



Fraunhofer  
Institut  
Autonome Intelligente  
Systeme



# Coordination of Decisions in Multi-Agent Systems

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in collaboration with:

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## **Schedule**

1. What is the problem?
2. Non-linear voter models
3. Decisions based on information dissemination
4. Conclusions

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- ▶ *bounded rationality*:
  - decisions based on incomplete (limited) information

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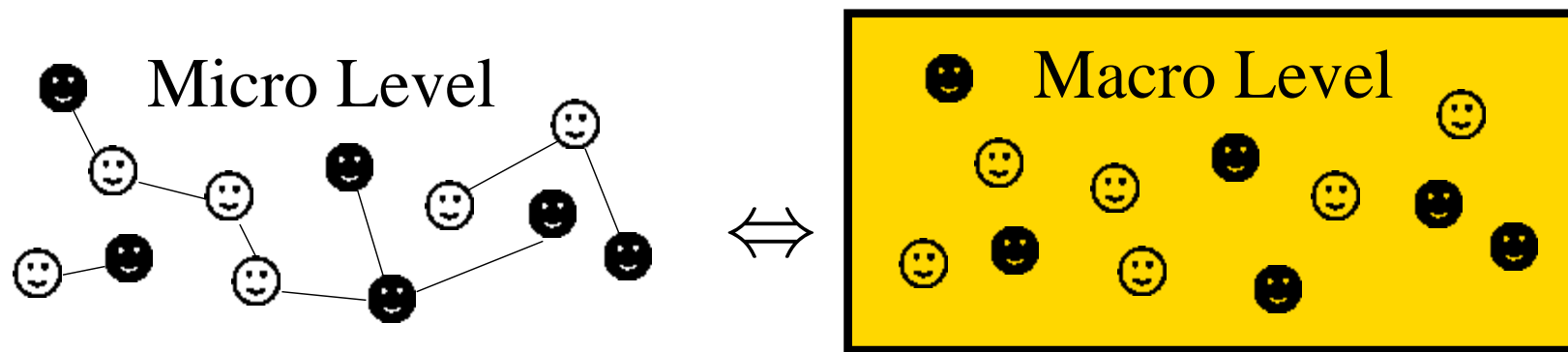
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complete information about consequences
- our assumption: agent  $i$  more likely does what others do  
*neighbourhood*: spatial effects  
*communication*: exchange/lifetime of information

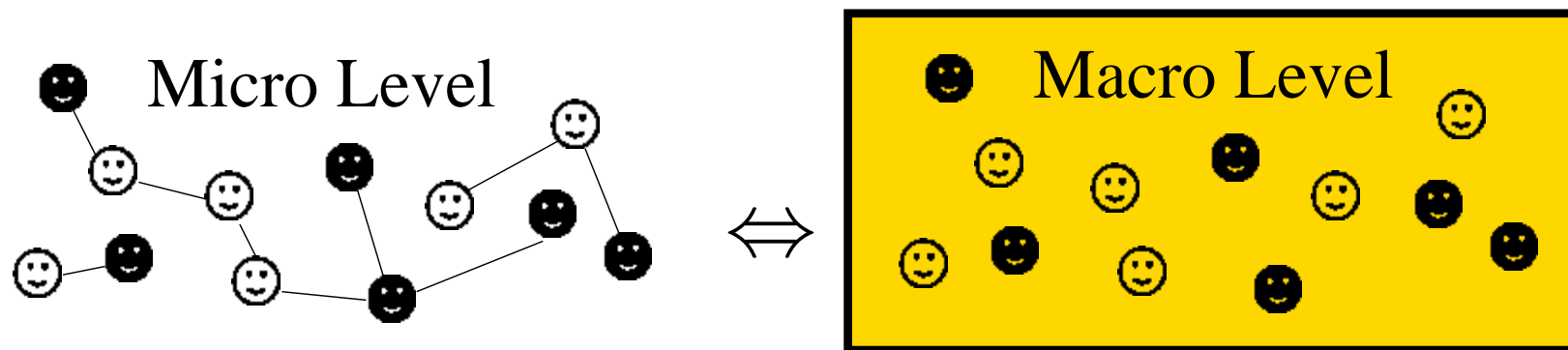
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- ▶ **Derivation of analytical results**

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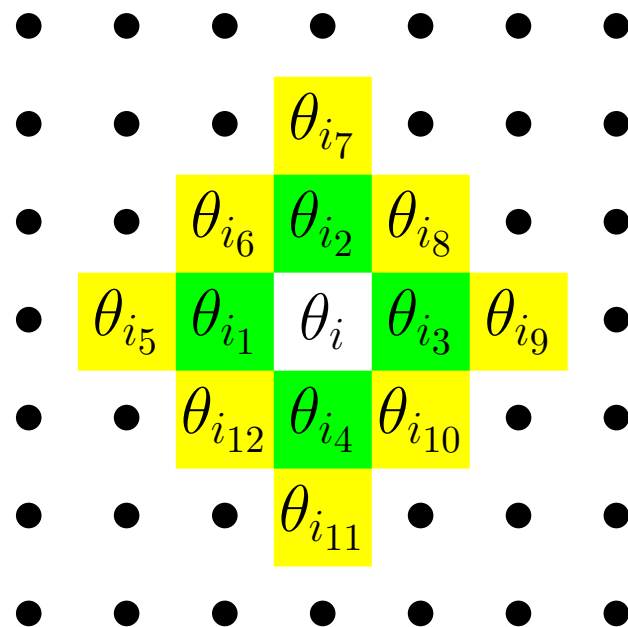
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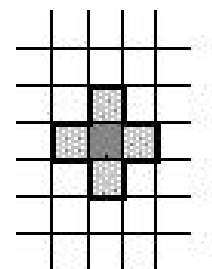
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- ▶ our interest: investigation of spatial effects  
derivation of macro-dynamics from microscopic interactions

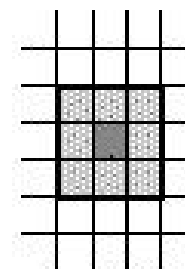
# Cellular Automaton



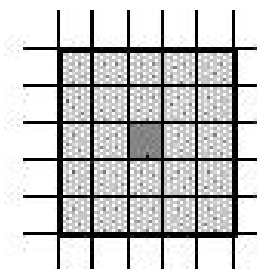
- ▶ cell  $i$  with different states  $\theta_i$
- ▶ interaction with neighbors  $j$



(a)  
von Neumann  
neighbourhood



(b)  
3x3 Moore  
neighbourhood



(c)  
5x5 Moore  
neighbourhood

*History:* v. Neumann, Ulam (1940s), Conway (1970), Wolfram (1984), ...

*Socio/Economy:* Sakoda (1949/1971), Schelling (1969), Albin (1975), ...

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spatial correlation  $c_{1|1}$
- ▶ stochastic description:  $p_i(\theta_i, t) = \sum_{\underline{\theta}'_i} p(\theta_i, \underline{\theta}'_i, t)$ ,  
local neighborhood:  $\underline{\theta}'_i = \{\theta_{i_1}, \theta_{i_2}, \dots, \theta_{i_{n-1}}\}$

## **Dynamics:**

## Dynamics:

► one-step memory (Markov Process)

transition rates:  $w(1 - \theta_i | \theta_i, \underline{\theta}_i)$ ;  $w(\theta_i | (1 - \theta_i), \underline{\theta}_i)$

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- ▶ solution:
  - (1) stochastic computer simulations
  - (2) analytical methods

# **Local Interaction Rules**

## Local Interaction Rules

- “frequency dependent process”:  $\underline{\theta}_i \Rightarrow$  local frequency:

$$z_i^\sigma = \frac{1}{n} \sum_{j=0}^{n-1} \delta_{\sigma\theta_{ij}} ; \quad z_i^{(1-\sigma)} = 1 - z_i^\sigma ; \quad \sigma \in \{0, 1\}$$

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- ▶ asymmetric rules: (“Game of Life”,  $n=9$  )
  - “alive”:  $\theta_i = 1 \Rightarrow$  rule set 1: “alive” if 2 or 3 neighbors alive
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- ▶ symmetric rules: same for  $\theta_i \in \{0, 1\}$

