Open games on categories with feedback

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1 Introduction

We want to extend the construction of open games to any category with feedback ${\sf C}.$

2 Definition

2.1 The category Game(C)

We consider a symmetric monoidal category C with feedback \circlearrowleft : $\mathsf{C}(A \otimes \partial S, B \otimes S) \to \mathsf{C}(A,B)$, where $\partial \colon \mathsf{C} \to \mathsf{C}$ is a faithful strict monoidal endofunctor on C that preserves feedback (it is a feedback functor). We think of C as the category of 'actions' or 'things that happen'. The category $\mathsf{Game}(\mathsf{C})$ then gives the actions that can happen depending on a choice of a parameter (which we think of as strategy or policy).

Intuitively, morphisms are (equivalence relations of) families of morphisms in C parametrized by a set Σ together with a best response function.

Definition 2.1 (The category $\mathsf{Game}(\mathsf{C})$). Objects are the objects of C . A morphism $g \colon A \xrightarrow{\Sigma} B$ in $\mathsf{Game}(\mathsf{C})$ is given by:

- A *play function* $P_g \colon \Sigma \to \mathsf{C}(A,B)$.
- A *best response function* $B_q: C(\partial(B), A) \to Rel(\Sigma)$.

Two morphisms, $g: A \xrightarrow{\Sigma} B$ and $g': A \xrightarrow{\Sigma'} B$, are considered equal whenever there is an isomorphism of sets $s: \Sigma \cong \Sigma'$ such that, for every $\sigma, \sigma' \in \Sigma$,

- $P_q(\sigma) = P_{q'}(s(\sigma))$
- $(\sigma, \sigma') \in \mathsf{B}_q(\kappa) \Leftrightarrow (s(\sigma), s(\sigma')) \in \mathsf{B}_{q'}(\kappa)$

We think of Σ as the set of possible strategies for a game. Choosing the strategy gives a way of playing the game, which is represented with a morphism in C. The strategy is chosen depending on the context of the game: for every context the best response function returns a relation of preference over the set of strategies Σ . The fixpoint of this relation gives, given the context, the preferred strategy.

Definition 2.2 (Categorical structure). Let $g: A \xrightarrow{\Sigma} B$ and $h: B \xrightarrow{T} C$. Their composition $g: h: A \xrightarrow{\Sigma \times T} C$ is given by:

- $P_{q;h}(\sigma,\tau) := P_q(\sigma) ; P_h(\tau).$
- $\mathsf{B}_{g;h}(\kappa) \coloneqq \{(\sigma, \sigma', \tau, \tau') \in (\Sigma \times T)^2 : (\sigma, \sigma') \in \mathsf{B}_g(\partial(\mathsf{P}_h(\tau)); \kappa) \land (\tau, \tau') \in \mathsf{B}_h(\kappa; \mathsf{P}_g(\sigma))\}$

 $\mathbb{1}_A \colon A \xrightarrow{1} A$ is given by:

- $P_{\mathbb{1}_A}(*) := \mathbb{1}_A$.
- $\mathsf{B}_{\mathbb{1}_A}(\kappa) \coloneqq \{(*,*)\}.$

2.2 Monoidal structure

On objects, the monoidal product coincides with the monoidal product in C. On morphisms, it is lifted from C. Let $g\colon A\stackrel{\Sigma}{\longrightarrow} B$ and $h\colon C\stackrel{T}{\longrightarrow} D$ be two morphisms in $\mathsf{Game}(\mathsf{C})$. Their monoidal product $g\otimes h\colon A\otimes C\stackrel{\Sigma\times T}{\longrightarrow} B\otimes D$ is given by:

- $P_{g\otimes h}(\sigma,\tau) := P_g(\sigma) \otimes P_h(\tau)$.
- $\mathsf{B}_{g\otimes h}(\kappa) := \{(\sigma, \sigma', \tau, \tau') \in (\Sigma \times T)^2 : (\sigma, \sigma') \in \mathsf{B}_g(\circlearrowleft_D(\kappa; (\mathbb{1}_A \otimes \mathsf{P}_h(\tau)))) \land (\tau, \tau') \in \mathsf{B}_h(\circlearrowleft_B(\kappa; (\mathsf{P}_g(\sigma) \otimes \mathbb{1}_C)))\}$

2.3 Feedback operator

Definition 2.3 (Delay functor). On objects, the delay functor coincides with the delay functor in C. On morphisms, it is lifted from C. Let $g \colon A \xrightarrow{\Sigma} B$ be a morphism in $\mathsf{Game}(\mathsf{C})$. Then $\partial(g) \colon \partial(A) \xrightarrow{\Sigma} \partial(B)$ is given by:

- $P_{\partial(g)}(\sigma) := \partial(P_g(\sigma)).$
- $\mathsf{B}_{\partial(g)}(\partial(\kappa)) \coloneqq \mathsf{B}_g(\kappa)$. This gives the definition of the best response function because ∂ is faithful.

