Assignment 8: Dynamic Game

Kohei Kawaguchi 2019/5/10

Simulate data

Suppose that there are $m=1,\dots,M$ markets and in each market there are $i=1,\dots,N$ firms and each firm makes decisions for $t=1,\dots,\infty$. In the following, I suppress the index of market, m. We solve the model under the infinite-horizon assumption, but generate data only for $t=1,\dots,T$. There are L=3 state $\{1,2,3\}$ states for each firm. Each firm can choose K+1=2 actions $\{0,1\}$. Thus, $m_a:=(K+1)^N$ and $m_s=L^N$. Let a_i and a_i be firm a_i action and state and a_i are vectors of individual actions and states.

The mean period payoff to firm i is:

$$\pi_i(a,s) := \tilde{\pi}(a_i, s_i, \overline{s}) := \alpha \ln s_i - \eta \ln s_i \sum_{j \neq i} \ln s_j - \beta a_i,$$

where $\alpha, \beta, \eta > 0$, and $\alpha > \eta$. The term η means that the returns to investment decreases as rival's average state profile improves. The period payoff is:

$$\tilde{\pi}(a_i, s_i, \bar{s}) + \epsilon_i(a_i),$$

and $\epsilon_i(a_i)$ is an i.i.d. type-I extreme random variable that is independent of all the other variables.

At the beginning of each period, the state s is realized and publicly observed. Then choice-specific shocks $\epsilon_i(a_i), a_i = 0, 1$ are realized and privately observed by firm $i = 1, \dots, N$. Then each firm simultaneously chooses her action. Then, the game moves to next period.

State transition is independent across firms conditional on individual state and action.

Suppose that $s_i > 1$ and $s_i < L$. If $a_i = 0$, the state stays at the same state with probability $1 - \kappa$ and moves down by 1 with probability κ . If a = 1, the state moves up by 1 with probability γ , moves down by 1 with probability κ , and stays at the same with probability $1 - \kappa - \gamma$.

Suppose that $s_i = 1$. If $a_i = 0$, the state stays at the same state with probability 1. If $a_i = 1$, the state moves up by 1 with probability γ and stays at the same with probability $1 - \gamma$.

Suppose that $s_i = L$. If $a_i = 0$, the state stays at the same state with probability $1 - \kappa$ and moves down by 1 with probability κ . If a = 1, the state moves down by 1 with probability κ , and stays at the same with probability $1 - \kappa$.

The mean period profit is summarized in Π as:

$$\Pi := \begin{pmatrix} \pi(1,1) \\ \vdots \\ \pi(m_a,1) \\ \vdots \\ \pi(1,m_s) \\ \vdots \\ \pi(m_a,m_s) \end{pmatrix}$$

The transition law is summarized in G as:

$$g(a, s, s') := \mathbb{P}\{s_{t+1} = s' | s_t = s, a_t = a\},\$$

$$G := \begin{pmatrix} g(1,1,1) & \cdots & g(1,1,m_s) \\ \vdots & & \vdots \\ g(m_a,1,1) & \cdots & g(m_a,1,m_s) \\ & \vdots & & \vdots \\ g(1,m_s,1) & \cdots & g(1,m_s,m_s) \\ \vdots & & \vdots \\ g(m_a,m_s,1) & \cdots & g(m_a,m_s,m_s) \end{pmatrix}.$$

The discount factor is denoted by δ . We simulate data for M markets with N firms for T periods.

1. Set constants and parameters as follows:

```
# set seed
set.seed(1)
# set constants
L <- 5
K <- 1
T <- 100
N <- 3
M <- 1000
lambda \leftarrow 1e-10
# set parameters
alpha <- 1
eta <- 0.3
beta <- 2
kappa <- 0.1
gamma <- 0.6
delta <- 0.95
```

2. Write a function compute_action_state_space(K, L, N) that returns a data frame for action and state space. Returned objects are list of data frame A and S. In A, column k is the index of an action profile, i is the index of a firm, and a is the action of the firm. In S, column 1 is the index of an state profile, i is the index of a firm, and s is the state of the firm.

```
# possible actions and states
compute_action_state_space <-</pre>
  function(L, K, N) {
    # action profile
    A_i \leftarrow seq(0, K)
    A <- rep(list(A_i), N)
    A <- expand.grid(A)
    A <- A %>%
      dplyr::mutate(k = 1:dim(A)[1]) \%\%
      reshape2::melt(id.vars = "k") %>%
      dplyr::rename(i = variable, a = value) %>%
      dplyr::mutate(i = gsub("Var", "", i),
                     i = as.integer(i)) %>%
      tibble::as tibble() %>%
      dplyr::arrange(k, i)
    # state profile
```

```
S_i \leftarrow seq(1, L)
   S <- rep(list(S_i), N)
   S <- expand.grid(S)
   S <- S %>%
    dplyr::mutate(l = 1:dim(S)[1]) %>%
    reshape2::melt(id.vars = "1") %>%
     dplyr::rename(i = variable, s = value) %>%
     dplyr::mutate(i = gsub("Var", "", i),
               i = as.integer(i)) %>%
    tibble::as_tibble() %>%
     dplyr::arrange(1, i)
   # return
   return(list(A = A, S = S))
output <- compute_action_state_space(L, K, N)</pre>
A <- output$A
head(A)
## # A tibble: 6 x 3
## k i a
## <int> <int> <int>
    1 1 0
## 1
## 2
      1
           2
## 3
    1 3 0
    2 1 1
2 2 0
2 3 0
## 4
## 5
## 6
tail(A)
## # A tibble: 6 x 3
## k i a
## <int> <int> <int>
## 1 7 1 0
## 2
      7
           2
                1
      7 3
## 3
                1
## 4
      8 1
                1
## 5
    8 2
                1
## 6
     8 3
S <- output$S
head(S)
## # A tibble: 6 x 3
## 1 i s
## <int> <int> <int>
## 1
      1 1 1
## 2
      1
           2
                1
## 3
           3
      1
                1
## 4
      2 1
                2
     2 2 1
2 3 1
## 5
## 6
tail(S)
```

```
## # A tibble: 6 x 3
##
         1
                i
##
     <int> <int> <int>
## 1
       124
                1
## 2
       124
                2
                      5
## 3
       124
                3
                      5
## 4
       125
                1
                      5
## 5
                2
       125
                      5
## 6
       125
                      5
# dimension
m_a \leftarrow max(A$k); m_a
## [1] 8
m_s \leftarrow max(S$1); m_s
## [1] 125
  3. Write function compute_PI_game(alpha, beta, eta, L, K, N) that returns a list of \Pi_i.
# compute PI for a game
compute_PI_game <-
  function(alpha, beta, eta, A, S) {
    # action and state space
    m_a \leftarrow max(A\$k)
    m_s \leftarrow max(S$1)
    N \leftarrow \max(A\$i)
    # baseline PI
    PI <-
      expand.grid(i = 1:N, l = 1:m_s, k = 1:m_a) \%
      tibble::as_tibble() %>%
      dplyr::arrange(i, l, k) %>%
      dplyr::left_join(S, by = c("i", "l")) %>%
      dplyr::left_join(A, by = c("i", "k"))
    # average s
    PI <-
      PI %>%
      dplyr::group_by(1, k) %>%
      dplyr::mutate(s_bar = sum(log(s)) - log(s)) %>%
      dplyr::ungroup()
    # mean profit
    PI <-
      PI %>%
      dplyr::mutate(pi = alpha * log(s) - eta * log(s) * s_bar - beta * a)
    # to list
    PI <-
      foreach (ii = 1:N) %do% {
        PI i <-
          PI %>%
          dplyr::filter(i == ii) %>%
          dplyr::arrange(1, k)
        PI_i <- matrix(PI_i$pi)</pre>
        return(PI i)
      }
    # return
    return(PI)
```

```
}
PI <- compute_PI_game(alpha, beta, eta, A, S)
head(PI[[N]])

## [1,] 0
## [2,] 0
## [3,] 0
## [4,] 0
## [5,] -2
## [6,] -2
dim(PI[[N]])[1] == m_s * m_a
</pre>
```