$z_i^\sigma$	$z_i^{(1-\sigma)}$	$w(1 - \theta_i   \theta_i = \sigma, z_i^\sigma)$
1	0	$\epsilon$
4/5	1/5	$\alpha_1$
3/5	2/5	$\alpha_2$
2/5	3/5	$\alpha_3 = 1 - \alpha_2$
1/5	4/5	$\alpha_4 = 1 - \alpha_1$

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- positive dependence:  $0 \leq \alpha_1 \leq \alpha_2 \leq \alpha_3 \leq \alpha_4 \leq 1$   
“majority voting” (frequent opinions survive)
- symmetry between opinions:  $\alpha_3 = 1 - \alpha_2$  and  $\alpha_4 = 1 - \alpha_1$
- *linear* voter model:  $\alpha \propto z_i^{(1-\sigma)}$   
i.e.  $\epsilon = 0, \alpha_1 = 0.2, \alpha_2 = 0.4$

- ▶ negative dependence:  $1 \geq \alpha_1 \geq \alpha_2 \geq \alpha_3 \geq \alpha_4 \geq 0$   
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“minority voting” (rare opinions survive)
- ▶ “allege effects”:  $\alpha_1 \leq \alpha_2, \alpha_2 \geq \alpha_3, \alpha_3 \leq \alpha_4, \text{ etc.}$   
voting against the trend

# **Results of Computer Simulations**

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- ▶ initially  $x = 0.5$ , random distribution
- ▶ **Stochastic CA**

Start Online-Simulation

$$\epsilon = 10^{-4}, \alpha_1 = 0.1, \alpha_2 = 0.3$$

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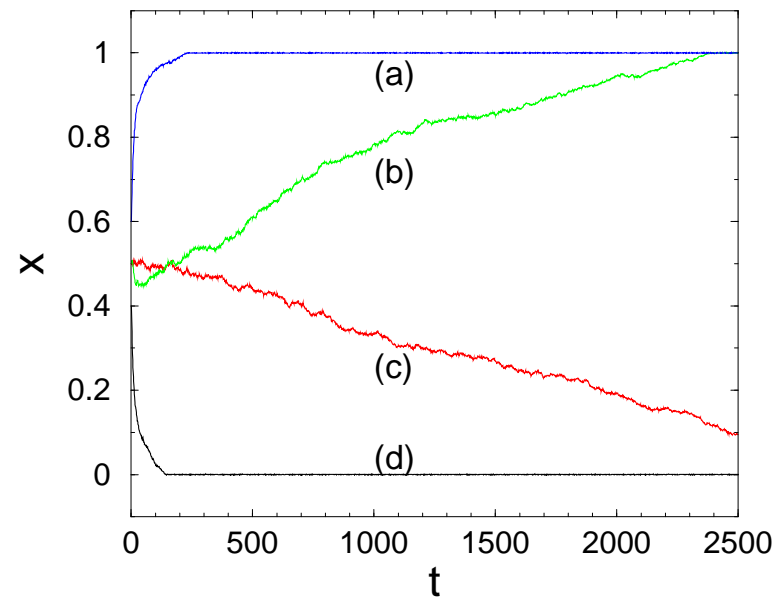
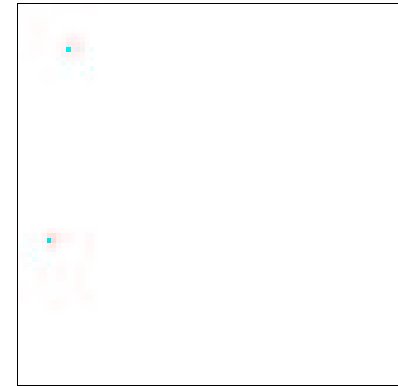
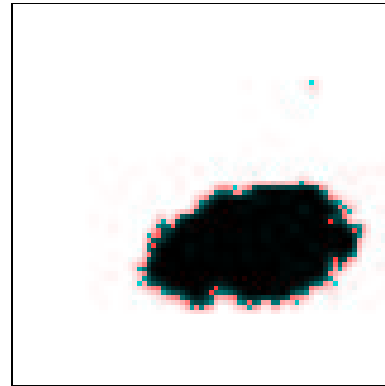
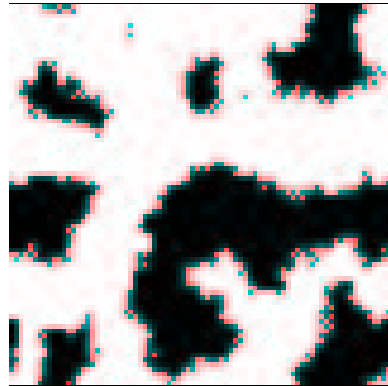
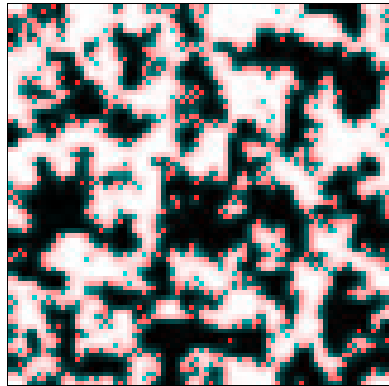
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$$\epsilon = 10^{-4}, \alpha_1 = 0.1, \alpha_2 = 0.3$$

- Result: coordination of decisions on medium time scales asymptotically: “no opposition”



$$\epsilon = 10^{-4}, \alpha_1 = 0.1, \alpha_2 = 0.3 \quad t = 10^1, 10^2, 10^3, 10^4$$



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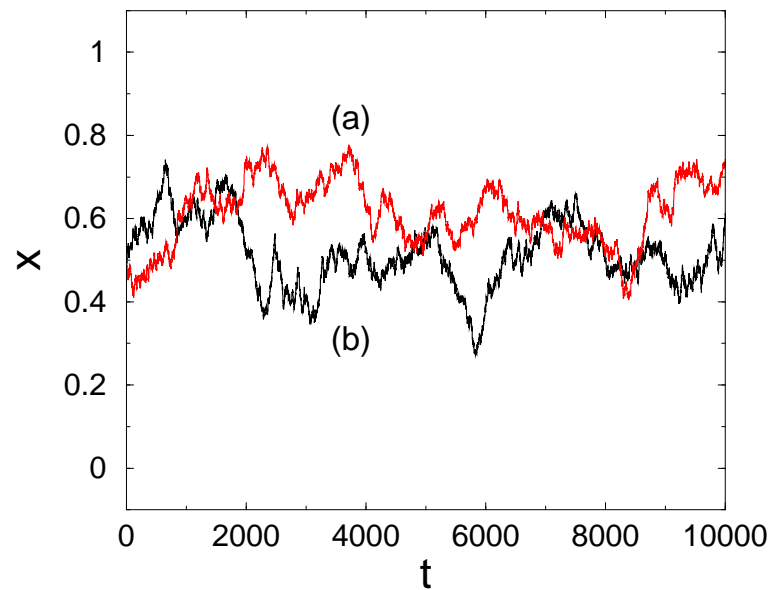
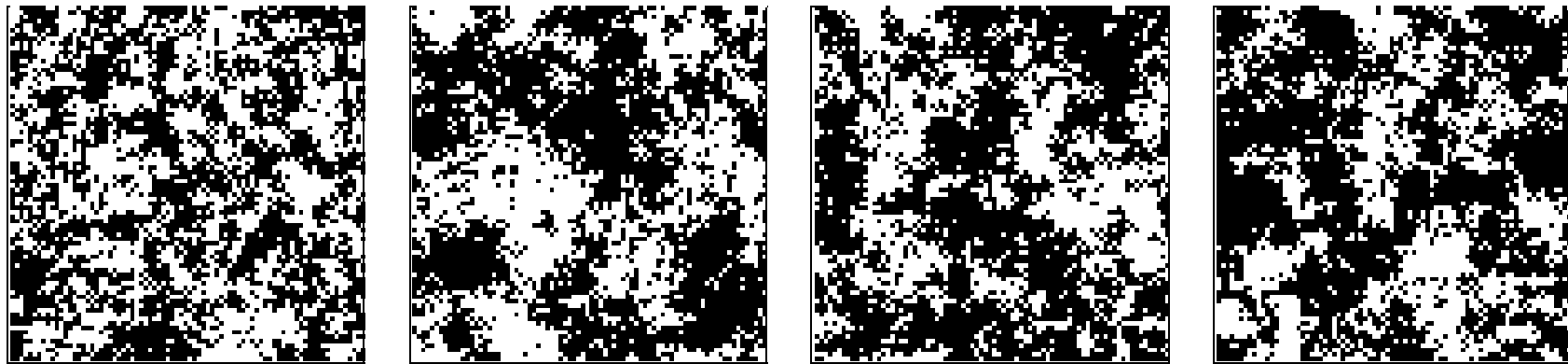
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- Result: coordination of decisions on long time scales  
asymptotically: coexistence, but non-equilibrium

