



Coevolution of Synchronization and Cooperation in Costly Networked Interactions

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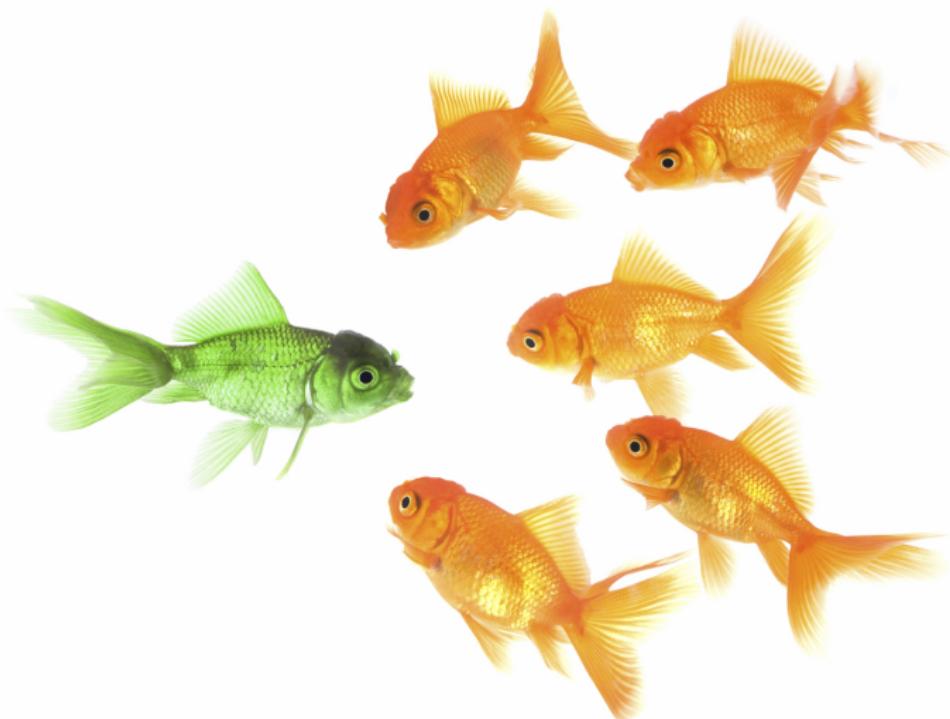
Thursday 11th October 2018, IEEE COMPENG 2018, Florence, Italy



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A group of men in white athletic gear are running on a wet, sandy beach. The water is shallow and reflects the overcast sky. The men are wearing white zip-up shirts and white shorts. Some have small red and white patches on their shirts. The scene captures a sense of movement and determination.

— CHARIOTS OF FIRE —

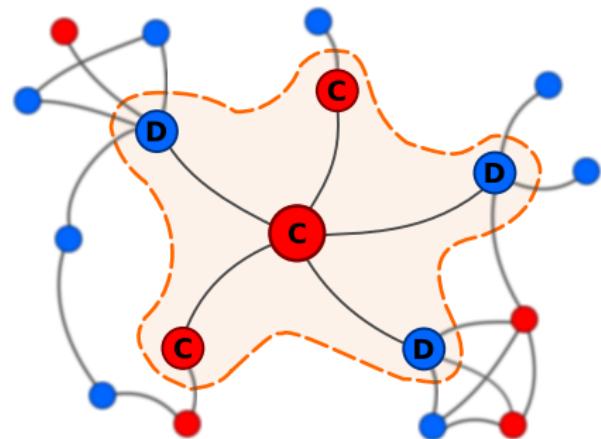




What happens to the synchronization when the interactions are **regulated** by the **cost/benefit** ratio?

Agents have strategies:
(e.g. cooperation and defection).

Agents play in a pairwise manner,
and accumulate a payoff p
according to the payoff matrix of
the game.

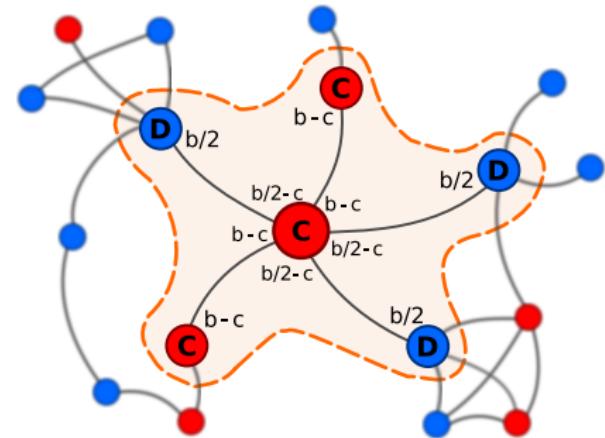


- Roca, C. P., *et al.* (2009). Phys. of Life Rev., **6**, 208.
- Szabó, G., & Fáth, G. (2007). Evolutionary games on graphs. Phys. Rep., **446**, 97–216.

Prisoner's Dilemma-like game

benefit: $b > 0$; cost: $c > 0$ ($b < 2c$)

		COOPERATION	DEFLECTION
COOPERATION	COOPERATION	$b - c$	$b/2 - c$
	DEFLECTION		$b/2$

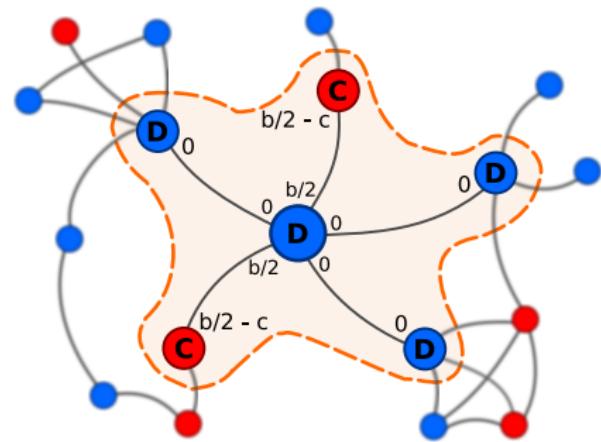


- Roca, C. P., et al. (2009). Phys. of Life Rev., **6**, 208.

