

# Acyclic Gambling Games

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# Zero-sum stochastic games where each player controls his own state variable.

Player 1 Gambling House: compact state space  $X$ , possible transitions given by a continuous multifunction  $\Gamma : X \rightrightarrows \Delta(X)$  with non empty convex compact values:

*If the state of Player 1 is at  $x$ , he can select his new state according to any probability in  $\Gamma(x)$ .*

Similarly for Player 2: state space  $Y$ , and transitions given by  $\Lambda : Y \rightrightarrows \Delta(Y)$ . Players only interact through a continuous running payoff  $u : X \times Y \rightarrow \mathbb{R}$  (payoff  $-u$  for P2). States are perfectly observed.

Given  $\lambda \in (0, 1]$ , the value of the stochastic game with discount  $\lambda$  is a continuous function of the initial positions and is characterized by:

$$\begin{aligned} \forall (x, y) \in X \times Y, v_\lambda(x, y) &= \max_{p \in \Gamma(x)} \min_{q \in \Lambda(y)} (\lambda u(x, y) + (1 - \lambda) v_\lambda(p, q)), \\ &= \min_{q \in \Lambda(y)} \max_{p \in \Gamma(x)} (\lambda u(x, y) + (1 - \lambda) v_\lambda(p, q)). \end{aligned}$$

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Question :  $\lim_{\lambda \rightarrow 0} v_\lambda$  ?

Without further assumptions, CV of  $(v_\lambda)$  may fail (even in the 0-player case, i.e. when  $\Gamma$  and  $\Lambda$  are single-valued). Endow  $\Delta(X)$  with the distance:

$$d_{KR}(p, p') = \sup_{f \text{ 1-Lip}} \left| \int_{x \in X} f(x) dp(x) - \int_{x \in X} f(x) dp'(x) \right|.$$

From now on, we assume: *Non expansive transitions*.

$$\forall x \in X, \forall x' \in X, \forall p \in \Gamma(x), \exists p' \in \Gamma(x'), \text{ s.t. } d_{KR}(p, p') \leq d(x, x').$$

- Always satisfied if  $X$  is finite.
- Satisfied if  $X$  is a simplex and  $\Gamma(x)$  is the set of probabilities over  $X$  with mean  $x$  (*splitting games*)
- Implies that the family  $(v_\lambda)_{\lambda \in (0,1]}$  is equicontinuous, so to prove uniform CV it is enough to show uniqueness of a uniform limit point.
- Uniform CV of  $(v_\lambda)$  is equivalent to Uniform CV of  $(v_n)$  (B. Ziliotto 2015).  

$$v_n(x, y) = \frac{1}{n} \max_{p \in \Gamma(x)} \min_{q \in \Lambda(y)} (u(x, y) + (n-1)v_{n-1}(p, q))$$

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# Reachable sets

Extend  $\Gamma : X \rightrightarrows \Delta(X)$  to  $\tilde{\Gamma} : \Delta(X) \rightrightarrows \Delta(X)$  by

$$\text{Graph} \tilde{\Gamma} = \overline{\text{conv}} \text{Graph} \Gamma.$$

Define  $\tilde{\Gamma}^0(p) = \{p\}$  for every  $p$  in  $\Delta(X)$ , and for  $n \geq 0$ ,  $\tilde{\Gamma}^{n+1} = \tilde{\Gamma}^n \circ \tilde{\Gamma}$ .

$\tilde{\Gamma}^n(x)$  represents the set of probabilities over states that Player 1 can reach in  $n$  stages from the initial state  $x$  in  $X$ .

Define the **reachable set**  $\Gamma^\infty(x)$  of P1 at  $x$  as the closure of  $\bigcup_{n \geq 0} \tilde{\Gamma}^n(x)$ .

Be careful that in general, for  $p$  in  $\Delta(X)$  and  $q$  in  $\Delta(Y)$ :

$$v_\lambda(p, q) \neq \max_{p' \in \tilde{\Gamma}(p)} \min_{q' \in \tilde{\Lambda}(q)} (\lambda u(p, q) + (1 - \lambda) v_\lambda(p', q')).$$



# The 1-player case

Assume  $Y$  is a singleton.

