

Lecture 19:  
Estimating directional dynamic games  
with multiple equilibria: full solution MLE  
Econometric Society Summer Schools in Dynamic Structural  
Econometrics

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# ROAD MAP

1. Collusion of Australian corrugated fibre packaging (CFP) producers
2. Experiment with the model
3. State recursion algorithm
  - ▶ Theory of directional dynamic games (DDGs)
4. Recursive lexicographical search (RLS) algorithm
5. Full solution for the leapfrogging game
6. Structural estimation of directional dynamic games with Nested RLS method
  - ▶ Construction of the NRLS estimator
  - ▶ Monte Carlo simulations

# Nested Recursive Lexicographical Search (NRLS)

- ▶ Data from  $M$  independent markets from  $T$  periods

$$Z = \{a^{jt}, x^{jt}\}_{j \in \{1, \dots, N\}, t \in \{1, \dots, T\}}$$

- ▶ Let the set of all MPE equilibria be  $\mathcal{E} = \{1, \dots, K(\theta)\}$

## 1. Outer loop

Maximization of the likelihood function w.r.t. to structural parameters  $\theta$

$$\theta^{ML} = \arg \max_{\theta \in \Theta} \mathcal{L}(Z, \theta)$$

## 2. Inner loop

Maximization of the likelihood function w.r.t. equilibrium selection

$$\mathcal{L}(Z, \theta) = \arg \max_{k \in \{1, \dots, K(\theta)\}} \mathcal{L}(Z, \theta, V_{\theta}^k)$$

Max of a function on a discrete set organized into RLS tree

## Likelihood over the state space

- ▶ Given equilibrium  $k$  choice probabilities  $P_i^k(a|x)$ , likelihood is

$$\mathcal{L}(Z, \theta, V_\theta^k) = \sum_{j=1}^N \sum_{t=1}^T \sum_{i=1}^J \log P_i^k(a_i^{jt} | x^{jt}; \theta)$$

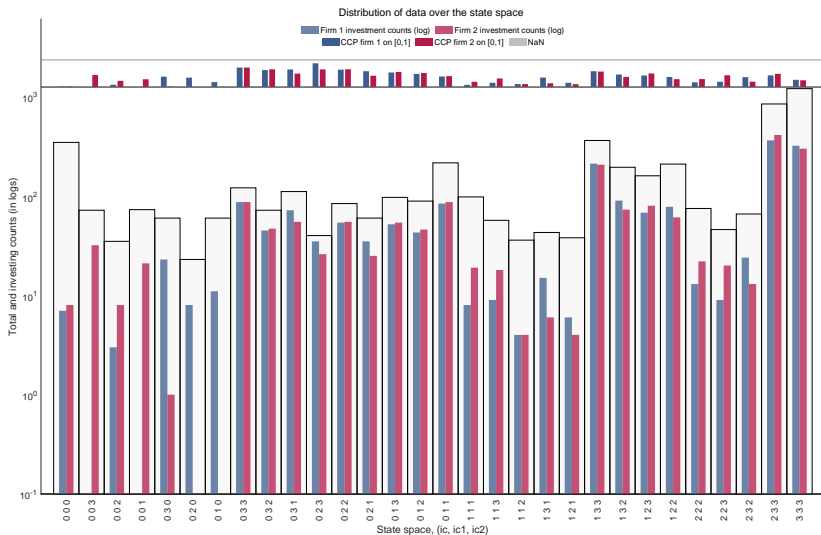
- ▶ Let  $\iota$  index points in the state space  
 $\iota = 1$  initial point,  $\iota = S$  the terminal state
- ▶ Denote  $n_\iota$  the number of observations in state  $x_\iota$  and  $n_\iota^{a_i}$  the number of observations of player  $i$  taking action  $a_i$  at  $x_\iota$

$$n_\iota = \sum_{j=1}^N \sum_{t=1}^T \mathbb{1}\{x^{jt} = x_\iota\} \quad n_\iota^{a_i} = \sum_{j=1}^N \sum_{t=1}^T \mathbb{1}\{a_i^{jt} = a_i, x^{jt} = x_\iota\}$$

- ▶ Then equilibrium-specific likelihood can be computed as

$$\mathcal{L}(Z, \theta, V_\theta^k) = \sum_{\iota=1}^S \sum_{i=1}^J \sum_a n_\iota^{a_i} \log P_i^k(a | x_\iota; \theta)$$

1000 markets, 5 time periods, init at apex of the pyramid



# Branch and bound (BnB) method



Land and Doig, 1960 *Econometrica*

- ▶ Old method for solving **discrete programming** problems
- ▶ Maximizing/minimizing a function over a discrete set
- 1. Form a **tree** of subdivisions of the set of admissible plans
- 2. Specify a **bounding function** representing the best attainable objective on a given subset
  - ▶ Monotonicity: the bounding function has to be weakly decreasing in the cardinality of the set argument (for max problem)
  - ▶ Has to equal the criterion function when computed at singletons
- 3. Dismiss the subsets of the plans where the bound is below the current best attained value of the objective
- ▶ There are several flavors of BnB method, differences in implementation
- ▶ There are several extensions to the BnB method

# Theory of BnB: branching

$$\max f(x) \text{ s.t. } x \in \Omega$$

$f(x) : \mathbb{R}^n \rightarrow \mathbb{R}$  objective function

$\Omega$  set of feasible  $x$

$\mathcal{P}_j(\Omega)$  partition of  $\Omega$  into  $k_j + 1$  subsets,  $k_0 = 0$ ,  $\mathcal{P}_0(\Omega) = \Omega$

$$\mathcal{P}_j(\Omega) = \{\Omega_{j1}, \dots, \Omega_{jk_j} : \Omega_{ji} \cap \Omega_{ji'} = \emptyset, i \neq i', \cup_{i=1}^{k_j} \Omega_{ji} = \Omega\}$$

$\{\mathcal{P}_j(\Omega)\}_{j=1, \dots, J}$  a sequence of  $J$  gradually refined partitions

