# Probabilistic Approach to Mean Field Games

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### Outline

- Mean Field Games
- Algorithms for solving FBSDEs
  - Picard Iteration
  - Continuation in Time
  - Tree Algorithm
  - Grid Algorithm
- Benchmark Examples
  - Toy Example
  - Trader Problem

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(1)

subject to

$$dX_t^{\alpha} = b(t, X_t^{\alpha}, \mu_t, \alpha_t)dt + \sigma(t, X_t^{\alpha}, \mu_t, \alpha_t)dW_t$$
  

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② Find the fixed point,  $\mu$ , such that  $\mathcal{L}(X_t^{\alpha}) = \mu_t$  for all  $0 \le t \le T$ .



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$$X_{0} = \xi$$

$$dY_{t} = -f\left(t, X_{t}, \mathcal{L}(X_{t}), \hat{\alpha}\left(t, X_{t}, \mathcal{L}(X_{t}), \frac{Z_{t}}{\sigma}\right)\right) dt + Z_{t} dW_{t}$$

$$Y_{T} = g(X_{T}, \mathcal{L}(X_{T}))$$
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The decoupled forward-backward scheme is:

$$\begin{aligned} Y_{t_i}^j &= \mathbb{E}_{t_i}[Y_{t_{i+1}}^j + h \cdot F(t_i, X_{t_i}^{j-1}, Y_{t_i}^{j-1}, Z_{t_i}^{j-1}, \mathcal{L}(X_{t_i}^{j-1}, Y_{t_i}^{j-1}, Z_{t_i}^{j-1}))] \\ Y_T^j &= g(X_T^{j-1}, \mathcal{L}(X_T^{j-1})) \\ X_{t_{i+1}}^j &= X_{t_i}^j + h \cdot B(t_i, X_{t_i}^j, Y_{t_i}^j, Z_{t_i}^j, \mathcal{L}(X_{t_i}^j, Y_{t_i}^j, Z_{t_i}^j)) + \sigma \Delta W_i \\ X_0^j &= \xi \end{aligned}$$

• Initialize  $(X^0, Y^0, Z^0)$ , then do Picard iteration j = 1, ..., J.

Picard iteration mapping Φ is defined by:

$$\Phi: (X^{j}, Y^{j}, Z^{j}, \mathcal{L}(X^{j}, Y^{j}, Z^{j})) 
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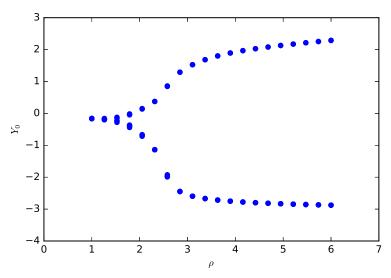
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- Picard iteration convergence only guaranteed when  $\rho$  and T are not too large.

### Bifurcation



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- Then  $Y_0 = solver[0](\xi)$ .



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Binomial approximation of Brownian increments:

$$\uparrow \downarrow X_{t_{i+1}}^j = X_{t_i}^j + h \cdot B(t_i, X_{t_i}^j, Y_{t_i}^j, Z_{t_i}^j, \mathcal{L}(X_{t_i}^j, Y_{t_i}^j, Z_{t_i}^j) \pm \sigma \sqrt{h}$$
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- Each node has a value for (X, Y, Z). To get the distribution of  $(X_{t_i}, Y_{t_i}, Z_{t_i})$ , we look at the values on the nodes at depth i.
- The backward scheme is easily calculated on the tree: the expectation conditional to the filtration of time  $t_i$  is given by the average of the value of "up" and "down" branches at time  $t_{i+1}$  from the node  $Y_{t_i}$ .

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### Grid for Discretized Distribution

• The uniform spatial grid of parameter  $(\Delta x, x_{\min}, x_{\max})$  for the forward process is defined by:

$$\chi = \{x_{min} = x_1 < \dots < x_{N_x} = x_{max}\} 
= \{x_{min} + k\Delta x, k = 0, \dots N_x - 1\}$$
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• The distribution of  $X_{t_i}$  is defined by the distribution of its projection on the grid  $\chi$ :

$$\mathcal{L}(X_{t_i}) \approx \mathcal{L}(\Pi(X_{t_i})) = \{ p_k | p_k = \mathbb{P}(\Pi(X_{t_i}) = x_k), k = 1, ..., N_x \} \\ \approx \{ p_k | p_k = \mathbb{P}(X_{t_i} \in B(x_k, \Delta x/2), k = 1, ..., N_x \}$$
 (10)

 $B(x, \Delta x/2)$  the closed ball centered at x of radius  $\Delta x/2$ .



