

## In-Video Quizzes Week 5

Practice Quiz, 3 questions

3/3 points (100%)

**Congratulations! You passed!**

Next Item

1 / 1  
point

1.

- Consider a repeated game such that with probability  $p$  the game continues to the next period and with probability  $(1 - p)$  it ends.
- The game starts in period 1 and in odd periods both players play L and in even periods both players play R. The stage game payoffs are listed below

1 \ 2	L	R
L	3,3	-1,4
R	4,-1	1,1

What is the expected total future payoff (starting at the beginning of the game) for each player, when the game is forecast to be played as described as above:

- ☐ a)  $3 + 3p + 3p^2 + 3p^3 + \dots$
- ☐ b)  $4 - 1p + 4p^2 - 1p^3 + \dots$
- ☒ c)  $3 + 1p + 3p^2 + 1p^3 + \dots$

**Correct**

(c) is true.

- In odd periods, both players play L so that each earns 3 in those periods.
- In even periods, both players play R such that each earns 1 in those periods.
- Thus the total ex ante expected payoff for each player is  $3 + 1p + 3p^2 + 1p^3 + \dots$ , as  $p$  is the probability that the second period is reached,  $p^2$  is the probability that the third period is reached and so forth.

- ☐ d)  $4 + 3p + 4p^2 + 3p^3 + \dots$

# In-Video Quizzes Week 5

Practice Quiz, 3 questions

3/3 points (100%)

2.

Consider the rock-paper-scissors game:

1 \ 2	Rock	Paper	Scissors
Rock	0,0	-1,1	1,-1
Paper	1,-1	0,0	-1,1
Scissors	-1,1	1,-1	0,0

How many elements are there in  $H^2$  (the set of histories of two plays of the game):
☐ a)  $2^3$ .

☒ b)  $9^2$ .
**Correct**

(b) is true.

- $H^1$  has 9 elements: (R,R), (R,P), (R,S), (P,R), (P,P), (P,S), (S,R), (S,P), (S,S).
- Then  $H^2$  has  $9 \times 9$  elements of the form  $(h^1, h^2)$  where  $h^1$  and  $h^2$  each has 9 possible values (the same as those in  $H^1$ ).

☐ c)  $3^2$ .

☐ d)  $3^3$ .
1 / 1  
point

3.

Player 1 \ Player 2	Movie	Home
Movie	3,0	1,2
Home	2,1	0,3

Which per period payoff is not enforceable:

☐ a) (0,3)

☐ b) (3,0)

☐ c) (2,1)

# In-Video Quizzes Week 5

Practice Quiz, 3 questions

**3/3 points (100%)**

**Correct**

(d).

- The minmax value of player 1 is 1 and of player 2 is 2.
  - Thus (0,3), (3,0) and (2,1) are not enforceable since in each case they give to a player an expected value lower than her minmax value.
- 

