



Markus Fischer

University of Padua

Joint work with Luciano Campi, LSE

MFG-4, Rome, June 14-16, 2017

## $N$ -player games

Player  $i$  plays until absorbing boundary is hit or final time reached. Once a player exits, her/his contribution is removed from the system. Players thus interact through a **renormalized empirical measure**.



# Mean field games with absorption

## $N$ -player games

Player  $i$  plays until absorbing boundary is hit or final time reached. Once a player exits, her/his contribution is removed from the system. Players thus interact through a **renormalized empirical measure**.

## Mean field game with absorption

Given a flow of probability measures, solve optimal control problem for the one representative player; control until first exit from set of non-absorbing states or final time. Flow of measures here flow of **conditional probabilities**.



# Aim and scope

Simple class of systems. Evolution of players' states described by controlled Itô equations with constant diffusion coefficient, performance in terms of expected costs over a finite time horizon; set of non-absorbing states open and bounded.

Start from  $N$ -player games. Define mean field game through formal passage to the limit.

Justify definition in the usual way (cf. [Huang et al.(2006)], . . . , [Carmona and Lacker(2015)], . . . ): Show that solution of the mean field game induces approximate Nash equilibria for the  $N$ -player games. Works if solution is continuous “almost everywhere” and diffusion coefficient **non-degenerate**.



# Aim and scope

Simple class of systems. Evolution of players' states described by controlled Itô equations with constant diffusion coefficient, performance in terms of expected costs over a finite time horizon; set of non-absorbing states open and bounded.

Start from  $N$ -player games. Define mean field game through formal passage to the limit.

Justify definition in the usual way (cf. [Huang et al.(2006)], . . . , [Carmona and Lacker(2015)], . . . ): Show that solution of the mean field game induces approximate Nash equilibria for the  $N$ -player games. Works if solution is continuous “almost everywhere” and diffusion coefficient **non-degenerate**. For degenerate noise, connection more delicate: counterexample.

Here, probabilistic approach. Alternatively, PDE approach.



## Some related works

- Systems of interacting firms (loss from default):  
Dai Pra et al. [2009], Cvitanic - Ma - Zhang [2012],  
Giesecke, Spiliopoulos et al. [2013–2015];
- Neuronal networks: Delarue et al. [2015]
- Interacting diffusions with absorption on the half-line:  
Hambly & Ledger [2017+]
- Bertrand oligopoly mean field game model:  
Chan & Sircar [2015], Bensoussan & Graber [2016+]
- Games with varying number of players:  
Bensoussan - Frehse - Grün [2014]



- 1 Introduction
- 2 *N*-player games with absorption**
- 3 Mean field game
- 4 Construction of approximate Nash equilibria
- 5 Existence of MFG solutions
- 6 A counterexample
- 7 Conclusions





Let  $T > 0$  be the time horizon,  $O$  the set of non-absorbing states,  $\Gamma \subset \mathbb{R}^d$  the set of control actions.

Given a vector  $\mathbf{u} = (u_1, \dots, u_N)$  of  $\Gamma$ -valued progressive **feedback strategies**, the players' states evolve according to

(1)

$$X_i^N(t) = X_i^N(0) + \int_0^t \left( u_i(s, \mathbf{X}^N) + \bar{b} \left( s, X_i^N(s), \int_{\mathbb{R}^d} w(y) \pi^N(s, dy) \right) \right) ds + \sigma W_i^N(t), \quad t \in [0, T], \quad i \in \{1, \dots, N\},$$

where  $\pi^N(t, \cdot)$  is the **renormalized empirical measure** of the states of the players **still in  $O$**  at time  $t$ :

$$\pi_\omega^N(t, \cdot) \doteq \begin{cases} \frac{1}{\bar{N}_\omega^N} \sum_{j=1}^N \mathbf{1}_{[0, \tau_j^{X_j^N}(\omega))}(t) \cdot \delta_{X_j^N(t, \omega)}(\cdot) & \text{if } \bar{N}_\omega^N > 0, \\ \delta_0(\cdot) & \text{if } \bar{N}_\omega^N = 0, \end{cases}$$

$$\bar{N}_\omega^N \doteq \sum_{j=1}^N \mathbf{1}_{[0, \tau_j^{X_j^N}(\omega))}(t), \quad \tau_j^{X_j^N}(\omega) \doteq \inf\{t \geq 0 : X_j^N(t, \omega) \notin O\}, \quad \omega \in \Omega.$$

Initial distribution  $\nu_N \doteq \text{Law}(X_1^N(0), \dots, X_N^N(0))$  fixed and symmetric.







Let  $\mathcal{U}_{fb}^N$  be the set of all strategy vectors  $\mathbf{u} \in \times^N \mathcal{U}_N$  such that Eq. (1) under  $\mathbf{u}$  with initial distribution  $\nu_N$  possesses a solution unique in law.