**Theorem** (R. 2011, R. Venel 2013) :  $(v_\lambda)$  UCV to  $v$  such that  $\forall x$  in  $X$ ,

$$v(x) = \inf\{w(x), w : \Delta(X) \rightarrow [0, 1] \text{ affine } C^0 \text{ s.t.}$$

$$(1) \forall x' \in X, w(x') \geq \sup_{p \in F(x')} w(p)$$

$$(2) \forall r \in R, w(r) \geq u(r)\},$$

where  $R = \{p \in \Delta(X), (p, p) \in \text{Graph } \tilde{\Gamma}\}$  (*invariant measures*).

Easy case: if the game is *leavable*, i.e. if  $x \in \Gamma(x)$  for all  $x$ , then

$$v(x) = \min\{w(x), w \text{ excessive}, w \geq u\} = \sup_{p \in \Gamma^\infty(x)} u(p).$$

(Gambling Fundamental Theorem, Dubins Savage 1965)

# This paper: 2 players

Say that the gambling game is:

- **leavable** if  $\forall x \in X, \delta_x \in \Gamma(x)$  and  $\forall y \in Y, \delta_y \in \Lambda(y)$ .
- **weakly acyclic** if there exists potentials  $\varphi : X \rightarrow \mathbb{R}$  l.s.c., and  $\psi : Y \rightarrow \mathbb{R}$  u.s.c. such that:

$$\forall x \in X, \operatorname{Argmax}_{p \in \Gamma(x)} \varphi(p) = \{\delta_x\} \text{ and } \forall y \in Y, \operatorname{Argmin}_{q \in \Lambda(y)} \psi(q) = \{\delta_y\}.$$

- **strongly acyclic** if there exist potentials  $\varphi : X \rightarrow \mathbb{R}$  l.s.c., and  $\psi : Y \rightarrow \mathbb{R}$  u.s.c. such that:

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strongly acyclic  $\implies$  weakly acyclic  $\implies$  leavable

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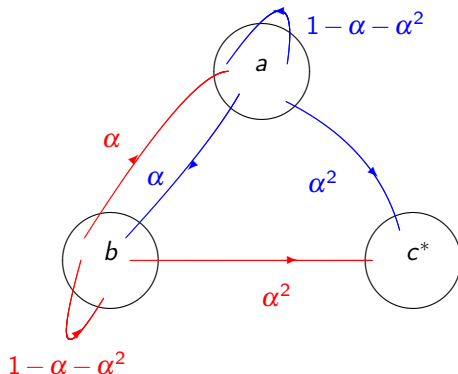
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# A weakly acyclic gambling house

$X = \{a, b, c\}$ .  $c$  is absorbing,  $\alpha$  and  $\alpha$  can take any value in  $[0, 1/2]$ .



Weak potential:  $\varphi(a) = \varphi(b) = 1, \varphi(c) = 0$ .

Not strongly acyclic since  $b \in \Gamma^\infty(a)$  and  $a \in \Gamma^\infty(b)$ .

# Excessive, Depressive, Balanced

Given  $v : X \times Y \longrightarrow \mathbb{R}$ , say that:

1)  $v$  is **excessive** if:  $\forall(x, y), v(x, y) = \max_{p \in \Gamma(x)} v(p, y)$ .

2)  $v$  is **depressive** if:  $\forall(x, y), v(x, y) = \min_{q \in \Lambda(y)} v(x, q)$ .

3)  $v$  is **balanced** if  $\forall(x, y)$ ,  
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**Theorem :** Consider a compact non expansive gambling game.

If the game is **strongly acyclic**, then  $(v_\lambda)$  uniformly converges to the unique continuous function  $v : X \times Y \longrightarrow \mathbb{R}$  satisfying:

- 1)  $v$  is excessive, i.e.  $\forall (x, y) \in X \times Y, v(x, y) = \max_{p \in \Gamma(x)} v(p, y)$
- 2)  $v$  is depressive, i.e.  $\forall (x, y) \in X \times Y, v(x, y) = \min_{q \in \Lambda(y)} v(x, q)$ .
- 3)  $\forall (x, y) \in X \times Y, \exists p \in \Gamma^\infty(x), v(x, y) = v(p, y) \leq u(p, y)$ ,
- 4)  $\forall (x, y) \in X \times Y, \exists q \in \Lambda^\infty(y), v(x, y) = v(x, q) \geq u(x, q)$ .

