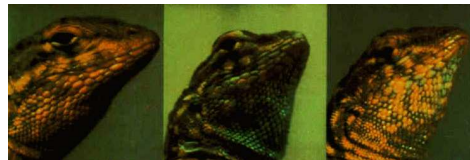


Finite-size Fluctuations and Finite-Size Effects in Coevolutionary Dynamics

Unifying Approches from Evolutionary Game Theory Lay Further Grounds for Quantitative Modelling of Multi-Agent-Systems.

Jens Christian Claussen (Kiel)

Arne Traulsen and Christoph Hauert (Harvard)



1. Evolutionary game theory

How to describe coevolutionary dynamics in finite populations?

2. Approach: Use microscopic equations of motion directly

Derive a mean-field theory **in finite populations**

3. Consequences: Drift reversal in asymmetric conflicts

Extinction, oscillations or coexistence?

Claussen & Traulsen, Phys. Rev. E 71, 025101 (R) (2005)

Traulsen, Claussen & Hauert, Phys. Rev. Lett. 95, 238701 (2005)

Traulsen, Claussen & Hauert, Phys. Rev. E 74, 011901 (July 2006)



Prisoner's dilemma.

Two strategies: Cooperate, Defect.

Payoff matrix elements: remitted years of prison.



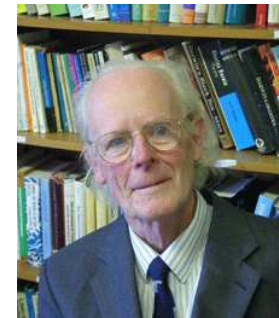
	C	D
C	3, 3	0, 5
D	5, 0	1, 1

Mutual cooperation pays.

Characterizes many economic and strategic conflict situations.

Nash equilibrium: reached if a single agent's move cannot improve

- System of N individuals (agents), defined by
 - a set of strategies $1 \dots k$
 - a co-evolutionary fitness (“payoff”) matrix $k \times k$



Evolutionary game theory: Maynard Smith 1973

- Agents within a population **interact** according to the payoff matrix
- Agents **reproduce** at a rate increasing with the payoff
- Mutation can be included

Main questions:

- Deterministic limit for $N \rightarrow \infty$. What happens in **finite populations**?
- How do (“microscopic”) **evolutionary processes** and **replicator equations** relate?
- Is the discretization stochasticity simply Gaussian noise?
- Are there consequences or predictions?

Methods and Approach:

- Use explicitly (“microscopic”) dynamics:
Moran process and **Local update**
- Analyze meanfield (“macroscopic”) equations of motion
- Perform $N \rightarrow \infty$ explicitly yielding replicator-type equations
- What are the dynamical $1/N$ corrections?

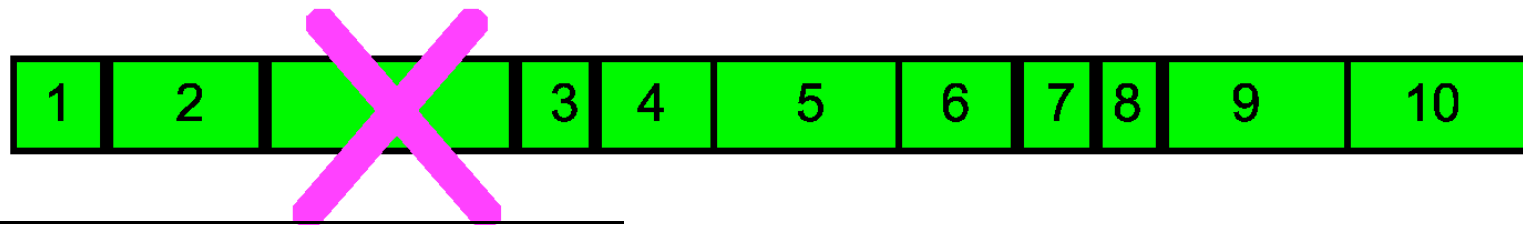
- N individuals
- Choose an individual at random proportional to its payoff



- Create identical offspring



- Remove one random individual



^a Moran, The Statistical Processes of Evolutionary Theory (1962).