Player  $i$  evaluates  $\mathbf{u} = (u_1, \dots, u_N) \in \mathcal{U}_{fb}^N$  according to

$$J_i^N(\mathbf{u}) \doteq \mathbf{E} \left[ \int_0^{\tau_i^N} f \left( s, X_i^N(s), \int_{\mathbb{R}^d} w(y) \pi^N(s, dy), u_i(s, \mathbf{X}^N) \right) ds + F(\tau_i^N, X_i^N(\tau_i^N)) \right],$$

where  $\mathbf{X}^N = (X_1^N, \dots, X_N^N)$  is a solution of Eq. (1) under  $\mathbf{u}$  with initial distribution  $\nu_N$ ,

$$\tau_i^N(\omega) \doteq \tau^{X_i^N}(\omega) \wedge T, \quad \omega \in \Omega,$$

the random time horizon for player  $i \in \{1, \dots, N\}$ , and  $\pi^N(\cdot)$  the conditional empirical measure process induced by  $(X_1^N, \dots, X_N^N)$ .



# Assumptions

- (H1) Boundedness and measurability:  $w, \bar{b}, f, F$  are Borel measurable functions uniformly bounded by some constant  $K > 0$ .
- (H2) Continuity:  $w, f, F$  are continuous.
- (H3) Lipschitz continuity:  $\bar{b}(t, \cdot, \cdot)$  Lipschitz with constant  $L$  uniformly in  $t$ .
- (H4) Action space:  $\Gamma \subset \mathbb{R}^d$  is compact (and non-empty).
- (H5) State space:  $O \subset \mathbb{R}^d$  is non-empty, open, and bounded such that  $\partial O$  is a  $C^2$ -manifold.



# Assumptions

- (H1) Boundedness and measurability:  $w, \bar{b}, f, F$  are Borel measurable functions uniformly bounded by some constant  $K > 0$ .
- (H2) Continuity:  $w, f, F$  are continuous.
- (H3) Lipschitz continuity:  $\bar{b}(t, \cdot, \cdot)$  Lipschitz with constant  $L$  uniformly in  $t$ .
- (H4) Action space:  $\Gamma \subset \mathbb{R}^d$  is compact (and non-empty).
- (H5) State space:  $O \subset \mathbb{R}^d$  is non-empty, open, and bounded such that  $\partial O$  is a  $C^2$ -manifold.

For main results, additional non-degeneracy assumption:

- $\sigma$  is a matrix of full rank.

Under non-degeneracy assumption,  $\mathcal{U}_{fb}^N = \times^N \mathcal{U}_N$ .



# Nash equilibria

Given a strategy vector  $\mathbf{u} = (u_1, \dots, u_N)$  and an individual strategy  $v \in \mathcal{U}_N$ , indicate by

$$[\mathbf{u}^{-i}, v] \doteq (u_1, \dots, u_{i-1}, v, u_{i+1}, \dots, u_N)$$

the strategy vector obtained from  $\mathbf{u}$  by replacing  $u_i$  with  $v$ .

## Definition.

Let  $\varepsilon \geq 0$ . A strategy vector  $\mathbf{u} = (u_1, \dots, u_N) \in \mathcal{U}_{fb}^N$  is called an  $\varepsilon$ -Nash equilibrium for the  $N$ -player game if for every  $i \in \{1, \dots, N\}$ , every  $v \in \mathcal{U}_N$  such that  $[\mathbf{u}^{-i}, v] \in \mathcal{U}_{fb}^N$ ,

$$J_i^N(\mathbf{u}) \leq J_i^N([\mathbf{u}^{-i}, v]) + \varepsilon.$$

If  $\mathbf{u}$  is an  $\varepsilon$ -Nash equilibrium with  $\varepsilon = 0$ , then  $\mathbf{u}$  is called a Nash equilibrium.

Nash equilibria in full information feedback strategies.



- 1 Introduction
- 2  $N$ -player games with absorption
- 3 Mean field game**
- 4 Construction of approximate Nash equilibria
- 5 Existence of MFG solutions
- 6 A counterexample
- 7 Conclusions





Mean field limit suggests to consider the equation

$$(2) \quad X(t) = X(0) + \int_0^t \left( u(s, X) + \bar{b} \left( s, X(s), \int_{\mathbb{R}^d} w(y) p(s, dy) \right) \right) ds + \sigma W(t), \quad t \in [0, T],$$

where  $p \in \mathcal{M} \doteq \mathbf{M}([0, T], \mathcal{P}(\mathbb{R}^d))$  is a flow of probability measures,  $u \in \mathcal{U}_1$  a  $\Gamma$ -valued progressive feedback strategy, and  $W$  a  $d$ -dimensional Wiener process.