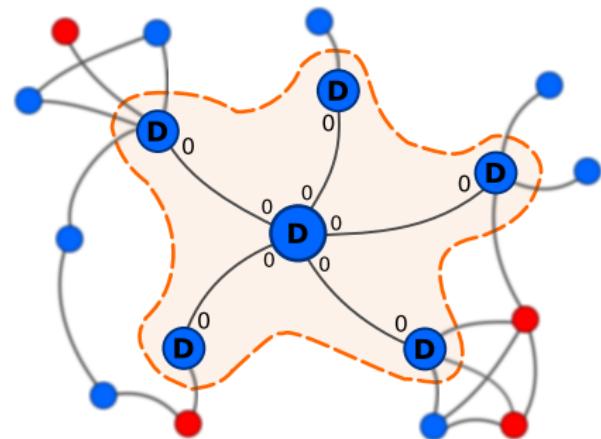
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Agents **update** their strategies according to some **rule**.

$$P_{I \rightarrow m} = \frac{1}{1 + e^{-\beta(p_m - p_I)}}.$$



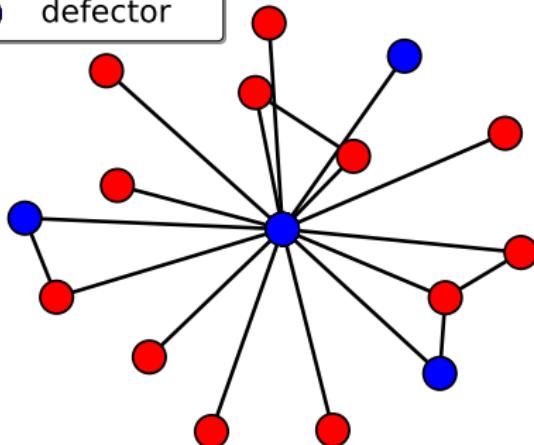
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Repeat until stationary state

- Roca, C. P., *et al.* (2009). Phys. of Life Rev., **6**, 208.
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- cooperator
- defector



Strategy

$$s_I = \begin{cases} 1 & \text{if } I \text{ is cooperator} \\ 0 & \text{if } I \text{ is defector} \end{cases}$$

Phase

$$\theta_I \in [0, 2\pi]$$

Kuramoto

interaction

$$\dot{\theta}_I = \omega_I + s_I \lambda \sum_{j=1}^N a_{Ij} \sin(\theta_I - \theta_j).$$

- Kuramoto, Y. (1984). Progress of Theoretical Physics Supplement, **79**, 223–240.
- Arenas, A. et al. (2008). Physics Reports, **469**, 93–153.

Payoff

$$p_I = \underbrace{r_{L_I}}_{\text{benefit}} - \alpha \underbrace{\frac{c_I}{2\pi}}_{\text{cost}}$$

$$\alpha \in]0, \infty[.$$

Payoff

$$p_I = \underbrace{r_{L_I}}_{\text{benefit}} - \alpha \frac{\underbrace{c_I}_{\text{cost}}}{2\pi}$$

$$\alpha \in]0, \infty[.$$

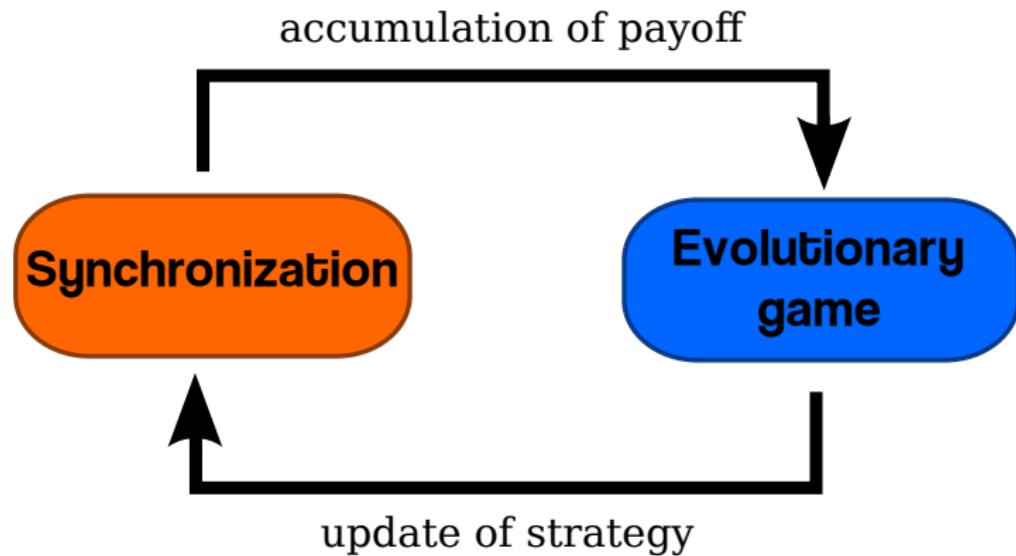
Benefit

$$r_{L_I} = \frac{1}{k_I} \sum_{j=1}^N a_{lj} \frac{|e^{i\theta_I} + e^{i\theta_j}|}{2}$$

$$r_L \in [0, 1],$$

Cost

$$c_I = \Delta \dot{\theta}_I = |\dot{\theta}_I(t) - \dot{\theta}_I(t-1)|$$



Question:

How the **underlying topology** of the interactions
affects the **emergence** of
cooperation/synchronization?

