

College tote Sheet

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	A	B
A	3, 3*	7, 4*
B	4, 1	2, 2*

②

	A	B
A	5, 5*	0, 4
B	4, 0	3, 3*

③

	A	B
A	7*, -1	-1, 7*
B	-1, 1*	1, -1

- a. Regardless of what the other player does, the player would never play ~~&~~ the strictly dominated strategy. In game 1, ~~any strategy~~ any strategy for Player 1 that would mean playing action A, is strictly dominated by ~~the~~ the strategy to play action B. Regardless of what Player 2 plays, the payoff from action B is always larger than from action A. The same is true for Player 2 in game 1.

B. A set of strategies is a Nash equilibrium if no player can obtain a higher payoff by choosing a different strategy.

- Game 1:

The Nash equilibrium is where both players do action B. If Player 1 changes from B to A their payoff would decrease and the same goes for Player 2.

- Game 2:

- Both players choose A (it would reduce their payoff if they were to deviate).

- Both players choose B (idem).

- The mixed strategy:

$\theta_1$  is the probability that Player 1 chooses action A.

then the payoff for Player

is 2 if From doing action A. i.e.

$$P(A) = 5\theta_1 + 0(1 - \theta_1) = 5\theta_1$$

And the payoff from action B is:

$$P(B) = 4\theta_1 + 3(1 - \theta_1) = \theta_1 + 3$$

For Player 2 to use a

mixed strategy, they must be indifferent between action A and B.

So the payoff must be equal:

$$S\theta_1 = \theta_1 + 3$$

$$\theta_1 = \frac{3}{4}$$

After ASS the game is Symmetric,  
 $\theta_2$ , the chance that Player 2 plays  
action  $A_1$  is also  $\frac{3}{4}$ .

- Game 3:

- there are no pure equilibria.

~~strategic~~ So in the same way as above.