In view of  $N$ -player game,  $p$  should correspond to a **flow of conditional probabilities**.





Let  $\mathcal{U}_{fb}$  denote the set of all feedback strategies  $u \in \mathcal{U}_1$  such that Eq. (2) possesses a solution unique in law given any initial distribution with support in  $O$ . Under non-degeneracy assumption,  $\mathcal{U}_{fb} = \mathcal{U}_1$ .

Costs associated with a strategy  $u \in \mathcal{U}_{fb}$ , a flow of measures  $\mathfrak{p} \in \mathcal{M}$ , and an initial distribution  $\nu \in \mathcal{P}(\mathbb{R}^d)$  with support in  $O$ :

$$J(\nu, u; \mathfrak{p}) \doteq \mathbf{E} \left[ \int_0^\tau f \left( s, X(s), \int_{\mathbb{R}^d} w(y) \mathfrak{p}(s, dy), u(s, X) \right) ds + F(\tau, X(\tau)) \right],$$

where  $X$  is a solution of Eq. (2) under  $u$  with initial distribution  $\nu$ , and  $\tau \doteq \tau^X \wedge T$  the random time horizon.



# Minimal costs

Minimal costs associated with  $p \in \mathcal{M}$  and  $\nu \in \mathcal{P}(\mathbb{R}^d)$  with respect to stochastic open-loop strategies:

$$V(\nu; p) \doteq \inf_{((\Omega, \mathcal{F}, (\mathcal{F}_t), P), \xi, \alpha, W) \in \mathcal{A}: P \circ \xi^{-1} = \nu} \mathbf{E} \left[ \int_0^T f \left( s, X(s), \int_{\mathbb{R}^d} w(y) p(s, dy), \alpha(s) \right) ds + F(\tau, X(\tau)) \right],$$

where  $X$  is the unique solution of

$$(3) \quad X(t) = \xi + \int_0^t \left( \alpha(s) + \bar{b} \left( s, X(s), \int_{\mathbb{R}^d} w(y) p(s, dy) \right) \right) ds + \sigma W(t), \quad t \in [0, T],$$

and  $\mathcal{A}$  set of all quadruples  $((\Omega, \mathcal{F}, (\mathcal{F}_t), P), \xi, \alpha, W)$  such that  $(\Omega, \mathcal{F}, (\mathcal{F}_t), P)$  is a filtered probability space,  $\xi$  an  $O$ -valued  $\mathcal{F}_0$ -measurable random variable,  $\alpha$  a  $\Gamma$ -valued  $(\mathcal{F}_t)$ -progressively measurable process, and  $W$  a  $d$ -dimensional  $(\mathcal{F}_t)$ -Wiener process.

Notice that

$$\inf_{u \in \mathcal{U}_{fb}} J(\nu, u; p) \geq V(\nu; p).$$





## Definition.

A *feedback solution of the mean field game* is a triple  $(\nu, u, \mathfrak{p})$  such that

- (i)  $\nu \in \mathcal{P}(\mathbb{R}^d)$  with  $\text{supp}(\nu) \subset O$ ,  $u \in \mathcal{U}_{fb}$ , and  $\mathfrak{p} \in \mathcal{M}$ ;
- (ii) *optimality property*: strategy  $u$  is optimal for  $\mathfrak{p}$  and initial distribution  $\nu$  in the sense that

$$J(\nu, u; \mathfrak{p}) = V(\nu; \mathfrak{p});$$

- (iii) *conditional mean field property*: if  $X$  is a solution of Eq. (2) with flow of measures  $\mathfrak{p}$ , strategy  $u$ , and initial distribution  $\nu$ , then  $\mathfrak{p}(t) = \mathbb{P}(X(t) \in \cdot \mid \tau^X > t)$  for every  $t \in [0, T]$  such that  $\mathbb{P}(\tau^X > t) > 0$ .



- 1 Introduction
- 2  $N$ -player games with absorption
- 3 Mean field game
- 4 Construction of approximate Nash equilibria**
- 5 Existence of MFG solutions
- 6 A counterexample
- 7 Conclusions



# Approximate Nash equilibria from the mean field game

Set  $\mathcal{X} \doteq \mathbf{C}([0, T], \mathbb{R}^d)$ . For  $\nu \in \mathcal{P}(\mathbb{R}^d)$ , let  $\Theta_\nu \in \mathcal{P}(\mathcal{X})$  denote the law of  $X(t) = \xi + \sigma W(t)$ ,  $t \in [0, T]$ , where  $\text{Law}(\xi) = \nu$ .

