### ■ What is GAME THEORY?

The study of multi-person decision problem.

### **■** Classification of GAMES

- ✓ Static / Dynamic 是否同時決策?
- ✓ Complete Information / Incomplete Information 是否所有人皆知他人之收益函數?

### **■** Elements of a GAME

Players / Strategies / Payoffs / Information / Rationality

### ■ Normal Model of GAME

- $\checkmark$  A set of N players  $I = \{1, 2, \dots, N\}$
- ✓ Each player  $i \in I$  has an action set

$$A_i = \{a_1^i, a_2^i, \cdots, a_N^i\}$$

- $\checkmark$  Each player i has a payoff function  $\pi(a^1, a^2, \dots, a^n)$
- $\checkmark \quad a^{-i} = \{a^1, a^2, \cdots, a^{i-1}, a^{i+1}, \cdots, a_N\}$  denotes other players action

## **■** Definition: Dominant Actions

An action  $\,a^{i*}\,$  is a dominant action for i, if, no matter what all other players are playing, playing  $\,a^{i*}\,$  maximizes the payoff.

$$\implies \pi^i(a^{i*}, a^{-i}) \ge \pi^i(a^i, a^{-i})$$

✓ Dominant actions may not always exist

# ■ Definition: Best Response

In a N players game, i's best response is

$$R^i(a^{-i}) = \arg\max \pi^i(a^i, a^{-i})$$

# ■ Nash Equilibrium (NE)

Each player's predicted action must be that player's best response to the predicted actions of the other players. Such a prediction can be called strategically stable or self-enforcing, because no single player wants to deviate from his or her predicted action.

 $a^* = (a^{1*}, \cdots, a^{N*})$  is a **NE**. If, for each i,  $a^{i*}$  is i's best response to other player's action  $a^{-i*} = (a^{1*}, \cdots, a^{i-1*}, a^{i+1*}, \cdots, a^{N*})$ 

$$\pi^i(a^{i*}, a^{-i*}) > \pi^i(a^i, a^{-i*})$$

# ■ Applications of Static Games: Duopoly Models

- ✓ 2 firms sell a homogeneous good.
- ✓ Marginal cost of producing each unit of the good: c<sub>1</sub>, c<sub>2</sub>
- ✓ Market price is determined by (inverse) market demand

$$P = \begin{cases} a - Q & \text{, if } 0 \le a \le Q \\ 0 & \text{, if } a > Q \end{cases}$$

- ✓ Cournot Model: Firms set quantities simultaneously.
- ✓ Bertrand Model: Firms set prices simultaneously.

# ■ Case of Duopoly

- (1) Pepsi vs. Coca-Cola in Beverages Markets.
- (2) Airbus vs. Boeing in Commercial Aircraft Markets.
- (3) CPC and Formosa in petroleum market in Taiwan.

### ■ Cournot Competition: Firm's Best Response

Suppose Firms 2 purchase  $q_2$ , Firm1's payoff:

$$\pi_1 = (P - c_1)q_1 = [a - (q_1 + q_2) - c_1] \cdot q_1$$

(1) F.O.C. (First Order Condition)

$$\frac{\partial \pi_1}{\partial q_1} = a - 2q_1 - q_2 - c_1 = 0$$

$$\implies q_1 = \frac{a - c_1 - q_2}{2} = R^1(q_2)$$

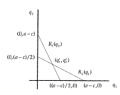
Firm1's best response to Firm2's action

(2) S.O.C. (Second Order Condition)

$$\frac{\partial^2 \pi_1}{\partial q_1^2} = -2 < 0$$

Firm1's payoff function is a concave function

# ■ Graph Solution of Cournot Competition



✓ Delete the strategies that are never a best response, and then delete strategies that are never best response to anything that is a best response and so on and so forth.

