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# Supplementary material to Multiplicative Weights Update with Constant Step-Size in Congestion Games: Robust Convergence, Limit Cycles and Chaos

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## 1 Missing Proofs and material from Section 3

*Proof of Corollary 3.2 .* We prove it by doing a reduction. Let  $P(\mathbf{x})$  be a non-homogeneous polynomial of degree  $d$  on variables  $\{x_{ij}\}$  with  $\mathbf{x} \in D$  ( $D$  is a product of simplices). We introduce a dummy variable  $y$  that is always set to one and  $D' = \{(\mathbf{x}, y) : \mathbf{x} \in D, y = 1\}$ . We define the polynomial  $P'(\mathbf{x}, y)$  where for each monomial of  $P$  with total degree  $d'$  so that  $d' \leq d$ , we have the same monomial in  $P'$  multiplied by  $y^{d-d'}$ . It is obvious to see that  $P'$  is homogeneous of degree  $d$ . It is also obvious to check that the dynamics as defined in Theorem 2.4 for polynomial  $P'$  remains the same as for polynomial  $P$  (apart from the extra(dummy) variable  $y$  which is always one) since if

$$y = 1 \text{ at time } t \text{ then at time } t + 1, y \text{ is equal to } \frac{y \frac{\partial P'(\mathbf{x}, y)}{\partial y}}{y \frac{\partial P'(\mathbf{x}, y)}{\partial y}} = 1, \text{ i.e., } y \text{ indeed is always equal to one}$$

$$\text{and } \left. \frac{\partial P'(\mathbf{x}, y)}{\partial x_{ij}} \right|_{(\mathbf{x}, 1)} = \left. \frac{\partial P(\mathbf{x})}{\partial x_{ij}} \right|_{(\mathbf{x})}.$$

We conclude that Theorem 2.4 holds for non-homogeneous polynomials.  $\square$

*Proof of Lemma 3.3.* In a congestion game (or potential game; in case of a weighted potential game, the term  $\Phi(\mathbf{s})$  below is multiplied by a constant  $w_i$ ), the cost of the function of any player  $i$  can be written as the sum of the potential function  $\Phi(\mathbf{s})$  and a dummy term which depends on the actions of all the rest players (not on the actions of player  $i$ ), i.e.,

$$c_i(\mathbf{s}) = \Phi(\mathbf{s}) + D_i(\mathbf{s}_{-i}). \quad (1)$$

By taking expectations in Equation (1) we get that  $\hat{c}_i = \Psi + \mathbb{E}_{\mathbf{s}_{-i} \sim \mathbf{p}_{-i}}[D_i(\mathbf{s}_{-i})]$ . Using the law of total expectation it also follows that the expected cost of player  $i$  satisfies  $\hat{c}_i = \sum_{\gamma \in S_i} p_{i\gamma} c_{i\gamma}$ . Therefore  $\sum_{\gamma \in S_i} p_{i\gamma} c_{i\gamma} = \Psi(\mathbf{p}) + \mathbb{E}_{\mathbf{s}_{-i} \sim \mathbf{p}_{-i}}[D_i(\mathbf{s}_{-i})]$ .

We take the partial derivative of both L.H.S and R.H.S for variable  $p_{i\gamma}$  and we conclude that the following holds:

$$c_{i\gamma} = \frac{\partial \Psi(\mathbf{p})}{\partial p_{i\gamma}} + \underbrace{\frac{\partial \mathbb{E}_{\mathbf{s}_{-i} \sim \mathbf{p}_{-i}}[D_i(\mathbf{s}_{-i})]}{\partial p_{i\gamma}}}_{=0}, \text{ thus } \frac{\partial Q(\mathbf{p})}{\partial p_{i\gamma}} = \underbrace{1/\epsilon_i - 1/\beta + 1/\beta \cdot \prod_{j \neq i} \left( \sum_{\gamma \in S_j} p_{j\gamma} \right) - c_{i\gamma}}_{1/\epsilon_i - c_{i\gamma} \text{ since } \mathbf{p} \in \Delta} \quad (2)$$

Since the R.H.S of (2) does not depend on  $p_{i\gamma}$ ,  $Q$  is a linear function w.r.t  $p_{i\gamma}$  for all  $i \in \mathcal{N}, \gamma \in S_i$ . Therefore, it is a polynomial of degree  $N$  with respect to  $\mathbf{p}$ .

Finally, we will show that all the coefficients of the polynomial  $Q$  are non-negative. Let's focus on the monomials containing the term  $p_{i\gamma}$  (for some  $i, \gamma$ ). By (2) we have that the summation of those monomials is equal to  $(1/\epsilon_i - 1/\beta)p_{i\gamma} + \left(1/\beta \cdot \prod_{j \neq i} \left( \sum_{\gamma \in S_j} p_{j\gamma} \right) - c_{i\gamma}\right) p_{i\gamma}$  which expands to  $(1/\epsilon_i - 1/\beta)p_{i\gamma} + \left(1/\beta \cdot \sum_{\mathbf{s}_{-i} \in \mathbf{S}_{-i}} \prod_{j \neq i} p_{js_j} - c_{i\gamma}\right) p_{i\gamma}$ , where  $\mathbf{S}_{-i} \stackrel{\text{def}}{=} \times_{j \neq i} S_j$ . However, we have