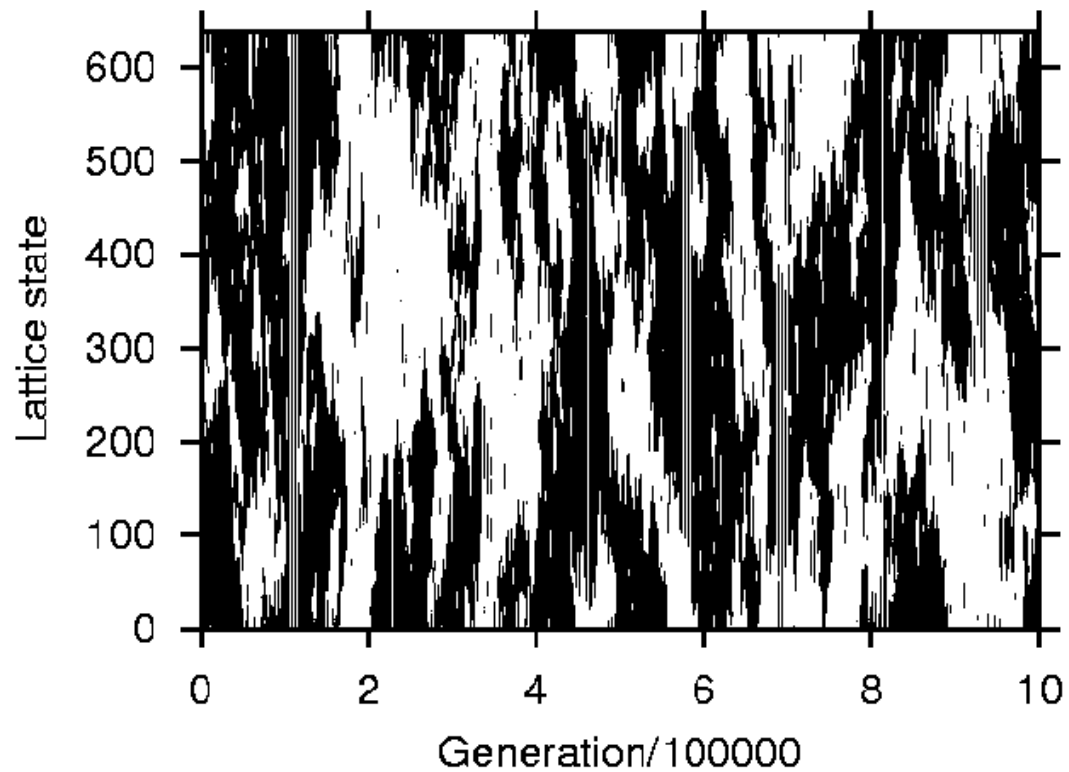
$$\epsilon = 10^{-4}, \alpha_1 = 0.25, \alpha_2 = 0.25 \quad t = 10^1, 10^2, 10^3, 10^4$$



(a)  $a_1 = 0.2, \alpha_2 = 0.4$   
(voter model)

(b)  $\alpha_1 = 0.25, \alpha_2 = 0.25$

## 1d CA:



long-term nonstationarity; temporal domination of one opinion



## Two tasks:

- 1. define range of parameters for coexistence
- 2. describe spatial correlations between decisions

# Macroscopic Equations

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► macroscopic variable:  $\langle x(t) \rangle = \frac{1}{N} \sum_{i=1}^N p_i(\theta_i = 1, t)$

$$\frac{d}{dt} \langle x(t) \rangle = \sum_{\underline{\sigma}'} \left[ w(1|0, \underline{\sigma}') \langle x_{0, \underline{\sigma}'}(t) \rangle - w(0|1, \underline{\sigma}') \langle x_{1, \underline{\sigma}'}(t) \rangle \right]$$

calculation of  $\langle x_{\sigma, \underline{\sigma}'}(t) \rangle$ : consideration of *all* possible  $\underline{\sigma}'$  (!)

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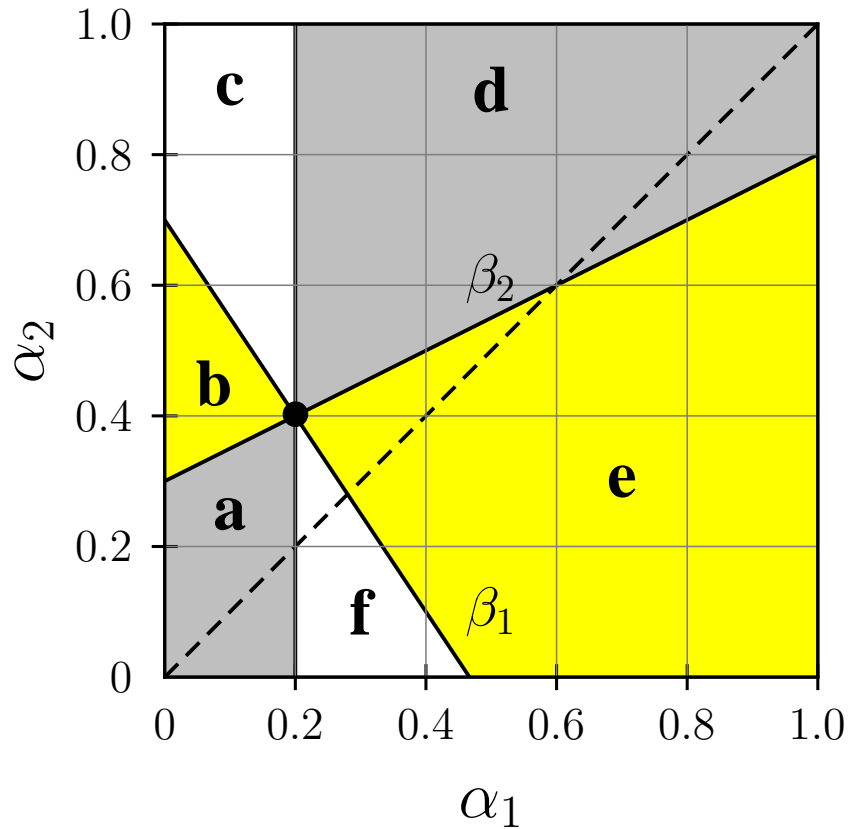
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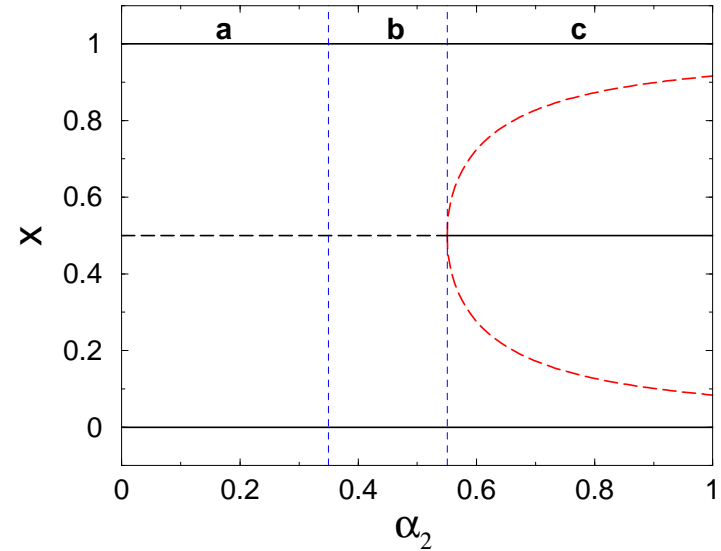
- **1st Approximation:** Mean-field limit  
no spatial correlations

$$\langle x_{\underline{\sigma}^0} \rangle = \langle x_{\sigma} \rangle \prod_{j=1}^m \langle x_{\sigma_j} \rangle$$