## Theorem 1.

Grant the *non-degeneracy assumption* in addition to (H1)-(H5). Suppose  $(\nu_N)_{N \in \mathbb{N}}$  is  $\nu$ -chaotic for some  $\nu \in \mathcal{P}(\mathbb{R}^d)$  with support in  $O$ .

If  $(\nu, u, p)$  is a feedback solution of the mean field game *regular* in the sense that

$$\Theta_\nu(\{\varphi \in \mathcal{X} : u(t, \cdot) \text{ is discontinuous at } \varphi\}) = 0, \text{ a.e. } t \in [0, T],$$

then  $(\mathbf{u}^N)_{N \in \mathbb{N}} \subset \mathcal{U}_{fb}^N$  with  $\mathbf{u}^N = (u_1^N, \dots, u_N^N)$  defined by

$$u_i^N(t, \varphi) \doteq u(t, \varphi_i), \quad (t, \varphi) \in [0, T] \times \mathcal{X}^N,$$

yields a sequence of approximate Nash equilibria: for every  $\varepsilon > 0$ , there exists  $N_0(\varepsilon) \in \mathbb{N}$  such that  $\mathbf{u}^N$  is an  $\varepsilon$ -Nash equilibrium for the  $N$ -player game whenever  $N \geq N_0(\varepsilon)$ .

# Proof (sketch)

Let  $\varepsilon > 0$ . By symmetry, enough to let player one deviate. Thus, show that there exists  $N_0 = N_0(\varepsilon) \in \mathbb{N}$  such that for all  $N \geq N_0$ ,

$$J_1^N(\mathbf{u}^N) \leq \inf_{v \in \mathcal{U}_N} J_1^N([\mathbf{u}^{N,-1}, v]) + \varepsilon.$$

**First step.** Rewrite dynamics using unconditional measures on path space: for  $(t, \varphi, \theta) \in [0, T] \times \mathcal{X} \times \mathcal{P}(\mathcal{X})$ ,

$$\begin{aligned} \hat{b}(t, \varphi, \theta) &\doteq b(t, \varphi, \theta, u(t, \varphi)) \\ &= \begin{cases} u(t, \varphi) + \bar{b}\left(t, \varphi(t), \frac{\int w(\tilde{\varphi}(t)) \mathbf{1}_{[0, \tau(\tilde{\varphi})]}(t) \theta(d\tilde{\varphi})}{\int \mathbf{1}_{[0, \tau(\tilde{\varphi})]}(t) \theta(d\tilde{\varphi})}\right) & \text{if } \theta(\tau > t) > 0, \\ u(t, \varphi) + \bar{b}(t, w(0)) & \text{if } \theta(\tau > t) = 0, \end{cases} \end{aligned}$$

where  $\tau(\varphi) \doteq \inf\{t \geq 0 : \varphi(t) \notin O\}$ .

Set  $\theta_* \doteq \text{Law}(X)$  where  $X$  solution of Eq. (2) with flow of measures  $\mathfrak{p}$ , feedback strategy  $u$ , and initial distribution  $\nu$ . Then  $\theta_*$  unique McKean-Vlasov solution of dynamics associated with  $(\hat{b}, \sigma)$ .



**Second step.** For  $N \in \mathbb{N}$ , let  $\mathbf{X}^N$  be solution of Eq. (1) under strategy vector  $\mathbf{u}^N$  with initial distribution  $\nu_N$ . Denote by  $\mu^N$  the associated empirical measure on  $\mathcal{X}$ . Then

$$\text{Law}(\mu^N) \xrightarrow{N \rightarrow \infty} \delta_{\theta_*} \text{ in } \mathcal{P}(\mathcal{P}(\mathcal{X})),$$

where  $\theta_*$  is the measure identified in Step One.

Use Tanaka-Sznitman theorem, chaoticity of initial distributions, and symmetry of coefficients to conclude that

$$J_1^N(\mathbf{u}^N) \xrightarrow{N \rightarrow \infty} J(\nu, u; p).$$

Difficulty here: built in discontinuity due to absorption; non-degeneracy of  $\sigma$  provides “sufficient” continuity.



**Third step.** For  $N \in \mathbb{N} \setminus \{1\}$ , choose  $v_1^N \in \mathcal{U}_N$  such that

$$J_1^N([\mathbf{u}^{N,-1}, v_1^N]) \leq \inf_{v \in \mathcal{U}_N} J_1^N([\mathbf{u}^{N,-1}, v]) + \varepsilon/2.$$

