A Continuous Time Approach for the Asymptotic Value in Two-Person Zero-Sum Repeated Games
Sylvain Sorin, Pierre Cardaliaguet, Rida Laraki

To cite this version:

HAL Id: inria-00585695
https://inria.hal.science/inria-00585695
Submitted on 14 Apr 2011
A Continuous Time Approach for the Asymptotic Value in Two-Person Zero-Sum Repeated Games

Sylvain Sorin
UPMC-Paris 6 and Ecole Polytechnique

Joint work with Pierre Cardaliaguet and Rida Laraki

Kick-Off meeting
ITN SADCO
ENSTA ParisTech, March 3-4 2011
Introduction: Shapley

1. Introduction: Shapley
2. Extensions of the Shapley operator: general repeated games
3. Extensions of the Shapley operator: general evaluation
4. Asymptotic analysis: the main results
5. Asymptotic analysis - the discounted case: games with incomplete information
6. Asymptotic analysis - the continuous approach: games with incomplete information
7. Asymptotic analysis - the continuous approach: extensions
A stochastic game is a repeated game in discrete time where the state changes from stage to stage according to a transition depending on the current state and the moves of the players.
A stochastic game is a repeated game in discrete time where the state changes from stage to stage according to a transition depending on the current state and the moves of the players.

The game is specified by a state space $\Omega$, move sets $I$ and $J$, a transition probability $Q$ from $I \times J \times \Omega \to \Omega$ and a payoff function $g$ from $I \times J \times \Omega \to \mathbb{R}$.
A stochastic game is a repeated game in discrete time where the state changes from stage to stage according to a transition depending on the current state and the moves of the players.

The game is specified by a state space $\Omega$, move sets $I$ and $J$, a transition probability $Q$ from $I \times J \times \Omega \to \Omega$ and a payoff function $g$ from $I \times J \times \Omega \to \mathbb{R}$.

All sets under consideration are finite.
Inductively, at stage $t = 1, ..., $ knowing the past history $h_t = (\omega_1, i_1, j_1, ..., i_{t-1}, j_{t-1}, \omega_t)$, player I chooses $i_t \in I$, player J chooses $j_t \in J$. 
Inductively, at stage $t = 1, \ldots$, knowing the past history $h_t = (\omega_1, i_1, j_1, \ldots, i_{t-1}, j_{t-1}, \omega_t)$, player I chooses $i_t \in I$, player J chooses $j_t \in J$.

The new state $\omega_{t+1} \in \Omega$ is drawn according to the probability distribution $Q(i_t, j_t, \omega_t)(\cdot)$. 
Inductively, at stage $t = 1, \ldots$, knowing the past history $h_t = (\omega_1, i_1, j_1, \ldots, i_{t-1}, j_{t-1}, \omega_t)$, player I chooses $i_t \in I$, player J chooses $j_t \in J$.

The new state $\omega_{t+1} \in \Omega$ is drawn according to the probability distribution $Q(i_t, j_t, \omega_t)(\cdot)$.

The triplet $(i_t, j_t, \omega_{t+1})$ is publicly announced and the situation is repeated.
Inductively, at stage $t = 1, \ldots$, knowing the past history $h_t = (\omega_1, i_1, j_1, \ldots, i_{t-1}, j_{t-1}, \omega_t)$, player I chooses $i_t \in I$, player J chooses $j_t \in J$.

The new state $\omega_{t+1} \in \Omega$ is drawn according to the probability distribution $Q(i_t, j_t, \omega_t)(\cdot)$.

The triplet $(i_t, j_t, \omega_{t+1})$ is publicly announced and the situation is repeated.

The payoff at stage $t$ is $g_t = g(i_t, j_t, \omega_t)$ and the total payoff is the discounted sum $\sum_t \lambda(1 - \lambda)^{t-1} g_t$. 

Inductively, at stage $t = 1, \ldots$, knowing the past history $h_t = (\omega_1, i_1, j_1, \ldots, i_{t-1}, j_{t-1}, \omega_t)$, player I chooses $i_t \in I$, player J chooses $j_t \in J$.

The new state $\omega_{t+1} \in \Omega$ is drawn according to the probability distribution $Q(i_t, j_t, \omega_t)(\cdot)$.

The triplet $(i_t, j_t, \omega_{t+1})$ is publicly announced and the situation is repeated.

The payoff at stage $t$ is $g_t = g(i_t, j_t, \omega_t)$ and the total payoff is the discounted sum $\sum_t \lambda(1 - \lambda)^{t-1} g_t$.

