

Nash Equilibria of a Two-Party Policy Competition Game

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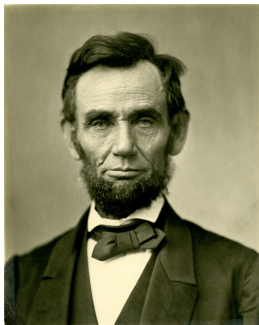
Outline

- 1 Motivations
- 2 The Setting
- 3 Our Contribution
- 4 Concluding Remarks

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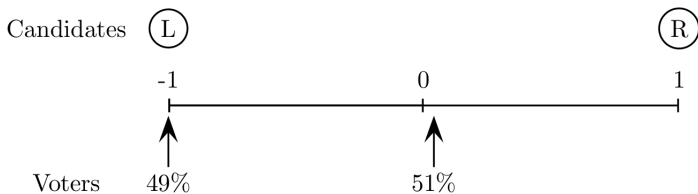
The Inspiration (an EC'17 paper)



“[...] and that government of the people, by the people, for the people, shall not perish from the earth.”

— Abraham Lincoln, 1863.

Previous Work (I): Distortion of Social Choice Rules



Previous Work (II): Two-Party Election Game

Party A



Party B



Previous Work (II): Two-Party Election Game

- Parties are players.
- Strategies: their candidates (or policies).
- A candidate beats the other candidates from other candidates of other parties with **uncertainty**.
- The payoff of each party: **expected utility** its supporters can get.

Previous Work (II): Two-Party Election Game (contd.)

- Party A : m candidates, party B : n candidates.
- Candidate A_i can bring social utility $u(A_i) = u_A(A_i) + u_B(A_i) \in [0, \beta]$ for some real $\beta \geq 0$.
- $p_{i,j}$: $\Pr[A_i \text{ wins over } B_j]$.
 - E.g., **Linear**: $p_{i,j} := (1 + (u(A_i) - u(B_j))/\beta)/2$
- Payoff (reward) $r_A = p_{i,j}u_A(A_i) + (1 - p_{i,j})u_A(B_j)$.

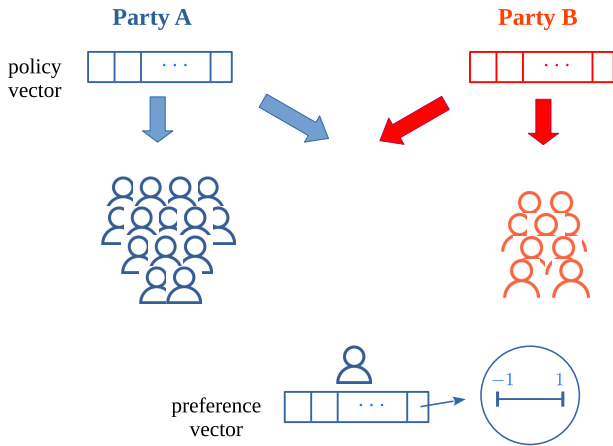
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- $p_{i,j}$: $\Pr[A_i \text{ wins over } B_j]$. more utility for all the people, more likely to win
 - E.g., **Linear**: $p_{i,j} := (1 + (u(A_i) - u(B_j))/\beta)/2$
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Policies and Preferences



The Setting

- Policy vectors: $\mathbf{z}_A, \mathbf{z}_B \in S \subset \mathbb{R}^k$.
 - $\|\mathbf{z}_A\| \leq 1$ and $\|\mathbf{z}_B\| \leq 1$.
 - State (or profile): $\mathbf{z} := (\mathbf{z}_A, \mathbf{z}_B)$.

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- V_A and V_B : the supporters of A and B .
 - $V := V_A \dot{\cup} V_B, |V| = n$.
- Preference vector of a voter $v \in V$: \mathbf{q}_v .
- $Q_A := \sum_{v \in V_A} \mathbf{q}_v, Q_B := \sum_{v \in V_B} \mathbf{q}_v$ and $Q := Q_A + Q_B$.