### Scheme of Forward Process

• As before, the forward process is given by the Euler scheme with binomial approximation of Brownian increments:

$$\uparrow \downarrow \bar{X}_{t_{i+1}}^{t_i,x} = x + h \cdot b(x,\mu_i, Y_{t_i}, Z_{t_i}, \mathcal{L}(Y_{t_i}, Z_{t_i})) \pm \sigma \sqrt{h}$$
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• For  $x \in \chi$ , the distribution of  $X_{t_{i+1}}$  conditional to  $\{X_{t_i} = x\}$  is approximated by  $\mathcal{L}(\Pi(\bar{X}_{t_{i+1}}^{t_{i,X}}))$ . Starting from the initial distribution  $\mu^0 = \xi$ , the sequence  $(\mu^i)_{i=1,\dots,N_t}$  of discretized probability distributions is defined recursively as:

$$\mu^{i+1} = \mathcal{L}(\Pi(\bar{X}_{t_{i+1}}^{t_i,x})|\mathcal{L}(x) = \mu^i)$$
(12)

### Forward Distribution on the Grid

• For  $I = 1, ..., N_x$ :

$$\mathbb{P}_{t_{i}}[X_{t_{i+1}}^{t_{i},x_{k}} \in B(x_{l}, \Delta x/2)] 
\approx \mathbb{P}_{t_{i}}[\Pi(\bar{X}_{t_{i+1}}^{t_{i},x_{k}}) = x_{l}] = \mathbb{P}_{t_{i}}[\bar{X}_{t_{i+1}}^{t_{i},x_{k}} \in B(x_{l}, \Delta x/2)] 
\approx 1/2 \cdot [\mathbf{1}^{\uparrow}\bar{X}_{t_{i+1}}^{t_{i},x_{k}} \in B(x_{l}, \Delta x/2)\} + \mathbf{1}^{\downarrow}\bar{X}_{t_{i+1}}^{t_{i},x_{k}} \in B(x_{l}, \Delta x/2)\}]$$
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\approx 1/2 \cdot [\mathbf{1}\{\uparrow \bar{X}_{t_{i+1}}^{t_{i},x_{k}} \in B(x_{I},\Delta x/2)\} + \mathbf{1}\{\downarrow \bar{X}_{t_{i+1}}^{t_{i},x_{k}} \in B(x_{I},\Delta x/2)\}]$$
(13)

• To get the probability distribution  $\mu_{i+1} = \{p_1^{i+1},...,p_{N_x}^{i+1}\}$  at time  $t_{i+1}$ , we sum over k with respect to  $p_k^i$ :

$$p_{l}^{i+1} = \sum_{k=1}^{N_{x}} \frac{p_{k}^{i}}{2} \left[ \mathbf{1} \{ \uparrow \bar{X}_{t_{i+1}}^{t_{i}, x_{k}} \in B(x_{l}, \Delta x/2) \} + \mathbf{1} \{ \downarrow \bar{X}_{t_{i+1}}^{t_{i}, x_{k}} \in B(x_{l}, \Delta x/2) \} \right]$$
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$$(Y_{t_i}, Z_{t_i}) \approx (u, v)(t_i, x, \mu^i)$$
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 (15)

• The backward scheme then becomes:

$$u(t_{i}, x, \mu_{i}) \approx \frac{1}{2} [u(t_{i+1}, \Pi(\uparrow \bar{X}_{t_{i+1}}^{t_{i}, x}), \mu_{i+1}) + u(t_{i+1}, \Pi(\downarrow \bar{X}_{t_{i+1}}^{t_{i}, x}), \mu_{i+1})]$$

$$+ h \cdot f(X_{t_{i}}, Y_{t_{i}}, Z_{t_{i}}, \mathcal{L}(X_{t_{i}}, Y_{t_{i}}, Z_{t_{i}}))$$

$$v(t_{i}, x, \mu_{i}) \approx \frac{1}{2} h^{-1/2} [u(t_{i+1}, \Pi(\uparrow \bar{X}_{t_{i+1}}^{t_{i}, x}), \mu_{i+1}) - u(t_{i+1}, \Pi(\downarrow \bar{X}_{t_{i+1}}^{t_{i}, x}), \mu_{i+1})]$$

$$(16)$$

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# Toy Example

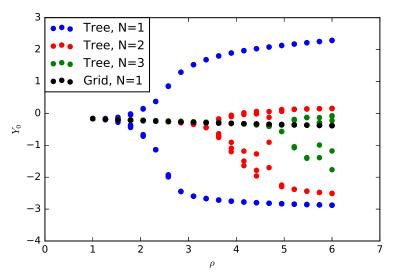
$$dX_{t} = -\rho Y_{t}dt + \sigma dW_{t}$$