This discounted game has a value $v_\lambda$. 
The Shapley Operator

The **Shapley operator** \( T(\lambda, \cdot) \) associates to a function \( f \) in \( \mathbb{R}^\Omega \) the function:

\[
T(\lambda, f)(\omega) = \max_{x \in \Delta(I)} \min_{y \in \Delta(J)} \left[ \lambda g(x, y, \omega) + (1 - \lambda) \sum_{\tilde{\omega}} Q(x, y, \omega)(\tilde{\omega})f(\tilde{\omega}) \right]
\]
The Shapley operator $T(\lambda, \cdot)$ associates to a function $f$ in $\mathbb{R}^\Omega$ the function:

$$T(\lambda, f)(\omega) = \max_{x \in \Delta(I)} \min_{y \in \Delta(J)} [\lambda g(x, y, \omega) + (1 - \lambda) \sum_{\tilde{\omega}} Q(x, y, \omega)(\tilde{\omega}) f(\tilde{\omega})]$$

**Lemma**

*The Shapley operator $T(\lambda, \cdot)$ is well defined from $\mathbb{R}^\Omega$ to itself. Its unique fixed point is $v_\lambda$.***
A recursive structure leading to an expression similar to the previous one holds in general for stationary repeated games.
A recursive structure leading to an expression similar to the previous one holds in general for stationary repeated games. Let us describe this representation for games with incomplete information.
A recursive structure leading to an expression similar to the previous one holds in general for stationnary repeated games. Let us describe this representation for games with incomplete information.

$M$ is a product space $K \times L$, $\pi$ is a product probability $p \otimes q$ with $p \in \Delta(K)$, $q \in \Delta(L)$ and in addition $a_1 = k$ and $b_1 = l$. 
A recursive structure leading to an expression similar to the previous one holds in general for stationnary repeated games. Let us describe this representation for games with incomplete information.

$\mathcal{M}$ is a product space $K \times L$, $\pi$ is a product probability $p \otimes q$ with $p \in \Delta(K)$, $q \in \Delta(L)$ and in addition $a_1 = k$ and $b_1 = \ell$.

Given the parameter $m = (k, \ell)$, each player knows his own component and holds a prior on the other player’s component.
A recursive structure leading to an expression similar to the previous one holds in general for stationary repeated games. Let us describe this representation for games with incomplete information.

$M$ is a product space $K \times L$, $\pi$ is a product probability $p \otimes q$ with $p \in \Delta(K)$, $q \in \Delta(L)$ and in addition $a_1 = k$ and $b_1 = \ell$.

Given the parameter $m = (k, \ell)$, each player knows his own component and holds a prior on the other player’s component. From stage 1 on, the parameter is fixed and the information of the players after stage $n$ is $a_{n+1} = b_{n+1} = \{i_n, j_n\}$. 

Sylvain Sorin  A Continuous Time Approach for the Asymptotic Value in
An auxiliary stochastic game $\Gamma'$ is as follows:
An auxiliary stochastic game $\Gamma'$ is as follows:
the "state space" $M'$ is $\Delta(K) \times \Delta(L)$ and is interpreted as the space of beliefs on the true parameter.
An auxiliary stochastic game $\Gamma'$ is as follows: the "state space" $M'$ is $\Delta(K) \times \Delta(L)$ and is interpreted as the space of beliefs on the true parameter. $X = \Delta(I)^K$ and $Y = \Delta(J)^L$ are the type-dependent mixed action sets of the players; $g$ is extended on $X \times Y \times M'$ by $g(p, q, x, y) = \sum_{k,\ell} p^k q^\ell g(k, \ell, x^k, y^\ell)$. 

Sylvain Sorin
An auxiliary stochastic game $\Gamma'$ is as follows: the "state space" $M'$ is $\Delta(K) \times \Delta(L)$ and is interpreted as the space of beliefs on the true parameter.

$X = \Delta(I)^K$ and $Y = \Delta(J)^L$ are the type-dependent mixed action sets of the players; $g$ is extended on $X \times Y \times M'$ by

$$g(p, q, x, y) = \sum_{k, \ell} p^k q^\ell g(k, \ell, x^k, y^\ell).$$

Given $(p, q, x, y)$, let $x(i) = \sum_k x_i^k p^k$ be the (total) probability of action $i$ and $p(i)$ be the conditional probability on $K$ given the action $i$, explicitly $p^k(i) = \frac{p^k x_i^k}{x(i)}$ (and similarly for $y$ and $q$).
The resulting form of the Shapley operator is:

\[ T(\lambda, f)(p, q) = \sup_{x \in X} \inf_{y \in Y} \left\{ \lambda \sum_{k, \ell} p^k q^\ell g(k, \ell, x^k, y^\ell) 
+ (1 - \lambda) \sum_{i, j} x(i) y(j) f(p(i), q(j)) \right\} \]

These equations are due to Aumann and Maschler (1966) and Mertens and Zamir (1971).
Contents

1. Introduction: Shapley
2. Extensions of the Shapley operator: general repeated games
3. Extensions of the Shapley operator: general evaluation
4. Asymptotic analysis: the main results
5. Asymptotic analysis - the discounted case: games with incomplete information
6. Asymptotic analysis - the continuous approach: games with incomplete information
7. Asymptotic analysis - the continuous approach: extensions
The classical fixed point formula for the discounted value is

\[ v_\lambda = T[\lambda, v_\lambda] \] (2)
The classical fixed point formula for the discounted value is

\[ v_\lambda = T[\lambda, v_\lambda] \] (2)

and the recursive formula for the \( n \) stage value is obtained similarly

\[ v_n = T\left[ \frac{1}{n}, v_{n-1} \right] \] (3)

with obviously \( v_0 = 0 \).
Consider now an arbitrarily evaluation probability $\mu$ on $\mathbb{N}^*$. The total payoff is $\sum_t \mu m g_m$. 
Consider now an arbitrary evaluation probability $\mu$ on $\mathbb{N}^*$. The total payoff is $\sum_t \mu_m g_m$. Then $\mu$ induces a partition $\Pi$ of $[0, 1]$ with $t_0 = 0$, $t_k = \sum_{m=1}^k \mu_m$. 
Consider now an arbitrarily evaluation probability $\mu$ on $\mathbb{N}^\ast$. The total payoff is $\sum_t \mu m g_m$.

