



# The Vendor Financing Equilibrium: A Game Theory Analysis



How a U.S.–China Harmony Game Transformed into a Prisoner's Dilemma (2001–2025)

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**Core Frameworks:** Nash Equilibrium, Pareto Efficiency, Repeated Games, and the critical role of the Discount Factor ( $\delta$ )



# The Players & Their Strategic Choices

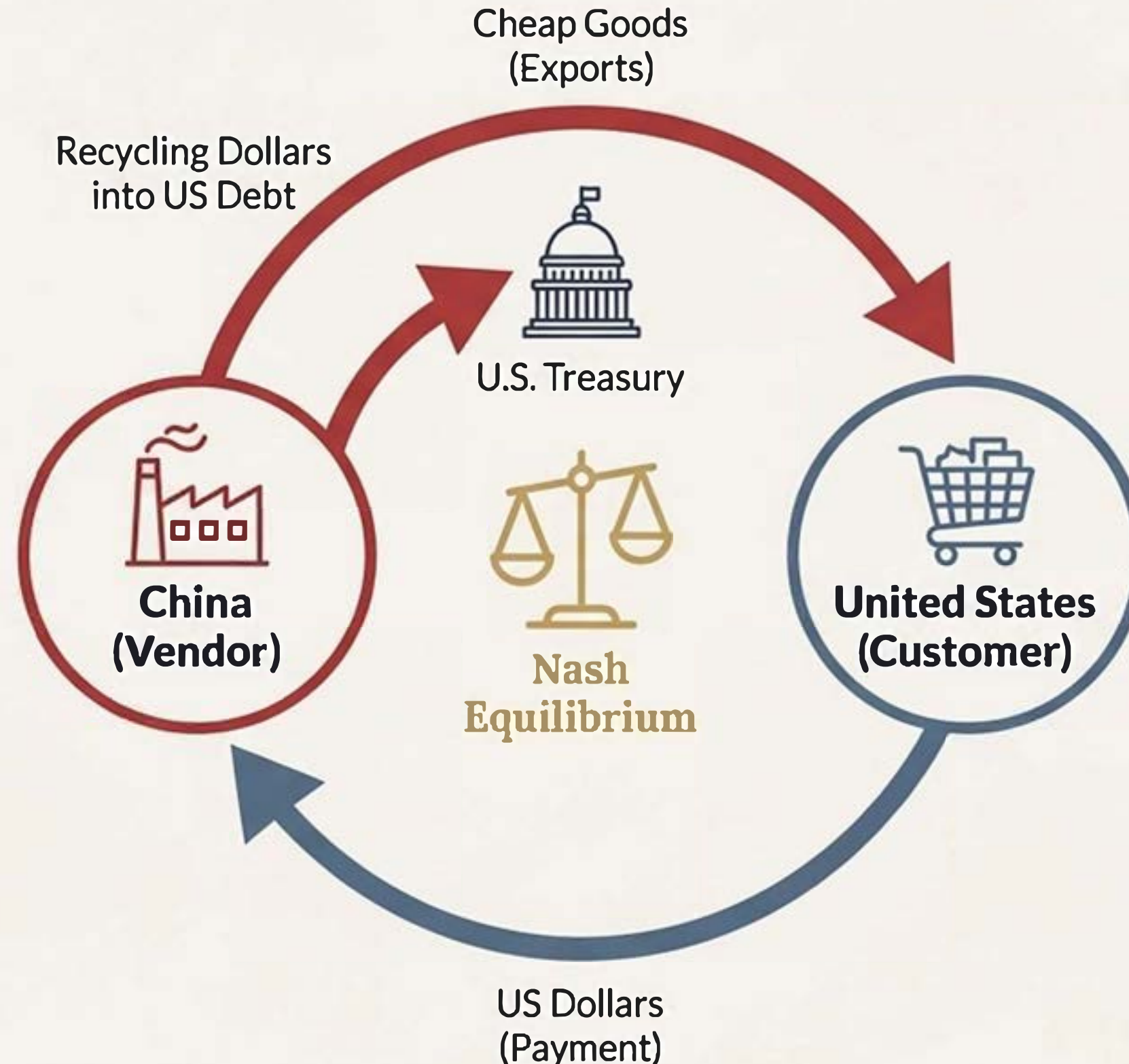
	 <b>United States (U)</b>	 <b>China (C)</b>
<b>Objective</b>	Maximize consumer welfare, employment, and access to low-cost financing.	Maximize export-led GDP growth, domestic employment, and financial stability.
<b>Strategies</b>	<i>Cooperate</i> : Maintain open markets, tolerate trade deficits. <i>Defect</i> : Impose tariffs, restrict capital, pressure currency revaluation.	<i>Cooperate</i> : Maintain undervalued currency peg, recycle surpluses into U.S. debt. <i>Defect</i> : Allow currency to float, sell U.S. debt, impose counter-tariffs.

- **The Players:** Two rational actors with distinct but, at the time, complementary objectives.
- **U.S. Strategic Choice:** Openness vs. Protectionism. **Cooperation** meant tolerating imbalances for the sake of cheap goods and low interest rates.
- **China Strategic Choice:** Currency Management vs. Financial Independence. **Cooperation** meant managing its currency and recycling capital to sustain its export machine.

# The Vendor Financing Equilibrium (2001–2007)

## The Commercial Analogy

- **Definition:** Vendor Financing occurs when a seller lends money to a customer to help them purchase the vendor's own goods.
- **Purpose:** The vendor provides a deferred loan to ensure a sale happens, securing revenue they would otherwise miss.



## The Geopolitical Mechanism

- **The Vendor (China):** Had massive excess savings and needed to sell goods to sustain export-led growth.
- **The Customer (U.S.):** Had a low savings rate and high demand for consumption but needed capital to fund it.
- **The "Loan":** Instead of just holding cash, China "lent" the dollars back to the U.S. by purchasing U.S. Treasury bonds.
- **The Result:** This suppressed U.S. interest rates (making credit cheap for Americans to buy more Chinese goods) and kept the Chinese currency undervalued (keeping Chinese exports competitive).