$$c_{i\gamma} = \sum_{\mathbf{s}_{-i} \in \mathbf{S}_{-i}} \prod_{j \neq i} p_{j\mathbf{s}_j} \cdot \underbrace{\left( \sum_{e \in \gamma} c_e (1 + k_e(\mathbf{s}_{-i})) \right)}_{\leq \frac{1}{\beta} \text{ by definition of } \beta},$$

where  $k_e(\mathbf{s}_{-i})$  denotes the number of players apart from  $i$  that choose edge  $e$  in the strategy profile  $\mathbf{s}_{-i}$ . Combining everything together we have that summation of all monomials including  $p_{i\gamma}$  is equal to:

$$(1/\epsilon_i - 1/\beta)p_{i\gamma} + \underbrace{\left( 1/\beta - \left( \sum_{e \in \gamma} c_e (1 + k_e(\mathbf{s}_{-i})) \right) \right)}_{\leq \frac{1}{\beta}} \cdot \sum_{\mathbf{s}_{-i} \in \mathbf{S}_{-i}} \prod_{j \neq i} p_{j\mathbf{s}_j} \cdot p_{i\gamma}$$

Clearly, each summand has a nonnegative coefficient. Hence, each monomial containing  $p_{i\gamma}$  has a nonnegative coefficient. The above is true for all  $i, \gamma$  and the claim follows.  $\square$

*Proof of Theorem 3.4.* By Lemma 3.3,  $Q(\mathbf{p})$  is a polynomial with nonnegative coefficients. Therefore, we can apply Corollary 3.2 for polynomial  $Q$ . In this case, the Baum-Eagon theorem defines the map:

$$\begin{aligned} p_{i\gamma}(t+1) &= \left( p_{i\gamma}(t) \frac{\partial Q}{\partial p_{i\gamma}} \Big|_{(\mathbf{p}(t))} \right) / \sum_{\delta \in S_i} p_{i\delta} \frac{\partial Q}{\partial p_{i\delta}} \Big|_{(\mathbf{p}(t))} \\ &\stackrel{(2)}{=} \frac{p_{i\gamma}(t)(1/\epsilon_i - c_{i\gamma})}{\sum_{\delta \in S_i} p_{i\delta}(t)(1/\epsilon_i - c_{i\delta})} = p_{i\gamma}(t) \frac{1/\epsilon_i - c_{i\gamma}}{1/\epsilon_i - \hat{c}_i}, \end{aligned}$$

which coincides with  $\text{MWU}_\ell(1)$ . Thus, it is true that  $Q(\mathbf{p}(t+1)) > Q(\mathbf{p}(t))$  unless  $\mathbf{p}(t+1) = \mathbf{p}(t)$ . This proof justifies the reason we added the term  $\sum_{i \in \mathcal{N}} \left( (1/\epsilon_i - 1/\beta) \cdot \sum_{\gamma \in S_i} p_{i\gamma} \right) + 1/\beta \cdot \prod_{i \in \mathcal{N}} \left( \sum_{\gamma \in S_i} p_{i\gamma} \right)$  in  $Q$ , namely so that the partial derivatives give us  $\text{MWU}_\ell$  dynamics.  $\square$

*Proof of Corollary 3.6.* Let  $n$  be the number of players. Given the sets  $S_t, S'_t$  and the game  $G$ , we define a new game  $G'$  with  $|S_t|$  players (the players of game  $G'$  are copies of the players in  $S_t$  of game  $G$ ). For each edge  $e$  with cost function  $c_e$ , we introduce a new set of edges  $e_0, \dots, e_{n-|S_t|}$  where the cost of  $c_{e_i}(l) = \Pr[\text{exactly } i \text{ of } n - |S_t| \text{ use edge } e] c_e(l+i)$ . It is easy to check that the game  $G'$  is still a congestion game and has the same potential as the original game  $G$ . The rest follows from Theorem 3.1. Observe that it might be the case that the original game is not in a Nash equilibrium (therefore fixed point for  $\text{MWU}_\ell$ ), whereas the “subgame”  $G'$  is in a Nash equilibrium (i.e., no player in  $S_t$  decreases his cost by deviating). In words, the potential is not necessarily *strictly* decreasing but decreasing. As long as at least one player deviates, then it is strictly decreasing.  $\square$

*Proof of Theorem 3.7.* Let  $\Omega \subset \Delta$  be the set of limit points of an orbit  $\mathbf{p}(t)$ .  $\Psi(\mathbf{p}(t))$  is decreasing with respect to time  $t$  by Theorem 3.1 and so, because  $\Psi$  is bounded on  $\Delta$ ,  $\Psi(\mathbf{p}(t))$  converges as  $t \rightarrow \infty$  to  $\Psi^* = \inf_t \{\Psi(\mathbf{p}(t))\}$ . By continuity of  $\Psi$  we get that  $\Psi(\mathbf{y}) = \lim_{t \rightarrow \infty} \Psi(\mathbf{p}(t)) = \Psi^*$  for all  $\mathbf{y} \in \Omega$ . So  $\Psi$  is constant on  $\Omega$ . Also  $\mathbf{y}(t) = \lim_{n \rightarrow \infty} \mathbf{p}(t_n + t)$  as  $n \rightarrow \infty$  for some sequence of times  $\{t_i\}$  and so  $\mathbf{y}(t)$  lies in  $\Omega$ , i.e.  $\Omega$  is invariant. Thus, if  $\mathbf{y} \equiv \mathbf{y}(0) \in \Omega$  the orbit  $\mathbf{y}(t)$  lies in  $\Omega$  and so  $\Psi(\mathbf{y}(t)) = \Psi^*$  on the orbit. But  $\Psi$  is strictly decreasing except on equilibrium orbits and so  $\Omega$  consists entirely of fixed points.  $\square$

## 2 Missing Proofs and material from Section 4

In this section, we prove the existence of limit cycles as well as Li-Yorke chaos for  $\text{MWU}_e$  in the simple congestion games with two agents that have been defined in section 3. To improve readability, we present these examples below.