Then $\mu$ induces a partition $\Pi$ of $[0, 1]$ with $t_0 = 0$, $t_k = \sum_{m=1}^{k} \mu m$. The repeated game is naturally represented as a game played between times 0 and 1, where the actions are constant on each subinterval $(t_{k-1}, t_k)$: its length $\mu_k$ is the weight of stage $k$ in the original game. Let $v_{\Pi}$ be its value.
Consider now an arbitrarily evaluation probability $\mu$ on $\mathbb{N}^*$. The total payoff is $\sum_t \mu_m g_m$.

Then $\mu$ induces a partition $\Pi$ of $[0, 1]$ with $t_0 = 0$, $t_k = \sum_{m=1}^{k} \mu_m$. The repeated game is naturally represented as a game played between times $0$ and $1$, where the actions are constant on each subinterval $(t_{k-1}, t_k)$: its length $\mu_k$ is the weight of stage $k$ in the original game. Let $\nu_{\Pi}$ be its value. The recursive equation is

$$\nu_{\Pi} = \text{val}\{t_1 g_1 + (1 - t_1)E \nu_{\Pi_{t_1}}\}$$

where $\Pi_{t_1}$ is the normalization on $[0, 1]$ of the trace of the partition $\Pi$ on the interval $[t_1, 1]$. 
Define now $V_{\Pi}(t_k)$ as the value of the game starting at time $t_k$ with evaluation $\sum_m \mu_{m+k} g_m$. One obtains the alternative recursive formula

$$V_{\Pi}(t_k) = \text{val}\{(t_{k+1} - t_k) g_{k+1} + EV_{\Pi}(t_{k+1})\} \quad (4)$$
Define now $V_{\Pi}(t_k)$ as the value of the game starting at time $t_k$ with evaluation $\sum_m \mu_{m+k} g_m$. One obtains the alternative recursive formula

$$V_{\Pi}(t_k) = \text{val}\{(t_{k+1} - t_k) g_{k+1} + E V_{\Pi}(t_{k+1})\} \quad (4)$$

By taking the linear extension we define this way for every finite partition $\Pi$, a function $V_{\Pi}(t)$ on $[0, 1]$.

**Lemma**

Assume $\mu(n)$ decreasing. Then $V_{\Pi}$ is $C$-Lipschitz in $t$, where $C$ is a bound on the payoffs.
Contents

1. Introduction: Shapley
2. Extensions of the Shapley operator: general repeated games
3. Extensions of the Shapley operator: general evaluation
4. Asymptotic analysis: the main results
5. Asymptotic analysis - the discounted case: games with incomplete information
6. Asymptotic analysis - the continuous approach: games with incomplete information
7. Asymptotic analysis - the continuous approach: extensions
We consider now the asymptotic behavior of $v_n$ as $n$ goes to $\infty$, or of $v_\lambda$ as $\lambda$ goes to 0, or more generally of $V_\Pi$ as the mesh $\mu(1)$ goes to 0.
We consider now the asymptotic behavior of \( v_n \) as \( n \) goes to \( \infty \), or of \( v_\lambda \) as \( \lambda \) goes to 0, or more generally of \( V_\Pi \) as the mesh \( \mu(1) \) goes to 0.

1) Concerning games with incomplete information on one side, the first results proving the existence of \( \lim_{n \to \infty} v_n \) and \( \lim_{\lambda \to 0} v_\lambda \) are due to Aumann and Maschler (1966), including in addition an identification of the limit as \( \text{Cav}_\Delta(K) u \).
We consider now the asymptotic behavior of \( v_n \) as \( n \) goes to \( \infty \), or of \( v_\lambda \) as \( \lambda \) goes to 0, or more generally of \( V_\Pi \) as the mesh \( \mu(1) \) goes to 0.

1) Concerning games with incomplete information on one side, the first results proving the existence of \( \lim_{n \to \infty} v_n \) and \( \lim_{\lambda \to 0} v_\lambda \) are due to Aumann and Maschler (1966), including in addition an identification of the limit as \( \text{Cav}_\Delta(K)u \).