# ■ Cournot Equilibrium

$$\begin{cases} q_1 = \frac{a - c_1 - q_2}{2} \\ q_2 = \frac{a - c_2 - q_1}{2} \end{cases} \implies \begin{cases} q_1{}^c = \frac{a - 2c_1 + c_2}{3} \\ q_2{}^c = \frac{a - 2c_2 + c_1}{3} \end{cases}$$

Then we can get  $Q^c = q_1{}^c + q_2{}^c = \frac{2a - c_1 - c_2}{2}$ 

If 
$$c_1 = c_2 = c$$
,  $Q^c = q_1^c + q_2^c = \frac{2(a-c)}{3}$ 

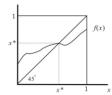
✓ Total Market Quantity in symmetric case.

Perfect Comp. Cournot Comp. Monopoly

$$(a-c) > \frac{2(a-c)}{3} > \frac{(a-c)}{2}$$

# ■ Cournot Equilibrium: The Fixed Point Theorem

- ✓ Nash Equilibrium solutions are the fixed points of the composite function  $R^1(R^2(\cdots))$  and  $R^2(R^1(\cdots))$
- ✓ The Fixed Point Theorem: Suppose f(x) is a continuous function with domain [0,1] and range [0,1] Then, The fixed Point Theorem guarantees that there exists at least on fixed point  $-x^* \in [0,1]$  such that  $f(x^*) = x^*$



### ■ Cournot Equilibrium with N Firms

Prices 
$$P=a-Q=a-\sum_{i=1}^Nq_i$$
, Firm i's payoff: 
$$\pi_i(q_i,q_{j\neq i})=[a-(q_i+\sum_{i\neq j}q_j)-c_i]\cdot q_i$$

(1) F.O.C. (First Order Condition)

$$\frac{\partial \pi_i}{\partial q_i} = a - 2q_i - \sum_{i \neq j} -c_i = a - q_i - Q - c_i = 0$$

Note that  $Q = \sum_{i=1}^{N} q_i = (q_i + \sum_{j \neq i} q_j)$ 

(2) Sum over N

$$\begin{aligned} Na - \sum_{i=1}^{N} q_i - N \cdot Q - \sum_{i=1}^{N} c_i \\ &= Na - Q - NQ - \sum_{i=1}^{N} c_i = 0 \\ \Longrightarrow Q^c = \frac{N \cdot a - \sum c_i}{N+1}, \ P^c = a - Q = \frac{a + \sum c_i}{N+1} \end{aligned}$$

(3) Find qie

Consider F.O.C for symmetric case:  $c_i = c$ 

$$\implies {q_i}^c = \frac{Q^c}{N} = \frac{a-c}{N+1}, \ P^c = a - Q = \frac{a+NC}{N+1}$$

#### ■ Bertrand Equilibrium Model

- Firms set prices rather than quantities. P = a Q
- ✓ Customs buy from the firm with the cheapest price.
- $\checkmark$  The market is split evenly if firms offer the same price

$$q_{i} \begin{cases} 0 & , P_{i} > P_{j} \\ a - P_{i} & , P_{i} < P_{j} \\ \frac{a - P_{i}}{2} & , P_{i} = P_{j} \end{cases}$$

- Firm1 should choose  $c_1 < P_1 < P_2$
- Firm2 should choose  $c_1 \le r_1 \le r_2$ Firm2 should choose  $c_2 \le P_2 \le P_1$

# ■ Bertrand Equilibrium

(1) Consider a symmetric case:  $c_1 = c_2 = c$ 

$$P = c, q_1 = q_2 = \frac{a-c}{2}$$

(2) If  $c_1 < c_2, p_2 > c_2$ 

$$P_1 = c_2 - \epsilon \implies q_1 = a - (c_2 - \epsilon), q_2 = 0$$

# Homogeneous Product

Assume a symmetric case:

$$q_1(P_1, P_2) = a - P_1 + bP_2$$
  
 $\pi_1(P_1, P_2) = q_1(P_1, P_2) \cdot [P_1 - c]$ 

E.O.C

$$\frac{\partial \pi_1}{\partial P_1} = 0 \implies P_1^* = \frac{a + bP_2 + c}{2}$$
$$\frac{\partial \pi_2}{\partial P_2} = 0 \implies P_2^* = \frac{a + bP_1 + c}{2}$$