[1] TRUE

4. Write function $compute_G_game(g, A, S)$ that converts an individual transition probability matrix into a joint transition probability matrix G.

```
# compute G for game
compute G game <-
  function(G_marginal, A, S) {
    # convert to a data frame
    G_marginal <- G_marginal %>%
      reshape2::melt() %>%
      tibble::as_tibble() %>%
      dplyr::mutate(a = gsub("_.*", "", Var1),
                    a = gsub("k", "", a),
                    a = as.integer(a),
                    s = gsub(".*_1", "", Var1),
                    s = as.integer(s),
                    s_next = gsub("1", "", Var2),
                    s_next = as.integer(s_next)) %>%
      dplyr::rename(g = value) %>%
      dplyr::select(s_next, s, a, g)
    # action and state space
    m_a \leftarrow max(A$k)
    m s \leftarrow max(S$1)
    N \leftarrow \max(A\$i)
    # baseline G
    G <-
      expand.grid(l_next = 1:m_s, l = 1:m_s, k = 1:m_a, i = 1:N) %>%
      tibble::as_tibble() %>%
      dplyr::left_join(S, by = c("l_next" = "l", "i")) %>%
      dplyr::rename("s_next" = "s") %>%
      dplyr::left_join(S, by = c("l", "i")) %>%
      dplyr::left_join(A, by = c("k", "i")) %>%
      dplyr::left_join(G_marginal, by = c("s_next", "s", "a"))
    # joint probability
    G <-
      G %>%
      dplyr::group_by(l_next, l, k) %>%
      dplyr::summarise(g = prod(g)) %>%
      dplyr::ungroup()
    # to matrix
    G <-
```

```
G %>%
      reshape2::dcast(formula = 1 + k ~ 1_next, value.var = "g") %>%
      dplyr::select(-1, -k) %>%
      as.matrix()
    # return
    return(G)
  }
G_marginal <- compute_G(kappa, gamma, L, K)</pre>
G <- compute_G_game(G_marginal, A, S)
head(G)
##
                  2 3 4 5
                              6
                                    7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
## [1,] 1.00 0.00 0 0 0.00 0.00 0 0
                                            0
                                               0
                                                   0
                                                      0
                                                         0
                                                             0
                                                                 0
                                                                       0
                                                                           0
## [2,] 0.40 0.60 0 0 0 0.00 0.00 0 0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                                  0
                                                                                     0
                                                                        0
                                                                           0
                                                                              0
## [3,] 0.40 0.00 0 0 0.60 0.00 0 0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
## [4,] 0.16 0.24 0 0 0 0.24 0.36 0 0
                                            0
                                               0
                                                   0
                                                      0
                                                         0
                                                             0
                                                                 0
                                                                    0
                                                                       0
                                                                           0
                                                                              0
                                                                                  0
                                                                                     0
## [5,] 0.40 0.00 0 0 0.00 0.00 0 0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                           0
                                                                                  0
                                                                                     0
   [6,] 0.16 0.24 0 0 0 0.00 0.00 0 0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                                  0
                                                                        0
                                                                           0
                                                                                     0
                           27 28 29 30 31 32 33 34 35 36 37
                                                                38
                                                                    39
##
         23 24 25
                     26
                                                                       40
                                  0
                                             0
                                                0
## [1,]
         0
             0 0 0.00 0.00
                              0
                                      0
                                          0
                                                    0
                                                       0
                                                           0
                                                              0
                                                                  0
                                                                     0
                                                                         0
                                                                            0
         0
             0
                               0
                                   0
                                      0
                                          0
                                             0
                                                0
                                                    0
                                                                  0
                                                                     0
                                                                         0
                                                                            0
## [2,]
                0 0.00 0.00
                                                       0
                                                           0
                                                              0
## [3,]
         0
             0
                0 0.00 0.00
                              0
                                   0
                                      0
                                          0
                                             0
                                                0
                                                    0
                                                       0
                                                           0
                                                              0
                                                                  0
                                                                     0
                                                                         Ω
## [4,]
          0
             0
                0 0.00 0.00
                               0
                                   0
                                      0
                                          0
                                             0
                                                0
                                                    0
                                                       0
                                                           0
                                                              0
                                                                  0
                                                                     0
                                                                         0
                0 0.60 0.00
                               0
                                   0
                                             0
                                                0
                                                    0
                                                              0
                                                                  0
                                                                     0
                                                                         0
                                                                            0
## [5,]
          0
             0
                                      0
                                          0
                                                       0
                                                           0
##
   [6.]
         0
             0
                0 0.24 0.36
                               0
                                   0
                                      0
                                          0
                                             0
                                                0
                                                    0
                                                       0
                                                           0
                                                              0
                                                                  0
                                                                     0
                                                                        0
##
         45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67
## [1,]
         0
             0
                0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                        0
                                                                           0
## [2,]
          0
             0
                 0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                        0
                                                                           0
                                                                              0
                                                                                  0
                                                                                     0
##
  [3,]
         0
             0
                0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                        0
                                                                           0
                                                                                  0
                                                                                     0
                                                                              0
## [4,]
             0
                 0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
             0
                0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                       0
## [5,]
          0
                                                                           0
                                                                              0
                                                                                  0
                                                                                     0
##
   [6,]
         0
             0
                 0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                        0
                                                                           0
                                                                                  0
                                                                                     0
##
         68 69
               70 71 72 73 74
                                75
                                    76
                                       77
                                           78 79 80 81 82
                                                            83 84
                                                                  85 86 87
                                                                             88
                                                                                89
## [1,]
             0
                    0
                              0
                                  0
                                     0
                                         0
                                            0
                                               0
                                                             0
                                                                 0
## [2,]
          0
             0
                 0
                    0
                       0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                                  0
                           0
                              0
                                  0
                                                                        0
                                                                           0
                                                                              0
                                                                                     0
   [3,]
          0
                 0
                    0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
##
             0
                       0
                           0
                              0
                                                                    0
                                                                        0
                                                                           0
                                                                                  0
                                                                                     0
## [4,]
         0
             0
                0
                    0
                       0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                          0
                                                             0
                                                                 0
                                                                    0
                                                                           0
                                                                                  0
                           0
                                                                       0
## [5,]
          0
             0
                 0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                        0
                                            0
                                               0
                                                          0
                                                                 0
                                                                    0
                                        0
                                            0
                                               0
                                                   0
                                                      0
                                                             0
##
   [6,]
          0
             0
                0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                                          0
                                                                 0
                                                                    0
                                                                       0
                                                                           0
                                                                              0
                                                                                  0
##
         91 92 93 94 95 96 97 98 99
                                       100 101 102 103 104 105
                                                                   106 107 108
## [1,]
                                  0
                                                   0
                                                            0
         0
             0
                0
                    0
                       0
                           0
                              0
                                     0
                                          0
                                              0
                                                        0
                                                                 0
                                                                     0
                                                                          0
                                                                              0
                                                                                   0
## [2,]
         0
             0
                0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                          0
                                              0
                                                   0
                                                        0
                                                            0
                                                                 0
                                                                     0
                                                                          0
                                                                              0
                                                                                   0
## [3,]
          0
             0
                 0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                          0
                                              0
                                                   0
                                                        0
                                                            0
                                                                 0
                                                                     0
                                                                          0
                                                                              0
                                                                                   0
## [4,]
         0
             0
                0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                          0
                                              0
                                                   0
                                                        0
                                                            0
                                                                 0
                                                                     0
                                                                          0
                                                                              0
                                                                                   0
## [5,]
          0
             0
                 0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                          0
                                              0
                                                   0
                                                        0
                                                            0
                                                                 0
                                                                     0
                                                                          0
                                                                                   0
## [6,]
             0
                0
                    0
                       0
                           0
                              0
                                  0
                                     0
                                          0
                                              0
                                                   0
                                                        0
                                                            0
                                                                 0
                                                                     0
                                                                          0
                                                                              0
                                                                                   0
          0
##
         110 111 112 113 114 115
                                    116
                                        117
                                             118
                                                  119
                                                      120
                                                           121
                                                                122
                                                                    123
                                                                        124
                                                                             125
               0
                         0
                             0
                                      0
                                               0
                                                        0
                                                             0
                                                                      0
                                                                               0
## [1,]
           0
                    0
                                  0
                                           0
                                                    0
                                                                  0
                                                                           0
## [2,]
           0
                0
                    0
                         0
                             0
                                  0
                                      0
                                           0
                                               0
                                                    0
                                                        0
                                                             0
                                                                  0
                                                                      0
                                                                           0
                                                                                0
## [3,]
                        0
                                      0
                                                                               0
               0
                    0
                             0
                                  0
                                           0
                                               0
                                                    0
                                                        0
                                                             0
                                                                  0
                                                                      0
                                                                           0
           0
## [4,]
           0
               0
                    0
                        0
                             0
                                  0
                                      0
                                           0
                                               0
                                                    0
                                                        0
                                                             0
                                                                  0
                                                                      0
                                                                           0
                                                                               0
## [5,]
                0
                    0
                         0
                             0
                                  0
                                      0
                                           0
                                               0
                                                    0
                                                        Λ
                                                             0
                                                                  0
                                                                      0
                                                                           0
                                                                                0
           0
```