Here \( u(p) = \text{val}_{\Delta(I) \times \Delta(J)} \sum_k p^k g(k, x, y) \) is the value of the one shot non revealing game, where the informed player does not use his information and \( \text{Cav}_C \) is the concavification operator: given \( \phi \), a real bounded function defined on a convex set \( C \), \( \text{Cav}_C(\phi) \) is the smallest function greater than \( \phi \) and concave, on \( C \).
Extensions of these results to games with lack of information on both sides were achieved by Mertens and Zamir (1971). In addition they identified the limit as the only solution of the system of implicit functional equations with unknown $\phi$:

$$\phi(p, q) = \text{Cav}_{p \in \Delta(K)} \min \{\phi, u\}(p, q), \quad (5)$$

$$\phi(p, q) = \text{Vex}_{q \in \Delta(L)} \max \{\phi, u\}(p, q) \quad (6)$$
Extensions of these results to games with lack of information on both sides were achieved by Mertens and Zamir (1971). In addition they identified the limit as the only solution of the system of implicit functional equations with unknown $\phi$:

\[
\phi(p, q) = \text{Cav}_{p \in \Delta(K)} \min\{\phi, u\}(p, q), \quad \text{(5)}
\]

\[
\phi(p, q) = \text{Vex}_{q \in \Delta(L)} \max\{\phi, u\}(p, q) \quad \text{(6)}
\]

Here again $u$ stands for the value of the non revealing game: $u(p, q) = \text{val}_{X \times Y} \sum_{k, \ell} p^k q^\ell g(k, \ell, x, y)$ and we will write $\text{MZ}$ for the corresponding operator

\[
\phi = \text{MZ}(u). \quad \text{(7)}
\]
2) As for stochastic games, the existence of \( \lim_{\lambda \to 0} v_\lambda \) in the finite case \( (\Omega, I, J \text{ finite}) \) is due to Bewley and Kohlberg (1976) using algebraic arguments:
2) As for stochastic games, the existence of \( \lim_{\lambda \to 0} v^\lambda \) in the finite case \((\Omega, I, J\) finite) is due to Bewley and Kohlberg (1976) using algebraic arguments:

the Shapley equation can be written as a finite set of polynomial equalities and inequalities involving \( \{x^k_\lambda, y^k_\lambda, v_\lambda(k), \lambda\} \) thus it defines a semi-algebraic set in some euclidean space \( \mathbb{R}^N \), hence by projection \( v^\lambda \) has an expansion in Puiseux series.
2) As for stochastic games, the existence of \( \lim_{\lambda \to 0} v_\lambda \) in the finite case \( (\Omega, I, J \text{ finite}) \) is due to Bewley and Kohlberg (1976) using algebraic arguments:

the Shapley equation can be written as a finite set of polynomial equalities and inequalities involving \( \{x^k_\lambda, y^k_\lambda, v_\lambda(k), \lambda\} \) thus it defines a semi-algebraic set in some euclidean space \( \mathbb{R}^N \), hence by projection \( v_\lambda \) has an expansion in Puiseux series.

The existence of \( \lim_{n \to \infty} v_n \) is obtained by an algebraic comparison argument, Bewley and Kohlberg (1976).
Starting with Rosenberg and Sorin (2001) several asymptotic results have been obtained, based on the Shapley operator: continuous absorbing and recursive games, games with incomplete information on both sides, absorbing games with incomplete information on one side, Rosenberg (2000).
Starting with Rosenberg and Sorin (2001) several asymptotic results have been obtained, based on the Shapley operator: continuous absorbing and recursive games, games with incomplete information on both sides, absorbing games with incomplete information on one side, Rosenberg (2000).

We describe here an approach that was initially introduced by Laraki (2002) for the discounted case.
Contents

1. Introduction: Shapley
2. Extensions of the Shapley operator: general repeated games
3. Extensions of the Shapley operator: general evaluation
4. Asymptotic analysis: the main results
5. Asymptotic analysis - the discounted case: games with incomplete information
6. Asymptotic analysis - the continuous approach: games with incomplete information
7. Asymptotic analysis - the continuous approach: extensions
The analysis is inspired from Larki (2001). Recall that the recursive equation is a fixed point operator:

$$T(\lambda, v_\lambda)(p, q) = \sup_{x \in X} \inf_{y \in Y} \{ \lambda g(p, q, x, y) + (1 - \lambda) \sum_{i,j} x(i)y(j)v_\lambda(p(i), q(j)) \}$$

$$= v_\lambda(p, q)$$

(8)
The analysis is inspired from Larki (2001).
Recall that the recursive equation is a fixed point operator:

\[
T(\lambda, v_\lambda)(p, q) = \sup_{x \in X} \inf_{y \in Y} \left\{ \lambda g(p, q, x, y) + (1 - \lambda) \sum_{i,j} x(i) y(j) v_\lambda(p(i), q(j)) \right\}
\]

\[
= v_\lambda(p, q) \tag{8}
\]

Remark that the family of functions \( \{v_\lambda(p, q)\} \) is uniformly Lipschitz, hence relatively compact. To prove convergence it is enough to show that there is only one accumulation point.
The analysis is inspired from Larki (2001).

