

Information Economics

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Course # 320.412 (part 2)

Main learning objectives:

basic coordinates of static games of complete information

- Static games of complete information
 - strategic form games
 - $\circ~$ dominant/dominated strategies
 - $\circ~$ iterated elimination of strictly dominated strategies
 - Nash equilibrium (in pure strategies)
- Applications (Cournot duopoly, Bertrand duopoly)
- Mixed strategies
 - $\circ~$ simplified Nash equilibrium tests
 - application (batter-pitcher duel)



Strategic form games

- N players i = 1, ..., N, strategies $s_i \in S_i$, payoffs u_i
- \circ payoff function $u_i: imes_{j=1}^N S_j \to \mathbf{R}$, $S \equiv imes_{j=1}^N S_j \equiv S_1 imes S_2 imes ... imes S_N$
- definition: $G = \{S_1, S_2, ..., S_n; u_1, u_2, ..., u_n\}$
 - define G for the Prisoner's dilemma
 - define $\times_{j=1}^{N} S_j$ for the Prisoner's dilemma
 - explain \vec{u}_i for the Prisoner's dilemma

 Solution concept 1: Iterated elimination of strictly dominated strategies (IESDS)

- individual strategy s_i set of individual strategies S_i , $s_i \in S_i$
- specific joint strategy $s = (s_1, s_2, ..., s_N)$

joint strategy set $S \equiv \times_{j=1}^{N} S_j$, $s \in S$

• "others" joint strategy $s_{-i} = (s_1, s_2, ..., s_{i-1}, s_{i+1}, ..., s_N)$

"others" joint strategy set $S_{-i} = S_1 \times S_2 \times ... \times S_{i-1} \times S_{i+1} \times ... \times S_N, s_{-i} \in S_{-i}$ $(s_i, s_{-i}) = s!$

• demonstrate all of these concepts for the Prisoner's dilemma





Strictly dominant strategies

A strategy \hat{s}_i , for player *i* is strictly dominant if $u_i(\hat{s}_i, s_{-i}) > u_i(s_i, s_{-i})$ for all $(s_i, s_{-i}) \in S$.

 $\circ~$ identify strictly dominant strategies in the following game

▶ If
$$\hat{s}_i$$
 exists, *i* plays it.

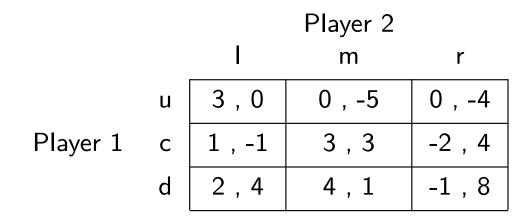


Strictly dominated strategies

Player i's strategy \hat{s}_i strictly dominates another of her strategies \bar{s}_i , if $u_i(\hat{s}_i, s_{-i}) > u_i(\bar{s}_i, s_{-i})$ for all $s_{-i} \in S_{-i}$. In this case, \bar{s}_i is strictly dominated in S.

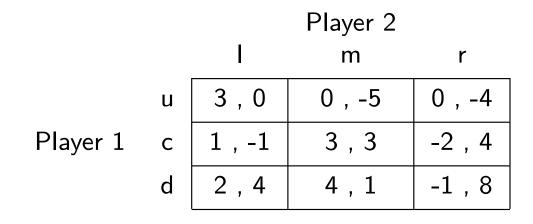
If \overline{s}_i exists, *i* does not play it.

 $\circ~$ identify strictly dominated strategies in the following game





- Strictly dominated strategies can be iteratively eliminated from game
- ▶ Game theory outcome: strategies that survive IESDS



calculate outcome according to IESDS



Drawbacks

\circ rationality

• IESDS often not informative

			Player 2	
		I	m	r
	u	0,4	4,0	5,3
Player 1	С	4,0	0,4	5,3
	d	3,5	3,5	6,6

- all strategies survive IESDS



players don't play SD strategies – what do they play?

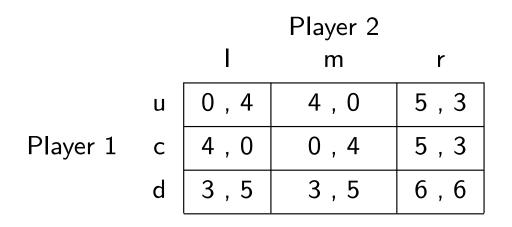
- best responses
- Nash equilibrium: Given G = (S_i, u_i)^N_{i=1}, ŝ ∈ S is a pure strategy Nash equilibrium of G if for each player i, u_i(ŝ)≥u_i(s_i, ŝ_{i-1}) for all s_i ∈ S_i.

