

Evolutionary game analysis of demand dynamic in oligopolistic competition

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The non-cooperative dynamic oligopolistic competition amongst the service providing agents may be placed in the form of a dynamic variational inequality (DVI) [1]. We denote the set of revenue managing firms as F , each of whom is providing a set of services S . Continuous time is denoted by the scalar $t \in \mathfrak{R}_+^1$, while t_0 is the finite initial time and $t_1 \in \mathfrak{R}_{++}^1$ the finite terminal time so that $t \in [t_0, t_1] \subset \mathfrak{R}_+^1$. Each firm $f \in F$ controls price $\pi_s^f \in L^2[t_0, t_1]$ corresponding to each service type $s \in S$, where $L^2[t_0, t_1]$ is the space of square-integrable functions for the real time interval $t \in [t_0, t_1] \subset \mathfrak{R}_+^1$. The demand for the service offerings of firm $f \in F$ evolve according to the following evolutionary game-theoretic dynamics [2]:

$$\frac{dN_s^f}{dt} = \eta_s^f \cdot (\pi_s - \pi_s^f) \quad \forall s \in S, f \in F \quad (1)$$

$$N_s^f(t_0) = K_{s,0}^f \quad \forall s \in S, f \in F \quad (2)$$

where π_s is the moving average price for service $s \in S$ given by

$$\pi_s(t) = \frac{1}{|F| (t - t_0)} \int_{t_0}^t \sum_{g \in F} \pi_s^g(\tau) d\tau \quad \forall s \in S$$

while $K_{i,0}^f \in \mathfrak{R}_{++}^1$ and $\eta_i^f \in \mathfrak{R}_{++}^1$ are exogenous parameters for each $s \in S$ and $f \in F$.

The resulting Cournot-Nash game takes the form of a differential variational inequality and can be solved by a numerical method.

- [1] T. L. Friesz and R. Mookherjee, *Differential variational inequalities with state-dependent time shifts*, Tech. Rep., Dept. of Industrial and Manufacturing Eng., Pennsylvania State University, 2004.
- [2] D. Fudenberg and D. K. Levine, *The Theory of Learning in Games, Second edition*, The MIT Press, 1999.