

QI JR 4.8

1,2

$$p = a - b(q_1 + q_2), \quad 0 \leq c_1 < c_2$$

$$\pi_1 = p \cdot q_1 - c_1 \cdot q_1 = (a - b(q_1 + q_2)) q_1 - c_1 q_1$$

$$= (a - bq_1 - bq_2) \cdot q_1 - c_1 q_1$$

$$= (a - bq_2 - c_1) \cdot q_1 - bq_1^2$$

$$\pi_2 = p \cdot q_2 - c_2 q_2$$

$$= (a - bq_1 - c_2) \cdot q_2 - bq_2^2$$

$$\frac{\partial \pi_1}{\partial q_1} = 0 \Rightarrow a - bq_2 - c_1 - 2bq_1 = 0 \Rightarrow$$

$$q_1^* = \frac{a - bq_2^* - c_1}{2b}$$

$$\frac{\partial \pi_2}{\partial q_2} = 0 \Rightarrow a - bq_1 - c_2 - 2bq_2 = 0 \Rightarrow$$

$$q_2^* = \frac{a - bq_1^* - c_2}{2b}$$

$$q_1^* = \frac{a - \cancel{b} \frac{a - b q_1^* - c_2}{\cancel{2b}} - c_1}{2b}$$

$$2b \cdot q_1^* = a - \frac{a - b q_1^* - c_2}{2} - c_1$$

$$4b q_1^* = 2a - a + b q_1^* + c_2 - 2c_1$$

$$3b q_1^* = a + c_2 - 2c_1 \quad \rightarrow \quad \frac{(a - c_1) + (c_2 - c_1)}{3b}$$

$$q_1^* = \frac{a + c_2 - 2c_1}{3b}$$

$$q_2^* = \frac{a + c_1 - 2c_2}{3b}$$

$$= \frac{(a - c_2) + (c_1 - c_2)}{3b}$$

$$p^* = a - b(q_1^* + q_2^*)$$

$$c_1 < c_2$$

$$q_1^* > q_2^*$$

$$= a - \cancel{b} \left(\frac{a+c_2-2c_1}{\cancel{3b}} + \frac{a+c_1-2c_2}{\cancel{3b}} \right)$$

$$= a - \frac{a+c_2-2c_1+a+c_1-2c_2}{3}$$

$$= \frac{3a}{3} - \frac{2a-c_1-c_2}{3}$$

$$= \frac{a+c_1+c_2}{3}$$

$$\pi_1 = pq_1 - c_1 q_1 = (p - c_1) q_1 = \left(\frac{a+c_1+c_2}{3} - c_1 \right) \cdot \frac{a+c_2-2c_1}{3b}$$

$$= \frac{a-2c_1+c_2}{3} \cdot \frac{a+c_2-2c_1}{3b}$$

$$= \frac{(a-2c_1+c_2)^2}{9b} = \frac{(\overset{\checkmark}{a}-c_1+\overset{+}{c_2}-c_1)^2}{9b}$$

$$\pi_2 = p \cdot q_2 - c_2 q_2 = \frac{(a - 2c_2 + c_1)^2}{9b} = \frac{(a - c_2 + \overline{c_1 - c_2})^2}{9b}$$

$$c_1 < c_2, \quad \pi_1 > \pi_2$$

$$\underline{c_1 < c_2}$$

$$a - c_1 > a - c_2$$

QII JR. 4.13

$$\underline{p_1 = 20 + \frac{1}{2} p_2 - q_1}$$

$$p_2 = 20 + \frac{1}{2} p_1 - q_2$$

$$q_1 = 20 + \frac{1}{2} p_2 - p_1$$

$$\begin{aligned}\pi_1 &= p_1 \cdot q_1 - 20 \cdot q_1 = (p_1 - 20) \cdot \underline{q_1} = (p_1 - 20) \cdot (20 + \frac{1}{2} p_2 - p_1) \\ &= -p_1^2 + (40 + \frac{p_2}{2}) \cdot p_1 - (400 + 10 p_2)\end{aligned}$$

$$\frac{\partial \pi_1}{\partial p_1} = 0 \Rightarrow -2p_1 + 40 + \frac{p_2}{2} = 0 \Rightarrow p_1^* = \frac{80 + p_2^*}{4} \quad \textcircled{1}$$

$$\text{use } \textcircled{1}, \textcircled{2} \quad p_1^* = \frac{80 + \frac{80 + p_1^*}{4}}{4}$$

$$p_2^* = \frac{80 + p_1^*}{4} \quad \textcircled{2}$$

$$4p_1^* = 80 + \frac{80 + p_1^*}{4}$$

$$16 \cdot p_1^* = 80 + 80 + p_1^*$$

$$15 \cdot p_1^* = 160 \Rightarrow p_1^* = \frac{160}{15} = \frac{80}{3} = p_2^*$$

$$\begin{aligned} q_1^* &= 20 + \frac{1}{2} p_2^* - p_1^* \\ &= 20 + \frac{1}{2} \cdot \frac{80}{3} - \frac{80}{3} = \frac{20}{3} = q_2^* \end{aligned}$$