Recall that the recursive equation is a fixed point operator:

\[
T(\lambda, v_\lambda)(p, q) = \sup_{x \in X} \inf_{y \in Y} \left\{ \lambda g(p, q, x, y) + (1 - \lambda) \sum_{i,j} x(i) y(j) v_\lambda(p(i), q(j)) \right\} = v_\lambda(p, q) \tag{8}
\]

Remark that the family of functions \( \{v_\lambda(p, q)\} \) is uniformly Lipschitz, hence relatively compact. To prove convergence it is enough to show that there is only one accumulation point. Note first that any accumulation point \( w \) satisfies

\[
T(0, w) = w \tag{9}
\]

i.e. is a fixed point of the projective operator \( T(0, \_). \)
Assume now that $w_1$ and $w_2$, $w_1 \geq w_2$ are two different accumulation points and let $(p_0, q_0)$ an extreme point of the (convex hull of) the set where the difference $w_1 - w_2$ is maximal.
Assume now that \( w_1 \) and \( w_2, w_1 \geq w_2 \) are two different accumulation points and let \( (p_0, q_0) \) an extreme point of the (convex hull of) the set where the difference \( w_1 - w_2 \) is maximal. Using (9) and the fact that all functions involved are saddle, this implies that the set \( X(0, w_1)(p_0, q_0) \) of profile of mixed actions \( x \in X \) optimal in \( T(0, w_1) \) is included in the set \( NR_X(p_0) \) of non-revealing actions at \( p_0 \) (meaning that for any move \( i \) having positive probability \( p(i) = p_0 \)).
Consider a sequence $\nu_{\lambda_n}$ converging to $\nu_1$ and let $x_n$ be optimal for $T(\lambda_n, \nu_{\lambda_n})(p_0, q_0)$. Jensen’s inequality leads to

$$
\nu_{\lambda_n}(p_0, q_0) \leq \lambda_n g(p_0, q_0, x_n, y) + (1 - \lambda_n) \nu_{\lambda_n}(p_0, q_0) \quad \forall y \in Y
$$
Consider a sequence $v_{\lambda_n}$ converging to $w_1$ and let $x_n$ be optimal for $T(\lambda_n, v_{\lambda_n})(p_0, q_0)$. Jensen’s inequality leads to

$$v_{\lambda_n}(p_0, q_0) \leq \lambda_n g(p_0, q_0, x_n, y) + (1 - \lambda_n) v_{\lambda_n}(p_0, q_0) \quad \forall y \in Y$$

thus

$$v_{\lambda_n}(p_0, q_0) \leq g(p_0, q_0, x_n, y).$$
Consider a sequence $v_{\lambda_n}$ converging to $w_1$ and let $x_n$ be optimal for $T(\lambda_n, v_{\lambda_n})(p_0, q_0)$. Jensen's inequality leads to

$$v_{\lambda_n}(p_0, q_0) \leq \lambda_n g(p_0, q_0, x_n, y) + (1 - \lambda_n)v_{\lambda_n}(p_0, q_0) \quad \forall y \in Y$$

thus $v_{\lambda_n}(p_0, q_0) \leq g(p_0, q_0, x_n, y)$.

Let $\bar{x}$ be an accumulation point of the sequence $\{x_n\}$, one obtains as $\lambda_n$ goes to 0:
Consider a sequence $v_{\lambda_n}$ converging to $w_1$ and let $x_n$ be optimal for $T(\lambda_n, v_{\lambda_n})(p_0, q_0)$. Jensen's inequality leads to

$$v_{\lambda_n}(p_0, q_0) \leq \lambda_n g(p_0, q_0, x_n, y) + (1 - \lambda_n) v_{\lambda_n}(p_0, q_0) \quad \forall y \in Y$$

thus $v_{\lambda_n}(p_0, q_0) \leq g(p_0, q_0, x_n, y)$.

Let $\bar{x}$ be an accumulation point of the sequence $\{x_n\}$, one obtains as $\lambda_n$ goes to 0:

$$w_1(p_0, q_0) \leq g(p_0, q_0, \bar{x}, y) \quad \forall y \in Y$$

which implies $w_1(p_0, q_0) \leq u(p_0, q_0)$, since $\bar{x} \in NR_X(p_0)$ (by upper semi continuity of $X(\lambda_n, v_{\lambda_n})(p_0, q_0)$).
Consider a sequence $v_{\lambda_n}$ converging to $w_1$ and let $x_n$ be optimal for $T(\lambda_n, v_{\lambda_n})(p_0, q_0)$. Jensen's inequality leads to

$$v_{\lambda_n}(p_0, q_0) \leq \lambda_n g(p_0, q_0, x_n, y) + (1 - \lambda_n) v_{\lambda_n}(p_0, q_0) \quad \forall y \in Y$$

thus $v_{\lambda_n}(p_0, q_0) \leq g(p_0, q_0, x_n, y)$. Let $\bar{x}$ be an accumulation point of the sequence $\{x_n\}$, one obtains as $\lambda_n$ goes to 0:

$$w_1(p_0, q_0) \leq g(p_0, q_0, \bar{x}, y) \quad \forall y \in Y$$

which implies $w_1(p_0, q_0) \leq u(p_0, q_0)$, since $\bar{x} \in NR_X(p_0)$ (by upper semi continuity of $X(\lambda_n, v_{\lambda_n})(p_0, q_0)$).