# The Economic Engine: A Macroeconomic Necessity



U.S. Savings Deficit  
& Fiscal Deficit

$$[(I - S)] + [(G - T)]$$

$$[(I - S)] + [(G - T)] = [(M - X)]$$



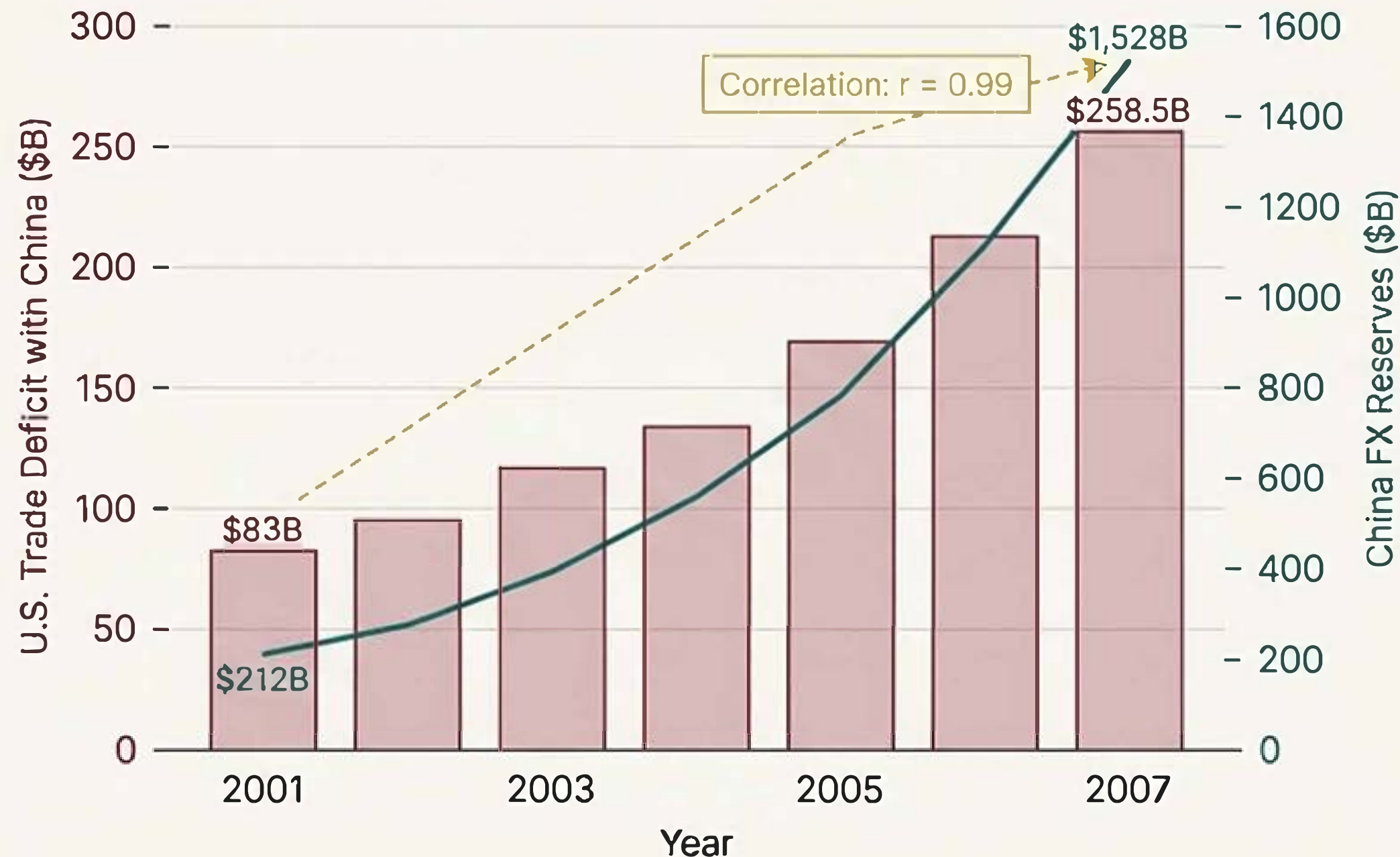
U.S. Trade Deficit financed  
by China's Capital Outflow

- **The Core Identity:** A country's trade deficit must equal the sum of its private savings deficit and its government budget deficit.
- **United States:** Low Private Savings ( $S$ ) + High Fiscal Deficits ( $G > T$ ) → Required large Trade Deficit ( $M > X$ ) and Capital Inflows.
- **China:** High Private Savings ( $S > I$ ) → Generated massive excess capital that required an outlet (Capital Outflows).
- **The Symbiotic Loop:** The Nash Equilibrium wasn't just a strategic choice; it was the manifestation of an accounting identity. The U.S. *needed* capital, and China *needed* to export it.

# The Mechanism in Action: How Deficits Funded Growth

The recycling mechanism created a positive-sum dynamic. Dollars flowing to China for goods were returned as Treasury purchases, suppressing U.S. interest rates and enabling further consumption.

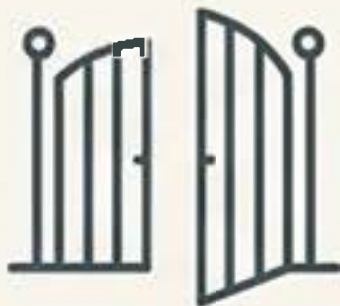
**The Macro-Financial Footprint (2001-2007)**



- U.S. Treasury yields suppressed by an estimated **80-120 basis points**.
- China achieved over **10% annual GDP growth**.
- The U.S. enjoyed low inflation (**2.5% vs. 4%+ counterfactual**).

# The Vendor Financing Equilibrium (2001–2007)

*The relationship's initial stability was not an accident; it was a unique Nash Equilibrium where individual rationality aligned perfectly with mutual benefit.*



## U.S. Cooperate

Maintain open markets, tolerate trade deficits.



## China Cooperate

Maintain undervalued currency, recycle surplus into U.S. Treasuries.

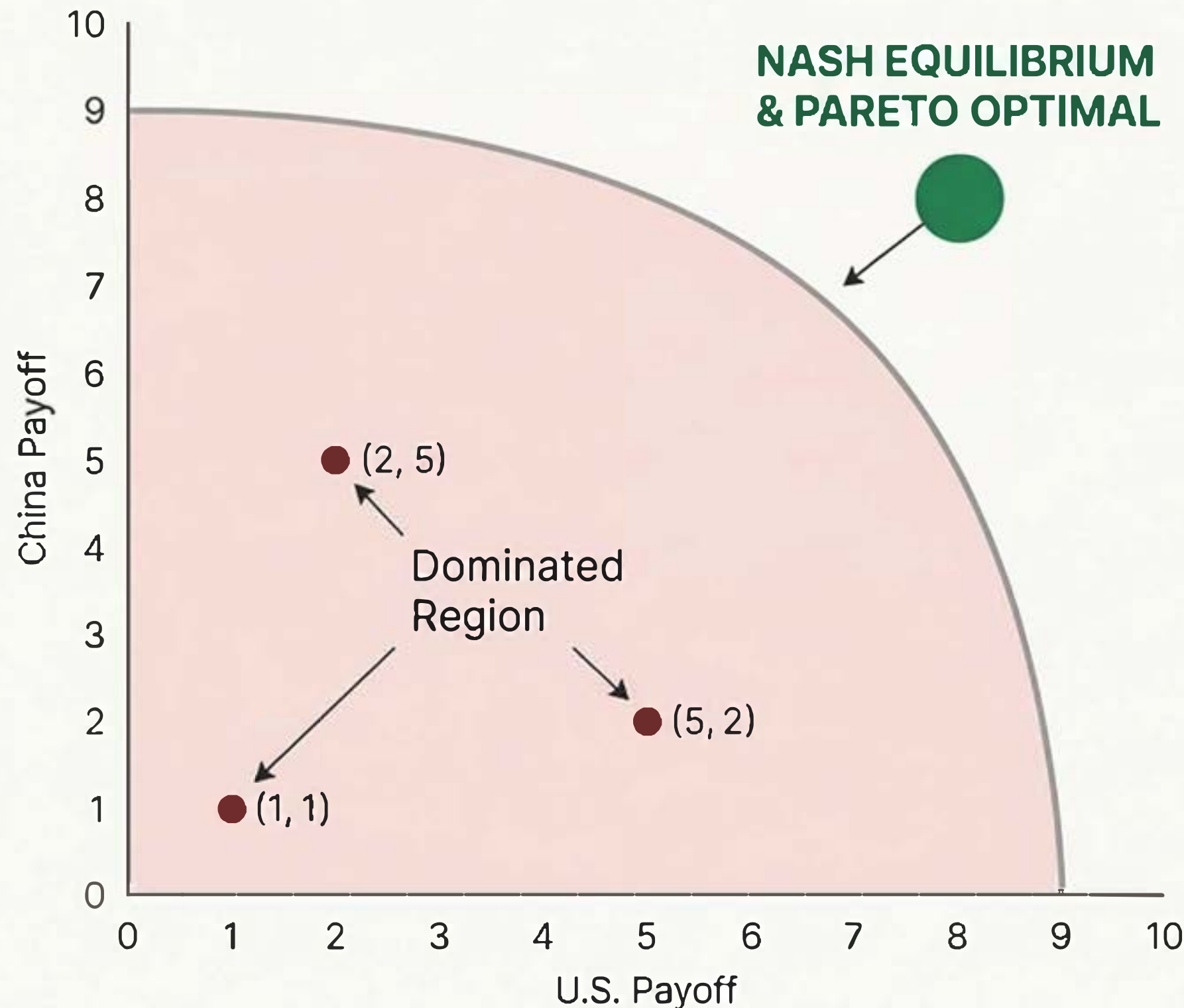
**Dominant Strategy:** Cooperation was the strictly dominant strategy for both the U.S. and China. This structure is a 'Harmony Game,' not a Prisoner's Dilemma.