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- The utility

$$u_A(\mathbf{z}_A) = \sum_{v \in V_A} \mathbf{z}_A^\top \mathbf{q}_v = \mathbf{z}_A^\top Q_A, \quad u_B(\mathbf{z}_A) = \sum_{v \in V_B} \mathbf{z}_A^\top \mathbf{q}_v = \mathbf{z}_A^\top Q_B.$$

$$u_A(\mathbf{z}_B) = \sum_{v \in V_A} \mathbf{z}_B^\top \mathbf{q}_v = \mathbf{z}_B^\top Q_A, \quad u_B(\mathbf{z}_B) = \sum_{v \in V_B} \mathbf{z}_B^\top \mathbf{q}_v = \mathbf{z}_B^\top Q_B.$$

The Setting (Winning Prob. & Payoff)

- Winning probability:

$$p_{A \succ B} = \frac{1}{2} + \frac{1}{4kn} (\mathbf{z}_A - \mathbf{z}_B)^\top \mathbf{Q},$$

$$p_{B \succ A} = \frac{1}{2} + \frac{1}{4kn} (\mathbf{z}_B - \mathbf{z}_A)^\top \mathbf{Q}.$$

- $1/4kn$: a normalization factor.
- The payoffs:

$$R_A(\mathbf{z}) = p_{A \succ B} \cdot \mathbf{z}_A^\top \mathbf{Q}_A + p_{B \succ A} \cdot \mathbf{z}_B^\top \mathbf{Q}_A,$$

$$R_B(\mathbf{z}) = p_{B \succ A} \cdot \mathbf{z}_B^\top \mathbf{Q}_B + p_{A \succ B} \cdot \mathbf{z}_A^\top \mathbf{Q}_B.$$

So, we can compute the gradients and Hessian...

$$\frac{\partial R_A(\mathbf{z})}{\partial \mathbf{z}_A} = \frac{1}{2} Q_A + \frac{(\mathbf{z}_A - \mathbf{z}_B)^\top Q}{4kn} Q_A + \frac{(\mathbf{z}_A - \mathbf{z}_B)^\top Q_A}{4kn} Q.$$

$$\frac{\partial R_B(\mathbf{z})}{\partial \mathbf{z}_B} = \frac{1}{2} Q_B + \frac{(\mathbf{z}_B - \mathbf{z}_A)^\top Q}{4kn} Q_B + \frac{(\mathbf{z}_B - \mathbf{z}_A)^\top Q_B}{4kn} Q.$$

$$\frac{\partial^2 R_A(\mathbf{z})}{\partial \mathbf{z}_A^2} [i, j] = \frac{1}{4kn} (Q[i] Q_A[j] + Q[j] Q_A[i]),$$

$$\frac{\partial^2 R_B(\mathbf{z})}{\partial \mathbf{z}_B^2} [i, j] = \frac{1}{4kn} (Q[i] Q_B[j] + Q[j] Q_B[i]).$$

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Our Contribution

[Nash 1950]

Every FINITE game has a **mixed-strategy** Nash equilibrium.

Our Contribution

In this work, we show that there **exists** a **pure-strategy Nash equilibrium (PSNE)** in the two-party policy competition game for

- the degenerate case: $k = 1$
 - the general case $k \geq 1$ under the **consensus-reachable** condition
-
- The two-party policy competition game is NOT a finite game.
 - The above PSNE consists of dominant-strategies.

Claim of the Egoistic Property

Claim

The egoistic property must hold in the two-party policy competition game.

- $\mathbf{z}_A^\top Q_A \geq \mathbf{z}_B^\top Q_A$ and $\mathbf{z}_B^\top Q_B \geq \mathbf{z}_A^\top Q_B$.

The Degenerate Case: $k = 1$

$$R_A(\mathbf{z}) = \frac{1}{2}(z_A + z_B)Q_A + \frac{1}{4}QQ_A(z_A - z_B)^2,$$

$$\frac{dR_A(\mathbf{z})}{dz_A} = \frac{1}{2}Q_A + \frac{1}{2n}QQ_A(z_A - z_B),$$

$$\frac{d^2R_A(\mathbf{z})}{dz_A^2} = \frac{1}{2n}QQ_A.$$

- If $QQ_A \geq 0$ (resp., $QQ_A \leq 0$), then $R_A(\mathbf{z})$ is convex (resp., concave).
 $Q \geq 0, Q_A \geq 0$ plus the egoistic property $\Rightarrow \frac{dR_A(\mathbf{z})}{dz_A} \geq 0$.

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⋮

- The maximizers of R_A and R_B can be solved analytically case-by-case.

The General Case: $k \geq 1$

- It is sufficient for party A and B to consider the space $\text{span}(\{Q_A, Q_B\})$.

The General Case: $k \geq 1$ — Simplification by Polar Coordinates

- It is sufficient for party A and B to consider the space $\text{span}(\{Q_A, Q_B\})$.
- Represent \mathbf{z}_A (resp., \mathbf{z}_B) in terms of **polar coordinates** (r_A, θ_A) (resp., (r_B, θ_B)).
 - $r_A = \|\mathbf{z}_A\|, r_B = \|\mathbf{z}_B\|$
 - θ_A (resp., θ_B) is the angle b/w Q_A and \mathbf{z}_A (resp., Q_B and \mathbf{z}_B).