[1] TRUE

The ex-ante-value function for a firm is written as a function of a conditional choice probability as follows:

$$\varphi_i^{(\theta_1, \theta_2)}(p) := [I - \delta \Sigma_i(p)G]^{-1} [\Sigma_i(p)\Pi_i + D_i(p)],$$

where $\theta_1 = (\alpha, \beta, \eta)$ and $\theta_2 = (\kappa, \gamma)$, $p_i(a_i|s)$ is the probability that firm i choose action a_i when the state profile is s, and:

$$p(a|s) = \prod_{i=1}^{N} p_i(a_i|s),$$

$$p(s) = \begin{pmatrix} p(1|s) \\ \vdots \\ p(m_a|s) \end{pmatrix},$$

$$p = \begin{pmatrix} p(1) \\ \vdots \\ p(m_s) \end{pmatrix},$$

$$\Sigma(p) = \begin{pmatrix} p(1)' & & \\ & \ddots & \\ & & p(L)' \end{pmatrix}$$

and:

$$D_{i}(p) = \begin{pmatrix} \sum_{k=0}^{K} \mathbb{E}\{\epsilon_{i}^{k} | a_{i} = k, 1\} p_{i}(a_{i} = k | 1) \\ \vdots \\ \sum_{k=0}^{K} \mathbb{E}\{\epsilon_{i}^{k} | a_{i} = k, m_{s}\} p_{i}(a_{i} = k | m_{s}) \end{pmatrix}.$$

5. Write a function initialize_p_marginal(A, S) that defines an initial marginal condition choice probability. In the output p_marginal, p is the probability for firm i to take action a conditional on the state profile being 1. Next, write a function compute_p_joint(p_marginal, A, S) that computes a corresponding joint conditional choice probability from a marginal conditional choice probability. In the output p_joint, p is the joint probability that firms take action profile k condition on the state profile being 1. Finally, write a function compute_p_marginal(p_joint, A, S) that compute a corresponding marginal conditional choice probability from a joint conditional choice probability.

```
# define a conditional choice probability for each firm
initialize_p_marginal <-
  function(A, S) {
    m_s <- max(S$1)
    N <- max(S$i)
    K <- max(A$a)
    p_marginal <-
       expand.grid(i = 1:N, l = 1:m_s, a = 0:K) %>%
       tibble::as_tibble() %>%
```

```
dplyr::mutate(p = 1/(K + 1)) \%
      dplyr::arrange(i, 1)
    return(p_marginal)
  }
# compute joint conitional choice probability
compute_p_joint <-</pre>
  function(p_marginal, A, S) {
    m_s \leftarrow max(S$1)
    m a \leftarrow max(A$k)
    N \leftarrow max(A\$i)
    # p_joint baseline
    p_joint <-
      expand.grid(i = 1:N, l = 1:m_s, k = 1:m_a) \%
      tibble::as_tibble() %>%
      dplyr::arrange(i, l, k) %>%
      dplyr::left_join(A, by = c("i", "k")) %>%
      dplyr::left_join(p_marginal, by = c("i", "l", "a"))
    # joint probability
    p_joint <-
      p_joint %>%
      dplyr::group_by(1, k) %>%
      dplyr::summarise(p = prod(p)) %>%
      dplyr::ungroup()
    # return
    return(p_joint)
  }
# compute marginal conditional choice probability
compute_p_marginal <-</pre>
  function(p_joint, A, S) {
    N \leftarrow max(S$i)
    m_a \leftarrow max(A$k)
    m_s \leftarrow max(S$1)
    p_joint <-
      expand.grid(i = 1:N, l = 1:m_s, k = 1:m_a) \%
      tibble::as_tibble() %>%
      dplyr::left_join(p_joint, by = c("l", "k")) %>%
      dplyr::left_join(A, by = c("i", "k")) %>%
      dplyr::group_by(i, 1, a) %>%
      dplyr::summarise(p = sum(p)) %>%
      dplyr::ungroup()
    return(p_joint)
  }
# define a conditional choice probability for each firm
p_marginal <- initialize_p_marginal(A, S)</pre>
p_marginal
## # A tibble: 750 x 4
##
          i
                1
                       a
##
      <int> <int> <int> <dbl>
## 1
                1
                       0
                           0.5
          1
## 2
          1
                 1
                       1
                           0.5
                       0 0.5
## 3
                 2
          1
## 4
          1
                 2
                       1 0.5
```

```
##
   5
          1
                 3
                       0
                            0.5
##
   6
          1
                 3
                            0.5
                       1
##
   7
          1
                 4
                       0
                            0.5
##
   8
                 4
                       1
                           0.5
          1
##
  9
          1
                 5
                       0
                            0.5
## 10
                 5
                       1
                            0.5
          1
## # ... with 740 more rows
dim(p marginal)[1] == N * m s * (K + 1)
## [1] TRUE
# compute joint conitional choice probability from marginal probability
p_joint <- compute_p_joint(p_marginal, A, S)</pre>
p_joint
## # A tibble: 1,000 x 3
##
          1
                k
##
      <int> <int> <dbl>
##
    1
          1
                 1 0.125
##
    2
                 2 0.125
          1
##
    3
          1
                 3 0.125
##
   4
          1
                 4 0.125
##
   5
          1
                 5 0.125
##
   6
                 6 0.125
          1
##
    7
          1
                 7 0.125
                 8 0.125
##
  8
          1
   9
                 1 0.125
##
          2
## 10
          2
                 2 0.125
## # ... with 990 more rows
dim(p_joint)[1] == m_s * m_a
## [1] TRUE
# compute marginal conditional chocie probability from joint probability
p_marginal_2 <- compute_p_marginal(p_joint, A, S)</pre>
max(abs(p_marginal - p_marginal_2))
## [1] 0
  6. Write a function compute_Sigma(p_marginal, A, S) that computes \Sigma(p) given a joint conditional
     choice probability. Then, write a function compute_D(p_marginal) that returns a list of D_i(p).
# compute Sigma for ex-ante value function calculation
compute_Sigma <-
  function(p_marginal, A, S) {
    p_joint <- compute_p_joint(p_marginal, A, S)</pre>
    m_s <- max(p_joint$1)</pre>
    p_joint <-
      foreach (1 = 1:m_s) %do% {
        p_joint_l <- p_joint %>%
          dplyr::filter(l == 1) %>%
          dplyr::arrange(k)
        p_joint_l <- t(matrix(p_joint_l$p))</pre>
        return(p_joint_1)
```