^b M.A. Nowak, A. Sasaki, C. Taylor, and D. Fudenberg, Nature 428, 646 (2004),

- Arbitrary payoff matrix:

$$P = \begin{pmatrix} a & b \\ c & d \end{pmatrix}. \text{ E.g.: } P_c = \begin{pmatrix} a & a \\ c & c \end{pmatrix}, P_{CG} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, P_{PD} = \begin{pmatrix} 3 & 0 \\ 5 & 1 \end{pmatrix}$$

- Frequency-dependent^a Moran^b process:

Every agent interacts with a representative sample of the population:

$$\begin{aligned} \pi^A(i) &= \frac{a(i-1) + b(N-i)}{N-1} \\ \pi^B(i) &= \frac{ci + d(N-1-i)}{N-1}, \end{aligned}$$

With probability $\pi^A(i)/\langle\pi\rangle$, a copy of an A agent replaces a randomly chosen individual.

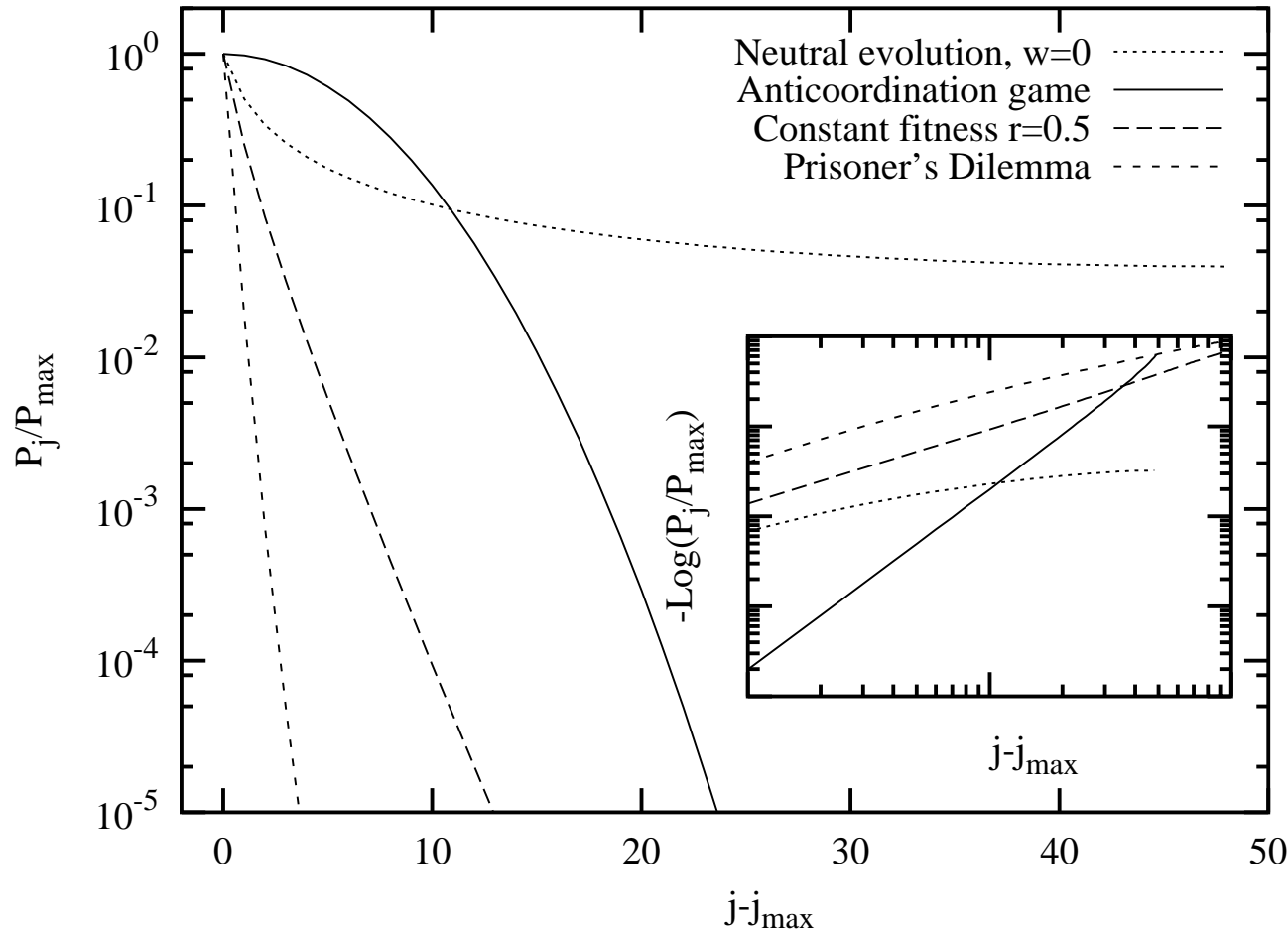
^aM.A. Nowak, A. Sasaki, C. Taylor, and D. Fudenberg, *Nature* 428, 646 (2004),