Definition 2.4 (Feedback operator). Let $g: \partial S \otimes A \xrightarrow{\Sigma} S \otimes B$ be a morphism in $\mathsf{Game}(\mathsf{C})$. Then $\circlearrowleft_S g: A \xrightarrow{\Sigma} B$ is given by:

- $\mathsf{P}_{\circlearrowleft_S q}(\sigma) := \circlearrowleft_S (\mathsf{P}_q(\sigma)).$
- $\mathsf{B}_{\circlearrowleft_S q}(\kappa) := \mathsf{B}_q(\kappa \otimes \mathbb{1}_{\partial S}).$

A Proofs

Lemma A.1. Composition is associative

Proof. Let $g: A \xrightarrow{\Sigma} B$, $h: B \xrightarrow{T} C$ and $l: C \xrightarrow{R} D$ be morphisms in $\mathsf{Game}(\mathsf{C})$. For the play function, associativity follows from associativity in C .

$$\begin{split} \mathsf{P}_{g;(h;l)}(\sigma,\tau,\rho) \coloneqq & \mathsf{P}_g(\sigma) \ ; \left(\mathsf{P}_h(\tau) \ ; \mathsf{P}_l(\rho) \right) \\ = & (\mathsf{P}_g(\sigma) \ ; \mathsf{P}_h(\tau)) \ ; \mathsf{P}_l(\rho) \\ = & : \mathsf{P}_{(g:h):l}(\sigma,\tau,\rho) \end{split}$$

For the best response function, associativity follows from functoriality of ∂ and associativity in $\mathsf{C}.$

$$\begin{split} (\sigma,\sigma',\tau,\tau',\rho,\rho') \in \mathsf{B}_{g;(h;l)}(\kappa) &\Leftrightarrow \qquad (\sigma,\sigma') \in \mathsf{B}_g(\partial(\mathsf{P}_{h;l}(\tau,\rho))\,;\,\kappa) \\ & \qquad \wedge (\tau,\tau',\rho,\rho') \in \mathsf{B}_{h;l}(\kappa\,;\,\mathsf{P}_g(\sigma)) \\ &\Leftrightarrow \qquad (\sigma,\sigma') \in \mathsf{B}_g(\partial(\mathsf{P}_h(\tau)\,;\,\mathsf{P}_l(\rho))\,;\,\kappa) \\ & \qquad \wedge (\tau,\tau') \in \mathsf{B}_h(\partial(\mathsf{P}_l(\rho))\,;\,\kappa\,;\,\mathsf{P}_g(\sigma)) \\ & \qquad \wedge (\rho,\rho') \in \mathsf{B}_l(\kappa\,;\,\mathsf{P}_g(\sigma)\,;\,\mathsf{P}_h(\tau)) \\ &\Leftrightarrow \qquad (\sigma,\sigma') \in \mathsf{B}_g(\partial(\mathsf{P}_h(\tau))\,;\,\partial(\mathsf{P}_l(\rho))\,;\,\kappa) \\ & \qquad \wedge (\tau,\tau') \in \mathsf{B}_h(\partial(\mathsf{P}_l(\rho))\,;\,\kappa\,;\,\mathsf{P}_g(\sigma)) \\ & \qquad \wedge (\rho,\rho') \in \mathsf{B}_l(\kappa\,;\,\mathsf{P}_{g;h}(\sigma,\tau)) \\ &\Leftrightarrow \qquad (\sigma,\sigma',\tau,\tau') \in \mathsf{B}_{g;h}(\partial(\mathsf{P}_l(\rho))\,;\,\kappa) \\ & \qquad \wedge (\rho,\rho') \in \mathsf{B}_l(\kappa\,;\,\mathsf{P}_{g;h}(\sigma,\tau)) \\ &\Leftrightarrow \qquad (\sigma,\sigma',\tau,\tau',\rho,\rho') \in \mathsf{B}_{(g;h);l}(\kappa) \end{split}$$

Lemma A.2. Composition is unital.