We consider a symmetric two agent congestion game with two edges  $e_1, e_2$ . Both agents have the same two available strategies  $\gamma_1 = \{e_1\}$  and  $\gamma_2 = \{e_2\}$ . We denote  $x, y$  the probability that the first and the second agent respectively choose strategy  $\gamma_1$ .

For the first example, we assume that  $c_{e_1}(l) = \frac{1}{2} \cdot l$  and  $c_{e_2}(l) = \frac{1}{2} \cdot l$ . Computing the expected costs we get that  $c_{1\gamma_1} = \frac{1+y}{2}$ ,  $c_{1\gamma_2} = \frac{2-y}{2}$ ,  $c_{2\gamma_1} = \frac{1+x}{2}$ ,  $c_{2\gamma_2} = \frac{2-x}{2}$ .  $\text{MWU}_e$  then becomes  $x_{t+1} = x_t \frac{(1-\epsilon_1) \frac{(y_t+1)}{2}}{x_t(1-\epsilon_1) \frac{(y_t+1)}{2} + (1-x_t)(1-\epsilon_1) \frac{(2-y_t)}{2}}$  (first player) and  $y_{t+1} = y_t \frac{(1-\epsilon_2) \frac{(x_t+1)}{2}}{y_t(1-\epsilon_2) \frac{(x_t+1)}{2} + (1-y_t)(1-\epsilon_2) \frac{(2-x_t)}{2}}$  (second player). We assume that  $\epsilon_1 = \epsilon_2$  and also that  $x_0 = y_0$  (players start with the same mixed strategy). Due to symmetry, it follows that  $x_t = y_t$  for all  $t \in \mathbb{N}$ , thus it suffices to keep track only of one variable (we have reduced the number of variables of the update rule of the dynamics to one) and the dynamics becomes  $x_{t+1} = x_t \frac{(1-\epsilon) \frac{(x_t+1)}{2}}{x_t(1-\epsilon) \frac{(x_t+1)}{2} + (1-x_t)(1-\epsilon) \frac{(2-x_t)}{2}}$ . Finally, we choose  $\epsilon = 1 - e^{-10}$  and we get

$$x_{t+1} = H(x_t) = x_t \frac{e^{-5(x_t+1)}}{x_t e^{-5(x_t+1)} + (1-x_t)e^{-5(2-x_t)}},$$

i.e., we denote  $H(x) = \frac{x e^{-5(x+1)}}{x e^{-5(x+1)} + (1-x)e^{-5(2-x)}}$ .

For the second example, we assume that  $c_{e_1}(l) = \frac{1}{4} \cdot l$  and  $c_{e_2}(l) = \frac{1.4}{4} \cdot l$ . Computing the expected costs we get that  $c_{1\gamma_1} = \frac{1+y}{4}$ ,  $c_{1\gamma_2} = \frac{1.4(2-y)}{4}$ ,  $c_{2\gamma_1} = \frac{1+x}{4}$ ,  $c_{2\gamma_2} = \frac{1.4(2-x)}{4}$ .  $\text{MWU}_e$  then becomes  $x_{t+1} = x_t \frac{(1-\epsilon_1) \frac{(y_t+1)}{4}}{x_t(1-\epsilon_1) \frac{(y_t+1)}{4} + (1-x_t)(1-\epsilon_1) \frac{1.4(2-y_t)}{4}}$  (first player) and  $y_{t+1} = y_t \frac{(1-\epsilon_2) \frac{(x_t+1)}{4}}{y_t(1-\epsilon_2) \frac{(x_t+1)}{4} + (1-y_t)(1-\epsilon_2) \frac{1.4(2-x_t)}{4}}$  (second player). We assume that  $\epsilon_1 = \epsilon_2$  and also that  $x_0 = y_0$  (players start with the same mixed strategy). Similarly, due to symmetry, it follows that  $x_t = y_t$  for all  $t \in \mathbb{N}$ , thus it suffices to keep track only of one variable and the dynamics becomes

$x_{t+1} = x_t \frac{(1-\epsilon) \frac{(x_t+1)}{4}}{x_t(1-\epsilon) \frac{(x_t+1)}{4} + (1-x_t)(1-\epsilon) \frac{1.4(2-x_t)}{4}}$ . Finally, we choose  $\epsilon = 1 - e^{-40}$  and we get

$$x_{t+1} = G(x_t) = x_t \frac{e^{-10(x_t+1)}}{x_t e^{-10(x_t+1)} + (1-x_t)e^{-14(2-x_t)}},$$

i.e., we denote  $G(x) = \frac{x e^{-10(x+1)}}{x e^{-10(x+1)} + (1-x)e^{-14(2-x)}}$ .

## 2.1 Analyzing $x_{t+1} = H(x_t)$

### The signs of the derivative of $H(H(x))$

In this subsection we analyze the monotonicity of  $H(H(x))$ .

