

An Evolutionary IEA Game: the Evolution of Abatement Strategies

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TECT Conference, 2010

- Kyoto protocol vs. Copenhagen Accord: paradigm shift?
- top-down, binding "targets and timetable" agreement
- bottom-up, voluntary "pledge and review" accord
- players *adapt* their abatement behaviour to the payoff differentials perceived through pairwise (i.e. bilateral) and multilateral interactions
- study the evolution of a certain ecology of emission-reductions strategies

- Social Dilemmas/ Tragedy of the Commons
- Literature review
- IEA evolutionary game
- IEA game with state-independent abatements
- IEA game with state-dependent abatements
- Concluding remarks

- tension between suboptimal equilibrium "defection" and optimal non-equilibrium "cooperation"
- mechanisms to "evolve" cooperation:
 - 1 direct reciprocity
 - 2 indirect reciprocity: reputation
 - 3 reward/punishment: sanctions
 - 4 local (spatial) interaction: cooperate with cooperators
- "local" commons: E. Ostrom work on the emergence of institutions to deal with CPR
- "global " commons: GHG stock admissible in the atmosphere, quality of environment, biodiversity ?

- Seti and Somanathan (1996): CPR game, Replicator Dynamics, stock-dependent harvesting rules: cooperators, defectors, punishers: positive fraction of cooperators
- Xepapadeas (2005): CPR, coupled dynamics, stock-dependent auditing probabilities: oscillations
- Iwasa (2007, 2009): shallow lake: coupled dynamics of socio-economic norms(i.e. phosphorus discharge levels) and lake quality: "social pressure" , costs incurred by the non-complying players
- Arce (2004): "leading-by-example" in an IPG game: partial cooperation is an ESS

Conditional Strategy: Reciprocity

- *"commit to an emission reduction target $x\%$ **unilaterally** and upgrade to a higher target $y\%$ **provided that** other players **match** this contribution".*
- UNFCCC, pledges as of 31 january 2010:
 - 1 EU: 20%/30% (iff matched)
 - 2 Australia: 5%/15%(if stabilization at 450 ppm fails)/25% (iff stabilization reached)
 - 3 Japan: 25% provided agreement reached on "ambitious" targets
 - 4 Non-Annex I: carbon intensity targets: China :40%/45% India 20%/25%

Emission reduction strategies

- Unconditional abatement strategies:

$$\begin{aligned} \text{"Social optimum"} (E) &: p_E \\ \text{"Cooperate"} (C) &: p_H \\ \text{"Defect"} (D) &: p_L \\ \text{"Nash"} (N) &: p_N \end{aligned} \tag{1}$$

- Conditional strategy:

$$L = \left\{ \begin{array}{l} p_H \text{ if opponent chose } p_L, p_H \text{ or } p_N \\ p_E \text{ iff opp choice was } p_E \end{array} \right\} \tag{2}$$

Evolutionary IEA Games

- stage game:

$$P = \begin{bmatrix} & E & C & D & L \\ E & p_E, p_E & p_E, p_H & p_E, p_L & p_E, p_E \\ C & p_H, p_E & p_H, p_H & p_H, p_L & p_H, p_H \\ D & p_L, p_E & p_L, p_H & p_L, p_L & p_L, p_H \\ L & p_E, p_E & p_H, p_H & p_H, p_L & p_E, p_E \end{bmatrix} \quad (3)$$

- stage game payoffs:

$$\pi_i(p_i, p_j, S) = U_i(S, p_i, p_j) - mc_i \cdot p_i, \text{ for } i = E, C, D, L \quad (4)$$

- utility function

$$U_i(S, p_i, p_j) = (1/S) + (p_i + p_j) \quad (5)$$

Evolutionary IEA Game (cont 'ed)