The dual property implies convergence.
Contents

1. Introduction: Shapley
2. Extensions of the Shapley operator: general repeated games
3. Extensions of the Shapley operator: general evaluation
4. Asymptotic analysis: the main results
5. Asymptotic analysis - the discounted case: games with incomplete information
6. Asymptotic analysis - the continuous approach: games with incomplete information
7. Asymptotic analysis - the continuous approach: extensions
For simplicity of notations, we consider the sequence of uniform partitions.
For simplicity of notations, we consider the sequence of uniform partitions.

For each integer $n$, let $W_n(1, p, q) := 0$ and for $m = 0, \ldots, n - 1$ define $W_n\left(\frac{m}{n}, p, q, \omega\right)$ inductively as follows.

$$W_n\left(\frac{m}{n}, p, q\right) = \max_x \min_y \left[\frac{1}{n} g(x, y, p, q) + \sum_{i, j} x(i) y(j) W_n\left(\frac{m + 1}{n}, p(i), q(j)\right)\right]$$

Extend $W_n(\cdot, p, q)$ to $[0, 1]$ by linear interpolation and consequently: $W_n(\cdot, \cdot, \cdot)$ is a $C$ Lipschitz function.
Moreover if $W$ is an accumulation point of the equi-continuous family $\{W_n\}$ then for all $(t, p, q)$:

$$W(t, p, q) = \max_x \min_y \left[ \sum_{i,j} x(i)y(j)W(t, p(i), q(j)) \right]$$

Let $X(t, p, q, W) \subseteq \Delta(I)^K$ be the set of strategies for player I that are optimal for the above game.
The variational Inequalities

**Theorem**

For any accumulation point \( W \) of the family \( \{ W_n \} \), all \( (p, q) \in \Delta(K) \times \Delta(L) \) and all \( C^1 \) test function \( \phi : [0, 1] \rightarrow \mathbb{R} \):

*(P1)* If, for some \( t \in [0, 1) \), \( X(t, p, q, W) \) is non-revealing and \( W(\cdot, p, q) - \phi(\cdot) \) has a global maximum at \( t \), then
\[
u(p, q) + \phi'(t) \geq 0.
\]

*(P2)* If, for some \( t \in [0, 1) \), \( Y(t, p, q, W) \) is non-revealing and \( W(\cdot, p, q) - \phi(\cdot) \) has a global minimum at \( t \) then
\[
u(p, q) + \phi'(t) \leq 0.
\]
Let $t$, $p$, and $q$ such that $X(t, p, q, W)$ is non-revealing and $W(\cdot, p, q) - \phi(\cdot)$ admits a global maximum at $t$. 

proof
Let $t, p$ and $q$ such that $X(t, p, q, W)$ is non-revealing and $W(\cdot, p, q) - \phi(\cdot)$ admits a global maximum at $t$.

Adding $s - (\cdot - t)^2$ to $\phi(s)$ if necessary, we can assume that this global maximum is strict.
Let $t$, $p$ and $q$ such that $X(t, p, q, W)$ is non-revealing and $W(\cdot, p, q) - \phi(\cdot)$ admits a global maximum at $t$.

Adding $s - (\cdot - t)^2$ to $\phi(s)$ if necessary, we can assume that this global maximum is strict.

Let $W_{\varphi(n)}$ converge to $W$ and define $\theta(n) \in \{0, \ldots, \varphi(n) - 1\}$ such that $\frac{\theta(n)}{\varphi(n)}$ is a global maximum of $W_{\varphi(n)}(\cdot, p, q) - \phi(\cdot)$.

Then $\frac{\theta(n)}{\varphi(n)} \to t$. 
Let $t$, $p$ and $q$ such that $X(t, p, q, W)$ is non-revealing and $W(\cdot, p, q) - \phi(\cdot)$ admits a global maximum at $t$.

Adding $s - (\cdot - t)^2$ to $\phi(s)$ if necessary, we can assume that this global maximum is strict.

Let $W_\varphi(n)$ converge to $W$ and define $\theta(n) \in \{0, \ldots, \varphi(n) - 1\}$ such that $\frac{\theta(n)}{\varphi(n)}$ is a global maximum of $W_\varphi(n)(\cdot, p, q) - \phi(\cdot)$.

Then $\frac{\theta(n)}{\varphi(n)} \to t$.

