

# A tight race between deterministic and stochastic dynamics of RPS-model

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## 1 Motivation

## 2 RPS-Model

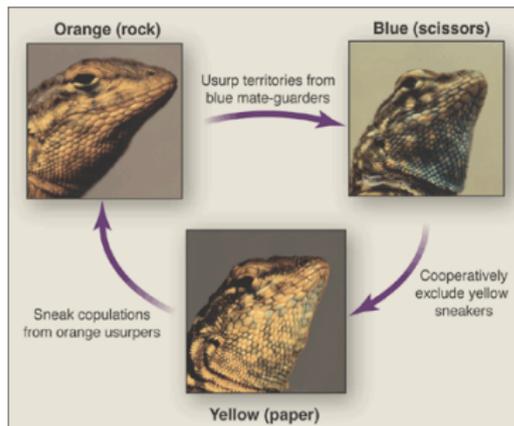
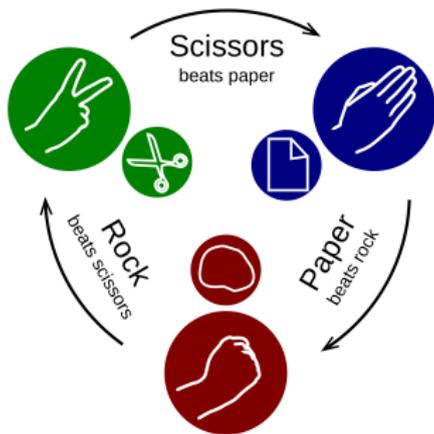
- 2.1 Rock-Paper-Scissors - It's just a GAME.
- 2.2 ODEs and simulations for RPS-model - We found a RACE!
- 2.3 Three regions of average period of these cycles - WHO WINS?

## 3 Summary

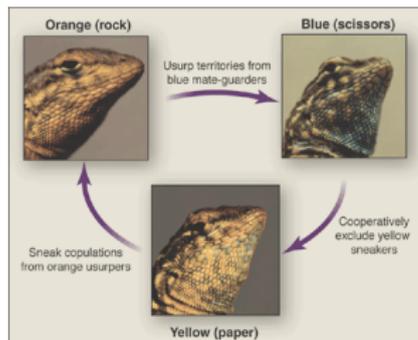
# 1. Motivation

## Cyclic Dominance (Rock-Paper-Scissors)–

- 1 widely exists in nature, eg. Biology, Chemistry
- 2 describes the interactions between species



# 1. Motivation



## Analysis Method –

- 1 Deterministic: Continuous and infinite.
- 2 Stochastic: Discrete and finite

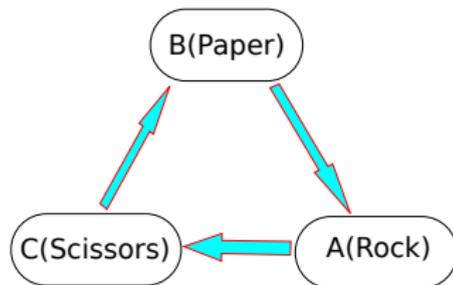
## Main work –

- 1 Agreement and disagreement of RPS-model with the two methods.
- 2 Noise slows down the evolution of cyclic dominance.

## 2.1 Rock-Paper-Scissors Game

- RPS simplest model

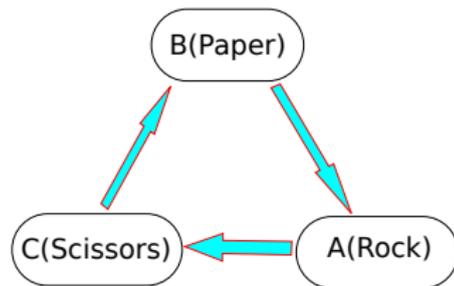
$x \rightarrow y$  :  $x$  beats  $y$



## 2.1 Rock-Paper-Scissors Game

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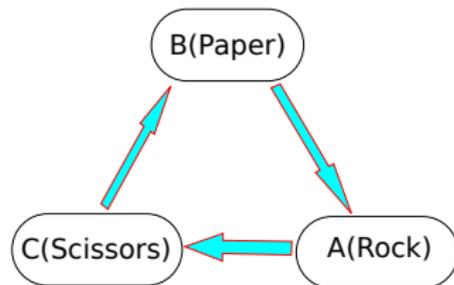
- Payoff matrix

$$P = \begin{matrix} & \begin{matrix} A & B & C \end{matrix} \\ \begin{matrix} A \\ B \\ C \end{matrix} & \begin{pmatrix} 0 & -1 & 1 \\ 1 & 0 & -1 \\ -1 & 1 & 0 \end{pmatrix} \end{matrix}$$