Interpretation:

- 1) and 2) *It is always safe not to move.*
- 3) and 4) *Each player can reach the zone when the current payoff is at least as good than the limit value, without degrading the limit value.*

If the game is only **weakly acyclic**, convergence of  $(v_\lambda)$  may fail.

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The positive result relies on the 4 following propositions:

**Prop 1:** The family  $(v_\lambda)_{\lambda \in (0,1]}$  is equicontinuous.

**Prop 2:** Assume the game is leavable, and let  $v$  be a limit point of  $(v_\lambda)_{\lambda \in (0,1]}$  for the uniform convergence. Then for each  $(x, y)$ :

$$\exists p \in \Gamma^\infty(x), v(x, y) \leq v(p, y) \leq u(p, y),$$

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**Prop 3:** Assume the game is weakly acyclic.

If  $v$  in  $C(X \times Y)$  is balanced, then  $v$  is excessive and depressive.

**Prop 4:** Assume the game is strongly acyclic. There exists at most one excessive depressive function  $v$  in  $C(X \times Y)$  satisfying for each  $(x, y)$ :

$$\exists p \in \Gamma^\infty(x), v(x, y) = v(p, y) \leq u(p, y),$$

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# An example with a countable state space

$X = \{1, 2, \dots, n, \dots\} \cup \{+\infty\}$ , compact with  $d(n, m) = |\frac{1}{n} - \frac{1}{m}|$ .

P1 can stay or move +1:  $\Gamma(n) = \{\alpha\delta_n + (1 - \alpha)\delta_{n+1}, \alpha \in [0, 1]\}$ , state  $+\infty$  is absorbing.

The gambling house of P2 is a copy. Strong acyclicity.

Running payoff  $u : X \times Y \rightarrow \mathbb{R}$  continuous.

Consider  $v : X \times Y \rightarrow \mathbb{R}$ .

$v$  excessive means that  $v(n, m)$  is weakly decreasing in  $n$ ,

$v$  depressive means that  $v(n, m)$  is weakly increasing in  $m$ .

$v$  balanced: for each  $n$  and  $m$ , the value of the matrix game ("local

game" at  $(n, m)$ ):  $\begin{pmatrix} v(n+1, m) & v(n+1, m+1) \\ v(n, m) & v(n, m+1) \end{pmatrix}$  is  $v(n, m)$ .

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Suppose that  $v$  is balanced, but not excessive.

There exists  $(n, m)$  such that  $v(n+1, m) > v(n, m)$ .

Since  $v(n, m)$  is the value of  $\begin{pmatrix} v(n+1, m) & v(n+1, m+1) \\ v(n, m) & v(n, m+1) \end{pmatrix}$ , then  $v(n, m) \geq v(n+1, m+1)$ .

Since  $v(n+1, m)$  is the value of  $\begin{pmatrix} v(n+2, m) & v(n+2, m+1) \\ v(n+1, m) & v(n+1, m+1) \end{pmatrix}$ , then  $v(n+2, m+1) \geq v(n+1, m)$ .

We obtain  $v(n+2, m+1) - v(n+1, m+1) \geq v(n+1, m) - v(n, m)$ .

Hence  $v$  can not be continuous at infinity.

**Prop 3:** If the game is weakly acyclic, a continuous balanced function is also excessive and depressive.

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# Uniqueness

**Prop 4:** Assume the game is strongly acyclic. There exists at most one excessive depressive function  $v$  in  $C(X \times Y)$  satisfying for each  $(x, y)$ :

$$\begin{aligned} \exists p \in \Gamma^\infty(x), v(x, y) &= v(p, y) \leq u(p, y), \\ \exists q \in \Lambda^\infty(y), v(x, y) &= v(x, q) \geq u(x, q). \end{aligned}$$

**Proof:** Suppose  $v$  and  $w$  satisfy this. Consider:

$$Z = \operatorname{Argmax}_{X \times Y} v - w, \text{ and } (x_0, y_0) \in \operatorname{Argmin}_{(x, y) \in Z} \varphi(x) - \psi(y).$$

By assumption, one can find  $p$  in  $\Gamma^\infty(x_0)$  s.t.

$v(x_0, y_0) = v(p, y_0) \leq u(p, y_0)$ .  $w$  being excessive, one can show that  $w(p, y_0) \leq w(x_0, y_0)$ . So  $\operatorname{Supp}(p) \times \{y_0\} \subset Z$ .

