

Nash and Wardrop equilibria: convergence and efficiency

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Outline

- Aggregative games
- Convergence between Nash and Wardrop
- Efficiency of equilibria

Motivation

Analysis and control of large scale competitive systems

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Aggregative games

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\hat{x} Nash equilibrium

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What is the relation between \hat{x} and \bar{x} ?

Related works

- Wardrop eq. coincides with deterministic mean field/ aggregative eq.

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- distance "between strategies" at Nash \hat{x} and Wardrop \bar{x}



A. Haurie and P. Marcotte. "On the relationship between Nash-Cournot and Wardrop equilibria". *Networks*, 1985.

Main result I

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Nash operator

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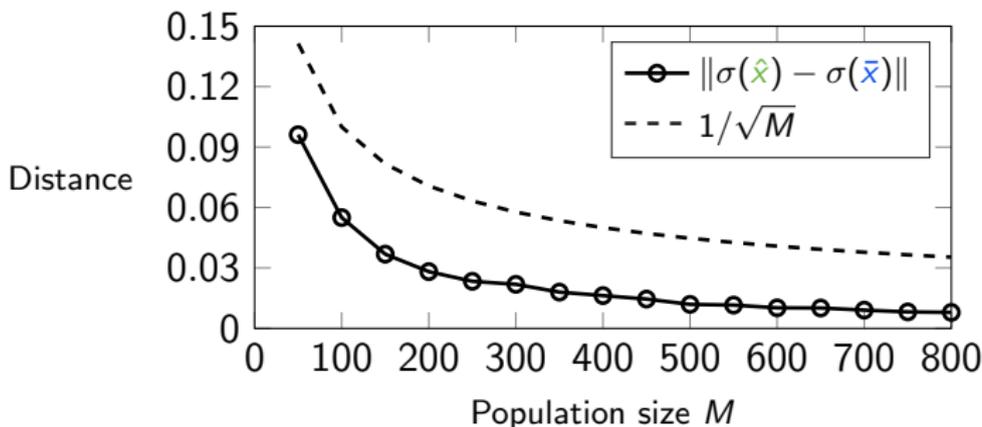
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Step 2: \hat{F} is close to \bar{F} for large M , i.e., for all $x \in \mathcal{X}$

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Step 3: When operators are close, solutions are close

$$\|\hat{x} - \bar{x}\| \leq \text{const}'' \|\hat{F}(\bar{x}) - \bar{F}(\bar{x})\|$$

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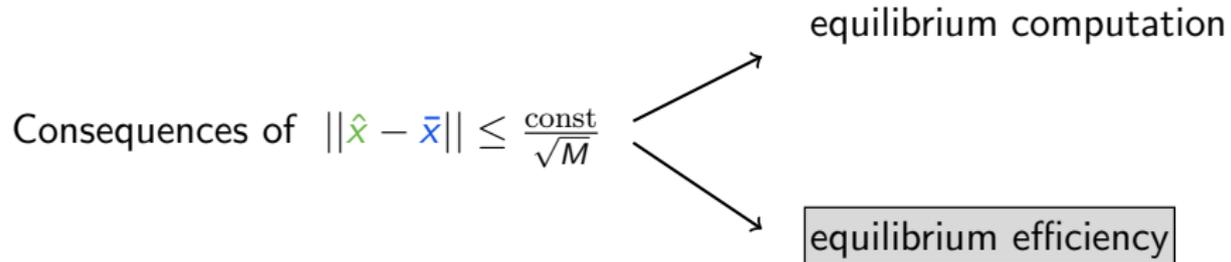


equilibrium computation

Consequences of $\|\hat{x} - \bar{x}\| \leq \frac{\text{const}}{\sqrt{M}}$



- equilibrium computation
- equilibrium efficiency



Equilibrium efficiency: electric vehicle charging

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- A fleet of EVs to recharge

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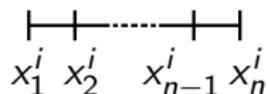
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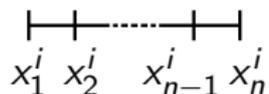
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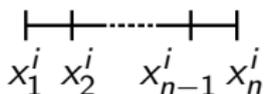
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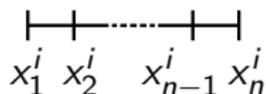


- Charging requirements

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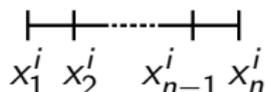
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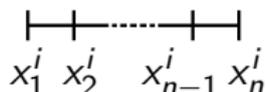
System level objective

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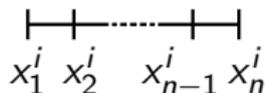
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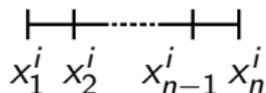
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How much does selfish behaviour degrade the performance?

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How much does selfish behaviour degrade the performance?

$$\text{PoA} = \frac{\max_{x \in \text{NE}(G)} J_s(x)}{\min_{x \in \mathcal{X}} J_s(x)} \geq 1$$

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L. Deori, K. Margellos and M. Prandini. “Price of anarchy in electric vehicle charging control games: When Nash equilibria achieve social welfare”. *Automatica*, 2018.



A. De Paola, D. Angeli and G. Strbac. “Convergence and optimality of a new iterative price-based scheme for distributed coordination of flexible loads in the electricity market”. *IEEE Conference on Decision and Control*, 2017.



M. Gonzales, S. Grammatico and J. Lygeros. “On the price of being selfish in large populations of plug-in electric vehicles”. *IEEE Conference on Decision and Control*, 2015.