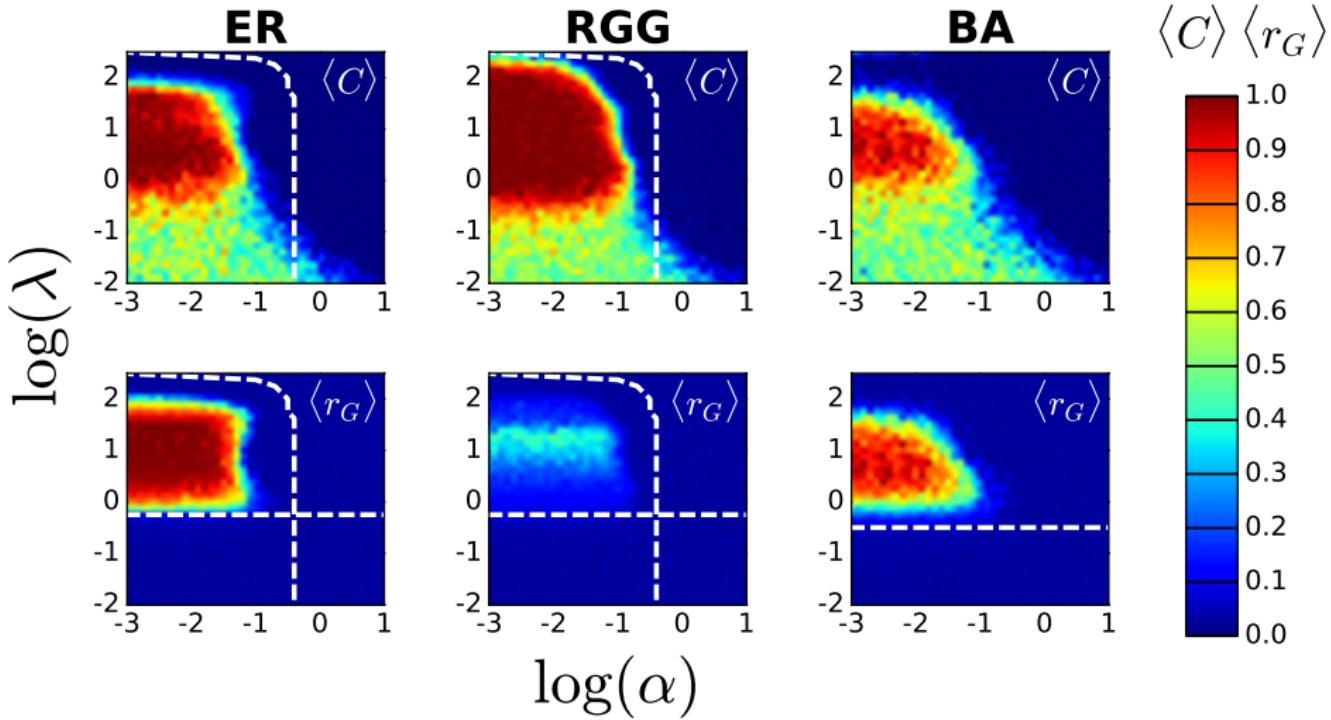
Answer:

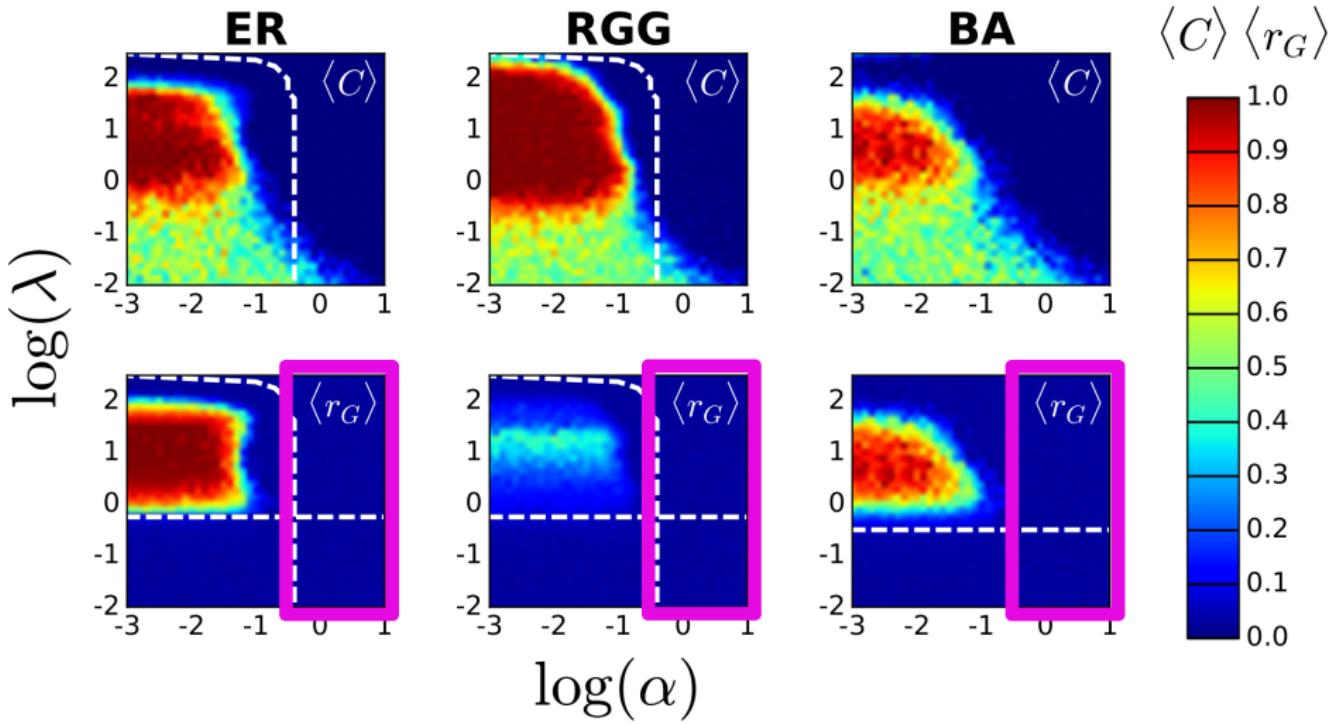
We consider three different topologies:

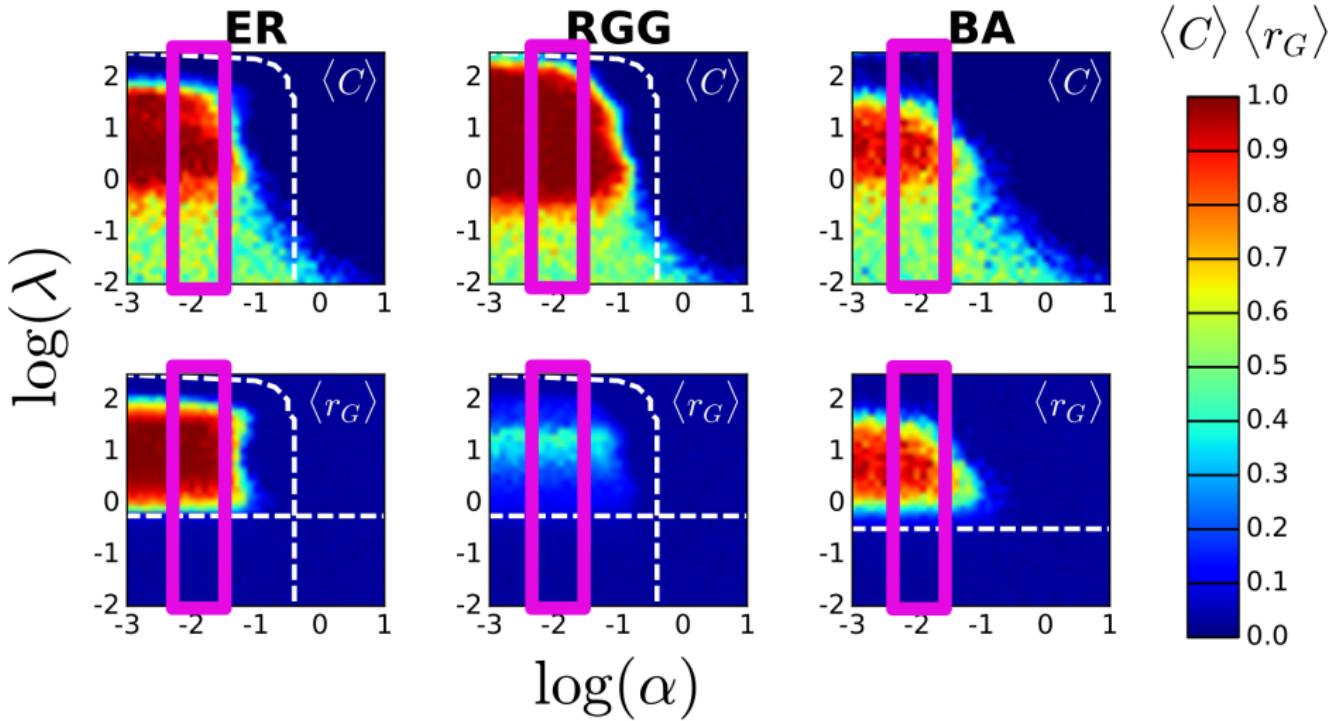
ER \Rightarrow Erdős-Rényi random graphs