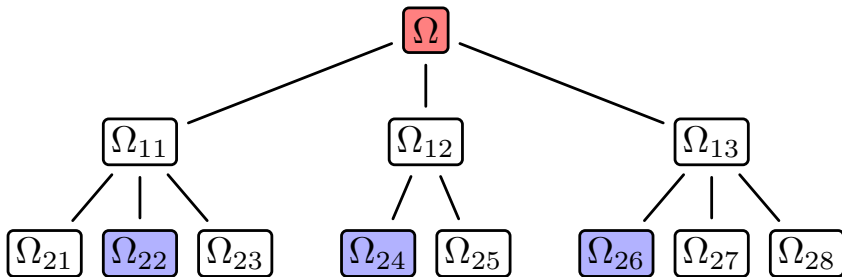
$$0 = k_0 \leq k_1 \leq \dots \leq k_j \leq \dots \leq k_J$$

$$|\Omega| \geq \max_i |\Omega_{k_1 i}| \geq \dots \geq \max_i |\Omega_{k_j i}| \geq \dots \geq \max_i |\Omega_{k_J i}|$$

$\forall j = 1, \dots, J, \forall i = 1, \dots, k_j, \forall j' < j : \exists i' \in \{1, \dots, k_{j'}\}$  such that  $\Omega_{ji} \subset \Omega_{j'i'}$

## Theory of BnB: branching

$$\max f(x) \text{ s.t. } x \in \Omega$$





# Theory of BnB: bounding

$$\max f(x) \text{ s.t. } x \in \Omega$$

$g(\Omega_{ij}) : 2^\Omega \rightarrow \mathbb{R}$  bounding function: from subsets of  $\Omega$  to real line  
 $g(\{x\}) = f(x)$  for singletons, i.e. when  $\Omega_{ij} = \{x\}$

## Monotonicity of bounding function

$$\forall \Omega_{j_1, i_1} \supset \Omega_{j_2, i_2} \supset \cdots \supset \Omega_{j_k, i_k}$$

$$g(\Omega_{j_1, i_1}) \geq g(\Omega_{j_2, i_2}) \geq \cdots \geq g(\Omega_{j_k, i_k})$$

- Inequalities should be reversed for the minimization problem

## BnB with NRLS

- ▶ **Branching:** RLS tree
- ▶ **Bounding:** The bound function is **partial likelihood** calculated on the subset of states that

$$\mathcal{L}^{\text{Part}}(Z, \theta, \mathcal{S}) = \frac{1}{M} \sum_{i=1}^N \sum_{m=1}^M \sum_{t=1}^T \log P_i^{\ell}(a_i^{jt} | x^{jt}; \theta)$$

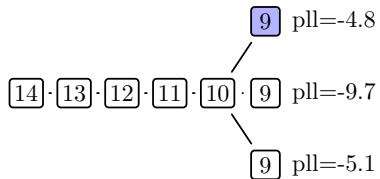
**s.t.**  $(x^{jt}, a_i^{jt}) \in \mathcal{S}$

- ▶ Monotonically declines as more data is added
- ▶ Equals to the full log-likelihood at the leafs of RLS tree

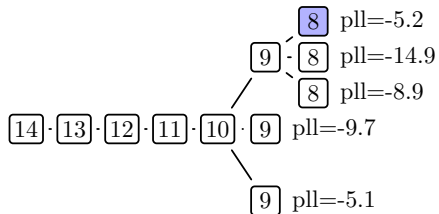
## BnB on RLS tree, step 1

$\boxed{14} \cdot \boxed{13} \cdot \boxed{12} \cdot \boxed{11} \cdot \boxed{10}$  Partial loglikelihood = -3.2

