## Solution

The candidates are  $\{pass, d, A\}$ ,  $\{pass, e, A\}$ ,  $\{pass, d, B\}$ ,  $\{pass, e, B\}$ . Let's just try them in order because why not.

 $\{pass, d, A\}$ . Let's see if this is rational for Player 1 by comparing pass to play. We get expected payoffs of

$$pass: \quad \frac{1}{5}[2] + \frac{1}{5}[2] + \frac{3}{5}[2] = 2,$$

$$play: \frac{1}{5}[4] + \frac{1}{5}[4] + \frac{3}{5}[1] = 2.2.$$

Oh no! This can't be a WSE; sequential rationality fails for Player 1.

 $\{pass, e, A\}$ . Let's see if this is rational for Player 1 by comparing pass to play. We get expected payoffs of

$$pass: \frac{1}{5}[2] + \frac{1}{5}[2] + \frac{3}{5}[2] = 2,$$

$$play: \quad \frac{1}{5}[4] + \frac{1}{5}[2] + \frac{3}{5}[0] = 1.2.$$

So at least Player 1's strategy is sequentially rational. What about the other two meatballs? Because Player 1 passes always, information set  $\{u, v\}$  is never reached. Therefore it faces no Bayesian restrictions – the beliefs can be anything. Accordingly, let's specify

$$\mu = \left(\begin{array}{cc} u & v \\ p & 1-p \end{array}\right).$$

We can set the beliefs ourselves in such a way that will make A preferred to B, if such beliefs are feasible (i.e. are legit probabilities). Compare the expected values of A and B, given by

$$A: p[2] + (1-p)[4] = 4 - 2p$$

$$B: p[0] + (1-p)[5] = 5 - 5p.$$

Then A is rational when  $4 - 2p \ge 5 - 5p$ , that is, when  $p \ge 1/3$ .

Again, because Player 1 always passes, information set  $\{x,y\}$  is not reached. Let's write

$$\mu = \left(\begin{array}{cc} x & y \\ q & 1 - q \end{array}\right).$$

We need e to be rational. Compare the expected values of d and e, given by

$$d: q[10] + (1-q)[2] = 8q + 2,$$

$$e: q[3] + (1-q)[4] = 4-q.$$

Then e is rational when  $4 - q \ge 8q + 2$ , that is, when  $q \le 2/9$ .

So we have found a WSE; all players are acting rationally, given what the other players are doing and what their beliefs are, given by

$$\sigma = \left(\begin{array}{c|c|c} pass & play & d & e & A & B \\ 1 & 0 & 0 & 1 & 1 & 0 \end{array}\right), \qquad \mu = \left(\begin{array}{c|c|c} r & s & t & x & y & u & v \\ \frac{1}{5} & \frac{1}{5} & \frac{3}{5} & q & 1-q & p & 1-p \end{array}\right).$$

such that  $p \ge 1/3$  and  $q \le 2/9$ . So there are an infinite number of beliefs that constitute a WSE. A particularly elegant solution is to just have p = 1 and q = 0.

 $\{pass, d, B\}$ . Same routine. Let's see if this is rational for Player 1 by comparing pass to play. We get expected payoffs of

$$pass: \frac{1}{5}[2] + \frac{1}{5}[2] + \frac{3}{5}[2] = 2,$$

$$play: \frac{1}{5}[0] + \frac{1}{5}[5] + \frac{3}{5}[1] = 1.6.$$

Okay, so at least Player 1's strategy is sequentially rational. But what about the other meatballs?

Because Player 1 passes always, information set  $\{u, v\}$  is never reached. Therefore it faces no Bayesian restrictions – the beliefs can be anything. Accordingly, let's specify

$$\mu = \left(\begin{array}{cc} u & v \\ p & 1-p \end{array}\right).$$

We can set the beliefs ourselves in such a way that will make B preferred to A, if such beliefs are feasible (i.e. are legit probabilities). Compare the expected values of A and B, given by

$$A: p[2] + (1-p)[4] = 4 - 2p,$$

$$B: p[0] + (1-p)[5] = 5 - 5p.$$

Then B is rational when  $4-2p \le 5-5p$ , that is, when  $p \le 1/3$ .

Similarly, because Player 1 always passes, information set  $\{x,y\}$  is never reached, so let's

write

$$\mu = \left(\begin{array}{cc} x & y \\ q & 1 - q \end{array}\right).$$

We need d to be rational. Compare the expected values of d and e, given by

$$d: q[0] + (1-q)[2] = 2 - 2q,$$

$$e: q[3] + (1-q)[4] = 4-q.$$

Then d is rational when  $2-2q \ge 4-q$ , that is, when  $q \le -2$ . So, never. (Notice that when B is played, e strictly dominates d; had we noticed this initially, we wouldn't have had to bother looking at the other two players.) This cannot be sequentially rational for Player 2.

