Strategy and Turning Points

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Introduction

- Task: heuristics for incomplete information in quantitative analyses of negotiation
- Context: strategic behavior
- This presentation:
 - Framework
 - Case study
 - Implementation
 - Light on assumptions

Game theory and negotiations

- Problem: first-order information incomplete
- Solution: first-order information ← second-order information

Requirement: additional framework

Turning Point Analysis

- Turning Point Analysis Druckman (2001), Druckman (2004), Crump & Druckman (2016)
 - Classify patterns of directional change in negotiations
 - Precipitants Departure Consequences
- Consequences
 - Don't identify the payoffs, identify where the payoffs change

Consequences

- Idea: consequences act as an approximator for payoff distributions
- Definition of consequences: "clear and self-evident impact of a departure in terms of the direction taken by the negotiating parties" (Crump & Druckman 2016, p. 7)
- Assumption: consequences arise from deliberate choices
 - Choices maximize the parties' short-term payoffs

Approximating payoff distributions

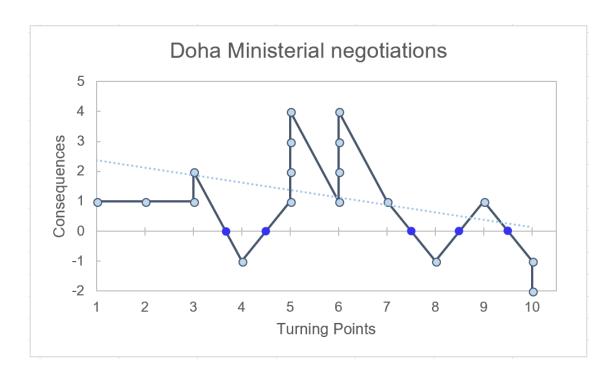
- Features of the consequence-based approximation
 - No specific payoffs identified, negotiation not modeled as a game proper
 - Payoffs approximated through gameplay
 - Deesalatory = cooperative, escalatory = defective
 - Outcome → strategy → payoffs
 - Scope depends on implementation

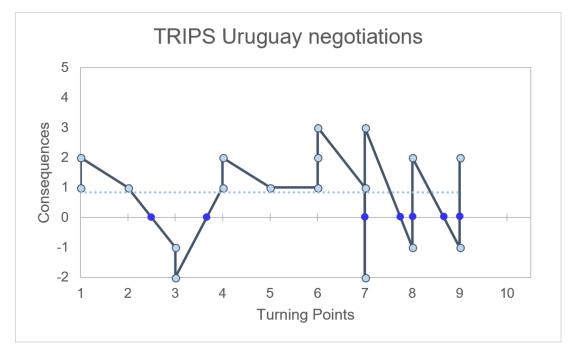
Turning points case study

- Two cases of trade negotiations Crump & Druckman (2016)
 - Ministerial level WTO Doha Developement Agenda negotiations (2001-present)
 - Committee level Uruguay round of the TRIPS negotiations (1985-1994)
- Key results
 - Procedual stability
 - Optimal strategies

Graphical analysis of consequences

Translating the consequences into gameplay





Preliminary results

- Similar stages: cooperation → defection → increased cooperation → volatile endgame
- Impact of deadlines: volatility in the last third exceeds changes in the first two-thirds
- Doha negotiations: if multiple consequences within a turning point, unidirectional
- TRIPS negotiations: if multiple consequences within a turning point, directional change

Numerical analysis of consequences

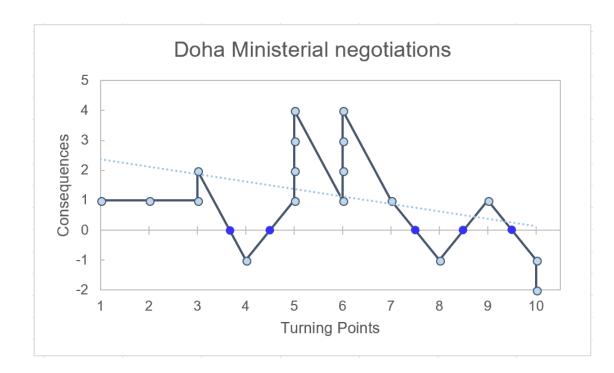
Consequences	Ministerial/Council Level	Committee Level
consequences	Ministrial Council Level	Committee Level
Towards- Towards	0.65, of these	0.47, of these
	0.64 within TPs	0.50 within TPs
	0.36 across TPs	0.50 across TPs
Away-Away	0.06, of these	0.06, of these
	1.00 within TPs	1.00 within TPs
	0.00 across TPs	0.00 across TPs
Away-Towards	0.12, of these	0.24, of these
	0.00 within TPs	0.75 within TPs
	1.00 across TPs	0.25 across TPs
Towards-Away	0.18, of these	0.24, of these
	0.00 within TPs	0.25 within TPs
	1.00 across TPs	0.75 across TPs
Within TPs	0.47, of these	0.53, of these
	0.88 towards-towards 0.12 away-away	0.44 towards- towards 0.12 away-away 0.44 mixed
Across TPs	0.53, of these	0.47, of these
	0.44 towards-towards 0.56 mixed	0.50 towards- towards
		0.50 mixed

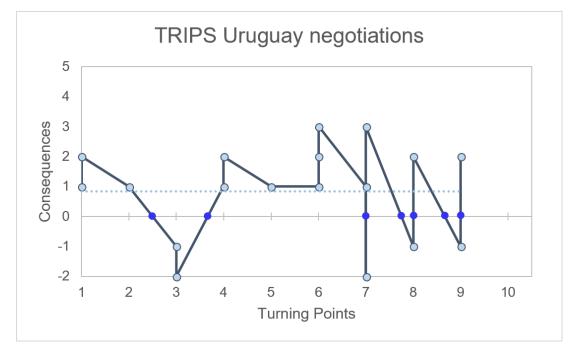
Results

- Strategy
 - Symmetrically matched moves in both negotiations, tit-for-tat depending on assumptions
- Cooperation
 - Succesful outcome requires an agile environment that enables actors to respond quickly
- Expectation setting
 - Ministerial level low uncertainty but no reversion of defecting moves within turning points
 - Comittee level high uncertainty but ability to respond to defecting moves
 - Different levels of loss aversion

Recap – Graphical analysis of consequences

■ Symmetrically matched moves – Doha (within 5, 6, 10) – TRIPS (across 7, 8, 9)





Conclusion

- Turning Point Analysis provides heuristic for payoff-strategy dynamic
 - Efficiently approximate incomplete first-order information
- Remark: differences in optimal strategy between party and process level
- Remark: full scale implementation through inverse game theory
 - Kuleshov and Schrijvers (2015)
 - Yields payoffs based on equilibrium behaviour

Contact

- Thanks to Lynn Wagner and Dan Druckman
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