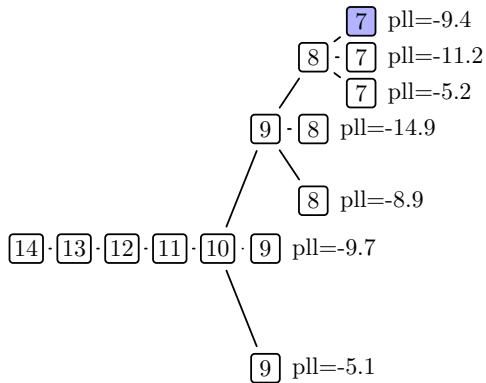
## BnB on RLS tree, step 2



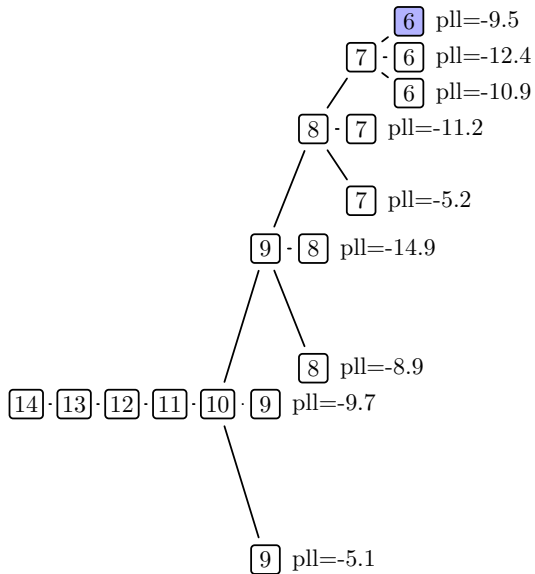
## BnB on RLS tree, step 3



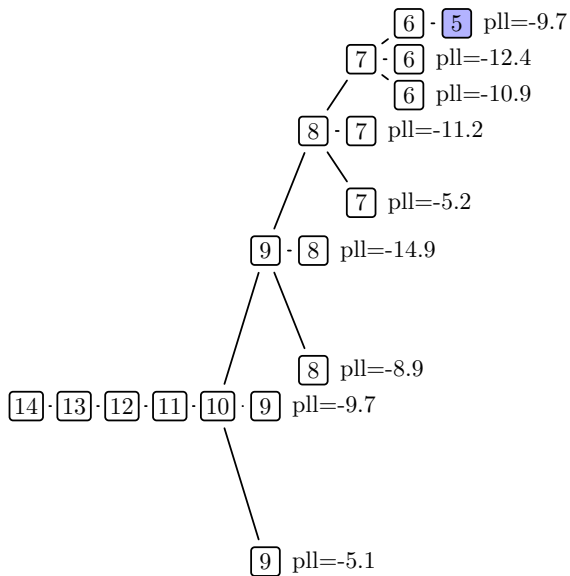
## BnB on RLS tree, step 4



## BnB on RLS tree, step 5

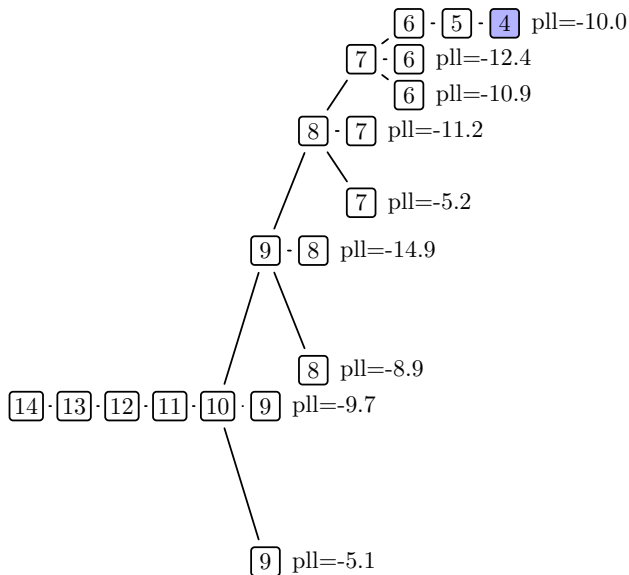


## BnB on RLS tree, step 6

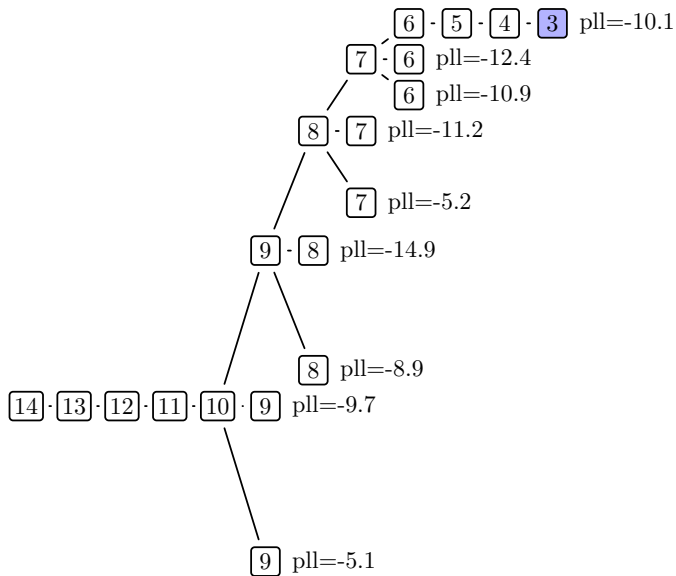




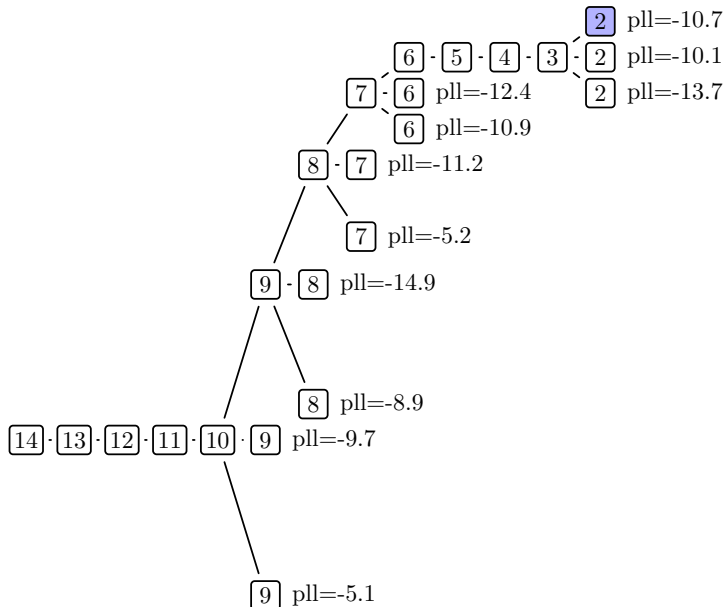
## BnB on RLS tree, step 7



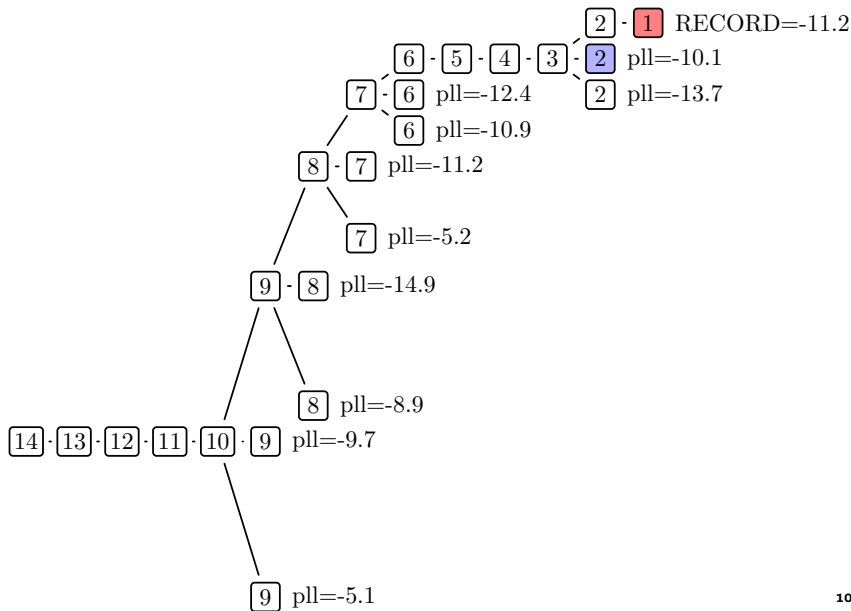
## BnB on RLS tree, step 8



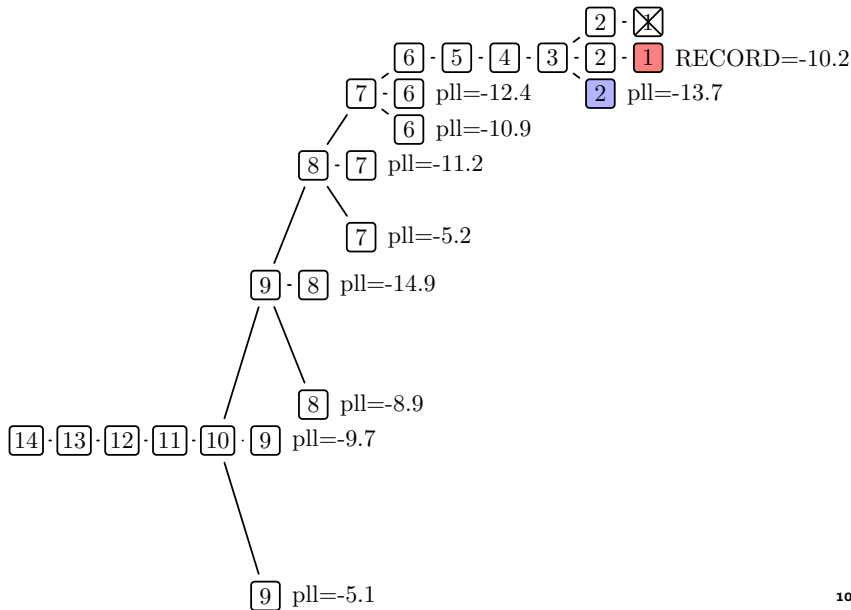
## BnB on RLS tree, step 9



## BnB on RLS tree, step 10



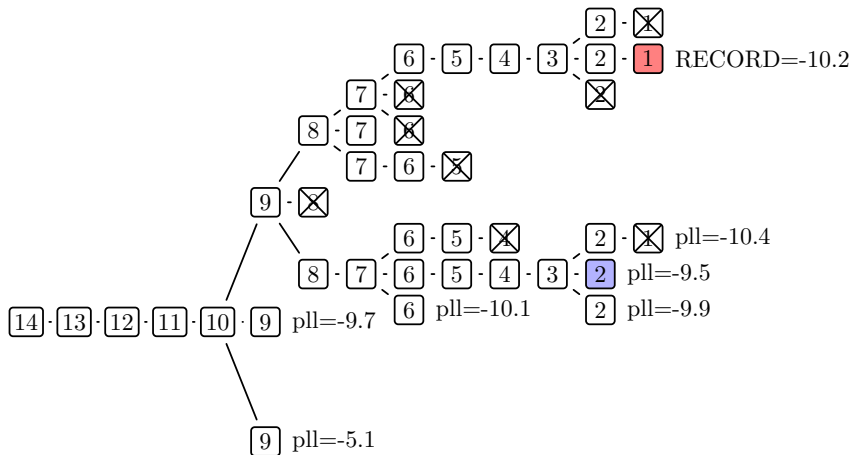
## BnB on RLS tree, step 11





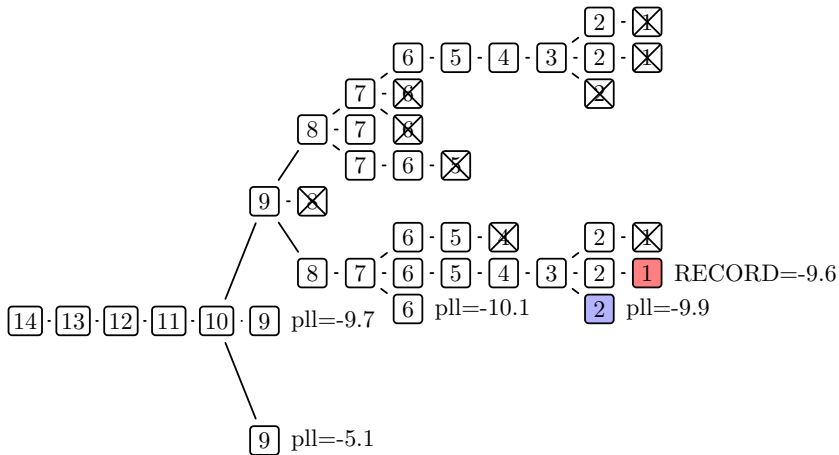


## BnB on RLS tree, step 29

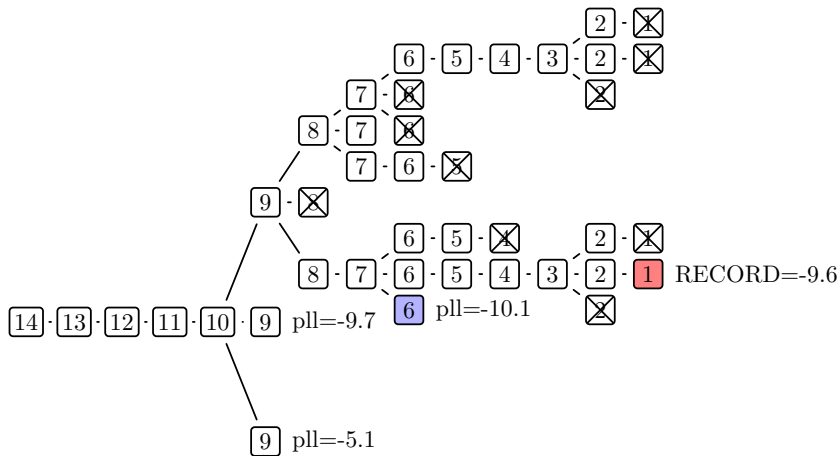




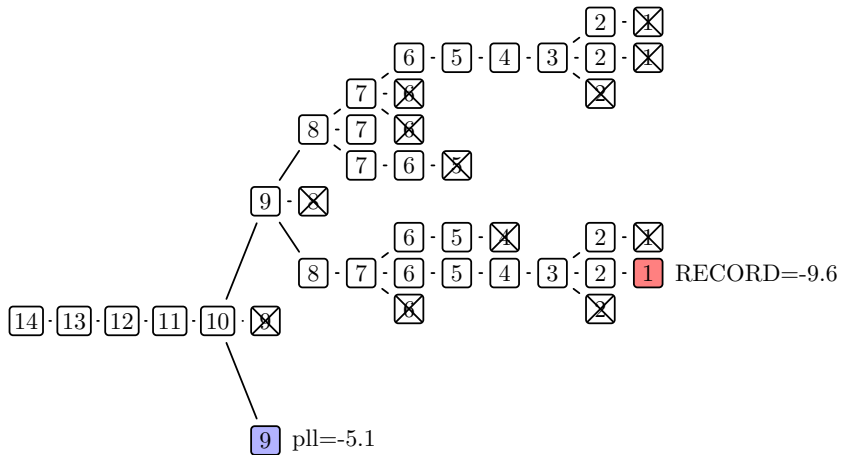
## BnB on RLS tree, step 30



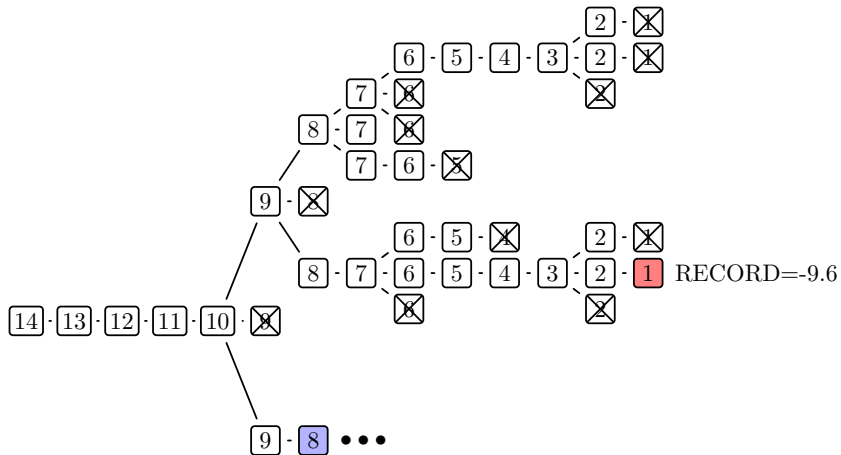
