

Stackelberg DuopolyLeader chooses $q_1 \in [0, \infty)$ Follower observes q_1 , chooses $q_2 \in [0, \infty)$

$$P(q_1, q_2) = \max \{1 - (q_1 + q_2), 0\}$$

$$u_i(q) = q_i [P(q) - c]$$

Note: Cournot NE

$$\text{is } q_1 = q_2 = \frac{1-c}{3}$$

Nash Eq?

$$q_1 = 0$$

$$q_2(q_1) = \begin{cases} \frac{1-c}{2} & \text{if } q_1 = 0 \\ 1 & \text{o/w} \end{cases}$$

← large enough that 1 cannot profit by deviating

Unique Backward Inductive Algorithm

$$q_2(1 - (q_1 + q_2) - c)$$

$$\rightarrow \text{First Order Condition: } q_2^*(q_1) = \frac{1 - q_1 - c}{2}$$

1's utility:

$$q_1(1 - (q_1 + q_2^*(q_1)) - c)$$

→ algebra + calculus results in FOC for 1

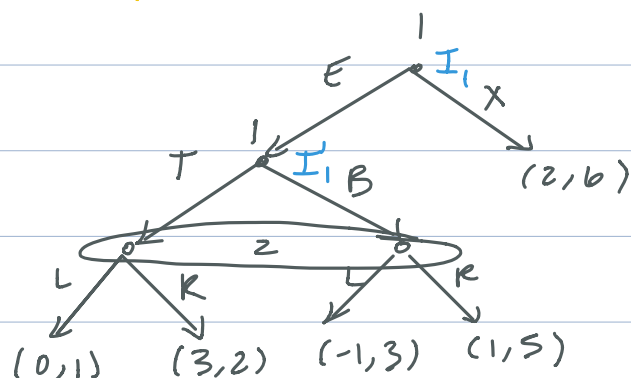
$$q_1^* = \frac{1-c}{2}$$

$$q_2^*(q_1) = \frac{1-c}{4}$$

$(q_1^*, q_2^*(q_1))$ is a NE.

Backward Induction

only well-defined for games w/ perfect information



Reduction

	L	R
XT	2, 4	2, 4
XB	2, 6	2, 6
ET	0, 1	2, 2
EB	-1, 3	1, 5

NEs: (ET, R) (XB, R) (XT, L)
 R is weakly dominant
 so why are NEs in L?
 only subgame-perfect eq

θ	pure strat	'mixed' strat
Normal Form	S_i given	$\sigma_i \in \Delta S_i$
Extensive Form	$S_i = \left\{ \begin{array}{l} \text{all functions} \\ \text{from } I_i \\ \text{into sets to} \\ \text{feasible actions} \end{array} \right\}$	mixed strat $\sigma_i \in \Delta S_i$ behavioral strat $\sigma_i(I_i) \in \Delta A(I_i)$

↑
 outputs prob
 distribution over several
 actions

Mixed strat: $P(XT), P(XB), P(ET), P(EB)$

behavioral strat: $\sigma_i(E | I_i), \sigma_i(T | I_i)$
 every behavioral is mixed

perfect recall: extensive form

prop: If θ is finite and has perfect recall, \forall mixed strat σ_i , \exists equivalent behavioral strategy $\tilde{\sigma}_i$ and vice versa.

Mixed strategies: $P(XB) + P(XT) = 1$

$$P_i(L) \geq 1/3$$

or

$$\sigma_i(E | I_i) = 0$$

$\sigma_i(T | I_i')$ arbitrary

$$\sigma_i(L | I_i) \geq 1/3$$

Subtree: some node $h \in H$ and all its successors

Subgame: subtree starting from non-terminal h that does not 'break any info sets'

$\forall i$: if $\exists h \in \text{subtree s.t. } h \in I_i$, then

$I_i \subseteq \text{subtree}$

Extensive game G , ^{mixed} strategy profile $\sigma \rightarrow (s_i)_{i \in N}$

$\rightarrow \forall \text{ subgame } \bar{G} \exists \text{ strat profile } \bar{\sigma} \equiv \sigma \text{ projected onto } \bar{G} \text{ for } \bar{G}$

Let σ be a NE of G

Let h be the initial node of a subgame that is reached w.p. > 0 under σ .

Prop: σ is a NE of the subgame starting from h ,
pf.

Suppose σ not NE in \bar{G} (subgame).