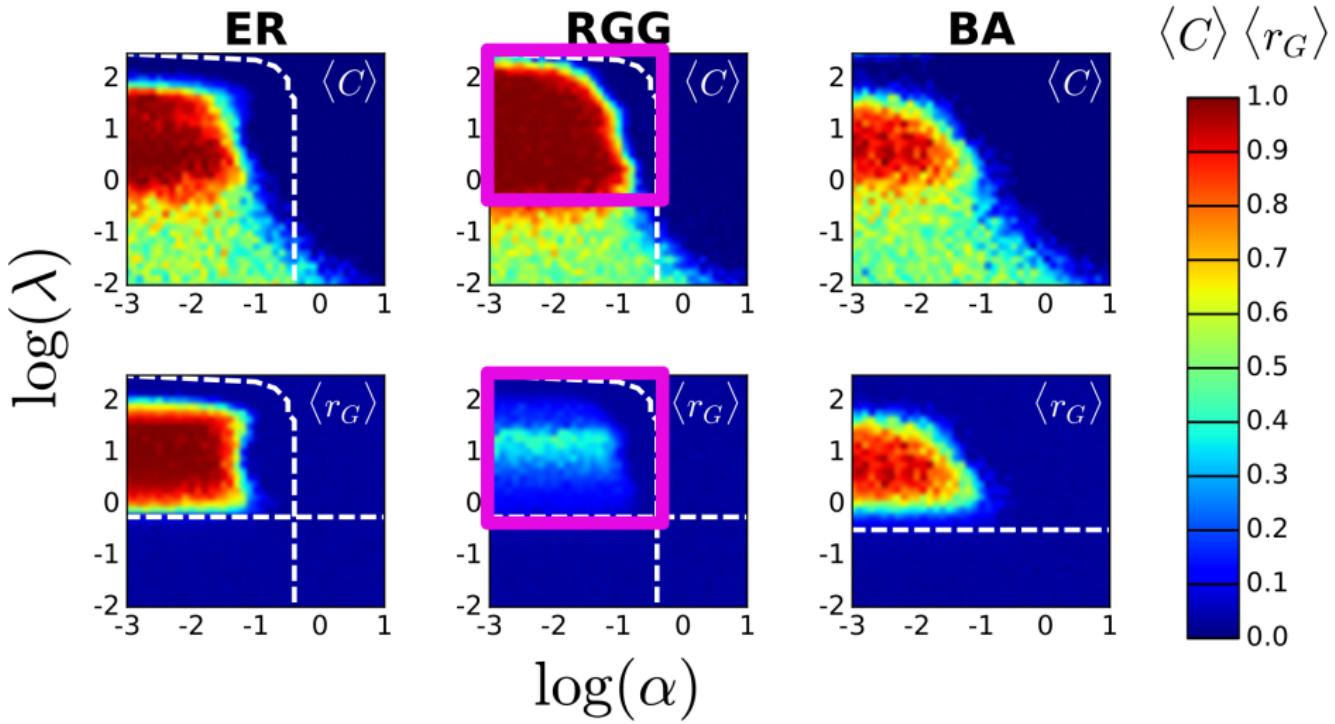
RGG \Rightarrow Random Geometric Graph

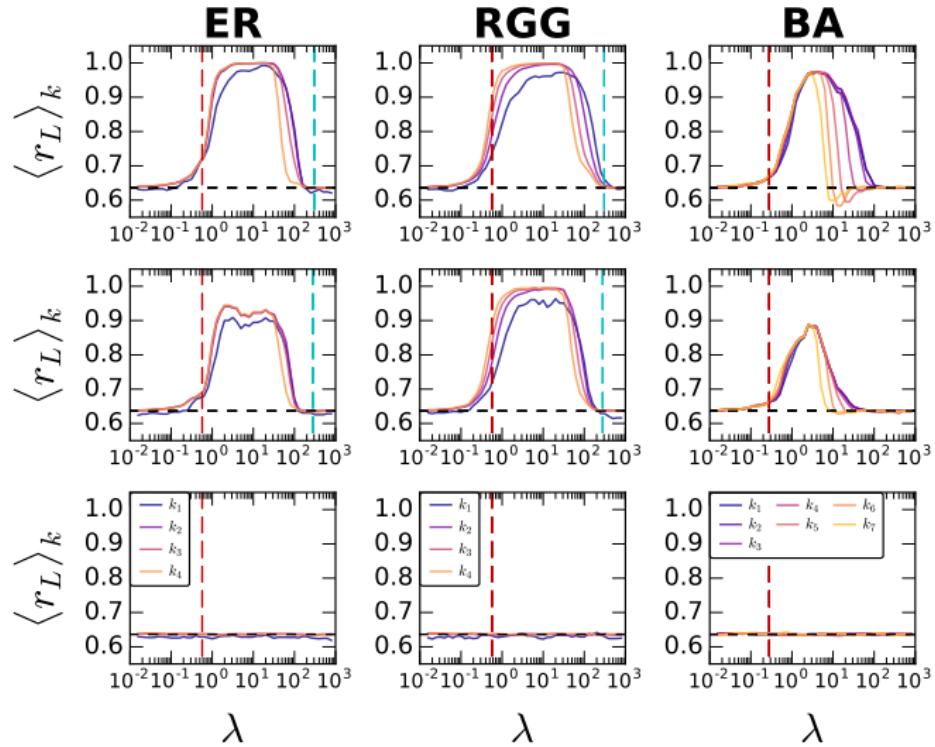
BA \Rightarrow Barabási-Albert scale-free





