Applied Game Theory Graduate Program in Economics, HUST Ming Yi Fall 2018 HOMEWORK #2 yiming@hust.edu.cn

- 1. Consider the following normal form game with incomplete information.
  - Player set:  $I = \{1, 2\}.$
  - Strategy sets:  $S_1 = \{T, B\}, S_2 = \{L, R\}.$
  - Type sets:  $T_1 = \{t_{11}, t_{12}\}, T_2 = \{t_{21}, t_{22}, t_{23}\}.$
  - Probability distributions (or beliefs):

$$P(t_{21}|t_{11}) = 1, \ P(t_{22}|t_{11}) = 0, \ P(t_{23}|t_{11}) = 0;$$
  

$$P(t_{21}|t_{12}) = 0, \ P(t_{22}|t_{12}) = 1, \ P(t_{23}|t_{12}) = 0;$$
  

$$P(t_{11}|t_{21}) = \frac{2}{5}, \ P(t_{12}|t_{21}) = \frac{3}{5};$$
  

$$P(t_{11}|t_{22}) = \frac{1}{2}, \ P(t_{12}|t_{22}) = \frac{1}{2};$$
  

$$P(t_{11}|t_{23}) = \frac{3}{4}, \ P(t_{12}|t_{23}) = \frac{1}{4}.$$

• Payoff matrices without incomplete information are given as in Table 1:

Table 1: Payoff matrices.

$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{tabular}{ c c c c c c } \hline L & R \\ \hline T & 0, -2 & 2, 0 \\ \hline B & 2, 4 & 0, 2 \\ \hline \hline & & \\ (ii) \mbox{Type} \ t = (t_{11}, t_{22}). \end{tabular}$	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
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Determine all Bayesian Equilibria (BNE in pure strategies) of the game.

- 2. Consider the Cournot duopoly with firms j = 1, 2 and
  - constant marginal costs  $c_1 = c_2 = c;$
  - linear inverse demand function P(y) = a by for  $y \leq \frac{a}{b}$ ;
  - a > c.

In this case, firm 2's best response against  $y_1$  is given by

$$y_2(y_1) = \frac{1}{2b} \left( a - c - by_1 \right), \tag{1}$$

 $\text{if } a - c - by_1 \ge 0.$ 

Suppose the two firms play a **two-stage** game where firm 1 moves first and firm 2 moves second. Let  $\bar{y}_1 \in (0, \frac{a-c}{b})$  and the firms' strategies in the two-stage game be given by

$$y_1 = \bar{y}_1, \tag{2}$$

$$y_2(y_1) = \begin{cases} \frac{1}{2b}(a-c-b\bar{y}_1), & \text{if } y_1 = \bar{y}_1; \\ \frac{a-c}{b}, & \text{if } y_1 \neq \bar{y}_1. \end{cases}$$
(3)

Show that strtegies depicted in equations (2) and (3) constitute a Nash equilibrium of the two-stage game, which is not subgame perfect.