

GUSTAV KARRESKOG

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STOCKHOLM SCHOOL OF ECONOMICS

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Education

2015–2021 DOCTOR OF PHILOSOPHY IN ECONOMICS

Stockholm School of Economics

Primary supervisor: Prof. Jörgen Weibull

Secondary supervisor: Assoc. Prof. Erik Mohlin

References

Prof. Jörgen Weibull

Dept. of Economics, SSE

jorgen.weibull@hhs.se

Assoc. Prof. Erik Mohlin

Dept. of Economics, Lund University

erik.mohlin@nek.lu.se

Prof. Drew Fudenberg

Dept. of Economics, MIT

drewf@mit.edu

Assoc. Prof. Mark Voorneveld

Dept. of Economics, SSE

mark.voorneveld@hhs.se

2014–2015 M.SC. IN ECONOMICS

Stockholm School of Economics

Unfinished due to admittance to the PhD program

2012–2014 M.SC. IN MATHEMATICS

Stockholm University

2010–2012 B.SC. IN MATHEMATICS

Stockholm University

Research Visits

2018–2019 Dept. of Economics, Massachusetts Institute of Technology

Faculty Sponsor: Prof. Drew Fudenberg

Teaching and Research Fields

FIELDS Microeconomic Theory, Behavioral Economics, Experimental Economics

TOPICS Machine Learning, Bounded Rationality, Learning in Games

Working Papers

“Rational Heuristics Predicts for One-Shot Games”

with Frederick Callaway and Thomas L. Griffiths [Job Market Paper]

“Learning about Initial Play Determines Average Cooperation in Repeated Games”

with Drew Fudenberg

“Stochastic Stability of a Recency Weighted Sampling Dynamic”

with Alexander Aurell

Ongoing projects

“Cue Based Decision Making and Context Effects”
with Benjamin Mandl

Journal Publication in Mathematics

“Schrödinger operators on graphs: symmetrization and Eulerian cycles”
Proceedings of the American Mathematical Society, 144, (2016)
with Isak Trygg Kupersmidt and Pavel Kurasov

Research Grants and Awards

- 2017 Tom Hedelius Scholarship for research visit to MIT.
2014 Scholarship for excellent Master Thesis from Mittag-Leffler’s fund.

Teaching

Stockholm School of Economics

- 2020 TA: Global Challenges - Undergraduate course
2017 TA: Economics of Organization - Undergraduate course
2016,2017 Math summer camp - Preparatory math class for incoming Ph.D. students
2016,2017 TA: Mathematics I - Introductory mathematics for Ph.D. students
2016 TA: Advanced Microeconomics - Advanced level course on microeconomic theory
2012–2015 **Amanuensis**, Dept. of Mathematics, Stockholm University
Primarily teaching assistant in undergraduate mathematics. I also developed (designed and coded) a web-platform for a large distance course in preparatory mathematics.

Presentations outside of SSE

- 2021 Games, 6th World Congress of the Game Theory Society, Budapest (upcoming)
2020 Nordic Exchange, NHH; SUDSWEC, Uppsala; ENTER/SWIPS, UCL
2019 Phd Math Fest, Stockholm; SING 15, Turku; Theory Lunch, MIT
2018 Theory Lunch, MIT

Other Skills

Languages

Swedish (native), English (fluent), Spanish (fluent)

Programming

Julia, Python, R, Web Development (HTML, CSS, javascript, SQL, basic linux server administration etc.), and workable knowledge in many more such as STATA, Matlab, Mathematica and Java.

Job Market Paper

“Rational Heuristics for One-Shot Games”

with Frederick Callaway and Thomas L. Griffiths (Dept. of Psychology, Princeton University)

We present a theory of human behavior in one-shot games as being the result of rational use of heuristics. To test this theory, we define a broad family of heuristics for one-shot games and an associated family of cognitive cost functions. In a large, preregistered experiment, we find that behavior is quantitatively well predicted by heuristic reasoning and optimal use of limited cognitive resources—better than existing models based on iterated reasoning. Furthermore, we find that, holding the game constant, the participants’ actions depend on their previous experience in the way predicted by the rational use of heuristics.

Working Papers

“Learning about Initial Play Determines Average Cooperation in Repeated Games”

with Drew Fudenberg (Dept. of Economics, MIT)

We propose a simple learning model to make out of sample predictions of cooperation rates across treatments in the experimental play of the indefinitely repeated prisoner’s dilemma. Although the model has only 4 parameters, it performs almost as well as more complicated models and machine learning algorithms. We find that learning has the most effect on choices in the initial round of each supgame, and that whether cooperation rises or falls in the course of a session depends on the way the initial choices in a supgame determine play in subsequent rounds. Our results also explain past findings on the impact of the risk dominance considerations.

“Stochastic Stability of a Recency Weighted Sampling Dynamic”

with Alexander Aurell (Operations Research and Financial Engineering, Princeton University)

It is common to model learning in games so that either a deterministic process or a finite state Markov chain describes the evolution of play. Such processes can however produce undesired outputs, where the players’ behavior is heavily influenced by the modeling. In simulations we see how the assumptions in (Young, 1993), a well-studied model for stochastic stability, lead to unexpected behavior in games without strict equilibria, such as Matching Pennies. The behavior should be considered a modeling artifact. In this paper we propose a continuous-state space model for learning in games that can converge to mixed Nash equilibria, the Recency Weighted Sampler (RWS). The RWS is similar in spirit Young’s model, but introduces a notion of best response where the players sample from a recency weighted history of interactions. We derive properties of the RWS which are known to hold for finite-state space models of adaptive play, such as the convergence to and existence of a unique invariant distribution of the process, and the concentration of that distribution on minimal CURB blocks. Then, we establish conditions under which the RWS process concentrates on mixed Nash equilibria inside minimal CURB blocks. While deriving the results, we develop a methodology that is relevant for a larger class of continuous state space learning models.