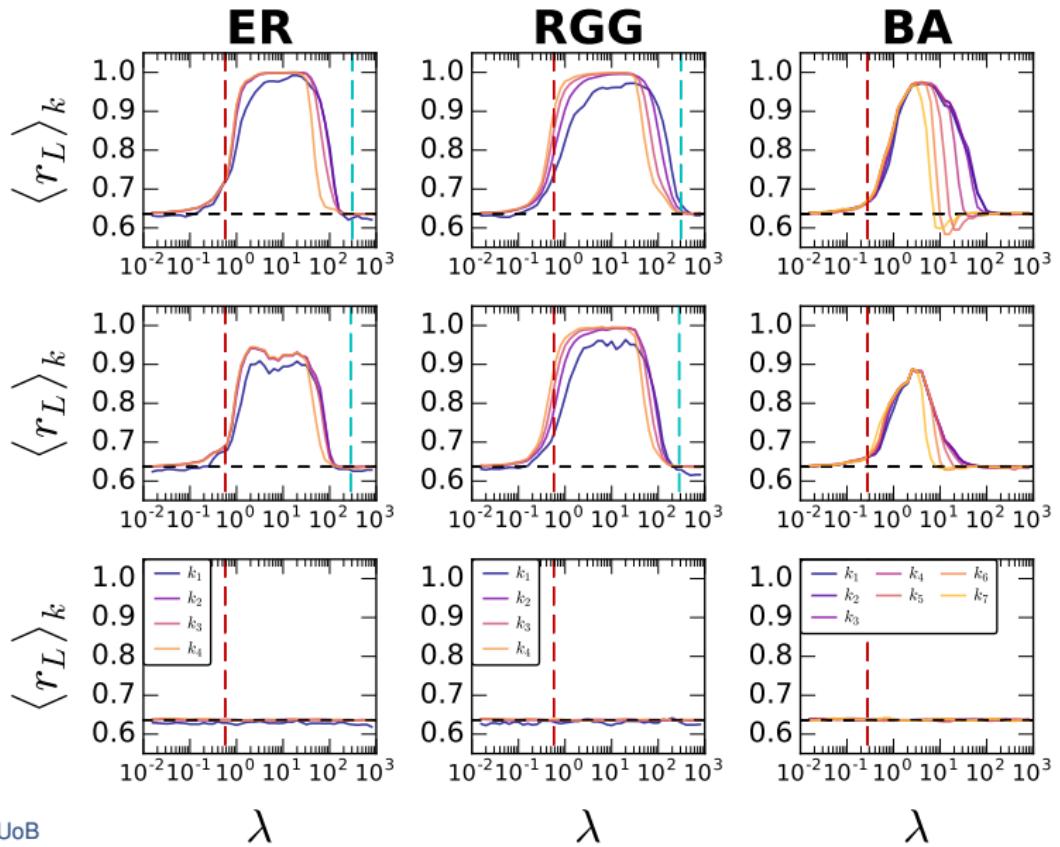


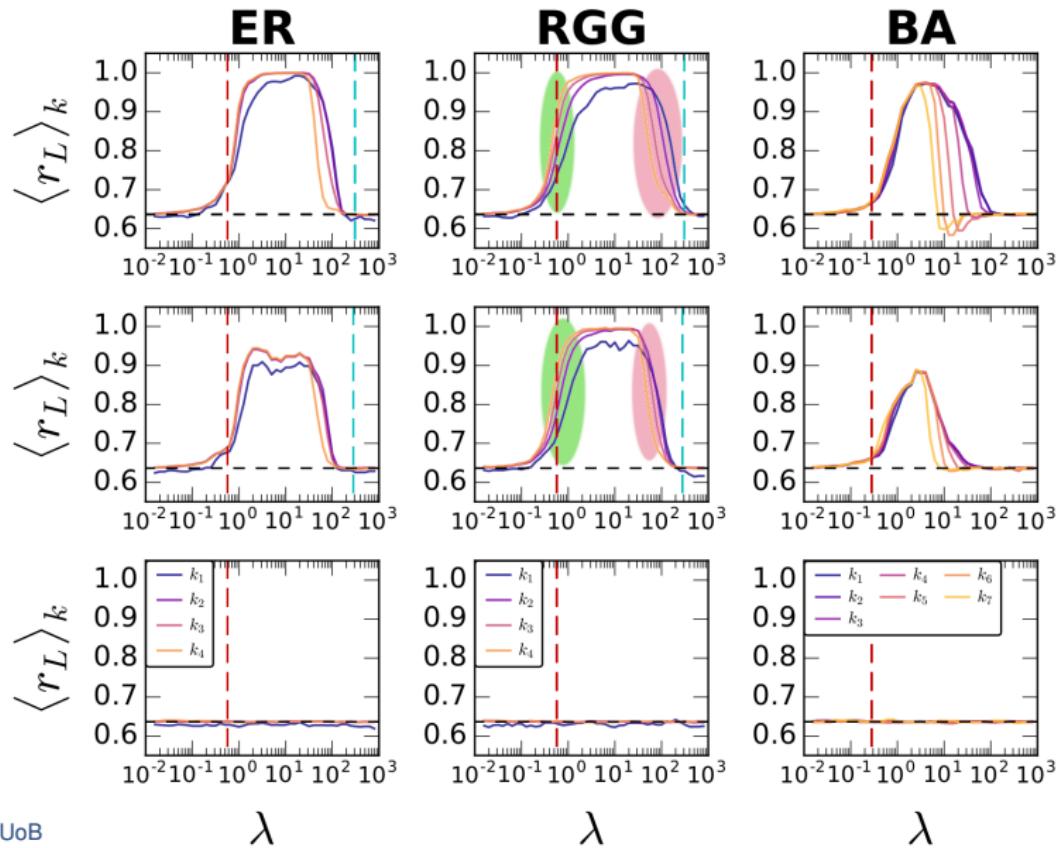


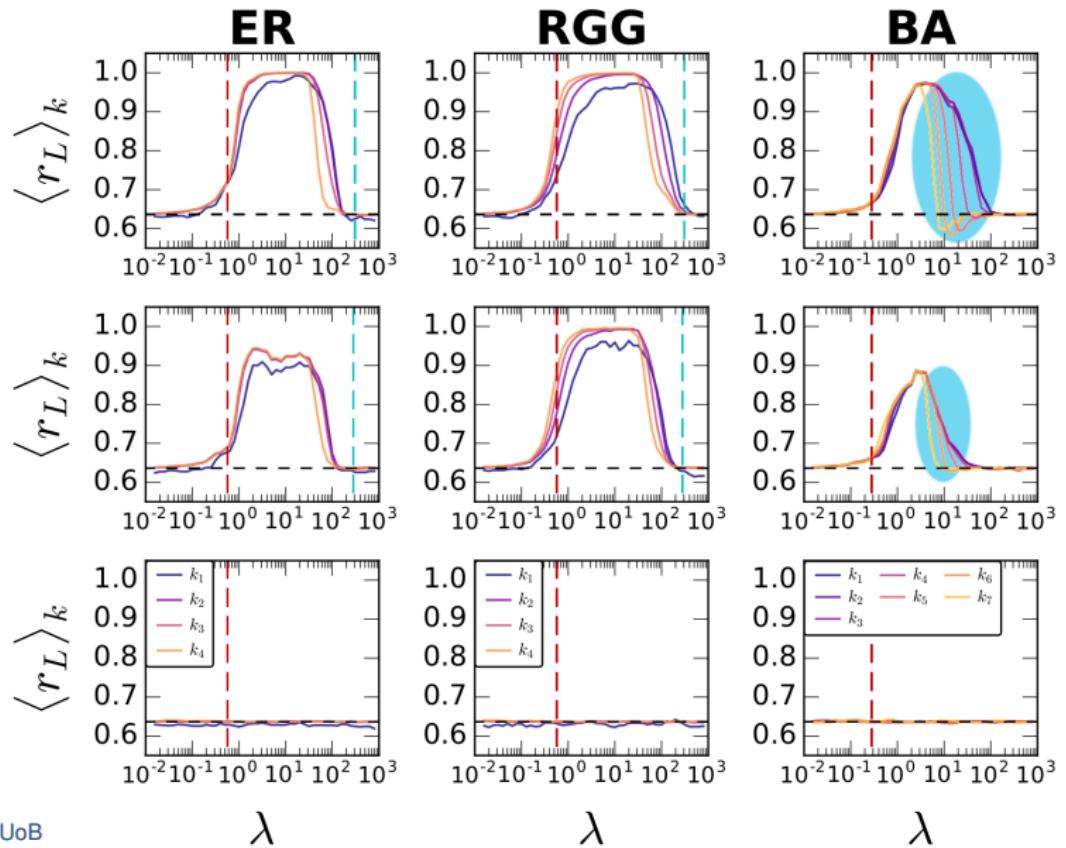


Three regimes of relative cost α :

- ▶ 10^{-3} Cheap
- ▶ $10^{-1.4}$ Medium
- ▶ 10^0 Expensive

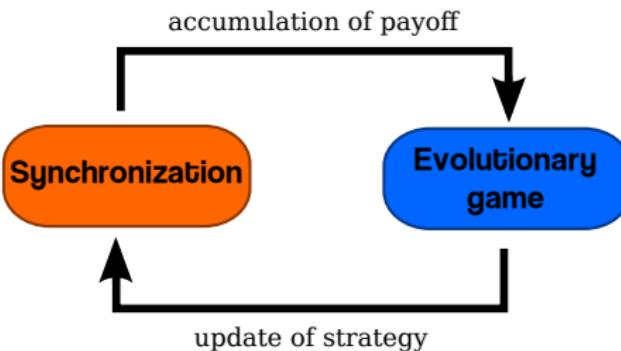






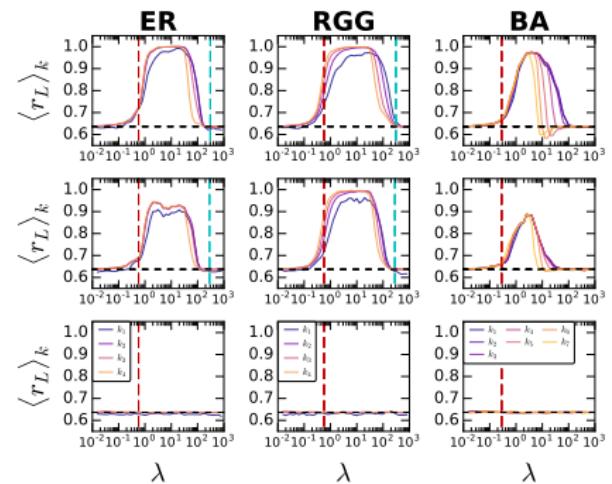
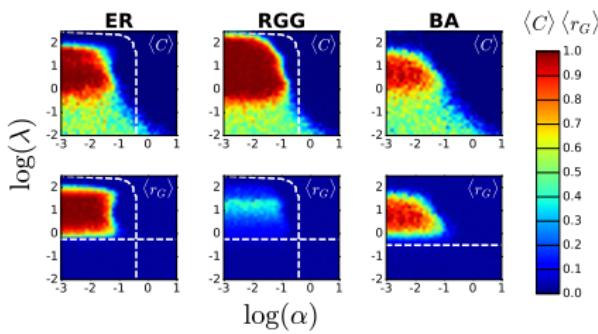
Conclusions

Coevolutionary model (Evolutionary Kuramoto's Dilemma) combining **synchronization & evolutionary game theory.**



- Anderson, P. W. (1972). More Is Different. *Science*, **177**, 393–396.

Role of the underlying topology in the emergence of cooperation/synchronization.