Proof. Let $g: A \xrightarrow{\Sigma} B$ be a morphism in $\mathsf{Game}(\mathsf{C})$. For the play function, unitality follows from unitality in C .

$$\begin{split} \mathsf{P}_{\mathbb{1}_A;g}(*,\sigma) &\coloneqq \mathsf{P}_{\mathbb{1}_A}(*) \ ; \mathsf{P}_g(\sigma) = \mathbb{1}_A \ ; \mathsf{P}_g(\sigma) = \mathsf{P}_g(\sigma) \\ \mathsf{P}_{g;\mathbb{1}_B}(\sigma,*) &\coloneqq \mathsf{P}_g(\sigma) \ ; \mathsf{P}_{\mathbb{1}_B}(*) = \mathsf{P}_g(\sigma) \ ; \mathbb{1}_B = \mathsf{P}_g(\sigma) \end{split}$$

For the best response function, unitality follows from functoriality of ∂ and unitality in $\mathsf{C}.$

$$(*,*,\sigma,\sigma') \in \mathsf{B}_{\mathbb{1}_A;g}(\kappa) \Leftrightarrow \qquad (*,*) \in \mathsf{B}_{\mathbb{1}_A}(\partial(\mathsf{P}_g(\sigma))\,;\kappa) \\ \wedge (\sigma,\sigma') \in \mathsf{B}_g(\kappa\,;\mathsf{P}_{\mathbb{1}_A}(*)) \\ \Leftrightarrow \qquad (\sigma,\sigma') \in \mathsf{B}_g(\kappa\,;\mathbb{1}_A) \\ \Leftrightarrow \qquad (\sigma,\sigma') \in \mathsf{B}_g(\kappa)$$

$$\begin{split} (\sigma,\sigma',*,*) \in \mathsf{B}_{g;\mathbb{1}_B}(\kappa) &\Leftrightarrow & (\sigma,\sigma') \in \mathsf{B}_g(\partial(\mathsf{P}_{\mathbb{1}_B}(*))\,;\kappa) \\ &\wedge (*,*) \in \mathsf{B}_{\mathbb{1}_B}(\kappa\,;\mathsf{P}_g(\sigma)) \\ &\Leftrightarrow & (\sigma,\sigma') \in \mathsf{B}_g(\partial(\mathbb{1}_B)\,;\kappa) \\ &\Leftrightarrow & (\sigma,\sigma') \in \mathsf{B}_g(\mathbb{1}_{\partial(B)}\,;\kappa) \\ &\Leftrightarrow & (\sigma,\sigma') \in \mathsf{B}_g(\kappa) \end{split}$$

Proposition A.3. It is a category.

Proof. Composition clearly preserves equivalence classes. Composition is associative and unital. \Box

Lemma A.4. The monoidal product is a bifunctor.

Proof. Let $g: A \xrightarrow{\Sigma} B$, $h: C \xrightarrow{T} D$, $g_1: A_1 \xrightarrow{\Sigma_1} B_1$ and $h_1: C_1 \xrightarrow{T_1} D_1$ be morphisms in $\mathsf{Game}(\mathsf{C})$.

For the play function, functoriality follows from functoriality of the monoidal product in $\mathsf{Game}(\mathsf{C})$.

$$\begin{split} \mathsf{P}_{(g;h)\otimes(g_1;h_1)}(\sigma,\tau,\sigma_1,\tau_1) \coloneqq & \mathsf{P}_{g;h}(\sigma,\tau) \otimes \mathsf{P}_{g_1;h_1}(\sigma_1,\tau_1) \\ \coloneqq & (\mathsf{P}_g(\sigma) \; ; \; \mathsf{P}_h(\tau)) \otimes (\mathsf{P}_{g_1}(\sigma_1) \; ; \; \mathsf{P}_{h_1}(\tau_1)) \\ = & (\mathsf{P}_g(\sigma) \otimes \mathsf{P}_{g_1}(\sigma_1)) \; ; \; (\mathsf{P}_h(\tau) \otimes \mathsf{P}_{h_1}(\tau_1)) \\ = \coloneqq & \mathsf{P}_{g\otimes g_1}(\sigma,\sigma_1) \; ; \; \mathsf{P}_{h\otimes h_1}(\tau,\tau_1) \\ = \coloneqq & \mathsf{P}_{(g\otimes g_1);(h\otimes h_1)}(\sigma,\sigma_1,\tau,\tau_1) \end{split}$$