}

Sigma <- Matrix::bdiag(p_joint)</pre>

```
return(Sigma)
 }
# compute D for ex-ante value function calculation
compute_D <-
  function(p_marginal) {
    N <- max(p_marginal$i)</pre>
      p_marginal %>%
      dplyr::mutate(
        E_i = - \operatorname{digamma}(1) - \log(p),
        D_i = E_i * p
      ) %>%
      dplyr::group_by(i, 1) %>%
      dplyr::summarise(D_i = sum(D_i)) %>%
      dplyr::ungroup()
    D <-
      foreach (ii = 1:N) %do% {
        D_i <- D %>%
          dplyr::filter(i == ii)
        D_i <- matrix(D_i$D_i)</pre>
        return(D_i)
    # return
    return(D)
  }
# compute Sigma for ex-ante value function calculation
Sigma <- compute_Sigma(p_marginal, A, S)</pre>
head(Sigma)
## [1] 0.125 0.000 0.000 0.000 0.000 0.000
dim(Sigma)[1] == m_s
## [1] TRUE
dim(Sigma)[2] == m_s * m_a
## [1] TRUE
# compute D for ex-ante value function calculation
D <- compute_D(p_marginal)</pre>
head(D[[N]])
             [,1]
## [1,] 1.270363
## [2,] 1.270363
## [3,] 1.270363
## [4,] 1.270363
## [5,] 1.270363
## [6,] 1.270363
dim(D[[N]])[1] == m_s
## [1] TRUE
```

7. Write a function compute_exante_value_game(p_marginal, A, S, PI, G, delta) that returns a list of matrices whose *i*-th element represents the ex-ante value function given a conditional choice probability for firm *i*.

```
# compute ex-ante value funciton for each firm
compute exante value game <-
  function(p_marginal, A, S, PI, G, delta) {
    # compute Sigma for ex-ante value function calculation
   Sigma <- compute_Sigma(p_marginal, A, S)</pre>
    # compute D for ex-ante value function calculation
   D <- compute_D(p_marginal)</pre>
    # compute exante value function
   term_1 <- diag(dim(Sigma)[1]) - delta * Sigma %*% G
      foreach (i = 1:length(D)) %do% {
       PI_i <- PI[[i]]
       D_i <- D[[i]]</pre>
       Matrix::solve(term_1, term_2_i)
       rownames(V i) <- paste("l", 1:dim(V i)[1], sep = "")
        # return
       return(V_i)
     }
    # return
   return(V)
  }
# compute ex-ante value funciton for each firm
V <- compute_exante_value_game(p_marginal, A, S, PI, G, delta)
head(V[[N]])
```

```
## [1] 10.786330 10.175982 9.606812 9.255459 9.115332 10.175982 dim(V[[N]])[1] == m_s
```

[1] TRUE

The optimal conditional choice probability is written as a function of an ex-ante value function and a conditional choice probability of others as follows:

$$\Lambda_i^{(\theta_1,\theta_2)}(V_i,p_{-i})(a_i,s) := \frac{\sum_{a_{-i}} p_{-i}(a_{-i}|s)[\pi_i(a_i,a_{-i},s) + \delta \sum_{s'} V_i(s')g(a_i,a_{-i},s,s')]}{\sum_{a_i'} \{\sum_{a_{-i}} p_{-i}(a_{-i}|s)[\pi_i(a_i',a_{-i},s) + \delta \sum_{s'} V_i(s')g(a_i',a_{-i},s,s')]\}},$$

where V is an ex-ante value function.

8. Write a function compute_profile_value_game(V, PI, G, delta, S, A) that returns a data frame that contains information on value function at a state and action profile for each firm. In the output value, i is the index of a firm, 1 is the index of a state profile, k is the index of an action profile, and value is the value for the firm at the state and action profile.

```
# compute state-action-profile value function
compute_profile_value_game <-
  function(V, PI, G, delta, S, A) {
    m_s <- max(S$1)
    m_a <- max(A$k)
    value <-</pre>
```

```
foreach (ii = 1:length(V), .combine = "rbind") %do% {
        # extract firm i-th data
       PI_i <- PI[[ii]]
        V_i <- V[[ii]]</pre>
        # compute action-profile specific value function
        value_i <- PI_i + delta * G %*% V_i</pre>
        # to data frame
        header <-
          expand.grid(i = ii, l = 1:m_s, k = 1:m_a) %>%
          tibble::as_tibble() %>%
          dplyr::arrange(i, l, k)
        value_i <-
          data.frame(header, value = as.numeric(value_i))
        # return
        return(value_i)
   value <- value %>%
      tibble::as_tibble()
    # return
   return(value)
  }
# compute state-action-profile value function
value <- compute_profile_value_game(V, PI, G, delta, S, A)</pre>
value
## # A tibble: 3,000 x 4
##
               1
         i
                      k value
      <int> <int> <int> <dbl>
##
## 1
          1
                1
                      1 10.2
##
   2
          1
                1
                      2 9.63
                      3 9.90
## 3
          1
                1
##
  4
          1
               1
                      4 9.13
                      5 9.90
## 5
          1
               1
## 6
         1
               1
                      6 9.13
## 7
                     7 9.55
         1
               1
## 8
                      8 8.64
          1
                1
## 9
          1
                2
                      1 13.0
## 10
                2
          1
                      2 12.1
## # ... with 2,990 more rows
dim(value)[1] == N * m_s * m_a
```

