

Time line

- 1 There is a **fixed**, **finite**, **connected**, **undirected**, and **commonly known** network.
- 2 Players of two types— R or I —chosen by nature according to a probability distribution.
 - R : Rebel; I : Inert
- 3 Types are then fixed over time.
- 4 Players play a stage game— a collective action —infinitely repeatedly with common discount factor.

What player can/cannot observe

- Players can observe own/neighbors' **types** and **actions**, but not others'.
- Pay-off is hidden.

- Stage game— k -threshold game: a protest ([Chwe 2000])

- R-type's action set= $\{1, 0\}$
- I-type's action set= $\{0\}$
- Pay-offs for R-type:

$$u_R(a_i, a_{-i}) = 1 \quad \text{if } a_i = 1 \text{ and } \#\{j : a_j = 1\} \geq k$$

$$u_R(a_i, a_{-i}) = -1 \quad \text{if } a_i = 1 \text{ and } \#\{j : a_j = 1\} < k$$

$$u_R(a_i, a_{-i}) = 0 \quad \text{if } a_i = 0$$

STATIC EX-POST PARETO EFFICIENT OUTCOME

Type profile	Static ex-post efficient outcome
At least k R-types exist	All R-types play 1
Otherwise	All R-types play 0

APEX (*approaching ex-post efficient*) equilibrium

DEFINITION (APEX STRATEGY)

An equilibrium is APEX \Leftrightarrow

$\forall \theta$, there is a finite time T^θ

such that the actions in the equilibrium path repeats the static ex-post efficient outcome after T^θ .

RESULT 1: APEX FOR $k = n$

THEOREM ($k = n$)

If $k = n$, then an APEX sequential equilibrium exists whenever discount factor is sufficiently high.

DEFINITION FOR APEX FOR $k < n$

DEFINITION

θ has **strong connectedness** \Leftrightarrow for every pair of R-types, there is a path consisting of R-types to connect them.

DEFINITION

π has **full support on strong connectedness** \Leftrightarrow

$\pi(\theta) > 0$ if and only if θ has strong connectedness.

RESULT 2: APEX FOR $k < n$

THEOREM ($k < n$)

If $k < n$, then if network is a *tree*, if prior π has *full support on strong connectedness*, then an APEX WPBE exists whenever discount factor is sufficiently high.