$\rightarrow \exists i \in N : \exists \sigma_i' \neq \sigma_i \text{ s.t. } (\sigma_i', \sigma_{-i}) \text{ yields}$

strictly higher payoff for i in \bar{G} .

$$\text{let } \sigma_i'' = \begin{cases} \sigma_i & \text{if } i \text{ interests not in } \bar{G} \\ \sigma_i' & \text{if } i \text{ interests in } \bar{G}. \end{cases}$$

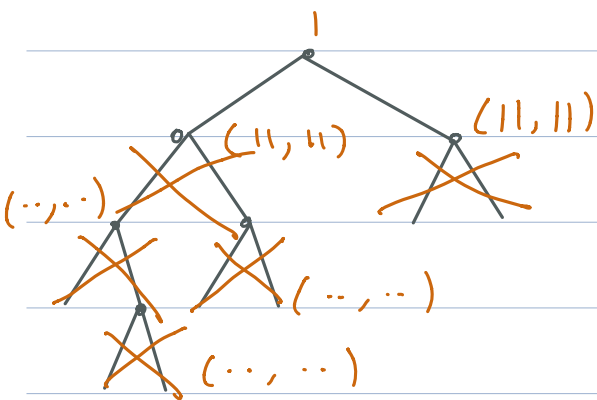
(σ_i'', σ_i) reaches \bar{G} with probability > 0

- yields equal payoff to (σ_i, σ_i) if it doesn't reach \bar{G}
- yields strictly higher payoff if it does
→ σ not NE of G .

Def. σ is a subgame-perfect equilibrium (SPE) of G if σ is a NE of every subgame of G .

Prop. Every SPE is a NE.

Prop. If G finish, then $\exists \sigma: \sigma$ is a SPE of G .

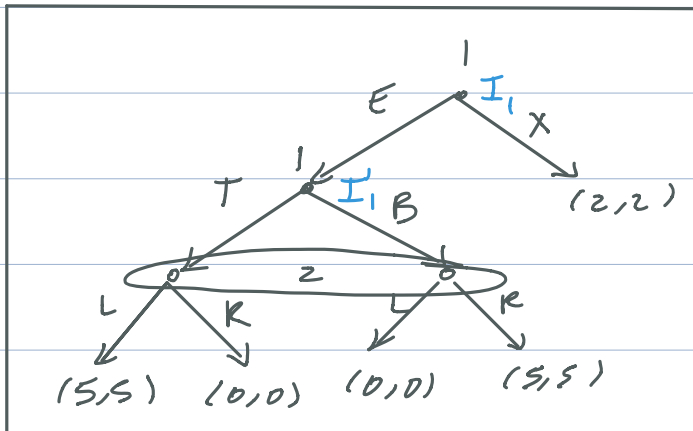


1. start w/ subgame \bar{G} w/ no other subgames $\bar{G} \leq \bar{G}$
2. compute NE of \bar{G}
3. Delete \bar{G} , fill in a NE payoff-profitable at that node
4. Repeat until no subgames left (only initial node remains)
5. Output strat profile

Let σ be a NE of G .

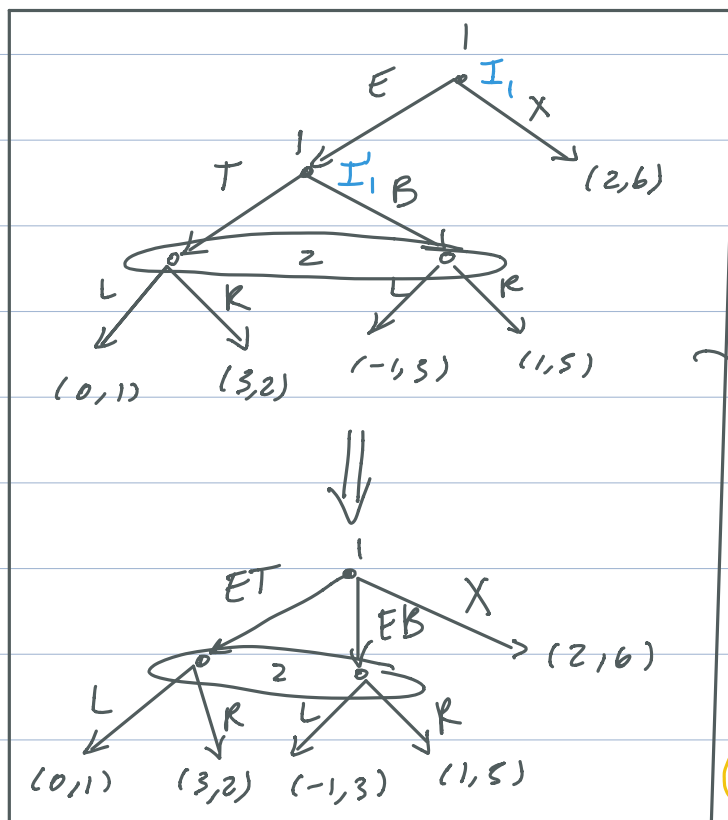
Let h be the initial node of a subgame that is reached w/ prob > 0 under σ .

Prop. σ is a NE of the subgame starting from h .



subgame perfection stronger than saying playing optimally
→ says there is a NE
(correct beliefs)

• best responding w/ correct beliefs about what is happening even though history expected to reach this point



subgame perfect equilibria = same NE as original game

since same normal form