[1] TRUE

9. Write a function compute_choice_value_game(p_marginal, V, PI, G, delta, A, S) that computes a data frame that contains information on a choice-specific value function given an ex-ante value function and a conditional choice probability of others.

```
# compute choice-specific value function
compute_choice_value_game <-
  function(p_marginal, V, PI, G, delta, A, S) {
    # compute joint conitional choice probability
    p_joint <- compute_p_joint(p_marginal, A, S)
    # compute state-action-profile value function
    value <- compute_profile_value_game(V, PI, G, delta, S, A)</pre>
```

```
# compute choice specific value function
   value <- value %>%
      # joint information
      dplyr::left_join(A, by = c("i", "k")) %>%
     dplyr::left_join(p_marginal, by = c("i", "l", "a")) %>%
      dplyr::rename(p_marginal = p) %>%
      dplyr::left_join(p_joint, by = c("l", "k")) %>%
      # probability that an action profile realizes conditional on i having a
      dplyr::mutate(p_others = p/p_marginal) %>%
      # choice-specific value on each state profiel for each firm
      dplyr::group_by(i, 1, a) %>%
     dplyr::summarise(value = sum(value * p_others)) %>%
      dplyr::ungroup()
    # return
    return(value)
  }
# compute choice-specific value function
value <- compute_choice_value_game(p_marginal, V, PI, G, delta, A, S)</pre>
## # A tibble: 750 x 4
##
          i
               1
                      a value
##
      <int> <int> <int> <dbl>
##
                      0 9.90
  1
          1
                1
## 2
          1
                1
                      1 9.13
## 3
          1
                2
                      0 12.4
## 4
                2
                      1 11.4
          1
## 5
                3
          1
                      0 14.5
                3
## 6
          1
                      1 13.2
## 7
          1
                4
                      0 16.0
## 8
          1
                4
                      1 14.3
## 9
                5
          1
                      0 16.8
## 10
                5
                      1 14.8
          1
```

10. Write a function compute_ccp_game(p_marginal, V, PI, G, delta, A, S) that computes a data frame that contains information on a conditional choice probability given an ex-ante value function and a conditional choice probability of others.

... with 740 more rows

```
# compute conditional choice probability
compute_ccp_game <-
   function(p_marginal, V, PI, G, delta, A, S) {
        # compute choice-specific value function
        value <- compute_choice_value_game(p_marginal, V, PI, G, delta, A, S)
        # compute conditional choice probability
        p_marginal <-
            value %>%
            dplyr::group_by(i, 1) %>%
            dplyr::mutate(p = exp(value) / sum(exp(value))) %>%
            dplyr::select(i, 1, a, p)
        # return
        return(p_marginal)
}
```

```
# compute conditional choice probability
p_marginal <- compute_ccp_game(p_marginal, V, PI, G, delta, A, S)</pre>
p_marginal
## # A tibble: 750 x 4
##
           i
                 1
      <int> <int> <int> <dbl>
##
##
   1
          1
                 1
                       0 0.683
##
    2
           1
                 1
                        1 0.317
                 2
                       0 0.734
##
    3
           1
##
    4
           1
                 2
                       1 0.266
##
   5
           1
                 3
                       0 0.794
##
                 3
                        1 0.206
   6
           1
##
    7
           1
                 4
                        0 0.840
##
   8
           1
                 4
                        1 0.160
##
  9
                 5
                        0 0.881
           1
## 10
           1
                 5
                        1 0.119
## # ... with 740 more rows
 11. Write a function solve_dynamic_game(PI, G, L, K, delta, lambda, A, S) that find the equilib-
     rium conditional choice probability and ex-ante value function by iterating the update of an ex-ante
     value function and a best-response conditional choice probability. The iteration should stop when
     \max_s |V^{(r+1)}(s) - V^{(r)}(s)| < \lambda with \lambda = 10^{-10}. There is no theoretical guarantee for the convergence.
# solve the dynamic game model
solve_dynamic_game <-</pre>
  function(PI, G, L, K, delta, lambda, A, S) {
    # define a conditional choice probability for each firm
    p_marginal <- initialize_p_marginal(A, S)</pre>
    # compute ex-ante value funciton for each firm
    V <- compute_exante_value_game(p_marginal, A, S, PI, G, delta)
    distance <- 10000
    while (distance > lambda) {
      V_old \leftarrow V
      # compute conditional choice probability
      p_marginal <- compute_ccp_game(p_marginal, V, PI, G, delta, A, S)
      V <- compute_exante_value_game(p_marginal, A, S, PI, G, delta)
      V check <- purrr::reduce(V, rbind)</pre>
      V_old_check <- purrr::reduce(V_old, rbind)</pre>
      distance <- max(abs(unlist(V_check) - unlist(V_old_check)))</pre>
    }
    return(list(p_marginal = p_marginal, V = V))
  }
# solve the dynamic game model
output <-
  solve_dynamic_game(PI, G, L, K, delta, lambda, A, S)
save(output, file = "data/A8_equilibrium.RData")
load(file = "data/A8_equilibrium.RData")
p_marginal <- output$p_marginal; head(p_marginal)</pre>
## # A tibble: 6 x 4
##
         i
                1
```

а

<int> <int> <int> <dbl>

##

```
## 1
                1
                      0 0.650
## 2
         1
                1
                      1 0.350
## 3
         1
                2
                      0 0.712
## 4
                2
         1
                      1 0.288
                3
## 5
         1
                      0 0.785
## 6
         1
                3
                      1 0.215
V <- output$V[[N]]; head(V)</pre>
## [1] 13.25670 12.39394 11.47346 10.82808 10.53018 12.39394
# compute joint conitional choice probability
p_joint <- compute_p_joint(p_marginal, A, S); head(p_joint)</pre>
## # A tibble: 6 x 3
##
         1
                k
##
     <int> <int> <dbl>
## 1
         1
                1 0.275
## 2
                2 0.148
         1
## 3
         1
                3 0.148
## 4
         1
                4 0.0795
## 5
         1
                5 0.148
## 6
         1
                6 0.0795
```