## PAYOFF MATRIX

		U.S. Strategy	
		Cooperate	Defect
China Strategy	Cooperate	(8, 8) ★ NASH EQUILIBRIUM	(2, 5)
	Defect	(5, 2)	(1, 1)



# Analysis: The Perfect Alignment of Stability and Optimality



## Definition

An outcome is Pareto efficient if no player can be made better off without making the other player worse off (Perloff & Brander, 2020).

## Finding

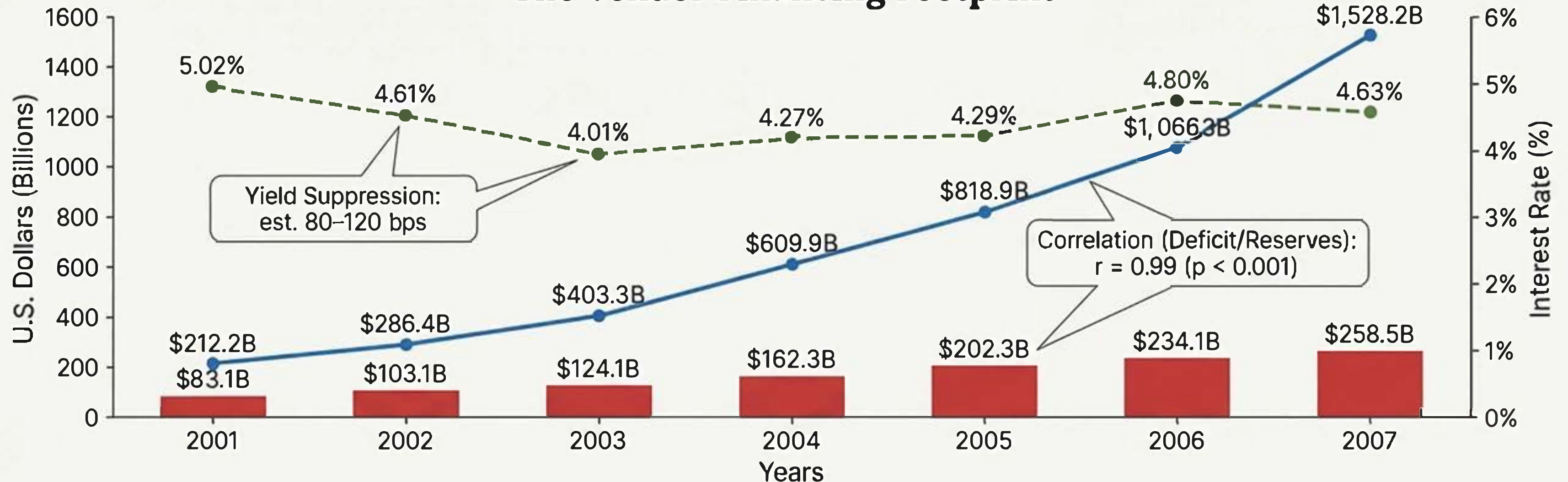
The unique Nash Equilibrium at (8, 8) was also the unique Pareto efficient outcome. The point of stability coincided perfectly with the point of maximum joint welfare.

## Significance

During this period, there was zero tension between individual rationality (the Nash equilibrium) and social optimality (the Pareto frontier). This is a rare condition in strategic interactions, creating a uniquely stable system.

# Empirical Validation: The (C, C) Equilibrium in Practice (2001–2007)

## The Vendor Financing Footprint



- For 7 consecutive years, both nations played 'Cooperate' without deviation.
- The U.S. trade deficit and China's FX reserves grew in lockstep, with a near-perfect correlation of  $r = 0.99$ .
- This massive capital inflow suppressed U.S. Treasury yields by an estimated **80-120 basis points**, enabling low-cost financing for U.S. deficits.
- The data provides incontrovertible evidence of the (8, 8) equilibrium in action.

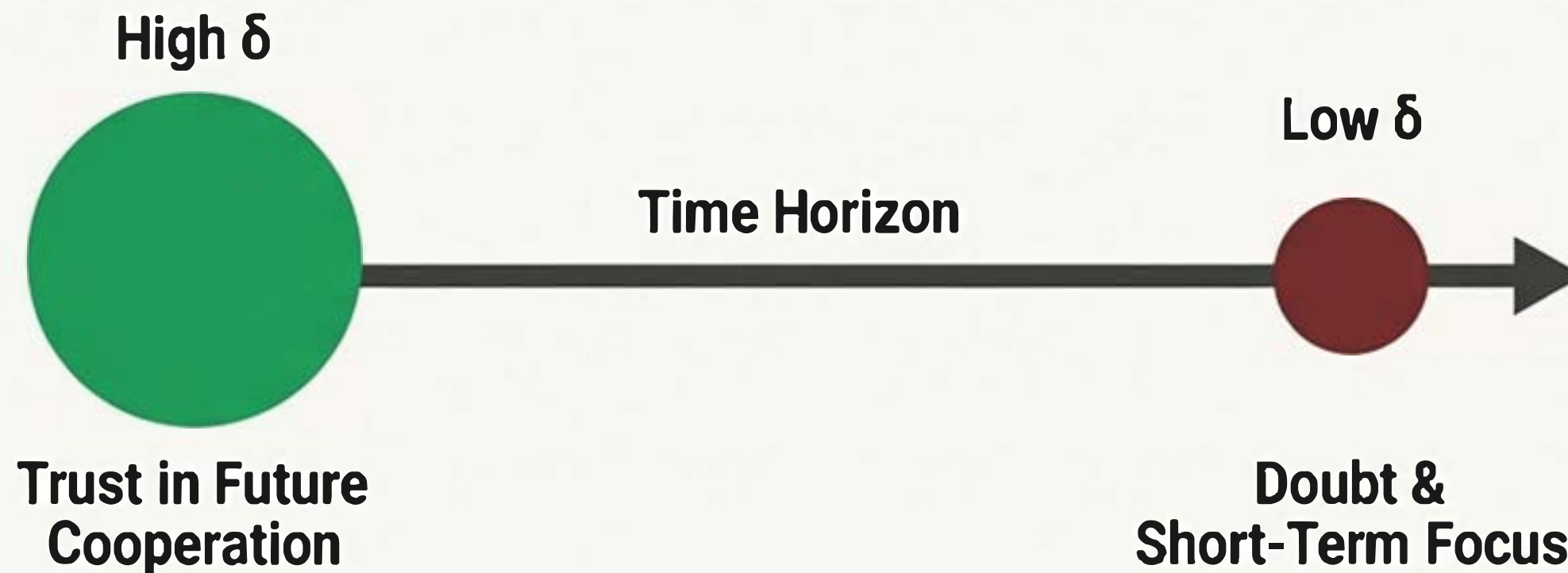


# The Repeated Game: Why the Future Matters

## Lifetime Value of Cooperation:

$$V_{\text{coop}} = \sum_{t=0}^{\infty} \delta^t \pi_{CC} = \frac{\pi_{CC}}{1 - \delta}$$

Using payoffs from the original Harmony Game:  $V_{\text{coop}} = \frac{8}{1 - \delta}$



## The Repeated Game

U.S.-China relations are not a one-shot game. The prospect of future interaction can sustain cooperation, even in a Prisoner's Dilemma.