Q III. Auction

(1). 2nd price sealed bid auction

- two players, $i, j \in \{1, 2\}$
- Bidder i values the good as v_i
- v_i, v_j are iid $\sim U[0, 1]$

As a Bayesian game of incomplete information.

- ① action space : bidder i needs to submit a bid, $b_i \rightarrow A_i = [0, \infty)$
- ② type space = her valuation, v_i ; $\rightarrow T_i = [0, 1]$
- ③ beliefs : bidder i believes that v_j is $\sim U[0, 1]$, no matter what the realization of v_j . \rightarrow valuation v_i, v_j are private info.
- ④ payoff function :

$$U_i(b_1, b_2, v_1, v_2) = \begin{cases} v_i - b_j & \text{if } i \text{ submits} \\ & \text{winning bid} \\ 0 & \text{if } i \text{ submits} \\ & \text{losing bid.} \end{cases}$$

QIV Adverse selection

(i)

gains from the trade

seller

buyer

$$g_s = p - \text{exp. value of the car} \geq 0$$

X L, M, H

$$g_s = p - \left(\frac{1}{3} \cdot s(L) + \frac{1}{3} \cdot s(M) + \frac{1}{3} \cdot s(H) \right)$$

$$= p - \left(\frac{1}{3} \cdot 0 + \frac{1}{3} \cdot 20 + \frac{1}{3} \cdot 40 \right)$$

$$= p - 20 \geq 0$$

$$\underline{p \geq 20} \quad 20 \leq p \leq 28$$

$$g_b = \text{exp. value of the car} - p \geq 0$$

X L, M, H

$$g_b = \left(\frac{1}{3} \cdot b(L) + \frac{1}{3} \cdot b(M) + \frac{1}{3} \cdot b(H) \right) - p$$

$$= \left(\frac{1}{3} \cdot 14 + \frac{1}{3} \cdot 28 + \frac{1}{3} \cdot 42 \right) - p$$

$$= 28 - p \geq 0$$

$$\underline{p \leq 28}$$

(2) Seller
Low vs not Low (M, L)

exp. value.

$$g_s = p - \left(\frac{1/3}{2/3} \cdot s(M) + \frac{1/3}{2/3} \cdot s(L) \right)$$