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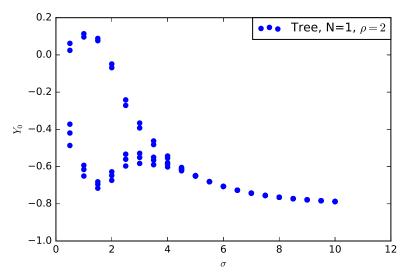
$$dY_{t} = \arctan(\mathbb{E}(X_{t})) dt + Z_{t}dW_{t}$$

$$Y_{T} = \arctan(X_{T})$$
(17)

# Toy Example: Continuation in Time



# Toy Example: Effect of $\sigma$



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• The trader controls his/her trading velocity,  $\alpha_t$ , to minimize the cost:

$$J(\alpha) = \mathbb{E}\left[\int_0^T \left(\frac{c_\alpha}{2}\alpha_t^2 + \frac{c_X}{2}X_t^2 - \bar{h}\mathbb{E}(\alpha_t)X_t\right)dt + \frac{c_g}{2}X_T^2\right]$$
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 The stock price is influenced by the average trading velocity of all of the players. Thus, the players interact through the empirical distribution of their controls.

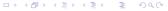
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- This is an example of an Extended Mean Field Game.



### Trader Example: Two Formulations

• Weak Formulation:

$$dX_{t} = -\frac{1}{c_{\alpha}} \frac{Z_{t}}{\sigma} dt + \sigma dW_{t}, X_{0} = x_{0}$$

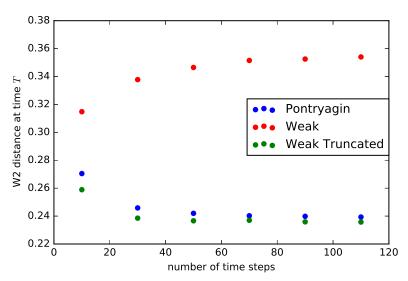
$$dY_{t} = -\left[\frac{c_{X}}{2} X_{t}^{2} + \frac{\bar{h}}{c_{\alpha}} \frac{\mathbb{E}[Z_{t}]}{\sigma} X_{t} + \frac{1}{2c_{\alpha}} \left(\frac{Z_{t}}{\sigma}\right)^{2}\right] dt + Z_{t} dW_{t}, Y_{T} = c_{g} \frac{X_{T}^{2}}{2}$$
(20)

Pontryagin Formulation:

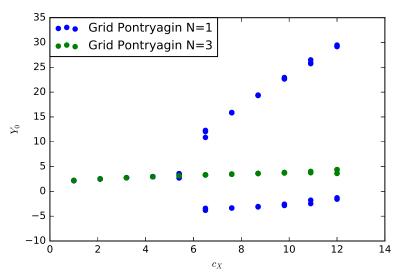
$$dX_{t} = -\frac{1}{c_{\alpha}}Y_{t}dt + \sigma dW_{t}, X_{0} = x_{0}$$

$$dY_{t} = -(c_{X}X_{t} + \frac{\bar{h}}{c_{\alpha}}\mathbb{E}[Y_{t}])dt + Z_{t}dW_{t}, Y_{T} = c_{g}X_{T}$$
(21)

# Trader Example: $W_2$ Distance



# Trader Example: Continuation in Time



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  - The process defined on the tree is pathwise, extendable to mean field games with common noise.
- Advantages of grid algorithm:
  - For a given computational capacity, it is much easier to have a large number of time steps in grid algorithm than in tree algorithm where the complexity grows exponentially with number of time steps.

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- Future Work:
  - Error analysis of two algorithms
  - 2 Estimation of grid parameters  $(\Delta x, x_{\min}, x_{\max})$
  - **1** Investigate the effect of  $\sigma$  in the convergence of Picard iteration
  - Application of tree algorithm to Mean Field Games with common noise

### References

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- F. Delarue and S. Menozzi (2006) A forward-backward stochastic algorithm for quasi-linear PDEs *Ann. Appl. Probab.*, 16 (1), pp 140-184.

# Questions?