

Econ C103: Introduction to Mathematical Economics

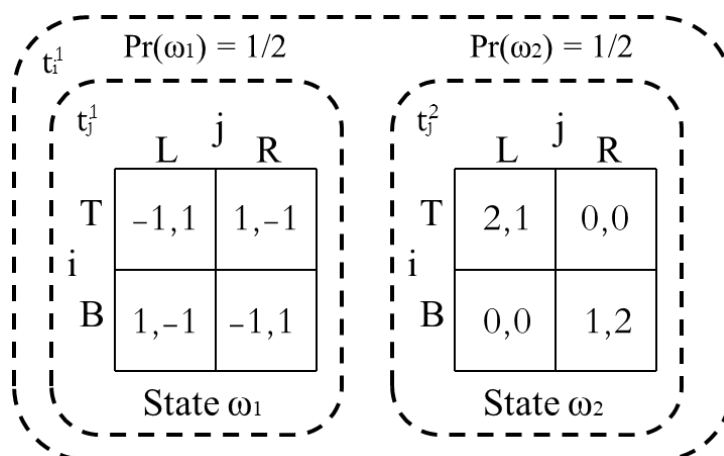
UC Berkeley, Fall 2019

Assignment 2 (total points: 75). Due Date: October 16.

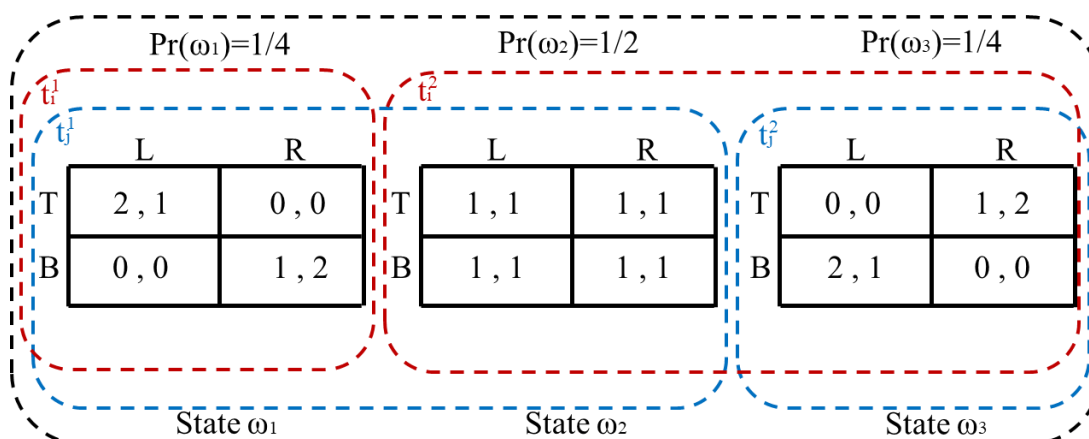
Problem 1 (10 points): Construct the Stackelberg games (i.e. one player moves before the other) of the following static game, and determine which players have a first-mover advantage by comparing SPNE payoffs in each Stackelberg game to the set of MNE expected payoffs in the static game. *Hint: First show that L is never played by j in any MNE of the static game.*

		j		
		L	C	R
i	T	1,-1	3,-3	-3,3
	B	2,4/5	-3,3	3,-1

Problem 2 (10 points): Find the BNE of the following game. To do this, construct the corresponding normal-form game in which players' action sets equal their strategies in the Bayesian game, and certain payoffs equal their ex-ante expected payoffs in the Bayesian game as a function of the strategy profile.



Problem 3 (10 points): Find the BNE of the following game. To do this, complete the normal-form game (below) in which players' action sets equal their strategies in the Bayesian game, and certain payoffs equal the ex-ante expected payoffs in the Bayesian game as a function of the strategy profile.



			j		
		LL	LR	RL	RR
i	TT	$\frac{1}{4}2 + \frac{1}{2}1 + \frac{1}{4}0 = 1, \frac{1}{4}1 + \frac{1}{2}1 + \frac{1}{4}0 = 3/4$	$\frac{1}{4}2 + \frac{1}{2}1 + \frac{1}{4}1 = 5/4, \frac{1}{4}1 + \frac{1}{2}1 + \frac{1}{4}2 = 5/4$	$\frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}0 = 1/2, \frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}0 = 1/2$	
	TB				$\frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}0 = 1/2, \frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}0 = 1/2$
	BT	$\frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}0 = 1/2, \frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}0 = 1/2$	$\frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}1 = 3/4, \frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}2 = 1$		
	BB	$\frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}2 = 1, \frac{1}{4}0 + \frac{1}{2}1 + \frac{1}{4}1 = 3/4$			

Problem 4 (10 points): Recall the Diamond-Dybvig model of lecture 11. Now consider the following variation of the model where the central bank secures consumers' deposits. If a consumer arrives at the bank at $t = 2$ and the bank is illiquid (i.e. has no funds left to offer the consumer), then the central bank will reimburse the consumer an amount $C' > 0$. What are the set of symmetric BNE of the game for each C' value (by "symmetric" I mean the BNE in which all consumers of each given type use the same strategy)?

Problem 5 (10 points): This problem tests your intuition for BNE in auctions.

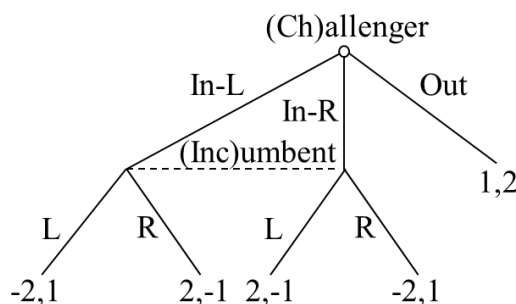
Part 1) Consider a sealed-bid auction with i.i.d. values distributed via cdf $F(\cdot)$. Prove that if the mechanism $P(\mathbf{b})$ is given by the k^{th} -highest bid (i.e. a k^{th} -price auction) for $k > 2$ then the symmetric BNE involves equilibrium bidding $b^*(v)$ above ones values (i.e. $b^*(v) > v$; show this must hold for some values of v , though this is actually true for all values). You can use all results/theorems provided in lecture. *Hint: use the fact that $F^{[k]}(v) < F^{[k+1]}(v)$ for all v and k , where $F^{[k]}$ gives the cdf of the k^{th} -highest statistic, and the fact that:*

$$\int_{\underline{v}}^{\bar{v}} f(v) dF^{[k]}(v) > \int_{\underline{v}}^{\bar{v}} f(v) dF^{[k+1]}(v)$$

for any monotonically increasing $f(v)$. The proof will require limited math, but careful use of results.

Part 2) Again consider a sealed-bid auction with i.i.d. values distributed via cdf $F(\cdot)$. By considering the equilibrium bidding of the 1st- and 2nd- price auctions, and using your intuition, postulate what equilibrium bidding in the k^{th} -price auction, for $k > 2$, will converge to as the number of bidders grows very large. Do you expect $b^*(v)$ to be increasing or decreasing in n for $k > 2$? Is expected revenue increasing or decreasing in n ? Explain.

Problem 6 (10 points): Find the set of beliefs of the (Inc)umbent regarding the probability that (Ch)allenger chose In-L, and the set of strategies of Inc that are supported in PBNE.



Problem 7 (15 points): Find the set of PBNE of the following signaling game.