**Lemma 1.** *There exist numbers  $0 < y_0 < x_0 < 1/2 < x_1 < y_1 < 1$  so that:*

- *For  $x \in [0, y_0], [x_0, x_1]$  and  $[y_1, 1]$   $H(H(x))$  is strictly increasing,*
- *for  $x \in [y_0, x_0]$  and  $x \in [x_1, y_1]$   $H(H(x))$  is strictly decreasing,*

where  $x_0 = \frac{1}{10}(5 - \sqrt{15}) \approx 0.1127$ ,  $x_1 = \frac{1}{10}(5 + \sqrt{15}) \approx 0.8873$ ,  $y_0 \in (0, x_0)$  so that  $H(y_0) = x_0$  and  $y_1 \in (x_1, 1)$  so that  $H(y_1) = x_1$ .

*Proof.* First of all it holds that  $\frac{dH(H(x))}{dx} = H'(H(x)) \cdot H'(x)$ , therefore we will analyze the signs of  $H'(H(x))$  and  $H'(x)$  separately. Direct calculations give  $H'(x) = e^{5+10x} \frac{1-10x+10x^2}{(e^{10x}(-1+x)-e^5x)^2}$ . The roots of  $1-10x+10x^2$  are  $x_0$  and  $x_1$  (defined in the statement). We conclude that  $H$  is strictly increasing in  $[0, x_0]$  and  $[x_1, 1]$  and strictly decreasing in  $[x_0, x_1]$ .

Moreover  $H(x_0) \approx 0.8593 > x_0$  thus lies in  $(1/2, x_1)$  and  $H(x_1) \approx 0.1406 < x_1$  and hence lies in  $(x_0, 1/2)$ . Let  $y_0 \in (0, x_0)$  so that  $H(y_0) = x_0$  (since  $H$  is strictly increasing in  $[0, x_0]$ ,  $H(0) = 0$  and  $H(x_0) > x_0$ , there exists a unique  $y_0$ ) and by similar argument let  $y_1$  the unique real in  $[x_1, 1]$  so that  $H(y_1) = x_1$ .

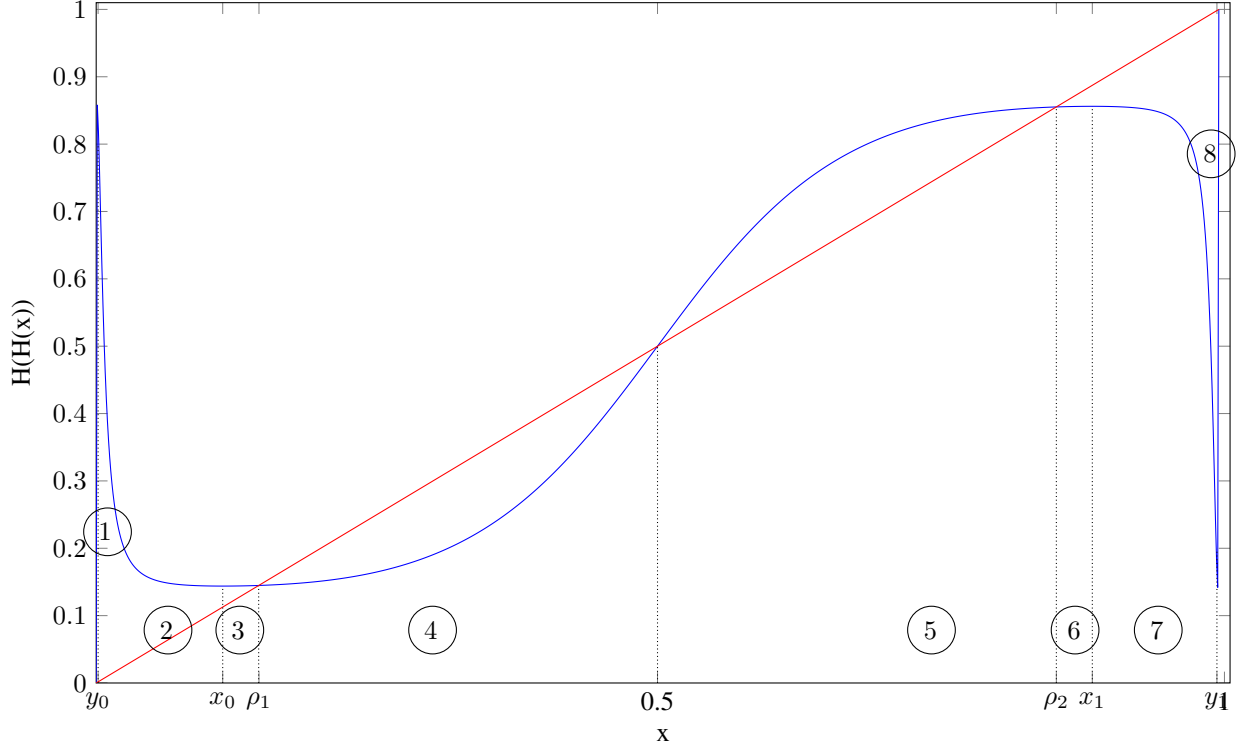


Figure 1: Detailed plot of  $H^2$ .