O. Beaude, S. Lasaulce and M. Hennebel. “Charging games in networks of electrical vehicles”. *NetGCooP*, 2012.

Main result II

Theorem (Equilibrium efficiency)

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Assume regularity + price at time t depends on consumption at time t

$$p(z + d) = [g(z_1 + d_1); \dots; g(z_n + d_n)], \quad g : \mathbb{R}_{\geq 0} \rightarrow \mathbb{R}_{\geq 0}$$

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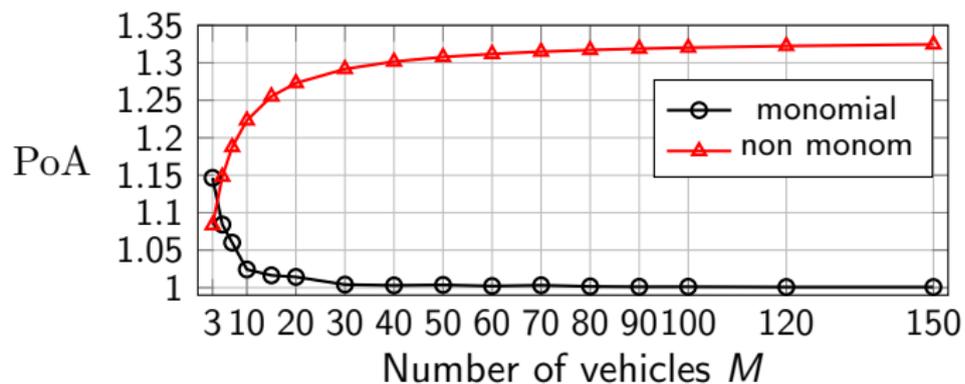
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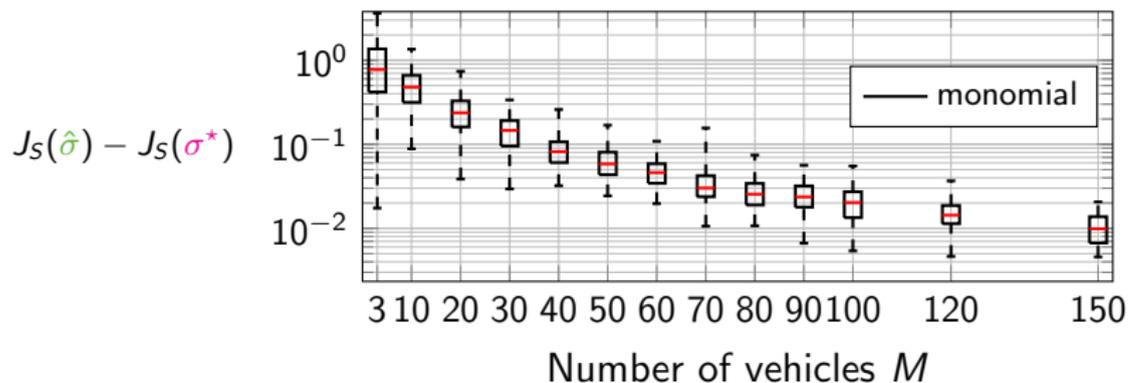
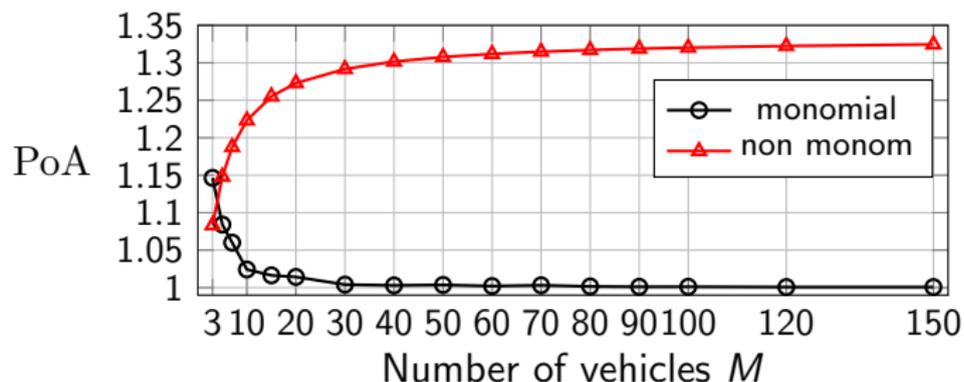
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[L-CSS18] includes $p(z + d) = [g_1(z_1 + d_1); \dots; g_n(z_n + d_n)]$ time dep.
includes $p(z + d) = C(z + d)$ linear

Numerics validate the result



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Step 1: \bar{x} is a Wardrop equilibrium $\iff \bar{F}(\bar{x})^\top(x - \bar{x}) \geq 0 \quad \forall x \in \mathcal{X}$
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Where

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Step 2: \bar{x} coincides with x^* (for any instance) iff in every point

$$\bar{F}(\sigma) \parallel F^*(\sigma) \iff \bar{F}(\sigma) = \beta(\sigma)F^*(\sigma), \quad \beta(\sigma) > 0$$
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Step 3: previous convergence result $\hat{\sigma} \rightarrow \bar{\sigma}$ as $M \rightarrow \infty$.

$$\text{Thus } J_s(\hat{\sigma}) \rightarrow J_s(\bar{\sigma}) \text{ as } M \rightarrow \infty$$

so that Nash equilibria become efficient for large M .



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Thank you

- [L-CSS18] D. Paccagnan, F. Parise and J. Lygeros. “On the Efficiency of Nash Equilibria in Aggregative Charging Games”. *IEEE Control Systems Letters*, **2018**.
- [TAC18] D. Paccagnan*, B. Gentile*, F. Parise*, M. Kamgarpour, and J. Lygeros. “Nash and Wardrop equilibria in aggregative games with coupling constraints”. *IEEE Transactions on Automatic Control*, **2018**.