Let  $\tilde{\mathbf{X}}^N$  be a solution of Eq. (1) under strategy vector  $[\mathbf{u}^{N,-1}, v_1^N]$  with initial distribution  $\nu_N$ . Denote by  $\tilde{\mu}^N$  the associated empirical measure. Then

$$\text{Law}(\tilde{\mu}^N) \xrightarrow{N \rightarrow \infty} \delta_{\theta_*} \text{ in } \mathcal{P}(\mathcal{P}(\mathcal{X})),$$

where  $\theta_*$  unique McKean-Vlasov solution found in Steps One and Two. Re-express cost functional in terms of unconditional measure and interpret  $v_1^N(\cdot, \tilde{\mathbf{X}}^N)$  as stochastic open-loop control. Using the convergence of  $(\tilde{\mu}^N)$ , conclude that

$$\liminf_{N \rightarrow \infty} J_1^N([\mathbf{u}^{N,-1}, v_1^N]) \geq V(\nu; \mathfrak{p}).$$



**Fourth step.** For every  $N \in \mathbb{N} \setminus \{1\}$ ,

$$\begin{aligned} J_1^N(\mathbf{u}^N) - \inf_{v \in \mathcal{U}_N} J_1^N([\mathbf{u}^{N,-1}, v]) \\ \leq J_1^N(\mathbf{u}^N) - J(\nu, u; \mathfrak{p}) + J(\nu, u; \mathfrak{p}) - J_1^N([\mathbf{u}^{N,-1}, v_1^N]) + \varepsilon/2. \end{aligned}$$

By Steps Two and Three, there exists  $N_0 = N_0(\varepsilon)$  such that for all  $N \geq N_0$ ,

$$J_1^N(\mathbf{u}^N) - J(\nu, u; \mathfrak{p}) + V(\nu; \mathfrak{p}) - J_1^N([\mathbf{u}^{N,-1}, v_1^N]) \leq \varepsilon/2.$$

Since  $(\nu, u; \mathfrak{p})$  is a solution of the mean field game,  $J(\nu, u; \mathfrak{p}) = V(\nu; \mathfrak{p})$ . It follows that for all  $N \geq N_0$ ,

$$J_1^N(\mathbf{u}^N) - \inf_{v \in \mathcal{U}_N} J_1^N([\mathbf{u}^{N,-1}, v]) \leq \varepsilon.$$



- 1 Introduction
- 2  $N$ -player games with absorption
- 3 Mean field game
- 4 Construction of approximate Nash equilibria
- 5 Existence of MFG solutions**
- 6 A counterexample
- 7 Conclusions





# Existence of regular solutions to the MFG

## Theorem 2.

In addition to the hypotheses of Theorem 1, assume that

$$\Gamma \ni \gamma \mapsto f(t, x, m, \gamma) + \gamma \cdot z$$

has a unique minimizer given any  $(t, x, m, z)$  (plus some mild technical assumptions).

Then there exists a feedback solution of the mean field game  $(\nu, u, p)$  such that

$$u(t, \varphi) = \alpha(t, \varphi(t))$$

for some **continuous**  $\alpha: [0, T] \times \mathbb{R}^d \rightarrow \Gamma$ ; thus,  $u$  Markov feedback strategy.

Proof (idea): Existence of feedback solution through Brouwer-Schauder fixed point theorem following [Carmona and Lacker(2015)].

Continuity and Markov property of strategy from classical regularity result due to [Fleming and Rishel(1975)].



# PDE approach

Let  $(\nu, \alpha, p)$  be a solution according to Theorem 2 with  $\nu(dx) = m_0(x)dx$ . For simplicity, assume that

$$\sigma \equiv \sigma \text{Id}_d, \quad \bar{b}(t, x, m) \equiv 0, \quad f(t, x, m, \gamma) = f_0(t, x, \gamma) + f_1(t, x, m).$$

Set  $H(t, x, z) \doteq \max_{\gamma \in \Gamma} \{-\gamma \cdot z - f_0(t, x, \gamma)\}$ . Let  $V$  be the unique solution of the Hamilton-Jacobi Bellman equation

$$-\partial_t V - \frac{\sigma^2}{2} \Delta V + H(t, x, \nabla V) = f_1 \left( t, x, \int w(y) p(t, dy) \right) \text{ in } [0, T] \times O$$

with boundary condition  $V(t, x) = F(t, x)$  in  $\{T\} \times \text{cl}(O) \cup [0, T] \times \partial O$ , and let  $m$  be the unique solution of the Kolmogorov forward equation

$$\partial_t m - \frac{\sigma^2}{2} \Delta m + \text{div}(m(t, x) \cdot \alpha(t, x)) = 0 \text{ in } (0, T] \times O$$

with  $m(0, x) = m_0(x)$  and  $m(t, x) = 0$  in  $(0, T] \times \partial O$ . Then

$$\alpha(t, x) = -D_z H(t, x, \nabla V(t, x)), \quad p(t, dx) = \frac{m(t, x)}{\int_O m(t, y) dy} dx.$$