Acknowledgements

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Coevolution of Synchronization and Cooperation in Costly Networked Interactions

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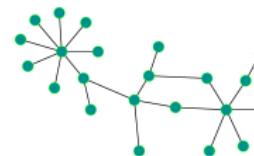
[@a_cardillo](https://twitter.com/a_cardillo)

Extra Contents

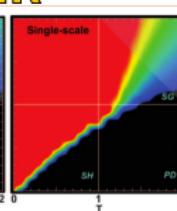
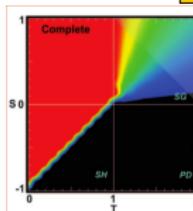
Erdős Rényi



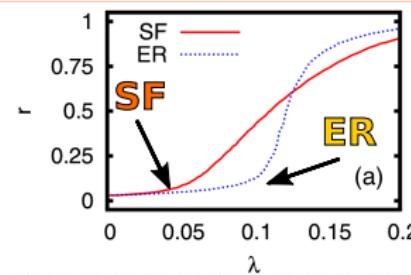
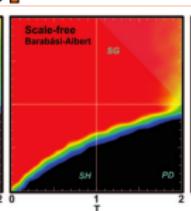
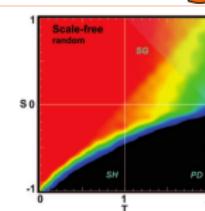
Scale Free



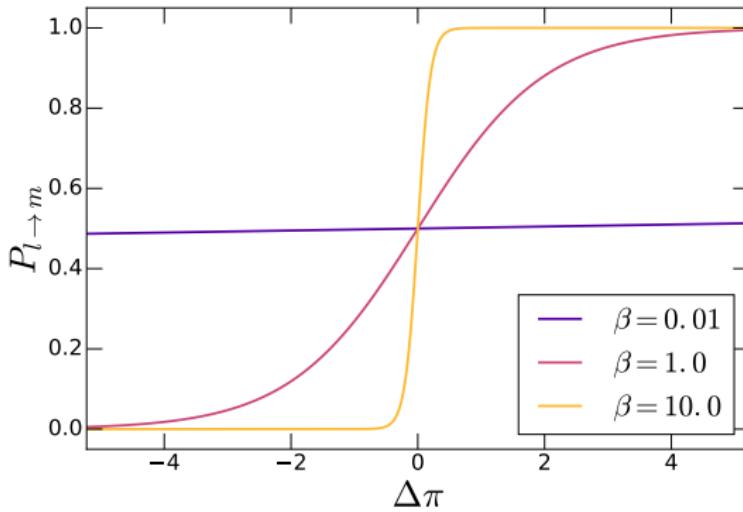
ER



SF



- Santos, F., et al. (2006). Proceedings of the National Academy of Sciences, **103**, 3490–3494.
- Gómez-Gardeñes, J., et al. (2007). Physical Review Letters, **98**, 34101.



Fermi's Rule

$$P_{l \rightarrow m} = \frac{1}{1 + e^{-\beta(\pi_m - \pi_l)}}.$$

Lower bound

$$\lambda_c = \lambda_c^{MF} \frac{\langle k \rangle}{\langle k^2 \rangle}$$

Upper bound

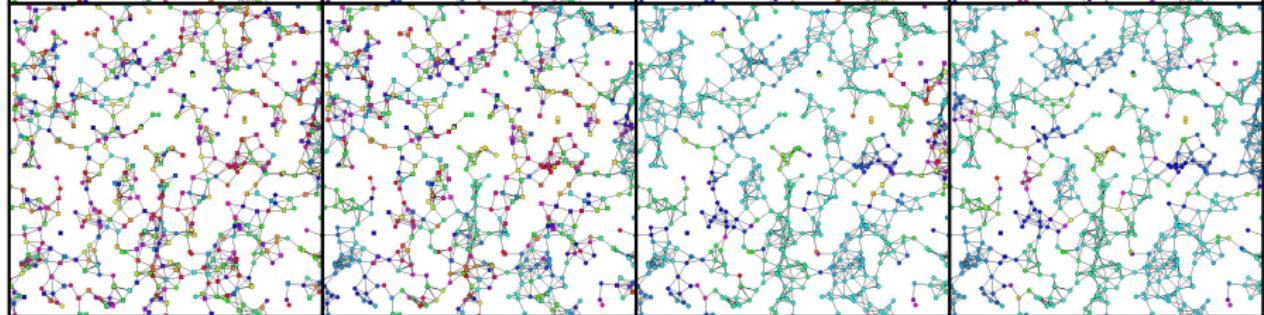
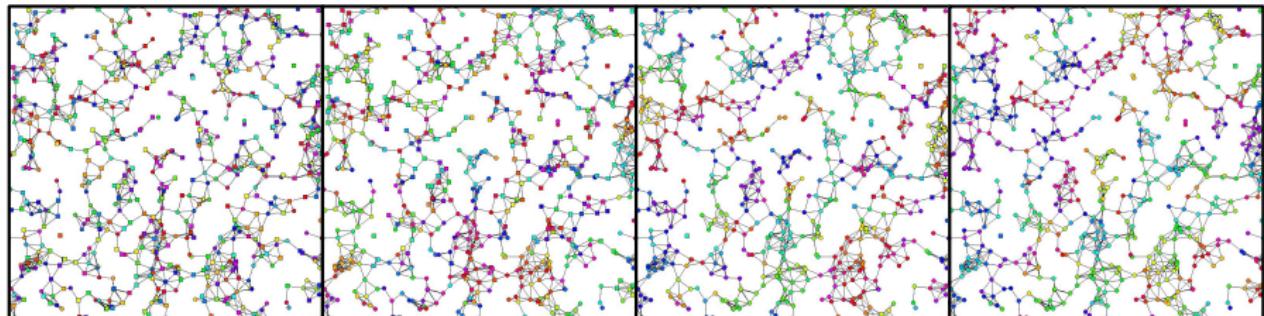
$$\frac{\Delta b}{\Delta c} = \frac{b_{Coop} - b_{Def}}{c} > \langle k \rangle$$

$$\frac{\sqrt{2[1 + \sin(\varepsilon\lambda)]} - \sqrt{2}}{\varepsilon\lambda\langle k \rangle}\pi > \alpha.$$