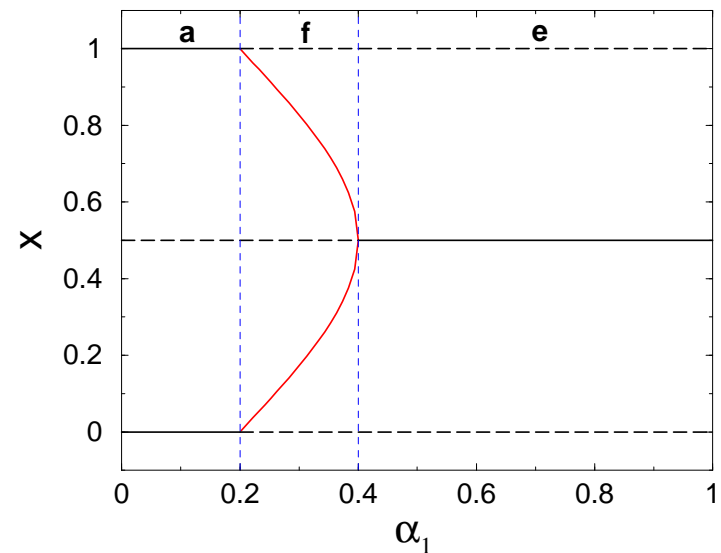


yellow:  $x^{(4,5)}$  imaginary  
 gray:  $x^{(4,5)}$  outside (0,1)  
 (c):  $x^{(4,5)}$  unstable

$\alpha_1 = 0.1$



$\alpha_2 = 0.1$



- ▶ **2nd Approximation:** pair approximation  
estimation of spatial effects by considering pairs of nearest neighbor cells  $\sigma, \sigma'$

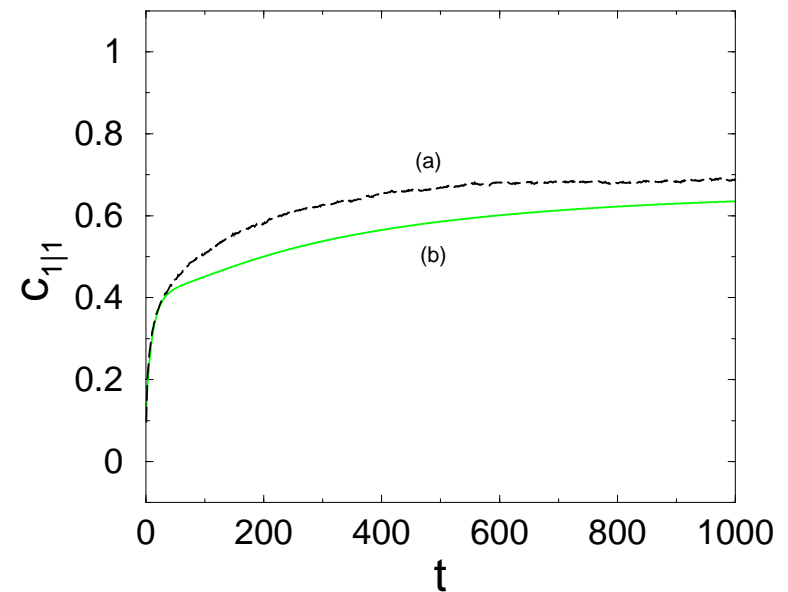
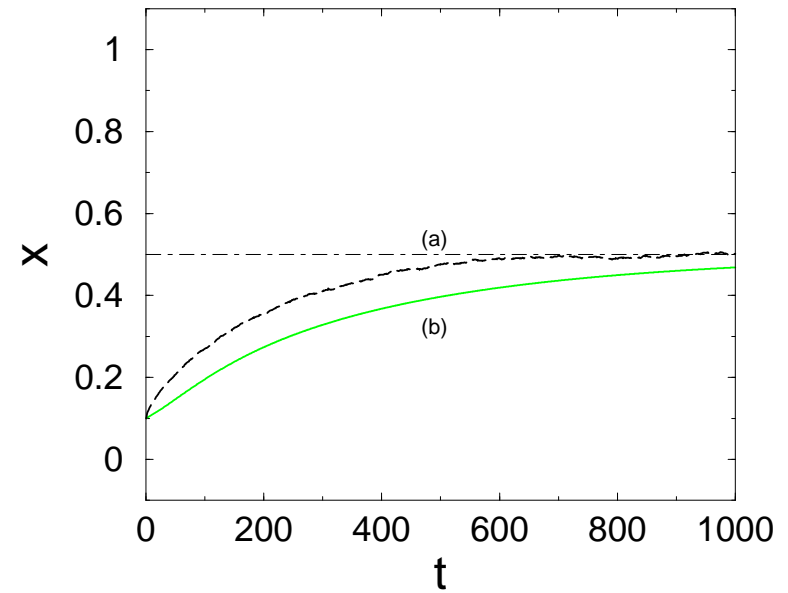
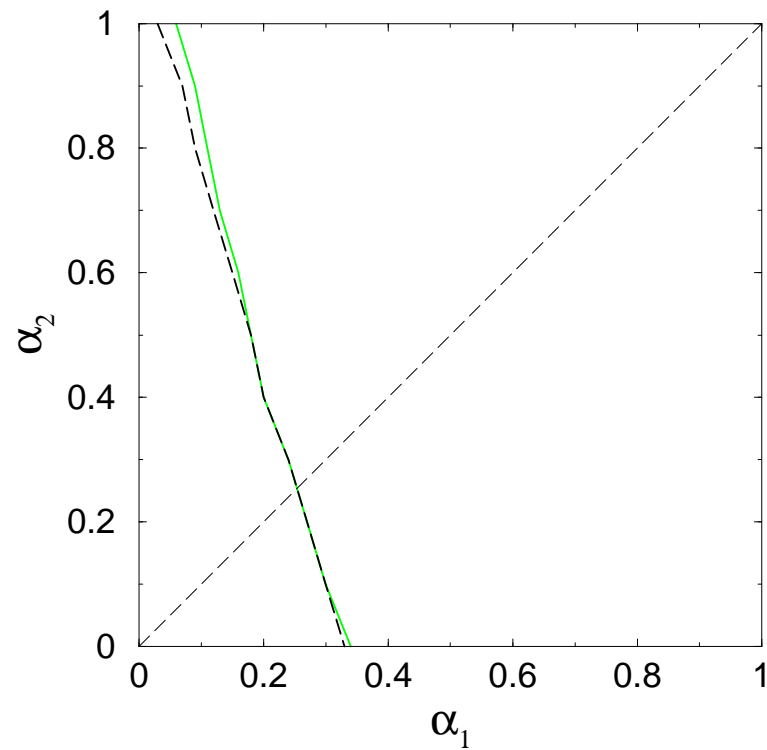
- **2nd Approximation:** pair approximation  
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- closed macroscopic dynamics: doublet frequency:  $\langle x_{\sigma, \sigma'} \rangle$   
spatial correlation:  $c_{\sigma|\sigma'} := \langle x_{\sigma, \sigma'} \rangle / \langle x_{\sigma'} \rangle$

$$\frac{d}{dt} \langle x(t) \rangle = \sum_{\underline{\sigma}'} \left[ w(1|0, \underline{\sigma}') (1 - \langle x \rangle) \prod_{j=1}^m c_{\sigma_j|\sigma} - w(0|1, \underline{\sigma}') \langle x \rangle \prod_{j=1}^m c_{\sigma_j|(1-\sigma)} \right]$$

$$\frac{dc_{1|1}}{dt} = -\frac{c_{1|1}}{\langle x \rangle} \frac{d}{dt} \langle x \rangle + \frac{1}{\langle x \rangle} \frac{d}{dt} \langle x_{1,1} \rangle ; \quad \frac{d \langle x_{1,1} \rangle}{dt} = \dots$$