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$$P = \begin{array}{c} A \\ B \\ C \end{array} \begin{pmatrix} A & B & C \\ 0 & -1 & 1 \\ 1 & 0 & -1 \\ -1 & 1 & 0 \end{pmatrix}$$

- Differential equations for deterministic study

$$\dot{a} = a(c - b),$$

$$\dot{b} = b(a - c),$$

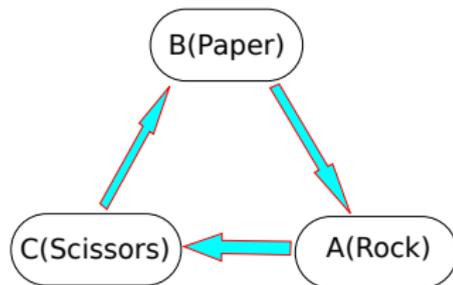
$$\dot{c} = c(b - a),$$

$$\text{and } a(t) + b(t) + c(t) = 1.$$

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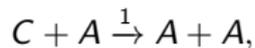
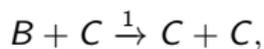
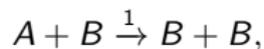
$$\dot{a} = a(c - b),$$

$$\dot{b} = b(a - c),$$

$$\dot{c} = c(b - a),$$

and  $a(t) + b(t) + c(t) = 1$ .

- Chemical reactions for stochastic simulation



and  $A + B + C = N$ ,  $N$  is fixed.



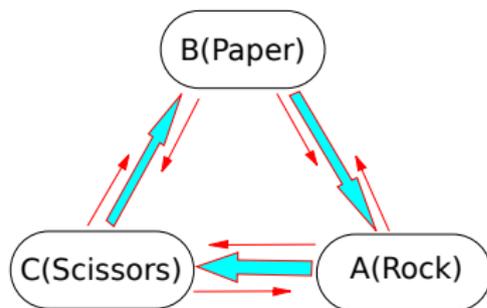
## 2.1 Rock-Paper-Scissors Game

### Update the simplest RPS-model

- RPS-model with mutation and unbalanced payoff

$x \Rightarrow y$  :  $x$  beats  $y$

$x \rightarrow y$  :  $x$  mutates into  $y$



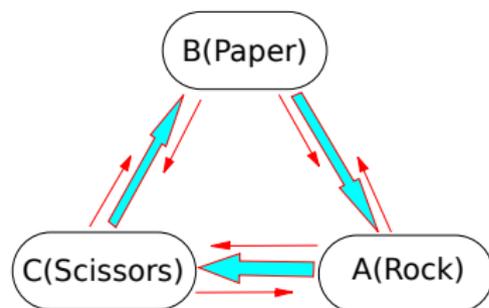
## 2.1 Rock-Paper-Scissors Game

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- Payoff matrix

$$P = \begin{matrix} & A & B & C \\ \begin{matrix} A \\ B \\ C \end{matrix} & \begin{pmatrix} 0 & -\beta - 1 & 1 \\ 1 & 0 & -\beta - 1 \\ -\beta - 1 & 1 & 0 \end{pmatrix} \end{matrix} + \text{Mutations}$$

## 2.1 Rock-Paper-Scissors Game

### Update the simplest RPS-model

- Ordinary Differential Equations

$$\dot{a} = a[c - (1 + \beta)b + \beta(ab + bc + ac)] + \mu(b + c - 2a),$$

$$\dot{b} = b[a - (1 + \beta)c + \beta(ab + bc + ac)] + \mu(c + a - 2b),$$

$$\dot{c} = c[b - (1 + \beta)a + \beta(ab + bc + ac)] + \mu(a + b - 2c).$$

with  $\beta > 0$  and  $\mu > 0$ ,  $\mu$  is mutation rate.