$$P(A) = -1\theta_1 + 1(1-\theta_1) = 1 - 2\theta_1$$

$$P(B) = 1\theta_1 - 1(1-\theta_1) = 2\theta_1 - 1$$

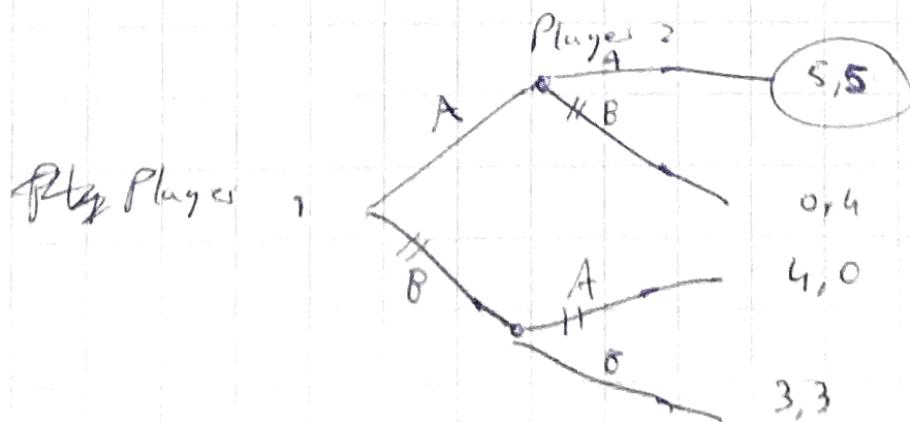
$$1 - 2\theta_1 = 2\theta_1 - 1$$

$$\theta_1 = \frac{1}{2}$$

And as the game is Symmetric

$$\text{again } \theta_2 = \theta_1 = \frac{1}{2}$$

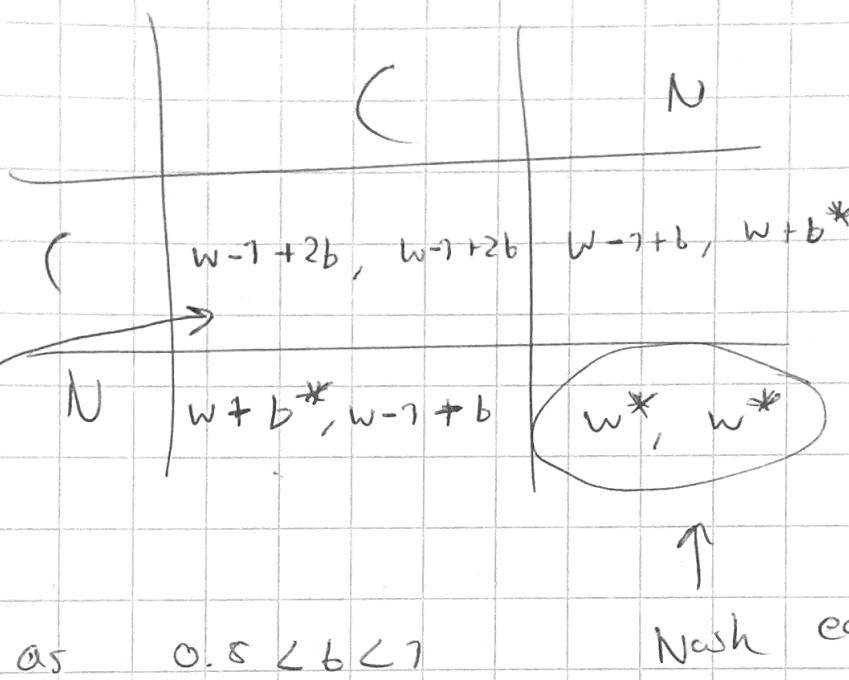
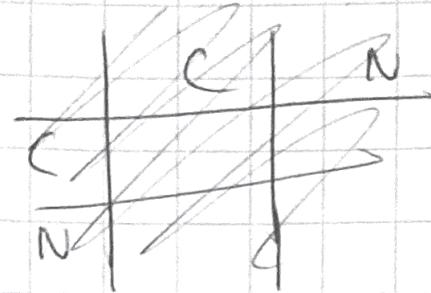
c.



- IF Player 1 would choose A, then Player 2 would also choose A (as it gives Player 2 a higher payoff than B).
- IF Player 1 would choose B, then Player 2 would also choose B (idem).

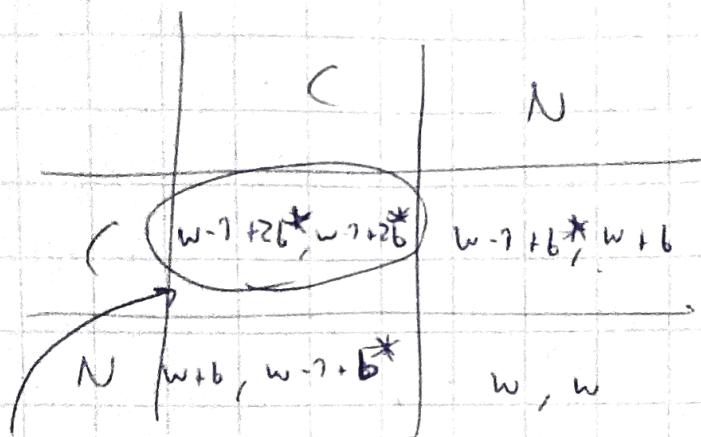
As the Father would give Player 1 a higher payoff, they would choose ~~Player~~ A.

(5)



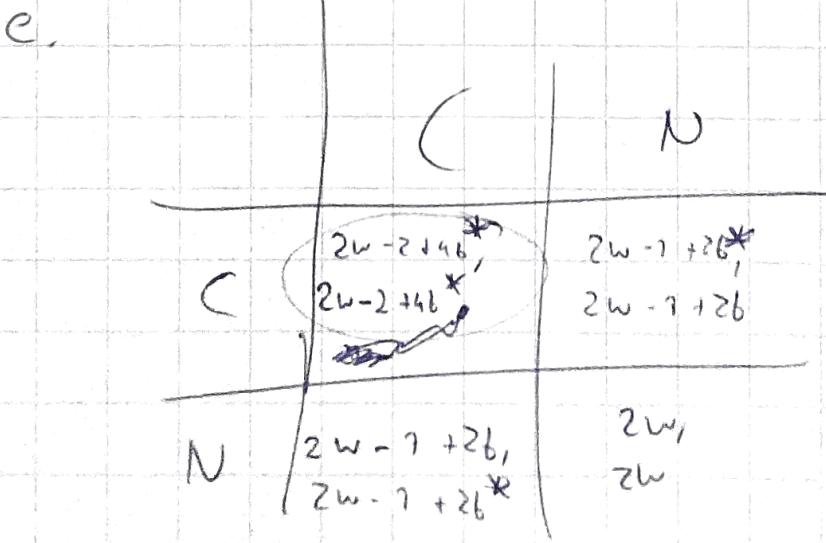
Not Pareto-efficient, as both of them could have gotten a higher payoff if they both cooperated.

8. It would stay the same. However, this time the Nash equilibrium would be Pareto-efficient as  $2b < 1$ , so they both get the highest possible payoff by not competing.



Nash equilibrium, ~~which~~ which is also  
 Pareto-efficient as it is the highest  
 Possible Payoff for both players.

d.  $b < b < 7$ , because if  $b \geq 7$   
 then anyone would benefit <sup>ever</sup> if only ~~else~~  
~~himself~~ he himself would contribute.  
 And if  $b < b$ , no one should ever contribute  
 at even if everyone were to contribute  
 it still would not be worth it.



$(C, C)$  is the Nash equilibrium now, and by internalising the externality, it is now also Pareto-efficient.