^bP.A.P. Moran, *The Statistical Processes of Evolutionary Theory*, Oxford (1962).

For the Moran process, the strategy distribution is generated only by the **inherent stochasticity of the finite population**. – 4 representative cases:

Payoff matrix	Distribution	$\exp(-bx^\gamma)$	Nash equilibrium
$a = b = c = d$ Neutral evolution	$P_i \sim \frac{1}{i(N-i)}$		(Min. at $i = N/2$)
$a = b < c = d$ constant fitness	\simeq exponential	$\gamma = 0.87$	drift $\rightarrow i = 0$
$P_{AC} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$	\simeq binomial	$\gamma = 2.07$	$i = N/2$ “internal”
$P_{PD} = \begin{pmatrix} 5 & 0 \\ 3 & 1 \end{pmatrix}$		$\gamma = 0.63$	$i = 0$ “external”

Moran process of 2×2 games: Stationary distribution



$$P \approx \exp(-bx^\gamma), \gamma_{AC} = 2.06, \gamma_{CF} = 0.87, \gamma_{PD} = 0.63.$$

Corresponds to random motion in an **anharmonic** potential

Moran process and local update: Meanfield dynamics ... and finite-size scaling: Fokker-Planck equation

- Selection mechanism in the **Moran process**: requires perfect global information via $\langle \pi_i \rangle$
- **Local update**: Microscopic process entirely based on local information
A randomly chosen individual b compares its payoff to the payoff of a (also randomly chosen)
It switches with probability

$$p_{b \rightarrow a} = \frac{1}{2} + \frac{w}{2} \frac{\pi_a - \pi_b}{\Delta \pi_{\max}},$$

- Transition matrix:

$$T^+(i) = \left(\frac{1}{2} + \frac{w}{2} \frac{\pi_i^A - \pi_i^B}{\Delta \pi_{\max}} \right) \frac{i}{N} \frac{N-i}{N}$$
$$T^-(i) = \left(\frac{1}{2} + \frac{w}{2} \frac{\pi_i^B - \pi_i^A}{\Delta \pi_{\max}} \right) \frac{i}{N} \frac{N-i}{N}.$$

Master equation

$$P^{\tau+1}(i) - P^{\tau}(i) = P^{\tau}(i-1)T^{+}(i-1) - P^{\tau}(i)T^{-}(i) + P^{\tau}(i+1)T^{-}(i+1) - P^{\tau}(i)T^{+}(i)$$

For $N \gg 1$: Taylor expansion of T and $\rho(x, t) = N P^{\tau}(i)$ ($x = i/N, t = \tau/N$)

Fokker-Planck equation:

$$\frac{d}{dt} \rho(x, t) = -\frac{d}{dx} [a(x) \rho(x, t)] + \frac{1}{2} \frac{d^2}{dx^2} [b^2(x) \rho(x, t)]$$

with $a(x) = T^{+}(x) - T^{-}(x)$ and $b(x) = \sqrt{\frac{1}{N} [T^{+}(x) + T^{-}(x)]}$.

- Corresponding Langevin equation: $\dot{x} = a(x) + b(x)\xi$
- What about the limit $N \rightarrow \infty$?

