

Mean field games and technology switch modeling

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The player's individual problem

- ▶ Space of states: Ω , time period $[0, T]$, initial distribution of agents is given: m_0
- ▶ Controlled evolution of a player starting at x :

$$dX_t^x = \alpha_t dt + \sigma dW_t$$
- ▶ α = control, W_t = standard Brownian motion

Individual problem of a player starting at x :

$$\inf_{\alpha} \mathbb{E} \left[\int_0^T L(X_t^x, \alpha_t) + V[m_t](X_t^x) dt + g[m_T](X_T^x) \right]$$

- ▶ Key Point: **the criteria depends on the mean field m_t , i.e. the distribution of agents at time t**
- ▶ From here one can get the MFG system (HJB and Fokker-Planck PDEs)

Optimization setting of MFG

- ▶ **Particular case:** $\exists \Phi, \Psi$ s.t. $V = \Phi'$ and $g = \Psi'$

Optimal control of Fokker-Planck:

$$\begin{cases} \inf_{\alpha} J(\alpha) := \int_0^T \left(\int_{\Omega} L(x, \alpha) m(t, x) dx + \Phi(m_t) \right) dt + \Psi(m_T) \\ \partial_t m - \frac{\sigma^2}{2} \Delta m + \operatorname{div}(\alpha m) = 0, \quad m(0, \cdot) = m_0(\cdot). \end{cases}$$

- ▶ The critical points verify the system (for $H = L^*$):

(MFG) system

$$\begin{aligned} \partial_t m - \frac{\sigma^2}{2} \Delta m + \operatorname{div}(m \nabla_p H(\cdot, \nabla v)) &= 0, \quad m(0, \cdot) = m_0, \\ \partial_t v + \frac{\sigma^2}{2} \Delta v + H(x, \nabla v) &= V(m), \quad v(T, \cdot) = g(m_T). \end{aligned}$$

- ▶ we consider a case where Φ is **concave (non-uniqueness)**

The model: agents & costs

with J. Salomon and G. Turinici (M3AS, 2010)

- ▶ **Stylized** model
- ▶ Arbitrage between insulation and heating. Any player has an insulation level $x \in [0, 1]$ ($x = 0$: no insulation, $x = 1$: maximal insulation)
- ▶ **Controlled** process: $dX_t^x = \alpha_t dt + \sigma dW_t + dN_t(X_t)$, $\alpha \rightarrow$ insulation effort. Diffusion process with values in $[0, 1]$.
- ▶ **Insulation acquisition cost**: $L(x, \alpha) = \frac{|\alpha|^2}{2}$
- ▶ **Aggregate state cost (concave with respect to m)**:

$$\Phi(m)(t) := \int_0^1 \left(p(t)(1 - 0,8x) + \frac{c_0 x}{c_1 + c_2 m(t, x)} \right) m(t, x) dx$$

The model: costs and global problem

- ▶ *Heating cost*: $p(t)(1 - 0,8x)$, where $p(t)$ is the unit price of energy
- ▶ *Insulation cost*: $\frac{c_0 x}{c_1 + c_2 m(t,x)}$, increasing in x and decreasing in m : **scale effect and positive externalities**. The agents should do the same choice (attraction).

Minimization problem :

$$J(\alpha) := \int_0^T \left[\int_0^1 \frac{\alpha(t,x)^2}{2} m(t,x) dx + \Phi(m)(t) \right] dt$$

+ Fokker-Planck PDE with Neumann boundary conditions

Numerical method: discretization and monotonic algorithm

- ▶ **Monotonic algorithms** (have their roots in quantum control)

- ▶ $J(\alpha) := \int_0^T \left[\int_0^1 \frac{\alpha(t,x)^2}{2} m(t,x) dx + \Phi(m)(t) \right] dt$

Concavity inequality leads to:

$$J(\alpha') - J(\alpha) \leq \int_0^T \Delta(\alpha', \alpha; t, m', m) \cdot (\alpha' - \alpha) dt$$

- ▶ The equation $\Delta(\alpha', \alpha; t, m', m) = -\theta(\alpha' - \alpha)$ has a solution ($\Delta(\cdot)$ is of course explicit). This strategy gives the **monotonicity**.
- ▶ Finite differences : **Godunov scheme to preserve $m \geq 0$**
- ▶ More details in my PhD dissertation

Test (1)

- ▶ Initial density is concentrated around 0.1 (agents consume energy)
- ▶ The unit price of energy $p(t)$ is **time-dependent**, it reaches a peak before decreasing to its low level

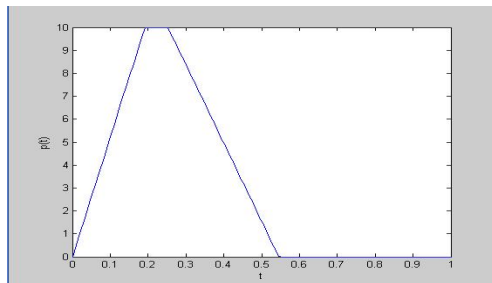
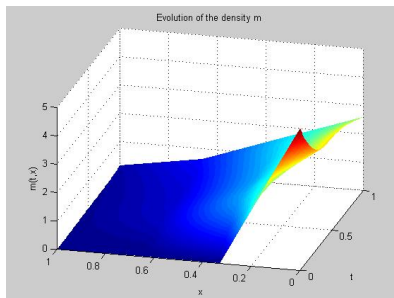
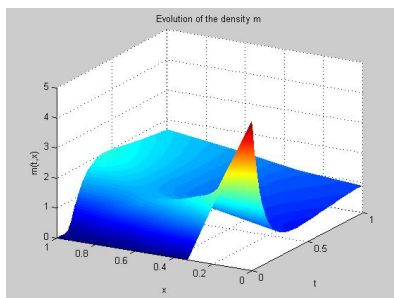


Figure: Question: In such a situation, can we find two MF equilibria, the first one being related to the expectation of a higher insulation level, the second to the expectation of heating ?

Test (2)



(a) solution with energy consumption
(no switch)



(b) solution involving insulation
(switch)

Test (3) : interpretations

- ▶ A possible technology switch/transition
- ▶ **Olson's Paradox** : *The logic of collective action, Harvard UP, 1971*
- ▶ Although self-interests could lead to a better (common interest, consensual) situation, they can carry on another equilibrium (switch or not to clean technologies, value of an equilibrium)
- ▶ Group behavior, **free rider** phenomenon
- ▶ Non-uniqueness: low cost **incentive policies**