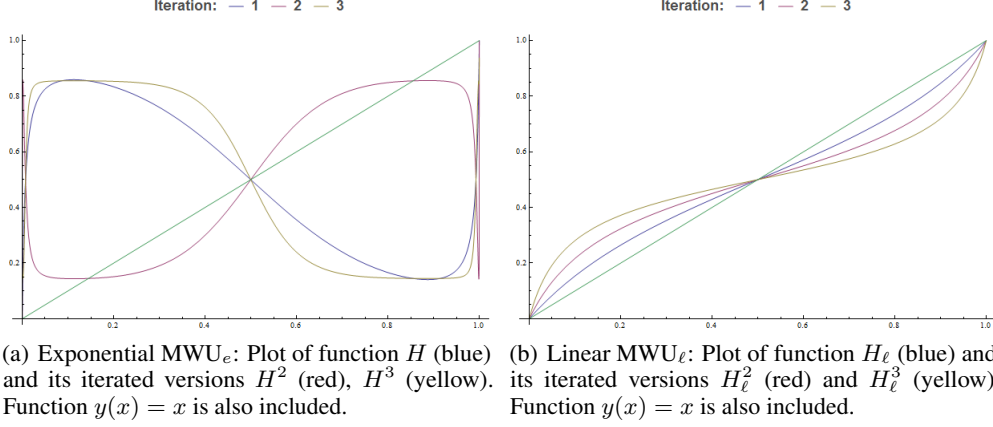
We have the following cases:

- For  $x \in (0, y_0)$  we get that both  $H'(x)$  and  $H'(H(x))$  are positive and hence  $H(H(x))$  is strictly increasing in  $[0, y_0]$  (area 1 of the figure 1).
- For  $x \in (y_0, x_0)$  we get that  $H'(x)$  is positive and  $H'(H(x))$  is negative, thus  $H(H(x))$  strictly decreasing in  $[y_0, x_0]$  (area 2 of the figure 1).
- For  $x \in (x_0, x_1)$  we get that  $H'$  is negative and since  $(H(x_1), H(x_0)) \subset (x_0, x_1)$ ,  $H$  is monotone we have that  $H'(H(x))$  is also negative, namely  $H(H(x))$  is strictly increasing in  $[x_0, x_1]$  (areas 3,4,5 and 6 of the figure 1).
- For  $x \in (x_1, y_1)$  we get that  $H'(x)$  is positive and  $H'(H(x))$  is negative and hence  $H(H(x))$  is strictly decreasing in  $[x_1, y_1]$  (area 7 of the figure 1).
- For  $x \in (y_1, 1)$  we get that  $H'(x)$  is positive and  $H'(H(x))$  is positive, thus  $H(H(x))$  strictly increasing in  $[y_1, 1]$  (area 8 of the figure 1).

□

### The fixed points of $H(H(x))$

**Lemma 2.**  $H(H(x))$  has 5 fixed points,  $0 < \rho_1 < 1/2 < \rho_2 = 1 - \rho_1 < 1$ . Moreover  $H(H(x)) - x$  is positive in  $(0, \rho_1)$ ,  $(1/2, \rho_2)$  and negative in  $(\rho_1, 1/2)$ ,  $(\rho_2, 1)$ .



*Proof.* By direct calculations we get that

$$\begin{aligned}
 H(H(x)) &= \frac{x}{(e^{-5+10x}(1-x) + x) \left( \frac{x}{e^{-5+10x}(1-x)+x} + e^{-5+\frac{10x}{e^{-5+10x}(1-x)+x}} \left( 1 - \frac{x}{e^{-5+10x}(1-x)+x} \right) \right)} \\
 &= \frac{x}{x + e^{10x \left( 1 + \frac{1}{e^{-5+10x}(1-x)+x} \right) - 10} (1-x)}
 \end{aligned}$$

It is clear that  $H(H(0)) = 0$ ,  $H(H(1)) = 1$  and  $H(H(1/2)) = 1/2$ . In order to find the other fixed points, it suffices to analyze the roots of the function  $1 - x - e^{10x \left( 1 + \frac{1}{e^{-5+10x}(1-x)+x} \right) - 10} (1-x)$ . By cancelling the common factor  $(1-x)$  (we have already take into account  $x = 1$ ), we have to analyze  $g(x) \stackrel{\text{def}}{=} 1 - e^{10x \left( 1 + \frac{1}{e^{-5+10x}(1-x)+x} \right) - 10}$ . It follows by the monotonicity of  $e^x$  that  $g(x) = 0$  iff  $10x \left( 1 + \frac{1}{e^{-5+10x}(1-x)+x} \right) - 10 = 0$ , i.e.,  $\frac{x}{e^{-5+10x}(1-x)+x} = 1 - x$ .

To solve the equation above, it suffices to analyze the roots of the function

$$g_1(x) \stackrel{\text{def}}{=} x - (1-x) (e^{-5+10x}(1-x) + x) = x^2 - e^{-5+10x}(1-x)^2.$$