## The Discount Factor ( $\delta$ )

A value between 0 and 1 that represents how much players value future payoffs. A high  $\delta$  means the future is important, encouraging cooperation. A low  $\delta$  means players prioritize immediate gains.

## The Tipping Point

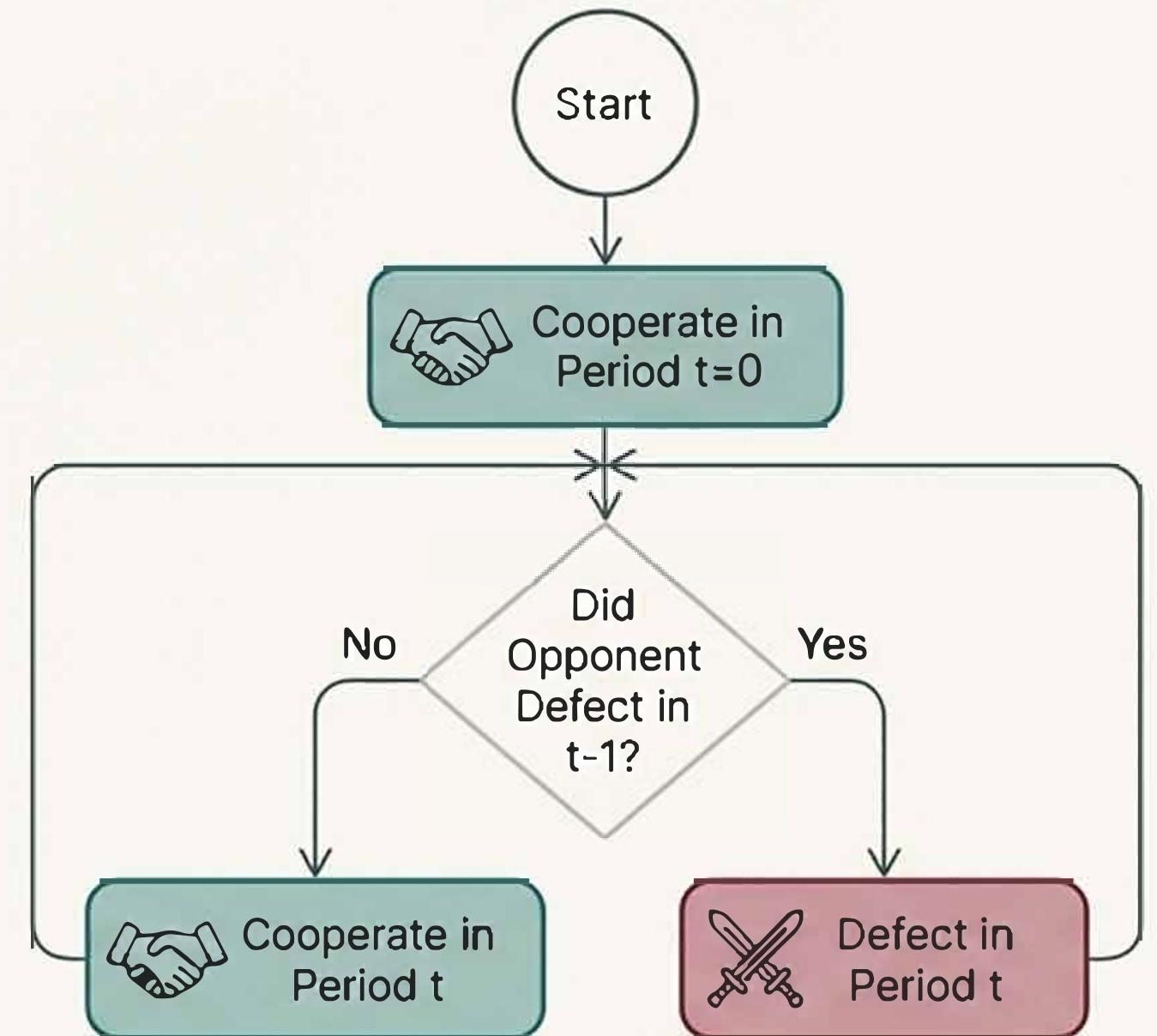
As long as the lifetime value of cooperation is greater than the one-shot gain from defection, cooperation can survive. The decline of  $\delta$  is what threatens this fragile balance.

# The Rules of Engagement: Tit-for-Tat

A simple, powerful strategy: start by cooperating, then replicate the opponent's previous move.

## Key Properties

- **Nice:** Never defects first, initiating cooperation.
- **Retaliatory:** Immediately punishes any defection.
- **Forgiving:** Returns to cooperation if the opponent does, enabling recovery from mistakes.



**Evidence:** The near-perfect correlation of U.S. and China tariff rates from 2018–2025 ( $r = 0.96$ ) is a direct reflection of this retaliatory behavior in action.



# The Dynamics of Conflict: Repeated Games & The Folk Theorem

## Tit-for-Tat (TFT) Strategy in Action



- Real-world interactions are not one-shot; they are infinitely repeated games.
- **Tit-for-Tat (TFT) Strategy (Axelrod, 1984):** Cooperate on the first move, then copy your opponent's previous move. It is Nice, Retaliatory, and Forgiving.
- **The Folk Theorem:** In a repeated game, cooperation can be sustained as an equilibrium if players are sufficiently patient—i.e., if the discount factor ( $\delta$ ) is high enough.
- **The Paradox:** For the original Harmony Game, cooperation was mathematically sustainable for ANY positive discount factor ( $\delta > -0.75$ ). If cooperation was so robust, why did it break down?