Then 
$$P_1^* = P_2^* = \frac{a+c}{2-b}$$

# ■ Cournot Behavior In General Function

By Chain Rule

$$q_1 = \frac{(c'-P)}{P'}, \ \frac{dq_1}{dq_2} = \frac{(p-c')P''-(P')^2}{2(P')^2-c''P'-(P-c')P''}$$

#### ■ Mixed-Strategy

A randomization over your pure strategies

# ■ NE in Mixed-Strategy

In the two-player normal-form game, the mixed strategy  $(P_1^*, P_2^*)$  is a Nash Equilibrium if each player's mixed strategy is a best response to the other player's mixed strategy.

#### ■ Homework 01-02

Consider the following game:

	Ž	W
X	5, 5	-8, 8
Y	-7, -8	0, 0

(1) What is the Nash equilibrium?

A Nash Equilibrium in a game is a list of strategies, one for each player, such that no player can get a better payoff by switching to some other strategy that is available to her while all other players adhere to the strategies specified for them in the list

- (2) Justify your answer in (1).
  - 考慮 Player 1 選策略 X 時 , Player 2 將選擇策略 W ; 考慮 Player 1 選策略 Y 時 , Player 2 亦選擇策略 W ; 因此考慮當 Player 2 選擇優勢策略 W 時 , Player 1 將選擇 Y , 此時 (Y, W) 為 Nash Equilibrium。
- (3) Change only one of the eight entries in the table such that there is no equilibrium.

只要使其策略組合中 Player 2 的報酬改為非零,即沒有均衡。如:改變 Player 2 中 (Y,W) < -8。

# ■ Homework 01-03

(1) Find the fixed point of function  $f(x) = x^2 - 3x + 4$ By Brouwer Fixed Point Theorem, Let

$$f(x) = x^2 - 3x + 4 = x$$

$$\implies x^2 - 4x + 4 = (x - 2)^2 = 0$$

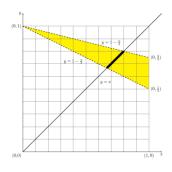
$$\implies x = 2$$

Then we can get the fixed point (x, y) = (2, 2)

(2) Does the function, f(x) = x + 1, have a fixed point? Why or why not?

It has no fixed point because that the lines y = x is parallel to the line y = x + 1.

- (3) For each  $x \in \mathbb{R}$  define
  - F(x) =  $(x, \infty) = \{y \in \mathbb{R} : y > x\}$ . Then  $F : \mathbb{R} \to \mathbb{R}$  is a correspondence. What is the correspondence F(2)?  $\forall x \in \mathbb{R}, \ F(x) = (x, \infty) = \{y \in \mathbb{R} : y > x\}$  Then  $F(2) = (2, \infty)$
- (4) Let C be a correspondence defined on the closed interval [0, 1] that maps a point x to the closed interval [1-x/2, 1-x/4]. Draw all fixed points on the graph. As the figure, we can find all the fixed points on the thick segment (intersection by the line and the shadow area).



### ■ Homework 02-01

Consider the following bargaining game. Players 1 and 2 are bargaining over how to split one dollar. Both players simultaneously name shares they would like to have  $-s_1$  and  $s_2$ , where  $0 \le s_1, s_2 \le 1$ , if  $s_1 + s_2 \le 1$ , then the players receive the shares they named; if  $s_1 + s_2 > 1$ , then both players receive zero. What are the pure strategy Nash equilibria of this game?

當 
$$s_1 + s_2 \le 1$$
 時,雙方各得  $s_1$  和  $s_2$  當  $s_1 + s_2 > 1$  時,雙方皆沒有得到任何收益

在不失一般性的狀況下,作以下討論:

給定任意的  $s_2 \in [0,1)$  則對於另一位決策者所得之最佳 回應為  $R_1(s_2) = 1 - s_2$ ; 對於  $s_2 = 1$  時,另一位決策者所得之最佳回應為 [0,1] (無論如何選擇,報酬皆為零)

$$s_1 = R_1(s_2) = \begin{cases} 1 - s_2 & \text{, if } 0 \le s_2 < 1 \\ [0, 1] & \text{, if } s_2 = 1 \end{cases}$$

$$s_2 = R_2(s_1) = \begin{cases} 1 - s_1 & \text{, if } 0 \le s_1 < 1\\ [0, 1] & \text{, if } s_1 = 1 \end{cases}$$