By direct calculation we have to find the roots of  $g_2(x) \stackrel{\text{def}}{=} x - e^{-2.5+5x}(1-x)$  (since  $0 \leq x \leq 1$ ). Finally, we take the derivative of  $g_2$  which is  $g_2'(x) = 1 + e^{-2.5+5x} - 5e^{-2.5+5x}(1-x) = 1 + e^{-2.5+5x}(5x - 4)$ . Clearly  $g_2''(x)$  is negative in  $[0, 3/5)$ , positive in  $(3/5, 1]$  and zero at  $3/5$ . Also  $g_2'(0) \approx 0.67 > 0$ ,  $g_2'(3/5) \approx -0.648 < 0$  and  $g_2'(1) > 0$ , i.e., by Bolzano's theorem  $g_2'(x)$  has a unique root in  $(0, 3/5)$  (say  $\alpha_1$ ) and a unique root in  $(3/5, 1)$  (say  $\alpha_2$ ). Finally, since  $g_2(1/2) = -0.5 < 0$  and  $g_2(x_0) \approx 0.504 > 0$ , it follows that  $x_0 < \alpha_1 < 1/2$  and since  $g_2(x_1) \approx 4.026$  we get that  $1/2 < \alpha_2 < x_1$ . By the above and Rolle's theorem we conclude that  $H(H(x))$  has at most 3 distinct fixed points apart from 0, 1. Since  $g_2$  is increasing in  $(0, x_0)$  and  $g_2(x_0) \approx -0.015 < 0$ ,  $g_2$  has no root in  $(0, x_0]$ . Moreover, since  $g_2(1/4) \approx 0.035 > 0$ , it follows that  $g_2$  has a root in  $(x_0, 1/4)$  (say  $\rho_1$ ). Hence  $H(H(\rho_1)) = \rho_1$  and  $1/2 > 1/4 > \rho_1 > x_0$ . By observing that  $H(1-x) = 1 - H(x)$ , we get that  $H(1 - H(x)) = 1 - H(H(x))$  and also  $H(H(1-x)) = H(1 - H(x))$ , i.e.,

$$H(H(1-x)) = 1 - H(H(x)).$$

We substitute  $x$  with  $\rho_1$  and we get  $H(H(1 - \rho_1)) = 1 - H(H(\rho_1)) = 1 - \rho_1$ , namely  $\rho_2 \stackrel{\text{def}}{=} 1 - \rho_1 > 3/4$  is the remaining fixed point of  $H(H(x))$ . Whether  $H(H(x)) - x$  is positive or negative follows by same arguments. See also the figure 1 for a visualization of this theorem.  $\square$

## Periodic orbits

*Proof of Theorem 4.1.* Since  $(\rho_1, 1/2) \subset [x_0, x_1]$ , from Lemma 1 it holds that  $H(H(x))$  is strictly increasing in  $(\rho_1, 1/2)$ . Thus if  $\rho_1 < x < 1/2$ , it follows  $\rho_1 = H(H(\rho_1)) < H(H(x)) <$

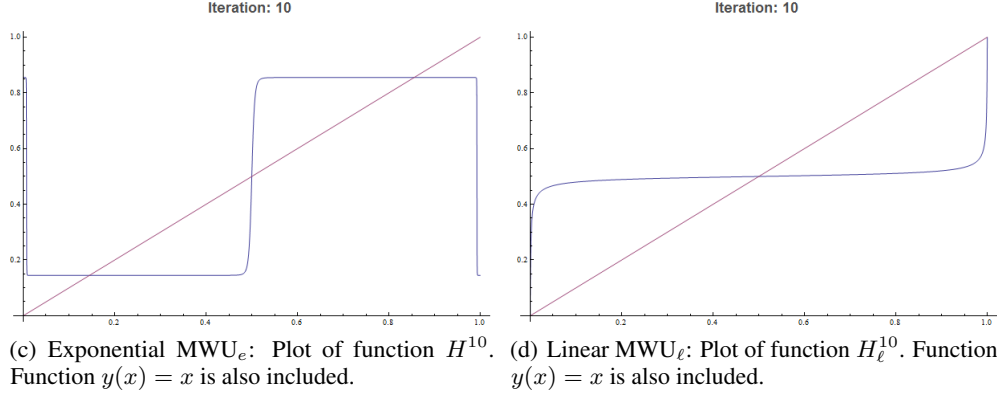


Figure 2: We compare and contrast  $\text{MWU}_e$  (left) and  $\text{MWU}_l$  (right) in the same two agent two strategy/edges congestion game with  $c_{e_1}(l) = \frac{1}{2} \cdot l$  and  $c_{e_2}(l) = \frac{1}{2} \cdot l$  and same learning rate  $\epsilon = 1 - e^{-10}$ .  $\text{MWU}_e$  converges to a limit cycle whereas  $\text{MWU}_l$  equilibrates. Function  $y(x) = x$  is also included in the graphs to help identify fixed points and periodic points.

$H(H(1/2)) = 1/2$ , i.e., the interval  $[\rho_1, 1/2]$  is invariant under  $H \circ H$ . Consider an initial condition  $z_0 \in (\rho_1, 1/2)$  and define the sequence  $z_{i+1} = H(H(z_i))$ . It is clear that  $z_i \in (\rho_1, 1/2)$  for all  $i \in \mathbb{N}$  from previous argument. Additionally,  $(z_i)_{i \in \mathbb{N}}$  is strictly decreasing because  $z_{i+1} = H(H(z_i)) < z_i$  (from Lemma 2 we have  $H(H(x)) < x$  for all  $x \in (\rho_1, 1/2)$ ). Finally,  $z_i > \rho_1$  for all  $i \in \mathbb{N}$  (lower bounded), and thus the sequence converges to some limit  $l$ . It is easy to see that  $\rho_1 \leq l < 1/2$  and also  $H(H(l)) = l$  by continuity of  $H$ , namely  $l = \rho_1$  (using Lemma 2). Therefore, we showed that for any initial point  $z_0 \in [\rho_1, 1/2)$ , we get that  $\lim_{t \rightarrow \infty} H^{2t}(z_0) = \rho_1$ . Analogously holds that for any initial point  $z_0 \in (1/2, \rho_2]$ , we get that  $\lim_{t \rightarrow \infty} H^{2t}(z_0) = \rho_2$ . It is clear that  $\lim_{t \rightarrow \infty} H^{2t}(1/2) = 1/2$  ( $1/2$  is a fixed point of  $H$ ).