# The Mathematical Guarantee: Why Cooperation Was So Robust

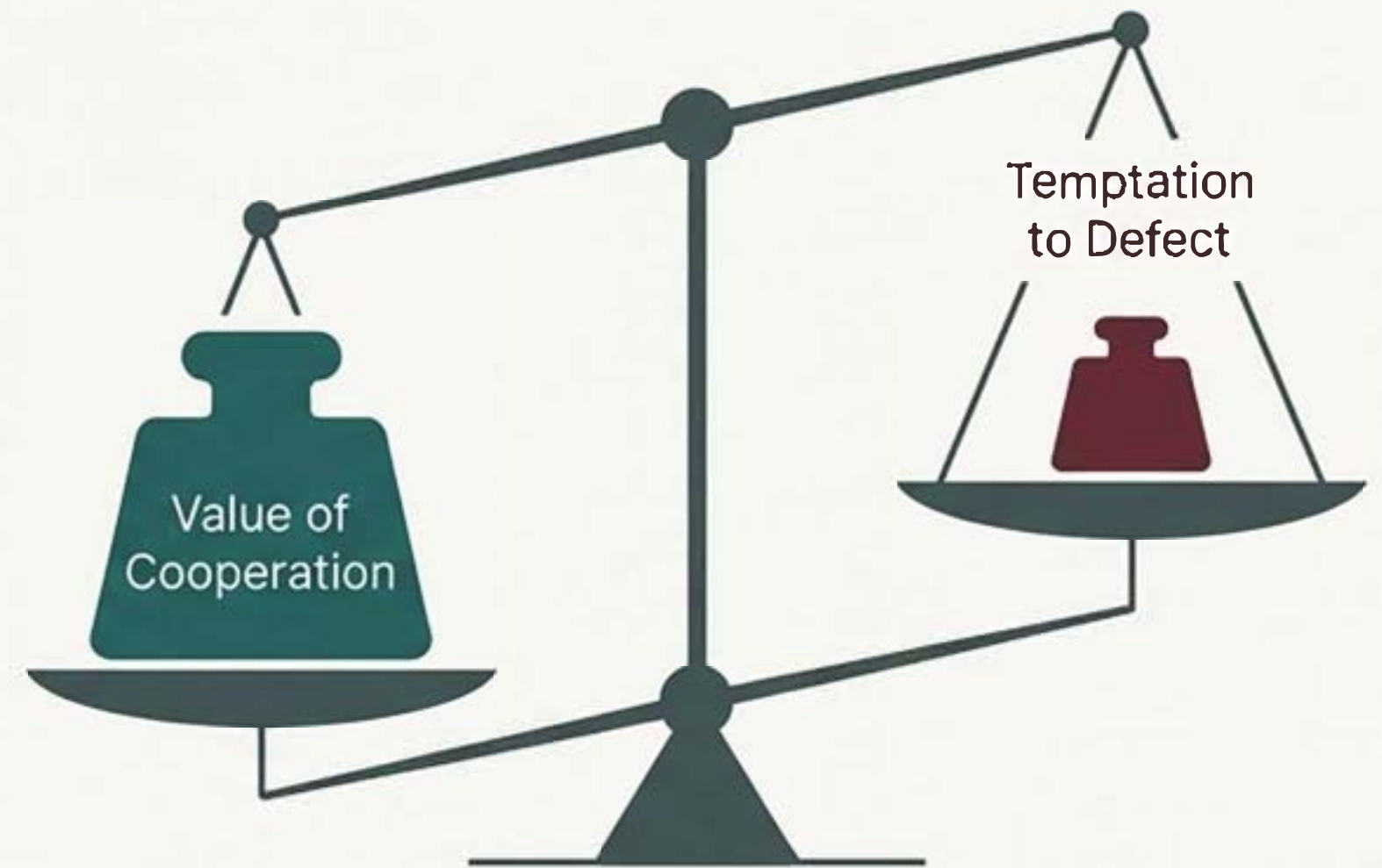
## The Subgame Perfect Equilibrium Condition

For cooperation via Tit-for-Tat to be sustainable, the present value of eternal cooperation must exceed the value of defecting once and facing eternal punishment.

$$\frac{8}{1 - \delta} \geq 5 + \frac{\delta(1)}{1 - \delta}$$

Payoff from **eternal cooperation** (receiving 8 forever).

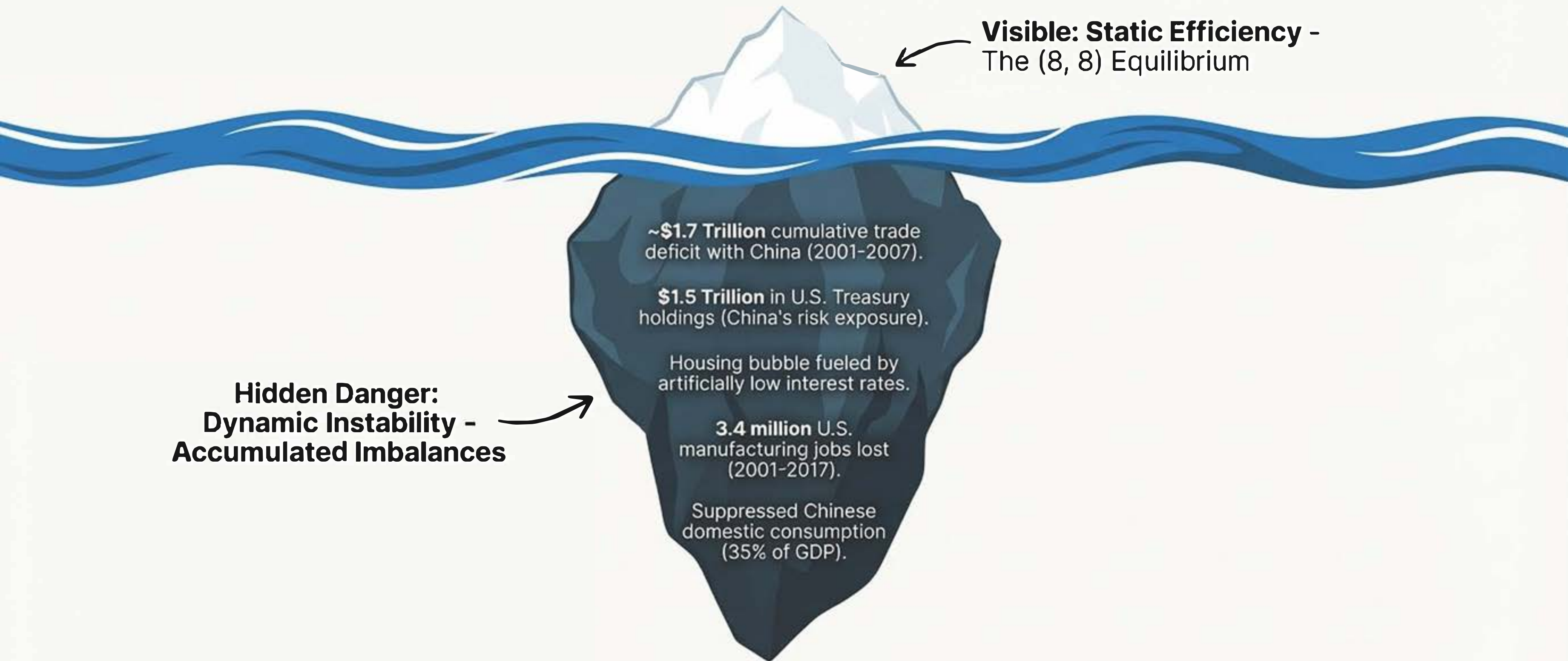
Payoff from **defecting now** (getting 5) plus the **punishment payoff** (receiving 1 forever after).



In the 2001-2007 “Harmony Game,” this condition simplifies to  $\delta \geq -0.75$ . Since  $\delta$  must be positive, cooperation was a sustainable equilibrium for *any* level of patience. The system seemed unbreakable.