## 2.1 Rock-Paper-Scissors Game

### Update the simplest RPS-model

- Ordinary Differential Equations

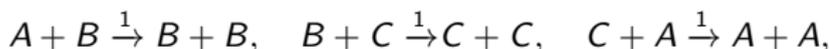
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- Chemical reactions for stochastic simulations



### Jacobian Matrix of ODEs

- 1 The only interior equilibrium:

$$x^* = (a^*, b^*, c^*) = (1/3, 1/3, 1/3)$$

- 2 Jacobian matrix around the equilibrium

$$J^* = \begin{pmatrix} -\frac{1}{3} - 3\mu & -\frac{2}{3} - \frac{1}{3}\beta \\ \frac{2}{3} + \frac{1}{3}\beta & \frac{1}{3} + \frac{1}{3}\beta - 3\mu \end{pmatrix}$$

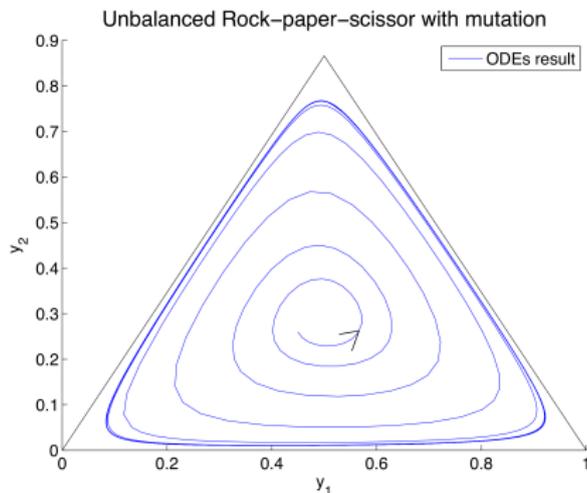
- 3 The critical value of  $\mu$ :

$$\mu_c = \frac{\beta}{18}.$$

- 4 When  $\mu < \mu_c$ , Hopf bifurcation happens.

### Formation of a robust cycle - limit cycle

- Figure:  $\beta = \frac{1}{2}$ ,  $\mu = \frac{1}{216} < \mu_c = \frac{1}{36}$ ,  $y_1 = a + \frac{1}{2}b$ ,  $y_2 = \frac{\sqrt{3}}{2}b$ .

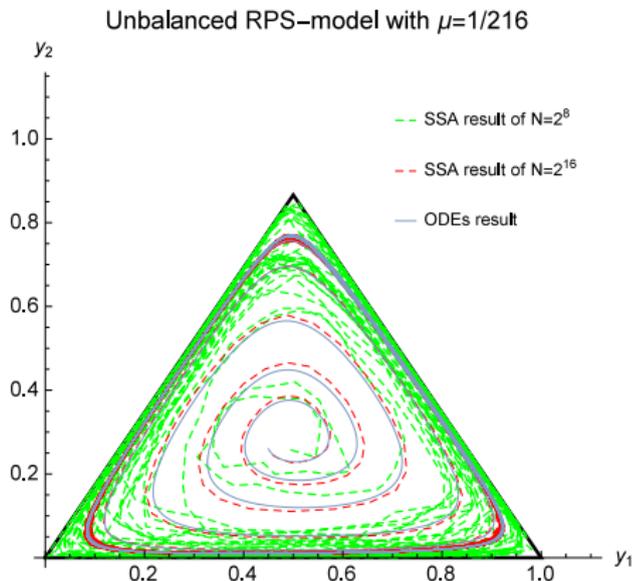


- The coordinates transformation makes the flow spiraling outwards visible.

## 2.2 Stochastic simulations

### Comparison with numerical solution to ODEs

- Figure:  $\beta = \frac{1}{2}$ ,  $\mu = \frac{1}{216}$ .  $N$  is total of individuals in simulation.