F. The externalities should be internalised to get a socially optimal outcome.

I don't know through which specific kind of policy one could do this for the consumer though.

⑥

a. The utility  $\overset{\text{of Player 1}}{\sqrt{\dots}}$  depends on how much of the stake it gets, but gets ~~reduced~~ reduced between any of the players, ~~from the~~ ~~and players~~. When  $\alpha = 0$ , it is the same economics as ~~if~~ Player 1 only cared about their own share.

$$\bar{x} = \frac{1}{2} \text{ so}$$

$$B. u_1 = x_1 - \frac{\alpha}{2} \left( (x_1 - \frac{1}{2})^2 + (x_2 - \frac{1}{2})^2 \right)$$

$$= x_1 - \frac{\alpha}{2} \left( x_1^2 - x_1 + \frac{1}{4} + x_2^2 - x_2 + \frac{1}{4} \right)$$

$$= x_1 - \frac{\alpha}{4} (2x_1^2 - 2x_1 + 2x_2^2 - 2x_2 + 1)$$

$$\text{Since } \frac{x_1^2}{2} = (1-x_1)$$

Therefore

$$(x_1 - x_2)^2 = (x_1 - (1-x_1))^2 = (2x_1 - 1)^2$$

$$= 4x_1^2 - 4x_1 + 1$$

$$x_1 - \frac{\alpha}{4} (2x_1^2 - 2x_1 + 2(1-x_1)^2 - 2(1-x_1) + 1)$$

$$x_1 - \frac{\alpha}{4} (2x_1^2 - 2x_1 + 2(1-2x_1+x_1^2) - 2 + 2x_1 + 1)$$

$$x_1 - \frac{\alpha}{4} (2x_1^2 + 2 - 4x_1 + 2x_1^2 - 2 + 1)$$

$$x_1 - \frac{\alpha}{4} (4x_1^2 - 4x_1 + 1) = x_1 - \frac{\alpha}{4} (x_1 - x_2)^2$$

c. Plug in works to maximize utility.

$$\max_{x_1} u_1 = x_1 - \frac{\alpha}{4} (x_1 - (1-x_1))^2$$

$$u_1 = x_1 - \frac{\alpha}{4} (2x_1 - 1)^2$$

$$\text{to maximize } \frac{du_1}{dx_1} = 1 - \frac{\alpha}{4} \cdot 2 \cdot 2(2x_1 - 1) = 0$$

$$1 - 2\alpha x_1 + \alpha = 0$$

$$2\alpha x_1 = 1 + \alpha$$

$$x_1 = \frac{1+\alpha}{2\alpha}$$

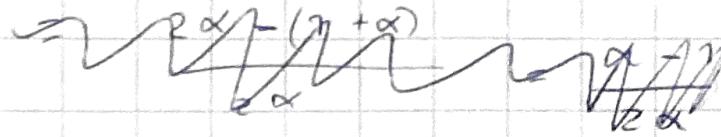
$$\text{So } x_1 = \frac{1+\alpha}{2\alpha} \text{ if } \frac{1+\alpha}{2\alpha} \leq 1, \text{ otherwise } x_1 = 1$$

$$x_1 = 1$$

$$\text{and } x_2 = 1 - \frac{1+\alpha}{2\alpha} \text{ if } \frac{1+\alpha}{2\alpha} \leq 1, \text{ otherwise } x_2 = 0$$

d. the offer to player 2 is

$$x_2 = \gamma - \frac{\gamma + \alpha}{2\alpha} = \frac{1}{2} - \frac{1}{2\alpha}$$



$$\frac{dx_2}{d\alpha} = \frac{1}{2\alpha^2} = \frac{1}{2\alpha^2}$$

$\frac{1}{2\alpha^2} > 0$

as  $\alpha \geq 0$ ,  $\frac{1}{2\alpha^2} \geq 0$  for every  $\alpha$ . So,  $x_2$  increases as  $\alpha$  increases.

e.  $x_2 = \frac{1}{2} - \frac{1}{2\alpha}$

as  $\lim_{\alpha \rightarrow \infty} \frac{1}{2\alpha} = 0$  so if

$\alpha$  becomes very large, the share that  $x_2$  gets comes closer and closer to  $\frac{1}{2}$ . So, it explains why player 1 would give up to  $\frac{1}{2}$ , but not more.

f.

$$x_2 = \frac{1}{2} - \frac{1}{2\alpha} = \frac{1}{n}$$

∴

$$\frac{1}{2\alpha} = \frac{1}{n}$$

$$2\alpha = n$$

$$\alpha = \frac{n}{2}$$

II)

$$\frac{1}{2} - \frac{1}{2\alpha} = 0$$

$$\frac{1}{2\alpha} = \frac{1}{2}$$

$$\alpha = 1$$