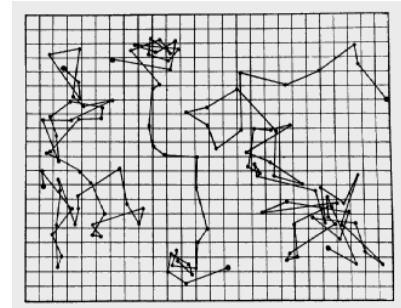
The Raleigh particle: an analogy from physics

- Stochastic motion of a large particle (mass M)

driven by collisions with small particles (mass m)^a

Einstein/Perrin:
$$D = \frac{RT}{6\pi\nu a N_A}$$

(R = gas constant, ν = viscosity, a = particle radius)



- Motion of the large particle for large (but finite) M/m :



Can be described with a Fokker Planck equation

with a fluctuations term scaling with $\sqrt{m/M}$ (van Kampen)

- For $M/m \rightarrow \infty$ again a deterministic trajectory is obtained.

For $N \rightarrow \infty$, $b(x)$ vanishes with $\frac{1}{\sqrt{N}}$, yielding deterministic equations:

Microscopic process	Deterministic equation
Moran process $p_{B \rightarrow A} = \frac{1-w+w \pi_i^A}{1-w+w \langle \pi_i \rangle}$	Adjusted replicator equation $\dot{x} = x \frac{\pi^A(x) - \langle \pi(x) \rangle}{\Gamma + \langle \pi_i \rangle}$
Local update $p_{B \rightarrow A} = \frac{1}{2} + \frac{w}{2} \frac{\pi_i^A - \pi_i^B}{\Delta \pi_{\max}}$	(ordinary) Replicator equation $\dot{x} = \kappa x (\pi^A(x) - \langle \pi(x) \rangle)$

Consequences:

- Speed of evolution: Moran process fixates faster
- Drift reversal in asymmetric conflicts

Consequences: Drift reversal in asymmetric conflicts

Dawkins Battle of the Sexes

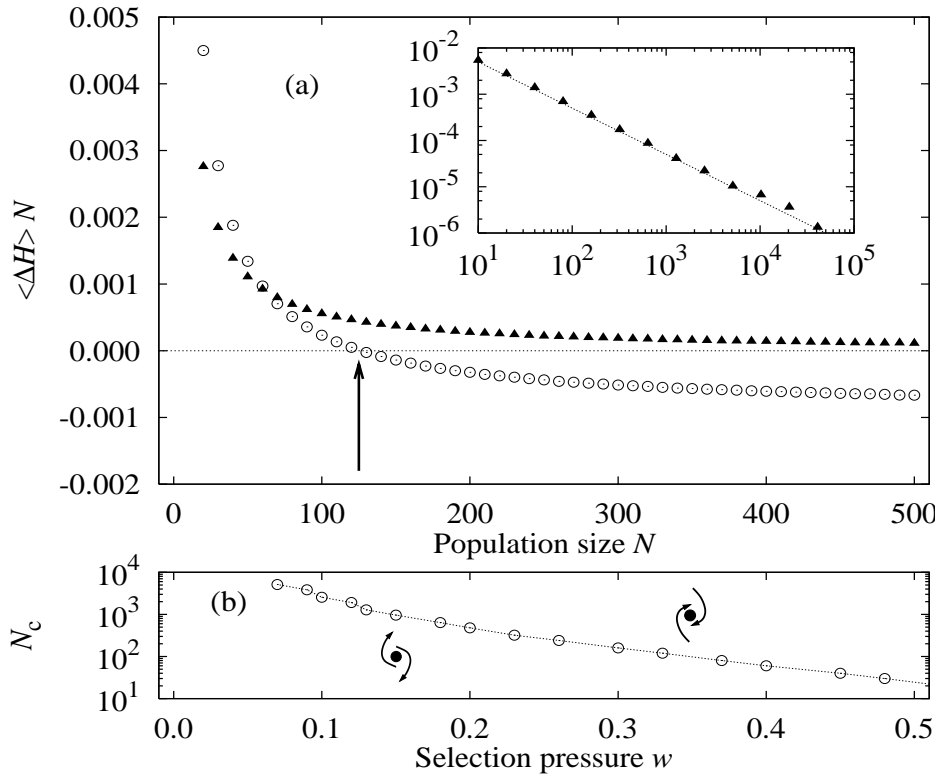
		Female	
		Coy	Fast
Male	Faithful	-1	1
	Philanderer	1	-1
		1	-1

$(\pi_\sigma, \pi_\varphi)$	A_φ	B_φ
A_σ	(+1, -1)	(-1, +1)
B_σ	(-1, +1)	(+1, -1)

