

Reasoning about Bounded Reasoning

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Game Theory: Strategic Reasoning and Bounded Reasoning

- ▷ Bounded Reasoning in Games:

- ▷ level- k model

- (Nagel, 1995, Stahl II and Wilson, 1994, 1995)

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- ▷ Cognitive Hierarchy Model

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Explicit model of reasoning

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Main question:

What is the relation of these approaches?

Is the former consistent with an explicit model of reasoning?

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Player 1 \ 2	l	c	r
U	3, 2	2, 1	1, 0
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- ▷ $R^3 = \{U, M\} \times \{l\}$

- ▷ $R^4 = \{(U, l)\} = R^\infty$

- ▷ Behavioral implications of RCBR

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▷ More generally, $L^k[p] \subseteq R^k$

▷ level- k is consistent with assumptions about rationality and higher-order reasoning about rationality

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- ▷ We study ***complete*** information games
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- ▷ In models like level- k or CH, there is ***additional uncertainty*** about the level of co-players, at least potentially (and also about the reasoning about this)
- ▷ We analyze the complete information game by transforming it into an ***incomplete*** information game
 - ▷ Allows to unify level- k , CH, and a robust (belief-free) generalization within one framework

Agenda

1. Model set-up and background knowledge
2. Downward Rationalizability
3. Level- k Rationalizability

1 – The Set-Up

The Primitive Object: A Complete Information Game

- ▷ A finite two-player game with complete information $G = \langle I, (A_i, \pi_i)_{i \in I} \rangle$
 - ▷ Set of players $I = \{1, 2\}$ and finite set of actions A_i for each player i .
 - ▷ $\pi_i : A_i \times A_{-i} \rightarrow \mathbb{R}$ is player i 's payoff.
 - ▷ Two players and finiteness mostly for convenience and simplification.

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 - ▷ Behavioral implications of *rationality and $(n - 1)$ -order belief in rationality* (for $n \geq 1$)

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- ▷ $R^\infty := R_1^\infty \times R_2^\infty := \bigcap_{n \geq 0} R_1^n \times \bigcap_{n \geq 0} R_2^n$ denote the **rationalizable** action profiles.
 - ▷ Behavioral implications of *rationality and common belief in rationality* (RCBR)

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- ▷ An ***anchor*** is a distribution over each player's actions $p = (p_1, p_2) \in \Delta(A_1) \times \Delta(A_2)$

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- ▷ Fixing an anchor p , the level- k solution is given inductivity as follows:

Step 1. For every $i \in I$, $L_i^1[p] := r_i(p_{-i})$.

Step $k + 1$. For every $i \in I$ and $a_i \in A_i$, $a_i \in L_i^{k+1}[p]$ if and only if there exists $\nu^i \in \Delta(A_{-i})$ such that:

- (i) $a_i \in \arg \max_{a_i \in A_i} \sum_{a_{-i} \in A_{-i}} \nu^i(a_{-i}) \pi_i(a_i, a_{-i})$, and
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- ▷ In contrast to most of behavioral GT literature, we *do not assume a tie-breaker*.
(cf., Brandenburger, Friedenberg, and Kneeland, 2020)

The Derived Object: An Incomplete Information Game

- ▷ $G = \langle I, (A_i, \pi_i)_{i \in I} \rangle$ induces an incomplete information game $\hat{G} = \langle I, (A_i, \Theta_i, u_i)_{i \in I} \rangle$
 - ▷ Players and actions as before.
 - ▷ **Payoff types**: refer to as **level- k types** with $\Theta_i := \{\theta_{i,0}, \theta_{i,1}, \dots\} = \{\theta_{i,k} : k \in \mathbb{N}_0\}$

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 - ▷ (Private values) **Payoffs**:

$$u_i(\theta, a) = \begin{cases} 0 & \text{if } \theta_i = \theta_{i,0}, \\ \pi_i(a) & \text{otherwise.} \end{cases}$$

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- ▷ Note: Not a Bayesian Game (or incomplete information á la Fudenberg and Tirole, '91)

Reasoning in the incomplete information game

- ▷ We want to model *reasoning* explicitly in this game of incomplete information
- ▷ In particular, we want to impose (some) restrictions on what each level- k type “thinks” and considers possible
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 - ▷ More formally, the *restrictions are true and there is common correct belief* in these restrictions among the players

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 - ▷ More formally, the *restrictions are true and there is common correct belief* in these restrictions among the players
- ▷ We formalize this by relying on Δ -rationalizability
 - due to Battigalli (1999) and Battigalli and Siniscalchi (2003).