For the best response function, functoriality follows from the feedback ax-

ioms, functoriality of ∂ and functoriality of the monoidal product in Game(C).

$$(\sigma,\sigma',\tau,\tau',\sigma_1,\sigma'_1,\tau_1,\tau'_1) \in \mathsf{B}_{(g;h)\otimes(g_1;h_1)}(\kappa)$$

$$\Leftrightarrow \quad (\sigma,\sigma',\tau,\tau') \in \mathsf{B}_{g;h}(\circlearrowleft_{C_1}\left(\kappa : (\mathbb{1}_A \otimes \mathsf{P}_{g_1;h_1}(\sigma_1,\tau_1))\right))$$

$$\wedge(\sigma_1,\sigma'_1,\tau_1,\tau'_1) \in \mathsf{B}_{g_1;h_1}(\circlearrowleft_{C}\left(\kappa : (\mathsf{P}_{g;h}(\sigma,\tau)\otimes\mathbb{1}_{A_1})\right))$$

$$\Leftrightarrow \quad (\sigma,\sigma') \in \mathsf{B}_{g}(\partial(\mathsf{P}_{h}(\tau)); \circlearrowleft_{C_1}\left(\kappa : (\mathbb{1}_A \otimes \mathsf{P}_{g_1;h_1}(\sigma_1,\tau_1))\right))$$

$$\wedge(\tau,\tau') \in \mathsf{B}_{h}(\circlearrowleft_{C_1}\left(\kappa : (\mathbb{1}_A \otimes \mathsf{P}_{g_1;h_1}(\sigma_1,\tau_1))\right); \mathsf{P}_{g}(\sigma))$$

$$\wedge(\sigma_1,\sigma'_1) \in \mathsf{B}_{g_1}(\partial(\mathsf{P}_{h_1}(\tau_1)); \circlearrowleft_{C}\left(\kappa : (\mathsf{P}_{g;h}(\sigma,\tau)\otimes\mathbb{1}_{A_1})\right))$$

$$\wedge(\tau_1,\tau'_1) \in \mathsf{B}_{h_1}(\circlearrowleft_{C}\left(\kappa : (\mathsf{P}_{g;h}(\sigma,\tau)\otimes\mathbb{1}_{A_1})\right); \mathsf{P}_{g_1}(\sigma_1))$$

$$\Leftrightarrow \quad (\sigma,\sigma') \in \mathsf{B}_{g}(\circlearrowleft_{B_1}\left((\partial(\mathsf{P}_{h}(\tau))\otimes\partial(\mathsf{P}_{h_1}(\tau_1))\right); \kappa : (\mathbb{1}_A\otimes\mathsf{P}_{g_1}(\sigma_1))))$$

$$\wedge(\tau,\tau') \in \mathsf{B}_{h}(\circlearrowleft_{C_1}\left(\kappa : (\mathsf{P}_{g}(\sigma)\otimes\mathsf{P}_{g_1}(\sigma_1)); (\mathbb{1}_B\otimes\mathsf{P}_{h_1}(\tau_1)))\right)$$

$$\wedge(\sigma_1,\sigma'_1) \in \mathsf{B}_{g_1}(\circlearrowleft_{B}\left((\partial(\mathsf{P}_{h}(\tau))\otimes\partial(\mathsf{P}_{h_1}(\tau_1))\right); \kappa : (\mathsf{P}_{g}(\sigma)\otimes\mathbb{1}_{A_1})))$$

$$\Leftrightarrow \quad (\sigma,\sigma') \in \mathsf{B}_{g}(\circlearrowleft_{B_1}\left(\partial(\mathsf{P}_{h\otimes h_1}(\tau,\tau_1)); \kappa : (\mathbb{1}_A\otimes\mathsf{P}_{g_1}(\sigma_1))\right)\right)$$

$$\wedge(\tau_1,\tau'_1) \in \mathsf{B}_{h}(\circlearrowleft_{C_1}\left(\kappa : \mathsf{P}_{g\otimes g_1}(\sigma,\sigma_1); (\mathbb{1}_B\otimes\mathsf{P}_{h_1}(\tau_1))\right))$$