## BnB on RLS tree, step 31



## BnB on RLS tree, step 33



## BnB on RLS tree, step 34



# Non-parametric likelihood bounding

- Replace choice probabilities  $P_i^k(a|x_\iota; \theta)$  with frequencies  $n_\iota^a/n_\iota$

$$\mathcal{L}^{\text{non-par}}(Z^S) = \sum_{\iota \in S} \sum_{i=1}^J \sum_a n_\iota^{a_i} \log(n_\iota^a/n_\iota)$$

- $\mathcal{L}^{\text{non-par}}(Z^S)$  depends only on the counts from the data!
- Not hard to show algebraically that for any  $Z^S$  ( $\approx$ Gibbs inequality)

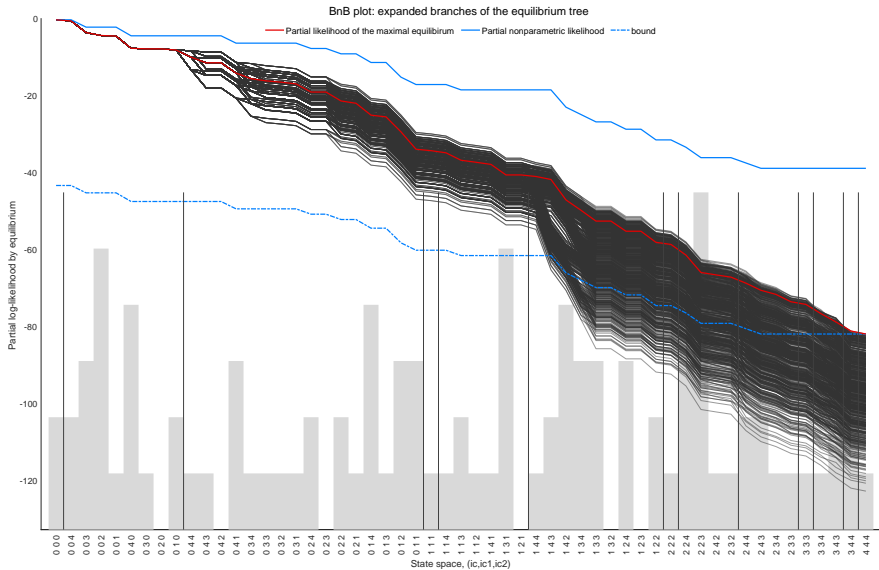
$$\mathcal{L}^{\text{non-par}}(Z^S) > L^{\text{part}}(Z^S, \theta, V_\theta^k)$$

- Therefore partial likelihood can be optimistically extrapolated by empirical likelihood at any step  $\iota$  of the RLS tree traversal

$$\mathcal{L}^{\text{part}}(Z^{\{S, S-1, \dots, \iota\}}, \theta, V_\theta^k) + \mathcal{L}^{\text{non-par}}(Z^{\{\iota-1, \dots, 1\}})$$