 $\{pass, e, B\}$ . Same routine. Let's see if this is rational for Player 1 by comparing pass to play. We get expected payoffs of

pass: 
$$\frac{1}{5}[2] + \frac{1}{5}[2] + \frac{3}{5}[2] = 2$$
,

$$play: \frac{1}{5}[0] + \frac{1}{5}[2] + \frac{3}{5}[0] = 0.4.$$

Okay, so at least Player 1's strategy is sequentially rational. But what about the other meatballs?

Because Player 1 passes always, information set  $\{u, v\}$  is never reached. Therefore it faces no Bayesian restrictions – the beliefs can be anything. Accordingly, let's specify

$$\mu = \left(\begin{array}{cc} u & v \\ p & 1-p \end{array}\right).$$

We can set the beliefs ourselves in such a way that will make B preferred to A, if such beliefs are feasible (i.e. are legit probabilities). Compare the expected values of A and B, given by

$$A: p[2] + (1-p)[4] = 4 - 2p,$$

$$B: p[0] + (1-p)[5] = 5 - 5p.$$

Then B is rational when  $4-2p \le 5-5p$ , that is, when  $p \le 1/3$ .

Similarly, because Player 1 always passes, information set  $\{x,y\}$  is never reached, so let's

write

$$\mu = \left(\begin{array}{cc} x & y \\ q & 1 - q \end{array}\right).$$

We need e to be rational. Well, we just found above that if B is played, then e strictly dominates d. Since B is played in this strategy profile, we can conclude that e is rational for any beliefs Player 2 might have. Although if you want to get specific about it again, compare the expected values of d and e, given by

$$d: q[0] + (1-q)[2] = 2 - 2q,$$

$$e: q[3] + (1-q)[4] = 4-q.$$

So e is rational when  $4-q \ge 2-2q$ , that is, when  $q \ge -2$ . Since q is a probability and can't be negative, this is always satisfied.

So we have found another WSE; all players are acting rationally, given what the other players are doing and what their beliefs are.

$$\sigma = \left(\begin{array}{c|c|c} pass & play & d & e & A & B \\ 1 & 0 & 0 & 1 & 0 & 1 \end{array}\right), \qquad \mu = \left(\begin{array}{c|c|c} r & s & t & x & y & u & v \\ \frac{1}{5} & \frac{1}{5} & \frac{3}{5} & q & 1-q & p & 1-p \end{array}\right),$$

such that  $q \in [0, 1]$  and  $p \le 1/3$ . Having p = 0 and q = 0 or q = 1 are particularly elegant cases.

**play?** The problem doesn't tell us to find a WSE in which Player 1 plays, but I'll look for one here just for good measure.

Notice that of all the pass cases we did, the only one for which play was superior was  $\{pass, d, A\}$ . So that is our only candidate; any other combination of Player 2 and Player 3 choices makes pass strictly superior to play. Specifically,

$$pass: \quad \frac{1}{5}[2] + \frac{1}{5}[2] + \frac{3}{5}[2] = 2,$$

$$play: \quad \frac{1}{5}[4] + \frac{1}{5}[4] + \frac{3}{5}[1] = 2.2.$$

Now notice that with play and d, all information sets information sets are reached with positive probability and therefore necessitate Bayesian updating. The probability from the root to x is 1/5 and the probability from the root to y is 3/5. Therefore the probability to

information set  $\{x,y\}$  is 4/5. Bayesian updating then requires

$$\mu(x) = \frac{1/5}{4/5} = \frac{1}{4},$$

$$\mu(y) = \frac{3/5}{4/5} = \frac{3}{4}.$$

Same idea for Player 3 in  $\{u, v\}$  gives

$$\mu(u) = \frac{1/5}{2/5} = \frac{1}{2},$$

$$\mu(v) = \frac{1/5}{2/5} = \frac{1}{2}.$$

Given these probabilities, we need to ask whether A is rational. The expected payoffs are

$$A: \frac{1}{2}[2] + \frac{1}{2}[4] = 3,$$

$$B: \frac{1}{2}[0] + \frac{1}{2}[5] = 2.5.$$

Great, A is rational for Player 3 given their beliefs.

Now do the same thing for the choice of d in  $\{x,y\}$ . The expected payoffs are

$$d: \frac{1}{4}[10] + \frac{3}{4}[2] = 4,$$

$$e: \frac{1}{4}[3] + \frac{3}{4}[4] = 3.75.$$

Okay, so d is rational for Player 2 given their beliefs.

So that settles it; we have another WSE of

$$\sigma = \begin{pmatrix} pass & play & d & e & A & B \\ 0 & 1 & 1 & 0 & 1 & 0 \end{pmatrix}, \qquad \mu = \begin{pmatrix} r & s & t & x & y & u & v \\ \frac{1}{5} & \frac{1}{5} & \frac{3}{5} & \frac{1}{4} & \frac{3}{4} & \frac{1}{2} & \frac{1}{2} \end{pmatrix}.$$