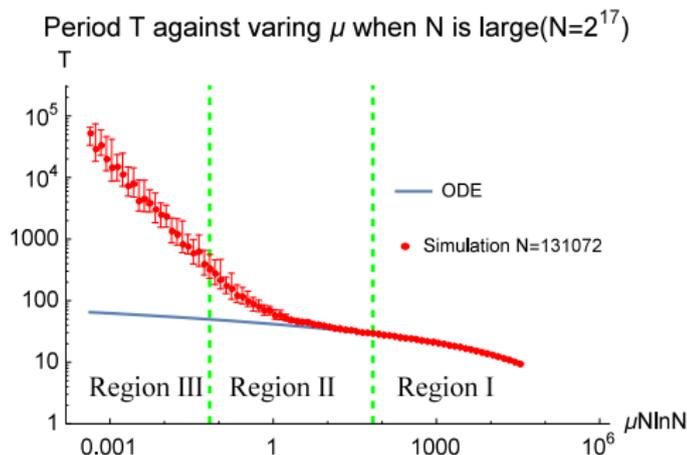
- Behave differently. SSA - Stochastic Simulation Algorithm.
- Size  $N$  controls the level of randomness.



## 2.2 Quasi-periodic cycles

### Average period of these quasi-periodic cycles

- An interesting comparison:

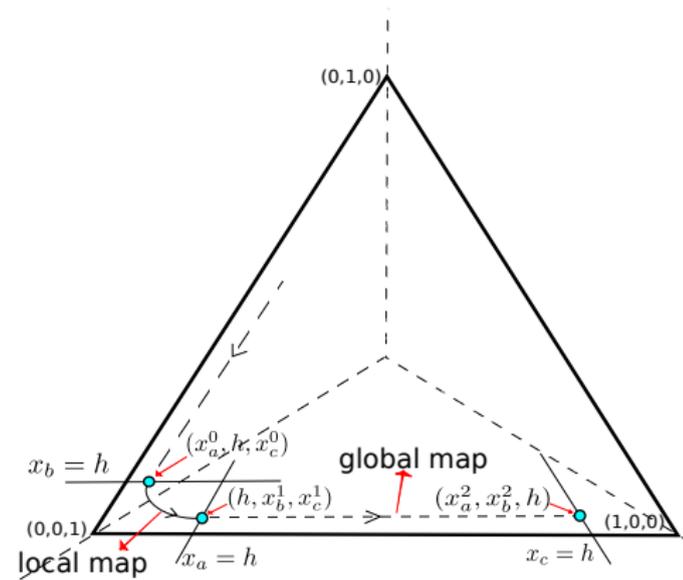


- There is a **RACE** between stochastic dynamic and deterministic dynamic!

## 2.3 Region I - the right part

### Deterministic dynamic governs the game

- Compose local and global map:

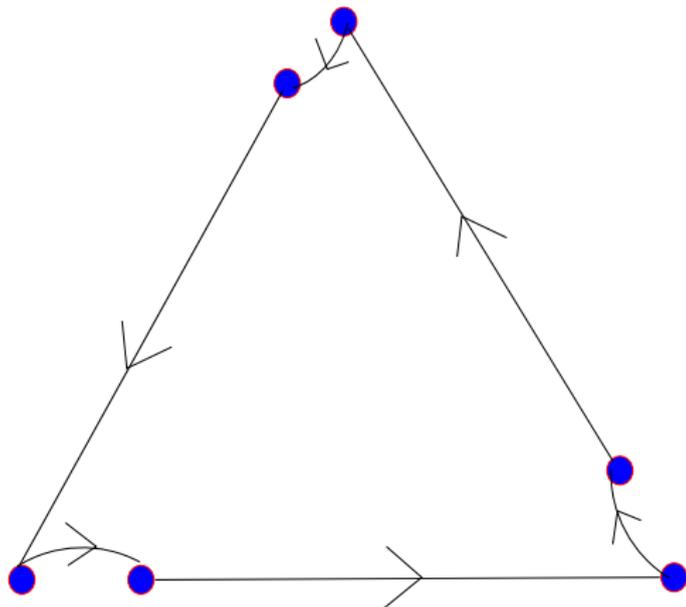


- $T_{ODE} \propto -\ln \mu$  is proved theoretically.