12. Write a function simulate_dynamic_game(p_joint, 1, G, N, T, S, A, seed) that simulate the data for a market starting from an initial state for T periods. The function should accept a value of seed and set the seed at the beginning of the procedure inside the function, because the process is stochastic.

```
# simulate a dynamic game
simulate_dynamic_game <-</pre>
  function(p_joint, 1, G, N, T, S, A, seed) {
    set.seed(seed)
    m_a \leftarrow max(A$k)
    df_base <-
      expand.grid(t = 1:T, l = 1, k = 1) \%
      tibble::as_tibble() %>%
      dplyr::arrange(t)
    df_base[df_base$t == 1, "1"] <- 1</pre>
    for (tt in 1:T) {
      # state
      1 t <- df base %>%
        dplyr::filter(t == tt)
      1_t <- 1_t$1
      # draw action
      p_t <-
        p_joint %>%
        dplyr::filter(1 == l_t)
      k_t <-
        p_t %>%
        dplyr::sample_n(1, weight = p)
      k_t <- k_t$k
      df_base[df_base$t == tt, "k"] <- k_t</pre>
      # draw next state
      if (tt < T) {</pre>
        g_t \leftarrow G[m_a * (l_t - 1) + k_t, ]
```

```
l_t_1 <- which(as.logical(l_t_1))</pre>
        df_base[tt + 1, "1"] <- l_t_1
    }
    # augment information
    df <- foreach (ii = 1:N, .combine = "rbind") %do% {</pre>
      df_i <- data.frame(i = ii, df_base)</pre>
      return(df_i)
    }
    df <-
      df %>%
      tibble::as_tibble() %>%
      dplyr::left_join(S, by = c("l", "i")) %>%
      dplyr::left_join(A, by = c("k", "i")) %>%
      dplyr::select(t, i, dplyr::everything()) %>%
      dplyr::arrange(t, i)
    # return
    return(df)
 }
# simulate a dynamic game
# set initial state profile
1 <- 1
# draw simulation for a firm
seed <- 1
df <- simulate_dynamic_game(p_joint, 1, G, N, T, S, A, seed)</pre>
## # A tibble: 300 x 6
##
                i
                       1
          t
                             k
                                    s
##
      <int> <int> <dbl> <dbl> <int> <int>
##
   1
                                    1
          1
                1
                       1
                             1
                2
## 2
          1
                       1
                             1
                                    1
                                          0
## 3
          1
                3
                       1
                             1
                                    1
                                          0
## 4
          2
                1
                       1
                             5
## 5
          2
                2
                       1
                             5
                                    1
                                          Λ
##
    6
          2
                3
                       1
                             5
                                          1
##
  7
          3
                      26
                             6
                                    1
                1
                                          1
##
   8
          3
                2
                      26
                             6
                                    1
                                          0
## 9
          3
                3
                      26
                             6
                                    2
                                          1
## 10
          4
                1
                      26
                             5
## # ... with 290 more rows
 13. Write a function simulate_dynamic_decision_across_firms(p_joint, 1, G, N, T, M, S, A,
     seed) that returns simulation data for N firm. For firm i, set the seed at i
# simulate data across markets
simulate_dynamic_decision_across_markets <-</pre>
  function(p_joint, 1, G, N, T, M, S, A) {
    df <-
      foreach (mm = 1:M, .combine = "rbind") %dopar% {
        seed <- mm
        df_m <- simulate_dynamic_game(p_joint, 1, G, N, T, S, A, seed)</pre>
```

1_t_1 <-

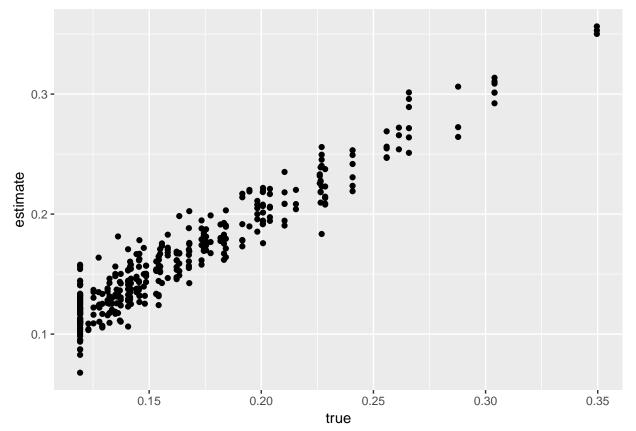
rmultinom(1, 1, prob = g_t)

```
df_m <- data.frame(m = mm, df_m)</pre>
        return(df_m)
    df <- tibble::as_tibble(df)</pre>
    return(df)
# simulate data across markets
df <- simulate_dynamic_decision_across_markets(p_joint, 1, G, N, T, M, S, A)</pre>
save(df, file = "data/A8_df.RData")
load(file = "data/A8 df.RData")
df
## # A tibble: 300,000 x 7
##
                 t
                        i
                              1
                                     k
      <int> <int> <int> <dbl> <dbl> <int> <int>
##
##
    1
          1
                 1
                        1
                              1
                                     1
                                           1
                        2
##
    2
          1
                 1
                              1
                                     1
                                           1
                                                  0
##
   3
                        3
                              1
                                                  0
          1
                 1
                                     1
                 2
                                                  0
##
   4
          1
                        1
                              1
                                     5
                                           1
    5
                 2
                        2
                                     5
##
          1
                              1
                                           1
                                                  0
##
    6
          1
                 2
                        3
                              1
                                     5
                                           1
                                                  1
    7
                 3
                             26
##
          1
                        1
                                           1
                                                  1
##
    8
                 3
                        2
                             26
                                     6
                                                  0
          1
                                           1
                 3
                        3
##
    9
          1
                             26
                                     6
                                           2
                                                  1
                             26
          1
                 4
                                     5
                                                  0
## 10
                        1
                                           1
## # ... with 299,990 more rows
summary(df)
##
                                                i
                                                             1
                             t
                                                              : 1.00
##
                1.0
                              : 1.00
                                         Min.
                                                      Min.
    Min.
                      Min.
                                                 : 1
    1st Qu.: 250.8
                      1st Qu.: 25.75
                                         1st Qu.:1
                                                      1st Qu.: 28.00
   Median : 500.5
                      Median : 50.50
                                                      Median : 53.00
##
                                         Median:2
           : 500.5
                              : 50.50
                                                      Mean : 55.08
##
    Mean
                      Mean
                                         Mean
                                                :2
##
    3rd Qu.: 750.2
                      3rd Qu.: 75.25
                                         3rd Qu.:3
                                                      3rd Qu.: 83.00
##
    Max.
            :1000.0
                      Max.
                              :100.00
                                         Max.
                                                 :3
                                                      Max.
                                                              :125.00
##
          k
                            s
##
           :1.000
                             :1.000
                                              :0.0000
   Min.
                     Min.
                                       Min.
                                       1st Qu.:0.0000
##
   1st Qu.:1.000
                     1st Qu.:2.000
##
  Median :1.000
                     Median :3.000
                                       Median :0.0000
## Mean
          :2.244
                     Mean
                             :2.753
                                       Mean
                                               :0.1776
##
    3rd Qu.:3.000
                     3rd Qu.:4.000
                                       3rd Qu.:0.0000
           :8.000
##
  {\tt Max.}
                     Max.
                             :5.000
                                       Max.
                                               :1.0000
 14. Write a function estimate_ccp_marginal_game(df) that returns a non-parametric estimate of the
     marginal conditional choice probability for each firm in the data. Compare the estimated conditional
```

choice probability and the true conditional choice probability by a bar plot.