2 – Downward Rationalizability

Baseline Assumptions and Downward Rationalizability

Allow for all conjectures for a k -type that satisfy:

$$(K1) \quad \mu^i(\theta_{-i,0}) > 0 \implies \mu^i(a_{-i}|\theta_{-i,0}) = p_{-i}(a_{-i}) \quad (\text{imposes the anchor})$$

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Capture transparent restrictions reminiscent of models of bounded reasoning, but

- ▷ **robust**: belief-free (*cf.*, robust mechanism design) and “broadly downward looking”
- ▷ **unbounded reasoning** here with restriction on which types are deemed possible

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Capture transparent restrictions reminiscent of models of bounded reasoning, but

- ▷ **robust**: belief-free (*cf.*, robust mechanism design) and “broadly downward looking”
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- ▷ Notation: $R_{i,p}^n$ for the resulting Δ -rationalizability: **Downward Rationalizability**

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$p = (\delta_D, \delta_r)$			

n/k	R^n	$L^k[p]$
1	$A_1 \times \{l, c\}$	$\{(D, c)\}$
2	$\{U, M\} \times \{l, c\}$	$\{(M, c)\}$
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$R_1^n(\theta_{i,k}), R_2^n(\theta_{i,k})$	$n \rightarrow$			
	1	2	3	≥ 4
$k \downarrow$				
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Downward Rationalizability: Properties

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Proposition (Bounded Reasoning)

For every $i \in I$, every $k \in \mathbb{N}_0$, and every $t \geq k$, $R_{i,p}^t(\theta_{i,k}) = R_{i,p}^k(\theta_{i,k})$.

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Proposition (Increasing Monotone: higher level, more predictions)

For every $i \in I$, every $n \in \mathbb{N}_0 \cup \{\infty\}$, and every $k \in \mathbb{N}$ $R_{i,p}^n(\theta_{i,k}) \subseteq R_{i,p}^n(\theta_{i,k+1})$,

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Even high level and high reasoning, do not get consistency with R^n , but robust characterization across all anchors is possible.

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Theorem

For every $i \in I$, $R_i^1 = \bigcup_{p \in \Delta(A_1) \times \Delta(A_2)} \bigcap_{k \in \mathbb{N}} R_{i,p}^\infty(\theta_{i,k}) = \bigcup_{p \in \Delta(A_1) \times \Delta(A_2)} \bigcup_{k \in \mathbb{N}} R_{i,p}^\infty(\theta_{i,k})$.

- ▷ Every undominated action is consistent with some anchor and **all** type levels.
- ▷ Conversely, every downward rational. action for some anchor and level is undominated.

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- ▷ Every undominated action is consistent with some anchor and **all** type levels.
- ▷ Conversely, every downward rational. action for some anchor and level is undominated.
- ▷ **Design Insight**: Robustness to (as-if) “bounded reasoning” requires mechanism that implements in undominated actions. **Identification** of levels requires strong assumption.

Downward Rationalizability: Proof

$$\text{Step 1: } R_i^1 \subseteq \bigcup_{p \in \Delta(A_1) \times \Delta(A_2)} \bigcap_{k \in \mathbb{N}} R_{i,p}^\infty(\theta_{i,k})$$

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- ▷ Take undominated action a_i , by Pearce's Lemma, it is justified by ν^i , then set $p_{-i} = v_i$.
- ▷ $a_i \in R_{i,p}^1(\theta_{i,1})$ by construction, $a_i \in R_{i,p}^\infty(\theta_{i,1})$ by “bounded reasoning”, and
- ▷ $a_i \in R_{i,p}^\infty(\theta_{i,k})$ for every $k \geq 1$ because “increasing monotone”

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- ▷ Take $a_i \in R_{i,p}^\infty(\theta_{i,k})$ for some $k \in \mathbb{N}$ and p . Clearly, it is a best-reply to some conjecture, and therefore undominated by Pearce's Lemma.

3 – Level-k Rationalizability

Towards level- k

Recall for a k -type: (K2) $\text{supp marg}_{\Theta_{-i}} \mu^i \subseteq \{\theta_{-i,0}, \theta_{-i,1}, \dots, \theta_{-i,k-1}\}$.

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▷ Observation: (KL) \implies (K2) so that $L_{i,p}^n \subseteq R_{i,p}^n$, i.e. a *refinement*

L-Rationalizability: Example

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L-Rationalizability: Characterization

Now, consistency with rationality and higher-order reasoning about rationality in G :

Proposition (Consistency)

For every $n \in \mathbb{N}_0$, $k \geq n$, and every $i \in I$, $L_{i,p}^n(\theta_{i,k}) \subseteq R_i^n$.

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Theorem (Foundation of the level- k model)

For every $k \in \mathbb{N}$, $n \in \mathbb{N}_0$, and every $i \in I$,

$$L_{i,p}^n(\theta_{i,k}) = \begin{cases} R_i^n, & \text{if } n < k, \\ L_i^k[p], & \text{if } n \geq k. \end{cases}$$

L-Rationalizability: An Observational Challenge

“In our view, people stop at low levels mainly because they believe others will not go higher, not due to cognitive limitations[.]” – Crawford, Costa-Gomes, and Iriberri (2013, JEL)

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 - ▷ If $k > 1$ known, but any n possible: get again only undominated actions.
 - ▷ If n known, but any k is possible? Get (potentially) more than R^n .

That's it!

Thanks!

Comments and questions much appreciated! As said, very much work in progress.

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