- 1 Introduction
- 2  $N$ -player games with absorption
- 3 Mean field game
- 4 Construction of approximate Nash equilibria
- 5 Existence of MFG solutions
- 6 A counterexample**
- 7 Conclusions





- Dimension  $d = 3$ , time horizon  $T = 2$ , dispersion coefficient  $\sigma \equiv 0$ .
- Initial distributions:  $\nu_N \doteq \otimes^N \nu$  with  $\nu \doteq \rho \otimes \rho \otimes \delta_0$ ,  $\rho$  Rademacher.
- Set of control actions  $\Gamma \doteq \{\gamma \in \mathbb{R}^3 : \gamma_1 \in [-1, 1], \gamma_2 = 0 = \gamma_3\}$ ;
- Set of non-absorbing states

$$O \doteq \left\{ x \in \mathbb{R}^3 : -4 < x_1 < 1 + e^{x_3-1}, -2 < x_2 < 2, -1 < x_3 < \frac{11}{5} \right\};$$

- Drift coefficient:  $w$  bounded Lipschitz with  $w(x) = x_2$  if  $x \in \text{cl}(O)$ ,

$$\bar{b}(t, x, y) \doteq \begin{pmatrix} -|y| \wedge \frac{1}{4} \\ 0 \\ 1 \end{pmatrix}, \quad (t, x, y) \in [0, 2] \times \mathbb{R}^3 \times \mathbb{R}.$$

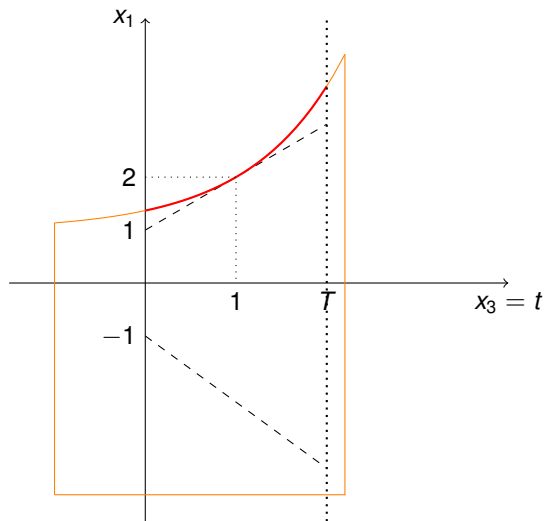
- Cost coefficients:  $f \equiv 1$ ,  $F$  non-negative bounded Lipschitz with

$$F(t, x) = 1 + \frac{x_3}{12} \cdot x_1 \text{ for all } (t, x) \in [0, 2] \times \text{cl}(O).$$



# Counterexample: boundary of $O$

Boundary of the set of non-absorbing states  $O$  on the  $x_3$ - $x_1$ -plane:



# Counterexample: $N$ -player game ( $N$ odd)

Since  $u_{i,1}$  takes values in  $[-1, 1]$  and  $\xi_{i,1}^N$  values in  $\{-1, 1\}$ ,

$$-1 - \frac{5}{4}t \leq X_{i,1}^N(t) \leq 1 + t \quad \text{for all } t \in [0, 2] \text{ with probability one.}$$

$X_i^N$  can leave  $O$  before  $T = 2$  only if  $X_{i,1}^N(1) = 2$ ; possible only if  $\sum_{j=1}^N \xi_{j,2}^N = 0$ . Probability of this event equal to zero if  $N$  odd, hence  $\tau_i^N = 2$  for every  $i$ . Dynamics of the  $N$ -player game therefore

$$\begin{pmatrix} X_{i,1}^N(t) \\ X_{i,2}^N(t) \\ X_{i,3}^N(t) \end{pmatrix} = \begin{pmatrix} \xi_{i,1}^N + \int_0^t u_{i,1}(s, \mathbf{X}^N) ds - t \cdot \left( \left| \frac{1}{N} \sum_{j=1}^N \xi_{j,2}^N \right| \wedge \frac{1}{4} \right) \\ \xi_{i,2}^N \\ t \end{pmatrix},$$

where  $\xi_{i,k}^N$  i.i.d. Rademacher. Costs for player  $i$ :

$$J_i^N(\mathbf{u}) = 2 + \mathbf{E}_N \left[ 1 + \frac{1}{6} \int_0^2 u_{i,1}(s, \mathbf{X}^N) ds - \frac{1}{3} \left( \left| \frac{1}{N} \sum_{j=1}^N \xi_{j,2}^N \right| \wedge \frac{1}{4} \right) \right].$$

Nash equilibrium:  $\mathbf{u}$  such that  $u_{i,1} \equiv -1$  for all  $i \in \{1, \dots, N\}$ .