$$= p - \left(\frac{1}{2} \cdot 20 + \frac{1}{2} \cdot 40 \right)$$

$$= p - 30 \geq 0$$

$$p \geq 30$$

① the seller will not sell M, H in the market

$$p \geq 30 \longleftrightarrow p \leq 28$$

② the seller will sell L in the market

$$s(L) = 0 \rightarrow p \geq 0 \text{ ————— } p \leq 28 \quad \checkmark$$

buyer knows the seller only bring L in the market

$$b(L) = 14 \quad p \leq 14$$

buyer
~~X~~ L, M, H
 $p \leq 28$

$0 \leq p \leq 14$
low

13) seller

✓ L, M, H

buyer

→ buyer knows ~~x~~ L, M, H ✓

① the seller will not sell H

$$s(H) = 42, p \geq 42$$

② the seller will sell M, L

$$\left. \begin{array}{l} s(M) = 20 \\ s(L) = 0 \end{array} \right\} p \geq 20$$

$$20 \leq p \leq 21$$

M, L

x → $p \leq 28$

✓ →

buyer knows M, L

$$g_b = \left(\frac{1/3}{2/3} b(M) + \frac{1/3}{2/3} b(L) \right) - p$$

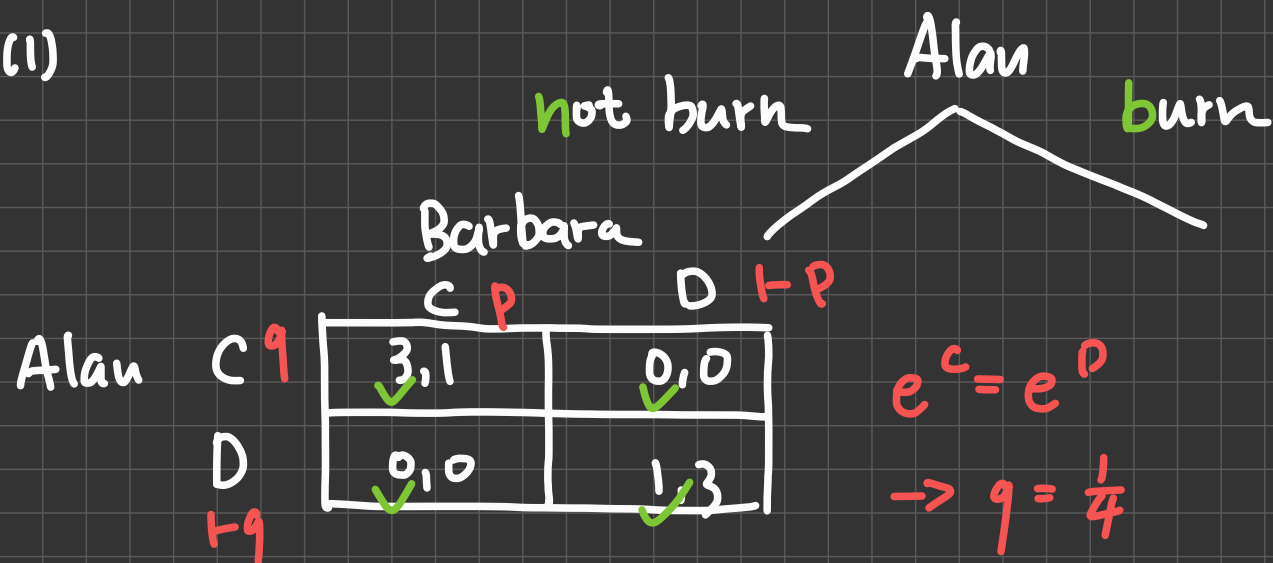
$$= \left(\frac{1}{2} \cdot 28 + \frac{1}{2} \cdot 14 \right) - p$$

$$= 21 - p \geq 0$$

→ $p \leq 21$

QV Game Theory

(1)



i) pure strategy Nash eqm.

① $(C, C) \rightarrow (3, 1)$

② $(D, D) \rightarrow (1, 3)$

ii) mixed strategy Nash eqm.

$$e^C = 3 \cdot p + 0 \cdot (1-p) = e^D = 0 \cdot p + 1 \cdot (1-p)$$

$$3p = 1-p$$

$$4p = 1$$

$$p = \frac{1}{4} \sim 3 \cdot \frac{1}{4} + 0 \cdot \frac{3}{4} = \frac{3}{4}$$

Alan

Barbara

		Barbara	
		C	D
Alan	C	2, 1	-1, 0
	D	-1, 0	0, 3

i) pure strategy Nash eqm.

① $(C, C) \rightarrow (2, 1)$

② $(D, D) \rightarrow (0, 3)$

ii) mixed strategy Nash eqm.

③ $(\frac{1}{4}, \frac{3}{4}), (\frac{1}{4}, \frac{3}{4})$

$$\rightarrow (-\frac{1}{4}, \frac{3}{4})$$

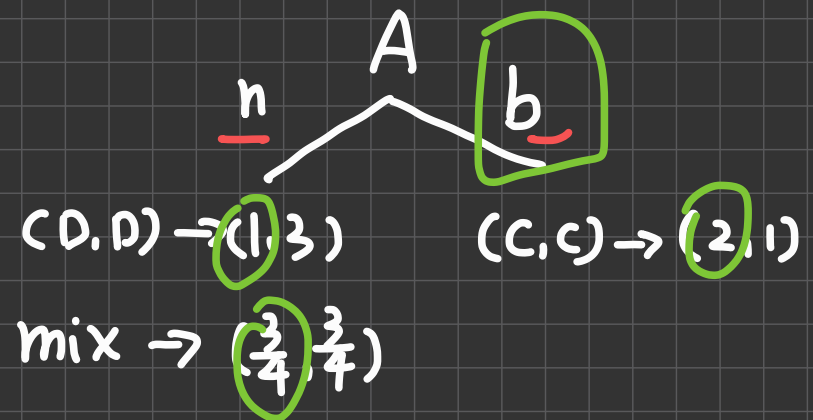
$$\left(\left(\frac{1}{4}, \frac{3}{4} \right), \left(\frac{1}{4}, \frac{3}{4} \right) \right) \longrightarrow \left(\frac{3}{4}, \frac{3}{4} \right)$$