One has

$$W_\varphi(n) \left( \frac{\theta(n)}{\varphi(n)}, p, q \right) = \max_x \min_y \left[ \frac{1}{\varphi(n)} g(x, y, p, q) \right]$$

$$+ \sum_{i,j} \bar{x}(i)\bar{y}(j) W_\varphi(n) \left( \frac{\theta(n)}{\varphi(n)} + \frac{1}{\varphi(n)}, p(i), q(j) \right)$$
Let $x_n$ be optimal for the maximizer and $y \in Y$ be any non-revealing strategy of player $J$. 
Let $x_n$ be optimal for the maximizer and $y \in Y$ be any non-revealing strategy of player $J$.

\[
W_{\phi(n)} \left( \frac{\theta(n)}{\varphi(n)}, p, q \right) \leq \frac{1}{\varphi(n)} g(x_n, y, p, q)
+ \sum_i \bar{x}_n(i) W_{\phi(n)} \left( \frac{\theta(n) + 1}{\varphi(n)}, p_n(i), q \right)
\]
proof

Let $x_n$ be optimal for the maximizer and $y \in Y$ be any non-revealing strategy of player $J$.

\[ W_{\varphi(n)} \left( \frac{\theta(n)}{\varphi(n)}, p, q \right) \leq \frac{1}{\varphi(n)} g(x_n, y, p, q) \]

\[ + \sum_{i} x_n(i) W_{\varphi(n)} \left( \frac{\theta(n) + 1}{\varphi(n)}, p_n(i), q \right) \]

By concavity of $W_{\varphi(n)}$ with respect to $p$

\[ \sum_{i \in I} x_n(i) W_{\varphi(n)} \left( \frac{\theta(n) + 1}{\varphi(n)}, p_n(i), q \right) \leq W_{\varphi(n)} \left( \frac{\theta(n) + 1}{\varphi(n)}, p, q \right) . \]
Hence:

$$0 \leq g(x_n, y, p, q) + \varphi(n) \left[ W_{\varphi(n)} \left( \frac{\theta(n) + 1}{\varphi(n)}, p, q \right) - W_{\varphi(n)} \left( \frac{\theta(n)}{\varphi(n)}, p, q \right) \right]$$

Since $\frac{\theta(n)}{\varphi(n)}$ is a global maximum of $W_{\varphi(n)}(\cdot, p, q) - \phi(\cdot)$:

$$\phi \left( \frac{\theta(n) + 1}{\varphi(n)} \right) - \phi \left( \frac{\theta(n)}{\varphi(n)} \right) \geq W_{\varphi(n)} \left( \frac{\theta(n) + 1}{\varphi(n)}, p, q \right) - W_{\varphi(n)} \left( \frac{\theta(n)}{\varphi(n)}, p, q \right)$$
Hence:

\[ 0 \leq g(x_n, y, p, q) + \varphi(n) \left[ W_\varphi(n) \left( \frac{\theta(n) + 1}{\varphi(n)}, p, q \right) - W_\varphi(n) \left( \frac{\theta(n)}{\varphi(n)}, p, q \right) \right] \]

Since \( \frac{\theta(n)}{\varphi(n)} \) is a global maximum of \( W_\varphi(n)(\cdot, p, q) - \phi(\cdot) \):

\[
\phi \left( \frac{\theta(n) + 1}{\varphi(n)} \right) - \phi \left( \frac{\theta(n)}{\varphi(n)} \right) \geq W_\varphi(n) \left( \frac{\theta(n) + 1}{\varphi(n)}, p, q \right) - W_\varphi(n) \left( \frac{\theta(n)}{\varphi(n)}, p, q \right).
\]

Assume \( \{x_n\} \) converges to some \( x \) (hence non-revealing).
Passing to the limit:

\[ g(x, y, p, q) + \phi'(t) \geq 0. \]

Since this inequality holds true for every \( y \), taking the maximum with respect to \( x \) yields:

\[ u(p, q) + \phi'(t) \geq 0. \]
The comparison principle

**Theorem**

Let \( W_1 \) and \( W_2 \) be two fixed points of \( \Phi \) in \( G \) and suppose that:
The comparison principle

Theorem

Let $W_1$ and $W_2$ be two fixed points of $\Phi$ in $G$ and suppose that:

- $W_1$ satisfies (P1)
The comparison principle

**Theorem**

Let \( W_1 \) and \( W_2 \) be two fixed points of \( \Phi \) in \( \mathcal{G} \) and suppose that:

- \( W_1 \) satisfies (P1)
- \( W_1 \) satisfies (P2)
The comparison principle

Theorem

Let $W_1$ and $W_2$ be two fixed points of $\Phi$ in $G$ and suppose that:

1. $W_1$ satisfies (P1)
2. $W_1$ satisfies (P2)
3. $(P3)$ $W_1(1, p, q) \leq W_2(1, p, q)$ for any $(p, q) \in \Delta(K) \times \Delta(L)$.
The comparison principle

**Theorem**

Let $W_1$ and $W_2$ be two fixed points of $\Phi$ in $\mathcal{G}$ and suppose that:

- $W_1$ satisfies (P1)
- $W_1$ satisfies (P2)
- (P3) $W_1(1, p, q) \leq W_2(1, p, q)$ for any $(p, q) \in \Delta(K) \times \Delta(L)$.

Then $W_1 \leq W_2$ on $[0, 1] \times \Delta(K) \times \Delta(L)$. 