By definition of  $(x_0, y_0)$ , this implies:  $\varphi(p) - \psi(y_0) \geq \varphi(x_0) - \psi(y_0)$ . By strong acyclicity,  $p = x_0$ , and we get  $v(x_0, y_0) \leq u(x_0, y_0)$ .

Similarly, one can show  $w(x_0, y_0) \geq u(x_0, y_0)$ .

Hence  $\operatorname{Max}_{X \times Y} v - w = v(x_0, y_0) - w(x_0, y_0) \leq 0$ , and  $v \leq w$ .

By symmetry,  $v = w$ .

**Prop 2:** Assume the game is leavable, and let  $v$  be a limit point of  $(v_\lambda)_{\lambda \in (0,1]}$  for the uniform convergence. Then for each  $(x, y)$ :

$$\exists p \in \Gamma^\infty(x), v(x, y) \leq v(p, y) \leq u(p, y),$$

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**Proof:** Let  $(\lambda_n)_n$  such that  $\|v_{\lambda_n} - v\| \rightarrow_{n \rightarrow \infty} 0$ . We prove the first condition. Fix  $(x, y)$ , if  $v(x, y) \leq u(x, y)$  it is OK with  $p = x$ .

Assume  $v_{\lambda_n}(x, y) > u(x, y) + \lambda_n$  for  $n$  large.

For each  $n$ , define inductively  $(p_t^n)_{t=0, \dots, T_n}$  in  $\Delta(X)$  by:

- ▶  $p_0^n = x$ ,
- ▶ As long as  $v_{\lambda_n}(p_t^n, y) > u(p_t^n, y) + \lambda_n$ , let  $p_{t+1}^n$  in  $\tilde{\Gamma}(p_t^n)$  be s.t.

$$\lambda_n u(p_t^n, y) + (1 - \lambda_n) v_{\lambda_n}(p_{t+1}^n, y) \geq v_{\lambda_n}(p_t^n, y).$$

Then:

$$v_{\lambda_n}(p_{t+1}^n, y) \geq v_{\lambda_n}(p_t^n, y) + \frac{\lambda_n^2}{1 - \lambda_n} > v_{\lambda_n}(p_t^n, y).$$

- ▶ Consequently,  $\exists T_n$  such that  $v_{\lambda_n}(p_{T_n}^n, y) \leq u(p_{T_n}^n, y) + \lambda_n$ .
- ▶ Define  $p^n = p_{T_n}^n$  and consider a limit point  $p^* \in \Gamma^\infty(x)$ . Then:

$$v(x, y) \leq v(p^*, y) \leq u(p^*, y).$$

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# Back to the example with countable state spaces

Consider a continuous running payoff  $u$ .

$(v_\lambda)$  uniformly converges to the unique continuous function  $v$  such that:

1)  $v$  is weakly decreasing in  $n$ , weakly increasing in  $m$ .

*It is always safe not to move.*

2) for each  $(n, m)$ , there exists  $n' \geq n$  and  $m' \geq m$  s.t.

$$v(n, m) = v(n', m) \leq u(n', m), \text{ and } v(n, m) = v(n, m') \geq u(n, m').$$

*Each player can reach the zone when the current payoff is at least as good than the limit value, without degrading the limit value.*

Example:  $u(n, m) = |\frac{1}{n} - \frac{1}{m}|$ . Player 1 wants to be far from Player 2.  
Then  $v(n, m) = u(n, m)$  if  $n < m$ , and  $v(n, m) = 0$  if  $n \geq m$ .

# Link with the Mertens-Zamir system

$X$  is a simplex  $\Delta(K)$ , and for each  $x$ ,  $\Gamma(x)$  is the set of splittings of  $x$  (proba on  $\Delta(X)$  with mean  $x$ ). Similarly,  $Y = \Delta(L)$ . The running payoff  $u : X \times Y \rightarrow \mathbb{R}$  is Lipschitz continuous.

