



## Microeconomics III: Problem Set 8<sup>a</sup>

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<sup>a</sup>Slides created for exercise class 3 and 4, with reservation for possible errors.

PS8, Ex. 1 (A):

PS8, Ex. 2 (A):

PS8, Ex. 3 (A):

PS8, Ex. 4:

PS8, Ex. 5: The dating game (Bayesian Nash Equilibria)

PS8, Ex. 6:

Code examples

**PS8, Ex. 1 (A):**

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**PS8, Ex. 2 (A):**

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**PS8, Ex. 3 (A):**

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## PS8, Ex. 4:

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**PS8, Ex. 5: The dating game  
(Bayesian Nash Equilibria)**

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## PS8, Ex. 5: The dating game (Bayesian Nash Equilibria)

Consider the 'dating game'. In this game, player 1 wants to meet with player 2, even if player 2 is of type  $t_2$ , who does not want to meet with player 1. Player 2's types have equal probability.

Now suppose we construct an alternative version of the game, where player 1 has self respect, and only wants to meet up with player 2 if player 2 also wants to meet up (i.e. if player 2 is of type  $t_1$ ). Otherwise, player 1 prefers to *miscoordinate* (i.e. not to meet up) as well. Player 1 still has the same preference for going to football versus the opera.

- (a) Write up this new game. Use the same payoffs as before (0,1, and 2) such that the payoff matrix when player 2's type is  $t_1$  is the same as in the slides.
- (b) Find the set of (pure strategy) Bayesian Nash Equilibria of this game.





**PS8, Ex. 6:**

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Difficult. Consider the public goods game from lecture 7. Suppose now instead that there is two-sided incomplete information. In particular, the cost of writing the reference is uniformly distributed between 0 and 2:

$$c_i \sim u(0, 2) \text{ for } i = 1, 2$$

In this setting, we can show that the players optimally follow a 'cutoff' strategy. Thus, the equilibrium strategies take the form

$$s_1^*(c_1) = \begin{cases} \text{Write} & \text{if } c_1 \leq c_1^* \\ \text{Don't} & \text{if } c_1 > c_1^* \end{cases}$$

$$s_2^*(c_2) = \begin{cases} \text{Write} & \text{if } c_2 \leq c_2^* \\ \text{Don't} & \text{if } c_2 > c_2^* \end{cases}$$

- (a) Let  $z_{-i}^* = \mathbb{P}(s_{-i}^* = \text{Write})$ , i.e. the probability that the other player plays 'Write' in equilibrium. Argue that
- $$1 - c_i^* = z_{-i}^* \quad (1)$$

*Hint:* Calculate  $i$ 's expected payoff from writing the reference and from not writing the reference, conditional on  $z_{-i}^*$ .

- (b) A standard result on uniform distributions gives the following: if  $x \sim u(0, 2)$ , then  $\mathbb{P}(x < a) = \frac{a}{2}$ . Use this to find  $z_i^*$ . *Hint:* Use the equilibrium strategy and your knowledge of the distribution of  $c_{-i}$ .
- (c) Use the result from (b) together with eq. (1) to find  $(c_1^*, c_2^*)$ .
- (d) What's the probability of under-investment (i.e. that nobody writes the reference)? What's the prob. of overinvestment (i.e. both write)?



## Code examples

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Matrix, no player names:

	L (q)	R (1-q)
T (p)		
B (1-p)		

Matrix, no colors:

		Player 2	
		L (q)	R (1-q)
Player 1	T (p)		
	B (1-p)		

Matrix, with colors:

		Player 2	
		L (q)	R (1-q)
Player 1	T (p)	1, 1	
	B (1-p)		