## Homework 2

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Part 1. Answer True or False at following sentences. (25 points, 5 points/question)

- A player may have some information that is not known by some other players. Such informational asymmetry can be modeled by Nature's moves. ( )
- With the use of grim-trigger strategies, almost any repeated-game payoff can be achieved
  in equilibrium with impatient players by Folk theorem. ( )
- 3. A subgame-perfect Nash equilibrium is always a Nash equilibrium. ( T )
- 5. In a sequential game, a player's ability to commit is always good. (

Part 2. Solve the following problems. (75 points)

- Consider a three-period bargaining model. Player 1 and 2 are bargaining over one dollar.
   A detailed description of the timing of the three-period bargaining game is as follows.
  - (1a) At the beginning of the first period, player 1 proposes to take a share  $s_1$  of the dollar, leaving  $1 s_1$  for player 2.
  - (1b) Player 2 either accepts the offer (in which case the game ends and the payoffs  $s_1$  to player 1 and  $1 s_1$  to player 2 are immediately received) or rejects the offer (in which case play continues to the second period).
  - (2a) At the beginning of the second period, player 2 proposes that player 1 takes a share  $s_2$  of the dollar, leaving  $1 s_2$  for player 2. (Note the convention that  $s_t$  always goes to player 1, regardless of who made the offer.)
  - (2b) Player 1 either accepts the offer (in which case the game ends and the payoffs  $s_2$  to player 1 and  $1 s_2$  to player 2 are immediately received) or rejects the offer (in which case play continues to the third period).
  - (3) At the beginning of the third period, player 1 receives a share s of the dollar, leaving 1-s for player 2, where 0 < s < 1. (Notice that the third-period settlement (s, 1-s) is given exogenously.)

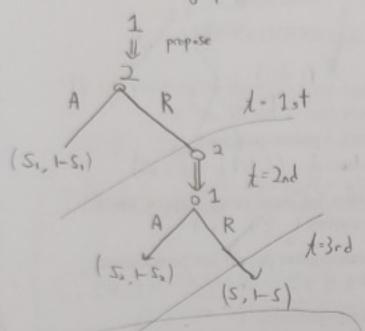
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discount factors organ TEXIZAL

Assume that each player will accept an offer if indifferent between accepting and rejecting.

The discount factor is \$ 1.1 The discount factor is  $\delta$ , where  $0 < \delta < 1$ . Then, find a Nash equilibrium through using backward industion (1). backward induction. (10 points)

crame is like this graph



Then, Let's see 1st period, player 2 got 1-S. When chose A otherwise 1-85. And player 2's bestresponse in 1st period is like this, project value player > A. (1-5.) = & (1-5s) - (5=1-8(1-15)

by backward induction, Let's see 2nd period player 1 compare his payoff is and 5 and he know o Sis present value in 2nd is Ses, and player 1's best response

o player 1 action FA, S2 ≥ S.S (if both are some, we chose A) R, 5, < 5 5

And then, for player 2, she knows that when player 2 chose A, she can maximize her payoff by suggesting S = fxs

Then, let's check it is better than payoff that she would got when player I reject. And that payoff is 1-5 and it's present value is fx (+s) 1-Ss (Plane 1 arrept in S.= Svs) = S(1-s), so player 1's - suggestion S= S+S- is best response.

then player want to make player 2 accept his propose and maximize his pay off, Si=1-5(1-fs) may be satisfied Then he compare this results with plago 2's reject then he get & S. 1-5(1-5)>85, so he suppose [5, = 1-5(1-65)]

Everyone gives lip service to the fact that saving is a good idea. Unfortunately, few people actually do it. Part of the reason for the reluctance to save is that individuals recognize that society won't let them starve, so there is a good chance they will be bailed out later on. To formulate this in a game between the generations, let's consider two strategies for the older generation: save or squander. The younger generation likewise has two strategies: support their elders or save for their own retirement. A possible game matrix is shown below. /

			So, nash equilibrium
Old \ Young	Support	Refrain	is just like this,
Save	2, -1	1,0	
Squander	3, -1	-2, -2	
Squamer		1 1000	1 I player 2

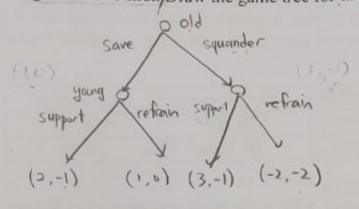
(a) Find pure strategy Nash equilibria. (4 points)

-2,-2

player 1

$$S = 1 - S(1 - S^2)$$
 $S = 1 - S(1 - S^2)$ 
 $S =$ 

(b) The above game setting ignores the time structure: one of the (few) advantages of being old is that you get to make (4 points) old is that you get to move first. Draw the game tree for the extensive game. (4 points)