Moreover a point  $z \in (x_0, \rho_1)$  we have that  $z' = H(H(z)) \in (H(H(x_0)), H(H(\rho_1)))$  ( $H \circ H$  is strictly increasing by Lemma 1). Since  $z < \rho_1$ , we have that  $z' = H(H(z)) > z$  (from Lemma 2). Therefore for any initial point  $z_0 \in (x_0, \rho_1)$ , the sequence  $(H^{2t}(z_0))_{t \in \mathbb{N}}$  is strictly increasing and bounded by  $\rho_1$ , hence it converges. By similar argument as before we conclude that  $\lim_{t \rightarrow \infty} H^{2t}(z_0) = \rho_1$ . Analogously, it holds for any initial point  $z_0 \in (\rho_2, x_1)$  that  $\lim_{t \rightarrow \infty} H^{2t}(z_0) = \rho_2$ .

We continue by considering the case that  $z \in (y_0, x_0)$ . From Lemma 1 we have that  $z' = H(H(z)) \in (H(H(x_0)), H(H(y_0)))$ . From Lemma 2  $H(H(x_0)) > x_0$  and  $H(H(y_0)) = H(x_0) < x_1$ . Therefore  $z' \in (x_0, x_1)$  and from the previous cases we have that  $\lim_{t \rightarrow \infty} H^{2t}(z) = \rho_1$  or  $\rho_2$ , unless  $z' = 1/2$ , i.e., unless  $H(H(z)) = 1/2$ . It is completely analogous the case  $z \in (x_1, y_1)$ .

To finish the proof, assume  $z_0 \in (0, y_0)$ . From Lemma 1 it holds that  $z_1 = H(H(z_0)) > z_0$ . Let  $n$  be the minimum index for  $t$  so that  $z_n = H^{2n}(z_0) > y_0$  ( $n$  exists and is finite, otherwise the sequence  $(H^{2t})_{t \in \mathbb{N}}$  would converge to a fixed point, which is contradiction because there is no fixed point in  $(0, y_0)$ ). It is clear that  $z_{n-1} < y_0$  and hence

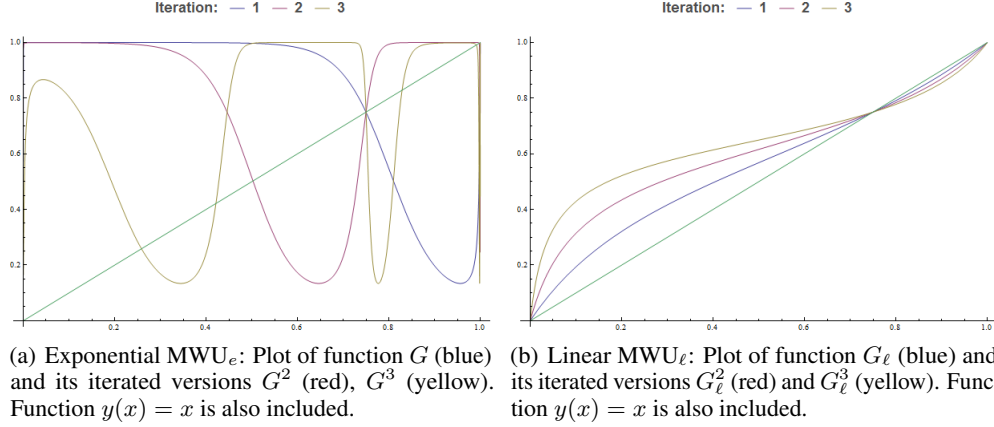
$$y_0 < H(H(z_{n-1})) < H(H(y_0)) = H(x_0) < x_1.$$

So either  $z_n = 1/2$  or  $H(H(z_n)) = 1/2$  or else the sequence  $H^{2t}$  converges to  $\rho_1$  or  $\rho_2$  (by reduction to the previous cases). Completely analogous is the remaining case  $z_0 \in (y_1, 1)$ .

Therefore we showed the following: For all  $z \in (0, 1)$ , either there exists a number  $k \in \mathbb{N}$  so that  $H^{2k}(z) = \frac{1}{2}$  or the limit  $\lim_{t \rightarrow \infty} H^{2t}(z)$  exists and is equal to  $\rho_1$  or  $\rho_2$ . Finally, the set  $\{z \in (0, 1) : \exists k \in \mathbb{N} \text{ s.t. } H^{2k}(z) = \frac{1}{2}\}$  has measure zero (from Lemma 1, the set  $\{z : H(H(z)) = 1/2\}$  has cardinality at most 5). See also figure 2(c) for a visualization of the theorem. In contrast, figure 2(d) shows that the linear variant converges to the fixed point  $1/2$  ( $x = 1/2, y = 1/2$  is a Nash equilibrium of the corresponding game, i.e., the first example of Section 4).  $\square$

## 2.2 Analyzing $x_{t+1} = G(x_t)$

**Lemma 3.**  $G$  has 3 fixed points  $0 < 3/4 < 1$  in  $[0, 1]$ .



*Proof.* Let  $x$  be a fixed point of  $G$ . If  $x \neq 0, 1$  then  $1 + x = \frac{14}{10}(2 - x)$ , therefore  $x = \frac{3}{4}$ .  $\square$