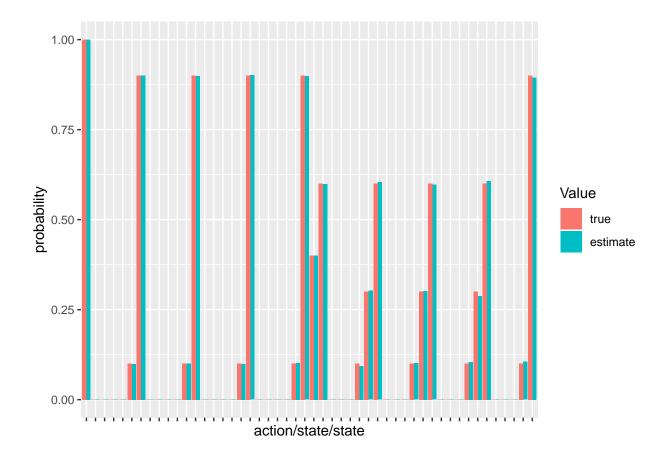
```
# non-parametrically estimate the conditional choice probability
estimate_ccp_marginal_game <-
  function(df) {
   p_marginal_est <- df %>%
     dplyr::group_by(i, l, a) %>%
      dplyr::summarise(p = length(a)) %>%
```

```
dplyr::ungroup()
    p_marginal_est <- p_marginal_est %>%
      dplyr::group_by(i, 1) %>%
      dplyr::mutate(p = p / sum(p)) %>%
      dplyr::ungroup()
    p_marginal_est <-</pre>
      p_marginal_est %>%
      tidyr::complete(i, l, a, fill = list(p = 0)) %>%
      dplyr::arrange(i, l, a)
    return(p_marginal_est)
 }
# non-parametrically estimate the conditional choice probability
p_marginal_est <- estimate_ccp_marginal_game(df)</pre>
check_ccp <- p_marginal_est %>%
  dplyr::rename(estimate = p) %>%
  dplyr::left_join(p_marginal, by = c("i", "l", "a")) %>%
  dplyr::rename(true = p) %>%
  dplyr::filter(a == 1)
ggplot(data = check_ccp, aes(x = true, y = estimate)) +
  geom_point() +
  labs(fill = "Value") + xlab("true") + ylab("estimate")
```



15. Write a function estimate_G_marginal(df) that returns a non-parametric estimate of the marginal transition probability matrix. Compare the estimated transition matrix and the true transition matrix by a bar plot.

```
# non-parametrically estimate individual transition probability
estimate_G_marginal <-</pre>
  function(df) {
    L \leftarrow max(df$s)
    # estimate individual transition probability matrixz
    G_marginal_est <- df %>%
      dplyr::arrange(m, i, t) %>%
      dplyr::group_by(m, i) %>%
      dplyr::mutate(s lead = dplyr::lead(s, 1)) %>%
      dplyr::filter(!is.na(s_lead)) %>%
      dplyr::ungroup() %>%
      dplyr::group_by(s, a, s_lead) %>%
      dplyr::summarise(g = length(s_lead)) %>%
      dplyr::ungroup()
    G_marginal_est <-</pre>
      G_marginal_est %>%
      dplyr::group_by(s, a) %>%
      dplyr::mutate(g = g / sum(g)) %>%
      dplyr::ungroup() %>%
      tidyr::complete(s, a, s_lead, fill = list(g = 0)) %>%
      dplyr::arrange(s, a, s_lead) %>%
      reshape2::dcast(formula = s + a ~ s_lead, value.var = "g")
    rownames(G_marginal_est) <- paste("k", G_marginal_est[, "a"], "_1", G_marginal_est[, "s"], sep = ""</pre>
    G_marginal_est <- G_marginal_est[, !colnames(G_marginal_est) %in% c("s", "a")]</pre>
    colnames(G_marginal_est) <- paste("1", 1:L, sep = "")</pre>
    G_marginal_est <- as.matrix(G_marginal_est)</pre>
    return(G_marginal_est)
  }
# non-parametrically estimate individual transition probability
G_marginal_est <- estimate_G_marginal(df)</pre>
check_G <- data.frame(type = "true", reshape2::melt(G_marginal))</pre>
check_G_est <- data.frame(type = "estimate", reshape2::melt(G_marginal_est))</pre>
check_G <- rbind(check_G, check_G_est)</pre>
check_G$variable = paste(check_G$Var1, check_G$Var2, sep = "_")
ggplot(data = check_G, aes(x = variable, y = value,
                            fill = type)) +
    geom_bar(stat = "identity", position = "dodge") +
 labs(fill = "Value") + xlab("action/state/state") + ylab("probability") +
  theme(axis.text.x = element_blank())
```



Estimate parameters

1. Vectorize the parameters as follows:

```
theta_1 <- c(alpha, beta, eta)
theta_2 <- c(kappa, gamma)
theta <- c(theta_1, theta_2)</pre>
```

We estimate the parameters by a CCP approach.

1. Write a function estimate_theta_2_game(df) that returns the estimates of κ and γ directly from data by counting relevant events.

```
# estimate theta_2
estimate_theta_2_game <-
function(df) {
    # estimate kappa
    kappa_est <- df %>%
        dplyr::arrange(m, i, t) %>%
        dplyr::group_by(m, i) %>%
        dplyr::mutate(s_lead = dplyr::lead(s, 1)) %>%
        dplyr::filter(!is.na(s_lead)) %>%
        dplyr::ungroup() %>%
        dplyr::mutate(move_down = ifelse(s_lead < s, 1, 0)) %>%
        dplyr::filter(s > 1) %>%
        dplyr::group_by(move_down) %>%
        dplyr::summarise(kappa = length(move_down)) %>%
        dplyr::ungroup() %>%
```

```
dplyr::mutate(kappa = kappa / sum(kappa)) %>%
      dplyr::filter(move down == 1)
   kappa_est <- kappa_est$kappa
    # estimate gamma
    gamma_est <- df %>%
      dplyr::arrange(m, i, t) %>%
      dplyr::group_by(m, i) %>%
      dplyr::mutate(s lead = dplyr::lead(s, 1)) %>%
      dplyr::filter(!is.na(s_lead)) %>%
      dplyr::ungroup() %>%
      dplyr::mutate(move_up = ifelse(s_lead > s, 1, 0)) %>%
      dplyr::filter(s < L, a == 1) %>%
      dplyr::group_by(move_up) %>%
      dplyr::summarise(gamma = length(move_up)) %>%
      dplyr::ungroup() %>%
      dplyr::mutate(gamma = gamma / sum(gamma)) %>%
      dplyr::filter(move_up == 1)
    gamma_est <- gamma_est$gamma</pre>
    # theta_2
    theta_2_est <- c(kappa_est, gamma_est)
    # return
    return(theta_2_est)
  }
# estimate theta 2
theta_2_est <- estimate_theta_2_game(df); theta_2_est
```

[1] 0.09995377 0.60136442

The objective function of the minimum distance estimator based on the conditional choice probability approach is:

$$\frac{1}{NKm_s} \sum_{i=1}^{N} \sum_{l=1}^{m_s} \sum_{k=1}^{K} \{ \hat{p}_i(a_k|s_l) - p_i^{(\theta_1,\theta_2)}(a_k|s_l) \}^2,$$

where \hat{p}_i is the non-parametric estimate of the marginal conditional choice probability and $p_i^{(\theta_1,\theta_2)}$ is the marginal conditional choice probability under parameters θ_1 and θ_2 given \hat{p}_i . a_k is k-th action for a firm and s_l is l-th state profile.

2. Write a function compute_CCP_objective_game(theta_1, theta_2, p_est, L, K, delta) that returns the objective function of the above minimum distance estimator given a non-parametric estimate of the conditional choice probability and θ_1 and θ_2 .