(c) Then draw the payoff matrix of the extensive game of (b). Find Nash equilibria from the payoff matrix. (8 points) Let's suppose S- support, R- refrain

young	55	SR	RS	RR	oo Ng save, RR)
save	2,-1	2,-1	1,0	1/6/7	(squarder, SS)
Squander	3//4	-2,-2	13/2	-2,-2	(squarder, RS)

(d) Lastly, find the subgame-perfect Nash equilibrium. (6 points)

After consider young's payoff, game reformed Just like this,

> (squander, RS)

8. Suppose that two motorcycle manufacturers, Honda and Suzuki, are considering offering 10-year full coverage warranties for their new motorcycles. Although the warranties are expensive to offer, it could be disastrous for one firm if it does not offer a warranty while its competitor does. Let's assume the payoffs for the firms are as follows:

Honda \ Suzuki	Offer Warranty	Don't Offer
Offer Warranty	V20, 20)	V120, 10
Don't Offer	10, 120∨	(50, 50

(a) If the game is played once, what is the Nash equilibrium? (3 points)

(b) Suppose the game is repeated three times. Will the outcome of (a) change from your answer in (a)? Explain. (6 points)

(c) Now, suppose the game is infinitely repeated and Suzuki and Honda formed an agreement to "not offer" warranties to their customers. Each firm plans the use of a grim-trigger strategy to encourage compliance with the agreement. At what level of δ (discount factor) would Honda be indifferent about keeping the agreement vs. cheating on it? Explain. (8 points)

to use augmented game, let's lget present value from agreement and cheating

In history aggreement

In history agg

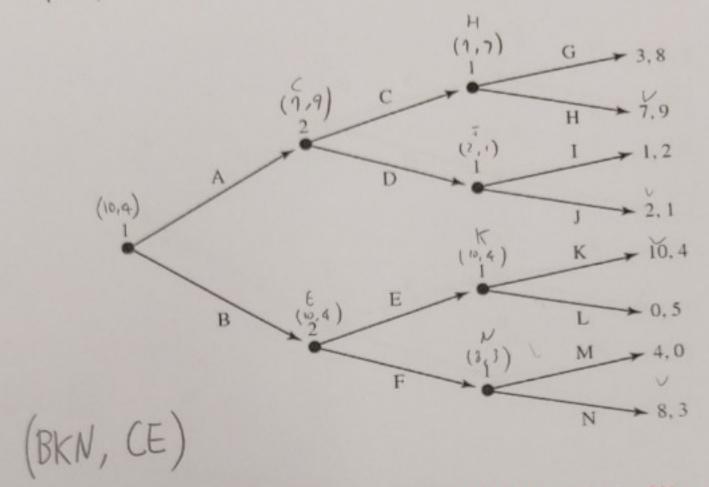
when history is cheating offer Don't sabsolutely in history cheating

Offer Don't sabsolutely

Offer Don't sabsolutely

Offer Joseph Jo

Consider the extensive form game. By using backward induction, find an equilibrium. (6 points)



## 숙심위도 과정은 취소 형부한 두 AA Ba PDF 파일에 일습니CL

- Consider a Cournot duopoly operating in a market with inverse demand P(Q) = a Q, where  $Q = q_1 + q_2$  is the aggregate quantity on the market. Both firms have total costs  $c_i(q_i) = c \cdot q_i$ , but demand is uncertain: it is high  $(a = a_H)$  with probability  $\theta$  and low  $(a = a_L)$  with probability  $\theta$ . Furthermore, information is asymmetric: firm 1 knows whether demand is high or low, but firm 2 does not. All of this is common knowledge. The two firms simultaneously choose quantities.
  - (a) What are the best responses for the two firms, respectively? (8 points)

from the calculation
$$q^*(a_H) = \frac{a_H - q_2^* - c}{2}$$

$$q^*(a_L) = \frac{a_L - q_2^* - c}{2}$$

$$q^* = \frac{a_L - q_1^*(a_H) + (1-\theta) \cdot (a_L - q_1^*(a_L)) - c}{2}$$
these we best response

to both firms

(b) Find the Bayesian Nash equilibrium of this game. Also, make assumptions concerning  $a_H$ ,  $a_L$ ,  $\theta$ , and c such that all equilibrium quantities are positive. (12 points)

from the calculation, finally we get BNE like this,

$$\frac{q^{*}(\alpha_{H}) = \frac{(3-\theta) \cdot \alpha_{H} - (1-\theta) \cdot \alpha_{L} - 2c}{6}}{6}, q^{*}(\alpha_{L}) = \frac{(\theta+2) \cdot \alpha_{L} - \theta \cdot \alpha_{H} - 2c}{6}}{6}$$

$$\frac{q^{*}(\alpha_{H}) = \frac{(3-\theta) \cdot \alpha_{H} - (1-\theta) \cdot \alpha_{L} - 2c}{6}}{6}$$

then we could know that an >ar and by assumption of cournet Model, we know an >ar>c.