# Counterexample: limit system

Dynamics, given  $p \in \mathcal{M}$ ,  $(\xi, \alpha) \in \mathcal{A}$  with  $\text{Law}(\xi) = \nu$ :

$$\begin{pmatrix} X_1(t) \\ X_2(t) \\ X_3(t) \end{pmatrix} = \begin{pmatrix} \xi_1 \\ \xi_2 \\ 0 \end{pmatrix} + \int_0^t \begin{pmatrix} \alpha_1(s) - \left| \int_{\mathbb{R}^3} w(y) p(s, dy) \right| \wedge \frac{1}{4} \\ 0 \\ 1 \end{pmatrix} ds.$$

Suppose  $p$  is such that  $\text{supp}(p(t)) \subseteq \text{cl}(O)$  and  $\int_{\mathbb{R}^3} w(y) p(t, dy) = 0$  for all  $t$ . Dynamics then reduce to

$$(4) \quad \begin{pmatrix} X_1(t) \\ X_2(t) \\ X_3(t) \end{pmatrix} = \begin{pmatrix} \xi_1 + \int_0^t \alpha_1(s) ds \\ \xi_2 \\ t \end{pmatrix},$$

while costs are equal to

$$J((\xi, \alpha); p) = \mathbf{E} \left[ \tau^X \wedge 2 + 1 + \frac{\tau^X \wedge 2}{12} \cdot X_1(\tau^X \wedge 2) \right].$$



# Counterexample: mean field game

If  $(\xi, \alpha)$  is such that

$$\alpha(t, \omega) = \begin{cases} (1, 0, 0)^T & \text{if } \xi_1(\omega) = 1 \text{ and } t \in [0, 1], \\ (-1, 0, 0)^T & \text{otherwise,} \end{cases}$$

then  $J((\xi, \alpha); p) = V(\nu; p)$ . Let  $X$  be the unique solution of Eq. (4) under such a control, and set

$$p_*(t, \cdot) \doteq P(X \in \cdot \mid \tau^X > t), \quad t \in [0, 2].$$

Then  $\text{supp}(p_*(t)) \subseteq \text{cl}(O)$  and  $\int_{\mathbb{R}^3} w(y) p_*(t, dy) = 0$  for all  $t$ .

Define the feedback strategy  $u^*$  in  $\mathcal{U}_1$  by

$$u^*(t, \varphi) \doteq \begin{cases} (1, 0, 0)^T & \text{if } \varphi_1(t) \geq 1 \text{ and } t \in [0, 1], \\ (-1, 0, 0)^T & \text{if } \varphi_1(t) \leq -1, \\ \text{arbitrarily} & \text{otherwise.} \end{cases}$$

Then  $(\nu, u^*, p_*)$  is a feedback solution of the mean field game.





# Counterexample: approximate Nash equilibria?

In analogy with Theorem 1, define  $\mathbf{u}^N = (u_1^N, \dots, u_N^N)$  by

$$u_i^N(t, \varphi) \doteq u^*(t, \varphi_i), \quad (t, \varphi) \in [0, T] \times \mathcal{X}^N.$$

Then  $\mathbf{u}^N \in \mathcal{U}_{fb}^N$  and, if  $N$  is odd,

$$J_i^N(\mathbf{u}^N) = 3 - \frac{1}{2} \cdot \frac{2}{6} - \frac{1}{3} \mathbf{E} \left[ \left| \frac{1}{N} \sum_{j=1}^N \xi_{j,2}^N \right| \wedge \frac{1}{4} \right] \geq \frac{33}{12}.$$

Suppose player one deviates from  $\mathbf{u}^N$  by always playing  $-1$ . Then

$$J_1^N([\mathbf{u}^{N,-1}, -1]) = 3 - \frac{1}{3} - \frac{1}{3} \mathbf{E}_N \left[ \left| \frac{1}{N} \sum_{j=1}^N \xi_{j,2}^N \right| \wedge \frac{1}{4} \right] \leq \frac{32}{12}.$$

Player one thus saves costs of  $1/12$  by deviating from  $\mathbf{u}^N$  for every  $N$  odd (asymptotically, also for  $N$  even).

Strategy vectors induced by solution  $(\nu, \mathbf{u}^*, \mathbf{p}_*)$  **do not** yield approximate Nash equilibria with vanishing error!



- 1 Introduction
- 2 *N*-player games with absorption
- 3 Mean field game
- 4 Construction of approximate Nash equilibria
- 5 Existence of MFG solutions
- 6 A counterexample
- 7 Conclusions**



# Conclusions and open questions

- Class of mean field games and  $N$ -player games with absorption.
- Construction of approximate Nash equilibria from the mean field game under non-degeneracy condition. Counter-example in the degenerate case.
- Sufficient conditions for existence of solutions. What about uniqueness / non-uniqueness?



Thank you.



