

✧ What is the question?

- How multiple mutations into an environment affect the evolutionary stability of preferences? (we define multi-mutation stability criteria in multi and single-population cases.)

✧ Why should we care about this?

幾乎全部的 literature (與 indirect evolutionary approach) 建立在 symmetric two-player games played by a single population of players.<sup>1</sup> Besides, 此外, 這些不同穩定的概念都需要 robustness against one single type of mutation. 在這篇 paper 中, 我們考量一個 population could be 同時 invaded by new entrant simultaneously within the framework of the indirect evolutionary approach.

✧ What is the answer?

( Multi-population case ) When the number of populations is greater than or equal to three, coalitions of mutants may have a chance to gain an evolutionary advantage, directly or indirectly, by deviating. 無法保證一直存在穩定偏好, 給定一個 material payoff function, 仍可能有無限種類的結果。

( Single-population case ) 當 configuration 穩定, as in the case of multiple populations, the material payoff corresponding to the aggregate outcome is the same as fitness value received by each incumbent.

✧ How did you get there?

( Multi-population case ) n 個不同的 population in this section, 每一個 round, 每個 population 的一個 agent 隨機抽取來玩這個 complete information 的 game。假設每個 population 內的偏好種類有限且每個人的偏好種類獨立。且 incumbent 確定能得到相同的 average fitness 若 configuration is stable。

( Single-population case ) 抽幾個 agent 從同一個有限的 population !

例子) 全班隨機抽出四個人玩牌，給定一個四人局的牌，假定四人都是理性的，偏好有限且偏好種類獨立，遊戲的結果取決於玩家拿到哪一副牌，不是誰去玩這副牌。而且在indirect evolutionary approach下，可以有新加入者。

#### Notation

- $\Delta(S)$  denote the set of probability distributions over  $S$
- An element  $\sigma \in \prod_{i \in N} \Delta(A_i)$  : a mixed strategy profile;
- any element  $\phi$  in  $\Delta(\prod_{i \in N} A_i)$  : a correlated strategy for matched players  $i$
- $\pi_i(a)$  : the fitness that the player  $i$  obtains if an action profile  $a$  is played.
- For each  $i \in N$ , let  $\pi_i: \prod_{i \in N} A_i \rightarrow \mathbb{R}$  be the material payoff function of player  $i$ .
- $\pi_i: \prod_{i \in N} A_i \rightarrow \mathbb{R}$  be the material payoff function of player  $i$ .
- Every mixed strategy profile  $\sigma = (\sigma_1, \dots, \sigma_n)$  can be interpreted as a correlated strategy  $\phi_\sigma$  in the following way:  $\phi_\sigma(a_1, \dots, a_n) = \prod_{i \in N} \sigma_i(a_i)$  for every  $(a_1, \dots, a_n) \in \prod_{i \in N} A_i$ .