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 - θ_A (resp., θ_B) is the angle b/w Q_A and \mathbf{z}_A (resp., Q_B and \mathbf{z}_B).

For any two vectors \mathbf{u}, \mathbf{v} in the Euclidean space \mathbb{R}^k for $k \geq 1$,

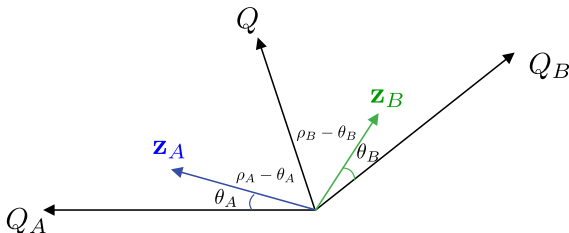
$$\langle \mathbf{u}, \mathbf{v} \rangle = \|\mathbf{u}\| \|\mathbf{v}\| \cos(\theta),$$

where θ is the angle b/w \mathbf{u} and \mathbf{v} .

A Good Condition

Consensus-Reachable

A two-party policy competition game is *consensus-reachable* if $Q_A^\top Q \geq 0$ and $Q_B^\top Q \geq 0$.



Gradients w.r.t. \mathbf{r}

$$\begin{aligned} \frac{\partial}{\partial r_A} R_A(\mathbf{r}, \boldsymbol{\theta}) &= \frac{1}{2} \|Q_A\| \cos(\theta_A) + \frac{1}{4kn} \left((\mathbf{z}_A^\top Q - \mathbf{z}_B^\top Q) (\|Q_A\| \cos(\theta_A)) \right. \\ &\quad \left. + (\mathbf{z}_A^\top Q_A - \mathbf{z}_B^\top Q_A) (\|Q\| \cos(\rho_A - \theta_A)) \right). \end{aligned}$$

and

$$\frac{\partial^2}{\partial r_A^2} R_A(\mathbf{r}, \boldsymbol{\theta}) = \frac{1}{4kn} \|Q_A\| \|Q\| \cos(\theta_A) \cos(\rho_A - \theta_A),$$

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- $\frac{\partial^2}{\partial r_A^2} R_A(\mathbf{r}, \boldsymbol{\theta}) \geq 0$ by the consensus-reachable condition (\therefore convex).

Gradients w.r.t. \mathbf{r} (contd.)

- Compute $R_A((0, r_B), \boldsymbol{\theta})$ and $R_A((1, r_B), \boldsymbol{\theta})$ we will find that

$$\begin{aligned}
 R_A((1, r_B), \boldsymbol{\theta}) &= R_A((0, r_B), \boldsymbol{\theta}) + \frac{1}{2} \|Q_A\| \cos(\theta_A) \\
 &\quad + \frac{1}{4kn} (\|Q\| \|Q_A\| \cos(\rho_A - \theta_A) \cos(\theta_A) \\
 &\quad - \mathbf{z}_B^\top Q \|Q_A\| \cos(\theta_A) - \mathbf{z}_B^\top Q_A \|Q\| \cos(\rho_A - \theta_A)) \\
 &\geq R_A((0, r_B), \boldsymbol{\theta}).
 \end{aligned}$$

Gradients w.r.t. θ

- Assuming $\mathbf{r} = (1, 1)$, we derive that

$$R_A(\theta) = p(\theta_A)(\|Q_A\| \cos(\theta_A)) + (1 - p(\theta_A))(\|Q_A\| \cos(\rho_A - \theta_A)),$$

where

$$\begin{aligned} p(\theta_A) &= p_{A \succ B} = \frac{1}{2} + \frac{1}{4kn} (\mathbf{z}_A^\top Q - \mathbf{z}_B^\top Q) \\ &= \frac{1}{2} + \frac{1}{4kn} (\|Q\| \cos(\rho_A - \theta_A) - \mathbf{z}_B^\top Q) \end{aligned}$$

and ρ_A is the angle between Q and Q_A .

Gradients w.r.t. θ (contd.)