取其交集可得  $\{(s_1, s_2): s_1 + s_2 = 1, S_1 \ge 0, S_2 \ge 0\}$  和 (1, 1),上述策略即為 Nash Equilibrium 之優勢策略。

### ■ Homework 02-02

Consider the Cournot Model we discussed in class:

- > Two competing firms, selling a homogeneous good.
- Marginal cost of producing each unit of the good is c.
- The market price, P is determined by (inverse) market demand: P = a Q if a > Q; P = 0 otherwise.
- Each firm decides on the quantity to sell (market share):
  q<sub>1</sub> and q<sub>2</sub>.
- $\triangleright$   $Q = q_1 + q_2$  is the total market demand.
- Both firms seek to maximize profits.
- (1) Solve for the equilibrium quantity  $q_1^*$  and  $q_2^*$  設 Firml 和 Firm2 之利潤和銷售量分別為  $\pi_1,\pi_2$  和  $q_1,q_2$  且  $c=c_1=c_2$  為 Firml 和 Firm2 之邊際單位成本,可知:

$$\pi_1 = \text{TR}_1 - \text{TC}_1 = [a - (q_1 + q_2) - c_1] \cdot q_1$$
  
 $\pi_2 = \text{TR}_2 - \text{TC}_2 = [a - (q_1 + q_2) - c_2] \cdot q_2$ 

FOC

$$\begin{cases} \frac{\partial \pi_1}{\partial q_1} &= (a - 2q_1 - q_2 - c) = 0\\ \frac{\partial \pi_2}{\partial q_2} &= (a - q_1 - 2q_2 - c) = 0 \end{cases}$$

求解上式聯立方程式可得均衡銷售量

$$q^* = q_1 = q_2 = \frac{a - c}{3}$$

### S.O.C

取其二階偏微分,可得:

$$\begin{cases} \frac{\partial^2 \pi_1}{\partial q_1^2} &= -2 < 0\\ \frac{\partial^2 \pi_2}{\partial q_2^2} &= -2 < 0 \end{cases}$$

(2) Please verify your solution in (a) by showing that the statement "In the equilibrium, no one can be better-off by a unilateral change in its solution" is satisfied.

均衡情況下,沒有任何一個決策者會因單一改變選擇而得到更高的收益。由 S.O.C 可知兩者之收益函數皆凹口向下,因此若有其中一家廠商增加產量時而另一家產量固定,會使兩者收益皆為零(由題目可知當a>Q 時 P=0),反而會造成整體收益減少。

### ■ **Homework 02-03**

Following Question 2, suppose that each firm produces the half of monopoly quantity  $q_m$ , i.e.,  $q_1 = q_2 = \frac{q_m}{2}$ 

(1) Solve for the monopoly quantity  $q_m$ . 若為獨佔(monopoly)廠商,則有:

$$TR = P \cdot Q = (a - q_m) \cdot q_m$$

$$MR = MC = c = \frac{\partial (TR)}{\partial q_m} = a - 2q_m$$

由上式可得  $q_m=rac{a-c}{2}$ ,故  $q_1=q_2=rac{q_m}{2}=rac{a-c}{4}$ 

(2) Please compare each firm's profit in Question 3 with the solution you obtained in Question 2.

