
Supplementary Material for Chapter 2

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2.10. Continuous or convergence stability

We already know from §2.6 that when a discrete population game has more than one ESS, initial conditions determine which ESS the population adopts. In continuous population games, however, another issue arises. Suppose that a population of drivers in Crossroads II (§2) is at the ESS defined by (2.31), i.e., the universally adopted critical lateness above which a driver initially goes is

$$(2.78) \quad v^* = \begin{cases} 0 & \text{if } \delta \leq \frac{1}{2}(1 - \eta)\tau \\ \frac{\delta + \frac{1}{2}(\eta - 1)\tau}{\delta + \frac{1}{2}\eta\tau + \epsilon} & \text{if } \delta > \frac{1}{2}(1 - \eta)\tau, \end{cases}$$

where δ , ϵ , η and τ denote impetuosity, ditheriness, discount factor and junction transit time, respectively; and that there is a sudden shift in the value of any of these four parameters—e.g., perhaps η rises because everyone listens on his car radio to advice from a lifestyle guru. Then the population is no longer at its ESS:¹ instead it remains at v defined by using the *old* parameter values in (2.78), whereas

¹Unless $\delta - \frac{1}{2}(1 - \eta)\tau$ is negative both before and after the parameter shift.

the ESS v^* requires the new values. What happens now—will the population of drivers converge on this new ESS?

The answer depends on whether v^* now lies in the interior of $[0, 1]$ or on its boundary. For this particular game, the only possible boundary ESS is $v^* = 0$; however, to make our analysis apply more broadly to any population game with strategy set $[0, 1]$, let a boundary ESS be denoted by b ($= 0$ or 1), and let h and k be infinitesimally small. Then from Taylor's theorem, to a mutant strategy $u = v + h$, the perturbed population strategy $v = b + k$ yields the reward

$$\begin{aligned}
 f(u, v) &= f(b + h + k, b + k) \\
 (2.79) \quad &= f(b + k, b + k) + h \left. \frac{\partial f}{\partial u} \right|_{u=v=b+k} \\
 &= f(b + k, b + k) + h \left. \frac{\partial f}{\partial u} \right|_{u=v=b} + o(\max\{h, k\})
 \end{aligned}$$

(where $o(\xi)$ denotes terms so small that they can be divided by ξ and the result still tends to zero as $\xi \rightarrow 0$). We assume that h and k are positive if $b = 0$ but negative if $b = 1$, to ensure that $u \in [0, 1]$. If $b = 0$ is a strong ESS then $\left. \frac{\partial f}{\partial u} \right|_{u=v=b} < 0$ (because f achieves its maximum on the boundary); whereas if $b = 1$ is a strong ESS then $\left. \frac{\partial f}{\partial u} \right|_{u=v=b} > 0$. So $f(b + h + k, b + k)$ is invariably lower than $f(b + k, b + k)$: mutant strategies that would move the population further from the boundary are disfavored, while those that would move it back (with h having the sign of $b - \frac{1}{2}$) are favored. Thus a non- b population invariably converges to a b population.

Matters are less simple when $0 < v^* < 1$ and $(v^*, v^*) \in R$ requires

$$(2.80) \quad \left. \frac{\partial f}{\partial u} \right|_{u=v=v^*} = 0$$

(if f is sufficiently differentiable, which we assume). Then

$$\begin{aligned}
 (2.81) \quad \left. \frac{\partial f}{\partial u} \right|_{u=v^*+k, v=v^*+k} &= \left. \frac{\partial f}{\partial u} \right|_{u=v^*, v=v^*} + \\
 &k \left. \frac{\partial^2 f}{\partial u^2} \right|_{u=v^*, v=v^*} + k \left. \frac{\partial^2 f}{\partial u \partial v} \right|_{u=v^*, v=v^*} + o(k)
 \end{aligned}$$

from Taylor's theorem; and, to a mutant strategy $u = v + h$, the perturbed population strategy $v = v^* + k$ yields the reward

$$\begin{aligned}
 f(u, v) &= f(v^* + h + k, v^* + k) \\
 (2.82) \quad &= f(v^* + k, v^* + k) + h \left. \frac{\partial f}{\partial u} \right|_{u=v^*+k, v=v^*+k} \\
 &= f(v^* + k, v^* + k) + hk \left(\left. \frac{\partial^2 f}{\partial u^2} \right|_{u=v^*} + \left. \frac{\partial^2 f}{\partial u \partial v} \right|_{u=v^*} \right)
 \end{aligned}$$

plus terms that are negligibly small. For mutant strategies to have the effect of moving the population from its current threshold $v = v^* + k$ to the ESS v^* , those with $h > 0$ must be favored when $k < 0$ and those with $h < 0$ must be favored when $k > 0$; in other words, we require $f(u, v)$ to exceed $f(v, v)$ when $hk < 0$. Thus a non- v^* population converges to a v^* population when

$$(2.83) \quad \left(\frac{\partial^2 f}{\partial u^2} + \frac{\partial^2 f}{\partial u \partial v} \right) \Big|_{u=v=v^*} < 0.$$

If (2.83) holds then the (interior) ESS v^* is said to be *continuously stable* [1].

Clearly, such stability is a very desirable property; and when a continuous population game has more than one ESS, continuous stability yields a criterion for distinguishing among them, although we will not meet such games until Chapter 6. Meanwhile, you can readily check that Crossroads II has a continuously stable interior ESS when the drivers are not slow; see Exercise 2.26.

Additional exercises for Chapter 2

- 26.** Verify that (2.30) is a continuously stable interior ESS for Crossroads II.
- 27.** A large population of local manufacturers of home-brewed beer is interacting in triads because each local market is large enough only for three firms to compete. Each firm advertises its product on local television once a day, either in the morning or at night. If more than one firm in a local market (= triad) advertises at the same time, then none of the firms in that triad experiences a profit increase; whereas if one firm advertises when the others do not, then its profit increases by $\$ \alpha$ per day if it advertises in the morning or by $\$ \nu \alpha$ per day if it advertises at night. All firms use a mixed strategy: advertising in the morning with probability u (and at night with probability $1 - u$) is defined to be strategy u . Obtain an expression for the reward to a mutant u -strategist

in a population of v -strategists, and show that $v^* = \frac{1}{1+\sqrt{v}}$ is a continuously stable ESS.²

- 28.** Read [3] and critique its argument that no strategy in the prisoner's dilemma is an ESS. What is the flaw in its §6?

²This exercise was suggested by [2, p. 72].

Bibliography

- [1] I. Eshel, *Evolutionary and continuous stability*, Journal of Theoretical Biology **103** (1983), 99–111.
- [2] H. Gintis, *Game Theory Evolving*, Princeton University Press, Princeton, New Jersey, 2000.
- [3] L. Marinoff, *The inapplicability of evolutionarily stable strategy to the prisoner's dilemma*, British Journal for the Philosophy of Science **41** (1990), 461–472.