• NE is a joint strategy; observe the weak inequality

o find NE in the Prisoner's dilemma



find pure strategy Nash equilibria



Theorem. (i) If ŝ is a NE it survives IESDS.
 (ii) If only ŝ survives IESDS, then ŝ is the unique NE of the game.



Cournot game

$$P(Q) = a - Q, \ Q = q_1 + q_2, \ Q < a, \ C_i(q_i) = c \ q_i, \ 0 < c < a$$

$$S_i = [0, \infty)$$
, as for $Q \ge a$, $P(Q) = 0$, no firm produces $q_i \ge a$
 $s_i = q_i \in S_i$, $i = 1, 2$; $s = (q_1, q_2) \in \times_{i=1}^2 S_i$; $\times_{i=1}^2 S_i = \mathbf{R}^2_+$

$$u_i(q_i, q_j) = q_i \left[P(q_i + q_j) - c \right] = q_i \left[a - q_i - q_j - c \right]$$

NE: $u_i(\hat{s}_i, \hat{s}_j) \ge u_i(s_i, \hat{s}_j)$

 $\max_{q_i \in S_i} q_i \left[a - q_i - \hat{q}_j - c \right]$

$$\Rightarrow \hat{q}_1 = (a - \hat{q}_2 - c)/2 \text{ and } \hat{q}_2 = (a - \hat{q}_1 - c)/2$$

 $\Leftrightarrow \hat{q}_1 = \hat{q}_2 = (a-c)/3$



• prediction of game theory: $\hat{s} = ((a - c)/3, (a - c)/3)$

• unique pure strategy NE

•
$$P(Q) = a - 2(a - c)/3 = a/3 - 2c/3 > c$$
 (as $a > c$)
 \Rightarrow oligopoly profits

 $\circ\,$ complete info vs. incomplete info (cost structure) $\rightarrow\,$ Baysian version of Cournot game



Bertrand game

• $q_i(p_i, p_j) = a - p_i + b p_j$, 2 > b > 0; constant marginal cost c < a

▶
$$p_i \in S_i = [0, \infty)$$
, thus: $s = (p_1, p_2) \in S = \mathbf{R}^2_+$

•
$$u_i(p_i, p_j) = q_i(p_i, p_j)(p_i - c) = (a - p_i + b p_j)(p_i - c)$$

• NE:
$$\max_{p_i \in S_i} (a - p_i + b \, \hat{p}_j) (p_i - c)$$

$$\Rightarrow \hat{p}_1 = (a + b\,\hat{p}_2 + c)/2 \text{ and } \hat{p}_2 = (a + b\,\hat{p}_1 + c)/2$$
$$\Leftrightarrow \hat{p}_1 = \hat{p}_2 = (a + c)/(2 - b)$$



▶ prediction of game theory: $\hat{s} = ((a + c)/(2 - b), (a + c)/(2 - b))$

 $\circ~$ unique pure strategy NE

◦ Bertrand NE \neq Cournot NE: $p_B > p_C$

•
$$(a+c)/(2-b) > c$$
 (as $a > c$)
 \Rightarrow oligopoly profits

 $\circ\,$ complete info vs. incomplete info (cost structure) $\rightarrow\,$ Baysian version of Bertrand game

Mixed strategies



- Mixed strategies: Consider a finite $G = (S_i, u_i)_{i=1}^N$. A mixed strategy for i is a probability distribution, m_i , over S_i . That is, $m_i: S_i \to [0, 1], 0 \le m_i(s_i) \le 1$ and $\sum_{s_i \in S_i} m_i(s_i) = 1$.
- Set of *i*'s mixed strategies: $M_i \equiv \{m_i : S_i \to [0,1] \mid \sum_{s_i \in S_i} m_i(s_i) = 1\}$

- simplex (\rightarrow show simplex for 2 or 3 strategies)

pure strategies \subset mixed strategies

> Payoffs: expected u- function

$$\circ \ s = (s_1, s_2, ..., s_N)$$

• probability of $s \in S$: $m_1(s_1) m_2(s_2) \dots m_N(s_N)$

if strategies are chosen independently, prob(s) = product of probabilities $m_i(s_i)$

complication: not only i randomizes, but so do all others as well



•
$$u_i(m) = \sum_{s \in S} \underbrace{m_1(s_1) m_2(s_2) \dots m_N(s_N)}_{\text{probability of } s} u_i(s)$$