## Predictions for Coexistence

### Phase Diagram





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- missing: memory effects, dissemination of information

# **Toy Model of Communicating Agents**

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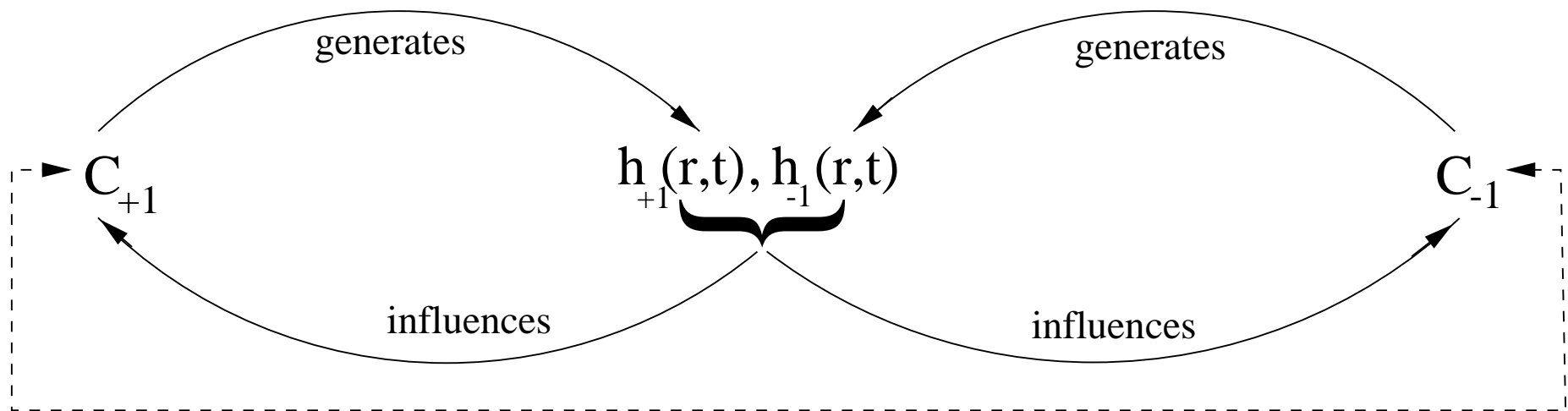
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- existence of *memory*  
*exchange of information with finite velocity*

## non-linear feedback:



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$$\frac{\partial \bar{h}_\theta(t)}{\partial t} = -k_\theta \bar{h}_\theta(t) + s_\theta \bar{n}_\theta$$

- ▶ subpopulations:  $x_\theta(t) = N_\theta(t)/N$

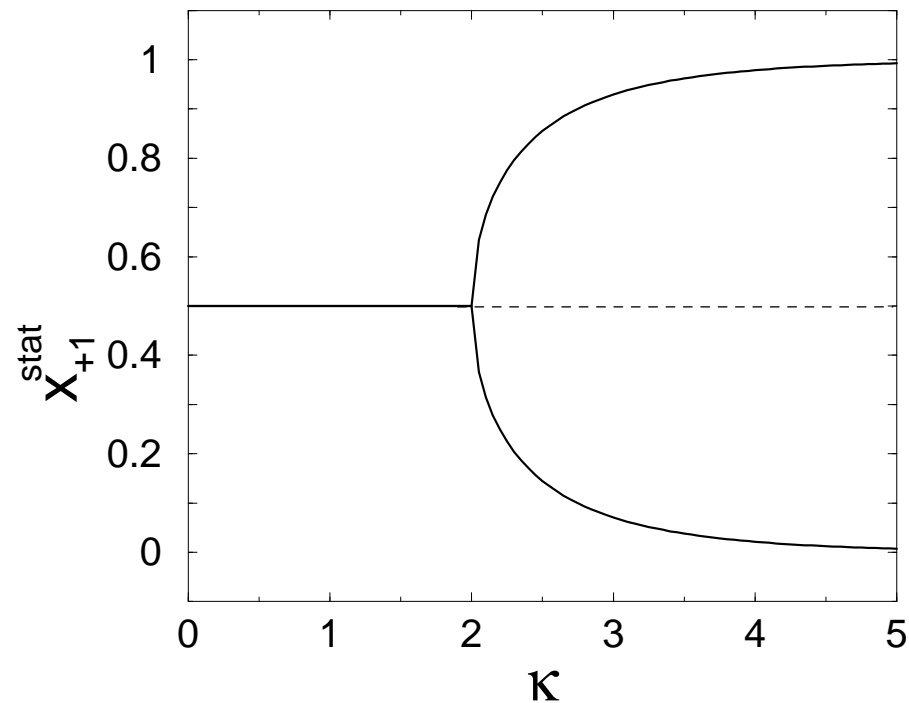
- ▶ stationary states:  $\dot{x}_\theta = 0, \dot{h}_\theta = 0$

with  $s_{+1} = s_{-1} \equiv s, k_{+1} = k_{-1} \equiv k$

$$(1 - x_{+1}) \exp[\kappa x_{+1}] = x_{+1} \exp[\kappa (1 - x_{+1})]$$

- bifurcation parameter:  $\kappa = \frac{2sN}{AkT}$

## Bifurcation diagram:

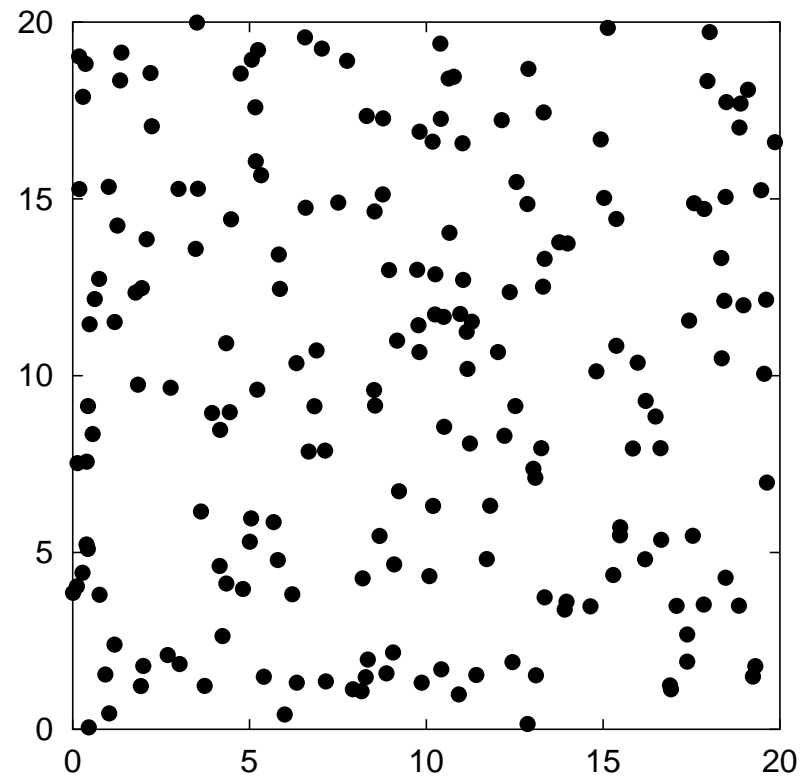
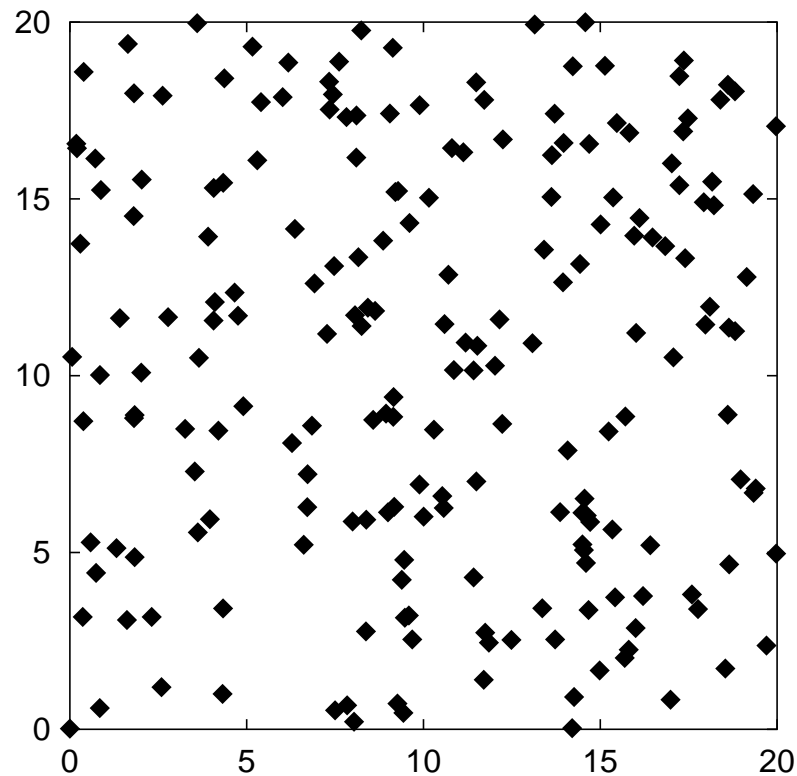