And we could know q,\*(an) and q,\* always positive whatever c is. Let's suppose c is al.

 $f_{2}^{*} = \frac{\theta \times a_{H} + (1-\theta)a_{L} - a_{L}}{3} = \frac{\theta(a_{H} - a_{L})}{3} > 0 \text{ because } a_{H} - a_{L} > 0$   $f_{1}^{*}(a_{H}) = \frac{(3-\theta)\cdot a_{H} - (1-\theta)\cdot a_{L} - 2a_{L}}{3} = \frac{(3-\theta)a_{H} - (3-\theta)a_{L}}{3} = \frac{(3-\theta)(a_{H} - a_{L})}{3} > 0 \text{ because } a_{H} - a_{L} > 0$ 

but, 4, \*(a) is could be regative of a by "c" value. So, we could make assumption.

$$\varphi_{*}(a_{L}) = \frac{(\theta+2)a_{L} - \theta a_{H} - 2c}{6} > 0 \Rightarrow \theta a_{L} + 2a_{L} - \theta a_{H} - 2c} > 0 2(a_{L} - c) - \theta (a_{H} - a_{L}) > 0$$

一一一点 P= a- Q Q= 9,+1. 1) a= aH, q.\*(aH), q.\*(aL)

$$P = a - Q$$
  $Q \Rightarrow q_1 + q_2$ 

FI to get

 $A = AH$ ,  $q_1*(AH)$ ,  $q_1*(AL)$ 
 $A = AL$ 
 $A = AL$ 

$$\pi_{i} \Rightarrow (q_{i} - Q_{i}) \cdot q_{i} - c q_{i}$$

$$\theta \cdot \int_{0}^{q_{i}} (a_{i} - Q_{i}) \cdot q_{i} - c q_{i}$$

$$\theta \cdot \int_{0}^{q_{i}} (a_{i} - Q_{i}) \cdot q_{i} - c q_{i}$$

$$\theta \cdot (q_{i} - Q_{i}) \cdot q_{i} - c q_{i}$$

$$\theta \cdot (q_{i} - Q_{i}) \cdot q_{i} - c q_{i}$$

$$a_{H}-2q_{2}(a_{H})-q_{2}^{*}-c=0$$

$$q_{1}(a_{H})=\frac{a_{H}-q_{2}^{*}-c}{2} \qquad \beta \left[a_{H}\cdot q_{2}-q_{1}^{*}(a_{H})\cdot q_{2}-q_{2}^{*}-c\cdot q_{2}^{*}\right]+$$

$$\frac{1}{4!} (a_{1}) = \frac{a_{1} - k_{2}^{*} - c}{2}$$

$$(1 - 0) \left[ a_{1} \cdot q_{2} - q_{1}^{*} \left[ a_{1} \right] \cdot q_{2} - q_{2}^{*} - c \right]$$

Final result is

$$2q_{2}^{*}+c=\theta \cdot a_{H}-\theta \cdot \left[\frac{a_{H}-q_{3}^{*}-c^{3}}{2}+\left(1-\theta\right) \cdot \left[a_{L}-\left(\frac{a_{L}-q_{3}^{*}-c}{2}\right)^{3}\right]$$

$$= \theta \cdot \Omega_{H} - \frac{1}{2}\theta \cdot \Omega_{H} + \frac{1}{2}\theta \cdot \frac{1}{2}\theta$$

$$4'(a_{H}) = \frac{1}{2}a_{H} - \frac{1}{2}\left[\frac{(\theta - a_{H} + (1 - \theta) - a_{L} - c)^{2}}{3} - \frac{1}{2}c\right]$$

$$= \frac{1}{2}\left[\frac{3a_{H} - \theta a_{H} - (1 - \theta) - a_{L} + c - 3c}{3}\right]$$

$$= \frac{1}{2} \int_{0}^{1} \frac{(3-\theta) \cdot Q_{H} - (1-\theta) \cdot Q_{L} - 2c}{3}$$

$$2q_{1}^{*}(a_{L}) = a_{L} - \frac{3}{4} - \frac{1}{6}$$

$$6q_{1}^{*}(a_{L}) = 3a_{L} - (\theta a_{H} + (1-\theta) \cdot a_{L} - c) - 3c$$

$$= 3a_{L} - \theta a_{H} - (1-\theta) \cdot a_{L} + c - 3c$$

$$= 3a_{L} - \theta a_{H} - a_{L} + \theta a_{L} + c - 3c$$

$$= 2a_{L} + \theta a_{L} - \theta a_{H} - 2c$$

$$= 2a_{L} + \theta a_{L} - \theta a_{H} - 2c$$

$$= (\theta + 2)a_{L} - \theta a_{H} - 2c$$

$$(\theta + 2)a_{L} - (\theta + 2)a_{L}$$

0(01-an)

(1+2) (a) (0+2)a-2a-0a4