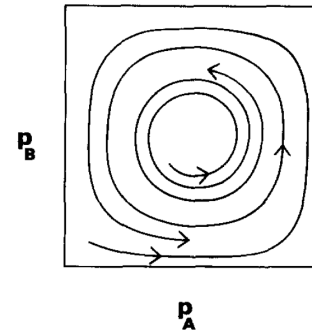
- If males (σ) are philanderers (B_σ), it pays for females (φ) to be coy (A_φ),
- Insisting on a long courtship period to make males invest more in the offspring.
- However, once most males are faithful (A_σ), fast females are favored (B_φ) avoiding the costs of courtship.
- Subsequently, the male investment into the offspring is no longer justified, philanderers are again favored (B_σ), and the cycle continues. **Corresponds to ‘Matching pennies’.**

Qualitatively different dynamics for adjusted/standard replicator equations!

Finite-size influence in asymmetric conflicts

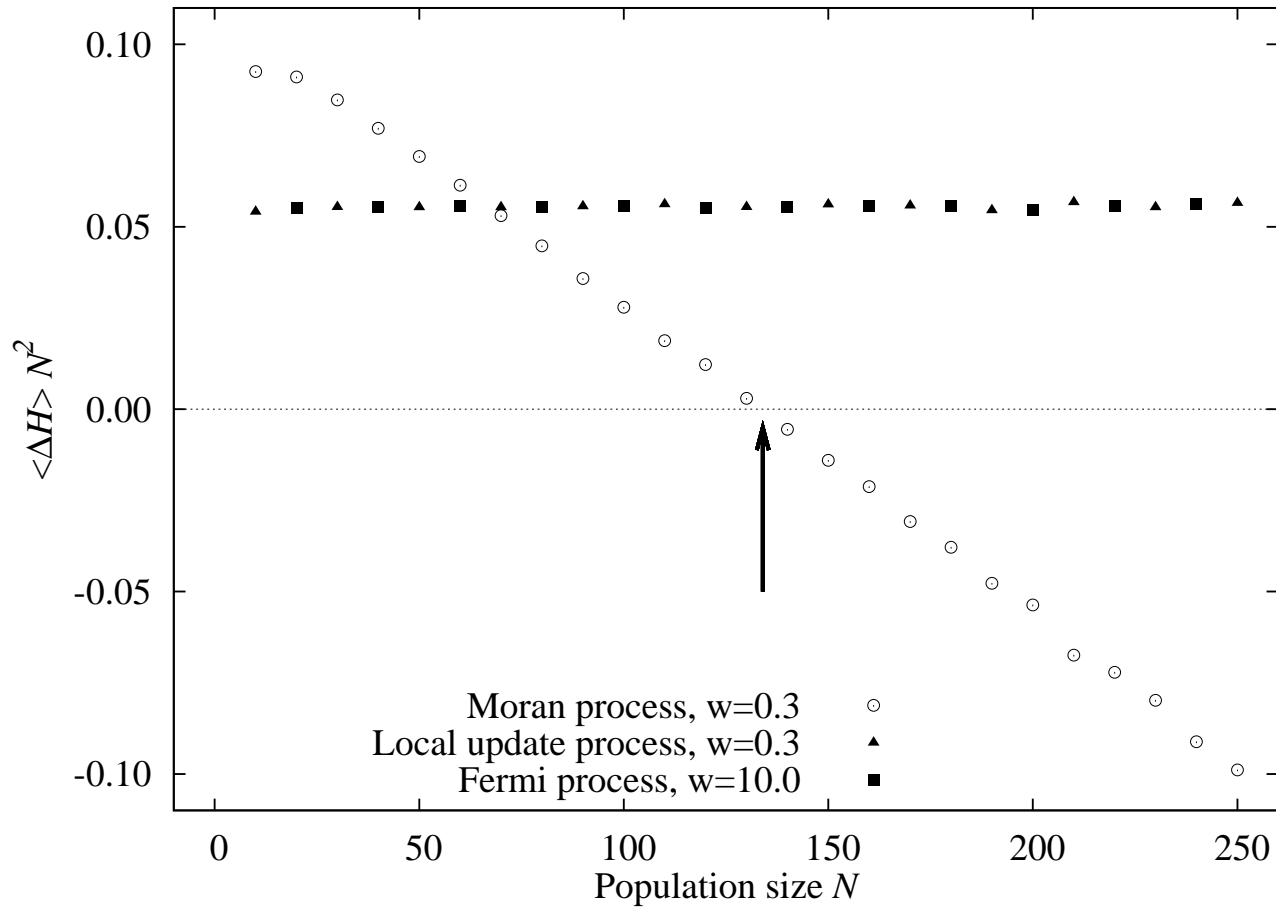


Battle of the sexes for finite population size N .
 ($1 - w = \text{backgr. fitn.}$)



- Replicator dynamics ($N \rightarrow \infty$) predicts eternal oscillations... **Spurious result!**
- Local update (▲): System spirals to the absorbing boundaries $\langle \Delta H \rangle > 0$.
- Moran process (○): For $N > N_c$ a **drift reversal occurs** towards the Nash eq. $(\frac{1}{2}, \frac{1}{2})$.
- In finite populations, the Battle of the Sexes always comes to rest.

Drift reversal for Moran, Local, and Fermi process



(Claussen & Traulsen, Proc. "Potentials of Complexity Science", Budapest 2006)

Moran process

$$p^+ = \frac{1 - w + w\pi_i^A}{1 - w + w\langle\pi_i\rangle}$$

$$p^- = \frac{1 - w + w\pi_i^B}{1 - w + w\langle\pi_i\rangle}$$

$$0 \leq w \leq 1$$

$$T^\pm = p^\pm \frac{i}{N} \frac{N-i}{N}$$

In the $N \rightarrow \infty$ limit:

$$\dot{x} = \frac{wx(1-x)(\pi_x^A - \pi_x^B)}{1 - w + w\langle\pi(x)\rangle}$$

adjusted replicator equation