- asymmetric marginal costs:

$$mc_L < mc_j, j = E, C, D \quad (6)$$

- fractions of L, E, C, D rules evolution follow the Logit Dynamics:

$$x_{i+1} = \frac{e^{\beta\pi_i(p_i, S)}}{\sum_i e^{\beta\pi_i(p_i, S)}}, i = E, C, D, L \quad (7)$$

- The stock of GHG(S) evolves according to a simple inflow-outflow difference equation appended with a nonlinear "feedback" term:

$$S_{t+1} = (1 + \alpha)S_t - G_t S_t + \sigma(S_t), \sigma(\cdot) \text{ nonlinear} \quad (8)$$

- the average GHG abatement percentage:

$$G = \sum_i (\mathbf{x})_i p_i, i = E, C, D, L \quad (9)$$

State-independent abatements

- strategy set

“Social optimum” (E) : $p_E = e$

“Cooperate” (C) : $p_H = h$ (10)

“Defect” (D) : $p_L = l$

$$L = \left\{ \begin{array}{l} p_H = h, \text{ if opponent played } C, D \\ p_E = e \text{ iff opponent strategy } E \end{array} \right\} \quad (11)$$

- marginal costs

$$mc = \left\{ \begin{array}{l} c_h = m, \text{ for strategy } C, D, E \\ c_l = n \text{ for } L \text{ strategist} \end{array} \right\}; n < m. \quad (12)$$

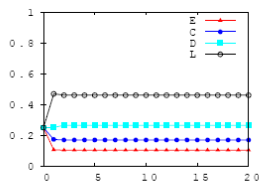
- Dynamical system

$$\left[\begin{array}{l} (\mathbf{x})_{i,t+1} = \frac{e^{\beta(A\mathbf{x})_i}}{\sum_i e^{\beta(A\mathbf{x})_i}}, i = E, C, D, L \\ S_{t+1} = (1 + \alpha)S_t - G_t S_t + \frac{rS_t^q}{p^q + S_t^q}, G_t = xl + yh + (z + w)e \end{array} \right] \quad (13)$$

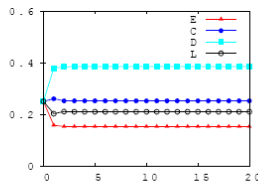
Parameterization of the model

- initial stock of GHG $S = 500$
- strategic space consisting in: $l = 0.01, h = 0.02, e = 0.03$
- marginal abatement costs $n = 1$ and $m = 2$
- business-as-usual emissions growth rate $\alpha = 0.01$
- intensity of selection/responsiveness to payoffs differences $\beta = 6$
- remaining model parameters: $r = 0.5, p = 1, q = 1$.

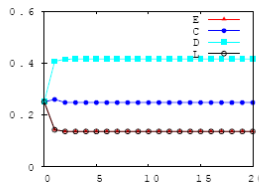
Long-run behavior



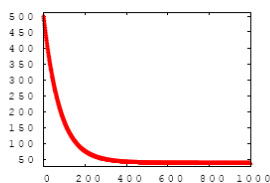
(a) $n=1, m=2$



(b) $n=1.5, m=2$



(c) $n=2, m=2$



(d) Stock (S) time evolution ($n < m$)

Figure 1: Co-evolution of strategies and GHG concentration for state-independent emissions cut pledges. Panel (a)-(c): Evolution of fractions of different strategies for various cost asymmetries. Panel (d) very long transient for emissions stock decaying and stabilization