**Lemma 4.** *There exist a  $y \in [0, 1]$  so that  $G(G(G(y))) = y$ ,  $G(y) \neq y$ ,  $G(G(y)) \neq y$  and  $G(G(y)) \neq G(y)$ . Hence  $y, G(y), G(G(y))$  is a periodic orbit of length three.*

*Proof.* It holds that  $G(G(G(0.4))) - 0.4 \approx -0.158$  and  $G(G(G(0.5))) - 0.5 \approx 0.496$  and hence by Bolzano's theorem there exists a  $y \in (0.4, 0.5)$  so that  $G(G(G(y))) = y$ . Observe that  $y$  cannot be a fixed point of  $G$  because of Lemma 3. If  $G(G(y)) = y$ , then by applying  $G$  we get  $G(G(G(y))) = G(y)$  and hence  $y = G(y)$  (contradiction since  $y$  cannot be a fixed point). Finally, if  $G(G(y)) = G(y)$  then by applying  $G \circ G$  we get  $G(G(G(G(y)))) = G(G(G(y)))$ , and since  $G(G(G(y))) = y$  we have that  $G(y) = y$  (contradiction again). See also figure 3(a) for a visualization of the theorem.  $\square$

Using Li-Yorke theorem and Lemma 4 we can show Theorem 4.2.

*Proof of Theorem 4.2.* It follows from Li-Yorke theorem (Theorem 2.3) and Lemma 4. See also figure 3(c) for a visualization of the theorem. In contrast, figure 3(d) shows that the linear variant converges to the fixed point  $3/4$  ( $x = 3/4, y = 3/4$  is a Nash equilibrium of the corresponding game, i.e., the second example of Section 4).  $\square$

Finally using Theorem 4.2 we show that for any  $1 > \epsilon > 0$ , we can create games so that MWU<sub>e</sub> exhibits chaotic behavior for infinitely many initial conditions.

*Proof of Corollary 4.3.* Given any  $1 > \epsilon > 0$  and  $n$ , consider a game with 2 edges  $e_1, e_2$  and a dummy edge that does not belong to the strategy set of players  $n - 1, n$ . Assume that the costs for the two edges are  $c_{e_1}(x) = ax$  and  $c_{e_2}(l) = bl$  where  $a = \frac{10}{\ln 1/(1-\epsilon)}$  and  $b = \frac{14}{\ln 1/(1-\epsilon)}$ . The first  $1, 2, \dots, n - 2$  players choose the dummy edge with probability one. MWU<sub>e</sub> dynamics ensures that the  $n - 2$  players don't change their strategy along the iterations of the dynamics (if a strategy is played with probability zero, that probability remains zero for all times). For players  $n - 1, n$ , let  $x, y$  be the probabilities to choose edge  $e_1$  and we start from the symmetric position  $x = y$ . It is not hard to show that the update rule of the MWU<sub>e</sub> dynamics is  $\frac{x(1-\epsilon)^{a(1+x)}}{x(1-\epsilon)^{a(1+x)} + (1-x)(1-\epsilon)^{a(2-x)}} = \frac{xe^{-10(1+x)}}{xe^{-10(1+x)} + (1-x)e^{-14(2-x)}}$ , namely the same as  $G(x)$  for both players, i.e., we reduce the instance to that of our second example and by Theorem 4.2 our claim follows.  $\square$

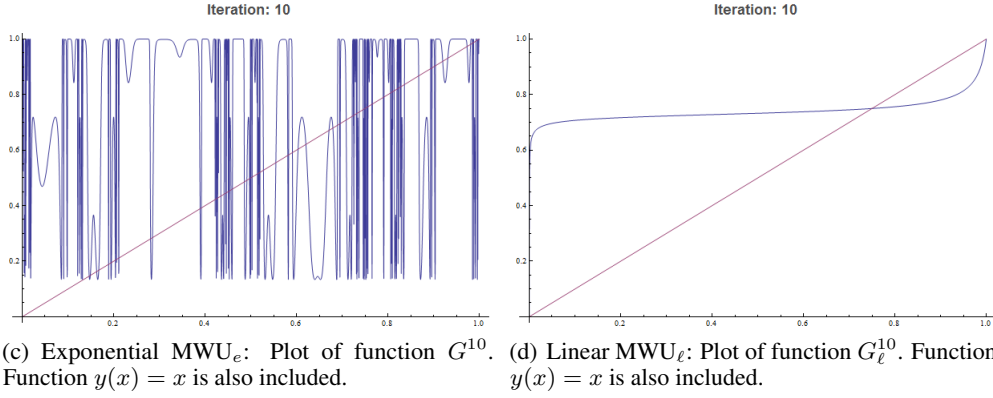


Figure 3: We compare and contrast MWU<sub>e</sub> (left) and MWU<sub>l</sub> (right) in the same two agent two strategy/edges congestion game with  $c_{e_1}(l) = \frac{1}{4} \cdot l$  and  $c_{e_2}(l) = \frac{1.4}{4} \cdot l$  and same learning rate  $\epsilon = 1 - e^{-40}$ . MWU<sub>e</sub> exhibits sensitivity to initial conditions whereas MWU<sub>l</sub> equilibrates. Function  $y(x) = x$  is also included in the graphs to help identify fixed points and periodic points.