③

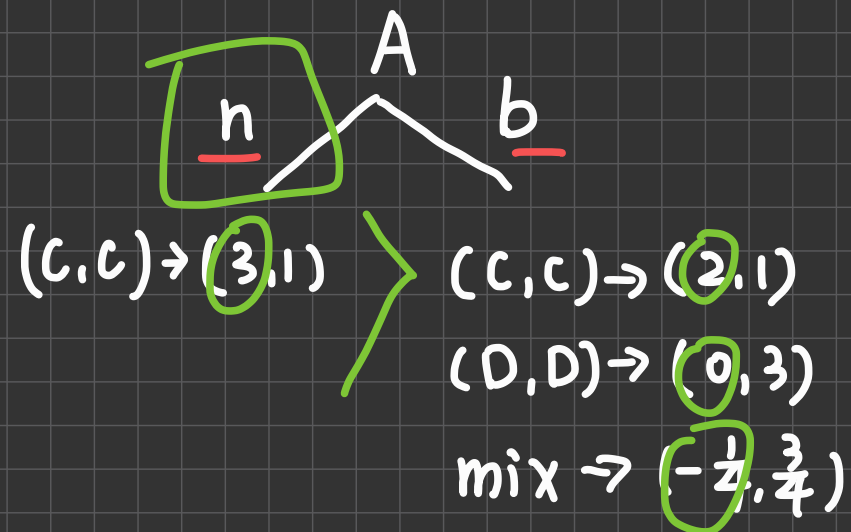
classes

There are 4 ^{classes} sub-game perfect Nash eqm:

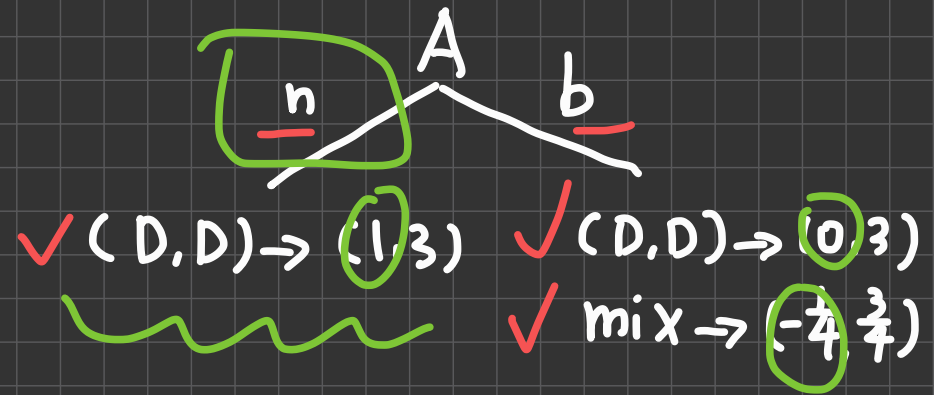
1. Alan burns and both player then chooses C; ~~any~~ any subgame eqm. other than (C,C) is played after not burning



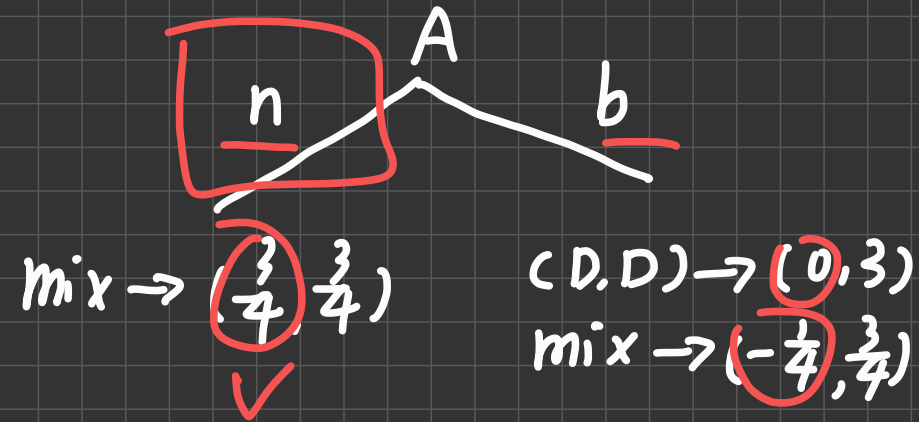
2. Alan does not burn and both players then choose C; and any subgame eqm. is played after burning



