

# Bisimulations of open games

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## Abstract

We define a notion of bisimulation between open games of the same type, and study the category whose morphisms are bisimulation classes of open games. This has much richer structure than the previously-considered category whose morphisms are isomorphism classes of open games: It is compact closed, self-dual and is moreover a hypergraph category (all objects have a special commutative Frobenius algebra structure in a compatible way). The crucial ingredient of these new structures are ‘virtual agents’ whose goal is to predict a future value, which appeared in earlier work on selection functions in game theory.

For sets  $X, S, Y, R$ , a *bimorphic lens*  $\lambda : (X, S) \rightarrow (Y, R)$  consists of functions  $v_\lambda : X \rightarrow Y$  and  $u_\lambda : X \times R \rightarrow S$  [5]. These form the morphisms of a symmetric monoidal category **BLens** [3]. An *open game*  $\mathcal{G} : (X, S) \rightarrow (Y, R)$  consists of a set  $\Sigma_{\mathcal{G}}$  of *strategy profiles*, an indexed family of bimorphic lenses  $\mathcal{G}(-) : \Sigma_{\mathcal{G}} \rightarrow \text{hom}_{\mathbf{BLens}}((X, S), (Y, R))$  and a *best response relation*  $\mathbf{B}_{\mathcal{G}}(h, k) \subseteq \Sigma_{\mathcal{G}}^2$  for each *context*  $(h, k) : X \times (Y \rightarrow R)$ . Open games modulo isomorphisms of  $\Sigma_{\mathcal{G}}$  form the morphisms of another symmetric monoidal category, which provides a strongly compositional foundation to game theory [2] (*not* game semantics). This category has a curious partially-defined duality, with ‘counits’  $\varepsilon : (X, X) \rightarrow I$  but no corresponding ‘units’ [3].

Given open games  $\mathcal{G}, \mathcal{H} : (X, S) \rightarrow (Y, R)$ , strategy profiles  $\sigma : \Sigma_{\mathcal{G}}$  and  $\tau : \Sigma_{\mathcal{H}}$  and a context  $(h, k) : X \times (Y \rightarrow R)$ , we say that  $\sigma, \tau$  are *observationally equivalent in context*  $(h, k)$ , and write  $\sigma \sim_{(h, k)} \tau$ , if  $v_{\mathcal{G}(\sigma)}(h) = v_{\mathcal{H}(\tau)}(h) =: y$  and  $u_{\mathcal{G}(\sigma)}(h, k(y)) = u_{\mathcal{H}(\tau)}(h, k(y))$ . A *bisimulation* between  $\mathcal{G}$  and  $\mathcal{H}$  is a relation  $R \subseteq (X \times (Y \rightarrow R)) \times \Sigma_{\mathcal{G}} \times \Sigma_{\mathcal{H}}$  such that if  $(\sigma, \tau) \in \mathbf{B}_{\mathcal{G}}(c)$  then there exists  $(c, \sigma, \tau) \in R$  with  $\sigma \sim_c \tau$  and  $(\tau, \tau) \in \mathbf{B}_{\mathcal{H}}(c)$ , and conversely if  $(\tau, \tau) \in \mathbf{B}_{\mathcal{H}}(c)$  then there exists  $(c, \sigma, \tau) \in R$  with  $\sigma \sim_c \tau$  and  $(\sigma, \sigma) \in \mathbf{B}_{\mathcal{G}}(c)$ . Informally, bisimilar open games have observationally equivalent Nash equilibria in every context.

There is a symmetric monoidal category whose morphisms are bisimulation classes of open games. In this category the previous partial duality can be completed, with a dual to the counit  $\varepsilon_X$  being provided by lifting the fixpoint agents from [4]. By similar methods the category can be shown to be self-dual, and open game comonoids on  $(X, 1)$  and monoids on  $(1, X)$  can be extended to a special commutative Frobenius algebra on every object [1]. This is similar to categories such as **Rel** and **FdHilb** from categorical quantum mechanics, and provides a much better-behaved foundation on which to build game theory.

## References

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