$$\kappa = \frac{2sN}{AkT} = 2 \Rightarrow \text{critical population size: } N^c = \frac{kAT}{s}$$

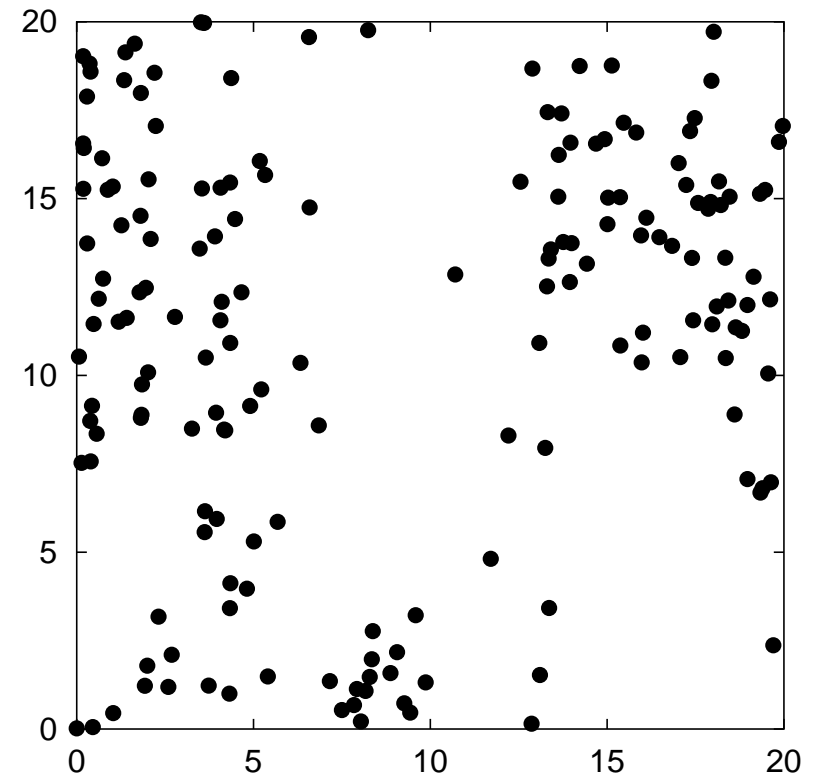
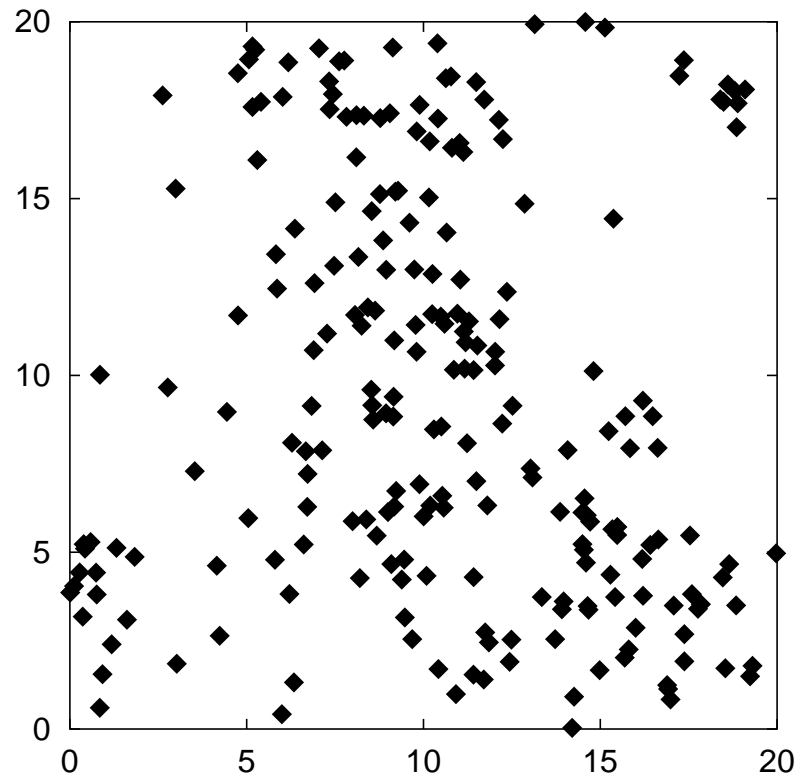
*Emergence of minority and majority*

# Spatial Influences on Decisions

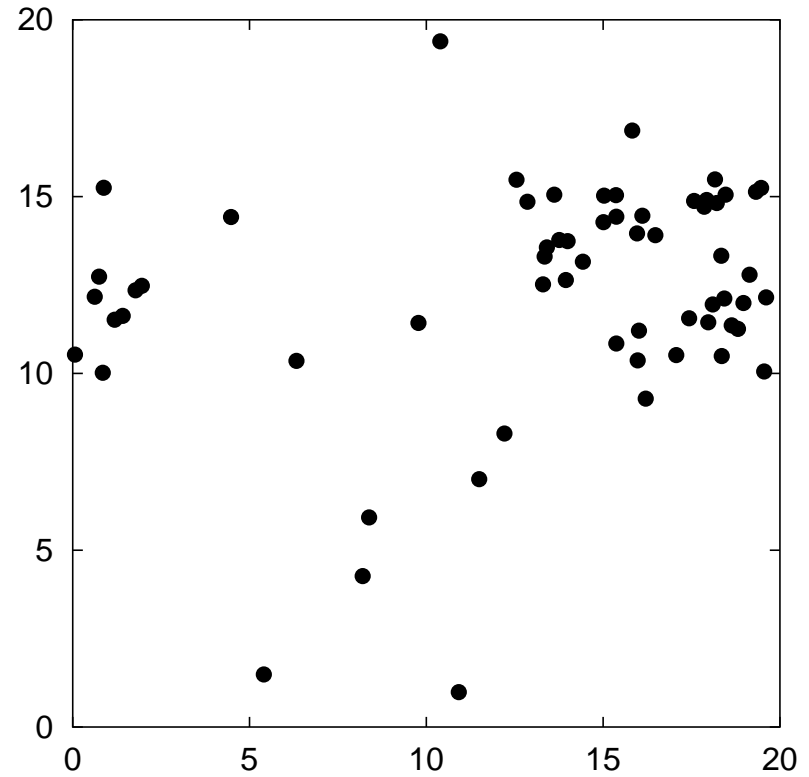
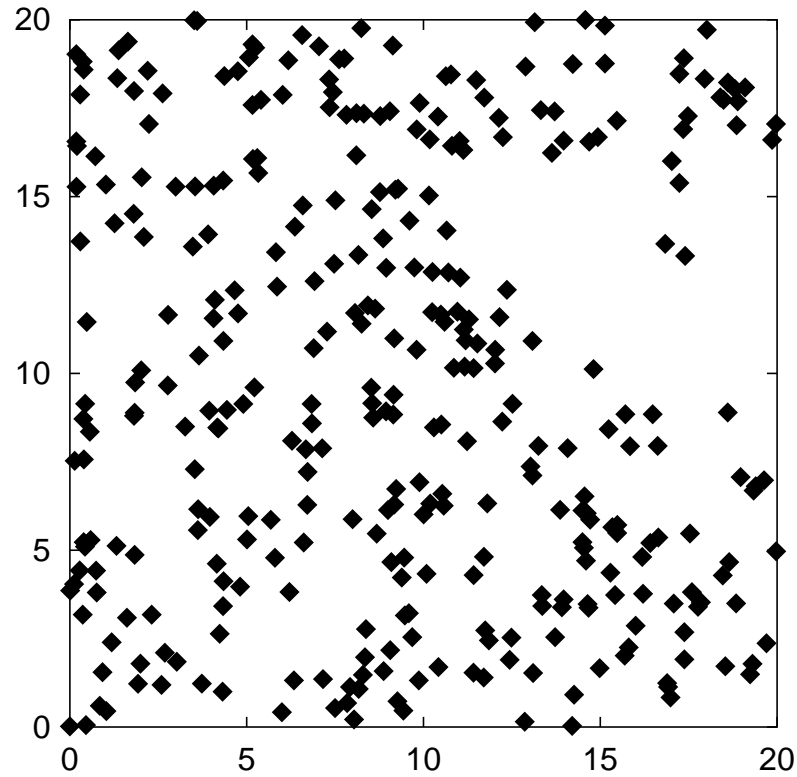
$$s_{+1} = s_{-1} \equiv s, k_{+1} = k_{-1} \equiv k, D_{+1} = D_{-1} \equiv D$$