State-dependent abatements

- *GHG abatement rates*

$$p_E(S) \geq p_H(S) \geq p_L(S) \geq p_N(S)$$

- e.g. a linearly increasing function of the existing stock

$$p_i(S) = (p_i S) / 100, i \in \{E, H, L\}$$

- co-evolutionary dynamics b/w strategies and state

Co-evolutionary dynamics: behavior&state

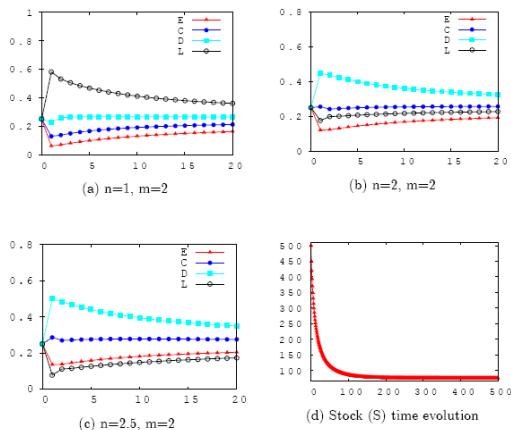


Figure 2: Co-evolution of strategies and GHG concentration for state-dependent emissions cut pledges. Panel (a)-(c): Evolution of fractions of different strategies for various cost asymmetries. Panel (d) short transient for emissions stock decaying and stabilization at around 100

Alternative utility function

- Mäler et. al.(2003) specification
- countries weigh the benefits of emissions reductions (i.e. stable climate) versus the detrimental effects such emissions cuts may have, as least on short run, on GDP and welfare:

$$U_i(p_i, p_j, S) = p_i + p_j - a(S - (p_i + p_j))^2$$

- state-independent abatement rates
- Conditional strategy: the leader exactly matches the contribution of the opponent, i.e. there is no unilateral emission cut pledge.

Alternative utility function

- Stage game payoff matrix

	E	C	D	L
E	$2e-a(S-(2e))^2$	$e+h-a(S-(e+h))^2$	$e+l-a(S-(e+l))^2$	$2e-a(S-(2e))^2$
h	$h+e-a(S-(h+e))^2$	$h+h-a(S-(h+h))^2$	$h+l-a(S-(h+l))^2$	$h+e-a(S-(h+e))^2$
l	$l+e-a(S-(l+e))^2$	$l+h-a(S-(l+h))^2$	$l+l-a(S-(l+l))^2$	$l+h-a(S-(l+h))^2$
e	$e+e-a(S-(e+e))^2$	$h+h-a(S-(h+h))^2$	$l+l-a(S-(h+l))^2$	$e+e-a(S-(e+e))^2$

- initial stock $S = 5$, BAU growth rate of emissions is set to 0.2
- strategy set: $l = 0.1$, $h = 0.2$, $e = 0.3$
- Players/countries are only moderately rational in updating their pledges to the offers of the opponents, i.e. intensity of selection is set to $\beta = 6$

Long run behavior

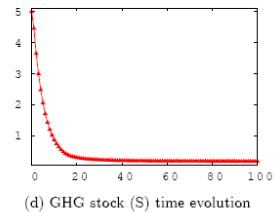
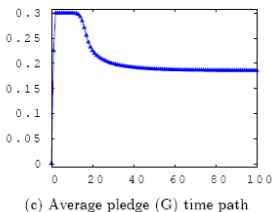
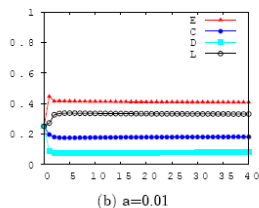
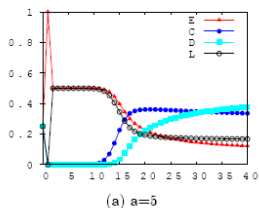


Figure 3: Co-evolution of strategies, average emissions cut, GHG concentration for Maler type of utility. Panel (a)-(b): Evolution of fractions of different strategies for various cost asymmetries. Panels (c)-(d): evolution of average cut pledges and stock of GHG

Conclusions and future directions

- evolutionary environment where countries constantly revise their submitted pledges through bilateral or multilateral interaction
- mixed support for a 'lead-by-example' strategy
- conditional strategy: mechanism for evolving cooperation in order to voluntarily provide the *global* public good of climate stability.
- model explicitly a 2-stage "matching" game: first countries play the "matching rate" game then the (unilateral) reduction target per se