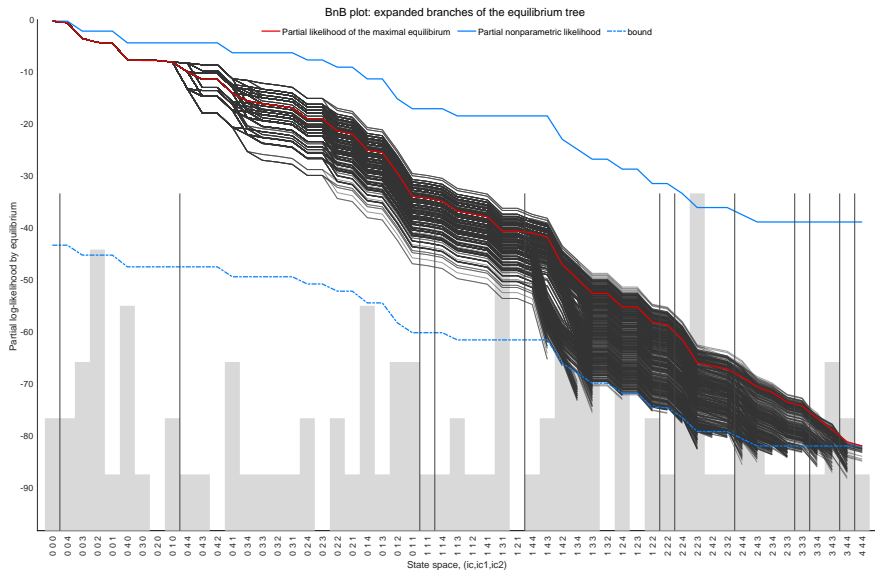
- Augmented partial likelihood is much more powerful bound for BnB

## Non-parameteric likelihood bounding



# BnB with non-parameteric likelihood bound

Greedy traversal + non-parameteric likelihood bound









## BnB refinement with non-parametric likelihood

- ▶ For any amount of data the non-parametric likelihood is greater or equal to the parametric likelihood *algebraically*
- ▶ BnB augmented with non-parameteric likelihood bound gives sharper Bounding Rules  $\rightarrow$  less computation
- ▶ With more data as  $M \rightarrow \infty$
- ▶ Non-parametric log-likelihood converge to the likelihood line
- ▶ The width of the band between the blue lines in the plots decreases
  - $\rightarrow$  Even sharper Bounding Rules
  - $\rightarrow$  Even less computation

MLE for any sample size, but easier to compute with more data!