**Theorem** (Mertens-Zamir 1971, Oliu-Barton 2015):  $(v_\lambda)$  uniformly converges to the unique continuous function  $v$  such that:

$$\begin{cases} v &= \text{vex}_{\Pi} \max\{u, v\} \\ v &= \text{cav}_{\text{I}} \min\{u, v\} \end{cases}$$

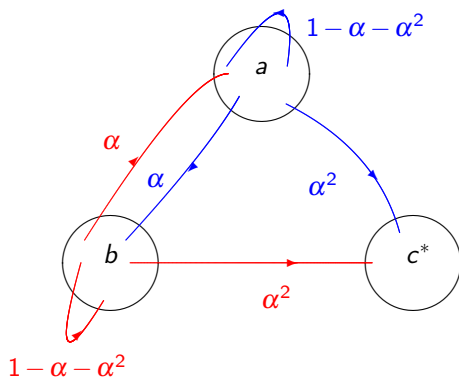
Here  $\Gamma^\infty = \Gamma$ . Our result gives:

$(v_\lambda)$  uniformly converges to the unique continuous concave-convex function  $v$  satisfying: for all  $(x, y)$  in  $\Delta(K) \times \Delta(L)$  there exists a splitting  $p$  of  $x$  and a splitting  $q$  of  $y$  s.t.

$$v(x, y) = v(p, y) \leq u(p, y) \text{ and } v(x, y) = v(x, q) \geq u(x, q).$$

# A counter-example with weak acyclicity

$X = \{a, b, c\}$ .  $c$  is absorbing,  $\alpha$  and  $\alpha'$  can take any value in a fixed set  $I \subset [0, 1/2]$  such that 0 is an accumulation point of  $I$ .



The Gambling house of P2 is a copy,  $Y = \{a', b', c'\}$  with choice of  $\alpha'$  and  $\alpha'$  in  $I' \subset [0, 1/2]$  such that 0 is an accumulation point of  $I'$ .

The payoff function  $u$  is written as follows :

	$a'$	$b'$	$c'$
$a$	0	1	1
$b$	1	0	1
$c$	1	1	0

*Interpretation:* player 1 and player 2 both move on a space with 3 points, player 2 want to be at the same location as player 1, and player 1 wants the opposite.

Proposition 4 fails here:

For any  $x$  in  $[0,1]$ , the function

	$a'$	$b'$	$c'$
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depressive, and for all  $(x,y)$  there exists  $p \in \Gamma^\infty(x)$  and  $q \in \Lambda^\infty(y)$  such that:  $v(x,y) = v(p,y) \leq u(p,y)$ , and  $v(x,y) = v(x,q) \geq u(x,q)$ .



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Assume the choice set  $I'$  of player 2 is  $[0, 1/4]$ ,  $\min I = 0$ ,  $\max I = 1/4$ .

For  $\lambda$  small enough, the game with discount  $\lambda$  has a value in pure strategies and it is optimal :

- for player 2: at  $(a, a)$  and  $(b, b)$ , to stay there, and at  $(a, b')$  and  $(b, a')$  to move with a choice of  $\alpha'_\lambda = \sqrt{\lambda/(1-\lambda)} \sim \sqrt{\lambda}$ ,
- for player 1 at  $(a, b')$  and  $(a', b)$ : to stay there.

**Lemma:** Let  $\lambda_n$  be a vanishing sequence of discount factors such that  $\sqrt{\lambda_n} \in I$  for each  $n$ .

Then  $(v_{\lambda_n})_n$  converges to

	$a'$	$b'$	$c'$
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**Lemma:** Let  $\lambda_n$  be a vanishing sequence of discount factors such that for each  $n$ , the interval  $(\frac{1}{2}\sqrt{\lambda_n}, 2\sqrt{\lambda_n})$  does not intersect  $I$ . Then  $\limsup_n v_{\lambda_n}(a, a') \leq 4/9$ .

**Corollary:** if  $I = \{\frac{1}{2^{2n}}, n \geq 1\} \cup \{0\}$ ,  $v_\lambda$  does not converge.

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- 2) Our counter-example is close to an adaptation of a counterexample of Ziliotto (2013) mentioned in Sorin Vigeral (2015). The difference is that here we have a *product* stochastic game.
- 3) A few open questions :  
Uniform value ? (Oliu-Barton 2015 for the Mertens-Zamir setup).  
Description of  $\varepsilon$ - optimal strategies ?  
Other sets of conditions giving convergence (e.g., semi-algebraicity... only 1 player is strongly acyclic ) ?  
What if the gambling game is not leavable ?

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