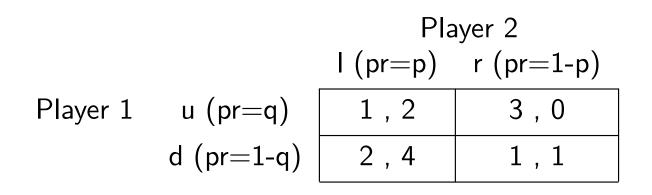
$$m = (m_1, m_2, ..., m_N)$$

$$m \in M \equiv M_1 \times M_2 \times \ldots \times M_N$$

$$m_{-i} = (m_1, m_2, ..., m_{i-1}, m_{i+1}, ..., m_N)$$

$$M_{-i} \equiv M_1 \times M_2 \times \dots M_{i-1} \times M_{i+1} \times \dots \times M_N$$
$$m_{-i} \in M_{-i}$$





•
$$m_1 = (q, (1-q)), m_2 = (p, (1-p)), m = (m_1, m_2)$$

- expected payoff of playing u: p 1 + (1-p) 3; d: p 2 + (1-p) 1
- ▶ player 1's expected payoff of m_1 , given m_2 : $u_1(m) = q p 1 + q (1 - p) 3 + (1 - q) p 2 + (1 - q) (1 - p) 1$
- calculate $u_2(m)$

Example

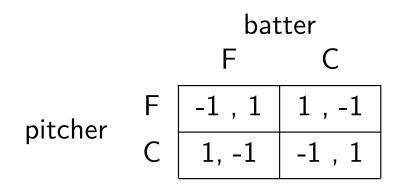


- Interpretation of mixed strategies
 - sometimes in one's best interest to employ randomization mechanism
 - \rightarrow expected payoff of $m_i > s_i$, for probabilities chosen so to maximize expected payoff
- Mixed strategy Nash equilibrium
 - Given $G = (S_i, u_i)_{i=1}^N$, $\hat{m} \in M$ is a Nash equilibrium of G if for each player i, $u_i(\hat{m}) = u_i(\hat{m}_i, \hat{m}_{-i}) \ge u_i(m_i, \hat{m}_{-i})$ for all $m_i \in M_i$.

- infinitely many strategies to be tested!



Batter-pitcher duel (baseball)



 $\circ~$ no SD strategies, no NE

- how to find mixed strategy NE, \hat{m} : $u_i(\hat{m}) = u_i(\hat{m}_i, \hat{m}_{-i}) \ge u_i(m_i, \hat{m}_{-i}) \quad \forall m_i \in M_i, \forall i$
- mixed strategy NE test

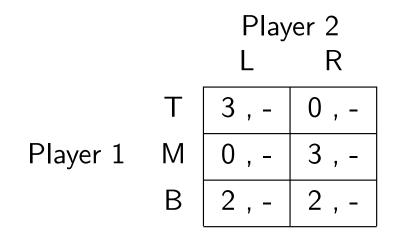


- Theorem. Mixed strategy Nash equilibrium test. For all *i*, the following holds:
 - $u_i(\hat{m}) = u_i(s_i, \hat{m}_{-i})$ for all s_i played with positive probability.
 - $u_i(\hat{m}) \ge u_i(s_i, \hat{m}_{-i})$ for all s_i played with zero probability.
 - batter-pitcher duel: $S_i = \{F, C\}$, both strategies played with positive probability: $u_i(F, \hat{m}_{-i}) = u_i(C, \hat{m}_{-i})$
 - $\rightarrow\,$ calculate mixed strategy NE for batter pitcher duel





Proposition. A pure strategy of i can be a best response to a mixed strategy by j, even if it is not a best response to any other pure strategy by j.



• Let
$$m_2 = (1/2, 1/2)$$
, and $s_1 = B$.

Then, s_1 is a best response to m_2 : E[B] = 2 > E[M] = E[T] = 3/2.



Proposition. A pure strategy can be dominated by a mixed strategy, even if it is not dominated by any other pure strategy.

• *B* is not dominated by either *T* or *M*. Let $m_1 = (1/2, 1/2, 0)$, and $s_1 = B$.

Then, for all m_2 : $u_1(s_1, m_2) = 2 < 3 = u_1(m_1, m_2)$.

Theorem. In any finite G, there exists a Nash equilibrium.

• *Proof sketch.* (1) Define best-response correspondence and show that any fixed-point of correspondence is a NE;

(2) By Kakutani's fixed-point theorem, best-response correspondence has a fixed point.

(1) For any given m, define player i's set of best responses $\phi_i(m) \subseteq M_i$ $\phi(m) \equiv \times_{i=1}^N \phi_i(m)$ (best response correspondence) m^* is a fixed point of $\phi(m)$ if $m^* \in \phi(m)$

 $m^* = \hat{m}$, obviously.

(2) As m ∈ M, the domain of φ(m) is nonempty, compact, convex.
φ(m) is upper hemicontinuous from M into M.
By Kakutani's fixed point theorem, there exists m^{*} ∈ M such that m^{*} ∈ φ(m) . ||