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  - ▶ Monte Carlo simulations

# Markov Perfect Equilibria

- ▶ MPE is a pair of **strategy profile** and **value functions**
- ▶ In compact notation

$$V = \Psi^V(V, P, \theta)$$

$$P = \Psi^P(V, P, \theta)$$

- ▶ Set of all Markov Perfect Equilibria

$$SOL(\Psi, \theta) = \left\{ (P, V) \mid \begin{array}{l} V = \Psi^V(V, P, \theta) \\ P = \Psi^P(V, P, \theta) \end{array} \right\}$$

- ▶  $\Psi^V : V, P \longrightarrow V$  Bellman operator
- ▶  $\Psi^P : V, P \longrightarrow P$  Choice probability formulas (logit)
- ▶  $\Gamma : P \longrightarrow V$  Hotz-Miller inversion

# Estimation methods for *dynamic* stochastic games

## ► Two step (CCP) estimators

- Fast, potentially large finite sample biases



Hotz, Miller (1993); Altug, Miller (1998); Pakes, Ostrovsky, and Berry (2007); Pesendorfer, Schmidt-Dengler (2008)

1. Estimate CCP  $\rightarrow \hat{P}$
2. Method of moments • Minimal distance • Pseudo likelihood

$$\min_{\theta} [\hat{P} - \Psi^P(\Gamma(\theta, \hat{P}), \hat{P}, \theta)]' W [\hat{P} - \Psi^P(\Gamma(\theta, \hat{P}), \hat{P}, \theta)]$$
$$\max_{\theta} \mathcal{L}(Z, \Psi^P(\Gamma(\theta, \hat{P}), \hat{P}, \theta))$$

## ► Nested pseudo-likelihood (NPL)

- Recursive two step pseudo-likelihood
- Bridges the gap between efficiency and tractability
- Unstable under multiplicity



Aguirregabiria, Mira (2007); Pesendorfer, Schmidt-Dengler (2010); Kasahara and Shimotsu (2012); Aguirregabiria, Marcoux (2021)

# Estimation methods for *dynamic* stochastic games

## ▶ Equilibrium inequalities (BBL)

- ▶ Minimize the one-sided discrepancies
- ▶ Computationally feasible in large models

 Bajari, Benkard, Levin (2007)

## ▶ Math programming with equilibrium constraints (MPEC)

- ▶ MLE as constrained optimization
- ▶ Does not rely on the structure of the problem
- ▶ Much bigger computational problem

 Su (2013); Egesdal, Lai and Su (2015)

$$\max_{(\theta, P, V)} \mathcal{L}(Z, P) \text{ subject to } V = \Psi^V(V, P, \theta), P = \Psi^P(V, P, \theta)$$

## ▶ All solution homotopy MLE

 Borkovsky, Doraszelsky and Kryukov (2010)

# Overview of NRLS

- ▶ Robust and *computationally feasible*<sup>(?)</sup> MLE estimator for **directional dynamic games (DDG)**
- ▶ Rely of full solution algorithm that provably computes all MPE under certain regularity conditions
- ▶ Employ smart discrete programming method to maximize likelihood function over the finite set of equilibria
- ▶ Fully robust to multiplicity of MPE
- ▶ Relax single-equilibrium-in-data assumption
- ▶ Path to estimation of equilibrium selection rules

# Monte Carlo simulations

A

---

Single equilibrium in the model  
One equilibrium in the data

B

---

Multiple equilibria in the model  
Same equilibrium played the data

C

---

Multiple equilibria in the model  
Multiple equilibria in the data:

- ▶ Long panels, each market plays their own equilibrium
- ▶ Groups of markets play the same equilibrium

*(not today)*



# Implementation details

- ▶ Two-step estimator, NPL and EPL
  - ▶ Matlab unconstrained optimizer (with numerical derivatives)
  - ▶ CCPs from frequency estimators
  - ▶ Max 120 iterations (for NPL and EPL)
- ▶ MPEC
  - ▶ Matlab constraint optimizer (interior-point) with analytic derivatives
  - ▶ MPEC-VP: Constraints on both values and choice probabilities (as in Egesdal, Lai and Su, 2015)
  - ▶ MPEC-P: Constraints in terms of choice probabilities + Hotz-Miller inversion (twice less variables)
  - ▶ Starting values from two-step estimator
- ▶ Estimated parameter  $k_1$
- ▶ Sample size: 1000 markets in 5 time periods
- ▶ Parameters are chosen to ensure good coverage of the state space and non-degenerate CCPs in all states

## Monte Carlo A, run 1: no multiplicity

Number of equilibria at true parameter: 1

Number of equilibria in the data: 1

	2step	NPL	EPL	MPEC-VP	MPEC-P	NRLS
True $k_1 = 3.5$	3.52786	3.49714	3.49488	3.49488	3.49486	3.49488
Bias	0.02786	-0.00286	-0.00512	-0.00512	-0.00514	-0.00512
MCSD	0.10037	0.06522	0.07042	0.07042	0.07078	0.07042
ave log-like	-1.16661	-1.16144	-1.16143	-1.16143	-1.16139	-1.16143
log-likelihood	-5833.07	-5807.21	-5807.16	-5807.16	-5806.95	-5807.16
log-like short	-	-0.050	-0.000	-0.000	-0.000	-0.000
KL divergence	0.03254	0.00021	0.00024	0.00024	0.00024	0.00024
$  P - P_0  $	0.11270	0.00469	0.00495	0.00495	0.00500	0.00495
$  \Psi(P) - P  $	0.16185	0.0000	0.0000	0.0000	0.0000	0.0000
$  \Gamma(v) - v  $	0.87095	0.00000	0.00000	0.00000	0.00000	0.00000
Convrged of 100	-	100	100	100	99	100

- ▶ Equilibrium conditions satisfied (except 2step)
- ▶ Nearly all MLE estimators identical to the last digit
- ▶ NPL and EPL estimators approach MLE