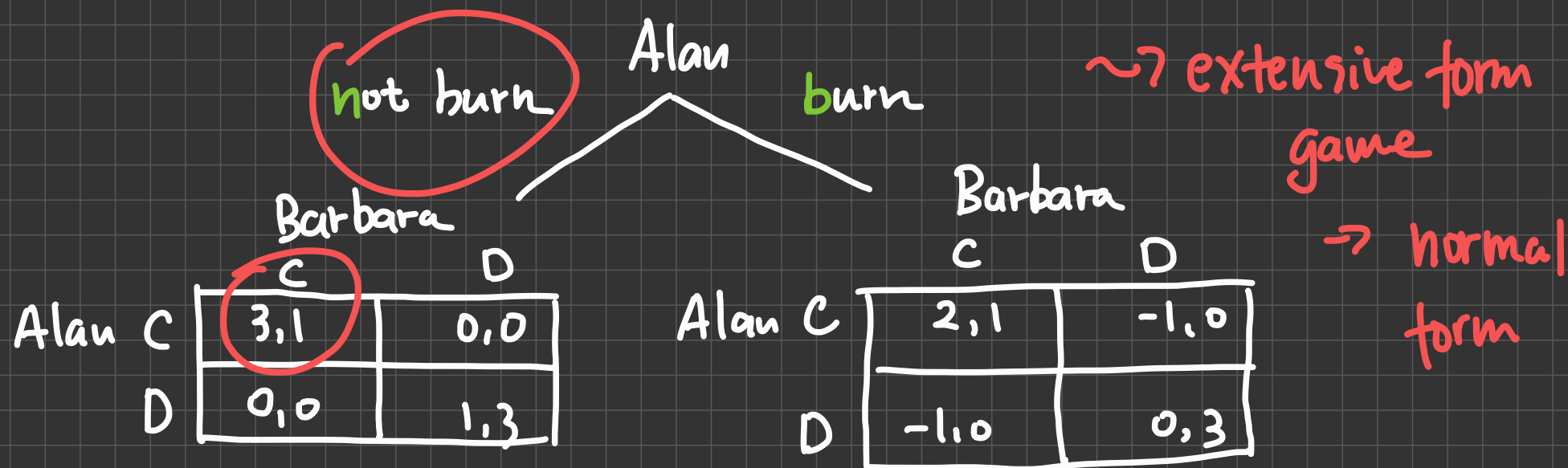
3. Alan does not burn and both players then choose D; and any subgame eqm. other than (C,C) is played after burning



4. Alan does not burn and both players then choose mix; and any subgame eqm. other than (C,C) is played after burning.



(2)



Normal form of the game

Alan's strategy

nCD means "not burn", followed by C after n and b after D, etc.

Barbara's strategy

CD means C after n and b after D, etc.

Alan

nCC
nCD
nDC
nDB
bCC
bCD
bDC
bDB

Barbara

	CC	CD	DC	DD
CC	(3,1)
CD				
DC				
DD				

① $\downarrow\downarrow$ nCC and $\downarrow\downarrow$ nCD are
"equivalent"

② nDC and nDB are
"equivalent"

③ $\downarrow\downarrow$ bCC and $\downarrow\downarrow$ bDC are
"equivalent"

④ bCD and bDD are
"equivalent"

Alan

Barbara

	CC	CD	DC	DD
nCC	(3,1)	(3,1)	(0,0)	(0,0)
nCD	(3,1)	(3,1)	(0,0)	(0,0)
nDC	(0,0)	(0,0)	(1,3)	(1,3)
nDB	(0,0)	(0,0)	(1,3)	(1,3)
bCC	(2,1)	(-1,0)	(2,1)	(-1,0)
bCD	(-1,0)	(0,3)	(-1,0)	(0,3)
bDC	(2,1)	(-1,0)	(2,1)	(-1,0)
bDD	(-1,0)	(0,3)	(-1,0)	(0,3)

- ① nC weakly dominates bD
- ② CC weakly dominates CD
 DC weakly dominates DD
- ③ bC dominates nD
- ④ CC weakly dominates DC
- ⑤ nC dominates bC

		Barbara			
		CC	CD	DC	DD
Alan	nC	(3,1)	(3,1)	(0,0)	(0,0)
	nD	(0,0)	(0,0)	(1,3)	(1,3)
	bC	(2,1)	(-1,0)	(2,1)	(-1,0)
	bD	(-1,0)	(0,3)	(-1,0)	(0,3)

(nC, CC)