## 8 References



# Bibliography I



A. Bensoussan, J. Frehse, and C. Grün.

Stochastic differential games with a varying number of players.  
*Commun. Pure Appl. Anal.*, 13(5):1719–1736, 2014.



P. Briand and Y. Hu.

Stability of BSDEs with random terminal time and homogenization of semilinear elliptic PDEs.  
*J. Funct. Anal.*, 155(2):455–494, 1998.



R. Carmona and F. Delarue.

Probabilistic analysis of mean-field games.  
*SIAM J. Control Optim.*, 51(4):2705–2734, 2013.



R. Carmona, J.-P. Fouque, and L.-H. Sun.

Mean field games and systemic risk.  
*Commun. Math. Sci.*, 13 (4):911–933, 2015.



R. Carmona and D. Lacker.

A probabilistic weak formulation of mean field games and applications.  
*Ann. Appl. Probab.*, 25(3):1189–1231, 2015.



P. Chan and R. Sircar.

Bertrand and Cournot mean field games.  
*Appl. Math. Optim.*, 71(3):533–569, 2015a.



P. Chan and R. Sircar.

Fracking, renewables and mean field games.  
Available at SSRN: <https://ssrn.com/abstract=2632504>, 2015b.



# Bibliography II



J. Cvitanović, J. Ma, and J. Zhang.

The law of large numbers for self-exciting correlated defaults.  
*Stochastic Processes Appl.*, 122(8):2781–2810, 2012.



P. Dai Pra, W. J. Runggaldier, E. Sartori, and M. Tolotti.

Large portfolio losses: A dynamic contagion model.  
*Ann. Appl. Probab.*, 19(1):347–394, 2009.



R. W. R. Darling, and E. Pardoux.

Backwards SDE with random terminal time and applications to semilinear elliptic PDE.  
*Ann. Probab.*, 25(3):1135–1159, 1997.



F. Delarue, J. Inglis, S. Rubenthaler, and E. Tanré.

Global solvability of a networked integrate-and-fire model of McKean–Vlasov type.  
*Ann. Appl. Probab.*, 25(4):2096–2133, 2015a.



F. Delarue, J. Inglis, S. Rubenthaler, and E. Tanré.

Particle systems with a singular mean-field self-excitation. Application to neuronal networks.  
*Stochastic Processes Appl.*, 125(6):2451–2492, 2015b.



N. El Karoui, D. H. Nguyen, and M. Jeanblanc-Picqué.

Compactification methods in the control of degenerate diffusions: existence of an optimal control.  
*Stochastics*, 20(3):169–219, 1987.



W. H. Fleming and R. W. Rishel.

*Deterministic and Stochastic Optimal Control*, volume 1 of *Applications of Mathematics*.  
Springer, New York, 1975.



# Bibliography III



K. Giesecke, K. Spiliopoulos, and R. B. Sowers.

Default clustering in large portfolios: Typical events.  
*Ann. Appl. Probab.*, 23(1):348–385, 2013.



K. Giesecke, K. Spiliopoulos, R. B. Sowers, and J. A. Sirignano.

Large portfolio asymptotics for loss from default.  
*Math. Finance*, 25(1):77–114, 2015.



P. J. Graber and A. Bensoussan.

Existence and uniqueness of solutions for Bertrand and Cournot mean field games.  
*Appl. Math. Optim.*, 2016  
doi:10.1007/s00245-016-9366-0



B. Hambly and S. Ledger.

A stochastic McKean-Vlasov equation for absorbing diffusions on the half-line.  
arXiv:1605.00669 [math.PR], May 2016.



M. Huang, R. P. Malhamé, and P. E. Caines.

Large population stochastic dynamic games: Closed-loop McKean-Vlasov systems and the Nash certainty equivalence principle.  
*Commun. Inf. Syst.*, 6(3):221–252, 2006.



D. Lacker.

A general characterization of the mean field limit for stochastic differential games.  
*Probab. Theory Related Fields*, 165(3):581–648, 2016.



J.-M. Lasry and P.-L. Lions.

Jeux à champ moyen. I. Le cas stationnaire.  
*C. R. Math. Acad. Sci. Paris*, 343(9):619–625, 2006a.





# Bibliography IV



J.-M. Lasry and P.-L. Lions.

Jeux à champ moyen. II. Horizon fini et contrôle optimal.  
*C. R. Math. Acad. Sci. Paris*, 343(10):679–684, 2006b.



J.-M. Lasry and P.-L. Lions.

Mean field games.

*Japan. J. Math.*, 2(1):229–260, 2007.



K. Spiliopoulos, J. A. Sirignano, and K. Giesecke.

Fluctuation analysis for the loss from default.

*Stochastic Processes Appl.*, 124(7):2322–2362, 2014.