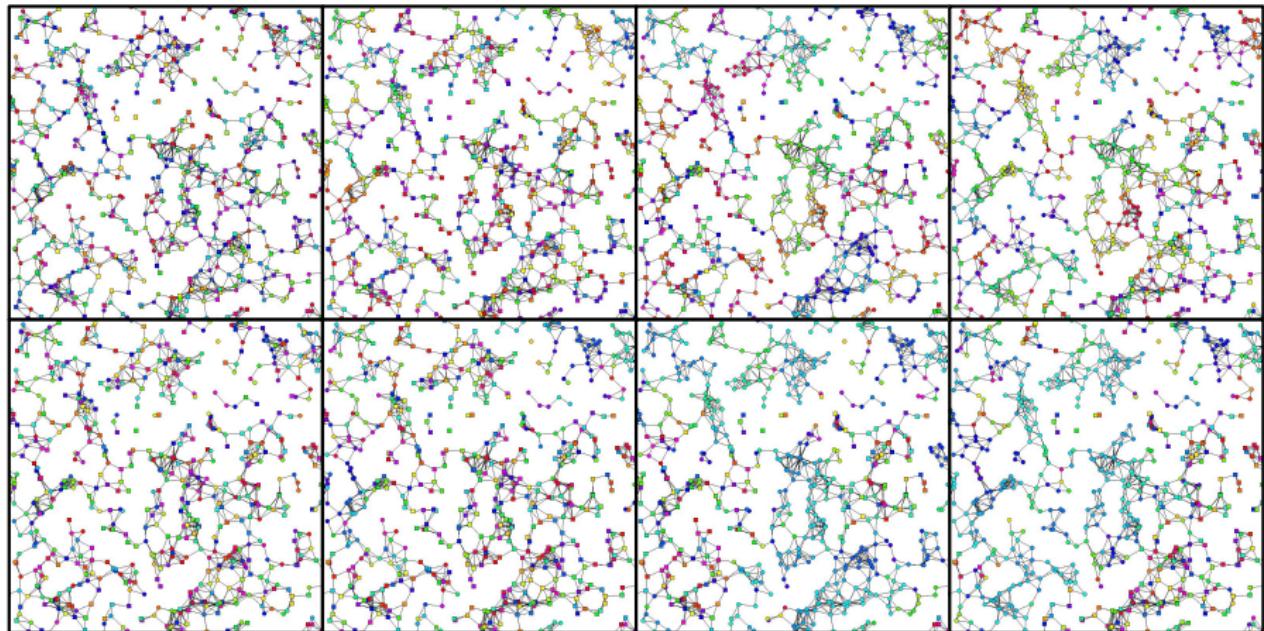
- Arenas, A., et al. (2008). Physics Reports, **469**, 93–153.
- Ohtsuki, H. et al. (2006). Nature, **441**, 502–505.

average pairwise order parameter

$$\begin{aligned}\overline{r_{lm}} &= \frac{1}{2\pi} \int_{-\pi}^{\pi} \frac{\|1 + e^{i\theta}\|}{2} d\theta = \\ &= \frac{1}{2\pi} \int_{-\pi}^{\pi} \frac{\|1 + \cos\theta + i\sin\theta\|}{2} d\theta = \\ &= \frac{1}{2\pi} \int_{-\pi}^{\pi} \frac{\sqrt{[1 + \cos\theta]^2 + \sin^2\theta}}{2} d\theta = \frac{4}{2\pi} = \frac{2}{\pi} \sim \textcolor{red}{0.6366}.\end{aligned}$$



$t = 0$	$t = 200$	$t = 2000$	$t = 5000$
$r_G = 0.011$	$r_G = 0.054$	$r_G = 0.114$	$r_G = 0.070$
$r_L = 0.640$	$r_L = 0.787$	$r_L = 0.913$	$r_L = 0.918$
coop = 0.500	coop = 0.565	coop = 0.937	coop = 0.998

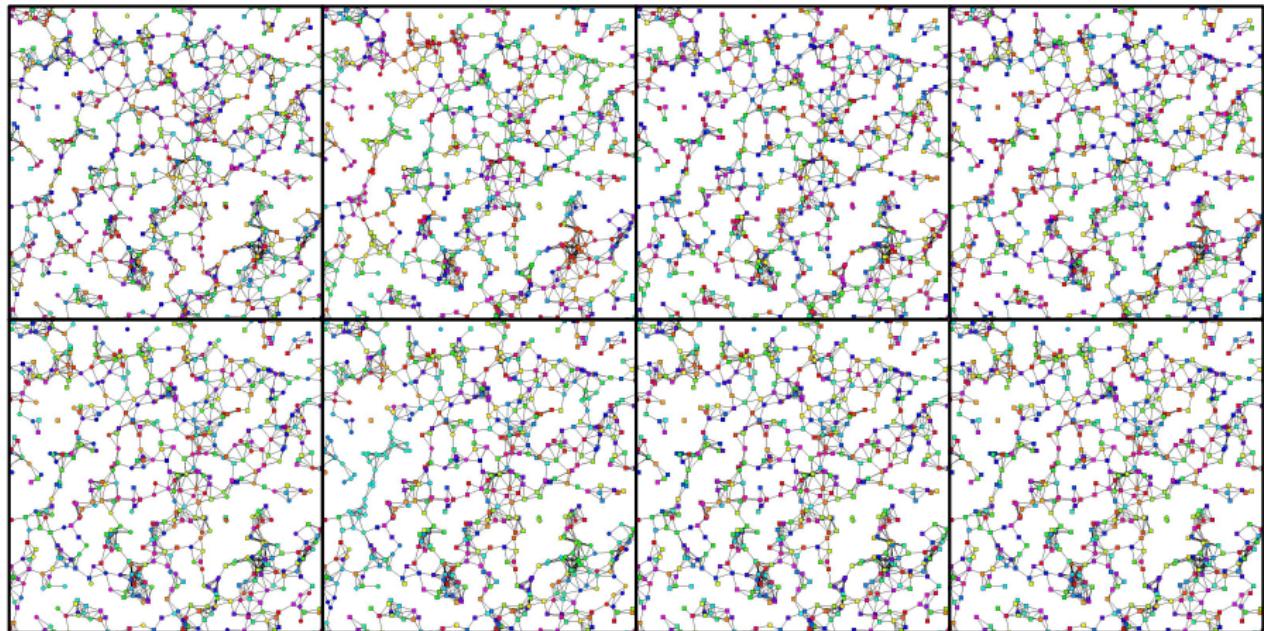


$t = 0$
 $r_G = 0.039$
 $r_L = 0.641$
 coop = 0.500

$t = 200$
 $r_G = 0.097$
 $r_L = 0.773$
 coop = 0.479

$t = 2000$
 $r_G = 0.042$
 $r_L = 0.840$
 coop = 0.690

$t = 5000$
 $r_G = 0.094$
 $r_L = 0.822$
 coop = 0.604



$t = 0$	$t = 200$	$t = 2000$	$t = 5000$
$r_G = 0.033$	$r_G = 0.048$	$r_G = 0.053$	$r_G = 0.042$
$r_L = 0.631$	$r_L = 0.738$	$r_L = 0.647$	$r_L = 0.635$
coop = 0.500	coop = 0.322	coop = 0.017	coop = 0.008

Synchronous Imitation of the best