[Case 2(a)] 
$$q_1 = q_2 = \frac{a-c}{3}$$

$$\pi_1 = \pi_2 = \text{TR} - \text{TC}$$
  
=  $\left[ a - \left( \frac{a-c}{3} + \frac{a-c}{3} \right) - c \right] \cdot \frac{a-c}{3} = \frac{(a-c)^2}{9}$ 

[Case 3(a)] 
$$q_1 = q_2 = \frac{a-c}{4}$$

$$\pi_1 = \pi_2 = \text{TR} - \text{TC}$$
  
=  $\left[ a - \left( \frac{a-c}{4} + \frac{a-c}{4} \right) - c \right] \cdot \frac{a-c}{4} = \frac{(a-c)^2}{8}$ 

- (3) Show that  $q_1 = q_2 = q_m/2$  is not an equilibrium solution
- I. 獨佔產量  $q_m = \frac{(a-c)}{2}$  嚴格優於其他更高產量  $(\forall x > 0$  且  $\forall q_j \ge 0$ ) 若  $Q = q_m + x + q_j < a$  有

$$\pi_i(q_m, q_j) = \frac{a-c}{2} \left[ \frac{a-c}{2} - q_i \right]$$

$$\pi_i(q_m+x,q_j) = \left[\frac{a-c}{2} + x\right] \left[\frac{a-c}{2} - x - q_i\right]$$

若  $Q = q_m + x + q_j \ge a$  則有 P(Q) = 0 , 生 產較低的產出就會提高利潤。

II. <u>剔除大於獨佔產量</u>  $q_m$  後,產量  $q_m = (a-c)/4$ . 嚴格優於其他更低產量

$$\pi_i(\frac{a-c}{4}, q_j) = \frac{a-c}{4} \left[ \frac{3(a-c)}{4} - q_i \right]$$

$$\pi_i(\frac{a-c}{4}-x,q_j) = \left[\frac{a-c}{4}-x\right]\left[\frac{3(a-c)}{4}+x-q_i\right]$$

III. 反覆進行剔除嚴格優勢策略

如上所述,經剔除後,各個企業選擇銷售量的策略 空間會逐漸縮小。反覆進行上述操作,可以使得其 空間限制越來越小,最終得到均衡銷售量:

$$q_i^* = \frac{a-c}{3}$$

### ■ Homework 02-04

In an industry there are N firms producing a homogeneous product. Let  $q_i$  denote the output level of N firm i,  $i=1,2,\cdots,N$ , and let Q denote the aggregate industry production level. That is,  $Q=\sum_{i=1}^N q_i$ . Assume that the demand curve facing the industry is P=100-Q. Suppose that the cost function of each firm i is given by

$$\mathrm{TC}_i(q_i) = egin{cases} F + q_i^2 & ext{, if } q_i > 0 \ 0 & ext{, if } q_i = 0 \end{cases}$$

Suppose that the number of firms in the industry N is sufficiently small so that all the N firms make above-normal profits. Calculate the output and profit levels of each firm in a Cournot equilibrium. (Hint: you can assume that all firms have identical cost functions.)

$$\ \ \, \mathop{ \diamondsuit} \ \, \pi_i(q_i,q_{-i}) = \left[a - (q_i + \sum_{j \neq i} q_j)\right] \cdot q_i - (F + q_i^{\,2})$$

E.O.C

$$\frac{\partial \pi_i}{\partial q_i} = a - 4q_i - \sum_{j \neq i} q_j = 0, \forall i = 1, 2 \cdots N$$

又已知 
$$Q = \sum_{i=1}^{N} q_i = q_i + \sum_{i \neq i} q_i$$
 代入整理

可得:

$$a-3q_i-Q=0, \forall\, i=1,2\cdots N$$

$$\implies Na - 3\sum q_i - NQ = 0$$

由上式可得  $Q=rac{N}{N+3}a$  和  $P=a-Q=rac{3}{N+3}a$ 

故 
$$q_i = \frac{Q}{N} = \frac{1}{N+3}a, \forall i = 1, 2 \cdots N$$

再代回可得利潤

$$\begin{split} \pi_i &= \frac{3}{N+3} a \cdot \frac{1}{N+3} a - \left[ F + \left( \frac{1}{N+3} a \right)^2 \right] \\ &= \frac{3a^2}{(N+3)^2} - \left[ F + \left( \frac{1}{N+3} a \right)^2 \right] \\ &= \frac{3 \cdot 100^2}{(N+3)^2} - \left[ F + \left( \frac{100}{N+3} \right)^2 \right] \\ &= \frac{20000}{(N+3)^2} - F \end{split}$$