$$t = 10^0$$



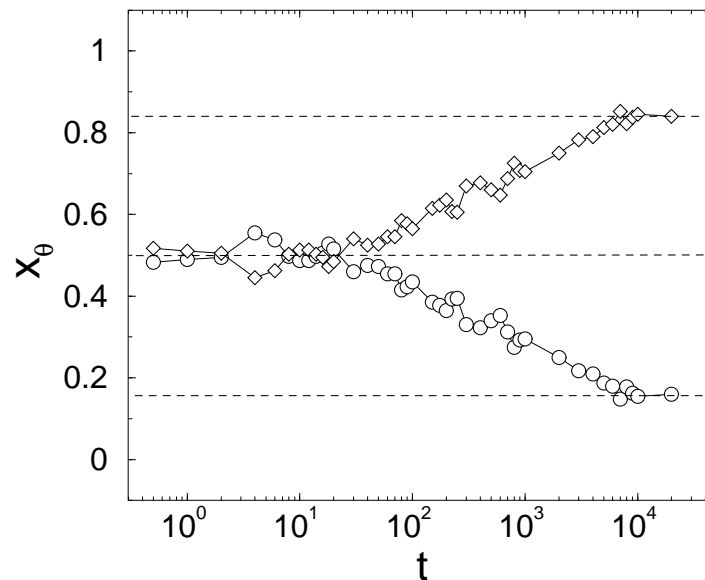
$$t = 10^2$$

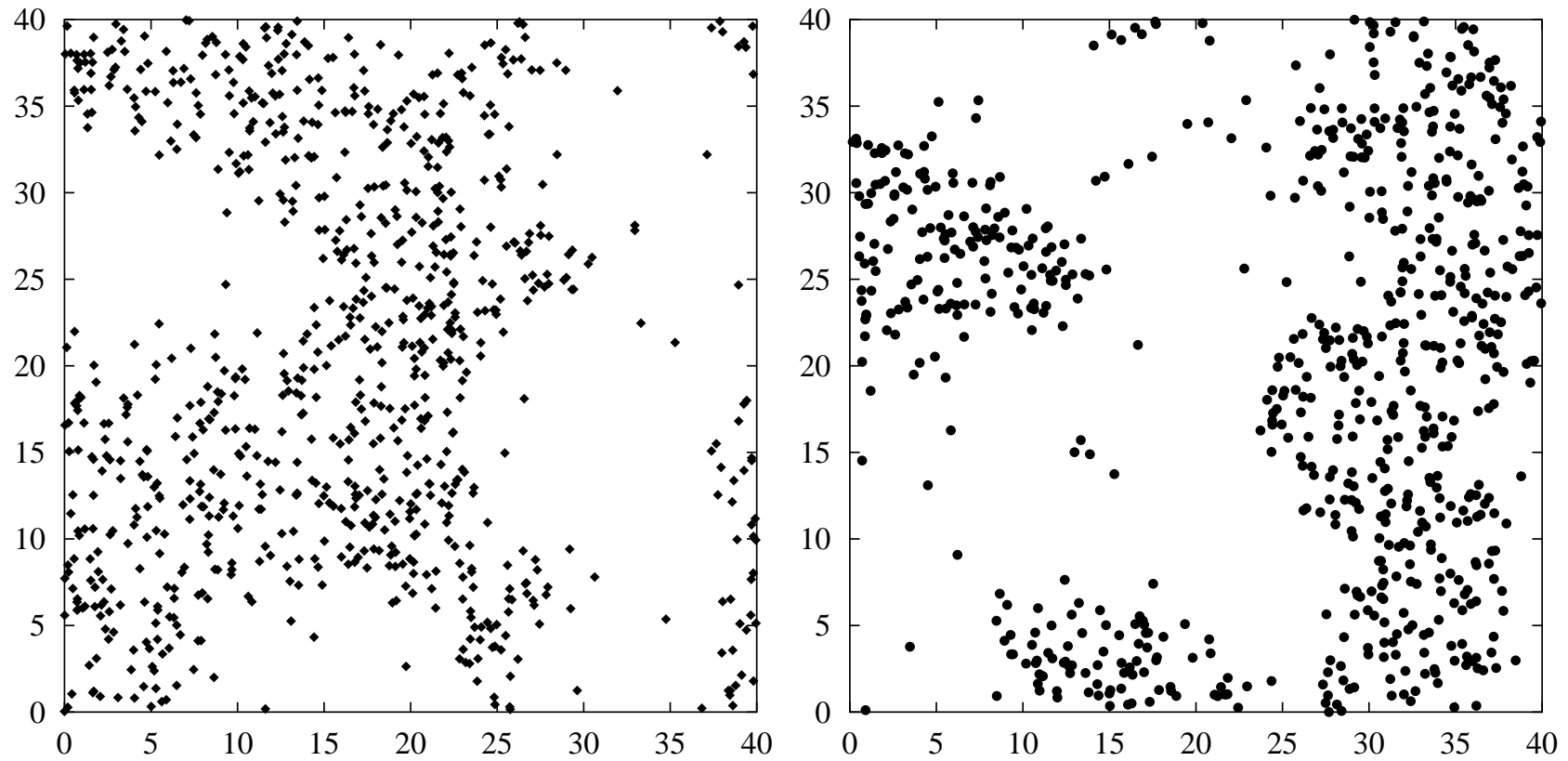


$$t = 10^4$$

## Results: (first glimpse)

1. *spatial* coordination of decisions: concentration of agents with the same opinion in different spatial domains
2. emergence of minority and majority
3. random events decide about minority/majority status

