Mean Field Games: Numerical Methods and Applications in Machine Learning

Part 4: Methods Based on the Probabilistic Approach

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https://mlauriere.github.io/teaching/MFG-PKU-4.pdf

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RECAP

Outline

1. A Picard Scheme for MKV FBSDE

A Class of Finite-Dimensional MKV Control Problems

MKV FBSDE System

Recall: generic form:

$$\begin{cases} dX_t = B(X_t, \mathcal{L}(X_t), Y_t, Z_t)dt + \sigma dW_t, & 0 \le t \le T \\ dY_t = -F(X_t, \mathcal{L}(X_t), Y_t, Z_t)dt + Z_t dW_t, & 0 \le t \le T \\ X_0 \sim m_0, & Y_T = G(X_T, \mathcal{L}(X_T)) \end{cases}$$

- Decouple:
 - Given $(\mathcal{L}(X), Y, Z)$, solve for X
 - Given $(X, \mathcal{L}(X))$ solve for (Y, X)
- Iterate
- Algorithm proposed by [Chassagneux et al.'19]¹, [Angiuli et al.'19]²

¹ Chassagneux, J.-F., Crisan, D., & Delarue, F.. Numerical method for FBSDEs of McKean–Vlasov type. *The Annals of Applied Probability* 29.3 (2019): 1640-1684.

² Angiuli, A., et al. Cemracs 2017: numerical probabilistic approach to MFG. *ESAIM: Proceedings and Surveys* 65 (2019): 84-113.

```
Input: Initial guess (\xi, \zeta); initial condition \xi; terminal condition \zeta; time horizon T;
        number of iterations K
```

Output: Approximation of (X, Y, Z) solving the MKV FBSDE system

- 1 Initialize $X_t^{(0)} = \xi, Y_t^{(0)} = 0, Z_t^{(0)} = 0, 0 \le t \le T$
- 2 for $k = 0, 1, 2, \dots, K 1$ do Let $X^{(k+1)}$ be the solution to:

$$\begin{cases} dX_t = B(X_t^{(\texttt{k})}, \mathcal{L}(X_t^{(\texttt{k})}), Y_t^{(\texttt{k})}, Z_t^{(\texttt{k})}) dt + \sigma dW_t, & 0 \le t \le T \\ X_0 = \xi \end{cases}$$

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- $\mathfrak{z} \mid \operatorname{Let} X^{(\mathtt{k}+1)}$ be the solution to:

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4 Let $(Y^{(k+1)}, Z^{(k+1)})$ be the solution to:

$$\begin{cases} dY_t = -F(X_t^{(\mathtt{k}+1)}, \mathcal{L}(X_t^{(\mathtt{k}+1)}), Y_t^{(\mathtt{k})}, Z_t^{(\mathtt{k})}) dt + Z_t^{(\mathtt{k})} dW_t, \qquad 0 \leq t \leq T \\ Y_T = \zeta \end{cases}$$

5 return $\mathrm{Picard}[T](\xi,\zeta)=(X^{(\mathtt{K})},Y^{(\mathtt{K})},Z^{(\mathtt{K})})$

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4

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2 for k = 0, 1, 2, \dots, K-1 do
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```

Notation: $\Phi_{\mathcal{E},\mathcal{L}}: (X^{(k)},\mathcal{L}(X^{(k)}),Y^{(k)},Z^{(k)}) \mapsto (X^{(k+1)},\mathcal{L}(X^{(k+1)}),Y^{(k+1)},Z^{(k+1)})$

3

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Notation: $\Phi_{\mathcal{E},\mathcal{L}}: (X^{(k)},\mathcal{L}(X^{(k)}),Y^{(k)},Z^{(k)}) \mapsto (X^{(k+1)},\mathcal{L}(X^{(k+1)}),Y^{(k+1)},Z^{(k+1)})$

Contraction? Small T or small Lipschitz constants for B, F, G

Continuation Method

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- Grid: $0 = T_0 < T_1 < \cdots < T_{M-1} < T_M = T$
- Subproblem: Given $(\xi_{T_m}, \mathcal{L}(\xi_{T_m}))$ and $\zeta_{T_{m+1}}$, solve:

$$\begin{cases} dX_{t} = B(X_{t}, \mathcal{L}(X_{t}), Y_{t}, Z_{t})dt + \sigma dW_{t}, & T_{m} \leq t \leq T_{m+1} \\ dY_{t} = -F(X_{t}, \mathcal{L}(X_{t}), Y_{t}, Z_{t})dt + Z_{t}dW_{t}, & T_{m} \leq t \leq T_{m+1} \\ X_{T_{m}} = \xi_{T_{m}}, & Y_{T_{m+1}} = \zeta_{T_{m+1}} \end{cases}$$

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- How to find ξ_{T_m} and $\zeta_{T_{m+1}}$?
 - $\rightarrow \xi_{T_m}$ from previous problem's solution (or initial condition)
 - $ightarrow \zeta_{T_{m+1}}$ from next problem's solution (or terminal condition)

Global Solver for MKV FBSDE System

Following [Chassagneux et al.'19], a global solver can be defined recursively, and then we call:

Solver
$$[m](\xi_0, \mu_0)$$

with ξ_0 a random variable with distribution μ_0

```
Input: Initial guess (\xi,\mathcal{L}(\xi)); time step index m; number of iterations K Output: Approximation of Y_{T_m} where (X,Y,Z) solves the MKV FBSDE system on [T_m,T] starting with (\xi,\mathcal{L}(\xi)) at time T_m 1 Initialize X_t^{(0)}=\xi,\mathcal{L}(X_t^{(0)})=\mathcal{L}(\xi) for all T_m\leq t\leq T_{m+1} 2 for \mathbf{k}=0,1,2,\ldots,\mathbf{K}-1 do 2 Compute Y_{T_{m+1}}^{(\mathbf{k}+1)}=\mathrm{Solver}[m+1](X_{T_{m+1}}^{(\mathbf{k})},\mathcal{L}(X_{T_{m+1}}^{(\mathbf{k})}))
```

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5 return Solver $[m](\xi, \mathcal{L}(\xi)) := Y_{T_m}^{(K)}$

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Implementation: Discretizations

Following [Angiuli et al.'19]3

- Tree algorithm:
 - Time discretization
 - Space discretization: binomial tree structure
- Grid algorithm:
 - Time and space discretization on a grid

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