ASSIGNMENT-3 - Guest

182)

a) Game Tile

Accept / Counter offer (P2)

Seller

Accept Reject

(0,0)

-2-60, 100-P2

H

seller offer peice = P, then if accepted seller gets P1-60 and buyell utility is 100-7, Counter Offer = P2 given SS=SB=1 seiker gets P_-60

buyer

100-P2

b) To find lubgame perfect NE using backward induction. for sever to accept in second 10 mid

ASSIMPTIONES $P_{2} \ge 60$ ($\frac{7_2 - 60}{4} \ge 0$) . Best response of consumer is to offer 60. = $\frac{100-P_2}{4} = \frac{100-60}{4} = 10.$ for Buyer to accept P1 100-7, > 10 OL PIS 90 i. Best response (optimal) for letter to Offer P = 90. Gives the SPNE. I) we can draw extensive tree for this simultance ous game. Help Not Radhira L Not Help Not

Calculating payoffs. (Let Ray=1) CASE-RAJ HELPS Raghita=(2) then $C_1(q_1) = 2a_1 - kay cost.$ To (as,) = 3 gr, - Radhika profit Simularly it Radhika helps C2(Q2) = 2Q2 T/(N2) = 392 Ray $\frac{3v_1-2v_1}{3v_1-2v_2}$ $\frac{-2v_1}{3v_1}$ $\frac{3v_1}{3v_2-2v_2}$ $\frac{3v_1}{3v_2-2v_2}$ $\frac{3v_1}{3v_2}$ In this I period game. BR, (2) = N for 4 and N for N BR₂(1) = N for H and N for N in unique NE = (0,0) (Strictly

(11) In finite repetition SPNE is the NE also (then fee T=2 using BY) Enfinite newion of game for what S is social optimal the SPNE $U = U_1(v_1, w_2) + U_2(v_1, w_2)$ max voit 9, and 92 where $v_1, v_2 \in [0,1]$ $U = -29_{1} + 39_{2} - 29_{2} + 39_{1}$ $U = Q_1 + Q_2$ ·· U is maximized at $9_1=9_2=1$ This coordination can be achined through grim trigger fliategy Vi=1 if at all previous time nodes Vy = 1,1,1... and Vi=D if otherwise -, U = U = 1 =) 1+ 5+ 82+... = 1 (when 9=1+t)

If deviation ie 9i=0then at deviation pay off = 3 and 0 after energy Time period. $iell_1=8+0+0$... = 3 $iell_1=8+0+0$... = 3 $iell_1=8+0+0$... = 3 $iell_1=8+0+0$... = 3