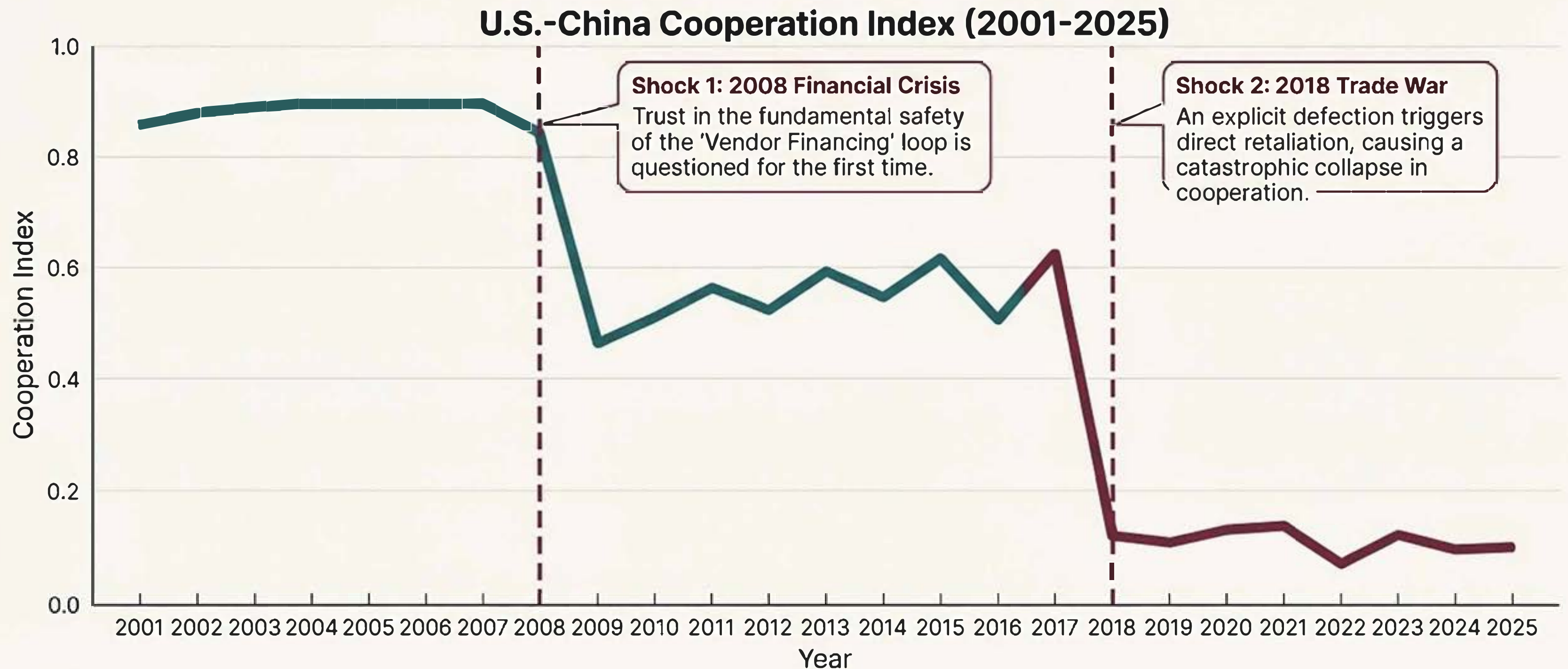


# The Intertemporal Paradox: A Stable Façade



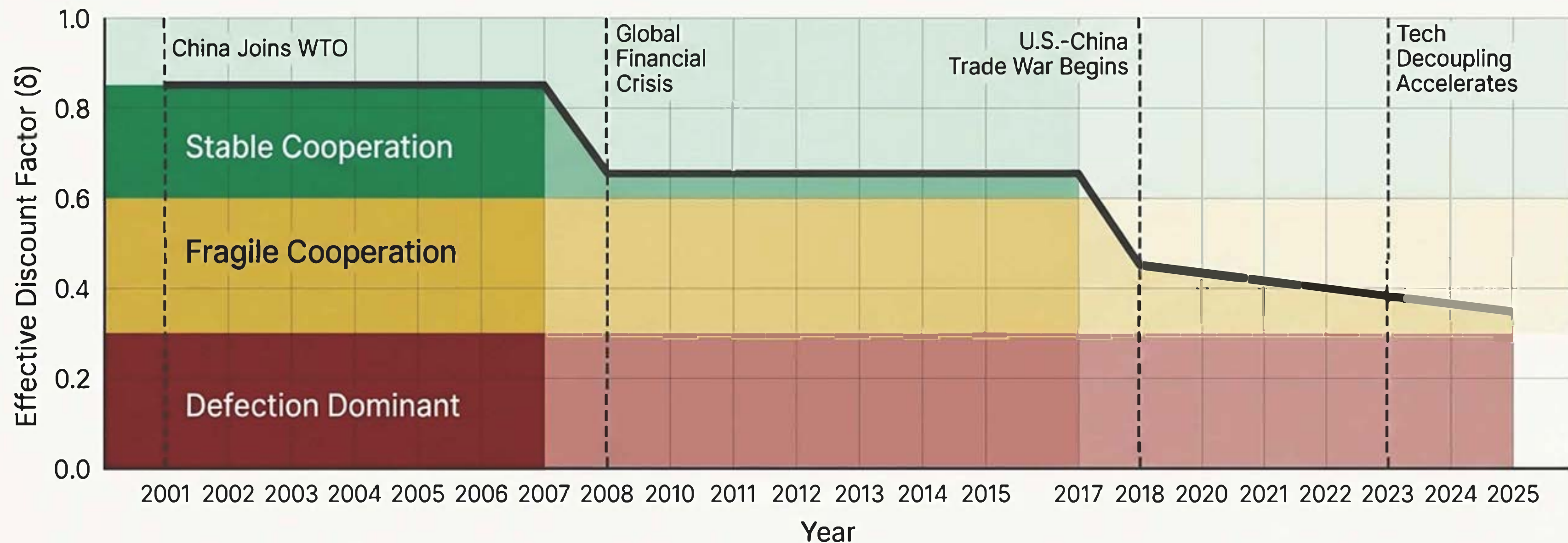
- The static, single-period game analysis ignores the cumulative effects and hidden risks that built up over time.

# The Turning Point: External Shocks Erode Trust





# The Collapse of the Discount Factor ( $\delta$ ): 2001-2025



**2001–2007 ( $\delta \approx 0.85$ ):** High trust and clear mutual gains from WTO accession kept the perceived value of future cooperation extremely high.

**2008–2015 ( $\delta \approx 0.65$ ):** The financial crisis and politicization of job losses eroded trust and introduced significant uncertainty about future payoffs.

**2018–2025 ( $\delta \approx 0.35$ ):** The trade war, tech decoupling, and framing of the relationship as a “systemic rivalry” caused trust to collapse, making short-term, defensive actions seem more rational.