Local update

$$p^+ = \frac{1}{2} + \frac{w}{2} \frac{\pi_i^A - \pi_i^B}{\Delta\pi_{\max}}$$

$$p^- = \frac{1}{2} + \frac{w}{2} \frac{\pi_i^B - \pi_i^A}{\Delta\pi_{\max}}$$

$$0 \leq w \leq 1$$

$$T^\pm = p^\pm \frac{i}{N} \frac{N-i}{N}$$

$$\dot{x} = \frac{wx(1-x)(\pi_x^A - \pi_x^B)}{\Delta\pi_{\max}}$$

replicator equation

Fermi process

$$p^+ = \frac{1}{1 + e^{-w(\pi_i^A - \pi_i^B)}}$$

$$p^- = \frac{1}{1 + e^{-w(\pi_i^B - \pi_i^A)}}$$

$$0 \leq w \leq \infty$$

$$T^\pm = p^\pm \frac{i}{N} \frac{N-i}{N}$$

$$\dot{x} = x(1-x) \tanh\left(\frac{w}{2}(\pi_x^A - \pi_x^B)\right)$$

(Traulsen, Nowak, Pacheco PRE 74)

- Cyclical games: Lizards “playing” a rock-scissors-paper game^c



- r-p-s in E.coli^d

in vitro and in vivo (mice)



Cyclic coevolution promotes diversity.

^cZamudio & Sinervo, PNAS 97, 14427 (2000), Sinervo & Lively, Nature 380, 240 (1996).

^dKerr, Riley, Feldman, Bohannan, Nature 418, 171-174 (2002); Kirkup & Riley, Nature 428, 412 (2004)

- Fluctuations can be **nontrivially broadened**: $\approx \exp(-bx^\gamma)$
- **Systematic approach**:
Moran process \rightarrow adjusted replicator equation
Local update \rightarrow ordinary replicator equation
- First-order corrections have the form of a Fokker-Planck equation
Noise is multiplicative and frequency-dependent!
- Different scenarios result! – **Finite-size dependent drift reversal**.
For finite populations, the Battle of the sexes always comes to rest.

Claussen & Traulsen PRE 71, 025101(R) (2005), Traulsen & Claussen PRE 70, 046128 (2004)
Traulsen, Claussen & Hauert PRL 95, 238701 (2005) & PRE 74, 011901 (July 2006)