## Monte Carlo B, run 1: little multiplicity

Number of equilibria at true parameter: 3

Number of equilibria in the data: 1

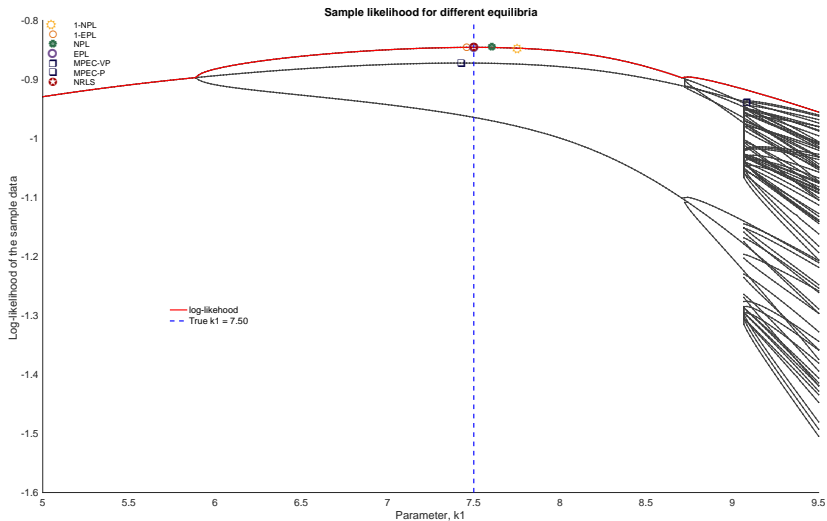
Data generating equilibrium: [stable](#)

	2step	NPL	EPL	MPEC-VP	MPEC-P	NRLS
True k1=7.5	7.55163	7.49844	7.49918	7.65318	7.35124	7.49919
Bias	0.05163	-0.00156	-0.00082	0.15318	-0.14876	-0.00081
MCS D	0.17875	0.06062	0.03413	0.99742	0.47136	0.03413
ave log-likelihood	-0.84779	-0.84425	-0.84421	-0.88682	-0.87541	-0.84421
log-likelihood	-21194.86	-21106.33	-21105.13	-22170.40	-21885.37	-21105.13
log-likelihood short	-	-1.206	-0.000	-1062.740	-776.809	-0.000
KL divergence	0.02557	0.00040	0.00013	0.23536	0.16051	0.00013
$\ P - P_0\ $	0.11085	0.00490	0.00280	0.00066	0.20957	0.00280
$\ \Psi(P) - P\ $	0.170940	0.000000	0.000000	0.000000	0.000000	0.000000
$\ \Gamma(v) - v\ $	1.189853	0.000000	0.000000	0.000000	0.000000	0.000001
N runs of 100	100	100	100	98	97	100

- ▶ MPEC convergence deteriorates
- ▶ Equilibrium conditions are satisfied, but estimators start to converge to *wrong* equilibria  
(as seen from KL divergence from the data generating equilibrium)

# Likelihood correspondence

Lines are constructed using symmetric KL-divergence



## Monte Carlo B, run 2: little multiplicity, unstable

Number of equilibria at true parameter: 3

Number of equilibria in the data: 1

Data generating equilibrium: **unstable**

	2step	NPL	EPL	MPEC-VP	MPEC-P	NRLS
True $k_1=7.5$	7.54238	7.39276	7.48044	7.73133	7.63100	7.50176
Bias	0.04238	-0.10724	-0.01956	0.23133	0.13100	0.00176
MCSD	0.17145	0.05608	0.15801	0.72988	0.89874	0.03820
ave log-like	-0.86834	-0.89374	-0.86550	-0.88512	-0.90196	-0.86504
log-likelihood	-21708.60	-22343.58	-21637.54	-22127.91	-22549.06	-21626.12
log-like short	-	-765.242	-11.413	-502.121	-920.643	-0.000
KL divergence	0.02271	0.15996	0.00257	0.11452	0.20182	0.00012
$  P - P_0  $	0.09757	0.20709	0.00619	0.03860	0.02504	0.00307
$  \Psi(P) - P  $	0.160102	0.000000	0.000000	0.000000	0.000000	0.000000
$  \Gamma(v) - v  $	1.126738	0.000000	0.000000	0.000000	0.000000	0.000001
N runs of 100	100	18	100	99	98	100

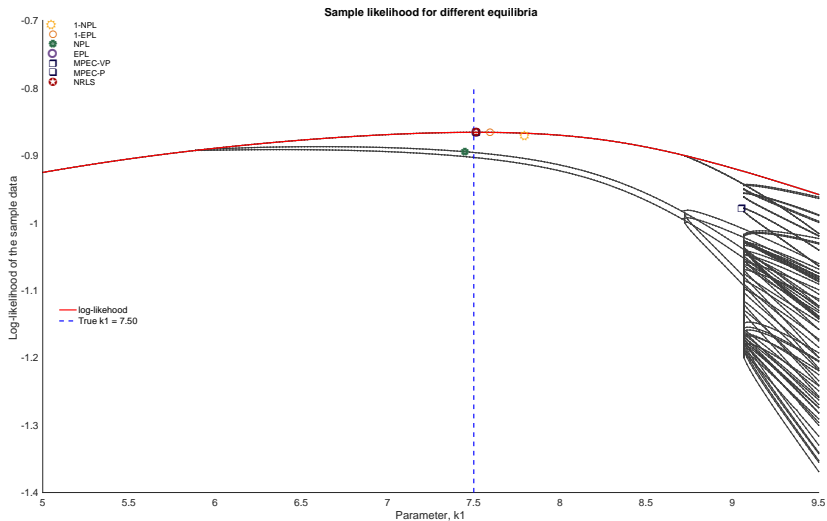
- ▶ NPL estimator fails to converge
- ▶ Similar convergence issues for MPEC
- ▶ EPL estimator performs well



Aguirregabiria, Marcoux (2021)