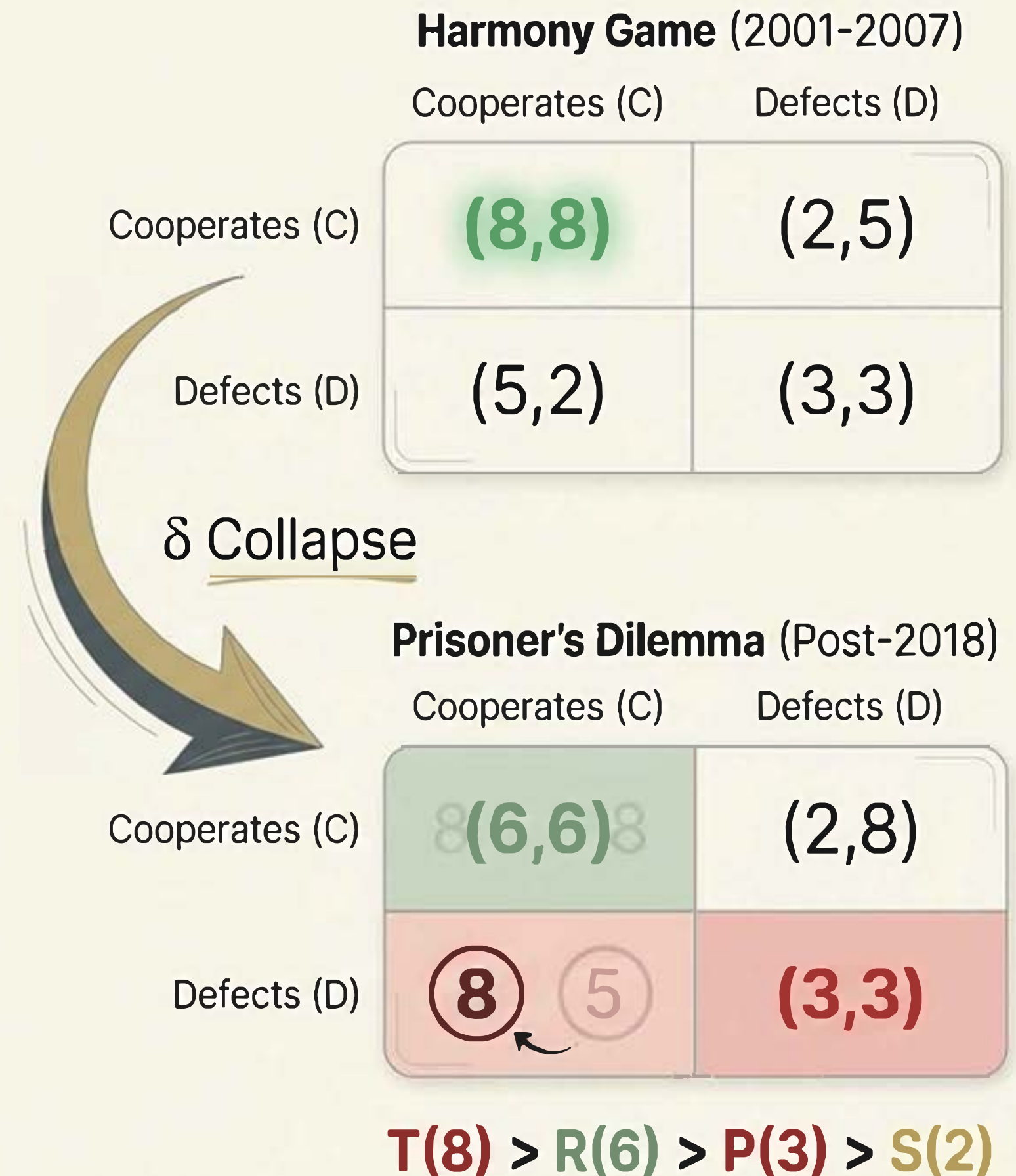
# The Game Itself Changed: From Harmony to a Prisoner's Dilemma

## The Transformation:

**The Transformation:** The collapse in trust and long-term perspective altered the perceived payoffs. The “Temptation” to defect grew larger than the “Reward” for mutual cooperation.

## The Trap

**The Trap:** The game now satisfies the Prisoner's Dilemma condition. Unilateral defection becomes the dominant strategy for both sides, even though mutual cooperation (6,6) is still better than mutual defection (3,3).





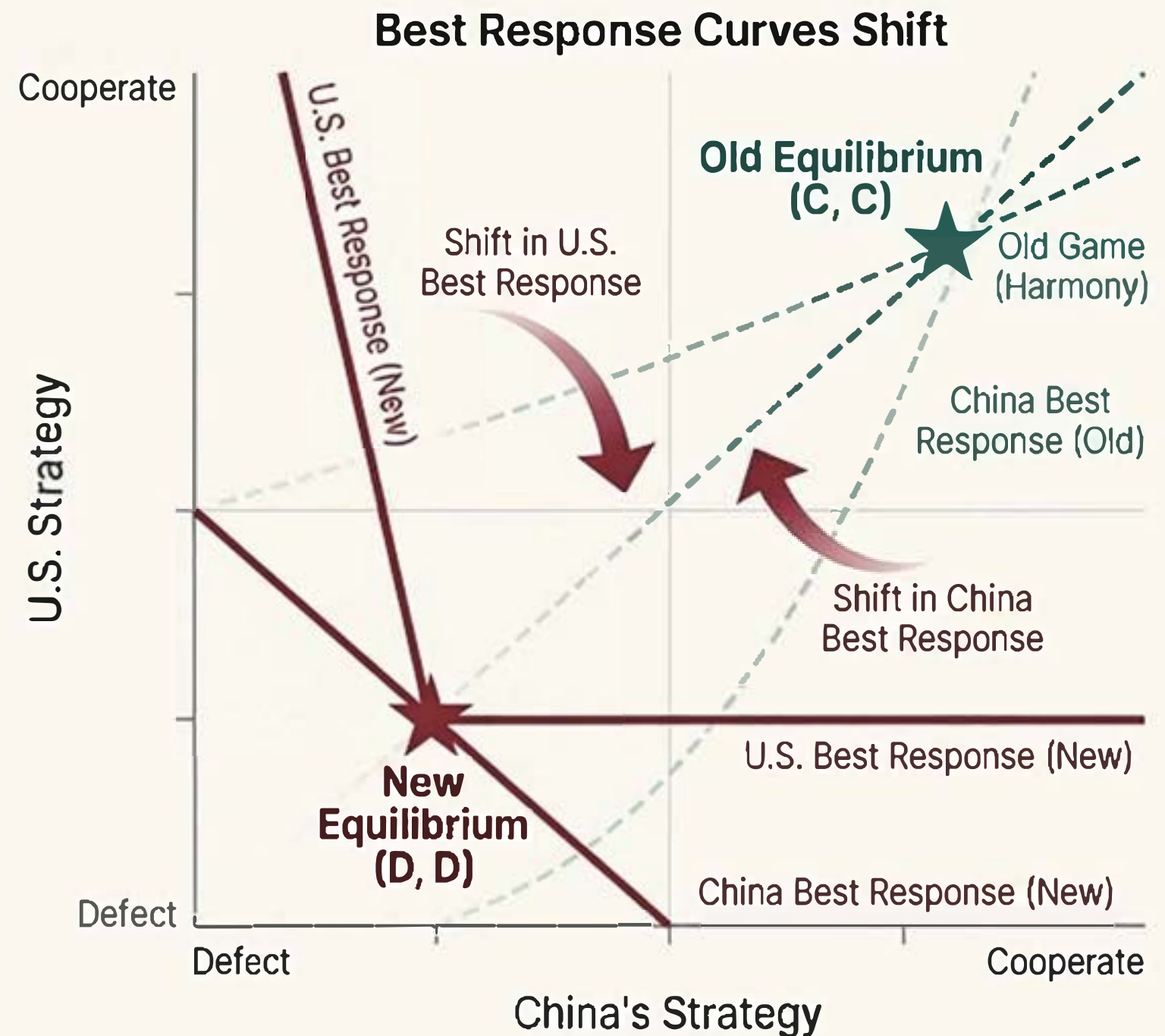
# The Inevitable Outcome: The Equilibrium Shifts to Mutual Defection

## Best Response Shift:

- **Old Game (Harmony):** Each player's best response to cooperation was cooperation. The equilibrium was (Cooperate, Cooperate).
- **New Game (Prisoner's Dilemma):** Each player's best response, regardless of the other's move, is now to defect.