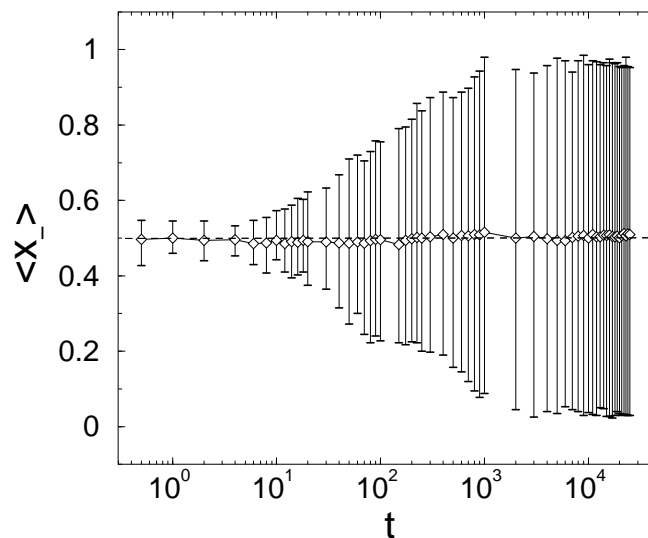




System size:  $A = 1600$ , total number of agents:  $N = 1600$ , time:  $t = 5 \cdot 10^4$ , frequency:  $x_+ = 0.543$

## Results: (closer inspection)

- ▶ *single-attractor regime*: fixed minority/majority relation
- ▶ *multi-attractor regime*: variety of spatial patterns  
almost every minority/majority relation may be established

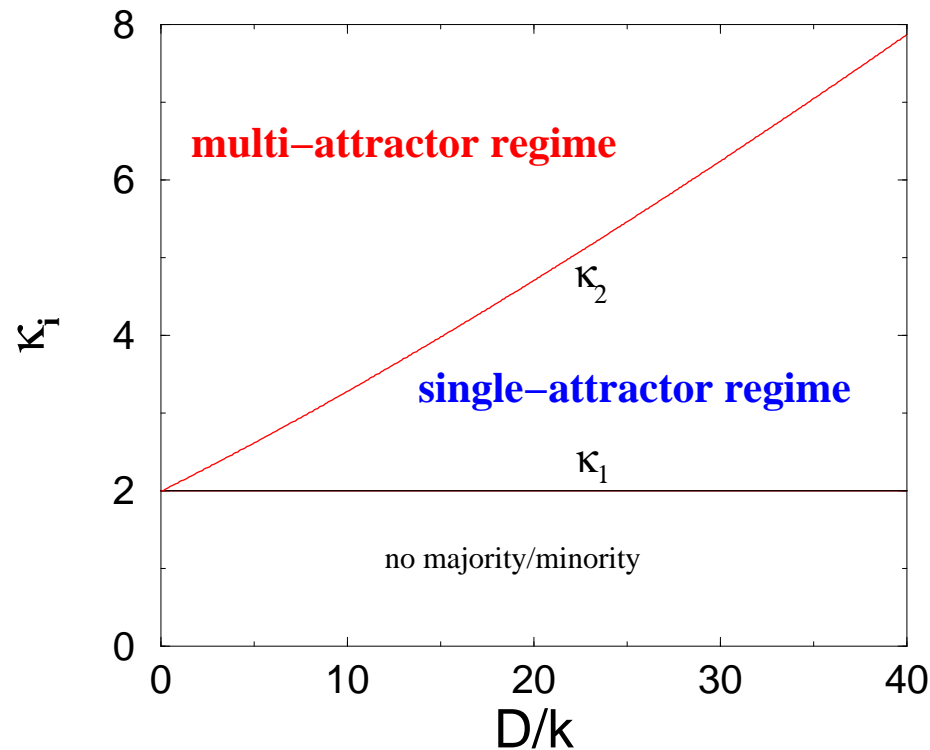


- ▶ dependence on information dissemination ( $D$ ), memory ( $k$ ), agent density ( $N/A$ ) ??



## Analytical Investigations: The 2-Box Case

- ▶ existence of new bifurcation parameters:  $\kappa_1 = 2$ ,  $\kappa_2(D/k)$   
multi-attractor regime:  $\kappa > \kappa_2(D/k)$



## Result:

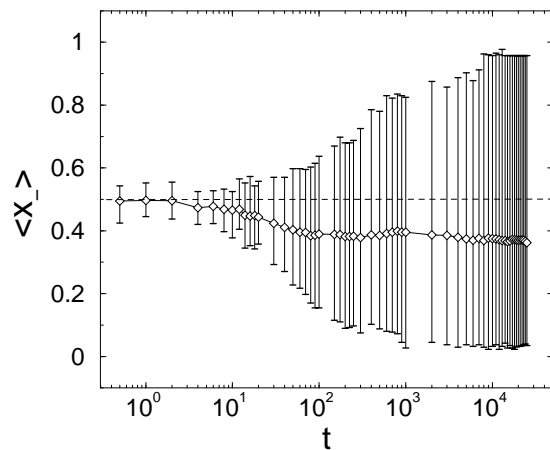
- ▶ to avoid multiple outcome (i.e. uncertainty in decision)
    - speed up information dissemination (mass media, ...)
    - reduce memory effects (distraction, ...)
    - increase randomness in social interaction
- ⇒ system “globalized” by ruling information

## Result:

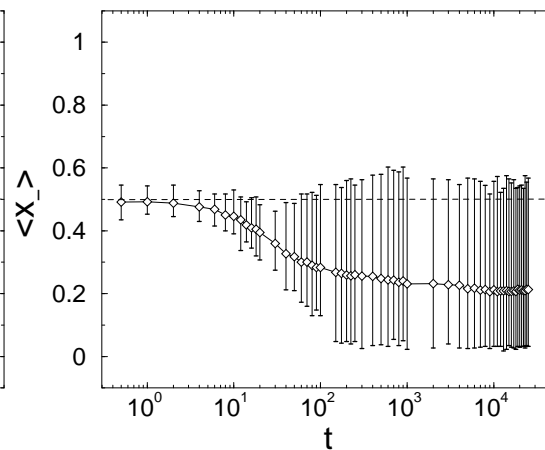
- ▶ to avoid multiple outcome (i.e. uncertainty in decision)
  - speed up information dissemination (mass media, ...)
  - reduce memory effects (distraction, ...)
  - increase randomness in social interaction
- ⇒ system “globalized” by ruling information
- ▶ to enhance multiple outcome (i.e. openness, diversity)
  - increase self-confidence, local influences
  - prevent “globalization” via mass media

## Influence of information dissemination

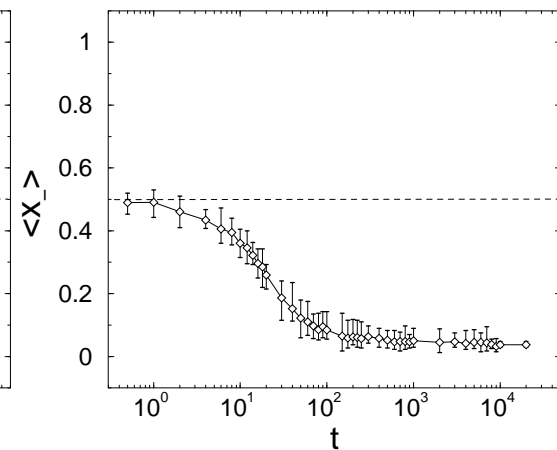
vary:  $d = D_{+1}/D_{-1}$



$d=1.1$



$d=1.2$



$d=1.5$

- subpopulation with the more efficient communication becomes “always” the majority

## **Conclusions: Coordination of decisions**

- ▶ based on local NN interaction (persuasion)  
⇒ non-linear voter models (CA)
- ▶ based on dissemination of information  
⇒ spatial model of communicating (Brownian) agents (BA)

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- ▶ based on local NN interaction (persuasion)  
⇒ non-linear voter models (CA)
- ▶ based on dissemination of information  
⇒ spatial model of communicating (Brownian) agents (BA)
- ▶ emergence of spatial domains of likeminded agents
- ▶ emergence of majority/minority
- ▶ non-stationary coexistence or extinction (CA)
- ▶ multi-attractor regime: multiple outcome (BA)
- ▶ “efficient” communication supports majority status

► advantage:

- link agent-based (microscopic) model to analytical (macroscopic) model
- allows prediction of collective behavior

Frank Schweitzer: *Brownian Agents and Active Particles. Collective Dynamics in the Natural and Social Sciences*  
Springer Series in Synergetics, 2003 (422 pp, 192 figs)