# Likelihood correspondence

Lines are constructed using symmetric KL-divergence



## Monte Carlo B, run 3: discontinuous likelihood

Number of equilibria at true parameter: 9

Number of equilibria in the data: 1

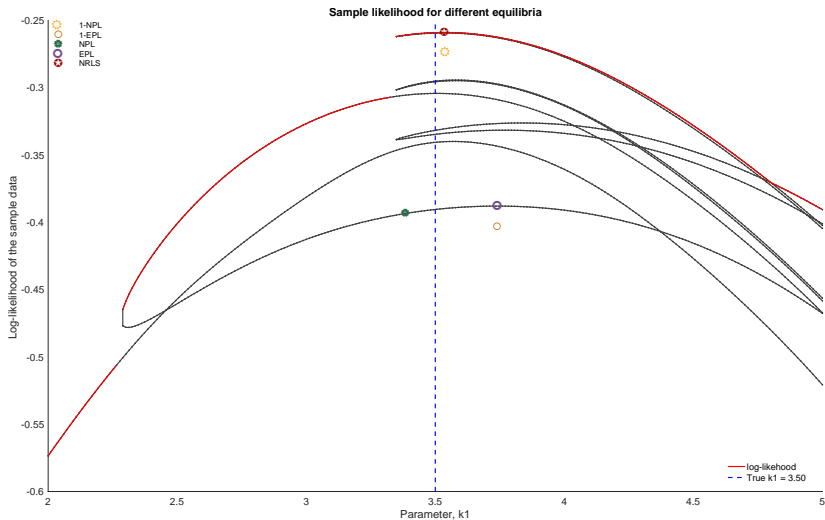
Data generating equilibrium: unstable, near “cliffs”

	2step	NPL	EPL	MPEC-VP	MPEC-P	NRLS
True k1=3.5	3.49739	3.55144	3.64772	3.65943	3.67027	3.50212
Bias	-0.00261	0.05144	0.14772	0.15943	0.17027	0.00212
MCS D	0.13999	0.07133	0.12900	0.12693	0.11583	0.03255
ave log-like	-0.27494	-0.29474	-0.29528	-0.30330	-0.30257	-0.25086
log-likelihood	-1374.721	-1473.695	-1476.425	-1516.503	-1512.847	-1254.320
log-like short	-	-219.375	-222.104	-270.999	-267.523	-0.000
KL divergence	0.01512	0.04889	0.04495	0.04102	0.04078	0.00016
$  P - P_0  $	0.62850	0.86124	0.83062	0.66562	0.65879	0.01610
$  \Psi(P) - P  $	0.763764	0.000000	0.000000	0.000000	0.000000	0.000002
$  \Gamma(v) - v  $	0.852850	0.000000	0.000000	0.000000	0.000000	0.000005
N runs of 100	100	100	100	28	27	100

- ▶ Similar convergence issues
- ▶ Poor estimates by EPL, NPL and MPEC  
(constraints are satisfied, yet low likelihood and high KL divergence)

# Likelihood correspondence

Lines are constructed using symmetric KL-divergence





## Monte Carlo B, run 4: massive multiplicity

Number of equilibria at true parameter: 2455

Number of equilibria in the data: 1

Time to enumerate all equilibria (RLS): 10m 39s

	1-NPL	NPL	EPL	NRLS
True $k_1=3.75$	3.70959	3.71272	3.78905	3.74241
Bias	-0.04041	-0.03728	0.03905	-0.00759
MCS D	0.11089	0.06814	0.40716	0.03032
ave log-likelihood	-0.38681557	-0.37348793	-0.45256293	-0.35998461
log-likelihood	-1934.078	-1867.440	-2262.815	-1799.923
log-like shortfall	-	-66.529	-467.607	-0.000
KL divergence	Inf	14.07523	12231.59186	0.32429
$  P - P_0  $	0.82204	0.65580	0.79241	0.07454
$  \Psi(P) - P  $	0.963574	0.000000	0.000000	0.000006
$  \Gamma(v) - v  $	7.020899	0.000000	0.000000	0.000008
N runs of 100	100	18	68	100
CPU time	0.159s	11.262s	4.013s	4.731s

- ▶ Severe convergence problems for NPL and EPL
- ▶ Poor eqb identification (low likelihood and high KL divergence)
- ▶ NRLS has comparable CPU time (much faster than full enumeration)

# Monte Carlo C, multiple equilibria in the data

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The path forward:

- ▶ Assume that **the same** equilibrium is played in each market **over time**
- ▶ **Grouped fixed-effects, groups defined by the equilibria played**

## 1. Joint grouped fixed-effects estimation

- ▶ Estimate the partition of the markets into groups playing different equilibria together with  $\theta$
- ▶ For each market compute maximum likelihood over all equilibria and “assign” it to the relevant group (estimation+classification)
- ▶ Computationally very demanding: BnB market-by-market, non-parametric refinement has no bite

## 2. Two-step grouped fixed-effects estimation

- ▶ Step 1: **partition the markets based on some observable characteristics (K-means clustering)**
- ▶ Step 2: estimate  $\theta$  allowing different equilibria in different groups
- ▶ **Small additional computational cost!**



Bonhomme, Manresa (2015); Bonhomme, Lamadon, Manresa (2022)

## Conclusions: Bertrand investments model

- ▶ Many types of endogenous coordination is possible in equilibrium
  - ▶ **Leapfrogging** (alternating investments)
  - ▶ **Preemption** (investment by cost leader)
  - ▶ **Duplicative** (simultaneous investments)
- ▶ Full rent dissipation and monopoly outcomes are supported as MPE.
- ▶ Numerous MPE equilibria and “Folk theorem”-like result
- ▶ The equilibria are generally **inefficient** due to **over-investment**
  - ▶ **Duplicative** or **excessively frequent** investments

## Conclusions: Solution of dynamic games

- ▶ When equilibrium is not unique the computation algorithm inadvertently acts as an **equilibrium selection mechanism**
- ▶ When directionality in the state space is present, state recursion algorithm is preferred to time iterations
- ▶ Plethora of Markov perfect equilibria poses new challenges:
  - ▶ How firms manage to coordinate on a particular equilibrium?
  - ▶ Increased difficulties for empirical applications.
  - ▶ Daunting perspectives for identification of equilibrium selection rule from the data.
- ▶ **Estimation of dynamic games with multiple equilibria**  
Nested Recursive Lexicographical Search (NRLS)

## Conclusions: NRLS estimator

- ▶ Full solution MLE estimator for dynamic games of a particular type, namely directional dynamic games (DDGs)
- ▶ Nested loop: outer likelihood max + inner model solver
- ▶ Need to maximize over the set of all equilibria  $\leftrightarrow$  daunting computational task
- ▶ Smart BnB algorithm not to waste time on unlikely MPE
- ▶ NRLS is MLE estimator for dynamic games of a particular type, directional dynamic games (DDGs)
  - ▶ Fully robust to multiplicity of equilibria
  - ▶ Able to identify multiple equilibria in the data