## New Nash Equilibrium:

The intersection of the best response curves moves from the mutually beneficial (8,8) outcome to the mutually damaging **(3,3) outcome**—the trade war.



As each side perceives defection as their dominant strategy, the Nash Equilibrium settles in the mutually destructive outcome.

# Empirical Proof: The Tit-for-Tat ‘Retaliation Echo’

The tariff escalation during the trade war was not random; it was a clear, observable pattern of Tit-for-Tat retaliation operating in the new conflictual equilibrium.

A Perfect Mirror: U.S. & China Tariff Rates (2018-2025)



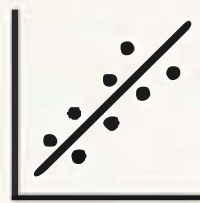
## Synchronicity

China matched U.S. tariff hikes with an average lag of just **0.8 days**.



## Proportionality

China matched **85%** of the magnitude of U.S. tariff escalations.



## Correlation

The statistical correlation between the two countries' tariff rates was  **$r=0.96$** .



# Synthesis: From Harmony Game to Prisoner's Dilemma

	Harmony (2001-2007)	Transition (2008-2017)	Conflict (2018-2025)
Game Type	Harmony Game	Stag Hunt	Prisoner's Dilemma
Nash Equilibrium	(8, 8) — Stable	(6, 6) — Fragile	(3, 3) — Inefficient
Pareto Status	Efficient	Suboptimal	Dominated
Discount Factor ( $\delta$ )	$\approx 0.85$	$\approx 0.65$	$\approx 0.35$
Observed Strategy	Mutual Cooperation	Noisy Cooperation	Tit-for-Tat Defection

- **The Rise (2001-2007):** A unique **Harmony Game** produced a stable and efficient (8,8) Nash Equilibrium, driven by macroeconomic necessity and a high discount factor ( $\delta \approx 0.85$ ).
- **The Fall (2008-Present):** Systemic shocks transformed the game into a **Prisoner's Dilemma**. The collapsing discount factor ( $\delta \approx 0.35$ ) made defection the dominant strategy.
- **The Result:** A stable but inefficient equilibrium of mutual defection, empirically observed as **Tit-for-Tat** tariff escalation.

**Policy Implication: Mechanism Design**

- Restoring cooperation requires rebuilding trust and raising the effective discount factor ( $\delta$ ).
- This necessitates institutional solutions—like enhanced WTO enforcement or new bilateral treaties—that provide credible commitments, increase transparency, and alter the payoffs to reward long-term cooperation.

# From Accounting Necessity to Strategic Inevitability

Restoring stability requires re-engineering the game's structure through credible institutions, not just relying on “better diplomacy.”





# A Perfect Equilibrium... That Shattered

From 2001-2007, U.S.-China economic relations were a rare “Harmony Game”—a uniquely stable, Pareto-efficient Nash Equilibrium where cooperation was the dominant strategy for both sides. Why did this theoretically robust system collapse into a costly trade war?

## 2001-2007: (Cooperate, Cooperate)

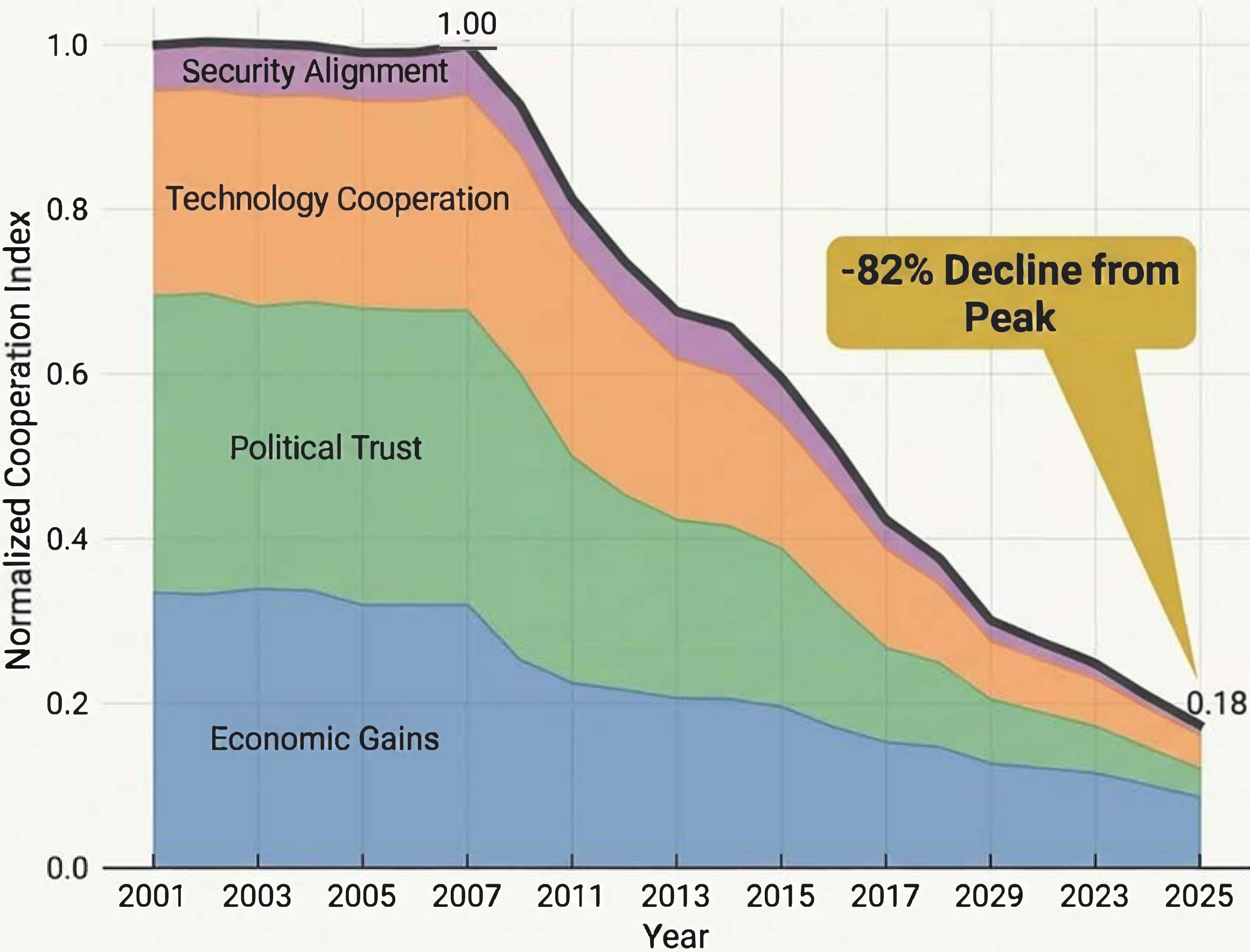


## 2018-2025: (Defect, Defect)





# The Anatomy of Decoupling: Cooperation Index Decomposition (2001-2025)



## Holistic Breakdown

The decline in cooperation was not purely economic; it was a systemic breakdown across multiple dimensions.

## Key Drivers of Decline

- **Technology Cooperation:** -94% from peak, driven by tech controls and decoupling.
- **Political Trust:** -82% from peak, driven by the shift to strategic rivalry.

## The Current State

The composite index shows overall cooperation has fallen by 82%, mirroring the ~59% decline in the effective discount factor (0.85 to 0.35) and validating the theoretical model.



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