## 2.3 Region III - the left part

### Stochastic dynamic prevails the opponent

- The cycle in this region looks like:

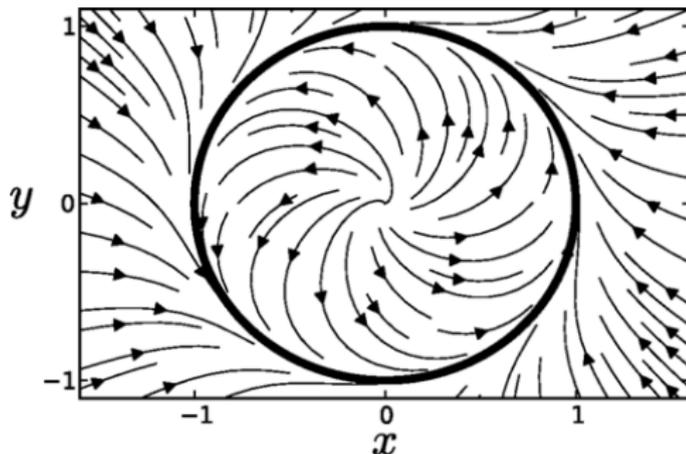


- It is a 1-D death-birth process.
- When  $\mu \ll \frac{1}{N \ln N}$ ,  $T_{SSA} \propto \frac{1}{N\mu}$ .

## 2.3 Region II - the middle part

### A tight race between the two dynamics

- Explanation: the idea of asymptotic phase (the picture, cited from J. M. Newby) and SDE.



- When  $\mu \sim \frac{1}{N \ln N}$ ,  $T_{\text{SDE}} \approx -3 \ln \mu + C \frac{3}{N\mu}$ .

### 3. Summary - Three regions

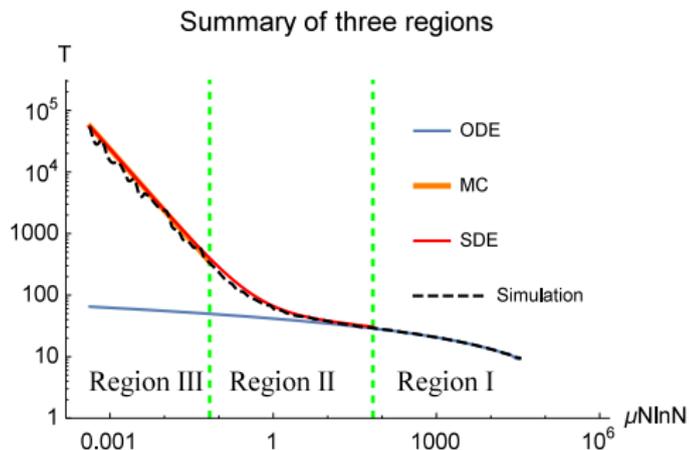
Region	Winner	Methods	Figure
Region I $\frac{1}{N \ln N} \ll \mu < \mu_c$	Deterministic $T_{ODE} \propto -\ln \mu$	composition of local and global maps	
Region II $\mu \sim \frac{1}{N \ln N}$	Even $T_{SDE} \approx -3 \ln \mu + C \frac{3}{N\mu}$	asymptotic phase and SDE	
Region III $0 < \mu \ll \frac{1}{N \ln N}$	Stochastic $T_{SSA} \propto \frac{1}{N\mu}$	Markov Chain	

Table: Different result of the race in different region.

### 3. Summary - Final comparison

#### A tight race between the two dynamics

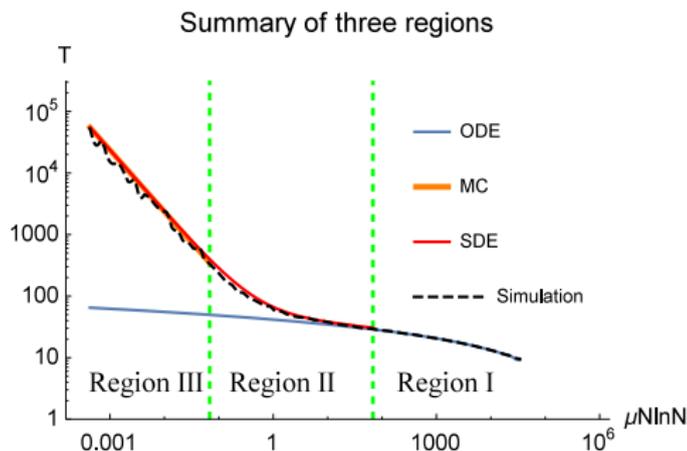
- Summarise three theoretical analysis, and draw the following figure:



### 3. Summary - Final comparison

#### A tight race between the two dynamics

- Summarise three theoretical analysis, and draw the following figure:



- Finally, the result of the match is revealed. Thank you for your attention!