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- To every D, one can associate $(m^D, u(m^D))$ where m^D is a Nash mixed equilibrium of the game restricted to D. This defines a mapping from \mathcal{D} to $\overline{\Gamma}$, called a net.
- Any limit point (m, v) of the net $(m^D, u(m^D))_{D \in \mathcal{D}}$ is a FDE.

Theorem

In compact-metric games, any finite mixed deviation equilibrium is

- (A) a Reny-equilibrium of the mixed extension of the game and
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Proof of A: Since for every $d \in M$, and every neighborhood \mathcal{N} of (m, v), there is $(m^d, u(m^d))$ in \mathcal{N} such that for every i, $u_i(d_i, m_{-i}^d) \leq u_i(m^d)$, at the limit, (m, v) is a Reny equilibrium.

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Corollary

If G' is better-reply-secure, G has a Nash mixed equilibrium.

Approximate equilibrium

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In compact-metric games, any approximate mixed equilibrium is (A) a Reny-equilibrium of the mixed extension of the game and

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- Finite Deviation Eq $\neq \emptyset$.

Strategic approximation

Definition

A game G admits a (resp. weak) strategic approximation if: \exists a sequence of finite sets $D_n \subset M$ such that : all accumulation points of mixed Nash equilibria of the game restricted to D_n are (resp. approximate) mixed equilibria of G.

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Corollary (Reny 2011, Bich Laraki 2016a)

If G' is (resp. approximately) better-reply secure, then G has a (resp. weak) strategic approximation.

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If G' is (resp. approximately) better-reply secure, then G has a (resp. weak) strategic approximation.

Proof: use the finite deviation equilibrium.

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Two player diagonal games

Theorem (Bich Laraki 2016a)

Any two player diagonal game (not necessarily quasi-concave) where h is continuous admits a weak strategic approximation.

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Any two player diagonal game (not necessarily quasi-concave) where h is continuous admits a weak strategic approximation.

Examples:

Bertrand Duopoly with Discontinuous Costs, Bertrand-Edgeworth Duopoly with Capacity constraints, Timing Games (silent or noisy).

Bayesian diagonal games

- At stage 0: a type $t = (t_1, ..., t_N) \in T = T_1 \times ... \times T_N$ is drawn according to some joint probability distribution p.
- At stage 1: each player i is privately informed of his own type t_i (correlations between types are allowed).
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The payoff of player *i* is assumed of the form:

$$u_i(\mathbf{t}, x_i, x_{-i}) = \begin{cases} f_i(\mathbf{t}, x_i, \phi_i(x_{-i})) & \text{if } \phi_i(x_{-i}) > x_i, \\ g_i(\mathbf{t}, x_i \phi_i(x_{-i})) & \text{if } \phi_i(x_{-i}) < x_i, \\ h_i(\mathbf{t}, x_i, x_{-i}) & \text{if } \phi_i(x_{-i}) = x_i, \end{cases}$$

Bayesian diagonal games

The game is of private values if for every i, u_i depends only on its own type t_i and does not depend on t_{-i} .

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Theorem (Bich Laraki 2016a)

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$$f_i(t,0,0) \leq h_i(t,0,..,0) \leq g_i(t,0,0)$$
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$$f_i(t,0,0) \leq h_i(t,0,...,0) \leq g_i(t,0,0);$$

(b1)
$$f_i(t,1) \geq h_i(t,1) \geq g_i(t,1)$$

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- (a) $f_i(t,0,0) \leq h_i(t,0,...,0) \leq g_i(t,0,0)$;
- (b1) $f_i(t,1) \ge h_i(t,1) \ge g_i(t,1)$ or (b2) there is $\eta > 0$ such that there is always a best response of each type in $[0, 1 \eta]$;

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Theorem (Bich Laraki 2016a)

Any Bayesian diagonal game admits a weak strategic approximation if for every i and t one has:

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Examples: one unit auctions (first second, all-pay, double), multi-unit first price auctions.

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- (b1) $f_i(t,1) \ge h_i(t,1) \ge g_i(t,1)$ or (b2) there is $\eta > 0$ such that there is always a best response of each type in $[0,1-\eta[;$
- (c1) there are only two players or (c2) values are private

Examples: one unit auctions (first second, all-pay, double), multi-unit first price auctions.

Counter-example: without condition (a) or (b), we may have non-existence even if the game is zero-sum!



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This lecture:

- Propose a unifying framework that links Simon-Zame and Reny in pure and mixed strategies,
- Apply it to derive new existence results of approximate equilibria.

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