- It's straight-forward to derive

$$p'(\theta_A) = \frac{\|Q\|}{4kn} \sin(\rho_A - \theta_A) \geq 0$$

and

$$p''(\theta_A) = -\frac{\|Q\|}{4kn} \cos(\rho_A - \theta_A) \leq 0$$

- Hence,

$$\begin{aligned} R'_A(\theta) &= p'(\theta_A)(\mathbf{z}_A^\top Q - \mathbf{z}_B^\top Q) - p(\theta_A) \sin(\theta_A) \|Q_A\| \\ &= \frac{\|Q\|}{4kn} \sin(\rho_A - \theta_A) (\mathbf{z}_A^\top Q_A - \mathbf{z}_B^\top Q_A) \\ &\quad - \frac{1}{2} \sin(\theta_A) \|Q_A\| - \frac{1}{4kn} (\|Q\| \cos(\rho_A - \theta_A) - \mathbf{z}_B^\top Q) \sin(\theta_A) \|Q_A\|, \end{aligned}$$

$$\begin{aligned} R''_A(\theta_A) &= p''(\theta_A) (\mathbf{z}_A^\top Q_A - \mathbf{z}_B^\top Q_A) - 2p'(\theta_A) \|Q_A\| \sin(\theta_A) \\ &\quad - p(\theta_A) \cos(\theta_A) \|Q_A\| \leq 0. \end{aligned}$$

Gradients w.r.t. θ (contd.)

- By the mean value theorem we know that there exists $\theta_A^* \in [0, \rho_A]$ such that $R'_A(\theta_A^*) = 0$.
 - $R_A(\theta_A)$ is continuous;
 - $R'_A(0) \geq 0$;
 - $R'_A(\rho_A) \leq 0$,

Then?

Gradients w.r.t. θ (contd.)

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Better Responses

Define the relation \succsim_A over θ_A as $(\theta', \theta_B) \succsim_A (\theta'', \theta_B)$ if $R_A(\theta', \theta_B) \geq R_A(\theta'', \theta_B)$.

Gradients w.r.t. θ (quasi-concaveness)

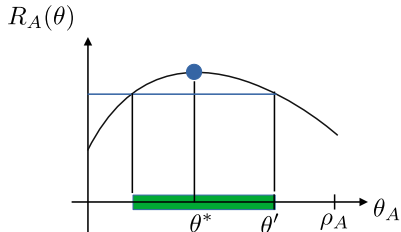
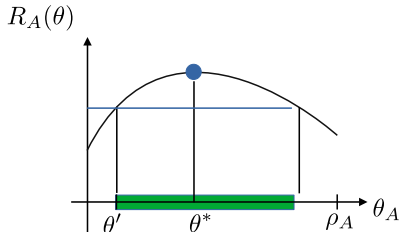
Quasi-Concave

\succsim_A is *quasi-concave* on $[0, \rho_A]$ if for all $\theta = (\theta_A, \theta_B)$, the set $\{\theta' \in [0, \rho_A] \mid (\theta', \theta_B) \succsim_A (\theta_A, \theta_B)\}$ is convex.

Gradients w.r.t. θ (quasi-concaveness)

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Gradients w.r.t. θ (Kakutani's Fixed-Point Theorem)

Theorem [Concluding]

Since

- $[0, \rho_A]$ is nonempty, compact and convex in \mathbb{R} ;
- $R_A(\theta)$ is continuous w.r.t. θ_A ;
- \succsim_A is quasi-concave on $[0, \rho_A]$

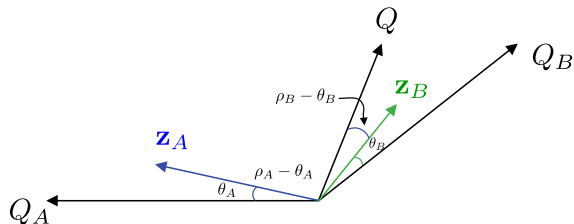
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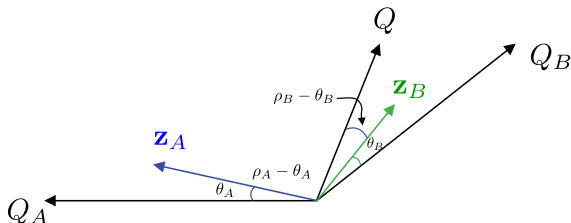
Concluding Remarks

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- Update the policy using gradient ascent:

$$\mathbf{z}_A \leftarrow \mathbf{z}_A + \eta \frac{\partial R_A(\mathbf{z})}{\partial \mathbf{z}_A}, \quad \mathbf{z}_B \leftarrow \mathbf{z}_B + \eta \frac{\partial R_B(\mathbf{z})}{\partial \mathbf{z}_B},$$

where η is called *learning rate*

Thanks for your attention!

Q & A