$$\wedge(\tau,\tau') \in \mathsf{B}_{h}(\circlearrowleft_{C_1}\left(\kappa : \mathsf{P}_{g\otimes g_1}(\sigma,\sigma_1); (\mathbb{1}_B\otimes\mathsf{P}_{h_1}(\tau_1))\right)\right)$$

$$\wedge(\tau_1,\tau'_1) \in \mathsf{B}_{g_1}(\circlearrowleft_{B}\left(\partial(\mathsf{P}_{h\otimes h_1}(\tau,\tau_1)); \kappa : (\mathsf{P}_{g}(\sigma)\otimes\mathbb{1}_{A_1})\right)\right)$$

$$\wedge(\tau_1,\tau'_1) \in \mathsf{B}_{h}(\circlearrowleft_{C}\left((\kappa : \mathsf{P}_{g\otimes g_1}(\sigma,\sigma_1); (\mathbb{1}_B\otimes\mathsf{P}_{h_1}(\tau_1))\right)\right)$$

$$\wedge(\tau_1,\tau'_1) \in \mathsf{B}_{h}(\circlearrowleft_{C}\left((\kappa : \mathsf{P}_{g\otimes g_1}(\sigma,\sigma_1); (\mathsf{P}_{h}(\tau)\otimes\mathbb{1}_{B_1})\right)\right)$$

$$\Leftrightarrow \quad (\sigma,\sigma',\sigma_1,\sigma'_1) \in \mathsf{B}_{g\otimes g_1}(\partial(\mathsf{P}_{h\otimes h_1}(\tau,\tau_1)); \kappa$$

$$\wedge(\tau,\tau',\tau_1,\tau'_1) \in \mathsf{B}_{h\otimes h_1}(\kappa : \mathsf{P}_{g\otimes g_1}(\sigma,\sigma_1)\right)$$

$$\Leftrightarrow \quad (\sigma,\sigma',\sigma_1,\sigma'_1,\tau,\tau',\tau_1,\tau'_1) \in \mathsf{B}_{(g\otimes g_1);(h\otimes h_1)}(\kappa)$$

Lemma A.5. The monoidal product is associative.

Proof. The associator \mathfrak{g} in $\mathsf{Game}(\mathsf{C})$ is lifted from the associator \mathbf{a} in C .

$$\mathfrak{o}_{A,C,E} \colon A \otimes (C \otimes E) \xrightarrow{1} (A \otimes C) \otimes E
\begin{cases}
\mathsf{P}_{\mathfrak{o}_{A,C,E}}(*) \coloneqq \mathbf{a}_{A,C,E} \\
\mathsf{B}_{\mathfrak{o}_{A,C,E}}(\kappa) \coloneqq \{(*,*)\}
\end{cases}$$

It is an isomorphism because **a** is. Let $g: A \xrightarrow{\Sigma} B$, $h: C \xrightarrow{T} D$ and $l: E \xrightarrow{R} F$ be morphisms in $\mathsf{Game}(\mathsf{C})$. In order to prove naturality, we need to check that $(g \otimes (h \otimes l)); \mathfrak{o}_{B,D,F} = \mathfrak{o}_{A,C,E}; ((g \otimes h) \otimes l)$. For the play function, associativity follows from associativity of the monoidal product in $\mathsf{Game}(\mathsf{C})$.

$$\begin{split} \mathsf{P}_{(g \otimes (h \otimes l)); \mathfrak{o}_{B,D,F}}((\sigma, (\tau, \rho)), *) \coloneqq & \mathsf{P}_{g \otimes (h \otimes l)}(\sigma, (\tau, \rho)) \; ; \mathbf{a}_{B,D,F} \\ \coloneqq & (\mathsf{P}_{g}(\sigma) \otimes (\mathsf{P}_{h}(\tau) \otimes \mathsf{P}_{l}(\rho))) \; ; \mathbf{a}_{B,D,F} \\ = & \mathbf{a}_{A,C,E} \; ; \left((\mathsf{P}_{g}(\sigma) \otimes \mathsf{P}_{h}(\tau)) \otimes \mathsf{P}_{l}(\rho) \right) \\ \equiv & : \mathsf{P}_{\mathfrak{o}_{A,C,E} \; ; \left((g \otimes h) \otimes l \right) \; (*, (\sigma, \tau), \rho)) \end{split}$$

For the best response function, associativity follows from the feedback axioms, the fact that ∂ us strict monoidal and associativity in C.

Proof.