Sylvain Sorin

A Continuous Time Approach for the Asymptotic Value in
We argue by contradiction, assuming that
\[
\max_{t \in [0,1], p \in P, q \in Q} [W_1(t, p, q) - W_2(t, p, q)] = \delta > 0.
\]

Then, for \( \varepsilon > 0 \) sufficiently small,
\[
\delta(\varepsilon) := \max_{t \in [0,1], s \in [0,1], p \in P, q \in Q} [W_1(t, p, q) - W_2(s, p, q) - \frac{(t - s)^2}{2\varepsilon} + \varepsilon s] > 0
\]

Moreover \( \delta(\varepsilon) \to \delta \) as \( \varepsilon \to 0 \).
We claim that there is \((t_\varepsilon, s_\varepsilon, p_\varepsilon, q_\varepsilon)\), point of maximum above, such that \(X(t_\varepsilon, p_\varepsilon, q_\varepsilon, W_1)\) is non-revealing for player I and \(Y(s_\varepsilon, p_\varepsilon, q_\varepsilon, W_2)\) is non-revealing for player J.
The comparison principle

We claim that there is \((t_\varepsilon, s_\varepsilon, p_\varepsilon, q_\varepsilon)\), point of maximum above, such that \(X(t_\varepsilon, p_\varepsilon, q_\varepsilon, W_1)\) is non-revealing for player I and \(Y(s_\varepsilon, p_\varepsilon, q_\varepsilon, W_2)\) is non-revealing for player J. Finally we note that \(t_\varepsilon < 1\) and \(s_\varepsilon < 1\) for \(\varepsilon\) sufficiently small, because \(\delta(\varepsilon) > 0\) and \(W_1(1, p, q) \leq W_2(1, p, q)\) for any \((p, q)\) by P3.
The comparison principle

Since the map \( t \mapsto W_1(t, p_\varepsilon, q_\varepsilon) - \frac{(t-s_\varepsilon)^2}{2\varepsilon} \) has a global maximum at \( t_\varepsilon \) and since \( X(t_\varepsilon, p_\varepsilon, q_\varepsilon, W_1) \) is non-revealing for player I, condition P1 implies that

\[
u(p_\varepsilon, q_\varepsilon) + \frac{t_\varepsilon - s_\varepsilon}{\varepsilon} \geq 0.
\] (11)
The comparison principle

Since the map \( t \mapsto W_1(t, p_\epsilon, q_\epsilon) - \frac{(t-s_\epsilon)^2}{2\epsilon} \) has a global maximum at \( t_\epsilon \) and since \( X(t_\epsilon, p_\epsilon, q_\epsilon, W_1) \) is non-revealing for player I, condition \( P_1 \) implies that

\[
u(p_\epsilon, q_\epsilon) + \frac{t_\epsilon - s_\epsilon}{\epsilon} \geq 0. \tag{11}
\]

In the same way, since the map \( s \mapsto W_2(s, p_\epsilon, q_\epsilon) + \frac{(t_\epsilon-s)^2}{2\epsilon} - \epsilon s \) has a global minimum at \( s_\epsilon \) and since \( Y(s_\epsilon, p_\epsilon, q_\epsilon, W_2) \) is non-revealing for player J, we have by condition \( P_2 \) that

\[
u(p_\epsilon, q_\epsilon) + \frac{t_\epsilon - s_\epsilon}{\epsilon} + \epsilon \leq 0.
\]
The comparison principle

Since the map $t \mapsto W_1(t, p_\varepsilon, q_\varepsilon) - \frac{(t-s_\varepsilon)^2}{2\varepsilon}$ has a global maximum at $t_\varepsilon$ and since $X(t_\varepsilon, p_\varepsilon, q_\varepsilon, W_1)$ is non-revealing for player I, condition $P1$ implies that

$$u(p_\varepsilon, q_\varepsilon) + \frac{t_\varepsilon - s_\varepsilon}{\varepsilon} \geq 0. \quad (11)$$

In the same way, since the map $s \mapsto W_2(s, p_\varepsilon, q_\varepsilon) + \frac{(t_\varepsilon-s)^2}{2\varepsilon} - \varepsilon s$ has a global minimum at $s_\varepsilon$ and since $Y(s_\varepsilon, p_\varepsilon, q_\varepsilon, W_2)$ is non-revealing for player J, we have by condition $P2$ that

$$u(p_\varepsilon, q_\varepsilon) + \frac{t_\varepsilon - s_\varepsilon}{\varepsilon} + \varepsilon \leq 0.$$

This latter inequality contradicts (11).
Contents

1. Introduction: Shapley
2. Extensions of the Shapley operator: general repeated games
3. Extensions of the Shapley operator: general evaluation
4. Asymptotic analysis: the main results
5. Asymptotic analysis - the discounted case: games with incomplete information
6. Asymptotic analysis - the continuous approach: games with incomplete information
7. Asymptotic analysis - the continuous approach: extensions
The same tools extend to the study of absorbing games and can be applied to the “splitting game”.

Sketch of the approach:

The family of value functions is relatively compact

Consider two accumulation points $w_1$ and $w_2$ and a point $(t, \omega)$ where the difference $w_1 - w_2$ is maximal.

Deduce a variational inequality at $(t, \omega)$ for any majorant of $w_1$ and a dual property

Prove a comparison principle.