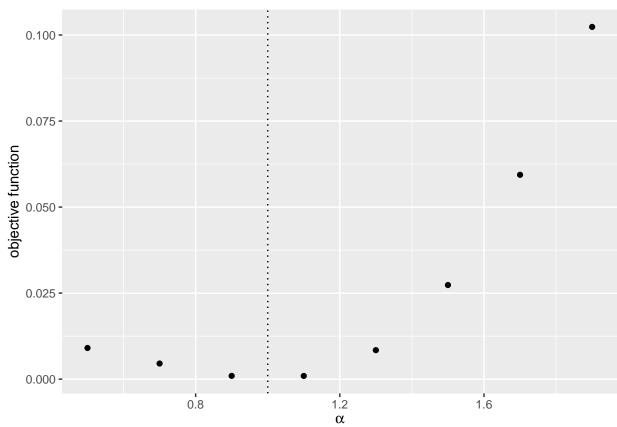
```
# compute the objective function of the minimum distance estimator based on the CCP approach
compute_CCP_objective_game <-
   function(theta_1, theta_2, p_marginal_est, A, S, delta, lambda) {
    # extract parameters
   alpha <- theta_1[1]
   beta <- theta_1[2]
   eta <- theta_1[3]
   kappa <- theta_2[1]
   gamma <- theta_2[1]
   gamma <- theta_2[2]
   L <- max(S$s)
   K <- max(A$a)
   # construct PI
   PI <- compute_PI_game(alpha, beta, eta, A, S)</pre>
```

```
# construct G
   G_marginal <- compute_G(kappa, gamma, L, K)</pre>
   G <- compute G game(G marginal, A, S)
    # update ccp
   V <- compute_exante_value_game(p_marginal_est, A, S, PI, G, delta)
   p_marginal <- compute_ccp_game(p_marginal_est, V, PI, G, delta, A, S)
    # minimum distance
   distance <- p_marginal %>%
      dplyr::rename(ccp = p) %>%
      dplyr::left_join(p_marginal_est, by = c("i", "l", "a")) %>%
      dplyr::filter(a > 0) %>%
      dplyr::mutate(x = (ccp - p)^2) %
      dplyr::summarise(mean(x, na.rm = TRUE)) %>%
      as.numeric()
    # return
   return(distance)
  }
# compute the objective function of the minimum distance estimator based on the CCP approach
objective <- compute_CCP_objective_game(theta_1, theta_2, p_marginal_est, A, S, delta, lambda)
save(objective, file = "data/A8_objective.RData")
load(file = "data/A8_objective.RData")
objective
## [1] 0.0002737567
  3. Check the value of the objective function around the true parameter.
```

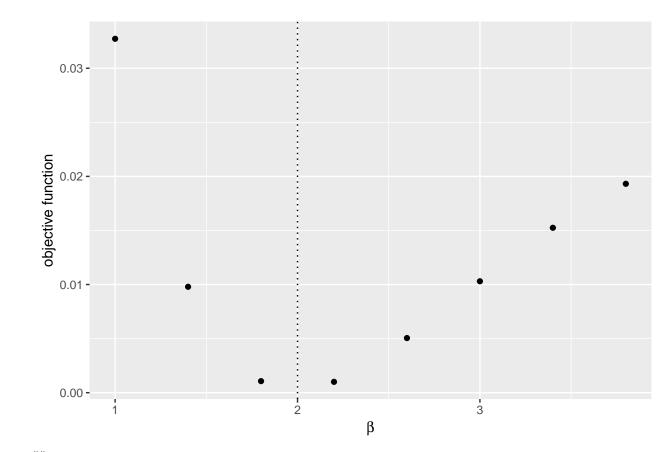
```
# label
label <- c("\\alpha", "\\beta", "\\eta")</pre>
label <- paste("$", label, "$", sep = "")
# compute the graph
graph <- foreach (i = 1:length(theta_1)) %do% {</pre>
  theta_i <- theta_1[i]</pre>
  theta_i_list <- theta_i * seq(0.5, 2, by = 0.2)
  objective_i <-
    foreach (j = 1:length(theta_i_list),
             .combine = "rbind") %dopar% {
                theta_ij <- theta_i_list[j]</pre>
               theta_j <- theta_1</pre>
               theta_j[i] <- theta_ij
                objective_ij <-
                  compute_CCP_objective_game(theta_j, theta_2, p_marginal_est, A, S, delta, lambda)
               return(objective_ij)
  df_graph <- data.frame(x = theta_i_list, y = objective_i)</pre>
  g \leftarrow ggplot(data = df_graph, aes(x = x, y = y)) +
    geom_point() +
    geom_vline(xintercept = theta_i, linetype = "dotted") +
    ylab("objective function") + xlab(TeX(label[i]))
  return(g)
```

```
save(graph, file = "data/A8_CCP_graph.RData")
load(file = "data/A8_CCP_graph.RData")
graph
```

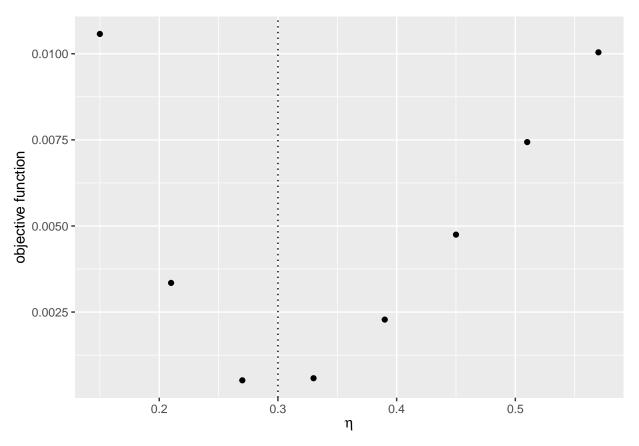
[[1]]



[[2]]



[[3]]



4. Estimate the parameters by minimizing the objective function. To keep the model to be well-defined, impose an ad hoc lower and upper bounds such that $\alpha \in [0, 1], \beta \in [0, 5], \delta \in [0, 1]$.

```
lower <- rep(0, length(theta_1))</pre>
upper <-c(1, 5, 0.3)
CCP_result <-
  optim(par = theta_1,
        fn = compute_CCP_objective_game,
        method = "L-BFGS-B",
        lower = lower,
        upper = upper,
        theta_2 = theta_2_est,
        p_marginal_est = p_marginal_est,
        A = A
        S = S,
        delta = delta,
        lambda = lambda)
save(CCP_result, file = "data/A8_CCP_result.RData")
load(file = "data/A8_CCP_result.RData")
CCP_result
## [1] 1.000000 2.011446 0.294446
##
## $value
## [1] 0.0002702126
##
```

```
## $counts
## function gradient
##
      12
##
## $convergence
## [1] 0
##
## $message
## [1] "CONVERGENCE: REL_REDUCTION_OF_F <= FACTR*EPSMCH"
compare <-
 data.frame(
   true = theta_1,
   estimate = CCP_result$par
); compare
## true estimate
## 1 1.0 1.000000
## 2 2.0 2.011446
## 3 0.3 0.294446
```